

*Glantri
Great
School
of
Magic
in
detail*



Compiled and created by Robin

Foreword

Something bugged me a long time ago. It was the Gazetteer 3 Principalities of Glantri; an outstanding work by our beloved Bruce Heard, our Mystara Spirit. The book gave us stacks of intense usable information, yet it also gave some incomplete material. The AD&D2 adaptation of Mystara and the Glantri Kingdom of Magic, Wrath of the Immortals, Poor Wizard Almanacs, Castle Amber, DM Survival Guide and Players Survival Guide, added some information, but holes stayed, or more were created due the awful desecration of Gazetteer 3. Many flaws have crept in, and areas left open. Areas you actually need in playing the Great School of Magic in Glantri on Mystara, BECMI style (or actually any D&D style)!!

I searched and searched, found and compiled, not only from the canon sources, but also with the help of some fan work. The great difficulty was that various canon sources gave various scales to work upon, (our beloved Bruce Heard even added yet another recently). Combining size and reason/logic together I came finally upon the scale of 1 inch =40 feet (1mm= 1.27 feet) to be used from the original map in the inside cover of Gazetteer 3, instead of the 1 inch =20' as per Gaz3. With almost this scale I earlier had created an Isometric map of the Great School of Magic In Glantri City made from the initial interior cover map of the GSM. And I already started to make the vertical information, according to canon sources...then Real Life kicked in, and I had to store my stuff. Here the maps were damaged by moisture and mice. In 2016 I rediscovered this map, and decided to restore or redraw them. I actually went beyond that, I made two more Isometric maps from other directions, enabling the Great School of Magic to be viewed from all directions. With this, more detail came about the inside, and following the canon sources together with architectural laws for stability, strength, and consistency I now even created the inside floor plans, first in pencil, later clarifying with Windows Paint. With this, more detail came on about the inside, and following the canon sources together with architectural laws for stability, strength, and consistency I now even created the inside floor plans, first in pencil, later clarifying with Windows Paint. Rereading all the canon and fanon sources, more information was added, a timeline came forth, and the various canonical uses of the rooms now made even more clarity.

Rereading all the canon sources, and the newer fanon sources, more information was added, a timeline came forth, and the various uses canonically of the rooms made even more clarity. Using the interior maps that came forth after the creation of the Isometric maps and more architectural sanity, I created the Great School of Magic of Glantri as presented canonically in the Mystara various sources(including many more small bits & pieces from fans). I continued to stray further...and deeper, higher...a strange habit I know, but it brings me even more clarity and depth, but specifically multidimensional reality. I expanded the Magical Circles, to bring more magic in the world. I also took many items and spells from other D&D sources, and some self-created to bring more magic use and feel.

Without further ado; I am now ready to present you Glantri Great School of Magic In detail ...and scent, and touch, and sight, and magic, and material, and useetc, as best I could compile from all the canon sources and creations together in 16 months of near continuous work.

One interactive PDF book; where each picture and link clicked with CTRL at the same time directs you to sources of information. Each door is thus attached to a link within the document leading towards the room which door you have chosen, making it almost as if you really wandering through the whole structure.Each picture link steers you to an original of the art.

Important Note; All grid maps presented in this book have a scale of 5 feet per square. Making the GSM roughly 160 x 250 (with some outside poking corners & edges) . All Isometric maps are actually 4.84 feet per square on the north-south axis and 5 feet on the east-west axis. This due a measurement flaw in the original isometric map made years ago, which was corrected in the grid maps, but could not be corrected in the Isometric maps without redrawing all of them whole. To circumvent this, the scale had to be recalculated and applied as thus.

All maps are set at 1014AC, unless noted otherwise, but most can be applied to several years, or decades as described. Anything affected by the ToD Sphere of Darkness (See more here;[Future of the Radiance](#)) as per that adventure is set at 1014 AC (-01-06) precise. However, as the sphere is expanding continuously, as according Canon information, the sphere will affect a greater area, more rooms, and eventually the surface.

This is again one of my [compilation works](#) using the source list as presented here; http://www.pandius.com/Monster_Manual_sources.pdf. The dominant resources I used in this compilation work were;

GAZ3-TSR9208-D&D-Mystara-The Principalities of Glantri, GAZ3-TSR2511-AD&D2-Mystara-Glantri Kingdom of Magic, TSR1082;1901+1902-D&D-Wrath Of The Immortals boxed set, A1-TSR9372-D&D-Mystara 1010AC-Poor Wizard's Almanac I, A2-TSR9441-D&D-Mystara-1011AC-Poor Wizard's Almanac II, CD2-TSR2513-AD&D2-Mystara-Mark of Amber-Boxed Set, A3-TSR2506-AD&D2-Mystara-1012AC-Poor Wizard's Almanac III, DMR-TSR2510-AD&D2-Mystara-Player's Survival Kit.A4-TSR2517-AD&D2-Mystara-1013AC-Joshuans's Almanac, DMR-TSR2512-AD&D2-Mystara-Dungeon Master Survival Kit, Dragon Lord Chronicles, 99.999% Mystara timeline, AD&D2 Encyclopedia Magica; Volume I (TSR2141), Volume II (TSR2152), Volume III (TSR2157), Volume IV (TSR2160). Various Dragon Magazines, PHBR 04 TSR2115 The Complete Wizard's Handbook. TSR 2165/2168/2175/2177 AD&D2-Wizard's Spell Compendium 1-4, "The Fountain of Health" adventure in Dungeon #39 by Ann Dupuis, TSR9423 Deck of Magical Items, Best of Dragon Magazine 2, 4, 5. Dragon Magazine 163, History of Dragons by Simone Neri on Pandius. Isabel Comic by Will, Franquin, Delporte, & Macherot

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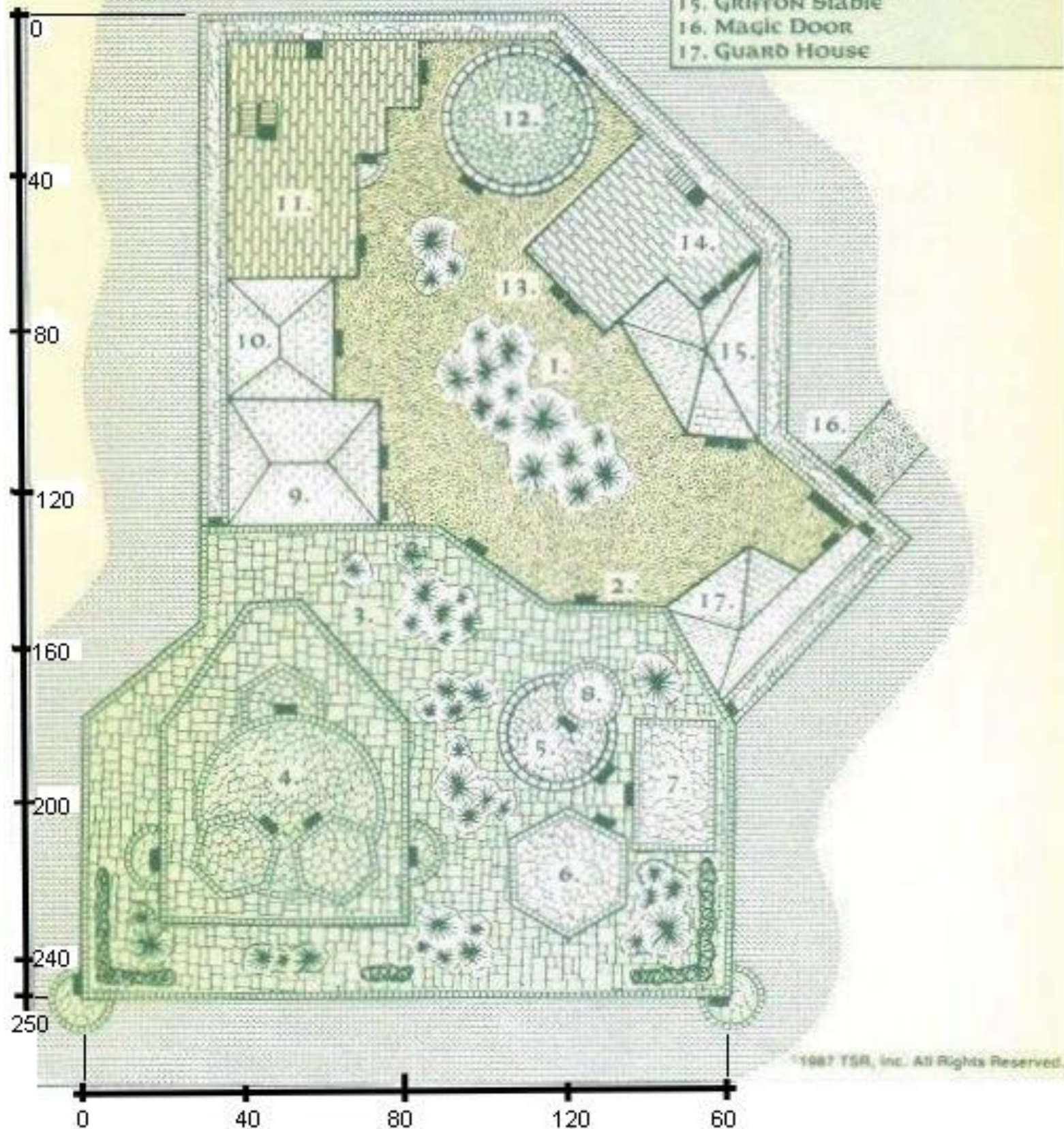
I thank Bruce Heard, Micky, Sturm, Shawn Stanley, Hausman, Baron, Hihama, Torfinn Tait, Thomas Pizard, Nathan Elling, Markus Olavi Montola, and several others on <http://www.thepiazza.org.uk/bb/viewforum.php?f=3> Forum & [Pandius](#) for their input and/or creations, as without them I could not complete this (even if some gave only non-BECMI D&D stuff, there where always tidbits usable)

Proofreader; Melle Wolfram. **Some proofreading by;** Shawn Stanley, Chimpman/John Calvin, Bernhard Knol, Thierry de Vries, Albert Bos.

THE GREAT SCHOOL OF MAGIC

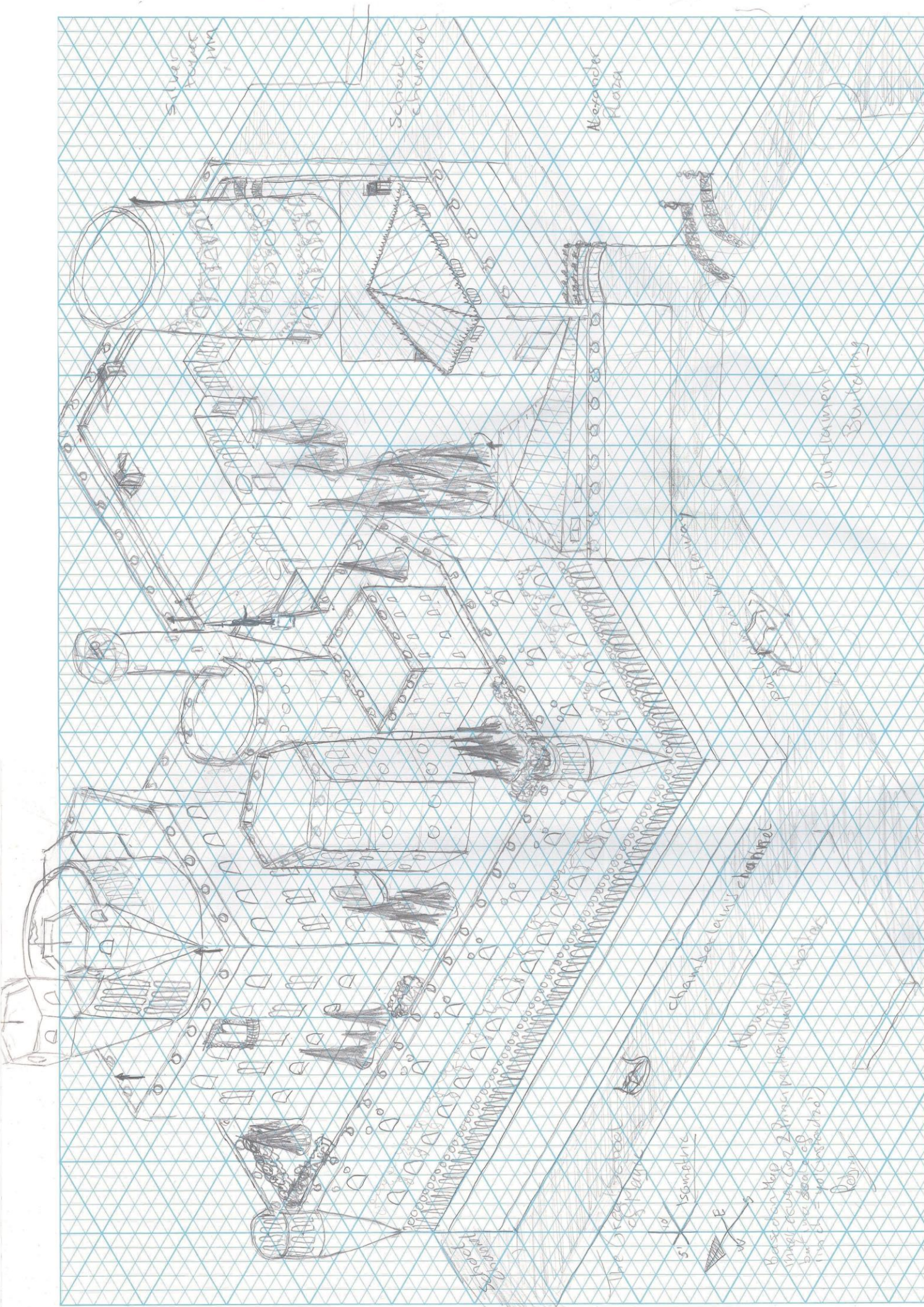
Slightly readjusted map of the map in Gazetteer 3;
Principalities of Glantri.

1. Main Garden
2. Main School Building
3. Meditation Terrace
4. Grand Master's Tower
5. Tower of Secret Experiments
6. Archives Tower
7. Museum of Monstrology
8. Celestial Observatory
9. Temple of Rad
10. Kitchens
11. Dining Area
12. Administration Tower
13. Warehouse
14. Griffon Take-Off Area
15. Griffon Stable
16. Magic Door
17. Guard House



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The Great School of Magic of Giantri
 Isometric map based on map of Great School of magic on interior cover of Gazetteer 3.
 Readjusted scale from 1 inch is 20 to 1 inch is 40', making the scale each isometric section in any direction 5'.
 Viewing direction; South-West to North-East.

Timeline Glantri City FWA, GSM

I used the History of Mystara document posted here; http://pandius.com/history_of_mystara.doc, to create a timeline related to Glantri and the GSM in specific, with some details added by me. For more information on something specific read there.

4500 BC	Hel created Beastmen (the Grruuk in their own tongue) from the reincarnated souls of evil beings. The Beastmen appeared in the Borean Valley, northern Brun in the Arctic Circle and worshipped Hel
39?? BC	On the crash-landed FSS Beagle the ship's defences have been penetrated and looting has taken place by the planet's natives quite regularly. Core critical devices had been removed from the engines, resulting in that the ship was about to explode with such force that the entire planet would be vaporised. Somehow the energy of the explosion turned inward, so that the ship imploded and was destroyed. The engine survived the implosion and was driven several hundred feet into the ground. The powerful energy of the explosion transformed the engine into the Nucleus of the Spheres. All that was left was a big crater with a glass bottom. The next looting party to the valley concluded that the ship had taken off.
3500 BC	Worldwide Update. Blackmoor Empire was flourishing, due to all that was learned from the alien vessel. It conducted trade and intermittent warfare with the Evergrun elves. The Evergrun civilisation was at its peak. 4 clans of elves (Porador, Felestyr, Celebryl, Gelbalf) decided to colonise near the Blackmoor region. The Elven colonists and their Evergrun brethren embraced Blackmoor's technology. Blackmoor's priests declared holy war against the Beastmen(reincarnated evil spirits which eventually would evolve into the known Humanoids). Blackmoor hunted down Beastmen (3500 BC–3200 BC, but skirmishes continued through to 3000 BC). The great Kingdom of Blackmoor located a large resource of natural gas on the continent of Brun along the barren edges of the Northern ice, and soon harvested this as fuel. The location was called Redfen Foundry , as the area was a large wetland (fens) between the merging of two red glacial rivers. But as the soft wetlands were already subjected to regular flooding, and rising waters, the structures made of magical stone (armoured concrete) slowly but irresistibly sank into the soft ground.
3495 BC-3470 BC	Redfen Foundry. Dams and Terps erected. Upon the sinking of the original structures, new structures were built, using the older versions as basement and foundation. Factory enlarged. Second Drilling Tower Created.
3470 BC-3452 BC	Redfen Foundry. The sinking continued resulting in a 2 nd & 3 rd layer structures. Second Drill Tower disaster in 3452 BC. Locals felt as if there was no end to the sinking. 2 nd gas chamber reached, terps enlarged
3452 BC-3445 BC	Redfen Foundry. 4 th layer build on sunken 3 rd , factory submerged, later 5 th layer build upon the 4 th layer, some sections abandoned; at 3445 BC the locals finally noticed slower sinking; 1 st gas chamber depleted, 3 rd gas chamber reached. More terps created and enlarged. Great city blocks created for Humans and Elves.
3435 BC	Redfen Foundry. All these sunken layers and terps (of the whole city) were covered and made into great foundation blocks with the use of magical stone and (armoured) concrete. Machinery and city Block were built on top. Deep below people delved/worked with the gas, which was located in deep rock chambers 1500', 4000' and 10.000' below. The highest building was a stone (armoured concrete) keep seven tiers high, which dominated the city. The keep incorporated the drill and pumps further down. This square drill tower was finally stabilized and finished, Transportation of the gas begins now by pipe, magic and trucks & vessels. Many smaller structures of wood (lower in weight) were used to harbour the local workers and their families. <i>Note; the tower is thus dating from before the Rain of Fire. Formerly a gas-drill factory but wrongfully assumed by the generations of Glantrians as being an old keep, and named as thus here.</i>
3094 BC	The Blackmoor government began the construction of a nuclear missile site (against any offending nations) by drilling in the thus far stable Great Rock location of Redfen what later became the Alexander Plaza.
3065 BC	Redfen village foundry noticed the gas reserves slowly becoming depleted and many small quakes cause damage to the local structures, and even the Great Rock started sinking. Lower sections were closed off either by government, or simply collapse. The missile site was abandoned, due to the risk.
Before 3050 BC	As technology and magic fused, powered by the knowledge the Ancients, the world soon suffered from pollution from this technology, Resources rapidly dwindled and the gas mine on Redfen was on the brink of shutting down. Nature minded people and elves desired other sources of energy, better for the world but without pollution. This was difficult, as the world was often in war, the humans versus the Beastmen, and nations against nations, all to acquire the technological might Blackmoor possessed. Then some scientists discovered that on some locations in the world the ground possessed great power generated by itself. It was as if this planet had something like muscles, able to generate power to do things. This power could possibly be harnessed and used. There was only one location that was easily accessible, to test this idea; the region west of Anur Lake. The New Blackmoor colony on the continent of Brun along the barren edges of the Northern ice now made Redfen as its capital city. As the population slowly became more environmental friendly (under Elven returnists influences), only a few structures were made of stone (<i>as these dated 400-450 years earlier</i>), the most were made of local wood, and only a few of plastics, metals or carbon-fibres
3004? BC	Blackmoor's Scientists' Discovery. Blackmoor's scientists discovered how to copy the former space ship's engine, but found that Mystara's high level of magical energy causes engines of this nature to be very volatile. In the southern hills (future Broken Lands) a lot of the minerals important to their technomantic energy could be located, and as thus were of great import to the growth of both the Empire and the region itself. The humans, dwarves and yes, even elves worked together to create an immense machinery called the RCC (Regressive Colliding Collector), around the few underground cells that provided the energy they craved. At several locations they erected huge factories of machinery, connected to each other in a large circle around these cells. The huge rock cells above holding the energy within, and nearby volcanoes enabling the energy being channelled outside to be harvested. Further details of this machinery were lost in time.
Near 3000 BC	The Nucleus of the Spheres was discovered by an Old One under the Valley of the Ancients. The Old One marvelled at the device and its energy output, the Radiance. He saw the chances and the danger it posed to the World in it. Most of all he saw was its temporary existence, and its effects on Mystara.
3000 BC 1 Nuwmont:	The Great Rain of Fire. Some Blackmoor prototype matter/antimatter engines explode, shifting the world's axis 45 degrees anti-clockwise. Blackmoor shifted 10 degrees to the north, becoming the frozen wastes of Norwold (southern Great Bay shore), and its civilisation destroyed. It was submerged by ocean then set in ice. Ice sheets began to recede from SE Brun (500 year process). One of the most dangerous of the Blackmoor devices (the RCC collider) was buried intact under the mountains of future Broken Lands. New Blackmoor was forgotten and overrun by Beastmen and barbarians.

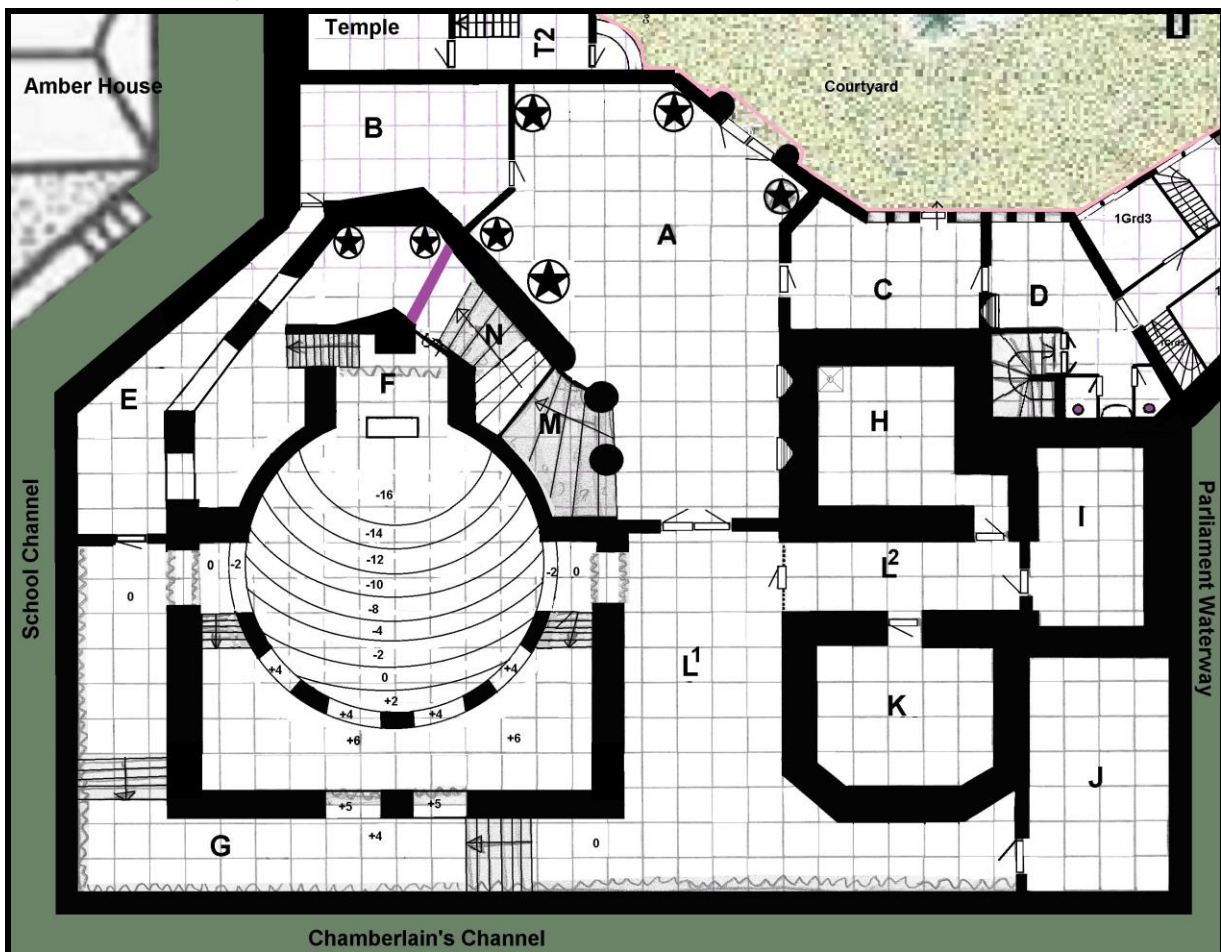
- Redfen** was ruined in the infernal blaze from previously inaccessible pockets of gas freed by quakes. Only a few stone structures and hills of debris remained, much of the remaining metal corroded away in the centuries following or was plundered and all other material literally burned away. The RCC machinery was still in its try-out phase, when the Great Rain of Fire disaster struck, but was active. All over Mystara machines exploded that were connected to the Technomantic reactor, many people perished in an instant, cities, and villages were blown away in mushroom clouds. It is unknown why this shape, maybe the technomagic worked like a fungus, a disease; at least it brought a [Wasting Disease](#) which falls over the planet, causing mutations, death and global cultural regression for many centuries..At the RCC machine, only the outside controlling towers suffered from the explosions, the machinery below survived, intact, and active until 1700 BC. Just after the Rain of Fire the Old One moved and modified the Nucleus of the Spheres and placed it in a now empty 350' x350' x500' 3rd natural gas chamber, 10.000' below the ruins of **Redfen**.
- 1700 BC Triggered by some elves, the Megalith cells surrounded by the RCC device released all stored energy back into the cells were they derived energy from. This sudden instant backlash of energy caused the cells to chemically overload and explode. A huge local cataclysm rakes the region, the caves collapse and the force pushes the rocks on the sides outward and up. Volcanic activity underground and aboveground is abundant. Great depressions and upheavals change the whole region. The skies over the mountains were engulfed in flame, impenetrable clouds of smoke and ash, which did not dissipate for years. Gray dust fell from the sky. The grass of the steppes withered and died. In some places plants never did recover, and many humans, humanoids and animals perished or were inflicted by a rotting plague, the Wasting Disease. The nearby elves shelter themselves in the deepest caves of the Highlands. There they find an incredible series of caverns and begin a long migration. Even though partly affected by the radiation, this instant flight possibly saved them from extinction. The Plateaux of Ethengar lifted and tilted and the Land of Black Sand is were formed, from the volcanic ashes of the reawakened World Mountain Volcano, the effects were devastating.
- Between 1100 BC & 1000 BC Thalia, an Energy Immortal, informed one of her most favourite followers Aasla (the later immortal Alphatia) of her plans on the World of Mystara. As Aasla was on the brink of travelling there from the dimension of Old-Alphatia, due to internal wars, this was a welcome opportunity. Thalia created [The Great Organ of Thalia](#) but stored it in a pocket dimension to be used later. Then she breached the Dimensional Barrier with her lover Pax. The Immortal Guidarezzo took her Portfolio with orders to place/recreate the Organ according to her guidelines. A primitive Human and mixed humanoid species suffering from the Wasting Disease group together in the ruins of Redfen, and formed a cult of Stodos a Frog Immortal. On the large rock, they discover the original launch shaft, now using it as a place for religious sacrifices to Stodos.
- Between 1000 BC & 200 AC On a dark sandy world, the Alphatian Flaems (*Followers of the Fire*) were enslaved by the Overlord through mind control. The *Followers of Air* Alphatians left the Dimension of Old Alphatia and landed on Mystara. They quickly conquered and enslaved the scattered Yannifey peoples and spend time adjusting to Mysteran magic use (i.e. Radiance affected). The Alphatian Aasla led her followers away from Sundsvall to create the city of Aasla. Soon thereafter she became the Immortal Alphatia.
- Between 630 BC & 350 AC Via deduction, Noumena, a Hierarch of the Sphere of Thought, discovered the Nucleus of the Spheres and the Radiance in the Highlands. He reported his discovery to the Immortal Council of Mystara (see [Wrath of the Immortals page 12](#)) where it was decided that the device must be altered to maintain the balance of the spheres, as it enabled creating Energy Immortals without the need of taking the Parh of Parahon. So they altered the Nucleus of the Spheres so that each use of it drains power from the Sphere of Energy. As Guidarezzo is Thalia's replacement, and Alphatia was her most loyal follower, they meet and discuss her most secret plans, and it all had to do with the discovery of Noumena, something Thalia did anticipate. Both started to work covertly in the area of future Glantri. Guidarezzo being more experienced worked near the Radiance and Alphatia operated in the Red River Valley, where she set up a temple of Healing. This site was more of a hospice than a real temple, and was located near a magical spring which had healing powers. it iwa unknown if Alphatia created the spring or if it was a natural source. The temple became a hospice run by the clerical Order of the Golden Fountain. Local people flocked to the temple to benefit from the healing powers of the magical spring. A single cup of the water could heal wounds, cure disease, or heal the blind and the lame. It was even said the water could bring the dead to life--if the recipient was worthy.
- 395 AC The Overlord send his Flaemish slaves from his desolate world to Mystara as an advance party to gather information for an invasion. The first Flaems arrived on Mystara and settled in the Highlands, founding Braastar nearby their Planar Gate. The Flaems harbour natural shape shifters able to take boar and bear shape. They headed for the hilly regions. The 7 tribes of the Flaems led by Dukes founded 7 duchies in the new lands. The Flaems settled at Aalbansford on the Aalban River.
- Between 395 AC & 470 AC The Flaems founded settlements at Graez, Linden, Nordeen, Traagen, Beraan, Braastar, Terreja and the Duchy of Aalban. Ryde Aalstren was part of the founding populace of Graez. The ruins of Redfen were discovered, a threatening tribe of evil barbarian/humanoid mixture of Stodos was eradicated. Horrendous sacrifices were discovered, and the Shaft was covered with stone. The slow removal of often strange molten and burned debris had begun. People settled to help, and became the first new settlers of Braejr in 450AC.
- 400 AC The Flaems through explorers learn through explorers that their arch enemies the Air Wizards have already landed on Mystara and have established the mighty Alphatian Empire. Likewise the Alphatians learn that the Fire Wizards have made landfall in the Highlands of SE Brun.
- 450 AC; **Braejr Built.** At the urging of the Fire Wizards, the Flaems build the city of Braejr at the confluence of the Aalban (*now Vesubian*) and Areste (*now Isoile*) Rivers in the Highlands, on the elevated stone ruins of the former city of **Redfen**. The Archduke (*an elected representative among the seven dukes; his role was created to reduce the internal conflicts among the dukes*) relocates his capital from Braastar to Braejr. The city contained the Archduke's Palace (later *the Parliament Building, and Alexander Plaza*), **the Fire Wizard's Academy (FWA)** (*where the GSM currently exists*), a park (*later the Parliament*), and the (*later Nobles Quarter*). FWA incorporated the (what was assumed to be) old keep as a study tower to better control the Radiance The Fire Wizards learned of the Radiance before their arrival on Mystara, and were the initial researchers of the Radiance, but did not use its powers yet. As of 500 AC they didn't know its origins, its scope and its major uses. Those which knew perished in the Dragon Wars. Smithies, warehouses and shops spring up in the southern district of the city (currently the Merchants, Port, Entertainment and Westside Quarters). The canals were mostly fully filled with mud and regularly flooded by raised river levels. Braastar & Braejr were free cities under the Archduke's control. Fire Elementalism is discovered and explored.

- 451AC-455 AC **FWA Braejr.** The Large round tower, the hexagonal tower, the rectangular tower, the eastern round tower, and the former Teacher's Lodge and warehouse date from the FWA era.
- 492 AC; The Dragonlord subdued the rogue dragon leader Jherdar and forced a truce. Jherridan Maarsten was crowned first King of Braejr and Thelvyn and Kharendaen took up residence in Braejr. The current Middle-class Quarter and Nobles quarter came to be later, when population rose, and the gardens and other areas within the walls were needed.
- 497 AC Early Summer On the night of the Flaemish summer festival, King Jherridan of Braejr received the new ambassador from Darokin, Lord Derrick Mortrand. Mortrand was a senior diplomat and represented a strengthening of relations between the 2 states. King Jherridan of Braejr appointed Thelvyn Fox-Eyes as commander of the Highlands army and Captain Harl Gairstaan as second in command. Byen Kalestraan and 4 other fire wizards polymorphed into dragons, assaulted the royal palace in Braejr, killed 40 guards and assassinated King Jherridan. They were then killed as the Dragonlord destroyed their magic amplifying crystal which collapsed the roof and destroyed a quarter of the palace. The other 13 Senior Fire Wizards involved in the plot use magic to fled the Academy. Alessa Vyledaar assumed temporary control of the Fire Wizards. King Jherridan named the Dragonlord as his successor, so Thelvyn reluctantly became temporary king of Braejr. The teacher mage Torrean Demask disappeared and leaves behind an abandoned tower.
- 497 AC Mid Summer The Dragonlord ordered the withdrawal of the Highlands Army from the northern frontier to show the dragons that the Flaems were willing to pursue peace, but also to concentrate the Flaemish defence around Braejr. Ethengarian, Dwarven and Alheim armies approached **Braejr** to defend the city against the dragons. At the revelation that Thelvyn was a dragon in humanoid form, the alliance broke up. The Ethengar were the first to leave, followed by the dwarves and Darokinians. Seeing the withdrawal of the allies, the dragons left. Thelvyn abdicated as King of the Highlands and set up a council to rule instead of a king. Solveig was elected Prime Minister of the Parliament.
- 498 AC Spring Thelvaenir battled wills with the Overlord through Alessa's brooch for the first time in **the FWA in Braejr**. He broke the Overlord's control of Alessa Vyledaar and learned some secrets of the Overlord and his minions. **Braejr** hosted the War Council of Mystara aimed to form an alliance to defend the world from the Overlord's invasion. The Masters transferred their forces and a fortress to the woods east of Braastar. They then marched on Braastar. Mayor Kervaal of Braastar tried to organise the city's defence despite the mind control tactics of the Masters. The Dragonking arrived to hold off the attackers whilst the city evacuated to Braejr. The dragons abandoned Braastar to the invaders. 200 Masters left Braastar with a force of about 50,000 to march on **Braejr**. The Dragonking ordered the evacuation of **Braejr** and Alessa Vyledaar agreed to let the dragon sorcerers study the Radiance (This is how the Dragon's know of the Radiance and some of its powers). Forces from Darokin, Alfheim and Dengar were on their way to **Braejr**. Eventually the war was won and the overlord defeated, Braejr and the FWA were severely damaged. The knowledge of the Radiance was lost to most, although some later FWA students (*including Etienne D' Ambreville*) were aware there must have existed a reason that the FWA was created where it was.
- 730 AC Settlers came to the Highlands from Alfheim, Traladara, Ethengar and the Thyatian colonies in Alasiya. They did not seek permission to settle from the **Kingdom of Braejr**. The Ethengarian Virayanas were driven to the Highlands due to the strict regulation of wizardly magic use by the Khanates. Friction began between the settlers and the Flaems. The Flaems called the settlers "Pale Ones" in disgust of their lack of skin colour. Morphail Gorevitch-Woszlany was responsible for convincing the Traladaran to migrate to the Highlands. Nouvelle Averoigne welcomed settlers and soon many Thyatians and Traladaran settled there and were absorbed by the Averoigne culture.
- 738 AC **Braejr Settler Policy** Baron Etienne d' Ambreville of Nouvelle Averoigne (*also a student of the FWA*) convinced the Flaemish government to allow the foreigners to settle subject to oaths of fealty, pointing out it would benefit the Flaems. The government agreed, but ranked and fined Flaems, making life difficult for the settlers – higher taxation, harsher sentences, flaunting their magical superiority, etc. Tensions build up.
- 747 AC The **Braejr Council of Lords** outlawed clerical teaching and magic with offenders to be burnt at the stake. The law was made to thwart the rise of Thyatian and Traladaran clerics. Simon d' Ambreville left for better lands to escape the new law.
- 750 AC **FWA Braejr.** Soon the area became too small for its use and a larger rectangular-like shape was created around the great round tower. Upon the large round tower two small hexagonal towers were created to distinguish it in size, meaning and importance from the other towers.
- 785 AC Flaems drove back a disorganised coalition of human and Elven settlers to the south at the **Battle of Braejr**.
- 786 AC Halzunthram, an Alpathian Grand Council member, arrived in the Highlands with Alpathian colonists (including the Aendyrns) and aided the settlers against the Flaems. His command prevented the settlers from being destroyed by the Flaems. Eventually the Flaems were pushed back north of the Vesubian.
- 788 AC Halzunthram led the settlers to victory over the Flaems at the Battle of Braastar. The Flaemish defence was shattered. The Treaty of 788 was signed, giving the north to the Flaems (*Province of Bergdhoven*), the south to the elves (*Province of Belcadiz*), the west to the Thyatian settlers (*Province of Caurenze*) and the northeast to the Traladaran settlers (*Province of Boldavia*). A council was formed to govern the city of Braejr and the 4 provinces. Nouvelle Averoigne was a separate dominion to the treaty. Later in the year, Halzunthram received more troops from Alpathia, taking over the council and declared the Highlands a Protectorate of Alpathia. The elves claimed independence, the Flaems and settlers revolted. Nouvelle Averoigne remained independent of Halzunthram. Etienne d' Ambreville negotiated an alliance between Nouvelle Averoigne, the Flaems, the settlers and the elves to fight Halzunthram. **The Forty Years' War began.**
- 777 AC There were magic users that were rediscovering old routines that lead to a chaotic natural source of magic, and though it was still severely influenced by the Radiance, these mages study in an attempt to learn this new craft to their best. They call themselves Witches, Warlocks, and Wokani. Their first teacher was a figure known to the world for a long time; Baba Yaga (*known in Blackmoor Era*). In secrecy these mages tried to follow their own paths of discovery of this seemingly egotistical form of chaotic magic.
- Between 820 AC & 828 AC Lord Alexander Glantri won the respect of the resistance to Halzunthram's regime by speaking of the people of Braejr instead of their ethnicities. He changed tactics from ambushing Alpathians to sabotaging their economy – destroying mines and farms, and stealing livestock.

- Between 802 and 828 AC. **The Years of Infamy**; Word had spread that gold was found in the mountains. Dwarves arrive, forming lawless bands. At the same time, the plague struck the nation, afflicting more than half the population. Suspicious of dwarves, who resisted the disease better, the angry population accused them of bringing the pestilence with them, and hunted the dwarves down, together with the witches for using vile magic.
- 828 AC **Forty Years War End**, the Thyatian settler and war hero, Lord Alexander Glantri, captured Halzunthram whilst hunting dwarves, ending the forty years' war of independence. The Alpathians surrendered and their army was disbanded. The Alpathians retreated to the Red River Valley and found Castle Silverston. Halzunthram was executed after a military trial. The populace named the land Glantri in his honour and renames The Highlands range, the Glantrian Alps. The last of the dwarves were expelled from Glantri, ending the Years of Infamy. The Flaems, having lost their capital and being pre-occupied with war, had by now totally forgotten the secret of the Radiance. Severe damages to Braejr and the FWA buildings.
- 829 AC Lord Alexander Glantri summoned the nobles of the land to Braejr and founds the Republic of Glantri and reformed the council. **The city of Braejr was renamed Glantri in his honour.**
- 841 AC Etienne d' Ambreville detected strong magic radiating from **Glantri City**.
- 842 AC Etienne d' Ambreville investigated the damaged ruins of his former study grounds; the FWA buildings. Here he discovered the Nucleus of the Spheres beneath Glantri City.
- 844 AC Removal of the former garden and debris from the 40 years war, and creation of the plans for the new Main building, and opening the canals with the use of (Earth and Water) Elementals.
- 845 AC -875 AC **Construction Great School of Magic around and on the former Fire Wizard's Academy** right above the Radiance which knowledge was lost in time and war, to all but Etienne. Etienne created the dangling Globes of Light on the ceiling of the former gas chamber (now Chamber of the Radiance), so he could study the Radiance better, as thus they are similar to those used by the **GSM** up to this day.
- 845 AC Etienne d' Ambreville of Nouvelle Averoine bought the land above the Nucleus of the Spheres in Glantri City (the former FWA) and sponsored the construction of the Great School of Magic thereon, with all treasure he found below and already owned. Family grounds were taken as a guarantee, but within a few decades returned fully ownership to the Amberville family. The Dragonrouge Society was created.
- 850 AC Etienne d' Ambreville had mastered the Radiance and used its Transcend Life Force power to attain Immortality in the Sphere of Energy. He took the Immortal name Rad. Worship of Rad began in Glantri. **GSM**; the whole area was encompassed within a curtain wall, and a temple of Rad was created.
- 851 AC A Boldavian Nosferatu discovered that Etienne d' Ambreville has gained control of an Artifact of great power. The Nosferatu tried to wrest the Artifact from Etienne, but was destroyed by Etienne. The Boldavian's slave Lady Lillian Corran was free to escape to Glantri City. From there she watches construction of the Great School of Magic above the site of the Artifact.
- 855 AC Water Elementalism discovered after opening an Elemental river between an ingoing and outgoing gate to the Elemental Plane of Water. They succeeded to remain hidden to the existing Fire Elementalists for a few decades. The fact that Water Elementalism exists confused Fire Elementalists, who thought they were the dominant source of magic until that very moment.
- 858 AC The parliamentary session known as the Light of Rad reserved nobility for wizards and granted council members the hereditary title of Prince. Principalities of Glantri were founded; Glantri City (Prince Alexander Glantri), Bergdhoven, Erewan, Caurenze, Boldavia (Prince Morphail Gorevitch-Woszlany). **GSM**: A clearly needed warehouse was created. The abandoned eastern round tower now harboured the kitchen and dining areas. In this time the celestial observatory was added to the old round tower.
- 861 AC The Order of the Golden Fountain, was reached by an army of cleric-hating Glantrians Glantrian warlord demanded that the clerics of the hospice of the Golden Fountain stop their heretical Clericism and reserve their healing water solely for the army. The supreme water bearer, head of the clerical order, refused the warlord's order. The Gift of Ariana (an alias of Alpathia) was not meant to be a tool for bloody warfare. Enraged, the warlord tried to clam the spring for himself and sent an enchanted monster--a stone golem in the shape of a Minotaur--to destroy the temple and all within it. The priests died as the creature knocked the temple down around them, but the supreme water bearer laid a curse upon the healing waters with her dying breath; Until the warlord (or its rulers) no longer coveted the Golden Waters for his evil purposes, its waters would be poisonous to all, and useless to the Glantrians.
- 868 AC Air Elementalism discovered after a freak accident sucked several aspiring mages on tour into the Plane of Air. When they returned, they were not only wiser and more knowledgeable, but were also accompanied by several Elemental creatures and oddities. The Flaemish Fire Wizards were ashamed by yet another form of Elemental magic and forced the Air Elementalists to work deep under ground, in a way to restrict them.
- 875 AC **GSM**; the latest additions were the kitchen, dining halls, griffon stable, and guardhouse. The old Redfen tower, within the incorporation into the GSM, became the tower of secret experiments, due its sturdiness. This year a sudden earthquake lowered the GSM by 3 inches within a few minutes. Several buildings in the city were destroyed, and the 4th and 5th underground layers of the GSM became wholly or partially inaccessible. The Teacher's Lodge in the GSM destroyed by Fire, one year later the Griffin stables and Warehouse expansion were finished on the ruins.
- 895 AC Earth Elementalism discovered, and Secret Craft of Earth Elementalism created. Secret Chambers created soon thereafter. This sets the doctrine to keep the Elemental Crafts and all the other crafts a secret. The secret society/cult Dragonrouge was destroyed and their members killed or imprisoned.
- 898 AC A new wave of immigrants settled in Glantri and mix freely with the locals. Racial tensions began to decrease. Fire Wizards discovered the Earth Elementalist craft exist after a magical conflict between one of them and try to locate them unsuccessfully.
- 918 AC Locator discovered the Nightmare Realm and created a new secret Craft; Dream mastery.
- 919 AC Wizards battling dragons in the spirit of the old Dragon Wars discovered that they harbour magic of their own. Research caused the secret craft of Dragon mastery to come to be.
- 920 AC Darokin and Glantri signed an economic agreement which allowed free passage of all merchant caravans. Business was booming in Glantri City. Darokin was a collection of independent city-states at this time. Glantri made an agreement with Darokin's main merchant houses and this agreement was then ratified by the Republic when it formed in 927 AC.
- 925 AC Dragon Mastery splits up by the various dragon types based on alignment. The old groups of Scribes convened and created the secret craft of Cryptomancers.

940 AC	The Principalities of Glantri made a secret deal with High Goblony, pledging trade goods to be sent to the goblins each year in exchange for a royal goblin hostage. The purpose of the arrangement was to stop the goblins from raiding the Principalities.
952 AC	Alchemist grouped together like the secret crafts and created their own craft, as useful as the others.
973 AC	Air Elementalist discovered and took over an invisible Cloud Giant Castle after its occupants perished by the Chicken Pox, and repositioned it over the Great School of magic to function as their secret craft location. They disappeared from the Fire Elementalists supervision, when the castle entered the Plane of Air, left an invisible Gate to this Plane behind.
999 AC	Workers in Glantri City dug waste pits where charmed black puddings were placed (<i>Charm Pudding Spell</i>).
1000 AC	In the Immortal's City of Pandius, Ixion demanded that the use of the Radiance be forbidden. Rad refused to obey. Ixion formed the Ring of Fire to destroy Rad's followers, Glantri. Rad formed the Fellowship of the Star to defend the Radiance. Hel formed the Brotherhood of the Shadow to fuel the conflict between the Ring and the Fellowship.
1001AC	Political lobbyists in Glantri introduced a parliamentary bill allowing the practice of clerical magic under very strict conditions. The cleric must obtain a letter of sanction from the relevant dominion ruler, Council of Princes or Parliament. Clerics still may not preach. The vote was split in the Council of Princes and was referred to the House of Lords where it passes. Sire Malachie du Marais voted against the bill. Boldavia does not acknowledge the law. The death of the warlord decades ago was not enough to lift the curse of the Temple of Healing, but as soon as the Glantrian rulers decided to allow clerics back into their country, the curse on the well of healing of the hospice of the Order of the Golden Fountain was lifted, but unfortunately, the return of the healing waters remained undiscovered.
1004 AC Summer	The Alphatian Council of Wizards issued a document accusing the Glantrian Great School of Magic of harbouring followers of entropic Immortals and using forbidden, evil varieties of magic. Prince Etienne d' Ambreville responded by declaring Glantrians did not worship any immortals and does not forbid the study of any magic. He also claimed Alphatia has no right to dictate what Glantrians can & can't do. The few people who visited the temple ruins of the hospice of the Order of the Golden Fountain encountered dangers they could not overcome. Since the temple's destruction, various forms of wildlife have made the ruins their home, and the monstrous golem still following its orders to destroy all intelligent life within the walls of the Temple of Ariana (alias of the Immortal Alphatia).
1004-1009 AC	Wrath of the Immortals, with, war, treachery, spies, plague, invasions, falling Meteor with impact storm, quake and falling dust, followed in 1009 AC by a mass attack of Alphatian mages and magic. All in all severely damaging Glantri city , this needed lots of restorations for the next decade or so to complete.
Between 1010-1012 AC	Etienne D' Ambreville disappears, government thrown into chaos, Prince Henri D' Ambreville stepped into his brother's post as head of the D' Ambreville's. Chatherine D' Ambreville, Etienne's estranged wife, took over his role as Grand Master of the Great School of Magic. The Radiance was temporarily altered, by an Old One, draining energy from Entropy instead of the Sphere of Energy, thus creating a Shell of Darkness around the inner Sphere, expanding with 7' / Radiance used. After a week of no magic, the Immortals replenished the Nucleus of Spheres, to a level before multiple Days of Dread. In 1012AC Harald Haaskinz took over the reins and became the Grand Master of the GSM.
1011 AC Vattermont 13	One of the biggest snowstorms in memory hit NE Brun. Glantri was 2' under snow, Khanates up to 5' under. Northern Darokin and Aengmor received heavy rain. This snowstorm might be a side effect of the meteor dust in the upper atmosphere.
1011 AC Eirmont 6	To limit the loss of students to the new Karameikan School of Magecraft, the new Grand Master Harald Haaskinz announced that some Glantrian wizards will share some of their magical research and custom designed spells with select students at the Great School of Magic.
1012 AC Yarthmont 8	Glantri's canals were drying up, despite the high water levels of the nearby Vesubian and Isoile Rivers. The low water level had been caused by Earth and Water Elementals summoned by a mage who they slew. The Earth Elementals had created cracks in the sewers and canal beds and they fought the Water Elementals. The bad thing was that the flow of the Elemental gates flushed the city more or less "clean" of debris and filth. Now lots of handwork and magic was needed to do the same. This causes Glantri city to turn in to a stinking mud-pot again (as Braejr was earlier).
1012 AC Klarmont 15	Night of the Red Moon. In Glantri City , many mages believed they saw Etienne d' Ambreville.
1012 AC Felmont 21	Glantri's Council of Princes voted to offer rewards to people who could build safe roads and wizards who could magically transport goods or people. The motion was opposed by Princess Dolores Hillsbury of Fenswick, Prince Brannart McGregor of Klantyre and Prince Morphail Gorevitch-Woszlany of Boldavia. Dolores was furious that Prinz Jagggar von Drachenfels of Aalban voted for the motion.
1012 AC Sviftmont 2	A very heavy rainstorm that lasted all day, hit Glantri . The canals of Glantri finally filled up again. The Elementals had been slain or banished, at the cost of losing several of the gates to the Plane of Water. As of today only 3 gates remain (<i>one North of the GSM, one SW of the Alexander Platz, and one west of the Great Library</i>), which caused the water levels in the city to vary more by season. In summer the water would be 1' to 4' lower than normal, while in autumn as normal. In winter it is frozen, and although the ice does not reach the Elemental gates to 500 feet, frozen waters have now become a regular sight reaching even the greater buildings. In spring water rose 3' to 7', flushing much of the collected dirt and filth away. Mages think of recreating new Elemental gates where they were lost, but the uncertainty of risk, danger, and new Elemental conflict caused the parliament to refuse to accept this to be done.
1013 AC Nuwmont 5	A great snowstorm blanketed Glantri . The Radiance was restored (either naturally, or by Immortals, or even an Old One; when, who and why is unknown). The Shell of Darkness didn't cease to be, remained a steady 49' thick, on the now expanding Inner Sphere with 7' /Radiance used, as before the alteration of 1010AC.
1013 AC Thaumont 7	Early thaw contributed to ice breaking on Glantri City's main canal causing 19 skaters to drown.
Somewhere between 1011AC and 1016AC	In this time period the adventure by Ann Dupuis " The Fountain of Health " adventure in Dungeon #39 takes place. (See 1001AC, 861 AC). It could best be the first adventure of the quest line of " The Organ of Tomorrow " campaign; see The Great Organ of Thalia , where the PC's actually set their first steps in their ultimate goal; the saving of as many Glantrian commoners as possible. This area will become important in their adventurous future.

Main Building Level 1



Auditorium Level; Created between 845 AC and 851 AC. Erected upon the stone “foundations” of former Redfen Foundry (3500 BC-3435 BC), part of the Redfen village, later Redfen city (3065 BC-3000 BC) and later mud-pot city Braejr (450 AC-470 AC). Floor is at 5' (between 1' to 8' above water depending on water level), ceiling at 13' (2' thick) above this. The Flaems discovered this area as being a fully overgrown ruin was build upon the stony surface around the only intact structure remaining of the old Redfen Ruins dating from 3050 BC. (everybody wrongfully assumed the tower was some kind of Keep belonging to some fortress originally, and though damaged by time, erosion, and some battle damage, the tower is still structurally intact). The Flaems removed some ruins, and vegetation to erect their towers, but agreed with the ancient and powerful Treant (see 1E) to leave the rest intact and as natural as possible. The first building the Flaems erected to create the Fire Wizards Academy in 455AC was a huge round tower with a square eastern section added during the construction, originally housing the stairs. It was build near this “Old Keep” and to be higher than the original keep. Competing wizards created two other towers, a rectangular (465AC), and a hexagonal 469AC), and restored the old ruined keep, making it functional. The functions of these towers are mostly lost in the later conversion-expansion into the GSM, but some rooms still remember them (like the Auditorium). Within a few decades the FWA needed more space and a larger rectangular-like building was erected (between 467-470AC) around the round tower. The original wooden stairs were removed and replaced with stone stairs. The building had two main entrances, one on the Northern, the other on the southern side. The southern side had main access to the stairs up; the northern had access to the lower stairs down. Another large tower was created on the same foundation island (473AC) and some wooden structures were placed between the trees and buildings to house students, teachers and guards.

When the GSM was to be build between 845-875AC on the FWA area, the large garden still existed, where trees grew in holes and cracks in the eroded ancient stony foundation and debris. There were no curtain walls, no ways to defend. When the main building was created, they also removed all trees, and debris (and deposited in the Waste Dumps NW in the city like they did with most ruin material) and bordering the whole island by a 5' -6' wide wall. Then the main walls of the main building were erected, and soon the massiveness of the structure became apparent. The originally round tower, and the extended more or less rectangular building, the hexagonal tower, square fortified tower and rectangular tower of the former Fire Wizards Academy of the Flaems were fully incorporated within the new main building of the Great School of Magic. This was easier than building a fully new structure. Later some additional structures were created on the Courtyard; Temple (849AC), Dining Hall (855AC), Kitchen (848AC), Warehouse and Teachers Lodge(842AC-burned 875AC-restored and expanded with Griffon Hall 891AC), and then the Guardhall (943 AC).

All walls are treated with Gorgon's blood (only 2 cc are needed per Cubic meter of stone to ward any magic passing through the stone) like the Flaems had done earlier with their Academy. This is mostly to prevent any damage to the structure, as the wall can be bypassed in other ways, and it does not block interplanar travel like dimensional door or teleports.

Walls to the outside of the Great School (and formerly Flaemish Fire Wizards Academy) are 5' wide. Walls connecting to the inside are 1 to 1.5' wide. Both versions are Dark grey granite stone, either brought in, or magically created by Stoneform spells.

Standard doors are 9' tall and 5' wide. They are all made of Oak and date from the beginning of the Fire Wizards Academy (FWA) or the Great School of Magic (GSM). The difference lies in the frame. The older FWA doors are framed by 4 inches thick chestnut (which were more available then); the GSM doors are framed by 3 inches thick oak. All doors have copper or brass locks, hinges and holdings. Originally these were covered by gold in the FWA, but this has long eroded away to mere traces, or has been replaced by newer versions due wear and tear. These doors are all magically treated to resist energy-based damages, but still suffer from all other sources, and need to be repaired or exchanged now and then. In the basements, hundreds of old doors lie stored until they are needed. The door(s) to these rooms are labelled with the room's function on the outside. When there is no sign it leads to a hallway.

The standard ceiling is made of thick wooden oaken beams and boards upon which the stone tiles of the upper floors are placed (*totalling in thickness 2'*). All this wood is lacquered by a magically treated reddish-brown boat resin giving it a reflective sheen, but also preventing any decay or damage. However, all the nooks and crannies may (*and often do*) house vermin like common and large spiders, insect, bugs, but also gremlins and other unpleasantly small critters.

Entrance; Exterior

Two 2.5' diameter 15' high Corinthian pillars of pink marble with brown veins, with on top a Roman styled triangle top of the same material, making the total arch 20' tall, holding a pure unblemished white marble relief within depicting a fighter battling a barbarian. Within this created archway is a set of richly embossed 9' wide 12' tall double door depicting various creatures.

Entrance; Interior

The inside of the exterior Mahogany double doors are flat polished, and opening towards the inside of the structure, leading to the courtyard. The polish is so intense; the doors have almost become a dark red-brown mahogany mirror. A task of students is to polish these doors to a sheen each day, and cleaning the outside of any rain, smudge or debris, in the early morning or just before the arrival of an announced person of importance. This task needs 12 man turns, meaning 12 men can do it in 1 Turn, and one man needs 12 Turns (=2 hours). The doors slowly open magically when a mage of name level or higher or someone bearing a royal seal (of any country, including; seal signet rings, banners, shields, armor, etc.) comes within 20' . Other persons must use the door handles, and open the heavy doors by pushing. The doors close magically after 6 rounds, if someone is standing in-between, then it slowly pushes this person either way in or out, unless pushed back to open them(in which case the 6 rounds start anew). These doors are locked between 21:00 and 04:00, and can only be opened with the right magical keys and phrase, which is held by the Grandmaster, Master of Administration and Head of the Guards. Rumours are however, 3 more keys exist, one of which was seen in the Amberville residence.

1A Entry Hall

Height 13' , above ceiling/floor 2' thick Connected with; East: Courtyard/Duelling Grounds by Main entrance doors; South: 1C Study Chamber by standard door, opening outward; West: 1L1 History Hall by 9' wide 12' tall decoratively embossed double door, opening both directions; North: 1B Classroom Necromancy by standard door, opening inward, North: Stairway up (1M).

Color/Material Theme; The Entry hall itself is decorated by polished roughly half a foot sized marble tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets Dark Emperador marble, and above that amber colored plaster. Two 5' diameter pillars are what remains of the wall of the former FWA, gives now way to the stairs up. Five statues adorn the room; they are made of white marble, with grey veins. The two next to the entrance door are 11' tall and reflect the image of armed warriors in the armor of the era of Alexander Glantri. These are actually stone golems, but these become active only upon command of the current headmaster of the GSM. The three other statues are from left to right; *Etienne D' Ambreville (First Headmaster of GSM, 9' 5" tall), Connemare D' Etat (female Flaemish sorceress/first Headmistress of FWA, 8' 3" tall), Rubnio Aslan (Male Flaemish Wizard/second and last Headmaster of FWA, 8' 7" tall)*. All these statues date from the time **Glantri was still Braejr**. In those days the FWA was the magic hotspot, and then came the construction of the GSM in the beginning of Etienne d' Ambreville's career, as such, Etienne is depicted much younger and without a beard. A new statue of the second and current Headmaster of the GSM *Harald Haaskinz* is currently under construction and will be finished in Swiftmont 1014AC. It will also be placed in this hall, probably on the eastern wall. Seven 2' long 5' diameter steel wrought chandeliers hang dispersed evenly on the ceiling with ever-burning candles; these give the room a shifting shady character, but light enough to read by. On the eastern wall are two standard "**Dimension-on-Call**" Doors"; *These are normal standard doors at first sight, but when the door handle is held and the location within the Great School of Magic is correctly named (see room names) and is allowed access, the opening of the door reveals the location and can be entered by this one-way Dimensional Door. This "Dimension-on-call" door stays open for a maximum of 5 rounds, then the magic will close the portal, but closing the door will also close the gate. It is common for the last going through the gate to take the door with you and close it behind you. When wrongly pronounced, opening the door prematurely, access is denied, or when the door was held open more than 5 rounds, a blank stone wall reveals the door to be a "fake" door instead. From the arriving site of the door it will appear if one entered through the normal door (if there is such—if there is none, a temporary door-shaped hole in the wall will appear) with vision to the area the user arrives from, as with a normal door.*

Important Remark; *The Temple, Entry Gates, any location open to the outside world (Curtain Wall, Garden, Courtyard, Roofs, Meditation area), Secret Locations(including Secret Craft areas), Storage Rooms, Guardhouse or other Guard locations can not be called upon, except by assigned guards and headmasters. As such these areas cannot be reached by these magical doors, and access is denied. Private Rooms & Dormitories can't be reached either, but instead the door will appear just outside the normal entry door of the location. Unknown areas also can't be called upon, as the designation is unknown, however, as soon as a designation is created by the GSM Headmaster, the door leading to that area will be attuned by the Dimension-on-Call doors, and the room can be accessed as normal by these magic doors.*

A Dimension-on-Call door, or the miniature Dimension door used in the Latrines are used by making a Dimension Door spell Permanent; to enable this one needs to remove one direction of travel, and the smaller the Door is created, the more stable it will be (as with the Latrines). Another way to create stability in these short range transportation devices is by making it functioning only a short duration (as with the Dimension-on-Call Doors). A normal Dimension Door made permanent will loose its foundation after 1d4 uses and teleport mishaps will happen (see -1S Classroom Translocation (Theory) for the Teleport Spell Mishaps.).

1B Classroom Necromancy

Height 13' , above ceiling/floor 2' thick

Connected with; west: [1E Teacher Lounge](#) by standard inward opening door, south: [1A Entry Hall](#) by standard door opening outward.

Color/Material Theme; Standard Classroom and equipment: A standard classroom has as many standard two person school benches (with a split lid and storage capacity underneath), as half the number of students fitting in the classroom. Each holds a triple coloured inkwell, and three feathers, 4 pencils, and a non-magical wand. The benches are made of normal pine wood, and have a seating and back pillow of rough velvet and straw. Benches and tables are attached to each other as one. Classes are never above their limit of pupils, and if more pupils are listed, the class will be repeated (*either by the teacher or a magical illusion recording the earlier class*). Another solution to large groups is using the auditorium instead a classroom.

Important note; All these benches are often moved so students can work together, or set in line to take attention to the teacher/speaker. As due this these are NOT mapped on any maps in this book.



The room also holds a standard blackboard 5' high 12' wide and chalk on the eastern wall.

And a standard teachers table with 3 drawers on the left side, and a lockable closet on the right side, holding on top a triple coloured inkwell, and three feathers, 4 pencils, and a magical wand of writing and drawing (for the blackboard—works on distance, or upon command controlled by the current classroom teacher).

There are a few book closets holding various books in numbers of 20, components, examples and other necessities for class. These closets can be open or covered by a glass-panelled or solid door, and may even be lockable. Various 3' -4' wide 4' -7' long maps, illustrations, texts, and examples are rolled up like large to huge scrolls and stored in a chest near the teacher's desk, or hang on the wall.

The standard classroom floor is covered with an oaken floor. The standard classroom walls are covered up to 4' high from the floor with wooden panelling topped with a rising ledge of 3 inch, and above that the wall is covered with wallpaper designated to the theme of the class. (*The colours of the rooms are explained in the classroom tables at the end. The lower boards are often painted in a darker tint of the theme. Sometimes themes mix and this can be recognized in the variation of the boards and wallpaper.*)

The standard classroom is lit with some standard orbs of continual light, which can be increased to daylight intensity or turned off on command.

In this specific classroom specifically stand or hang several skeletons or skulls of various creatures, or jars with organs in strong water. There is a small library of Necromancy. The colours used are dark grey above black boards. The scent here is formaldehyde. This faint scent of rot and formaldehyde gives this room (and its visitors) an unpleasant odour lingering long after they left the room (*visitors must wash or suffer a Charisma -1 penalty vs. Demihumans, and Humans (except Necromancers, grave robbers, undertakers) for a Turn long for each hour they spent within*). This room has a 22 student capacity. Teacher; *Sir Bertok Garn*.

1C Study Chamber

Height 13' , above ceiling/floor 2' thick

Connected with: east: [Courtyard/Duelling Grounds](#) by a 4' wide 8' high reinforced oaken door (*at night this door is used for exit only, and locks magically the other way*), North: [1A Entry Hall](#) , South: [1D Deep Hall](#) by standard door. Three 2' wide 4' high glasses in lead windows give light to this room. The glass is clear all over, but has on top the triangular shape of Rad placed within made of yellow glass. Above the door to the Courtyard is a round top window of a single sheet of glass, this is framed in such a way it can be tilted allowing fresh air to come in.

Color/Material Theme; The room can also be lit with a standard orb of continual light, which can be increased to daylight intensity or turned off on command. The western wall is adorned with a single 30' wide blue canvas bench. Small 2' tables are placed conveniently near the bench. In the east corner is a 3' diameter table with 4 simple wooden chairs for communal study. Several other simple wooden chairs and 2' tables are placed next to the windows. The standard study chamber floor is covered with an oaken floor. The walls are covered up to 4' high from the floor with dark-purple colored wooden panelling topped with a rising ledge of 3 inch, and above that the wall is covered with patterned wallpaper (mostly with books, magical creature, heroes, flowers and similar decorations) in a single light color.

This room is used by students currently not in class, on work duty, and thus free. Teachers can draw students away from here if wished so to do chores, if time on the student so permits. As this room is used as a secondary passage to the courtyard, deep hall and for the guards, concentration here might be difficult. The scent here is flowers due the vases of flowers placed in the windows.

1D Deep Hall

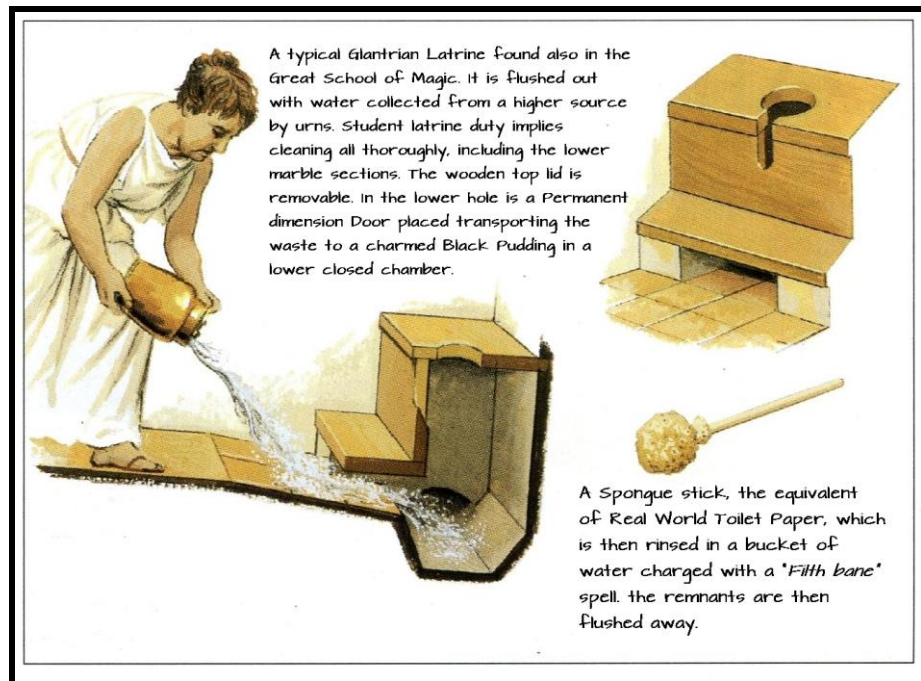
Height 13' , above ceiling/floor 2' thick

Connected with; north; [1C Study Chamber](#) by standard door, south: [1Grd1 Hall of Ordinance](#) by standard door, [-1A Main Hall](#) by 5' wide steep oaken stairway down. On the northern wall is a standard "Dimension on Call" door.

Color/Material Theme; the floor is covered with Al-Andalus Red marble. The walls are covered up to 4' high from the floor with Lipová Dark grey marble panelling topped with a Nero Marquina black marble rising ledge of 3 inch, and above that amber colored plaster. Three 2' wide 4' high glasses in lead windows give light to this room. The glass is clear all over, but has on top the triangular shape of Rad placed within made of yellow glass. The room holds two 5' white Marianna marble latrines, with below a 3' deep chute and a single area of roughly 5' x 5' x7' holding a single charmed black pudding. The chute is treated with a slip spell, in case the pudding breaks the charm by division (*in which case two new Charm Pudding spells must be cast and one pudding must be removed and relocated—a very dangerous end denigrating job for students of minimum 5th level.*) Mess from the upper Latrines is transported below by a permanent miniature Dimension Door underneath the Latrine, reappearing on the ceiling of the Pudding chamber.

Two bottles of fragrance can't completely hide the stench of the collected fresh waste of students below and in the room. Glantrians do not use toilet paper, or leaves like most of the world, but instead use to sponge on a stick, like the Thyatians do, which is then rinsed in a bucket of water charged with a "Foul to Fresh" spell (*These rare buckets are enchanted with a permanent Transmute Foul to Fresh where only the components need to be refreshed after each 4 hours*). The remnants are then tossed in the hole of the latrine. A normal water tube (mostly lead, sometimes copper or ceramic) attached to a

higher source of water, is located in each latrine to flush and rinse, and to give water in the small basin in between, each with a small tap. As thus there is always a large bowl with crushed Lilacs, sprinkled with Talcum and Greenish Slime making the room smell like fresh flowers and fruits.



Transmute Foul to Fresh GSM 1008 AC

Uncommon Level 2 Conjuraction spell

Range:

120'

Duration;

Permanent until stained anew

Effect:

Cleans one person or object thoroughly

Saving Throw:

None

Reading time:

6

Components;

A Handful of crushed Lilacs, an ounce of Talcum, a vial of Greenish Slime made from unripe lemon/oranges

This spell will clean one person or one item completely of any dirt, bacteria, viruses, diseases, flees ticks and other foul vermin covering whole or partially the person or object. In fact, the person or object becomes fully sterilized of these influences, until stained again. This spell will improve the saving throws vs. Diseases (including; Vampirism, Lycanthropy, the Brown or Black Plague, etc.) by 4. This saving throw bonus will become 1 lower after (1/3rd of the level of the caster, rounded up) rounds, until zero bonus. At this point the object or person will be may be clean but no more sterile. The components must be mixed prior the casting of the spell, and be thrown in the general direction of the target of the spell. The spell will carry these components to the target and do their Magical cleaning work. That the spell can be cast at a distance is a very good point, since any chance of contamination will be less at greater distances. This spell is used by surgeons, Clerical Healers (yes, this is also a Clerical spell), field doctors, and so on. This spell was invented by the Famous Elven Healer Mage Hippocrates in the dark years of the Wrath of the Immortals (1006-1011AC) when the Plague covered most of the lands of the Known World. This was also the start to allow Clerics (especially Healers) in Glantri. The cooperation of the Healers and Hippocrates resulted in stronger Healer spells and even some healing processes Magic-Users could use included this spell.

1E Teacher Lounge

Height 13' , above ceiling/floor 2' thick

Connected with: [1B Classroom Necromancy](#) by standard door, [1L1 History Hall](#) by standard door, [1F Auditorium](#) by oaken stairway down. *Left of the wooden stairwell is a bricked up wall; behind this wall is the original stone stairwell down, but it is closed off due a specific hidden reason, the most told is structural instability of the stair itself. (Real reason important; read -1G Abandoned Experiment room).*

Color/Material Theme; The room has Slivenec orange marble red veined floor tiles, Karlík marble black with gold-yellow-colour veins wall covering and above that a White Marianna marble ledge and a gold patterned (leaves, birds, branches) wallpaper. Even the Granite pillars are decorated as such. This room is divided by these huge stone pillars, which bear the higher floors. *These pillars were originally the outer wall of the rectangular-like FWA building. This section was damaged in the war against Halzunthram, just like the southern wall. Many attacks were made by Alexander Glantri against followers of Halzunthram taking refuge within the FWA structure. Magical means were used to enter the locked and barred structure and defeat the occupiers; however severe damages were caused upon the building. It is this damage, and the loss of an academy which led Etienne to investigate the FWA ruins, and eventually decide the erect the GSM on the same location. Actually this area was in the beginning the hall to the lower sections of the GSM, but something happened, which caused the GSM rulers and Glantri Politics to close that stairway off and reform this room's use (and have a sort of guard present in the form of a teacher. See also -1C.*

One very important remembrance of the park which existed here is the 6' diameter, 6' high wooden stump of a chestnut tree, shaped to become a throne-like chair. The tree was originally an ancient Chestnut Treant, which ceased to be after a few decades taking root here. Out of respect its remains to this day. It is said the spirit of the Treant can still be accessed by meditating in this chair, but teachers refrain from doing this. *The room is further decorated with several rich chaise-lounges, benches, two standard teacher desks, on the wall hang various painting, of which at least 3 are animated paintings (like today Gifs) with a duration of 1 minute to 5 minutes, depicting a forgotten fairytale, actually being a forgotten part of history. A Control Atmosphere spell is used, to keep temperature, moisture and air constant and within safe parameters, even though several teachers smoke awful tobacco. The room thus has no real smell, but may temporarily smell when the cause is active (like a pot of scented herbal tea, or a smoking teacher). In front of the bricked-up wall are two 6' high statues; these depict a Medium (north) and a Seer (south), and these are in fact specialities among mages. They are NOT animated and have never been alive, but are made by various artists.*

DM: Treant's Legacy

this could lead to an interesting adventure for students to learn, and help the Treant to fulfil its destiny; delivering its seeds (and thus offspring) to a safe location, and make certain these trees will grow up to enable the greatest chance of them becoming Treants. The Plant regeneration liquid from the [Courtyard](#) might be helpful in this, but the elf only comes after a duel. There are 11 nuts still hidden beneath its roots, but tiles have been laid upon it. Students need all their wits, ingenuity, and stealth to succeed this without teachers knowing this. They will gain friends in two young Treants who awaken in 2 decades+1d20 years. These Treants will be aware of their feat, and be initially friendly to the students, whenever they meet (even if decades later). A clever DM could make this adventure almost or completely without violent and thus enforcing the PC's to be more stealthy and tricky. A good DM could use these Treants also in the Organ Adventure ([The Great Organ of Thalia](#)). Useful map: [Mnt de-Glace](#)

1F Auditorium

Height varies; Deepest point 31' to ceiling, highest point 6' to ceiling, above ceiling/floor 2' thick. **Connected with:**[1E Teacher Lounge](#) by 4' wide steep wooden stairway behind velvet curtain east,[1G Silent Hall](#) by northern archway and velvet curtains, [1L1 History Hall](#) by southern archway and velvet curtains,[1G Silent Hall](#) by two velvet curtains west. **Color/Material Theme;** This large Thyatian arena style auditorium has been dug into the ancient Blackmoor foundation and is decorated with rosy Křtiny marble tiles all over. Not only the floor, walls but also the seatings and teachers desk are made of this same material. The seatings are in half-circular rows 2' higher than the one lower. There are two 10' wide arched openings on the Northern and Southern side, barred off by a double heavy velvet curtain (5' apart from each other), this to block disturbing noise from going in or out. A similar but single curtain is placed on the highest end which can be reached by two 5-8' wide steep marble steps reaching 6' up. Four huge reinforced pillars form arches reaching to the ceiling, bearing the higher levels of the original round FWA structure, but give now access to the upper seatings. *5 standard globes of continual light are placed within the round area, one above the teacher's desk. All individually controlled by the current speaker. There is also a large white crystal which also holds a continual light, but this can be commanded to shine a light beam of 3' diameter to the student seatings, illuminating a single person only. The teacher controls this concentrated white-yellowish light, but the intensity is always the same (similar to torchlight). The higher area is not lit, and the globes are placed in such a way, this area can only be lit by the beam crystal. 140 students can take a seat, while another 20-30 can stand on the higher area or in the side halls. Sometimes a specific lecture can be so interesting even the outside halls are filled with students trying to follow the lecture by use of various sized Canolbarth crystal balls (see on my Canolbarth Map; **Celos Liqistea:** <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=15023#p169699>). The room is thus vast that the only smell ever smelled here is the smell of a human crowd, when occupied as such or the last 1 to 4 hours beyond that (depending on temperature; colder is sooner fresh).*

DM: Discovery of the Basements

*There is also a secret panel high up (at 0' altitude) behind the curtain east connecting to the closed-off stairway down. Although this is not really known by many, a clever person can imagine a space must exist below the stairs up, and can thus surmise an entry to this space must exist (or can be made). This actually happened as recently some students (the PC's???) found this loose wooden panel, nailed to a former balustrade above the stairway down. The teachers are unaware of either fact, as their interests lie somewhere else. However when discovered, the area will be boarded shut by magic stone, and magically warded (**Reason Important;** read -1G). It is best to keep the danger below and wizard lock the door to -1K further down. Especially low level students will not survive easily...if at all. This upper section could hold only large insects, rats, cold, and some creepy vermin at best. It is best to guide the PC's to returning later. To do this, is send a large spider with high HD/hp/THAC0 and make sure the PC's survive with no spells or items to continue at this point. If there is a cleric/soothsayer/humanoid; Say he/she has an imminent feeling of Doom and death if they proceed beyond the spider at this very moment. It is important to flee here.*

1G Silent Hall

Height varies; 13' on the northern section, 9' on the western section, above ceiling/floor 2' thick.

Connected with; east: [1E Teacher Lounge](#) by standard door, [1F Auditorium](#) by southern archway in the northern section and two velvet curtains, and by two velvet curtains in the western section on the eastern wall west, south; [1L1 History Hall](#) by Stairway.

Color/Material Theme; this hall is covered by a thick carpet on the bare grey granite tiles and a huge carpet covers the long wall. All walls are also covered by thin wood panels with behind a stuffing of wool. Two 10' wide gentile 4' high stairs give access to the western side of the auditorium, and even these are covered by the same tapestry. Students are not allowed to make noise in this area when a lesson is given in the Auditorium, to prevent disturbances, on punishment of extra (*and extra heavy*) chores. Mostly a caretaker will be present when a lesson is given in the auditorium. However, when the auditorium is overcrowded, viewers become listeners in this area, and he has to do his best to keep everything to a whisper volume. Magicusers do not have control over sound, and as thus this is not controlled magically (*this a clerical power instead*). This room has almost no scent, except a musty scent coming from the tapestry or sweaty when it is crowded.

1J Classroom Glantrian History (and History of Magic)

Height 13' , above ceiling/floor 2' thick

Connected with; north: [1L1 History Hall](#) by standard door.

Color/Material Theme; A standard class room with Podol grey-white walls up to 3' , with a Podol ledge and grey patterned (historic figures) wallpaper above that. The floor is covered with grey Nehodiv marble tiles. The room is decorated with various famous portraits of Glantrian History, and the closets hold a small library with dreary text books, or illustrated history books. The room has a musty smell. This room has a 22 student capacity.

History of Magic: Overview of wizards and magic throughout the ages with an emphasis on historical breakthroughs in spell research. (Of course the emphasis lies upon the Glantrian discoveries and failures of others. Teacher; Princess *Dona Carnelia of Belcadiz*.)

1I Storage vault of Liquids & Components

Height 13' , above ceiling/floor 2' thick

Connected with; south: Closed of section of [History Hal 1L2](#) by old (*FWA era*) steel reinforced thick oak door of 5' wide and 6' high

Color/Material Theme; Floor common grey granite tiles Walls; bare grey old granite blocks never adorned in any way. Two standard Orbs of Continual light hang on the ceiling activated by mortal vocals only. This room has locked closets on all walls and table closets (*top lid opening*) in a double row in the middle. The closets all have either



glass or a metal grid door and are locked; these hold potions, philtres, brews, wines and such. The table closets have only glass lids and are locked also; these hold ointments, salves, and such. The keys are kept on a ring in the guardhouse available to all with admission rights. Most potions are stored in a holder or frame, but some may be closed in a box. A rare few are stored in containers with special conditions often magical controlled (affecting moisture, temperature, movement, light, or similar), disturbing these conditions will spoil the potion but may have even harmful side effects. (*DM use your imagination funny and sometimes dangerously, but not really deadly*). A faint chemical scent lingers in this room due spilled contents. Teacher; *Sir Tobol Vlarotsk*, Staff; *Connamera Taikin (Magen) Storage orderer*.

1H Old Keep's Storage vault of Items

Height 13' , above ceiling/floor 2' thick

Connected with; West; Closed of section of [History Hal 1L2](#) by ancient (Blackmoor) steel reinforced thick oak door of 4' wide and 5' high and 4' wide 5' high bent corridor of 10' long, *NE corner: -1M Old Keep forgotten Basement by a secret and centuries long forgotten trapdoor (currently blocked by a large chest, thus unable to open from below).*

Color/Material Theme; Floor; common grey granite tiles, with in the middle a 1' diameter stone circle, the same as on the ceiling Walls; bare grey old granite blocks never adorned in any way. Two Orbs of Continual light hang on the ceiling activated by mortal vocals only. This was the basement of the former Blackmoor "keep". There was a wooden stairway in those days leading up in the SE corner, but this has been removed by time or restorers. This can still be seen as that corner has new added stone, and the locations of the wooden bearers in the rock are still visible though as being 7 inch square 1' deep holes. The low bent entry was seen as a primitive way to defend. Ancient wooden tiles labelled reveal this area was used as storage of food and items. Currently all walls are covered with 10' wide, 8' high, 3' thick racks holding hundred of boxes, urns holsters, and similar containers. Most of these containers are locked. The corners hold large vats or chests containing more items. The room has an old oily-like scent like an old industrial building has.

DM: The Discovery Down

This adventure is more suited for the higher level students as it might ignite the knowledge of the Radiance. what nobody knows is that this structure never really had a military origin, but in fact housed the machinery to extract gas from the gas chamber located very deep below the GSM. The gas is long gone, as well as all plastic, ceramic and metal machinery, but the holes which held these still exist. Though mostly closed up by "corks" of oak or stone, they still exist. There is also a forgotten and mostly damaged shaft-tunnel with a wall ladder reaching the lowest area, where the main drill and machinery lid to the lower gas chamber still exist. Though completely corroded and useless, rubbish could be moved aside and thus gaining access to wall-ladder to reach the deeper chambers (-1M, -2, 0, 00, 000), and eventually the gas chamber itself which now holds the Radiance on its 500' deep floor. The wall of this huge cave appears to be made of black stone which has been fused by great heat. The chamber itself is about 500' in diameter and spherical except for the flattened floor. Stalagmites, stalactites and stone columns from molten stone are illuminated by glowing globes which hang by chains from the ceiling, filling the cave with light. After 1010AC, this Immortal light has been turned off, as it was created by Rad to investigate the Radiance. For more information on this cave see Wotl adventure pages 62+.)

One problem of knowing the value of objects will be solved in 1017 AC as a mutual group discovers a new spell

Know Value GSM 1017 AC

Rare Level 5 Divination spell

Range:	10 yards
Duration:	Instantaneous
Area of Effect:	10-foot cube
Saving Throw:	None
Casting Time:	3

Know Value enables the caster to know the total value of all coins, gems, and jewellery within the area of effect, within the limits that follow. The items must be clearly visible. They can't be concealed on people, hidden in a chest, or buried in the ground. The items must also be contained within an area no larger than a 10' cube, and this area can be no farther than 10 yards from the caster. Further, Know Value will only reveal the value of 75% of the total number of objects in a treasure pile, up to a maximum of 10 random pieces, the caster doesn't know which particular pieces have been appraised. The spell doesn't detect the presence or value of magical items, and it ignores the value of personal property, such as clothing, weapons, and other equipment. Know Value doesn't reveal the number or nature of any type of hidden objects.

1K Storage vault of Scrolls

Height 13' , above ceiling/floor 2' thick

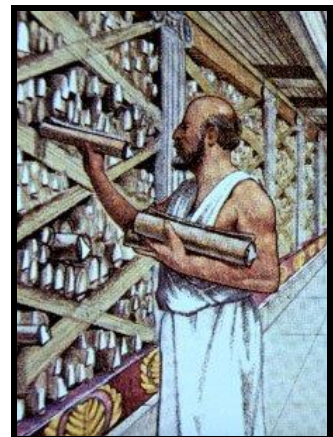
Connected with; east: Closed of section of [History Hall 1L2](#) by old (*FWA era*) steel reinforced thick oak door of 5' wide and 6' high.

Color/Material Theme; Floor common grey granite tiles. Walls; bare grey old granite blocks never adorned in any way. Two Orbs of Continual light hang on the ceiling activated by mortal vocals only.

The room has 2' deep open closets on all walls and even two 8' wide closets in the middle. All reach to the ceiling and are made of simple wood, with crossed scroll board. All-in all the room is literally filled till it could hold no more.

Every common mage spell (*from the Rules Cyclopedia*) has a 75% chance to be written on 1d20 scrolls and stored here if possible. Uncommon spells (*from the GKoM, Castle Amber, and other Mystara gazetteers / adventures / modules / accessories*), are 45% chance to be found here on 1d3 scrolls, rare spells (*from the AD&D2 wizard's spell compendia, Dragon Magazines, Dungeon Magazines*) are only 7% find on a single scroll.

Although scrolls are normally of paper (32%), vellum (10%), parchment (22%), or even thin sheets of bone or metal(17%), some shells, skulls, rope-strings are to be found here too, any scroll has a 8% chance to be a shell, 5% to be a skull, and 6% to be a rope-string instead. Remember you always need an active Read Magic spell to be able to read a scroll, or as Thief skill a successful roll of half normal (i.e.; 40%-5% per level of the spell chance). There is a 1% chance a scroll is infected by bookworms (See here http://pandius.com/Monster_Manual_3.pdf). The room has the scent of an old library. Each hour there is a 5% chance (or thieves Hear Noise roll) if silent, those bookworms can be heard nibbling on scrolls. Even though monthly cleaned of these pests with poisonous clouds (*Cloudkill spells*), they still return on a regular base.



1L^{1,2} History Hall

Height 13' , above ceiling/floor 2' thick

Connected with; east: [1A Entry Hall](#) by 9' wide 12' tall decoratively embossed double door, opening both directions; south: closed of section of 1L² History Hall by Metal Gate, South; [1J Classroom Glantrian History](#), North: [1G Silent Hall](#) by stairs, North: [1F Auditorium](#) by northern archway and two velvet curtains.

Color/Material Theme; the floor of the History Hall is decorated by roughly half a foot sized polished marble tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of Dark Emperador marble, and above that amber colored plaster.

The **Closed-off section (1L²)** is a heavily decorated gate with several old Holy symbols within (*originally used on an old Flaemish graveyard/temple*). The gate thus functions as a barrier from undead. As the walls, floor and ceilings of the GSM are all treated with Gorgon blood, they can't be passed either, making this in fact a prison for these undead (*they can still enter Limbo though, but are further locked in this enclosed area*). The gate is always locked by a very old dwarven lock (-50 on *Open Locks*) and is also locked by a Wizard Lock of the Grand Master of the School. Only he or persons assigned by him can open the wizard lock (*or following the spell those of even higher levels*).

DM: The Three Spectres

*Behind the gate are three spectres eagerly awaiting living victims to prey upon. As the gate prevents them from passing, they can still reach out, tempt others, and cause intrigue. The spectres are all from the battles of Halzuntfram and Alexander Glantri and they despise the current situation. How they perished is unknown, but Etienne suspected that the Radiance was a reason for them to become Spectres, instead passing on. However, as he became an Immortal he lost interest in these creatures as they feared him even in Mortal Identity. Foreign Clerics know that an evil death sometimes causes a soul to become undead, and on a magic rich (corrupted they say) ground powerful undead will arise and combat the life they resent and need to survive upon. These spectres are however enforced (by powerful necromantic spells) to guard this area from intruders, and are fed with rodents and other vermin. Their desire to feed upon demi-human-(oid)-s is however still prominent. Every student is warned not to enter without a teacher; chance of survival is estimated as 0!! The Spectres are named; **Commander Karvitam** (former F18, ST9(was17),IN8,WI11,DX9(was11),CO10(was13),CH5(was13), **Sergeant Meliss** (former F13, ST9(was15),IN8(was 9),WI11(was8),DX9(was14),CO10(was15),CH5(was18), and the female **Sorceress Astair Benol** (former MU16, ST9(was7),IN8(was16),WI11(was 14),DX9(was12),CO10(was9),CH5(was13). Further information as per normal spectres (also see MMMC undead http://pandius.com/Monster_Manual_4.pdf). Keep in mind these spectres still have their original memories, and though they are unable to control magic (aka use magic items or cast spells), or have no access to weapons, they do understand what is written, and if having access to a weapon, they could use it if they were able to before their demise. A DM could further specify their skills, knowledge and weapon mastery based on their history and expertise. And make an adventure where students need to go in this area to retrieve something from the vault, or their teacher has had a heart attack or something and they need help...fast, or....and this one goes deeper...the students search the history of the spectres in a way to defeat them so they never return. Keep in mind that according Bruce Heard Limbo Rules in Dragon Magazine 180, a Spectre only truly dies if also killed in Limbo, and thus will return when not. These 3 spectres will become free roaming undead when the Shell of Darkness enters this area, and then will become special agents of Entropy and enemies of the PC's in [The Great Organ of Thalia](#) adventure.*

Although the closed off area is decorated and lit like the History Hall, the presence of the spectres shrouds this light somewhat, making the area darker (50%), and reducing light source effects as such. The closed area behind the gate of this room feels cold, like on a winter day, a few degrees above freezing, the History Hall itself feels like there is a draft somewhere. The hall has a faint musty smell due the old tapestry.

The tapestry itself encompasses the whole west wall of the History Hall and the west and Northern wall of the Silent Hall. The tapestry is richly decorated and it has a magical effect; each section touched will place the viewer in

a copy of the era the section depicts for up to a few preset Turns. In effect this can be used to envision history as it happened; *read Glantrian History imagery in Gazetteer 3 page 4 & 5*. Some books in the history library can generate the same effect, but can incorporate a group of up to 20 at the same time, if controlled by a powerful speaker (*mostly the teacher*). Though mishaps are rare, and the images always restart without former knowledge gained by the figures portrayed within, there are a few dangers; opponents can be violent, and will kill if able, willing and not opposed. The area is sort of real and any damages sustained within will seem to be real when the image ends. To outside viewers the individual triggering the powerful illusion (*what it in fact is*) moves on location (*in fact thus standing still*), and eventually "dies", falls and thus harms himself by falling on the hard ground/wall, nothing is real, and even wounds and death caused by the illusion will become an illusion itself when one awakes after 20-constitution rounds, with only 1d6 damage caused by falling badly (1d6). This room is often used as a base to teach History. Teacher; *Princess Dona-Carnelia de Fedorias*.

DM: The Illusions of the Tapestry

A way to teach students PCs Glantrians history is letting them feel and endure it as if real. This adventure can be of Low level as no real damages are sustained. It is more a way of introduction to adventure. a guideline to fill this in is found in Gaz3, as told and envisioned by Princess Dona-Carnelia de Fedorias.



A section of the Tapestry

1M Stairways to level 2

Height 13' , above ceiling/floor 2' thick

Connected with; North; [2V Stairways](#)

Color/Material Theme; This area has a 10-12' wide gentile stairway with threads of Crema Marfil Crème colored marble and Connemara serpentine marble rises, with clear signs of erosion by thousands of feet in the years they exist. Broken pieces are glued on, or a new piece made to measure is glued on instead. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, first right then left. As the steps are reasonably wide, this still is an easy stairway, however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is airflow up, due the open connection with the Outer Hall on Level 2, and warm interior air rises, as such; the air is fresh, especially when the front doors are wide open.

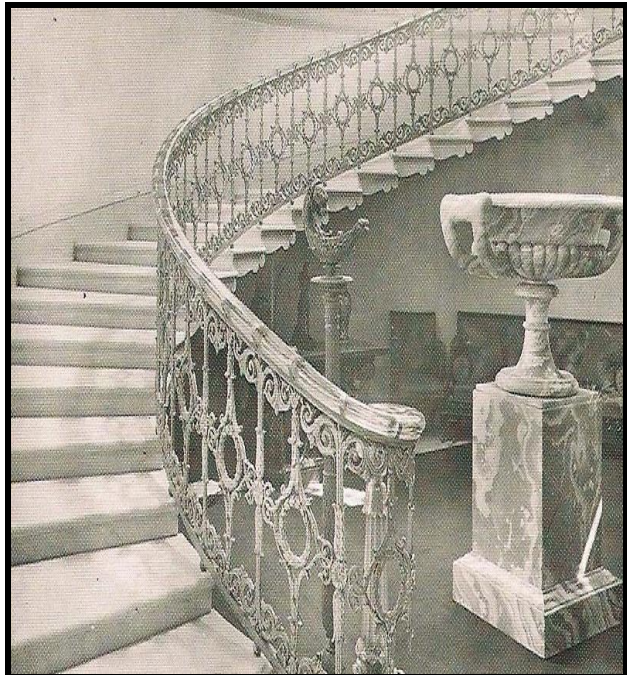
1N closed off Stairways to Basements

Height 13' , above ceiling/floor 2' thick

Connected with; South; Stairways down on 5th layer - [1C Old Major Stairways](#), North; Bricked up passage, East; Secret Door in [1F Auditorium](#).

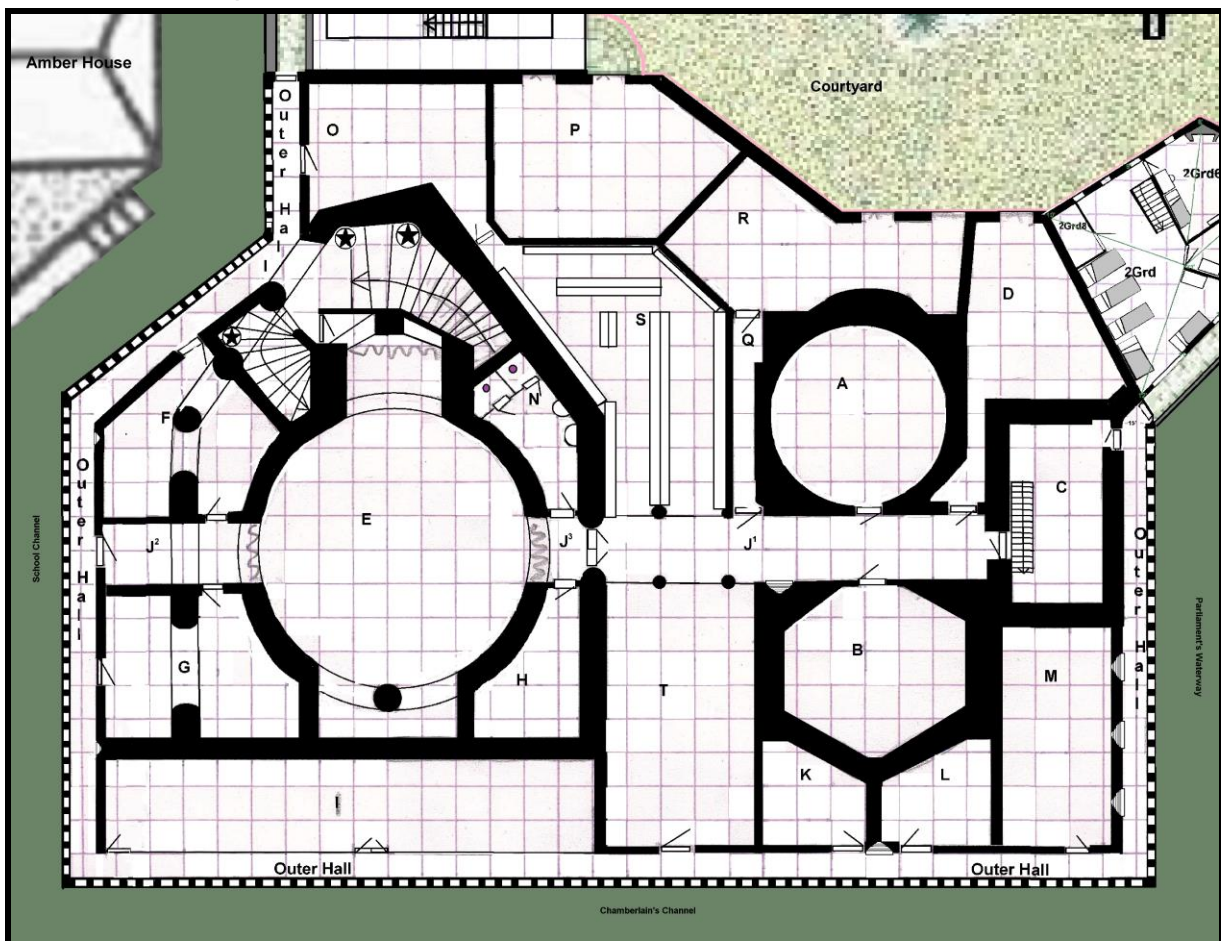
Color/Material Theme; this area has a 10-12' wide gentile stairway with threads of Marfil Crème colored marble and Connemara serpentine marble rises. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is bare oak beams and boards, and here and there not even visible due the cobweb, dust and filth of ages. These stairs curve through the old walls, first right then left. As the steps are reasonably wide, this still is an easy stairway, however, one must keep cause, as the irregularity in the width (and damages) of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage).

As this area is closed of, everything is covered with dust, some debris and animal deposits (rats/mice). Every nook and cranny is filled with common dust and cobwebs. Several steps of the stairways are broken, segments missing, stains of ancient blood can be found, all revealing a combat happening long ago. An old basement scent lingers in the air as there is no ventilation. Saltpetre crystals grow in the grooves of the marble tiles.



An escaped 2 HD Tarantula spider nests here (below the stairs), and though it feeds itself mostly on rats and mice, an unlucky student sucked dry would fill its belly for a few weeks at once, and might even enable it to grow an HD above standard. When it has indeed feasted upon a demi-human-(oid) it retreats into the hole it made for 4 weeks until it sheds to its new skin, at which time it is vulnerable (AC-4) for another week. Thereafter it will try to feed again. Its shedding however is discarded on the stairs and may thus give knowledge how large it is. DM!! As it has no mate, it can't reproduce, however, eggs are laid and neglected and as thus can deem worthy as spell components or dinner. They have a value of 2 Dc each (1cn each). Eggs rot away in 2 week, and many dead spider egg humps can be found within this area; being stacks of whitish 1 inch balls in webbing.

Main Building Level 2



The Gallery level; Floor is at 20' (between 16' and 23' above water depending on water level). This level of the main building is dominated by a very long gallery around almost the whole main building, connecting the various rooms within. It is the first level with contact to the outside by windows or open sides. It does happen from time to time that magic is released in the gallery and escapes to the outside through the open pillars. Students responsible for damages so caused are fined 500dc, not including restitution of possible damages, even if the spell itself did not cause damage, but the reactions of victims might have. Students doing so will also be checked as having the necessary licenses (*Public Casting, Spellbook registration, Spell registration, casting of dangerous magic, etc*) and these fines can be very hefty, if licenses are not correctly applied. Sometimes internal struggles lead to students being pushed out through the pillars and fall down into the water. As this is not safe, and if witnesses are available, the victim may place a lawsuit vs. the culprit in a case of "attempt to Harm", or even "attempt to Murder". However, if the culprit is a member of Glantrian Aristocracy, or even direct or indirect family of one of the Princes of this nation, then it might be hard to get the law in your hand, as witnesses suddenly become silent.

2A Old Keep (Classroom Invocation/Evocation)

Height 13', above ceiling/floor 2' thick

Connected with; the [2J1 Long Hallway](#) by a 3' x 7' ancient steel door. The lock on this door is rusted shut, and the key is used as handle. The door can be locked only by a wizard lock.

Color/Material Theme; This 28' diameter circular room is made of ancient armoured concrete (a magical stone as assumed by the Glantrians); as such the walls are grey and bare. The remains of several coatings of paint can be traced by minute research, but the room is exposed to flames and fire, as it has become the classroom for Invocation and Evocation.

This is in effect a standard classroom for 12 students, but the benches are made of steel and are placed back to the wall. There is no teacher's desk, no blackboard, no closet, and no wooden floor. This room is for students to try to cast spells, as it can't be damaged by fire more than time and former fire has done by ages ago. The room has a scent like an old abandoned building, with a whisk of Sulphur. Teacher; *Sir Derghov Loeten*

2B Hexagon Tower Classroom Scrolls, Inkmaking

Height 13' , above ceiling/floor 2' thick
Connected with; the [2J1 Long Hallway](#) by a standard door.

Color/Material Theme; the floor is tiled with irregular shaped about 1 foot large Slivenec; Red, Rose and Brown marble tiles. The walls are of Slivenec Brown color, with sandy brown wallpaper.

In the hallway outside there is a wall rack for coats, as it is common for mages to transcribe with unhindered arms, coats are not allowed to train unhindered. The closets are stocked with pens, quills, and various inks, "papers", and similar stuff, there are three blackboards on the southeast wall. This room has 14 student capacity. The room has a chemical scent. This classroom has a workroom in the basements. Teacher; *Mister Tom Devane*.



2C Museum of Monsterology Classroom Animal & Monster Lore

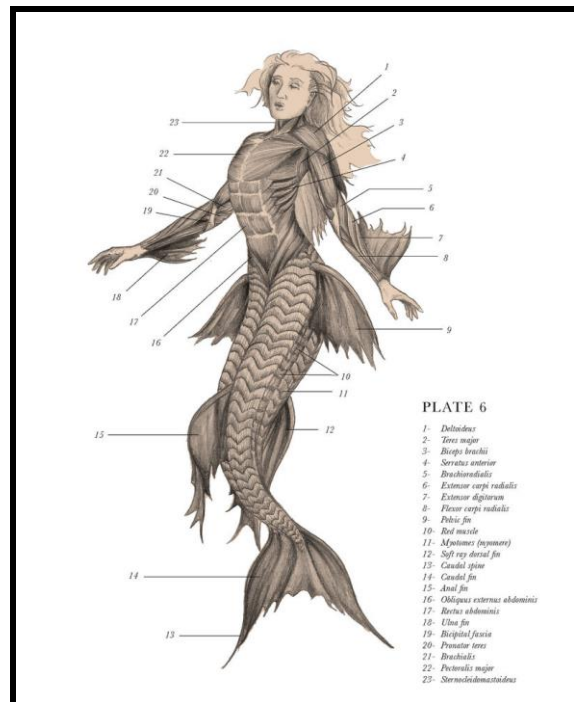
Height 13' , above ceiling/floor 2' thick
Connected with; the [2J1 Long Hallway](#) by a standard door north, [3O Museum of Monsterology](#) by 4' wide steep wooden stairway in class, [2W Outer Hall](#) by standard reinforced door south. The floor is tiled with irregular shaped about 1 foot large Slivenec; Red, Rose and Brown marble tiles. This classroom is placed within the former FWA rectangular tower, which has become the Museum of Monsterology.

Color/Material Theme; although several monsters are displayed here on the wall by artful drawn paintings (*artistic impressions*), the room is further a normal standard classroom. The closets hold books about monsters, and there is nothing else important. The teacher here uses very interesting school cloth-scrolls (see picture) and illusion spells (*with artistic impression, so often flawed*) to envision monsters, size, mode of action, diet, and such (*as far as learned about. Lessons have to be updated regularly. Up to 1009 AC it was common knowledge that all Orcs are left-handed, Vampires are born from the seventh son of the seventh son and not from being drained by a Vampire, that Red Dragons were unlike other Dragons not being oviparous(egg-laying), and many more ignorant flaws have settled within knowledge.*

DM: The Hunt for Flaws in Knowledge

Adventurers and students are paid well for knowledge of a creature wrongfully listed (100dc), but when this is proven to be wrong within the period of a year, retrieval of the money with a fine of 400dc added, is set upon the person for submitting dangerous wrongful information).

There are also some collections of creatures/monsters pictured by a recently developed magical item scroll by the travelling Glantrian Mage Micky; "**Capture the Moment**". (*This 2nd level spell (existing on scroll only, as it is actually a very simple magical item instead a spell scroll) makes an instant image if held open towards the image to be 'captured', invoked the magical word "Cheese" followed by a clicking with the tongue, it then transfers this image magically on the empty scroll. It will make only one permanent image; it will be available at Micky's (licensed) booth at the next Arcanium for the low price of 10 Cr per scroll). However, one can imagine that this is a dangerous act, and some mages unfortunately nervously did not succeed timely to use the item's vocal component (the picture is not made and the user may have been attacked by the intended picture target), or were so afraid that the somatic component was unstable and the picture became blurred.* This room has a 14 student capacity. The room has a sweet organic scent, combined by the faint scent of tobacco. This is in effect a standard classroom for 15 students, but it has no benches and only a few seats. Teachers; *Mister Johann Lest, Mister Timonn Lest.*



2D Corner Room Classroom Penmanship, Magescript, Spellbook

Height 13' , above ceiling/floor 2' thick
 Connected with; the [2J1 Long Hallway](#) by a standard door and a small interior hallway. This interior hallway to this room is only 3.5' wide as it is positioned between the bearing walls of the "Old Keep" and the rectangular tower (aka Museum of Monsterology). The south-eastern wall is connected to the roof shingles of the Guard Hall. The roof and wall meet here and a lead sheet to irrigate water away from the roof and wall to the Northeast corner down in a barrel and underneath a small tube in the Courtwall southwest.

Color/Material Theme; the floor is tiled with irregular shaped about 1 foot large Slivenec; Red, Rose and Brown marble tiles. The walls are of Slivenec Brown color, with sandy brown wallpaper. There is one 5' wide arched window with 75% clarity clear-greenish glass in lead panes in design of spades. In this hallway is a corner for coats, as it is common for mages to transcribe with unhindered arms, coats are not allowed to train unhindered. The closets are stocked with pens, quills, and various inks, "papers", and similar stuff, there are three blackboards on the southeast wall. This room has 14 student capacity. This room has a faint scent of parchment, paper, and vellum, but this is almost no scent to mention, all is basically normal. **Fundamentals of Spell Transcription:** Topics include penmanship techniques, paper and ink selection, proper structure, revision, basic calligraphy, and proofreading. This is in effect a standard classroom for 15 students. Teacher; *Sir Rembrant Stolwijck*.

	Thyatian	Oltec	Hieratic	Demonic	Fleemish	Karameikian	Runic	Sindhi	Giant	Humanoid	Aranean	Alphatian	Magescript public	Barbaric/Unleaded	Fairy	Secret Heildam	Eblish	Dwanven
Aa	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Bb	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Cc	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Dd	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Ee	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Ff	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Gg	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Hh	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Ii	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Jj	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Kk	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Ll	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Mm	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Nn	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Oo	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Pp	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Qq	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Rr	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Ss	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Tt	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Uu	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Vv	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Ww	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Xx	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Yy	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Zz	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Th	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Ng	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
Eo	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘

2E Dance Hall Classroom Magic and Society

Height 13' , above ceiling/floor 2' thick. Connected with; the [2J3 Long Hallway](#) by a magical velvet curtain south and [2J2 Long Hallway](#) north by similar curtain, [2U Stairways](#) by standard door behind magical velvet curtain, (*Curtain is colored by attending class (as set by teacher; Burgundy Red is class is Etiquette, Dark Bleu is Politics, Golden Yellow is Dancing, Amber Brown is Disguise, Black is private lessons/meeting, Pure White is no class.)The curtain blocks passage to those not invited as by a Hold portal spell, except if it is white, or opened by at least 1 invited person. Teachers, guards, headmasters and such personnel are always seen as being invited except when specifically excluded; however, as this is only a Hold portal spell, it can be bypassed easily to higher classed wizards.*)

Color/Material Theme; The floor of this large room has rosy Podol marble, and white above grey-white Podol Marble wall covering with an ambergris wallpaper above that. This large round room normally has only 24 simple white leather seated chairs which are stackable (*stored behind curtain east if not needed, or in the nearby storage room*), but this can be increased to 75, making the room filled with chairs except a small central space for the teacher/speaker, similar to an auditorium. This room is also used in festivities as dancehall, but then the curtains are put aside. The size of this room gives it a cold feeling most of the time. There is no apparent smell, except after a party, then perfumes may still linger. Teacher; *Lady Lucinde van Holl*.

2F Teachers Lounge

Height 13' , above ceiling/floor 2' thick
 Connected with; [2W Outer Hall](#) by Standard door, separate north section of [2J2 Long Hallway](#) by standard door. The floor of this room has Slivenec brown marble floor tiles, Karlík marble black with gold-yellow-colour veins wall covering and above that a White Marianna marble ledge and a gold patterned (leaves, birds, branches) wallpaper. Even the pillars are decorated as such.

Color/Material Theme; this room is divided by huge stone pillars, which bear the higher floors. These pillars were originally the outer wall of the rectangular-like FWA building. This section was damaged in the war against Halzunthram, just like the southern wall. Many attacks were made by Alexander Glantri against followers of Halzunthram taking refuge within the FWA structure. Magical means were used to enter the locked and barred structure and defeat the occupiers; however severe damages were caused upon the building.

The room is further decorated with several rich chaise-lounges, benches, two standard teacher desks, on the wall hang various painting, of which at least 3 are animated paintings (*like today Gifts*) with a duration of 1 minute to 5 minutes, depicting a forgotten fairytale, actually being a forgotten part of history. A Control Atmosphere spell is used, to keep temperature, moisture and air constant and within safe parameters, even though several teachers smoke awful tobacco. The room thus has no real smell, but may temporarily have a smell when the cause is active (like a pot of scented herbal tea, or a smoking teacher). **Magic and Society:** The wizard as viewed from a cultural perspective. A survey of societal relationships and cross- cultural comparisons of wizards around the world(s). Including views of politic and how to use these.

2G Private Teacher Room

Height 13' , above ceiling/floor 2' thick

Connected with; [2W Outer Hall](#) by Standard door, Dance separate north section of [2J2 Long Hallway](#) by standard door.

Color/Material Theme; the floor of this room has Costa Sol Bronze Marble, as are the 3' lowest area on the wall and pillars; above this the wall is wallpapered. This actual large, private room is divided in two sections by the stone pillars supporting the upper areas. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the outer hall door, while the private section is in the other half. This room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner). The room is currently used by; *Tasirol Lightfellow; Master Alteration & Transmuting.*

2H Storage room

Height 13' , above ceiling/floor 2' thick

Connected with; middle section of [2J3 Long Hallway](#) by standard door. This door is locked by a difficult lock (-25% on chances to open), the key is kept by the Master of Servants, and by the headmasters.

Color/Material Theme; the floor of this room is plain granite, but somewhat polished by time and use. Oddly shaped room used for storage of chairs, and other furniture. When a teacher living on the GSM is exchanged, his furniture and stuff may be temporarily stored here. There are always 60 chairs for the dance hall stored here, as these are stackable, they take only half the south section of the room. This room is normally not lit, but can be lit by spell or by two bronze candleholders 6' high on the curved wall.

2I Hortus Herbaricus Classroom Herbalism, Mandragora

Height 13' , above ceiling/floor 2' thick

Connected with; [2W Outer Hall](#) by a glass double door, and further north a single glass door.

Color/Material Theme; Floor; Connemara greenish serpentine marble. The walls of these rooms are divided by the old main wall of Granite on the Eastern side tiled with Marianna green marble 1'square tiles, an additional northern of tiled granite, and a southern brickstone wall made by large monastery bricks (1' wide, 7' high, 2' long) taken from old demolished monasteries and churches when clerics became illegal, reused here (and elsewhere in town). The western wall is special as it is made of a large metal grid-work frame in which 1' x2' windows are placed. The lowest foot-and-a-half is of granite bricks with monastery bricks on the inside of the classroom. The glass is held in the frame by lead-work. The glass is 80% clear when compared to our Real World Glass, and thus contains obscurities and bubbles. The bubbles have by time been affected by the low viscosity of the glass (*remember glass is actually a liquid, but its viscosity is so low it is almost solid.*) that they have become elongated. Five sets of Beholder mirrors are placed in such a series that outside sunlight is first reflected on the 1st Beholder mirror, then up to the ceiling of the Outer Hall, to the ceiling of this room, reflecting the sunlight straight down, enabling plants to grow as if outside.

Create Atmosphere spells are used for moisture, and the upper panes of glass can be opened for fresh air. A magic Open Portal spell combined with a Control Temperature spell opens these panes automatically when temperatures inside rise above 25° Celsius and close when below 12° Celsius.



Beholder Sphere mirrors; (as per AD&D2 "I, Tyrant" book); These large panes of magical glass are generally 10 feet tall by 5 feet wide, though they may be cut to fit smaller or irregular openings (which is done here in the GSM). The item's name, which seems at odds with its rectangular shape, actually refers to the spherical shape of a Beholder's body. The glass surface of the mirror does not reflect much light, and appear as empty air until a viewer moves within 3 feet. When viewed under other circumstances, it seems like little more than an empty space. However, the magic of the glass reflects the appearance of any Beholder so perfectly that the image is 90% indistinguishable from a live Beholder). The glass reflects Beholder eye attacks (and also sunlight, and visual rays of magical light) without loss of strength or coherence. Thus a Beholder could "bounce" its attack from different mirrors and kill an opponent who was several rooms away. A Beholder can reflect any of its eye rays off the surface of the mirror, effectively firing the ray from the location of the mirror rather than from its eye. The Beholder needs line of sight to the mirror, but not line of effect. If it fires a ray at an object it cannot see from its actual location or the mirror's location, the target gains the benefit of total concealment. It is possible for a Beholder to redirect its eye ray attacks around numerous corners if multiple sphere mirrors are used, as long as no two mirrors are more than the normal distance of that ray in feet apart (This means that a disintegrate ray could only bounce off several mirrors while Charm rays could be bounce on mirrors no more than 120' apart and a Death spell even on mirrors no more than 240' apart). Attacks by the Beholders opponents, however, will merely shatter a pane of glass. Victorious adventurers sometimes use the reflecting powers of this magical item to combat other Beholders. A Beholder can use only one eye ray per round. A Beholder cannot use a sphere mirror if its central eye is open, as the anti-magic temporarily nullifies the first sphere mirror it hits. A Beholder can see through the mirror as if he was located at the position of the last mirror in the order of following mirrors, or the last mirror in a row until the location of the obstruction in a complete order of mirrors. That means when an adventurer passes several mirrors unseen, and then stands in a directly line blocking the following mirror, then the mirror in front of him (the nearest from the Beholder's perspective) will be the last mirror in line, and any eye rays will count their distance from this mirror. Sphere mirrors possess an AC of 3 AV 0, and can sustain 20 points of damage before shattering or cracking. Price 91.000 gp; Weight 20 lb

This room has 1.5' deep, 3' high, and 10' wide tables all over the room, with on top a 1' high open crates, pots of various sizes, on top of it filled with special earth (equal to the earth the plants are found in normally) and collections of rare plants and herbs. These plants have either effect on magic, are magical themselves, or may be used for components in magical concoctions. Seventeen Mandragoras can be found in one of these chests. If one of these plants is used there is a replacement rule; acquire a new (younger) specimen OR pay a set amount for the specimen taken (Mandragora =150Dc, other plants are 1d100X10 Dc, depending on seasonal rarity). Above these tables may be planks with more pots, filled with hanging plants. Underneath these tables are baskets, buckets and smaller open crates with tools, cans, beakers, of simple metal (tin-plate) which may be enamelled and decorated, and jute sacks of various earth, dung, or volcanic dirt. Other tools, coils of rope, may hang on the upper planks, a decanter of endless water with normal flow is located in this room, but if not in use it has a stopper, which springs shut after 5 rounds of flowing water, this to prevent flooding. All in all this moist warm room is crowded and full, yet still this room is suitable for 12 students and a teacher to be used as a special classroom. There are however no seats.

More on the Mandragora & Manakin can be found here; page 884 http://pandius.com/Monster_Manual_3.pdf. The skill Mandragora is listed in this document at the end under Skills. Teacher; Miss Adele DeCock.

2J^{1, 2, 3} Long Hallway

Height 13' , above ceiling/floor 2' thick

Connected with; [2Q The Crampy Corridor](#) by standard door east, [2A The Old Keep \(Classroom Invocation/Evocation\)](#) by 3' x 7' ancient steel door. The lock on this door is rusted shut, and the key on the outside is used as handle. The door can be locked only by a wizard lock. [2D Corner Room Classroom Penmanship, Magescript, Spellbook](#) by standard door east, [2C The Museum of Monsterology Classroom Animal & Monster Lore](#) by standard door south, the [2B The Hexagon Tower Classroom Scrolls, Inkmaking](#) by standard door west. Study Hall (2T) by arched open wall west, [2S Library Hall](#) by arched open wall east, Double door north leads to a small area of the [2J3 Long Hallway](#), extending actually beyond the Dance Hall and ends north to the [2W Outer Hall](#), [2F Teachers Lounge](#) by standard door, [2G Private Teacher Room](#) by standard door, by magical curtain south to the [2E Dance Hall Classroom Magic and Society](#).

The small area of the Long Hallway (2J2) has a double door to the Long Hallway (2J1), a standard door east to the [2N Latrines](#), and a standard door west to [2H Storage room](#), and a magical curtain to the [2E Dance Hall Classroom Magic and Society](#).

Color/Material Theme; Floor; decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (Red Verona, Nero Marquina Black, and Podol Grey-white). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of Dark Emperador marble, and above that amber colored plaster. There is one standard "Dimension-on-Call Door" in the middle of this hall, next to the entry of the Hexagon Tower Room (B).

2K Private Teacher Room

Height 13' , above ceiling/floor 2' thick
Connected with; [2W Outer Hall](#) by Standard door west.
Color/Material Theme; the floor of this room has Costa Sol Bronze colored Marble, as are the 3' lowest area on the wall and pillars. This is a small private room. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the door, while the private section is deeper in the room. This room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner). The room is currently used by; *Lady Marchesia Philipe*; *Master Conjunction & Summoning*

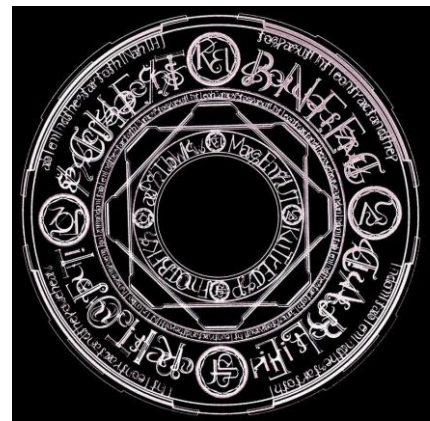


2L Private Teacher Room

Height 13' , above ceiling/floor 2' thick
Connected with; [2W Outer Hall](#) by Standard door west.
Color/Material Theme; the floor of this room has Costa Sol Bronze colored Marble, as are the 3' lowest area on the wall and pillars. This is a small private room. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the door, while the private section is deeper in the room. This room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner). The room is currently used by; *Lady Rhogene Zelipieti*; *Master Abjuration*.

2M Classroom Abjuration

Height 13' , above ceiling/floor 2' thick
Connected with; [2W Outer Hall](#) by western standard door, with a magic warding symbol on it (visible by Detect Magic. This warding will keep the door closed (similar to a Hold Portal) when not knocked correctly (3 times).
Color/Material Theme; As Abjuration classroom it has mostly a Red color. The walls are Red Verona marble up to 3' high with a Hulean Violet marble ledge, and is wallpapered with a rose wall paper with intricate red decorations (bird, symbols of Protection. for example) with some gold highlights. The floor is Red Verona and Slivenec marble circular patterned tiles (*centre middle room*). Large Cloth-scrolls are stored here with all the variant circles (and other shapes) of protection. This room is very clean, and has almost no scent, expect maybe during and an hour after class student sweat may be noticed. Students must be clean according abjuration; a filthy abjurer attracts problems instead warding them off. This room has a 24 student capacity. Teacher; *Lady Rhogene Zelipieti*; *Master Abjuration*.



2N Latrines

Height 13' , above ceiling/floor 2' thick
Connected with; Middle section of [2J3 Long Hallway](#)
Color/Material Theme; Floor; Al-Andalus Red Marble The walls are covered up to 4' high from the floor with dark grey marble panelling topped with a black marble rising ledge of 3 inch, and above that amber colored plaster. The room holds two 5'square white marble latrines, with below a 1' deep chute and a permanent miniature Dimension Door underneath the Latrine, reappearing on the ceiling of the Pudding chamber below 1D. A bottle of fragrance can't completely hide the stench of the waste of students in the room. Glantrians do not use toilet paper, or leaves like most of the world, but instead use to sponge on a stick, like the Thyatians do, which is then rinsed in a bucket of water charged with a "Foul to Fresh" spell (*These rare buckets are enchanted with a permanent Transmute Foul to Fresh where only the components need to be refreshed after each 4 hours*). The remnants are then tossed in the hole of the latrine. A normal water tube (mostly lead, sometimes copper or ceramic) attached to a higher source of water, is located in each latrine to flush and rinse, and to give water in the two small basins in between, each with a small tap. As thus there is always a large bowl with crushed Lilacs, sprinkled with Talcum and Green Slime making the room smell like fresh flowers and fruits. Used water then flushes away through another pipe in the canal outside.

20 Classroom Ancient History & World History

Height 13' , above ceiling/floor 2' thick
Connected with; North; [2W Outer Hall](#)
by standard door, Southwest; [2S Library Hall](#)
by standard door.

Color/Material Theme; A standard class room with light grey colours, the floor is covered with grey Nehodiv marble tiles. The room is decorated with various famous portraits of Glantrian History, and the closets hold a small library with dreary text books, or illustrated history books. The room has a musty smell. This room has a 24 student capacity. The stories of Wars and lost cultures (thus hidden treasures), but also love draw the most interest by the students, but the stories of artifacts or sociocultural relations in the past the least. Teachers; *Sir David Fume of Tavish*, *Sir Henri d' Mandeville*.



2P Classroom Illusionism

Height 13' , above ceiling/floor 2' thick
Connected with; [2S Library Hall](#)
by standard door, yet this is hidden by illusions of bookcases (the door is in the Southwest corner). This room has two 5' wide arched windows with 75% clarity clear-greenish glass in lead panes in design of spades, in the eastern wall. The most northern window looks out to the roof shingles of the Temple. The roof and wall meet here and a lead



sheet is placed to irrigate water away from the roof and wall to the North underneath a small tube in the Courtwall. Color/Material Theme; the walls may be covered by illusions to create another environment. The original walls are Azul Claro Bright blue marble (almost Turquoise) up to 3' with a Křtiny; Rosy ledge and Turquoise wall paper without patterns. This room strangely smells like bat guano (Illusionists often carry bat guano with them). This room has a 24 student capacity. Teacher; *Lady LaVeron Chonere*.

DM: Lingering Nothing

Often there is still a powerful illusion present in this room; this may be an aggressive monster, a smell, an object, or an environment, but although you can be affected by it, nothing is real, and even wounds and death caused by the illusion will become an illusion itself when one awakes after 20-constitution rounds, with only 1d6 real damage caused by falling badly, or bumping into something while being affected. A Dm could make a confrontation with nearly any creature, but as it is an illusion, give it some sharp edges; like a dragon with glasses, an ogre on high heels, a kobold butler, etc...just to keep the fun, and the feel of unreality. The character does earn all experience if he defeats the monster in the illusion, but can never earn objects of any form. The illusion is thus powerful it affects the minds of the PCs in such a way they think they have cast spells or used items but in the end they did not. Not a charge is lost, no spell ever cast, no magic effect created.

2Q the Crampy Corridor

Height 13' , above ceiling/floor 2' thick

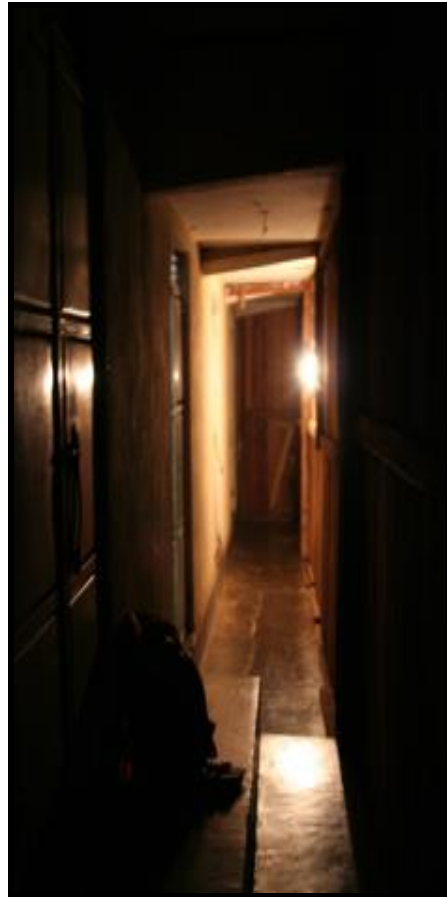
Connected with; [2R Classroom Physics](#) by standard door east, [2J1 Long Hallway](#) by standard door west.

Color/Material Theme; The floor of the Crampy Corridor is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of dark Emperor marble, and above that amber colored plaster. The room can also be lit with a standard orb of continual light, which cannot be increased or turned off except by the head master; its intensity is low, so this corridor is shady.

There are sometimes strange Things happening here, and these started after some high level students/former students, visitors, or even teachers experimented in this kind of secretive corridor with temporal magic (*Time related*) at last 160 days ago. Apparently this was affected by the Radiance below (*unknown to most*), and the initial flaws of the magic itself, or even Immortal influences. Either way; the magic affects the Crampy Corridor each night of the New Moon (*including the night preceding and following*) in such a way, that one travelling through the corridor after nightfall and before sunrise, has a 3d12% chance each time to travel 8d20x24 hours back through time (*not before as then the mages accidentally created this temporal gate*).

DM: I Hate Temporal Dynamics

A clever DM could make an interesting adventure around this; Remember that what happened in the past of the traveller through time, cannot be altered, there will always be something hindering this; this can be failing attempts of the future version to alter it in the limited time, or external individuals or other factors alter it to what it was....in fact this was what did happen then. There is NO chance to return back to the same period more than once. And the person will return to the normal time 3d10 Turns after entering that time period (3d10 Turns have passed in real time too). However, anything sustained in the other time will be as if happened. Objects from that time can't be taken, but it is possible to place something there, where it can be found later by the same (or other) person, even if this was before the time travel, but only if he indeed did find it then, as the past can't be changed. You can thus attempt to kill a nemesis in the new time frame, but upon returning, you learn that he then indeed suffered an attack but survived. This could thus be a reason why someone dislikes you for something you don't know you ever did, because you haven't done it yet...Confusing??...I said A CLEVER DM can do this ;).



2R Classroom Physics

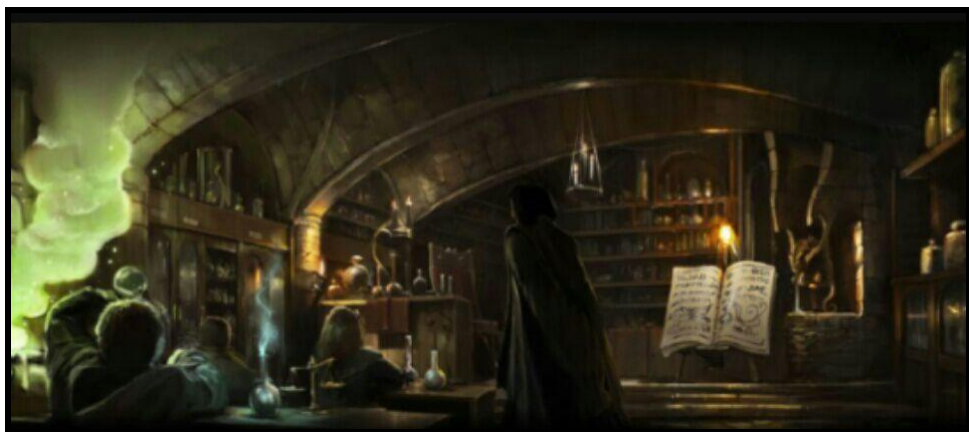
Height 13' , above ceiling/floor 2' thick

Connected with; [2Q The Crampy Corridor](#) by standard door.

This room has two 5' wide arched windows with 75% clarity clear-greenish glass in lead panes in design of spades, in the eastern wall.

Color/Material

Theme; The walls are up to 3' high Ylari Yellow marble, with Shire blue marble ledge and a



lerendi golden marble top section instead of wall paper. Except some paintings with chemical symbols, a painting of the master of physics the walls are empty. The closets hold various sets of fireproof glassware, metal war, and ceramic fire pots (a *primitive Bunsen burner with burning oil and a miniature opening just wide enough to create a steady blue flame*). This room has a 20 student capacity. Teacher; *Sir Anton Kiergaard*.

2S Library Hall

Height 13' , above ceiling/floor 2' thick

Connected with; [2J1 Long Hallway](#) west by a dual high arch, [2O Classroom Ancient History & World History](#) northeast by standard door, [2P Classroom Illusionism](#) east by standard door, yet this is hidden by illusions of book closets (the door is in the Southeast corner). This room is also used as a passage to and from the other rooms without the need of passing through the Dance Hall if it is in use.



Color/Material Theme: The Floor of the Library Hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets dark Emperador marble, and above that crème colored plaster, the ceiling is also covered by a gypsum arched fabric shaped into a faintly arched ceiling and colored crème. The room is well lit by several orbs of continual light.

This room has 2 feet deep book closets on all walls, and another row, back to back in the middle of this room, beginning at the pillar at the Long Hall. In the pathways between the closets lie 5' wide thick Darokinian tapestries as long as needed. These are placed here to keep movement sounds low. This area it is school policy to keep vocals low (whisper), and refrain from any ordinary or even vulgar sounds. This room is used as a library for; **Magic and Society, Alchemy, Fundamentals of Spell Transcription, Monster Biology, Illusionism, Theoretical Metaphysics, Ancient History, and World History.** An old dusty paper and parchment smell lingers, sometimes tinged with the scent of the remnants of a recently Cloudkill spell against vermin. If everything is silent and dark, it is possible to hear nibbling of mice or Bookworms except the first week after the last Cloudkill cleaning. In that case the scent of dead organic matter can be found if not removed.

(80% of the sources here are books, 9% are scrolls, and the remaining 11% are other sources; Shells, skulls, plates, leaves, orbs, memory stones with recorded illusions, etc.)

Bookworms are a great menace in any library; more on these dangerous pests (*at least to your books, scrolls but also your spellbook*) can be found here; <http://pandius.com/Monster Manual 3.pdf> page 1073.

Library Instruction and Survey of Literature will be taught at the Great Library and is a separate series of lessons how to use the Library and to use books. On-school libraries (excluding Great Library) follow the basic same logic, but may vary greatly as being often private collections given as gift to the school: A survey of research techniques, including classification systems, spell indexing, basic reference books, and assembling a personal library. An introduction to the study of magic literature, with an emphasis on analysis. A broad range of authors from a variety of cultures and historical periods are examined in detail. Teacher; *Lady Imelda DiGusti*.

2T Study Hall

Height 13' , above ceiling/floor 2' thick

Connected with; [2J1 Long Hallway](#) west by a dual high arch, [2W Outer Hall](#) by standard door west.

Color/Material Theme; the floor is covered with Al-Andalus Red marble. The room can be lit with a standard orb of continual light, which can be increased to daylight



intensity or turned off on command. As such it is often shrouded. Against the walls more books of the Library (2S) are stored in large open wall closets.

The western wall is adorned with a single 10' wide canvas bench and a similar chair. Small 2' tables are placed conveniently near. In the east corner is a 3' diameter table with 4 simple wooden chairs for communal study. Several other simple wooden chairs and 2' tables are placed throughout the room. The standard study chamber floor is covered with an oaken floor. The walls are covered up to 4' high from the floor with dark-purple colored wooden panelling topped with a rising ledge of 3 inch, and above that the wall is covered with patterned wallpaper (*mostly with books, magical creature, heroes, flowers and similar decorations*) in a single light color, but since the winter of 1003AC holding vague images. If viewed they don't seem to be something, however, if viewed through a set of Glasses, loupe, magnifying glass, or any other lens, they seem to form words. A Read Magic will only then under those circumstances reveal a very handy privacy spell (see below). This room is used by students currently not in class, on work duty, and thus free. Teachers can draw students away from here if wished so to do chores, if time on the student so permits. An old dusty paper and parchment smell lingers, sometimes tinged with the scent of the remnants of a recently Cloudkill spell against vermin. This room is also used as a passage to and from the other rooms without the need of passing through the Dance Hall if it is in use.

Private Sanctum [GSM1003 AC](#)

Rare Level 5 Alteration, Abjuration spell

Range;

0

Duration;

1 hour/level

Area of effect;

one room

Saving throws;

none

Casting time;

2 turns

Components;

a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth and a pinch of powdered Chrysolite

With this spell, privacy is ensured in a single room of up to 1600² feet. From the outside, the windows appear to be dark and cloudy, preventing those with any vision other than 2nd sight from seeing inside. Those inside the room can see out the windows as they normally would. No sounds of any kind can escape the room (a fireball would go off unnoticed), scrying attempts, such as ESP, Clairaudience, Clairvoyance, etc., and crystal Balls and similar can't penetrate the room, a Wizard Eye can't enter, smells will not leave the room. Any person, including the caster can leave or enter the room without affecting the spell. The room must be able to be closed, so it must have doors and windows in all places. A chimney or stove pipe, if available must be used to enable the spell to work. If the fire goes out during the spell duration, it will not stop the spell, but the smoke will become strangely colored outside as long it still leaves the chimney/pipe. When a door/window is opened during the spell it will temporarily negate the spell, so the caster must be sure all doors/windows stay closed. Any locking spell cast upon any window or door will affect any available door, window, drawer, bag, etc. not held open. This effect will end when the spell ends. A Dispel Magic cast inside the room will affect all spells active inside the room and the Private Sanctum spell itself. Fairies and Immortals have 2nd sight, as some very rare mortals might have.

2U Stairways

Height 13' , above ceiling/floor 2' thick

Connected with; [2V Stairways](#) up by hall in between, [2W Outer Hall](#) by open hall in between, by [1M Stairways](#) down, [2E Dance Hall Classroom Magic and Society](#) by standard door in open hall in between and curtain beyond. Includes an open hall in between the [2U Stairways](#) & [2V Stairways](#) and [2W Outer Hall](#).

Color/Material Theme; this area has a 7-13' wide gentile stairway with steps of Crema Marfil Crème colored marble and Connemara serpentine marble elevations. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, first right then left.

As the steps are reasonably wide, this still is an easy stairway, however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage).

There is airflow up, due the open connection with the Outer Hall, and warm interior air rises, as such, the air is fresh, especially when there are windows or doors wide open on the higher levels.

In front of the bricked-up wall are two 6' high statues; these depict (in order going up) Conjurer, Magician, and Enchanter, and these are in fact specialties among mages. They are NOT animated and have never been alive, but are made by various artists.

2V Stairways

Height 13' , above ceiling/floor 2' thick

Connected with; [2U Stairways](#) down by hall in between, Outer Hall(2W) by open hall in between,[3V Stairways](#), [2E Dance Hall Classroom Magic and Society](#) by standard door in open hall in between and curtain beyond. Includes an open hall in between the [2U Stairways](#) & [2V Stairways](#) and [2W Outer Hall](#).

Color/Material Theme; this area has a 6-11' wide gentile stairway with steps of Crema Marfil Crème colored marble and Connemara serpentine marble elevations. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, first right then left. As the steps are reasonably wide, this still is an easy stairway, however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage).

There is airflow up, due the open connection with the Outer Hall, and warm interior air rises, as such, the air is fresh, especially when there are windows or doors wide open on the higher levels.

2W Outer Hall

Height 13' , above ceiling/floor 2' thick

Connected with; Northern section from east to west; [Courtwall](#) by standard reinforced door (locked at night),[2O Classroom Ancient History & World History](#) [2U Stairways](#) & [2V Stairways](#) by open hall in between,[2F Teachers Lounge](#) by standard door, 3' wide 8' high oaken "Dimension on Call Doors", The [2J2 Long Hallway](#) Northern section by wide door, [2G Private Teacher Room](#) by standard door, 3' wide 8' high oaken "Dimension on Call Door". Western section from North to south; [2I Hortus Herbaricus Classroom Herbalism, Mandragora](#), by single Glass door, and by double Glass door, [2T Study Hall](#) by standard door, [2K Private Teacher Room](#) by standard door, [2L Private Teacher Room](#) by standard door, [2M Classroom Abjuration](#) by standard door. Southern Section; Three standard "Dimension on Call Doors", [2C The Museum of Monsterology Classroom Animal & Monster Lore](#) by standard door, [Courtwall](#) by standard reinforced door (Locked at night)

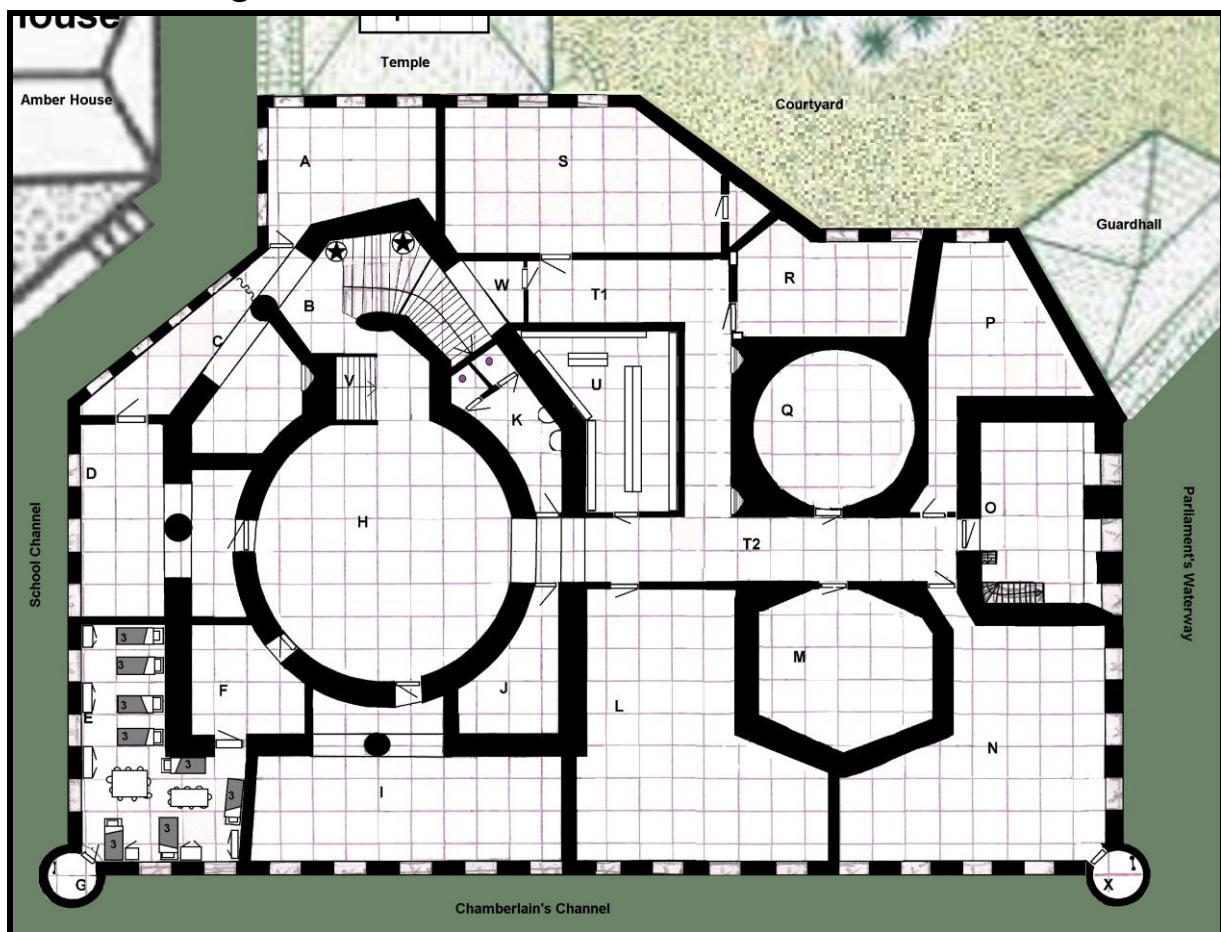
Color/Material Theme; The Outer Hall is decorated by what seems a singular sheet of grey stone (*actually several stone form spells bound together*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of dark Emperador marble between the Křtiny grey marble and above that grey-colored plaster (*as to mimic extra doors*).

The outside walls are pillars of Křtiny grey granite, with 2'space in between, on a 3' high 1.5' wide railing.

The lower section seems to be a pillared railing, however from the outside this appears as a solid section; in fact it is a magical stone (*left over from the Old FWA ruins*) set to conduct light from one side to the other, but not reversed. This area is the main hall for students to reach their destinations, and beyond the normal doors to the various rooms.



Main Building Level 3



[http://pandius.com/08 GSM interior +4.png](http://pandius.com/08_GSM_interior_+4.png)

Classroom Level; Floor is at 35' (between 41' and 48' above water depending on water level). This level is dominated by the many classrooms; as such this is the most silent level between classes and the busiest in between. *Remember classes are similar but unlike those in our real world.* One teacher uses lessons of 2 hours, while another teaches 5 turns and yet another does it in 1 hour and 3 Turns. One can however say that each lesson uses 4 to 12 Turns, with an average of 7 Turns. The time between lessons is always 1 Turn at most, and some teachers imply harsh penalties on late students or absent without agreement, others just teach, no matter who is available, as you learn for yourself and not for the teacher, and if you refrain from being available in class, it is you who suffers in the end. Classes are not set in stone either, and students must find out when and where a teachers gives a lesson they need, subscribe beforehand in the administration building, and acquire all needed materials (listed at the subscription list which is publicly available on the outside boards on the Administration Tower and Main Hall (1A). The subscriptions (and any alterations are magically copied to the ones on the outside boards from the original one in the Administration Tower). Remember; one needs agreement from the teacher to subscribe in his/her class, and although several teachers are easy on this, some are not. Students who are late and eavesdropping on the class they are refused entry, are often caught and drafted for other work by other teachers, or confronted with the teacher they are late with, so suffer his/her consequences.

As each room has a different number of students possible, it can be possible to assign a same class at a later time. *But keep in mind, this needs another subscription...Glantri has its bureaucracy to its finest, even in the school itself. One needs a legal and paid entry to the Great School of Magic as decreed by the rules in the school year (beginning 1 Vaternont, ending with the Day of Dread 28 Kaldmont). There are Glantrian official days of festival which are free of class. (Vaternont 18 Monster's Day, Thaumont 8-14 Spring Break, Thaumont 25-28 Arcanium, Flaurmont 20 Parade Day, Yarthmont 14 Gondola Games, Klarmont 15 Night of the Red Moon, Klarmont 28 Night of Fire, Felmont 14 Feria del Toros, Fyrmont 25 Vyonesse Carnival, Swiftmont 15 Raising the Walls, Eirmont 5 Necromantia, Kaldmont 14-15 Ice Games, Kaldmont 28 Bells of Fate.) Flaurmont 3 Parliaments day, Felmont 25 Beggars day, Swiftmont 6 Best wishes from Krondahar, Kaldmont 15 Boldavian Procession, are also Glantrian holidays, but these give no days off, for students of the GSM.*

DM: A Day Off

This could be a time for funny adventures in town or elsewhere in Glantri depending on the Holiday. But do not forget school begins again sooner than you think or wish

Important notice; One might party on days off, but the next day one is very advised to fully accept school life, rules and duties with a clear mind. This might be the reason that the spells Bugman's Mug and Protection from Intoxication are so well loved by the students, and often learned as soon as possible from the obscurities of the Dormitories' past; See here for more details on Alcohol and spells set on Alcohol <http://breathofmystara.blogspot.nl/2013/04/how-does-alcohol-affect-body-remember.html>.

3A Classroom Enunciation + Read/Write

Height 13' , above ceiling/floor 2' thick
Connected with; [3B Stairways](#) by standard door west. Two 5' wide and 6' high glass in lead windows on the northern wall, and another three on the eastern wall brighten up this room.
Color/Material Theme; this room has several strong granite arches to support the outer wall and fix it to the stronger inner wall west. A small Podol white marble tribune chair is placed near the north eastern corner, where students and teachers stand and pronounce sentences to be written down correctly. This room is further a standard room and the walls are covered from top to bottom with Slivenec grey tiles and at 3' high a ledge of Slivenec Rose marble. The wood and furniture is colored dark by years of waxing with dark ship wax. Here students actually learn to correctly pronounce verbal components, even if they speak in a dialect, wisp, lisp, or similar. This room has a 14 student capacity. Teacher; *Miss Corra DelTorro*.



3B Stairways

Height 13' , above ceiling/floor 2' thick
Connected with; [4V Stairways](#) by stairway 3B, [3V Stairways](#) by archway west to [3H Round Hall](#), [3A Classroom Enunciation + Read/Write](#) by standard door east, [3C Study Hall](#) by heavy curtain north.
Color/Material Theme; this area has a 7-13' wide gentile stairway with steps of Crema Marfil Crème colored marble and Connemara serpentine marble elevations. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, as the steps are reasonably wide, this still is an easy stairway; however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage).
There is airflow up, due the open connection with the Outer Hall, and warm interior air rises, as such, the air is fresh, especially when there are windows or doors wide open on the higher levels.

3C Study Hall

Height 13' , above ceiling/floor 2' thick
Connected with; [3B Stairways](#) by heavy curtain east, [3D Classroom Languages Ancient & Old](#) by standard door west, a standard "Dimension-on call" door in the darker section south.
Color/Material Theme; the floor is covered with Al-Andalus Red marble. Four 5' wide and 6' high glass in lead windows on the north-eastern wall brighten up this room. The room can also be lit with a standard orb of continual light, which can be increased to daylight intensity or turned off on command.
The western wall is adorned with a single 30' wide blue canvas bench. Small 2' tables are placed conveniently near the bench. In the east corner is a 3' diameter table with 4 simple wooden chairs for communal study. Several other simple wooden chairs and 2' tables are placed next to the windows.
The standard study chamber floor is covered with an oaken floor. The walls are covered up to 4' high from the floor with dark-purple colored wooden panelling topped with a rising ledge of 3 inch, and above that the wall is covered with patterned wallpaper (*mostly with books, magical creature, heroes, flowers and similar decorations*) in a single light color.
This room is used by students currently not in class, on work duty, and thus free. Teachers can draw students away from here if wished so to do chores, if time on the student so permits. The scent here is flowers due the vases of flowers placed in the windows.

3D Classroom Languages Ancient & Old

Height 13' , above ceiling/floor 2' thick

Connected with; [3C Study Hall](#) by standard door east

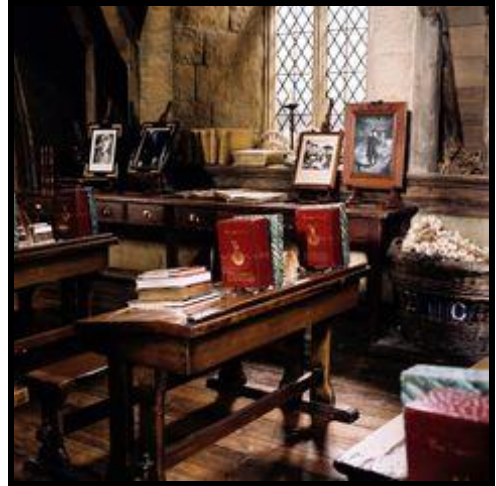
This room has a 16 student capacity. This Room has a small library directly left and right upon entry in the niches of the room. The class itself is located beyond the pillar.

Three 5' wide and 6' high glass in lead windows on the northern wall brighten up this room.

Language Instruction: Grammar, phonetics, and conversational idioms of human, humanoid, and Demihuman languages.

Color/Material Theme; Standard classroom with wooden floor and furniture, several closets Walls are bare granite though.

There is a small library with various dictionaries. Teacher; *Sir David Fume of Tavish*.



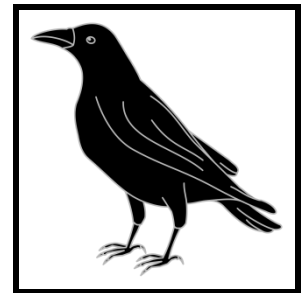
3E Raven Dormitory

Height 13' , above ceiling/floor 2' thick

Connected with; [4D Raven Dormitory](#) by stairs in [3G Turret base NW](#). [3F Washroom hall](#) by standard door east. Three arched 5; wide and high windows are to the North, and two to the west.

Copper Class; available to any other whom could afford to pay the fees to study. Often these are family of farmers, traders, merchants or even criminals with enough money at hand, but as often they are also self-taught adventurers with a history of luck/survival to collect the money needed.

Color/Material Theme; Floor Nero Marquina black marble, Walls Dark Emperador marble with a Costa Sol brown ledge and amber colored wall paper. Two 5' wide and 6' high glass in lead windows on the western wall and three of the same north, brighten up this room. This is actually the lower section of the Raven Dormitory (4D) as that can't be reached any other way except through here. Eight three-tier bunkbeds give ample room to 24 students, mostly 30 students are available, but sometimes it is filled to the max. Members are called "Corvus Core"



3F Washroom hall

Height 13' , above ceiling/floor 2' thick

Connected with; [3E Raven Dormitory](#), [3H Round Hall](#).

Color/Material Theme; Floor; slightly slanted (*towards the north, where a few drains are placed going through the Raven Dormitory floor (3E) and ceiling Hortus Herbaricus (21)*) Podol white Marble. The walls are covered up to 4' high from the floor with Lipová light marble panelling topped with a Marfil crème marble rising ledge of 3 inch, and above that up to the ceiling Marfil crème marble. The wash basins are also made of Marfil crème marble. This room is the basic wash room for clothing and self by students and teachers alike. The room temperature is set magically at 27°Celsius/80°Fahrenheit, to enable drying, and not suffering from cold exposure. There are no showers or baths, but there are several washing boards for clothing, and at 5' height there is a dual washing line at each wall, 5" and 10" from the wall by copper holders. Below each was basin is a small closet with washing stones, soap, perfumed soap, wooden rollers (*to remove folds while hanging, by compressing against the wall*), and a large box of wooden clothespins. The floor is often wet (although it slowly drives of north through the drains), and it common courtesy to mop the floor after use by one of the mops set in the corners. This room is mostly used only by members of the Raven Dormitory, and other dormitories go only here if ordered to do so by a teacher...grudgingly. The room is always wet due drying laundry, and flooding water, and has a strong soap or perfume scent, a bottle of fragrance hides the stench of the sweat/filth and waste of students in this room.

3G Turret base NW

Height 13' , above ceiling/floor 2' thick

Connected with; [3E Raven Dormitory](#) by standard door south-east and [4Y Turret NW](#) up by steel ladder.

Color/Material Theme; As this Turret is the main connection between both sections controlled by the Raven Dormitory, the colours are similar; Stair; Nero Marquina black marble threads and Dark Emperador marble rises, Dark Emperador walls with a Costa Sol brown ledge following the stair and amber colored wall paper. There is a Globe of continual light at the ceiling of this room so both stair and ladder are always clear of Sight. Rule of caution; any who is already on the ladder may go first, in any other case down goes first.

3H Round Hall

Height 13' , above ceiling/floor 2' thick

Connected with; [3D Classroom Languages Ancient & Old](#) by standard door north, [3F Washroom hall](#) by standard door north-west, [3I Classroom Somatics](#) by standard door west, [3K Latrines](#) by standard door south-east, [3J Storage room](#) by standard locked door, [3T2 Long Hallway](#) by open arch south, [3V Stairways](#), [3B Stairways](#) up by archway east.

Color/Material Theme; The Round Hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of yellow veined brown marble, and above that amber colored plaster. This place is used for various reasons; to lounge on brought pillars, to meditate (if it rains outside), to play games of mind (chess, checkers, etc), to relax, to study, to pause, to dance, etc. There is no furniture other than what is brought along. Any furniture left behind will be removed and stored (maybe reused, or turned into kindle later when not retrieved by its owner in a month).

3I Classroom Somatics

Height 13' , above ceiling/floor 2' thick

Connected with; [3H Round Hall](#) by standard door east. Five 5' wide and 6' high glass in lead windows on the western wall brighten up this room.

Color/Material Theme; Floor; Marianna white Marble, Wall; Marfil Crème marble up to 3' high with a Podol white marble ledge, and above that white wallpaper with pinkish and silver floral decorations. The room is further a standard classroom, with all furniture. This room has a 28 student capacity. There are several objects and instruments available to learn to flex fingers, and mirrors to learn somatic facial components. Often school desks are set aside and the students must practise standing their somatic components for spells they study. Although many learn the basic same Somatics, variations still exist and are accepted, if at the exams the spells used function correctly and are cast correctly. Teacher; *Sir Towel Restaer*.



3J Storage room

Height 13' , above ceiling/floor 2' thick

Connected with; [3H Round Hall](#) by standard locked door east

Color/Material Theme; the floor of this room is plain granite, but somewhat polished by time and use. Oddly shaped room used for storage of chairs, and other furniture. When a teacher living here is exchanged, his furniture and stuff may be temporarily stored here. This room is normally not lit, but can be lit by spell or by two bronze candleholders 6' high on the curved wall.

3K Latrines

Height 13' , above ceiling/floor 2' thick

Connected with; [3H Round Hall](#) by standard door west

Color/Material Theme; Floor; Al-Andalus Red Marble. The walls are covered up to 4' high from the floor with dark grey marble panelling topped with a black marble rising ledge of 3 inch, and above that amber colored plaster.

The room holds two 5'square white marble latrines, with below a 1' deep chute and a permanent miniature Dimension Door underneath the Latrine, reappearing on the ceiling of the Pudding chamber below 1D. A bottle of fragrance can't completely hide the stench of the waste of students in the room. Glantrians do not use toilet paper, or leaves like most of the world, but instead use to sponge on a stick, like the Thyatians do, which is then rinsed in a bucket of water charged with a "Foul to Fresh" spell (*These rare buckets are enchanted with a permanent Transmute Foul to Fresh where only the components need to be refreshed after each 4 hours*). The remnants are then tossed in the hole of the latrine. A normal water tube (mostly lead, sometimes copper or ceramic) attached to a higher source of water, is located in each latrine to flush and rinse, and to give water in the small basin in between, each with a small tap. As thus there is always a large bowl with crushed Lilacs, sprinkled with Talcum and Green Slime making the room smell like fresh flowers and fruits.

3L Classroom Agility Training & Quick Casting

Height 13' , above ceiling/floor 2' thick

Connected with; [3T2 Long Hallway](#) by standard door east. Four 5' wide and 6' high glass in lead windows on the western wall brighten up this room.

Color/Material Theme; Floor; Marianna white Marble, Wall; Marfil Crème marble up to 3' high with a Podol white marble ledge, and above that white wallpaper with light-blue and silver cloud and weather decorations. The room is further a standard classroom, with all furniture. There are NO closets, or books, anything taught here is brought verbally and by example only. There is a small trampoline, several 3 to 6 tier steps set aside, and several ropes hanging from the ceiling. All these can be used in training for the new skills Agility Training and Quick Casting. This room is often used arena style gymnastics are combined with rapid and correct skill use, when combined with Somatics, correct verbal spells can be devastating to opponents. It is rare when students leave this room without sweating. As such each class ends with the windows open, to draw out the sweaty smell. Still the scent here reveals action. This room has a 36 student capacity. **Physical Training:** Various exercises and activities to improve physical fitness, with an emphasis on dexterity training for manipulation of spell components. Teacher; *Lady Simone*.

3M Classroom Formula Analysis

Height 13' , above ceiling/floor 2' thick

Connected with; [3T2 Long Hallway](#) by standard door east

Color/Material Theme Floor; Marianna white Marble, Wall; Marfil Crème marble up to 3' high with a Podol white marble ledge, and above that white wallpaper with yellow and copper floral decorations. The room is further a standard classroom, with all furniture. There are double the amounts of closets here with all types of table scrolls, spell explanations over the ages, books of spells and their effects. It is in this class that is learned that a Fireball (for example) is no just a Fireball, but it drains air, damages nearby structures, enflames combustible items, causes such a loud blast enemies will know and prepare, or even enable an avalanche to come to be, and various other nasty or not so nasty side effects. As such many spells and their side effects are studied here...this is the reason Mages from the Great School of Magic are more careful in casting magic, as they have learned (sometimes the hard way) what spells do beyond their prime effect. Theory of spell formulas, emphasizing techniques applicable to original research. Topics include elementary spell functions, tabular and graphical presentation, variability, and metaphysical equations. Basic alchemical principles are covered in subsequent sessions of this course. This is one of the more dreary classes, and the room seems to reflect that directly. This room has a 16 student capacity. Teacher; *Sir Oswald Brute*.

3N Classroom Planar Geography & Elemental Knowledge

Height 13' , above ceiling/floor 2' thick

Connected with; [3T2 Long Hallway](#) by standard door east

This room has a 38 student capacity.

Color/Material Theme; Light brown. This large room can become actually much "larger" as there are several magical circles known, which can be inscribed on the floor enabling a Gate to be opened for a fieldtrip into unknown (*Outer Planar*) trips. Of course before this is done safety measures like amulets of Elemental Protection are handed out before, specifically attuned to that Plane, and the teacher goes along, often with 3 guards an/or other experienced mages (*teachers or adventurers*). These trips often bring some unintended tension and excitement in this otherwise dreary class, but are carefully prepared. Of course sometimes a student (or students) goes of track unnoticed/undesired and has to be retrieved. Teacher; *Sir Charles Stuart of Glenmoorloch*.

DM; Retrieve the Foolish

Often experienced students are hired to accomplish this upon a reward partially by the GSM and mostly by the direct kin of the student(s) (100 to 1000Dc per students are basically the norm, but in dangerous planes or with upper ranked offspring lost this might be increased). Adventurers doing this have a well-known place in Glantrians line of duty and Gratitude, similar to soldiers. It must be noted that although retrieved students are welcomed, but they are also severely punished by 3 months!! of arduous duty in work time (this goes off free time and personal training/study time.) on demand of the parents and GSM. The students are rewarded with the free knowledge and components how to learn to cast the following spell (non-mages are rewarded with 500gp each)

Enchanted Weapon Shadow Elf ancestors 1710 BC

Uncommon Level 4 Evocation spell

Range: Touch
Duration: 5 Rounds per level of the caster
Effect: Makes a weapon temporarily Magical
Saving Throw: None
Reading time; 6

A weapon of any kind that this spell is cast on becomes Magical for the duration of the spell. It has no bonuses to hit or for damage, but it can be used against Lycanthropes, Various Undead, Gargoyles, some non-corporeal creatures, and other creatures who are invulnerable to normal weapons. This is a very popular spell among fighting Elves, and most Elves and Foresters are certain to know this spell when they have the power needed.

30 Museum of Monsterology

Height 13' , above ceiling/floor 2' thick
Connected with; [3T2 Long Hallway](#) by standard door north, [2C Museum of Monsterology Classroom Animal & Monster Lore](#) by 4' wide steep interior wooden stairway. The southern wall is extremely thick 8' and actually encompasses the original FWA tower wall and the outside wall of the GSM main building. As such these windows are deeply recessed, and covered in two arches resting on a pillar in the middle.

Color/Material Theme; the building here still reflects the large stones the FWA created it with. The oaken floor is more recent and originates from the date the GSM as created. The stairways are also oaken, but with a mahogany railing. The room has several closets holding various stuffed animals of less than 2' in size. Remember the word ' monster' is not including only monsters, legendary monsters, but also includes animals.

Other drawer-closets hold small 2-3 inch high drawers holding various insects (dried, poured in glass) shells, fossils, and other small stuff. Everything is labelled with its Thyatian scientific name (*Latin as in our world*), date and location of find. One closet holds books with all this data collected, and where the item is stored. Not all items are stored here or on other floors of this tower, but can be found in the Hall of Stuffed Animals, Private Teacher rooms, or even Private collections elsewhere, but at least every find is catalogued and thus retrievable for students. It is possible that students researching a specific monster must travel elsewhere to study the item in person; they however need a school absence & Travel license and request with answer of the holder of the object to do so. These are limited to the estimated travel time +1 week at most. Any registered holder of such a monster may not decline but can restrict the visit to specific consecutive date(s) within a period of 2 months around the suggested date. This intricate system enables the GSM to relay most information about known monsters to the students, but it also reflects the intricate bureaucracy and legal system of the country. Private owners not only have body parts of a monster, they often also have full bodies (frozen, petrified, stored in preserving liquid, undead, etc.) or even alive (paralyzed, trained, subdued, befriended, captured, in a permanent Hold spell, etc.) or know the directions and locations of such a creature alive, and free. All these are listed in the creature's description listing here at the GSM.



3P Classroom Biology & Ecology (including Geomorphology)

Height 13' , above ceiling/floor 2' thick
Connected with; [3T2 Long Hallway](#) by standard door west
This room has a 12 student capacity.

Color/Material Theme; Floor; Marianna Green Marble with a Swedish Green wall up to 3' topped with a Creole Black Ledge and above that Mint green wall paper adorned with green and brown plants decorations of various species. As this is hand-drawn, this is actually the most expensive wallpaper in the GSM. The ceiling is covered by a gypsum arched fabric shaped into a faintly arched ceiling and colored greenish crème. The room is well lit by several orbs of continual light. The room is further a standard class but with much larger closets. Within these stored are not only the students utensils to learn, but also many jars and pots with seeds, fruits, roots, vermin and such, books with dried plants, and several stuffed animals. In a corner is a large rack with about a hundred textile scrolls with biology decorations, ecologic tables, and even a few Geomorphological maps of the northern edge of the Broken Lands, and Ethengar. This was originally the classroom of the friendly Professor Vanderklil, but as he is away, other teachers take over. (*He is on research travels; see <http://breathofmystara.blogspot.nl/2016/02/the-wonderful-world-of-mystara.html>*). This room has a 16 student capacity. Teacher; *Sir Gaston vander Klil*.

3Q Old Keep Classroom Conjure Companion

Height 13' , above ceiling/floor
2' thick

Connected with: [3T2 Long Hallway](#) by standard door west.

This room has no windows, Color/Material Theme; Floor Connemare green with same walls up to 3' and a Marianna Green Ledge, with a plain Lime Green wallpaper above that. Standard classroom in all other aspects. As this spell is handicapped by outside forces, this room is chosen as it has no windows. Variant examples of familiars are pictured on variant paintings often combined with their (famous) owners. This class not only teaches how to conjure a familiar, treat and take care for a familiar, but later also how to increase its effects.



The spells therefore are listed here (*taken from Dragon Magazine article*). This room has a 16 student capacity. Teacher; *Lady Marchand & Peta (Familiar 8 ape)*.

Lvl	Common Mage	Earth Elementalist	Fire Elementalist	Air Elementalist	Water Elementalist	Frost Mage
1-4	Owl	Mole	Siamese Cat	Owl	Clamp Shell	Lemming
5-8	Crow	Rat	Fire Fly	Any Bird	Octopus	Snow Owl
9	Any Bird/Bat	Ferret	Fire Toad	Flying Squirrel	Flying Fish	Snow Hare
10	Mandragora*	Fundamental	Fundamental	Fundamental	Fundamental	Ermine
11	Any Rodent	Ant/Termite	Ash Crawler	Flying Viper	Otter	Polar Fox
12	Ape/ Sm. Humanoid	White Snake	Fire Snake	Winged Serpent	Water Snake	(Ice)Wolf
13-20	no reply	no reply	no reply	no reply	no reply	no reply
Lvl	Necromancer	Diviner	Evoker	Enchanter	Abjurer	Illusionist
1-4	Black Cat	Cricket	Mouse	Songbird	Turtle	Owl
5-8	Crow	Owl	Cat	Hypno Snake	Hedgehog	Bird/Bat
9	Imp	Dog	Lizard	Raccoon	Porcupine	Ferret
10	Mandragora*	Mandragora*	Mandragora*	Mandragora*	Beetle	Mandragora*
11	Ghoul	Spider	Bird	Squirrel	Spider	Spider
12	Bat	Crow	Bat	Frog	Skunk	Ape
13-20	no reply	no reply	no reply	no reply	no reply	no reply
Lvl	Conjurer	Transmuter	Witch	Cryptomancer	Rhabdomancer	Alchemist
1-4	Bird	Chameleon	Cat (other colors)	Owl	Mouse	Owl
5-8	Mammal	Moth	Crow/Raven	Talking Bird	Mole	Crow
9	Reptile	Fan-Lizard	Lizard/Snake	Mouse	Lizard/Snake	Cat
10	Insect	Mandragora*	Frog/Toad	Toad	Mandragora*	Toad
11	Amphiby	Ant/Termite	Owl	Spider	Spider	Spider
12	Mandragora*	Toad	Ferret	Ferret	Bird/Bat	Ferret
13-20	no reply	no reply	Cat (Black)	no reply	no reply	no reply
Lvl	Deathmaster	Dracologist	Dream Master	Scribe	Seducer	Fiend Slayer
1-4	Black Dog	Lizard	Mole	Owl	Small Fluffy White Dog	Toad
5-8	Raven	Turtle	Rat	Fire Fly	Colorful or white (speaking) bird	Crow
9	Rat	Snake	Ferret	Crow/Raven	Longhaired (white) cat	Turtle
10	Mandragora*	Mandragora*	Fundamental	Cat	Longhaired (white) cat	Fundamental
11	Ghoul	Pocket Dragon	Ant/Termite	Book Wurm	Longhaired (white) cat	Ghoul
12	Bat	Dragon Tick	Ape	Termite	Longhaired (white) cat	Imp
13-20	no reply	no reply	no reply	no reply	no reply	no reply

Find Familiar FWA 451AC

Uncommon Level 2 Conjunction spell

Range: Caster only

Duration: Permanent until killed

Effect: one creature

Saving Throw: None

This spell will link the caster to one specific creature and visa versa. They can see through each other eyes, and using natural abilities applied to this (Infravision, Keen sight, Magnifying eyes, multiple eyes, all round vision, etc.) This will improve by one extra sense used by both caster and familiar simultaneously per 3 years the spell is in effect, in the order of Sound, Smell, Taste, Touch and lastly if any the 6th sense. The telepathic link created will make communication possible between the two minds. If it is eliminated, however, the caster will lose 1d6+1 point permanently (and visa versa). This loss can only be recovered by use of a Wish. There are different kinds of familiars for each sort of Mage, and he is not free in choosing the familiar. A 1d20 must be rolled to know the kind of familiar attracted (if any). This animal could come from as far as several miles and it could take several days or even weeks to locate the caster.

The caster can only cast this spell under a full moon, and he or she will only know if the spell had any effect when the familiar approaches the caster for the first time. From that first moment the animal will feel attracted to the caster, and the first touch will result in the telepathic link. If the caster never touches the familiar no link will be created and the familiar will be no more than a companion (no hit points will be lost if the familiar dies before touched by the caster). Only in case of a Mandragora must the spell be recast if the Manakin failed to come into existence. When ever the caster mistreats the familiar it will become very sad, and will refuse any sustenance by any other than the caster after being treated nice first. In this way will the familiar easily die and so result in hit points lost by the caster him or herself. Only a natural Death (Age, Disease, or becoming prey to its natural predator, if any) will not result in any permanent hit point loss. These hit points will return 1 per each full moon until normal again, only then or after the permanent hit point loss can the spell be recast. When the familiar is raised from the dead the hit points will miraculously return also, except when a new familiar is created. The original familiar, will then be a free one again and will be no more than a normal, maybe loyal, companion. Under no circumstances can the caster have more than one familiar. The table gives the familiars possible by most kinds of Mages capable to cast this spell, Mages not mentioned may have a completely different table or none at all. Each level of the caster obtained while having the familiar will increase its natural life span by 1/3 of this life span. A frog for example will have a natural life span of about 6 years, when the caster obtained 2 levels the frog will be able to reach the age of 10 years. These years can never be taken from the familiar, even when the caster dies. The animals mentioned in the table are mostly regional animals and there for only the basic description is given. An Owl for example can be an OeHoe in woods, a Forest-Owl in forests, or a Church-Owl in inhabited regions, and so forth. Spells like Enhance Familiar could enhance the bond existing between the Mage and the Familiar to such a degree as almost friendship or even love. Any attempt to cast this spell in a desolate area (a scorching desert or arctic wastes) may, at the discretion of the Dungeon Master, automatically fail to attract any of the listed creatures. In any event, the possibilities for normal familiars should be restricted to creatures that could conceivably exist within the spell range; a black cat almost certainly will not be found in a desert or at the summit of a mountain range, and a toad probably will not be found in the middle of a grassy plain miles from any source of ground water. Die-roll results that indicate such a contradiction may either be re-rolled or treated as "no familiar available," depending on the judgment of the DM.

No reply = try again in one month. * =The caster feels a pull to the nearest Mandragora plant. If located and harvested the right way a Manakin may be created from it. Special Magic is necessary to do this. The Manakin will come to "life" and then becoming a normal familiar. (See more about Manakin in the [MMMMC Lowlife](#) page 884-887)

Familiar Enhancer 1 FWA 512 AC

Uncommon Level 2 Alteration Enchantment spell

Range: 10'
 Duration: Permanent
 Effect: The caster's Familiar
 Saving Throw: None
 Components: A lighted brazier, herbs, gums, spices, a gem-encrusted statuette of solid gold depicting the familiar(value 1000 gp), heated oils, a bit of fur, feathers, skin, or claws of the familiar.

Reading time: doesn't exist on scroll
 Casting Time: 72 hours in seclusion with the familiar
 When the Mage is ready to cast this spell he and his familiar must stay in seclusion together for 72 hours. They must stay within 10 yards of each other throughout this time or the spell will be ruined. The Mage must first light the brazier and use it periodically burn herbs, gums, and spices throughout the spell's duration. In addition, the Mage must keep near his person a gem-encrusted statuette of solid gold (monetary value 1000 gp). The statuette is repeatedly anointed with heated oils containing a bit of the fur, feathers, skin, scales, or claws of the familiar (in case of insects, some of a shed of exoskeletons and in case of amphibians some corporeal slime will suffice). After the spell is cast, the familiar and the Mage must rest for another 72 hours to recover from the strain inflicted by the spell casting. Once this spell is cast, it can never again be memorized again and cast by the Mage. If the spell is disturbed, it can't be memorized or cast again. Only the power of a full Wish can enable a Mage to use the same Enhancer spell a second time if the first was spoiled. This spell must be cast prior to Familiar Enhancer 2, or that spell will not take effect, but Familiar Enhancer 2, can't be cast before a year has past with the familiar. With the casting of this Enhancer, the bond between familiar and Mage grows stronger. The familiar's intellect improves when this spell is cast, rising by 1d3 into the low Intelligence range (Maximum 4). The familiar can now think in the Mage's native tongue and can communicate in words and simple sentences with its Mage through the empathic link they share. The familiar develops a personality that seems almost human or Demihuman in character, possessing specific traits, likes, dislikes, opinions, habits, and foibles. The general animal qualities of the familiar are not lost, however, but are expanded upon as the familiar's personality matures. A black cat familiar might grow into a sensualist with discriminating and expensive tastes in food and creature comforts, a crow might become a collector of gaudy gemstones and jewellery, and an otter might develop a frolicsome personality combining a short attention span for serious matters with a love for playful pranks. The familiar also takes on the alignment view and attitudes of its Mage, but not as strong as a degree. A familiar will always retain a leaning toward the true- neutral alignment as a holdover from its simple animal origin. If the Mage should sometime undergo a radical alignment chance, such as from neutral good to neutral evil (or worse), then the familiar for its own safety could be compelled to forsake its Mage. Protected by the Immortals, the familiar doesn't suffer the loss of hit points or any special abilities while it remains separated from its Mage until the crisis passes. The changed Mage, of course, loses all special benefits bestowed by the familiar's presence until it returns. Finally, the familiar gains one special ability from the table by using this spell, this is never lost normally.

1d100	Special Power the familiar can;
01-05	Call into existence and control 1 glowing sphere of light (as with Dancing Lights) twice a day for each 2 rounds /level caster.
06-20	Detect Magic twice a day
21-25	Feather Fall twice a day
26-30	Jump three times a day for 1 round each
31-40	Pass without a Trace once a day for 5 rounds/level of the caster
41-60	Speak with relative animals (Cat with Lions, Panthers, etc., Hawk or Owl with other Birds, etc.)
61-75	Protection from Evil if caster is Good or Neutral, else Protection from Good. Once a day.
76-80	Spiderclimb once a day (as per potion).
81-95	Once a day for 3 turns + 1 turn/level of the caster call loyal Unseen Servant
96-00	Detect one type of mineral, metal, vegetable 3 times a day for 1 Turn. The familiar may desire to collect the substance and may search for it at inappropriate times.

Familiar Enhancer 2 FWA 544 AC

Rare Level 3 Alteration Enchantment spell

Range: 10'
Duration: Permanent
Effect: The caster's Familiar
Saving Throw: None
Components: as Familiar Enhancer 1; value 2000gp
Reading time: doesn't exist on scroll
Casting Time; 72 hours in seclusion with the familiar

When the Wizard is ready to cast this spell he and his familiar must stay in seclusion together for 72 hours. They must stay within 10 yards of each other throughout this time or the spell will be ruined. The Wizard must first light the brazier and use it periodically burn herbs, gums, and spices throughout the spell's duration. In addition, the Wizard must keep near his person a gem-encrusted statuette of solid gold (monetary value 2000 gp). The statuette is repeatedly anointed with heated oils containing a bit of the fur, feathers, skin, scales, or claws of the familiar (in case of insects, some of a shed of exoskeletons and in case of amphibians some corporeal slime will suffice). After the spell is cast, the familiar and the Wizard must rest for another 72 hours to recover from the strain inflicted by the spell casting. Once this spell is cast, it can never again be memorized again and cast by the Wizard. If the spell is ruined during its casting, it can't be memorized or cast again. Only the power of a full Wish can enable a Wizard to use the same Enhancer spell a second time if the first was spoiled. This spell must be cast prior to Familiar Enhancer 3, or that spell will not take effect, but Familiar Enhancer 3, can't be cast before a year has past with the familiar. Again, that Enhancer can't be memorized or cast again without the aid of a Wish. With the casting of this Enhancer, the bond between familiar and Wizard grows stronger. It causes the familiar's Intelligence to rise by 1d3 (maximum average 6). The familiar can now learn to communicate in other languages with patient tutoring by the Wizard, up to 2 languages. The familiar's native tongue, however, remains the language in which the familiar communicates with those of its own species. The acquisition of certain special powers may enable the familiar to learn languages from someone else than its Wizard. The familiar gains one more special power with the casting of this spell, as determined by the dice roll.

1d100	Special power Familiar Enhancer 2
01-80	One power from the table form Familiar Enhancer 1
81-00	One power from the following table
1d100	Special Power the familiar can;
01-10	Blur once a day.
11-20	Change Self (Fur, Feathers, Skincolor, mold body features in subtle ways, alter size 25% (must retain its essential animal form (an cat may make itself look like a Siamese cat or a larger Wildcat).
21-25	Comprehend Languages once a day(only read if Intelligence is 10 or higher).
26-35	Detect evil/good once a day.
36-45	Detect invisible once a day.
46-50	Detect Life once a day.
51-60	Protect itself against any Cantrip once a dy for maximum 24 hours.
61-75	Speak with same biological class (cat with any mammal, owl with any bird)without conferring influence over them.
76-80	Sense direction north 90% accurate(if failure 1d6; 1-2=south, 3-4=east, 5-6=west).
81-85	Detect secret or concealed doors within 10 yards for 1 round twice a day.
86-00	Blend into surroundings as a chameleon 90% successfully twice a day for 2 rounds per level of the caster.

Familiar Enhancer 3 FWA 599 AC

Rare Level 4 Alteration Enchantment spell

Range: 10'
Duration: Permanent
Effect: The caster's Familiar
Saving Throw: None
Reading time: doesn't exist on scroll
Casting Time; 72 hours in seclusion with the familiar
Components: as Familiar Enhancer 1; value 4000gp

The Wizard and his familiar must stay in seclusion together for 72 hours, within 10 yards of each other throughout this time or the spell will be ruined. The Wizard must first light the brazier and use it periodically burn herbs, gums, and spices throughout the spell's duration. In addition, he must keep near his person a gem-encrusted statuette of solid gold (monetary value 4000 gp), which is repeatedly anointed with heated oils containing a bit of the fur, feathers, skin, scales, or claws of the familiar (in case of insects, some of a shed of exoskeletons and in case of amphibians some corporeal slime will suffice). After the spell is cast, the familiar and the Wizard must rest for another 72 hours to recover from the strain inflicted by the spell. Once this spell is cast, it can never again be memorized again and cast by the Wizard. If it is ruined during its casting, it can't be memorized or cast again. Only the power of a full Wish can enable a Wizard to use the same Enhancer spell a 2nd time if the 1st was spoiled. This spell must be cast prior to Familiar Enhancer 4, or that spell will not take effect, but Familiar Enhancer 4, can't be cast before a year has past with the familiar. With the casting of this Enhancer, the bond between familiar and Wizard grows stronger. The familiars intellect improves yet 1d3 again but no higher than the maximum, which is average = 9. The familiar can learn to read languages as well as communicate to them through the empathic link with the Wizard, or any other with telepathic abilities or magic. The familiar gets another power as decided by a dice roll.

1d100	Special Power
01-60	One Power from the table of Familiar Enhancer 1
61-00	One Power from the table of Familiar Enhancer 2

Familiar Enhancer 4 FWA 622AC

Rare Level 5 Alteration Enchantment spell

Range: 10'
 Duration: Permanent
 Effect: The caster's Familiar
 Saving Throw: None
 Components: as Familiar Enhancer 1; value 8000gp
 Reading time: doesn't exist on scroll
 Casting Time: 72 hours in seclusion with the familiar
 When the Wizard is ready to cast this spell he and his familiar must stay in seclusion together for 72 hours. They must stay within 10 yards of each other throughout this time or the spell will be ruined. The Wizard must first light the brazier and use it periodically burn herbs, gums, and spices throughout the spell's duration. In addition, the Wizard must keep near his person a gem-encrusted statuette of solid gold (monetary value 8000 gp). The statuette is repeatedly anointed with heated oils containing a bit of the fur, feathers, skin, scales, or claws of the familiar (in case of insects or amphibians, some of a shed of exoskeletons or corporeal slime will suffice). After the spell is cast, the familiar and the Wizard must rest for another 72 hours to recover from the strain inflicted by the spell casting. Once this spell is cast, it can never again be memorized again and cast by the Wizard. If the spell is ruined during its casting, it can't be memorized or cast again. Only the power of a full Wish can enable a Wizard to use the same Enhancer spell a second time if the first was spoiled. This spell must be cast prior to Familiar Enhancer 5, or that spell will not take effect, but Familiar Enhancer 5, can't be cast before a year has past with the familiar. Again, that Enhancer can't be memorized or cast again without the aid of a Wish. With the casting of this Enhancer, the bond between familiar and Wizard grows stronger. An Intelligence gain is no longer automatic. However, one special power is gained, see table.

1d100	Special Power Familiar Enhancer 4
01-30	One power from the table from Familiar Enhancer 1.
31-80	One power from the table from Familiar Enhancer 2.
81-00	One power from the following Table
1d100	Special
01-10	Alter Self to another sort of Familiar once a day.
11-20	Charm Animals(as Charm Person)of same species once a week.
21-25	Fly by sprouting wings with a movement of 360'/120' (or increase flying speed by 50% if wing are already existent).
26-40	use the power of 0-50% Invisible or 51-00 Knock once a day.
41-50	Speak with all nonmagical animals 3 times a day.
51-65	Mirror Image once a day.
66-70	Water Breathing once a week.
71-80	Detect Traps twice a day within 30 yards.
81-85	Detect Enemy once a day for 1 Turn.
86-95	Intelligence is raised by 1d3 to a maximum of 14.
96-00	Speak in normal Human voice and can speak in all known languages.

Familiar Enhancer 5 FWA 645 AC

Rare Level 6 Alteration Enchantment spell

Range: 10'
 Duration: Permanent
 Effect: The caster's Familiar
 Saving Throw: None
 Components: as Familiar Enhancer 1; value 16.000gp
 Reading time: doesn't exist on scroll
 Casting Time: 72 hours in seclusion with the familiar
 When the Wizard is ready to cast this spell he and his familiar must stay in seclusion together for 72 hours. They must stay within 10 yards of each other throughout this time or the spell will be ruined. The Wizard must first light the brazier and use it periodically burn herbs, gums, and spices throughout the spell's duration. In addition, the Wizard must keep near his person a gem-encrusted statuette of solid gold (monetary value 16.000 gp). The statuette is repeatedly anointed with heated oils containing a bit of the fur, feathers, skin, scales, or claws of the familiar (in case of insects, some of a shed of exoskeletons and in case of amphibians some corporeal slime will suffice). After the spell is cast, the familiar and the Wizard must rest for another 72 hours to recover from the strain inflicted by the spell casting. Once this spell is cast, it can never again be memorized again and cast by the Wizard. If the spell is ruined during its casting, it can't be memorized or cast again. Only the power of a full Wish can enable a Wizard to use the same Enhancer spell a second time if the first was spoiled. This spell must be cast prior to Familiar Enhancer 6, or that spell will not take effect, but Familiar Enhancer 6, can't be cast before a year has past with the familiar. Again, that Enhancer can't be memorized or cast again without the aid of a Wish. With the casting of this Enhancer, the bond between familiar and Mage grows stronger. An Intelligence gain is no longer automatic. However, one or more special powers are gained, as by the dice roll.

1d100	Special Power Familiar Enhancer 5
01-20	Two powers from the table from Familiar Enhancer 1
21-40	Two powers from the table from Familiar Enhancer 2
41-80	One power from the table from Familiar Enhancer 4
81-00	One power from the following table
1d100	Special power
01-10	Blink once a day.
11-20	Charm animals of the same biological class(cat = mammal) to an amount of HD equal to ½ level caster(round down).
21-35	Once a day Hold Animal of the same general family, one creature hold for 1d6 turns per level of the caster.
36-55	Protection from Normal Missiles once a week.
56-65	Summon animals of the same species once a week (one animal per level of the caster).
66-70	Can use Speak Languages once a day (if able to speak, if not then the familiar can speak once a day for the same duration).
71-80	Assume gaseous form once a week.
81-95	Intellect rises by one to maximum of 16.
96-00	Polymorph itself into a human or Demihuman form

Familiar Enhancer 6 FWA 719 AC

Rare Level 7 Alteration Enchantment spell
Range: 10'
Duration: Permanent
Effect: The caster's Familiar
Saving Throw: None
Components: as Familiar Enhancer 1; value 32.000gp
Reading time: doesn't exist on scroll
Casting Time; 72 hours in seclusion with the familiar

When the Wizard is ready to cast this spell he and his familiar must stay in seclusion together for 72 hours. They must stay within 10 yards of each other throughout this time or the spell will be ruined. The Wizard must first light the brazier and use it periodically burn herbs, gums, and spices throughout the spell's duration. In addition, the Wizard must keep near his person a gem-encrusted statuette of solid gold (monetary value 32.000 gp). The statuette is repeatedly anointed with heated oils containing a bit of the fur, feathers, skin, scales, or claws of the familiar (in case of insects, some of a shed of exoskeletons and in case of amphibians some corporeal slime will suffice). After the spell is cast, the familiar and the Wizard must rest for another 72 hours to recover from the strain inflicted by the spell casting. Once this spell is cast, it can never again be memorized again and cast by the Wizard. If the spell is ruined during its casting, it can't be memorized or cast again. Only the power of a full Wish can enable a Wizard to use the same Enhancer spell a second time if the first was spoiled. This spell must be cast prior to Familiar Enhancer 7, or that spell will not take effect, but Familiar Enhancer 7, can't be cast before a year has past with the familiar. Again, that Enhancer can't be memorized or cast again without the aid of a Wish. With the casting of this Enhancer, the bond between familiar and Wizard grows stronger. An Intelligence gain is no longer automatic. However, 1 special power is gained, as determined by the dice roll.

1d100	Special Power
01-20	Two powers from the table from Familiar Enhancer 2
21-20	One power from the table from Familiar Enhancer 4
51-80	One power from the table from Familiar Enhancer 5
81-00	One power from the following table
1d100	Special Power
01-10	Charm any non-Magical animal 1HD/ 2 levels of the caster once a week. For 2 turns per level of the caster.
11-20	Dimension Door once a week (can take up to 200lbs=2000cn with it)
21-35	Hold Animal of same biological class.
36-45	Invisibility once a day
46-55	Stoneskin once a month
56-70	Summon 1d6 animals of the same general species of 3HD maximum each.
71-80	Telekinesis 250 cn at a rate Of 10' per round as per normal spell.
81-90	Gains 1 Intelligence to a maximum of 17.
91-00	Polymorph into an animal of the same general family. (AC, movement, attacks) up to a maximum weight of 10 times the familiar. No more than one animal form, and only natural animals. Once a week for 1 Turn/ level of the caster.

Familiar Enhancer 7 GSM 788 AC

Rare Level 8 Alteration Enchantment spell
Range: 10'
Duration: Permanent
Effect: The caster's Familiar
Saving Throw: None
Reading time: doesn't exist on scroll
Casting Time; 72 hours in seclusion with the familiar
Components: as Familiar Enhancer 1; value 64.000gp

When the Wizard is ready to cast this spell he and his familiar must stay in seclusion together for 72 hours. They must stay within 10 yards of each other throughout this time or the spell will be ruined. The Wizard must first light the brazier and use it periodically burn herbs, gums, and spices throughout the spell's duration. In addition, the Wizard must keep near his person a gem-encrusted statuette of solid gold (monetary value 64.000 gp). The statuette is repeatedly anointed with heated oils containing a bit of the fur, feathers, skin, scales, or claws, etc. of the familiar. After the spell is cast, the familiar and the Wizard must rest for another 72 hours to recover from the strain inflicted by the spell casting. Once this spell is cast, it can never again be memorized again and cast by the Wizard. If the spell is ruined during its casting, it can't be memorized or cast again. Only a Wish can enable a Wizard to use the same Enhancer spell a second time if the first was spoiled. This spell must be cast prior to Enhancer 8, or that spell will not take effect, but Familiar Enhancer 8, can't be cast before a year has past with the familiar. Again, that Enhancer can't be memorized or cast again without the aid of a Wish. With the casting of this Enhancer, the bond between familiar and Wizard grows stronger. Only a special power is gained (see table above).

1d100	Special Power
01-30	One power from the table from Familiar Enhancer 4
31-70	One power from the table from Familiar Enhancer 5
71-00	One power from the table from Familiar Enhancer 6

Familiar Enhancer 8 FWA 823 AC

Rare Level 9 Alteration Enchantment spell
Range: 10'
Duration: Permanent
Effect: The caster's Familiar
Saving Throw: None
Reading time: doesn't exist on scroll
Casting Time; 72 hours in seclusion with the familiar
Components: as Familiar Enhancer 1; value 128.000gp

When the Wizard is ready to cast this spell he and his familiar must stay in seclusion together for 72 hours. They must stay within 10 yards of each other throughout this time or the spell will be ruined. The Wizard must first light the brazier and use it periodically burn herbs, gums, and spices throughout the spell's duration. In addition, the Wizard must keep near his person a gem-encrusted statuette of solid gold (monetary value 128.000 gp). The statuette is repeatedly anointed with heated oils containing a bit of the fur, feathers, skin, scales, or claws of the familiar (in case of insects, some of a shed of exoskeletons and in case of amphibians some corporeal slime will suffice). After the spell is cast, the familiar and the Wizard must rest for another 72 hours to recover from the strain inflicted by the spell casting. Once this spell is cast, it can never again be memorized again and cast by the Wizard. If the spell is ruined during its casting, it can't be memorized or cast again. Only the power of a full Wish can enable a Wizard to use the same Enhancer spell a second time if the first was spoiled. With the casting of this Enhancer, the bond between familiar and Wizard grows stronger. An Intelligence gain is no longer automatic. However, one special power is gained, as determined by the dice roll. Familiar Enhancer 8, can't be cast before a year has past with the familiar as in Familiar Enhancer 7.

1d100	Special Power
01-20	Two powers from the table from Familiar Enhancer 4
21-50	One power from the table from Familiar Enhancer 5
51-00	One power from the table from Familiar Enhancer 6

3R Private Teacher Room

Height 13' , above ceiling/floor 2' thick

Connected with [3T1 Long Hallway](#) by standard door north.

Color/Material Theme; the floor of this room has Costa Sol Bronze colored Marble, as are the 3' lowest area on the wall and pillars. This is a small private room. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the door, while the private section is deeper in the room. This room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner). The room is currently used by; *Miss Inguin diCorenveni*; *Master Enchantments*

3S Classroom Alchemy, Chemistry, Brewing

Height 13' , above ceiling/floor 2' thick

Connected with; [3T1 Long Hallway](#) by standard door west , three 5' wide 6' high arched windows to the east.

This room has a 32 student capacity. This room has its own library; an open section, and books locked away behind the standard reinforced arched door south.



Color/Material Theme; The floor and 3' of the wall are covered with triangular tiles of blue Azul Claro marble, including its ledge of 4' (which is used to set up a row of potion bottles to be used for the students). The rest of the wall is covered with simple plain brown wallpaper. The other walls hold the blackboard, and several cards with alchemical explanations. In the corner is a large barrel holding several textile scrolls with further representations. The window has dark red heavy velvet curtains and two railing besides each window (left and right), these are used to pin the curtain between the wall as to prevent outside light to enter (some liquids don't accept light). There is one large light Sněžnik marble table in the room, often filled with various alchemical equipment as further detailed in [4K Classroom Laboratory Techniques & Apothecary](#) . The South-eastern, southern and western wall are covered by high dark-colored oaken closets to store various bottles used for class. **Alchemy; Laboratory Techniques**: Practical application of the principles covered in Formula Analysis. Topics include Herbalism, alchemical reactions, natural and unnatural metabolism, and basic scientific procedures and alchemical processes. This room has a 16 student capacity. Teacher; *Lady Lucrezia Fiola*.

3T1+3T2 Long Hallway

Height 13' , above ceiling/floor 2' thick

Connected with; [3H Round Hall](#) by open arch North,[3U Library](#) by standard door east, [3L Classroom Agility Training & Quick Casting](#) by standard door west, [3M Classroom Formula Analysis](#) by standard door west, [3N Classroom Planar Geography & Elemental Knowledge](#) by standard door west, [3O Museum of Monsterology](#) by standard door south, [3P Classroom Biology & Ecology \(including Geomorphology\)](#) by standard door east,[3Q Old Keep Classroom Conjure Companion](#) by standard door, [3R Private Teacher Room](#) by standard door,[3S Classroom Alchemy, Chemistry, Brewing](#) by standard door , [3W Storage room under the Stairs](#) by locked standard door.

Color/Material Theme; The floor of the Long Hallway is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of yellow veined brown marble, and above that amber colored plaster.

3U Library

Height 13' , above ceiling/floor 2' thick

Connected with; [3T2 Long Hallway](#) by standard door west.

Color/Material Theme; ; The Floor of the Library Hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets dark Emperador marble, and above that crème colored plaster, the ceiling is also covered by a gypsum arched fabric shaped into a faintly arched ceiling and colored crème. The room is well lit by several orbs of continual light.

This room has 2 feet deep book closets on all walls. In the pathways between the closets lie 5' wide thick Darokinian tapestries as long as needed. These are placed here to keep movement sounds low. This area it is school policy to keep vocals low (whisper), and refrain from any ordinary or even vulgar sounds. This room is used as a library for; **Alchemy, Chemistry, Brewing, Biology, Ecology, Geomorphology, Formula Analysis, Planes & Elements, Somatics, Languages Ancient & Old.** An old dusty paper and parchment smell lingers, sometimes tinged with the scent of the remnants of a recently Cloudkill spell against vermin. If everything is silent and dark, it is possible to hear nibbling of mice or Bookworms except the first week after the last Cloudkill cleaning. In that case the scent of dead organic matter can be found if not removed. (80% of the sources here are books, 9% are scrolls, and the remaining 11% are other sources; Shells, skulls, plates, leaves, orbs, memory stones with recorded illusions, etc.). Bookworms are a great menace in any library; more on these dangerous pests (*at least to your books, scrolls but also your spellbook*) can be found here; http://pandius.com/Monster_Manual_3.pdf page 1073. Teacher; *Lady Imelda DiGusti. The following spell can be found here;*

***Deep Divination** is the Diviners version of a Lore spell, and is equal to the RC Lore description in all effects except as followed; Often cast together with a basic visual and auditory illusion to enable others learning from the spell (like a holographic movie with sound). Unlike Lore the spell is not an instant knowledge tool, but acts slow; the caster's combined intelligence, wisdom and constitution is the amount of Turns the spell will be active at best. The duration of this spell depends on how deep is delved; 1 year+5 Turns, 10 year+10 Turns, 100 Years+20 Turns, opposed alignment (L vs C, or E vs G +3 T/opposition, for each 500 miles distance+1 Turn, +1d10 for variant sources of resistance; Protection, Mental controlled, Immortal Influence, etc.). Like an Analyze weakens the caster temporarily, a Lore (or Deep Divination) will do the same (Con-8). A long sleep (8 hours +2 Turns per passed Turn) will cause the caster to revive completely. During the spell the caster is in full meditation and can't be disturbed. If an active and resisting sentience is within the divined source, or the caster is disturbed in any other way, he or she may be in need of breaking off the spell, suffer the same weakness as normally at the end of the spell, but must succeed an intelligence check at -5 or become subject to temporary insanity (which cures naturally at a chance of 25% each month, or by use of a Cure Insanity spell (Cleric/Healer class).*

3V Stairways

Height 13' , above ceiling/floor 2' thick

Connected with; [3H Round Hall](#), [2V Stairways](#) down, [3B Stairways](#) up by archway east.

Color/Material Theme; this area has a stairway with steps of Crema Marfil Crème colored marble and Connemara serpentine marble elevations. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, as the steps are reasonably wide, this still is an easy stairway; however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage).

3W Storage room under the Stairs

Height 13' , above ceiling/floor 2' thick

Connected with; [3T1 Long Hallway](#) by standard locked door south.

Color/Material Theme; the floor of this room is plain granite, but somewhat polished by time and use. Oddly shaped room used for storage of chairs, and other furniture. When a teacher living on the GSM is exchanged, his furniture and stuff may be temporarily stored here. There are always 60 chairs for the dance hall stored here, as these are stackable, they take only half the south section of the room. This room is normally not lit, but can be lit by spell or by two bronze candleholders 6' high on the curved wall.

3X Turret Base SW

Height 13' , above ceiling/floor 2' thick

Connected with; [3N Classroom Planar Geography & Elemental Knowledge](#) by standard door Northeast, [4X Turret SW](#) by ladder and standard door (which is rarely used).

Color/Material Theme; As this Turret is an important connection between both sections controlled by the Jay Dormitory, the colours are similar; the door to the Dormitory is on both sides emblazoned with a 5" square with a Blue Jay with a torch held up. This room is a color explosion, no two surfaces are equal. Both floor, walls ledge are tiled in an irregular mosaic of Red Verona, Hulean Violet, Thyatian Pink, Ylari Yellow, Shire Blue and Marianna Green tiles. The wall paper is even more colourful and seems to reflect swirls of any color existing.

Main Building Level 4



The Dormitories Level; Floor is at 50' (between 56' and 63' above water depending on water level). This room has here and there somewhat higher ceilings, making the rooms significantly larger.

Dormitories are the locations where students live while studying at school. *It is allowed for students to live elsewhere but classes missed or attending late or other irregularities causes negative points on your study records, whatever class you originate from. Students sick or otherwise disposed in legal or family matters may request a decree of absence, but this will be checked by teachers, headmasters, acolytes of the temple of Rad, or even the Head Master.* The dormitories are named after birds (*predatory birds are more powerful and thus seen as more important in a class-based sense of view. However, any dormitory has merit and importance, although a teacher or student originally belonging to a Class, may deem other Classes unsuitable, or flawed.*). The dormitories are set in a Class system, where the Eagle dormitory is Gold Class is used for students of royal decree (*i.e. offspring of a Prince/Princes of Glantri*), Hawk, Vulture and Jay are Silver Class is used for students of Glantrian Nobility (*i.e. belonging to Noble Spellcasting Glantrian families*) or foreign Nobilities (*i.e. offspring of Kings, Queens, Emperors, Grand Dukes, Dukes, Marquis, but all with (magical)name/fame and awareness of being so in the upper Glantrian classes*), Owl, Swan, Rooster, and Duck are Electrum Class is used for Glantrian commoners with magical aptitude and foreign lower nobility (*i.e. any lord/lady without (magical)name/fame and awareness of being so in the upper Glantrian classes*), Raven is the sole Copper Class; any other who could afford to pay the fees to study. The Copper class dormitory is almost set aside, as it has no direct contact with the other dormitories, as its entry is one level lower, and its upper room can only be reached by a Ladder in the NW turret (4G). One can imagine that this dormitory will suffer much discrimination, intimidation, neglect and other. It is also to their safety they are set apart, but this actually strengthens the social absolution. Students belonging to a dormitory all are subject to the praises and punishments of their individual members. This does indeed improve the bias of Upper social classes versus the lower social classes, and study results, games, duels, and even mischief, secrecy, trickery all are used to impose the importance of the individual's dormitory. It is not uncommon for multiple members of a dormitory following the same general course, the so-called Dominant study, but this does not mean all students of a dormitory will follow that study, many will not (*in effect members of opposing dormitories are enforced to accept one another in the same secret craft and beyond; i.e. if an Gold Class student and a Copper class student are both accepted in a secret craft like for example Witchcraft, then a minimum amount of respect, decency, decorum is requested of both opposing students against each other, as conflict could harm the craft. Students not following this advice may suffer harsh penalties by the craft (directly and indirectly...i.e.; by law, school law, study/class chances, or even punishment*). It is thus possible for two students enrolling the same secret craft, and thus must refrain from action against each other, (AND keep the Craft and that they are members a secret) but their dormitories desire different.

Dormitory

standard items; A bunk-bed labelled with the student's name, with underneath each bed, a chest labelled with the student's name, for each bed above it, to store personal items, clothing, etc. Each bed also has a

Dormitories				
Name	Class	Social Class	Dominant study	basic Color Scheme
Eagle	Gold	Royal Decree	Invocation/Evocation	Ivory/Gold
Hawk	Silver	Glantrian Nobility	Conjuration/Summoning	Blue
Vulture			Necromancy	Black
Jay			Illusion	Red/Violet/Yellow/Pink/Blue
Owl	Electrum	Foreign Nobility/ Glantrian commoners with Aptitude	Transmutation	Brown/Grey/Black
Swan			Abjuration	White/Black
Rooster			Divination	Red/Brown/Yellow
Duck			Alchemy	Green/Blue
Raven	Copper	Any who pays	Biology	Black/Brown/Amber

chair in the room labelled with the student's name. There are writing boards at the back of each bed. Each bed also has a bedpan, foot stove, mattress, bed-linen, two blankets, and a pillow with sheet, a sponge, towel, brush, and toothbrush. The class reflects itself by the value and luxury of the items. A stamp, plaque, or tiny shield with the heraldic symbol of the dormitory is often placed on all items of importance. According Heraldry law these are mostly square, black on a white background, and thus have no family based or magical based heraldic value, but instead are used to designate the items and members of each dormitory. This is also because most members own their own heraldic family shield, thus to negate mixing them up. Members wear a stitched plaque with this shield on their Robe or jacket. Their spellbooks are mostly emblazoned with it too, either on the cover or the first page, before the owner or articles within.

DM: Boring and Annoying opponents

A good DM could make all of this intrigue and social class differences in an intricate Dormitory challenge side adventure running all along the student's whole study. The various Dormitories (and also social classes) tend to pester each other, especially the higher ranked tries to continuously disgracing the members of the lower classes. Of course magical spells are used in this, just to name two spells invented recently (or in 1016AC).

Fumble *1st spell discovered by the GSM 846 AC*

Uncommon Level 4 Enchantment spell

Range: 10' per level of the caster

Duration: 1 round per level of the caster

Effect: 30' cube or 1 creature.

Saving Throw: Negates into a slow effect for 1 round

This spell makes all within an area or one creature clumsy. The victim must make a successful saving throw vs. Death Ray each round the spell lasts or drop all held items, stumble over their own feet, topple nearby standing objects, disturb spellcasting, etc. The victim must save each round even when their prior save was successful. If this spell is cast upon a character or creature in a precarious position and the target fails its saving throw, it will stumble and fall from that position unless it makes a successful Climbing Check at a -20% modifier to its Climbing Rating, or a successful Dexterity Check with a +4 modifier to the die roll (whichever applies). The effect of the spell can be averted if the target remains motionless until the spell duration expires. In most cases, a target that fails its saving throw will not know that it has been affected by the spell, so the decision to remain motionless must be made independent of any knowledge of the peril that such movement would cause. For example, if a character is perched on a cliff ledge and intends to remain in that spot for several minutes until a companion ascends or descends to the same location, a fumble spell will not cause him to lose his grip and fall. But if he attempts to find a new handhold or foothold, grab for a rope, or perform any other deliberate motion, he must make a successful Climbing Check (with the modifier given above) or slip and fall.

Snapping Teeth *created by Bessaric of Glantri in 1016 AC*

Rare Level 3 Conjuration, Alteration spell

Range: Touch

Duration: 1 turn/level

Area of Effect: 1 creature or object

Saving Throw: None

Casting Time: 3

Components: A tooth from any carnivorous animal, such as a wolf, shark, or serpent.

By means of this spell, the caster causes a set of teeth to appear on a person or object; the teeth appear in the exact location touched by the caster. The Snapping Teeth are contained in a mouth-like orifice about 6"Ø and are capable of snapping at victims within 1'. A person or creature with the Snapping Teeth can cause them to snap at will, effectively giving him an extra attack per round. A normal attack roll is made, and a successful hit inflicts 1D4 damage-Armor Value. Note that the victim must be within range of the teeth and that normal facing considerations must be accounted for (for instance, Snapping Teeth in the back of a person's head can only attack victims that are behind the person spell. Snapping Teeth can also be placed on a non-living object, such as a tree or a door. In such cases, the snapping teeth are invisible until they make an attack. The Snapping Teeth will attack any victim that comes within 1'; they attack as a 4 HD monster, and each successful hit causes 1D4 damage. These attacks are automatic and are not controlled by the caster. Attacks can't be directed against the snapping teeth, but Dispel Magic causes them to vanish.

4A Eagle Dormitory

Height 13' , ceiling/floor 2' thick

Connected with; [4R Crowded Hall](#) by standard door. Three arched windows exist, but only one is visible in the northern wall.

Gold Class; used for students of royal decree (*i.e. offspring of a Prince/Princes of Glantri*). Six two-tier bunk beds give room to 12 students, but mostly there are only 8 or 10 students of this class available (mostly male, but sometimes a female gold class student is available, which greatly alters the social acts of the males in the room).

Members are called "*Aquila Acquirers*"

Color/Material Theme; San Cristobal Ivory Cream marble floor tiles, with Ierendi gold 3' tall, 2' wide tiles on the wall up to 3' with a Nero Marquina ledge and gold emblazoned patterned wallpaper with heraldic figures. However, not much of this is visible due all the tapestries, animal furs, and furniture. There is a fireplace in the middle of the eastern wall, where an Elemental fire can be lit (no fuel needed, gives no smoke, but still needs air, which is given by a small hole in the outer wall). The eastern windows are blocked by simple wooden boards covered in wallpaper, book/scroll closets, weapons, oil lamps, San Cristobal white marble busts, and other nick-knacks. Only the single northern window is able to light the room. Animal furs of rare foreign creatures lie around on expensive Ylari carpets and Darokin furniture, yet school papers, books, used glasses, dishes, cutlery lie everywhere. Any lower classed dormitory would be scolded at and forced to clean their mess, but due their rank and heritage nobody (not even many teachers) dare to enforce this. As such gold class students, bypass mostly the arduous tasks others have to do, and they try to 'buy' their way in everywhere. Some teachers however, can't be bribed and do what is needed to train these spoiled brats, and some of them are then pressured to do otherwise. However, there are those teachers whose will can't be bent, even if forced.

This room has its own washroom/latrine room in the enclosed North-eastern corner covered inside with Ierendi gold Marble, outside with wallpaper. Within there is a gold-plated brass bath with a decanter of warm (*30 Celsius/86 Fahrenheit*) water, which temperature can be further increased by a *Log of Everburning* placed underneath the metal tub. All in all this room reveals arrogance, richness, abundance, opulence, laziness, and spoiled behaviour to all who want to see. The door is on both sides emblazoned with a 5" square with a two-headed Eagle.



4B Hawk Dormitory

Height 13' , above ceiling/floor 2' thick. Connected with; [4R Crowded Hall](#) by standard door. Two arched windows are on the eastern wall.

Silver Class; used for students of Glantrian Nobility (*i.e. belonging to Noble Spellcasting Glantrian families*) or foreign Nobilities (*i.e. offspring of Kings, Queens, Emperors, Grand Dukes, Dukes, Marquis, but all with (magical)name/fame and awareness of being so in the upper Glantrian classes*). Sixteen two-tier bunk-beds give room to 32 students, but mostly there are only 28 or 30 students available. Members are called; "*Accipiter Perfetto*".

Color/Material Theme; Azul Claro Blue marble floor, Creole black wall up to 3' high with a Shire blue marble ledge, and sky blue wallpaper with magical moving clouds (reflecting outside clouds). Many of the old Air Elementalist secret Craft members belonged to this dormitory, which is reflected in the rooms decoration. As preferred conjurers this color fits very well. The door is on both sides emblazoned with a 5"x6" rectangle with a rearing hawk.

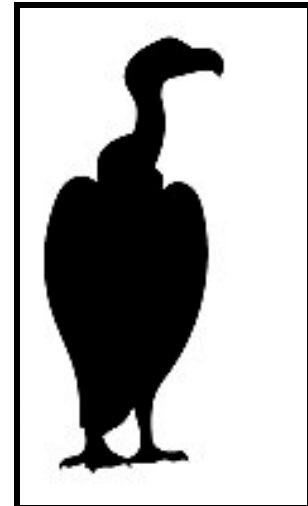


4C Vulture Dormitory

Height 13' , above ceiling/floor 2' thick. Connected with; [4W1 Washroom](#) by standard door. Four arched windows are on the northern and north-eastern walls.

Silver Class; used for students of Glantrian Nobility (*i.e. belonging to Noble Spellcasting Glantrian families*) or foreign Nobilities (*i.e. offspring of Kings, Queens, Emperors, Grand Dukes, Dukes, Marquis, but all with (magical)name/fame and awareness of being so in the upper Glantrian classes*). Fourteen two-tier bunk-beds give room to 28 students, but mostly there are only 24 to 36 students available. Members are called; "Gyps Magjorum".

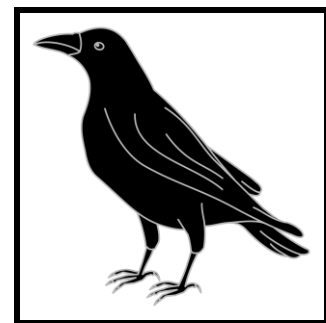
Color/Material Theme; Dark Emperador floor tiles, Nero Marquina wall tiles up to 3' high, Marfil Crème ledge and a dark patterned with bronze historic figures wallpaper. The door is on both sides emblazoned with a 5"x7"rectangle with a Vulture standing. As preferred Necromancers the darker colours are accepted.



4D Raven Dormitory

Height 13' , above ceiling/floor 2' thick. Connected with [3E Raven Dormitory](#); by stairs in [3G Turret base NW](#) .

Copper Class; available to any other whom could afford to pay the fees to study. Often these are family of farmers, traders, merchants or even criminals with enough money at hand, but as often they are also self-taught adventurers with a history of luck/survival to collect the money needed. Eleven three-tier bunk-beds give ample room to 33 students, mostly 30 students are available, but sometimes it is filled to the max. Members are called; "Corvus Corax". Color/Material Theme; Floor in earthy winter tones; Costa Sol brown marble, Walls Dark Emperador marble with a Nero Marquina black ledge and amber colored wall paper. The door is on both sides emblazoned with a 5" square with a standing Raven. Raven students are very versatile, though the most choose biology as there favourite craft, this is mostly done out of experience and logic. The "secret" crafty Witchcraft takes many members from this dormitory.



4E Owl Dormitory

Height 13' western section 15' eastern section, above ceiling/floor 2' thick Connected with; [4W1 Washroom](#) by standard door.

Electrum Class; Electrum Class is used for Glantrian commoners with magical aptitude and foreign lower nobility (*i.e. any lord/lady without (magical) name/fame and awareness of being so in the upper Glantrian classes*). Eight two-tier bunk-beds giving room to 16 students, mostly this dormitory is filled, but a spot or two might be available. Members are called; "Strigidus Striders".

Color/Material Theme; the door is on both sides emblazoned with a 5" base round-pointed shield with a standing Owl. Floor Slivenec Brown Marble Floor, Nehodiv grey marble with a vertical pattern up to 3' on the wall topped with a Karlík black cold veined ledge and a brown wall paper (in variant tints) of a forest with its trees as if walking through it. There is an ambient illusion active (which can –but rarely is–suppressed by vocal command. Many soft clay objects are placed in this room of variant shapes (to practice their favoured Transmutation spells on).



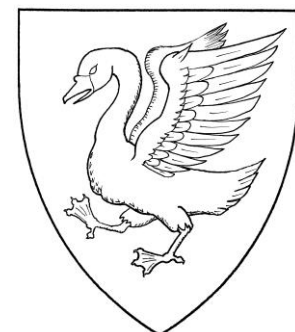
4F Swan Dormitory

Height 13' western section 15' eastern section, above ceiling/floor 2' thick

Connected with; [4N Hall of Stuffed Animals](#) by standard door.

Electrum Class; Electrum Class is used for Glantrian commoners with magical aptitude and foreign lower nobility (*i.e. any lord/lady without (magical) name/fame and awareness of being so in the upper Glantrian classes*). Nine two-tier bunk-beds, giving room to 18 students, mostly 16 students are available, but sometimes it is filled to the max. Members are called; "Significant Cygnus".

Color/Material Theme; the door is on both sides emblazoned with a 5"shield base pointed with an attacking Swan. Floor Nero Marquina and Marianna White marble 1'square tiles in a chequered motif. Walls are Nero Marquina and Marianna White marble 3' high 1' wide slates next to each other topped with a Nero Marquina ledge and white wallpaper with a dotted relief patterned in their favoured protective Abjuration circles.



4G Rooster Dormitory

Height 13' , above ceiling/floor 2' thick

Connected with; [4N Hall of Stuffed Animals](#) by standard door.

Electrum Class; Electrum Class is used for Glantrian commoners with magical aptitude and foreign lower nobility (*i.e. any lord/lady without (magical) name/fame and awareness of being so in the upper Glantrian classes*). 13 two-tier bunk-beds, giving room to 26 students, mostly 22 students are available, but sometimes it is filled to the max. Members are called; "Gallant Gallus".

Color/Material Theme; the door is on both sides emblazoned with a 5" base rounded shield with a proudly walking Rooster. Floor Slivenec Brown Marble 3"x 2"tiles patterned in a zigzag pattern from the door. The lower 3' of the walls are Red Verona Marble with a gold covered oak ledge, and above that light blue wallpaper patterned with birds and clouds. *Many divining rods and other Divination and Rhabdomancer utensils adorn the walls. Many divination spell are constantly active here (as this is the favoured craft); any who enters is instantly scanned for metals, gems, magic and evil intent. And as soon that person resides more than 1 hour a Lore spell on a quill is activated which begins to pen down that person's history (not detailed secrets, but that there are secrets revealed though is very possible).*



4H Private Teacher Room

Height 13' , above ceiling/floor 2' thick

Connected with; [4G Rooster Dormitory](#) by standard door.

Color/Material Theme; the floor of this room has Costa Sol Bronze colored Marble, as are the 3' lowest area on the wall and pillars. This is a small private room. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the door, while the private section is deeper in the room. This room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner).

The room is currently used by; *Derghov Loeten; Master Evocation & Invocation*

4I Private Teacher Room

Height 13' , above ceiling/floor 2' thick

Connected with; [4N Hall of Stuffed Animals](#) by standard door.

Color/Material Theme; the floor of this room has Costa Sol Bronze colored Marble, as are the 3' lowest area on the wall and pillars. This is a small private room. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the door, while the private section is deeper in the room. This room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner).

The room is currently used by; *Wilhelm Bhes; Master Divination*

4J Jay Dormitory

Height 13' , above ceiling/floor 2' thick.

Connected with; [4N Hall of Stuffed Animals](#) by standard door, [4X Turret SW](#) by standard inside lockable door.

Silver Class; used for students of Glantrian Nobility (*i.e. belonging to Noble Spellcasting Glantrian families*) or foreign Nobilities (*i.e. offspring of Kings, Queens, Emperors, Grand Dukes, Dukes, Marquis, but all with (magical)name/fame and awareness of being so in the upper Glantrian classes*). Nine two-tier bunk-beds, giving room to 18 students, mostly 16 students are available, but sometimes it is filled to the max. Members are called; "Gorgeous Cyanocitta".

Color/Material Theme; the door is on both sides emblazoned with a 5" square with a Blue Jay with a torch held up. This room is a color explosion, no two surfaces are equal. Both floor, walls ledge are tiled in an irregular mosaic of Red Verona, Hulean Violet, Thyatian Pink, Ylari Yellow, Shire Blue and Marianna Green tiles. The wall paper is even more colourful and seems to reflect swirls of any color existing. The dominantly female dormitory reflects visual, tactile and even the other

senses anywhere possible. *Boxes of make up, lashes, clothing and other attire, high heels, bustiers, corsets, wigs, camouflage kits, masks, partial masks, beards and moustaches, artificial teeth, Orc ears and Orc noses, Elven ears all made of latex, etc. are placed all over, enough to enable anyone to appear completely different...but hey...appearance is an illusion too (illusionism is the favoured craft here). Important note; although this room is very cluttered, the members belong to the cleanest students, yet as being illusionists many regularly have a faint guano scent (or they use perfumes as camouflage.)*



4K Classroom Laboratory Techniques & Apothecary

Height 15' , above ceiling/floor 2' thick.

Connected with; [4N Hall of Stuffed Animals](#) by standard door.

Color/Material Theme; Floor 4'square Kftiny grey marble tiles, Azul Claro Light Blue Marble wall with a Podol White marble ledge and a painted wall with a very light blue color. The closets are mahogany polished with wax to a reddish sheen. Various beakers and other laboratory equipment can be found here. This room has a 16 student capacity. Teacher; *Sir Tobol Vlarotsk*.

Often used Common Alchemical Processes

While the creation of potions and other magical substances often involves a complex series of laboratory techniques, there are a number of basic processes common to most experiments.

Calcination; This is the process of reducing substances (usually minerals and metals) to ash by first crushing or grinding them to powder, then subjecting them to high heat.

Sublimation; this is the process of heating a solid substance until it is vaporized, then quickly cooling the vapour to return it to a solid form.

Distillation; This is the process of boiling a liquid until it turns to vapour, then cooling the vapour until it condenses back into a liquid, thus purifying the liquid.

Absorption/Adsorption; This is a method for purifying gases or liquids by exposing them to charcoal particles or other filtering substances; the impurities are attracted to the particles, thus purifying the gas or liquid. If the impurities are actually taken inside the particles, then absorption has taken place. If the impurities remain on the surface of the particles, then adsorption has occurred.

Flame Test; This is a method of identifying unknown substances by holding them in a hot flame. The color of the flame indicates the nature of the substance; for instance, a green flame indicates the presence of copper.

Chromatography; This is a simple method for analyzing certain types of unknown substances. The substance is first dissolved in water or other liquid. A sample of the liquid then is poured into a glass tube lined with filter paper, and a solvent is added. Because the components of the substance move through the filter at different speeds, each will appear as a different colored band in the tube.

Useful Additions to a Wizard's Laboratory

A wizard's laboratory typically includes a variety of books, crucibles, flasks, jars, tripods, herbs, and even a skeleton or two. Following are several less common but extremely useful items that might be found in an especially well-furnished laboratory. The cost/encumbrance of each item as being sold in shops is given in parentheses.

Alchemist's Globe; (150-250 gp/100cn-500cn) This 3-foot-diameter glass globe separates into two sections. When assembled, the sections form a tight seal that prevents air from entering. Items and substances can be locked inside the globe to isolate them from outside conditions. Small and large globes are available.

Analytical Balance; (400 gp/75-150cn). An extremely precise scale for weighing solid materials, the balance is sensitive enough to distinguish a blank piece of paper from a paper with writing on it. To keep it dust-free, the balance is covered with a glass case.

Athamor; (80 gp/100cn) A small furnace consisting of an oven and a deep pan of sifted ashes. Substances to be heated are placed in a sealed container and covered in ashes for slow, even heating.

Burette; (1 gp/30cn) This is a thick tube with a valve on one end used to measure liquids precisely.

Descensory Furnace; This is a medium-sized furnace primarily used for heating liquids. The liquid is poured down a funnel on the top which runs into a container in the belly of the furnace.

Dung Bed; (25 gp/350cn) This item consists of a box made of glass or other non-flammable material with a tight-fitting lid. The box is filled with hot dung or clean, dry sand. Treated substances are placed in the dung bed to keep them warm. (100 gp/250cn)

Filter Paper; (1 gp/10 sheets / 1cn/10) This is a specially treated paper that filters solids from liquids. A funnel is lined with the paper, and then the liquid to be filtered is poured in the funnel. Solid material will not pass through the paper.

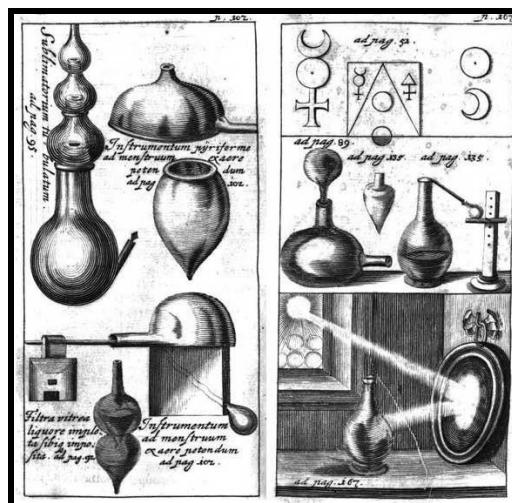
Glass Mask; (10 gp/20cn) This is a face mask made of glass designed to protect the wizard from inhaling poisonous fumes and to protect his face from splashed chemicals.

Granite Table Top; (150 gp/2000cn) This is an ordinary desk with a top made of polished granite or quartzite to resist staining and damage from acids and other potent substances.

Hand Centrifuge; (100 gp/500cn) This is a machine consisting of several rings for holding test tubes with a hand pump on the top. Test tubes filled with liquids are placed in the rings, and then the wizard rapidly works the pump, causing the tubes to spin in a circle. The spinning causes the heavier substances in the tubes to sink to the bottom, while the lighter substances remain near the top of the tube.

Heat Bath; (75 gp/200cn) This is a small furnace holding a deep pan of water containing metal rings to hold variously sized flasks and tubes. The substance to be dissolved is placed in a glass tube, which in turn is placed in an appropriately-sized ring in the pan. The furnace gradually heats the water and thus the substance.

Reflecting Mirror (1000gp/35cn) This special hollow mirror reflects active sunlight to a bundle to heat surfaces within 2 feet at most, if correctly positioned each Turn.



4L Old Keep; Classroom of experiments

Height 15' , above ceiling/floor 2' thick

Connected with; [4N Hall of Stuffed Animals](#) by reinforced metal door. There is in the ceiling an ancient metal trapdoor up to [5J Tower of Experiments](#), but it has no stairs towards it, and it and thus is never used. As it opens by pushing, there is no risk walking in. mostly a closet is placed on top of it to prevent usage or tripping over the handle. It is used sometimes to eavesdrop in either direction, but then it must be reached first.

This room has a 12 student capacity.

Color/Material Theme; the room is mostly unaffected; the ancient stone is still bare (save some paint remnants of the ages past). The sturdy floor is still unaffected, and covered by a layer of the "magical" stone the tower was created by (*Blackmoor Armoured concrete*) but is covered by Thyatian Light Pink marble sheets. These seem very resistant against experimental damages. The walls are treated with Gorgon's blood, but the "magical" stone itself holds powerful metals and fibres (*carbon*) making it nearly impervious, the blood makes it resistant against magic. The only marks found here are burns and can be removed by cleaning. Only a few metal school benches are here, but instead 3 large metal tables are places so students can experiment under supervision of a teacher. Equipment, components and all other stuff they need, must be bought, collected, harvested, or even stolen by one self...the teachers don't bother where and how they get the items, as long as they do. This room has a 16 student capacity. Teachers; *Sir Thomas Lizziene, Sir Faeren Tirith.*

4M Museum of Monsterology (Anatomy)

Height 15' , above ceiling/floor 2' thick

Connected with; [4N Hall of Stuffed Animals](#) by standard door north, [3O Museum of Monsterology](#) by internal 4' wide wooden stairway, [5I Museum of Monsterology](#) by internal 4' wide wooden stairway. Three 5' wide 6' high arched windows are in the southern wall. The southern wall is extremely thick 8' and actually encompasses the original FWA tower wall and the outside wall of the GSM main building. As such these windows are deeply recessed, and covered in two arches resting on a pillar in the middle.

Color/Material Theme; the building here still reflects the large stones the FWA created it with. The oaken floor is more recent and originates from the date the GSM as created. The stairways are also oaken, but with a mahogany railing. The room has several closets holding various stuffed animals of less than 2' in size. Remember the word ' monster' is not including only monsters, legendary monsters, but also includes animals. Other drawer-closets hold small 2-3 inch high drawers holding various insects (dried, poured in glass) shells, fossils, and other small stuff. Everything is labelled with its Thyatian scientific name (*Latin as in our world*), date and location of find. One closet holds books with all this data collected, and where the item is stored. Not all items are stored here or on other floors of this tower, but can be found in the Hall of Stuffed Animals, Private Teacher rooms, or even Private collections elsewhere, but at least every find is catalogued and thus retrievable for students. It is possible that students researching a specific monster must travel elsewhere to study the item in person; they however need a school absence & Travel license and request with answer of the holder to do so. These are limited to the estimated travel time +1 week at most.

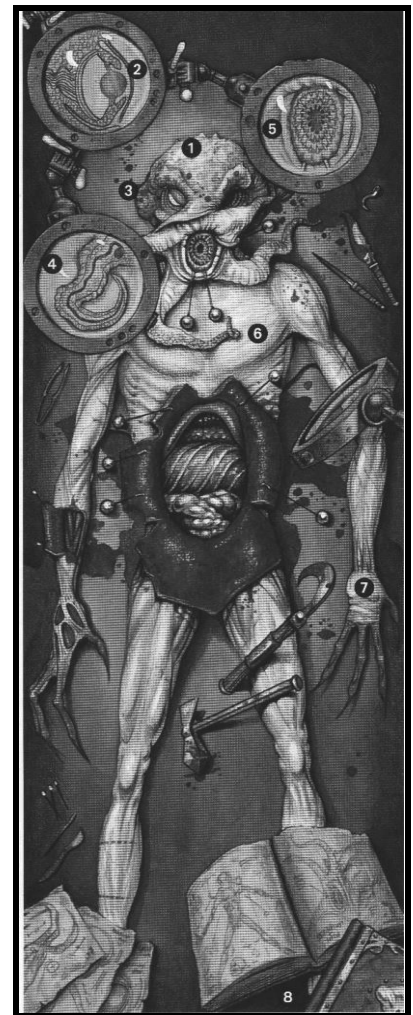
Remember that most creatures officially designated as monster are humanized or larger. To store these one needs a building much larger than the great library and the GSM combined. Of most monster only parts are stored, or young and smaller versions; for example; dragons...of these scales, horns, some bones, claws, teeth or a skull are used, eggs and hatchlings, but beyond that pictures, art, anatomic art, ' capture-the-moment' magic or similar are used instead. Of course there will be a whole skeleton of a young dragon available, but then only one. The same goes for other large creatures.

This room has a 16 student capacity. Teachers; *Sir Timonn Lest and Sir Johann Lest.*

DM; A new Race

The most recent addition to this museum is the capture of an unknown squid-like humanoid creature found in the great crater (see picture), it is assumed (by the Glantrians) to have been brought in on Mystara by-- , or came to be by mutating an existing (Humanoid/Demihuman??) form due-- the impact of the meteor. But it is as of yet not understood how this is possible, equally unknown is most other knowledge of this creature; diet, culture, intelligence, magic use or abilities, etc., it seems it has great mental capacities as expected after the autopsy on the stone autopsy table, currently displayed here for all to study their materials/magic to experiment on (supervised to prevent destruction of course).

*This could be an interesting adventure; The DM can use a prelude where NPC adventurers bring in the body, and intrigue the PCs. Later they might get access to the body, and have a chance to be sent to investigate its origins (together with the teacher if low level. Make your own group at higher levels). Best advice to DM's get insight in the TSR 9569-AD&D2-Monstrous Arcana-MA3-The Illithiad book and readjust all to Mystara style D&D By changing the Psionic abilities to magical abilities this makes it much easier.(remind for XP calculation each ability is an extra *).*



4N Hall of Stuffed Animals

Height 13' , above ceiling/floor 2' thick

Connected with; [4F Swan Dormitory](#) by standard door west, [4G Rooster Dormitory](#) by standard door west, [4K Classroom Laboratory Techniques & Apothecary](#) by standard door west, [4I Private Teacher Room](#) by standard door west in small corridor South-west, [4J Jay Dormitory](#) by standard door west in small corridor South-west, [4M Museum of Monsterology](#) by standard door south, [4L Old Keep: Classroom of experiments](#) by reinforced metal door, [4R Crowded Hall](#) by open arch east, [4U Latrines](#) by standard door east, [4S Classroom Philosophy of Magic, Spell Theory, Principles of Casting, and Crystalogy](#) by standard door north, [4T Classroom Politics](#) by standard door north, [4O Private Teacher Room](#) by standard door in small corridor South-east, [4P Private Teacher Room](#) by standard door in small corridor South-east.

Color/Material Theme; The Floor of the Hall of Stuffed Animals

is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets dark Emperador marble, and a very Dark Brown Walnut wood ledge, and above that the walls are covered with boards of Reddish-Brown Chestnut sided with very Dark Brown Walnut wood. Every 5' there is a fake half octagonal pillar against the wall made of Reddish-Brown Chestnut. The room is well lit by several orbs of continual light. The area of the walls above the ledge are covered with hundreds of animal heads of all kind giving this Hall its specific name (*and making it named as such in Gazetteer 3 page 59; "a gallery filled with stuffed creatures"*). These creatures (often hunting relics of teachers and student of royal decree) are placed here so others can gloat of the achievement of the "hunters". Especially adolescent Gold Class students may become insulted when a relic placed here is neglected, ignored, bypassed in importance, by lower ranked classes, especially if it is done by a Copper Class student (*even if copper class students often life more in environments enabling to hunt better game and thus often do or have true recollection of this by themselves or their relatives*).



4O Private Teacher Room

Height 13' , above ceiling/floor 2' thick

Connected with; [4N Hall of Stuffed Animals](#) (separate hallway) by standard door.

Color/Material Theme; the floor of this room has Costa Sol Bronze colored Marble, as are the 3' lowest area on the wall and pillars. This is a small private room. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the door, while the private section is deeper in the room. This room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner).

The room is currently used by; Miss LaVeron Chonere; Master Illusions& Phantasms.

4Q Duck Dormitory

Height 13' , above ceiling/floor 2' thick

Connected with; [4R Crowded Hall](#) by standard door.

Electrum Class; Electrum Class is used for Glantrian commoners with magical aptitude and foreign lower nobility (*i.e. any lord/lady without (magical) name/fame and awareness of being so in the upper Glantrian classes*). 12 two-tier bunk-beds, giving room to 24 students, mostly 20 students are available, but sometimes it is filled to the max. Members are called;

"Daring Drake or Daring Duck" The old name was *"Anticipating Anas"*, after the species official name, but this name was discarded in 998 AC, due misnomers and disgusting interpretations.

Color/Material Theme; Floor Marianna green tiles going up the wall 1' , then 2'shire Dark Blue Marble topped with a 1' thin ledge of Azul Claro Blue Marble. The upper section of the wall is basically light blue, but it is decorated with green reeds and plant decorations on the lower sections with swimming Ducks, and above that Flying ducks. Remarkably there is also a fox visible hidden in the reed, and a Pike surfacing underneath some white water lily leaves. The ceiling is colored Light blue also with some clouds here and there. When the lights go out, luminescent minerals give the effect as if stars shine down. As the dominant craft here is Alchemy, lots of personal equipment and component lie and stand everywhere. It is not the first time an experiment done here goes awry due other walking in-between (which right they have). This dormitory is the most chaotic in storing stuff, yet awkwardly it is still one of the cleanest rooms. This maybe due the few tiny (1hp=1 foot) Ochre Jellies strolling around here charmed with a "charm Pudding" spell or concoction. When these puddings grow to 2 feet=2hp, they are terminated and used for alchemical basic components (being acidic they can be used in many experiments).

Some students roast these things on a stick, a weird sweet-acidic treat (*called Lakrits by Bugbears*) they learned from Bugbears in Bugburbia. A male duck is called a drake and the female is called a duck. One can thus assume that at least some of the members are interested in Dracology, and might desire membership of the secret craft.



4P Private Teacher Room

Height 13' , above ceiling/floor 2' thick

Connected with; [4N Hall of Stuffed Animals](#) by standard door.

Color/Material Theme; the floor of this room has Costa Sol Bronze colored Marble, as are the 3' lowest area on the wall and pillars. This is a small private room. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the door, while the private section is deeper in the room. This room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner).

The room is currently used by; Gaston Vanderklil; Master Ecology, Biology & Geomorphology, currently absent (*he is on research travels; see [The Wonderful World of Mystara.](#)*).

4R Crowded Hall

Height 13' , above ceiling/floor 2' thick

Connected with; [4A Eagle Dormitory](#) by standard door, [4B Hawk Dormitory](#) by standard door, [4Q Duck Dormitory](#) by standard door, [4V Stairways](#) by open arch, [4N Hall of Stuffed Animals](#) by open arch.

Color/Material Theme; The Floor of the Crowded Hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets dark Emperador marble, and above that crème colored plaster, the ceiling is also covered by a gypsum arched fabric shaped into an arched ceiling and colored crème. The room is well lit by three orbs of continual light, placed in such a way they create weird corners of darkness.

4S Classroom Philosophy of Magic, Spell Theory, Principles of Casting, and Crystalogy

Height 13' , above ceiling/floor 2' thick

Connected with; [4N Hall of Stuffed Animals](#) by standard door.

This room has a 32 student capacity. This room has a small library on the eastern wall.

Color/Material Theme; Thyatian Pink Marble Floor and the lower 3' of the wall including ledge above that almost rosy wall paper with somewhat darker crystal designs. This is further a standard classroom. The room is decorated with several large crystals, and as such this classroom is sometimes (once a season at most) used by a mage specialized in crystals.

Philosophy of Magic; The study of logical methods of thinking with applications to practical problems of spell use. **Spell Theory;** How spells function; spell interaction with physical laws. **Crystalogy;** the knowledge, function, dangers and use of Crystals, and how to treat them if found. (*Keep an Eye out for <http://breathofmystara.blogspot.nl/> as this will somewhere in the nearby future be explained there.*) **Spell Artistry; Principles of Casting;** An introduction to basic casting techniques of low-level spells. Includes component theory, spell design, and safety procedures. Instruction for specific schools of magic is available for prospective specialists. Includes the techniques for several special skills; (see [Special skills taught at the GSM](#)). There is a small library here on the various class themes. This room has a 16 student capacity. Teachers; *Miss Illadially Tyra' II, Sir Gregor Bouwma, Sir Yuri Atropov, Sir Gaston vander Klil, Sir Doug McGovann*

DM :A Burglar caught Red-handed

Any attending (severely camouflaged or polymorphed of course) shadow elves would be appalled by this display of crystals as some of these include their holy crystal of Rafael. Three attempts at stealing these were already made since their discovery by the Shadow Elves. All failed due the powerful protections the Great School of Magic uses. A DM could make a nice and disturb these shadow elves in their act of thievery (under guise of the spell below) which the PC's could learn/acquire by this adventure.

Whareth's Imperceptible Light source GSM 913 AC

Rare Level 4 Alteration spell

Range: Touch
Duration: 2 rounds/level
Area of effect: 60' radius from target being
Casting Time: 1 round
Save: None
Components: any Light source

This allows a being to see as if within a Continual Light spell for the duration of the spell. However there is no area of illumination for anyone else to see by (or target at). The component of the spell is consumed in the casting of the spell (this can be a candle, oil lamp, or a light spell. Only the normally consumed matter of the light source will be consumed by this spell. I.e. The candle (wholly), oil lamp (only the oil and wick), Light spell (complete). The spell is useful for thieves or those with malicious intents towards their goal. This because there is no light source, and yet the spell enables the affected creature to see normally. This spell can be prolonged by extension spells, but can't be made permanent (not even by a Wish spell). This spell was recently invented by a secretive Mage working for the Glantrian Thieves Guild. The target can't, however, see beyond the 60' radius of the light sphere, as any other light than magic or sunlight is blocked by the light of the spell, this includes infravision, and magical vision (like Detect Magic, Treusight, Second Sight, etc). Beyond this range all appear as if totally darkened.

4T Classroom Politics

Height 15' , above ceiling/floor 2' thick

Connected with; [4N Hall of Stuffed Animals](#) by standard door.

Color/Material Theme; Floor Creole Black Marble Tiles and Křtyny grey Marble wall up to 3' with a Podol Grey-white Ledge and above that colored Ambergris wallpaper decorated with huge copper flowers. This room has a 32 student capacity. This room has two strange objects; a quarter Globe depicting the Known World, Norwold and Alpathia and even a notification of the Shadow Elven realm (*but not the Hollow world*) A hollow Globe with major continents (*and several notes attached to Hollow Word locations; "Debunked", as most Glantrians see the Hollow World as a fable, flaw, or just a lie*). This room is further a standard classroom, decorated with all kinds of heraldic symbols all over the wall. Heraldry is designation, magic, but most and fore all Politics. There are two small pedestals where students stand in their lessons on debating, or explaining their issue. The most interesting fact is that during class there is always a representative of the Glantrian Political system available; either a magistrate, a chamberlain or direct member of the parliament; and although this person never intrudes in the issues or debates going on here, everything is taken into account on debating with the real parliament. This way certain issues can be resolved before becoming a real issue. This room has a 16 student capacity. Teacher; *Prince Morphail Gorevitch-Voszlany*. Here an example reflecting to the GSM; *Doors in the NW Turret to prevent mischief between the Raven Dormitory and the other higher classed dormitories, or a separate washroom for women, but also how to deal with guests, visitors of all kinds of decree. Other issues often seem to turn around differences between the several social ranks and classes and the bigotry (or worse) spawned out of this; though interesting to the Parliament, and indeed deemed serious matter, it does bring anything to the current social politics of Glantri itself. However, it was first brought to attention in this class the importance of the healing capabilities of the Clerics, and the lack thereof in Glantri. Not only did this result in the (more or less) acceptance of Clerics and their beneficial magic in Glantri, this was also the reason for the developments of the research (and eventual rediscovery in 786 AC) of the single Magic-user healing spell "Heal", rumoured to have already existed in the Ancient Blackmoor ages.*

4U Latrines

Height 15' , above ceiling/floor 2' thick

Connected with; [4N Hall of Stuffed Animals](#) by standard door.

Color/Material Theme; Floor; Al-Andalus Red Marble. The walls are covered up to 4' high from the floor with dark grey marble panelling topped with a black marble rising ledge of 3 inch, and above that amber colored plaster. The room holds two 5'square white marble latrines, with below a 1' deep chute and a permanent miniature Dimension Door underneath the Latrine, reappearing on the ceiling of the Pudding chamber below 1D. A bottle of fragrance can't completely hide the stench of the waste of students in the room. a "*Foul to Fresh*" spell (*These rare buckets are enchanted with a permanent Transmute Foul to Fresh where only the components need to be refreshed after each 4 hours*). The remnants are then tossed in the hole of the latrine. A normal water tube (mostly lead, sometimes copper or ceramic) attached to a higher source of water, is located in each latrine to flush and rinse, and to give water in the small basin in between, each with a small tap. As thus there is always a large bowl with crushed Lilacs, sprinkled with Talcum and Green Slime making the room smell like fresh flowers and fruits.

DM: Alphonse D

This specific latrine room is special; the Latrine most right is the room where Alphonse D was murdered in 1007AC. Some students have seen him still lingering here as a ghost, but this is unconfirmed as of yet. However, the temperature of the room is always 5° Celsius, no matter how arm or cold the other rooms are, so at least something is happening. Alphonse D was a gentile man, yet it is rumoured he had a relation with an Eagle Dormitory daughter of a Glantrian Prince whose identity is still unknown, but was refused by the family. (This could be an interesting Detective-like adventure, with not too much bloodshed or combat, but more guile and trickery, investigations and spying, all over the GSM, Glantri City, until enough proof can be given to lay the law on the culprit. Alphonse had never actually and knowingly met the family, but as Raven Dormitory it was socio-culturally unaccepted that the daughter and he had an affiliation of this kind. Love letters, hidden money, money returned to sender, family spies, intrigue, greed, sex, love, hate, grandparents and other family members, and even a lingering Neutral ghost could all be aspects of this game of hate and wits. Alphonse D was a wealthy Ierendi Merchant Prince with promising aptitude in Water Magic, but his father was a cleric (of unknown origin) and great merchant, while his Grandfather bears the Black Seal of Piracy. A good DM could make this in a very interesting adventure with great effects (socially, culturally, and politically) for the characters reaching far away).

4V Stairways

Height 15' , above ceiling/floor 2' thick

Connected with; [3B Stairways](#) Down, [5B Stairways](#) up [4R Crowded Hall](#) by open arch.

Color/Material Theme; this area has a 10' wide gentile stairway with steps of Crema Marfil Crème colored marble and Connemara serpentine marble elevations. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, as the steps are reasonably wide, this still is an easy stairway; however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is airflow up, due the open connection with the Outer Hall, and warm interior air rises, as such, the air is fresh, especially when there are windows or doors wide open on the higher levels.

4W^{1, 2} Washroom

Height 15' , above ceiling/floor 2' thick

Connected with; [4R Crowded Hall](#), [4C Vulture Dormitory](#), [4E Owl Dormitory](#), private washroom (4W²) all by standard doors.

Color/Material Theme; Floor; slightly slanted (*towards the north, where a few drains are placed*) Podol white Marble. The walls are covered up to 4' high from the floor with Lipová light marble panelling topped with a Marfil crème marble rising ledge of 3 inch, and above that up to the ceiling Marfil crème marble. The wash basins are also made of Marfil crème marble.

This room is the basic wash room for clothing and self by students and teachers alike. The room temperature is set magically at 27°Celsius/80°Fahrenheit, to enable drying, and not suffering from cold exposure. There are no showers or baths, but there are several washing boards for clothing, and at 5' height there is a dual washing line at each wall, 5" and 10" from the wall by copper holders. Below each was basin is a small closet with washing stones, soap, perfumed soap, wooden rollers (*to remove folds while hanging, by compressing against the wall*), and a large box of wooden clothespins. The floor is often wet (although it slowly drives of north through the drains), and it common courtesy to mop the floor after use by one of the mops set in the corners. However, the students of the Gold and even many of the Silver class are way too cocky and arrogant to comply (*unless ordered too by a teacher*). The room is always wet due drying laundry, and flooding water, and has a strong soap or perfume scent, a bottle of fragrance hides the stench of the sweat/filth and waste of students in both rooms.

Room 4W¹ is the communal room for men; 4W² is the more private room for women and off limit to men; however women often use the communal room too (*Glantrians are unlike Real world people not offended or intimidated nor affected emotionally, sexually or otherwise by nude people while they wash –and act more like the Romans did, by acceptance!!, instead restriction enforced by lewd behaviour*). 4W² also has two private 5'square white marble latrines, with below a 1' deep chute and a permanent miniature Dimension Door underneath the Latrine, reappearing on the ceiling of the Pudding chamber below the Deep Hall (1D). This room has instead Marfil crème marble Sněžník Light Marble. In a closet here are bandages for private use. Used bandages are tossed in the latrines.

DM; Clean Love

A good DM could make this room in a love adventure growing over time (with opposing dormitory individuals as opponents), where the washroom might be the common place. Of course severe competition (especially from another dormitory), yet also political intrigue would enlighten this adventure greatly. The following spell will be important for both for obvious reasons, but must be discovered oneself (library helps).

Finery and Freshness GSM 987 AC

As per Glantri Kingdom of Magic book page 86

4X Turret SW

Height 15' , above ceiling/floor 2' thick

Connected with; [3X Turret Base SW](#) by steel ladder, [5N Turret Top SW](#) by 5' wide steep stairway up [4J Jay Dormitory](#) by standard inside lockable door.

Color/Material Theme; as this Turret is the main connection between the roof terrace (5?), [3N Classroom Planar Geography & Elemental Knowledge](#) and the Jay Dormitory, the colours are similar to the Jay Dormitory. The entrance to both the Dormitory and the classroom are however closed by a standard door; the door is on both sides emblazoned with a 5" square with a Blue Jay with a torch held up. This room is a color explosion, no two surfaces are equal. Both floor, walls ledge are tiled in an irregular mosaic of Red Verona, Hulean Violet, Thyatian Pink, Ylari Yellow, Shire Blue and Marianna Green tiles. The wall paper is even more colourful and seems to reflect swirls of any color existing.

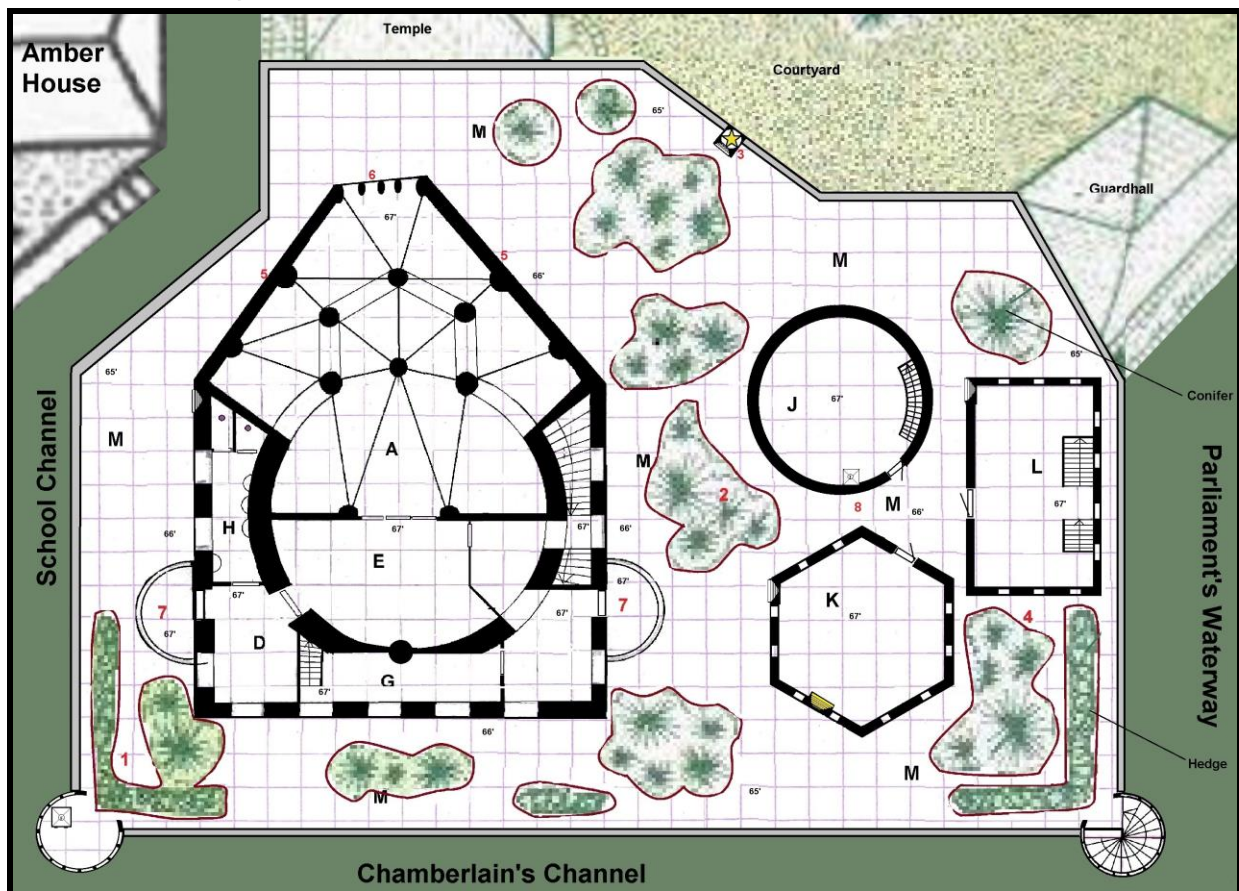
4Y Turret NW

Height 15' , above ceiling/floor 2' thick

Connected with; [3G Turret base NW](#) by steel ladder, [5L Turret Top NW](#) by 5' wide steep stairway up, [4D Raven Dormitory](#) by open arch.

Color/Material Theme; As this Turret is the main connection between both sections controlled by the Raven Dormitory, the colours are similar; Stair; Nero Marquina black marble threads and Dark Emperador marble rises, Dark Emperador walls with a Costa Sol brown ledge following the stair and amber colored wall paper. There is a Globe of continual light at the ceiling of this room so both stair and ladder are always clear of Sight. Rule of caution; any who is already on the ladder may go first, in any other case down goes first.

Main Building Level 5



Floor roof is placed in a slanted position to enable rain water to disperse, at 65' at the outer edges and 66' in the middle (between 71' and 78' above water depending on water level). There are 1" diameter copper drainage pipes infused in the external stone walls directed towards the canals, to prevent spoiling the walls. The floor of the structures is placed at 67', somewhat higher than the roof itself.

The Music/Meditation Level; here are the meditation grounds, where plants (mostly conifers, hedges and flowers) are placed in 2' elevated enclosed areas filled with earth. The edges of these areas are of grey granite slabs, with on top oaken 1' wide seatings. The variant plants are all labelled by species. All plants are only interesting from a component view, or because they give a pleasant smell useful for meditation. The railing is decorative and a safety measure to prevent falling down; however, every year there are those students, often testosterone driven male chauvinists intend on "proving their abilities" (*actually shaming themselves and others, as men so often tend to do*) who walk on the walls and tumble down in to the water below (*falling distance from the 5' railing between 76' and 84' depending on water level; about 2 seconds; suffering 5d6 points of damage, sustain 1d12-1 broken bones and have an instant death check at Constitution and lower or die if they hit a solid object (gondola, other person) or if they hit the water must roll a dexterity check at -3 (or Swimming skill at +2 if they have this skill) to move in such a way as to prevent any falling damage at all, and if this check fails they suffer 7 points of damage due hitting objects/bottom/wall/or awkwardly the water itself. If the check was failed by rolling a 20, damage applies as if hitting solid objects, but without breaks and instant death is adjusted by +5.* <http://breathofmystara.blogspot.nl/2013/10/the-lost-tables-jumping-and-falling.html>)

A spell often found to be used here is the following:

Musical Ear **Ardelphia 614 AC**

Rare Level 4 Evocation spell

Range: Touch
 Duration: 1 hour per IN adjustment of the caster per level of the caster
 Effect: Seeks out musical vibrations
 Saving Throw: None
 Reading /Casting Time: 1 Hour
 Components: Miniature ear of gold, hair from a Bard, a Quartz crystal and a single rod.

This spell can only be cast on items (mostly this is done on a musical instrument). It is designed to seek out musical vibrations, out of all other sounds from other places or even from other Plane, but the music can't be chosen. As thus the music may or may not be enjoyed. The music continues for the full duration unless subjected to any Silence spell (The music actually continues but can't be heard until the Silence stops), Dispel Magic, Anti Magic (this kills the spell), a gate to the Ethereal Plane (this causes it to hiss continuously), Incorporeal Undead (this enables a temporary contact with a random soul in Limbo, similar like Speak with Dead magic). The source can change its music, if it stops, then the spell automatically finds another random source of music. This spell is mostly used to create a so-called Bard-in-a-Box. This Magical item—created by the Elves Brandon and Dorian Grimm at the cost of 60.000gp—gives the owner the music caught with this spell back in an audible form, but here music can be chosen from different sources available (like radio channels). It functions almost equal to today's Radio's, Walkman and Sound blasters. (See more in AC11-TSR9220-D&D-Mystara-The Book of Wondrous Inventions)

5A Great Hall of Music

Height 52' with lower end vaulted ceilings at 101' altitude, top vaults at 106' , above ceiling/floor 1' thick
Connected with; [5E Classroom Meditation & Memorization](#), by 9' high heavily decorated chestnut doors, the right and left doors are 3' wide the middle is 4.5' wide. These doors are actually placed in a huge decorated arch which also holds the great magical organ (6B).

Color/Material

Theme; A huge cathedral-like structure, at least in the architectural sense of the word, with gigantic glass in four 36 inch wide and 38 feet high lead windows, depicting various mages with wands and staves. The Pillars in between the windows are 13 inches wide and are made of magical created Steel.

These are two horizontal steel bars; the two 6 inches are used for stability of the window frame, pillars and are merged within the side walls. The thinner 1 inch bars are used for extra stability of the glass-in-lead panes.

There is a Nero

Marquina Black Marble edge around the window frame, decorated with polished Yellow and Red gold, Silver, and Platinum with tiny crystals for extra sparkle.

The Great Pillars and walls of this room are bare crème-white granite blocks shade to fit exactly in the form desired. These pillars come together at 38' height, thus enabling domed ceilings in-between. The final outcome is a huge cathedral shaped structure, with an astounding vocal effect.

The floor is made of hexagonal Marfil Crème Marble, the seams between these tiles are filled with molten Platinum, except the area 13' away from the centre of the window as this is Marianna White marble tiles, seemingly rectangular, but actually all directing to the windows. The seams between these tiles are filled with molten gold.

The room is filled with either seven rows of tables in the line towards the window, or with rows of seats like in an Opera Hall or Music Theatre perpendicular to the le towards the window (creating half circles). This furniture actually does not exist and in fact is one of the most elusive and powerful illusions ever created. These two illusions are stored in a specific *Alfheim Crystal Ball* and can be conjured forth by any Illusionist of 15th or higher level once a week. The illusion lasts 6 days or until it is dispelled. The illusion is thus realistic, that even when you know it is an illusion, it can't be disbelieved. Any damages caused to the "material" will seem to be real, but will be disappeared when the illusion is summoned again. The crystal is stored in a 2'square 1' deep trapdoor in front of the window.

The four window glass-in-lead figures are actually Glass Golems (*Robotum animae Vitrum*) as explained in my MMMC chapter Constructs, page 1472. http://pandius.com/Monster_Manual_5.pdf . These powerful constructs are used to guard this room against thieves, pillagers and in case of an invasion on command of the Headmaster of the GSM.



5B Stairways

Height 13' , above ceiling/floor 2' thick

Connected with; [4V Stairways](#) down, [5C Stairways](#) up, [5F Minor Hall](#) by open arch north.

Color/Material Theme; this area has a stairway with 10-12' wide gentile steps of Crema Marfil Crème colored marble and Connemara serpentine marble elevations. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, as the steps are reasonably wide, this still is an easy stairway; however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is airflow up, due the open connection with the Outer Hall, and warm interior air rises, as such, the air is fresh, especially when there are windows or doors wide open on the higher levels.

5C Stairways

Height 13' , above ceiling/floor 2' thick

Connected with; [5B Stairways](#) down, [5F Minor Hall](#) by Open Arch north.

Color/Material Theme; this area has a stairway with 10-12' wide gentile steps of Crema Marfil Crème colored marble and Connemara serpentine marble elevations. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, as the steps are reasonably wide, this still is an easy stairway; however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is airflow up, due the open connection with the Outer Hall, and warm interior air rises, as such, the air is fresh, especially when there are windows or doors wide open on the higher levels.

5D Corner Hall

Height 13' , above ceiling/floor 2' thick

Connected with; Main Roof, [5M Main Roof](#) by Reinforced door North, [5H Latrines/Washroom](#) by Standard door east, [5E Classroom Meditation & Memorization](#) by Standard door Southeast.

Color/Material Theme; The Corner Hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of yellow veined brown marble, and above that amber colored plaster. Here are placed about 50 multicoloured parasols, which can be inserted in the appropriate holes found all over the Main Roof (*mostly near the seating ledges around plants*), to provide shade when it is sunny. These can't be used if the wind is higher than 4.

5E Classroom Meditation & Memorization

Height 13' , above ceiling/floor 2' thick

Connected with; [5D Corner Hall](#) by Standard door NW, [5A Great Hall of Music](#), by triple door East, [5H Minor Hall](#) by standard door South.

Color/Material Theme; Floor Azul Claro hexagonal tiles, Aqua Blue wallpaper with colored Kingfisher bird motifs, walls above a 3' high Shire Dark Blue Marble wall and ledge. This room has no furniture others than several stacks of (200-300) pillows in a multitude of colours and sizes (*from 1' to 5'square*). These pillows are treated in a magical way that they can't become dirty nor wet (*unless submerged or affected by a rod of cancellation—but a heavy rain or a dirty pig resting on it won't affect it.*) This room has a 16 student capacity. Teacher; *Lady Marchesia Philippe*.

5F Minor Hall

Height 13' , above ceiling/floor 2' thick

Connected with; [5E Classroom Meditation & Memorization](#) by Standard door north, [5B Stairways](#) down by open arch, [5C Stairways](#) up by open arch, [5M Main Roof](#) by Reinforced door South, [5G Private Teacher Room](#) by standard door.

Color/Material Theme; The Minor Hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of yellow veined brown marble, and above that amber colored plaster. **Fundamentals of Meditation:** Basic techniques for reaching higher levels of intellectual perception. Topics include transcendence, self-actualization, and dream analysis. Emphasis on increasing the student's understanding of thinking as a process to increase the strength of his cognitive skills. Topics include creativity, memory, concentration, and problem solving.

5G Private Teacher Room

Height 13' , above ceiling/floor 2' thick

Connected with; [5F Minor Hall](#) by Standard door South, [6H Hidden Library](#) by small stairway up.

Color/Material Theme: The floor of this room has Costa Sol Bronze colored Marble, as are the 3' lowest area on the wall and pillars. This is a small private room. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the door, while the private section is deeper in the room. This room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner).

The room is currently used by; *Jayden Tillandsia, Master of Music and Magic.*

15th level Faenare (Sylphii aves Faenaerum) 7HD, ST12, IN 15, WI 16, CO 8, DX11, CH7. Languages, Bromdignag (Cloud Giant), Thyatian, Fairy, Harpy, Birds AC5, AV 0, HD7d8+16 hp72, Mv 120' /40' , THAC0 9, 2 claws 1d4, Sling (skilled), Spells; 6, 5, 5, 3, 3, 3(still not at the level he needs to do rituals to grow in magic power), Songs level 1 to 6, Avian Friendship, Summon birds, Save+4 vs. air based magic, infravision 60, protection from lightning, immune to harpy charm songs, Skills(8) Singing+3, Teaching, Meditation, Knowledge Broken Lands, Direction Sense, Survival Hills, extra vulnerable to alcohol; Drinking Level -5, AM 0, save as F10, ML9 alone, 110 at school (12 if ever with others Faenare), 2850 xp, 6' 8" tall, body weight 950 cn. Faenare are tall humanoid, with winged arms and crests of feathers on their heads, backs, abdomens, and calves. Their eyes are large (3-5"Ø) and bird-like, set in a facial structure otherwise like that of elves. Pointed ears nestle below head feathers. They have tawny feathers streaked with amber or gold, although older bird folk have many streaks of white and grey in their plumage. A Faenare's hands, a part of their wing-like arms, cannot be used in flight other than to grip small light items (i.e. no weapon in flight, nor anything larger than 5" or heavier than 15+1cn/con adjustment). In compensation, their strong flexible legs and claw like feet can fight, use weapons, and even fire bows in flight. Other than simple harnesses for carrying tools and belongings, Faenare have no need of clothing and do not wear it (nor understand it). They can wear armor, but it is detrimental to their flying abilities. Summon Birds; This ability is calling (summon) 2d4 ordinary or 1d4 Giant eagles once a day from 1 mile distance by 1 round of song (if available, they fly with 120' -40' to 240' /80' for birds, and 240' /80' to 360' /120' for Giant Eagles, to the Faenare calling), which will help the Faenare (not suicidal), but they expect some reward (food), afterwards. If this is not done the number is lowered by -1 cumulative for each time no reward is given (0 or lower adjusted numbers result in no animals coming even when in range of the effect).



Jayden Tillandsia is a Faenare Etienne d' Ambreville found severely wounded with a broken wing on the Trail to Corunglain in the Broken Lands. As Etienne had to battle several Trolls to reach the creature, and thus saved it from a terrible faith, they became friends. Jayden still can't fly, and severely misses the sky, but he has become a teacher on the school of magic in matters of the air, birds, flying, music and friendliness. Jayden originates from the secret Faenare realm in the Broken Lands, but this he keeps as a secret. He might be inclined to help befriended adventurers if his realm might be threatened in his opinion.

As being a Windsinger (use the druid spell list in the Rules Cyclopedia) and using magic he was first accepted, but later more rejected by most Glantrians, when they learned it was druidic magic. They all know Etienne accepted him, but dislike his religious fact. His personal chamber holds one of the rare shrines in Glantri dedicated to an Immortal; namely Cochere, and this is accepted, he has been given full spellcasting license(s), as Etienne set him as a mage.

In the last years some other Faenare have learned of him, and met him, learning of his fate (loss of flight) but also of his actual high position in Glantrian society due his affiliation with Etienne.

He is highly respected and appreciated by Faenare society, even if he decided not to live with them in these communities. He is motivated by intense curiosity, the desire for revenge (as with one from a decimated clan), and a life oath to Etienne. As being member of a seclusive race, he shuns and mistrusts outsiders. Still content with this existence, he bears the mental scars of the shadow elf treachery long ago (Faenare history). As a result, many outsiders believe the race is long dead, and those that do encounter them believe them to be aloof, arrogant, or rude. Faenare are rarely violent with outsiders unless they are being attacked- even then they will usually flee rather than fight.

He is reclusive and protective of his chamber (nest). He is non-violent and prefers magic or flight to fighting.

Windsinger songs are detailed by level because each is memorized and sung in the same way as a spell and a memorized song is considered equal to a spell of the same level. Songs are not forgotten when sung. Instead the magical energies which leave when the Windsinger sings a song produces the same loss of energy and force which spellcasting at the same level do. That song can't be sung again unless rememorized (really re-energized). The process is similar to, but not the same as forgetting spells when they are cast.

Each takes two rounds to sing, regardless of level. If the Windsinger is disturbed while singing and prevented from completing the song (e.g., by a Silence spell or an injury) then the song's effects are lost. Song effects commence when the song is complete. Muteness, Deafness or being silenced are very bothersome for Faenare, and those unable to be cured, within a few month at most, will often commit suicide. Deaf creatures allied to the character will not be affected by the songs, but offensive songs will affect deaf (like a zombie/skeleton) targets.

Song of the Wake

1st level

This song affects all undead creatures with six or fewer HD, within 30 feet of the Windsinger. Affected Undead must make a saving throw vs. spells. If this fails, they will hang back from the Windsinger (and his party) for 1d4+1 rounds. After this time they may attack as normal.

Harmonic Song **2nd level**

This has the same effect and duration as the 2nd level magic user spell Mirror Image, save that 1d4+1 images are created, and the blurring of the Windsinger is such that all attack upon him are made at -2.

Song of Will and Iron **3rd level**

Upon completion, all creatures in a 20 feet radius of the Windsinger (including the Windsinger himself) are affected as follows. The Windsinger and his allies gain bonuses of +1 to morale, hit and damage rolls. The Windsinger's enemy's suffer -1 penalties to morale hit and damage rolls. Save against mental attacks (Fear, Feeblemind, Illusions, Magic Jar, ESP, etc.) are made with a +2 bonus by those friendly to the Windsinger. The effects have a duration of one round per level of the Windsinger. This is a prized battle song.

Song of Dispelling **4th level**

This song has the effects of a Dispel Magic spell in a 20 feet radius around the Windsinger, but with certain advantages over the usual form of the spell. Potions and like items are not affected by the spell, and those friendly to the Windsinger receive saving throws against spell cancellation in the case of spell effects which are advantageous to them (such as Bless, Haste, Song of Will and Iron, Striking, etc.). This song has much greater value in a massed melee than a simple spell.

Song of the Snowstorm **4th or 5th level**

This powerful spell has a lower-register and a soprano/tenor version (5th level). This variant duplicates exactly the effects of an Ice Storm spell. The 5th level version creates a cone of freezing snowflakes which radiate out from the fingertips of the Windsinger. The cone is 5 feet wide at the base and 20 feet wide at the far end, which is 60 feet distant. Damage caused to all creatures within the cone is 1d6 points per level of the Windsinger. A saving throw vs. spells halves the damage.

Song of the Whirlwind **5th level**

This song summons a 16HD Air Elemental, and is equivalent to the 7th level spell Summon Elemental, rather than the 5th level Conjure Elemental spell of the Magic User. The Elemental obeys the Windsinger's commands completely, and if it sees the Windsinger being attacked when it arrives. It doesn't need to be told to attack the Windsinger enemies! (Air Elementals are automatically friends of the Faenare, and will normally not attack any of them. It will never attack the Windsinger who summoned it, and the Windsinger doesn't need to maintain concentration to control it. The Elemental appears at any spot within 360 yards from the Windsinger and materializes in the form of a Whirlwind, inflicting 3d8 points of damage on everything within 10 feet of it. The Elemental departs whenever the Windsinger wishes it gone, or if successful dispelled.

Song of the Rainbow **6th level**

This song calls into being a beautiful, shimmering rainbow. The Windsinger and up to six creatures can step on the rainbow and walk along it, travelling at a rate of up to two miles per round up to a maximum distance of 5 miles per level of the Windsinger. The Windsinger and his party can step off the rainbow and on to solid ground at any point up to the maximum range of the rainbow, assuming solid ground is present! There is no danger of falling off the rainbow, unless someone actually wants to. Enemies of the Windsinger, or creatures NOT accompanying the Windsinger, simply can't see the created rainbow, nor can they step on to it. The rainbow persists for one turn per level of the Windsinger, although the Windsinger can wish it out of existence when he has travelled as far as she wants. The rainbow disappears if all colours are plucked from it. Bands of color may be plucked from the rainbow by the Windsinger. These bands can either affect the Windsinger if he so wishes, or someone to whom he hands the band. When plucked, the color band completely disappears from the rainbow, reducing by one the maximum number of people who can travel along it.

The effects are:	
Red	As Potion of Fire Resistance
Orange	Cure Light Wounds Spell
Yellow	Haste Spell
Green	Neutralize Poison Spell
Bleu	Resist Cold Spell
Indigo	Remove Paralysis Spell
Violet	Wisdom +1 until next sunrise (18 max)

Song of Life **6th Level**

This very potent song is a great bane to Undead. Upon completion, the Windsinger affects all Undead within 30 feet. Undead of 4 or fewer Hit Dice are simply destroyed, turned to dust or ethereal Goo (they are instantly returned to the Plane of Limbo). Undead of 4+ to 7 Hit Dice suffer 6d6 points of damage; half damage if they save, and they must make a further saving throw vs. spells at -4 or flee in utter terror of the Windsinger for 1d6 Turns. Undead of 8-12 Hit Dice suffer the same damage and must make the same saving throw, but without the penalty modifier. Undead of 13+ Hit Dice make two saving throws, the first to negate the damage altogether, the second to avoid being forced to flee though they only flee for 1d6 rounds). The Windsinger may need to make a saving throw vs. Death ray to negate any energy drains he suffers in the next turn, and his blows (but not spells!!!) cause double damage to any Undead creature during this time.



Cochere (Nameless Mother)

Patroness of Gyerian and Faenare

Level, Alignment, Sphere: 12th (Temporal), CG, Thought

Symbol: The silhouette of a rooster's head

Portfolio: Gyerian, Faenare, survival, liberty, family, song and music

Worshipped in: Arm of the Immortals, Known World (Broken Lands), Serraine, Skothar (Jen), Midlands

Appearance: A Gyerian or a Faenare (based on the disciples to which she manifests) of gigantic dimensions with white plumage, golden crest, bronze bill and claws. Or as a male Faenare. (See picture statue located in the Broken Lands).

5H Latrines/Washroom

Height 13' , above ceiling/floor 2' thick

Connected with; [5D Corner Hall](#) by Standard door west.

Color/Material Theme: Floor; Al-Andalus Red Marble. The walls are covered up to 4' high from the floor with dark grey marble panelling topped with a black marble rising ledge of 3 inch, and above that amber colored plaster.

The room holds two 5'square white marble latrines, with below a 1' deep chute and a permanent miniature Dimension Door underneath the Latrine, reappearing on the ceiling of the [-1B Pudding room](#). A bottle of fragrance can't completely hide the stench of the waste of students in the room. Glantrians do not use toilet paper, but instead use to sponge on a stick, like the Thyatians do, which is then rinsed in a bucket of water charged a "Foul to Fresh" spell (*These rare buckets are enchanted with a permanent Transmute Foul to Fresh where only the components need to be refreshed after each 4 hours*). The remnants are then tossed in the hole of the latrine. A normal water tube (mostly lead, sometimes copper or ceramic) attached to a higher source of water, is located in each latrine to flush and rinse, and to give water in the small basin in between, each with a small tap. There is always a large bowl with crushed Lilacs, sprinkled with Talcum and Greenish Slime making the room smell like fresh flowers and fruits.

5I Museum of Monsterology

Height 13' , above ceiling/floor 2' thick

Connected with; [5M Main Roof](#) by Reinforced door, [4M Museum of Monsterology](#) by 4' wide steep internal Stairway.

Color/Material Theme; the building here still reflects the large stones the FWA created it with. The oaken floor is more recent and originates from the date the GSM as created. The stairways are also oaken, but with a mahogany railing. The room has several closets holding stuffed (or bottled) Humanoids or parts thereof. A living Gremlin lives here unnoticed, annoying the whole museum. Also read [3O The Museum of Monsterology](#).

5J Tower of Experiments

Height 9' , above ceiling/floor 1' thick (thus placing the floor at 67' altitude and the ceiling at 76'). On the outside east a chimney of room 4P Private teacher room ends 18' above the students.

Connected with; [5M Main Roof](#) by standard sized Reinforced door, which has the tendency to become stuck when aquatic spells are used. Tower of experiments 6J. There is in the ceiling an ancient metal trapdoor down to [4L the Old Keep; Classroom of experiments](#) , but it has no stairs below, and it and thus is never used. As it opens by pulling it up with its metal handle, there is no risk falls in the room; mostly a closet is placed on top of it to prevent usage or tripping over the handle. It is used sometimes to eavesdrop either direction.

Color/Material; students use this area (under guidance of an Instructor/supervisory) to test their new spells. The room is like most of the tower made of the magic-resistant "magical" stone of the Old Keep. *Additionally to the strength, resilience and resistance of the material, a coating of chalk with a mixture of Gorgon's Blood, Gold and Lead is painted in a thick layer on the wall. If their does something falls off it is this dark reddish-pink chalk with glitters.* The floor is bare, but actually of the same material. Some rectangle holes in the walls reveal a stairway of some sort once stood here, but was burned away by a very intense fire. This must have happened very long ago (*actually 4000+ years*). This room has a 16 student capacity. Teacher; *Sir Faeren Tirith, Sir Thomas Lizziene (formerly also Miss Yriss Ghuth)*

5K Archives Tower

Height 13' , above ceiling/floor 2' thick

Connected with; [5M Main Roof](#) by Reinforced door, Private standard "Dimension-on-call" Door (orange) to [6K Archives Tower 2](#) or [7N Archives Tower 3](#). Round Windows.

Color/Material Theme; The Floor of the Archives Tower is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets dark Emperador marble, and above that crème colored plaster, the ceiling is also covered by a gypsum arched fabric shaped into a faintly arched ceiling and colored crème. The room is well lit by several orbs of continual light. This room has 2 feet deep book closets on all walls, where records are kept about everything ever happened in (and about) the GSM. *The name of any students is listed, his/her classes, teachers, test and learning results, behaviour, teacher's credits, spells learned, special projects manuscripts (with a detailed description, of all effects based in the manuscript). Sometimes private notes are stored here too, like discussions between the various teachers, headmaster, GSM crew, guests, but these are limited to the real letters and documents. There is no chance for actual knowledge on spell research, but special projects may have information hidden within which could help. As this are is semi-public, any student is allowed (at the cost of 15Dc/hour) to search within, however the chance to really locate what is desired is a base 25% if name, year, topic, and dormitory (or profession in case of teacher/staff/guest) of the writer is known. For each of these missing a 5% penalty is used. There is generally a waiting list of 1d8+7 days. No more than 4 students are allowed at the same time. There is no such limit to teachers or staff or registered guests. Theft is treated harshly to the full extend of the Glantrian Law. Copies are allowed, but nothing stored may leave this room.* The room is filled, but there will be at least room for another 100 years of documentation.

DM: Not all administration is Dusty

One of the most interesting and incomplete collected [Special Student Projects](#) is of the research of the Temporal Gate Bridge of Ardelphia documented by an adventurous student (and companions) of which the names are lost. The story is however very interesting and alluring (for more on this bridge see <http://6inchnails.deviantart.com/art/Temporal-Bridge-Gate-637192471>). A DM could use this as a lead to bring the Adventurers there, and later lead them through time itself.

The following spells were used to create the documents stored herein and the administrator knows these.

Erase (See page 233)

Secret Page FWA 502AC

Rare Level 5 Alteration spell

Range: Touch
Duration: Permanent until dispelled
Effect: 1 page or 2 square feet writings
Saving Throw: None
Casting Time: 1

Component: A puff of talcum powder, powdered Herring scales and either Will o' Wisp or Boggart essence.

When cast, a Secret Page spell alters the actual contents of a page so that they appear to be something entirely different. Thus, a map can be changed to become a treatise on burning ebony walking sticks. The text of a spell can be altered to show a ledger page or even another form of spell. Confuse Languages and Exploding Runes may be cast upon a Secret page, but a Comprehend Languages spell can't reveal the Secret Page's contents. This spell will hide any writings except by Treusight or similar spells, but doesn't enable the writing to become legible. A True Sight spell doesn't reveal the contents unless cast in combination of a Comprehend Languages spell. Caster is able to reveal the original contents by speaking a command word, perusing the actual page, and then returning it to its Secret page form. Others noting the dim magic of a page with this spell cloaking its true contents can attempt to Dispel Magic, but Dispel Magic, an Erase spell or similar action will not only destroy the spell but also the writing itself. The underground will then be restored as if it was never used to write upon. The spell will also hide any pictures, as these are actual writings also. Inscription, and mural can't be hidden, but the spell creates some crust over them of the same material as their underground, thus making it illegible. When this crust is removed by hand, there is a 50% + 5% per level of the caster higher than the "remover" that the writings will be destroyed also.

Sorcerous Transcription GSM 977 AC Ever-present Record GSM 981 AC

Uncommon, As per Glantri Kingdom of Magic book pages 83 and 89 respectively. The spell "Swiftly Devour the Written word" (page 84 GKoM) might also come in handy, but the spell "Consume the Wealth of Wisdom" (page 92) will be instantly wiped from the mind of the caster in this room (as if the spell was ever cast earlier) due specific warding magics. Keep in mind that most Glantrian, (and Alphatian, Karameikan and Serraine) Libraries will be similar warded against using this spell, this due its destructive way of collecting knowledge.

5L Turret Top NW

Height 13', above ceiling/floor 2' thick

Connected with; [4Y Turret NW](#) by 5' wide steep stairway Down, [5M Main Roof](#) by open arch.

Also called the **Raven top** or **Raven Turret**. As this turret gives access to the lower regions including the Raven Dormitories, it was decided after several severe incidents of discriminatory nature that the stairway down needed a door. After much debate about the necessity and the architectural effects of placing a door and subsequent enclosing walls it became a trapdoor opening downward.

5M Main Roof

Height 50', crenalations topped at 54', corner towers top at 65'

Connected with; [5N Turret Top SW](#), [5L Turret Top NW](#), [5K Archives Tower](#), [5J Tower of Experiments](#), [5I Museum of Monsterology](#), [5F Minor Hall](#), [5D Corner Hall](#) all by Reinforced Doors going out, Standard "*Dimension-on-Call*" Doors in northern wall great tower, in the north wall Archives tower, north-eastern corner Museum Monsterology, and in the Statue of Lord Alexander Glantri.

Color/Material Theme; Dark Grey Granite 3' high walls with circular openings in it and a top open to the ledge, about every 10 feet. Floor; light grey granite tiles. The plant gardens are actually 2' high and 1' thick granite stone circumferences, filled with earth, and topped with boards made of lacquered oaken strips to sit upon. Some sections even have leanings (about 25%), which can be drawn up and locked into position. As such you have the plants placed on (not in) the roof floor. As these plants can't root very deep (since the maximum depth of each garden is 2', trees may be 'locked' into a steel frame attached 5' away into the floor. As each tree is about 5' or more from its garden's edges, these frames are mostly unnoticed and covered by either earth or the plants themselves. When a storm passes, and plants may have toppled (plants are locked in place up to wind strength 8), students are often used to restore any damages, replace plants or set them upright. The variant plants are all labelled by species. All plants are only interesting from a component view, or because they give a pleasant smell useful for meditation.

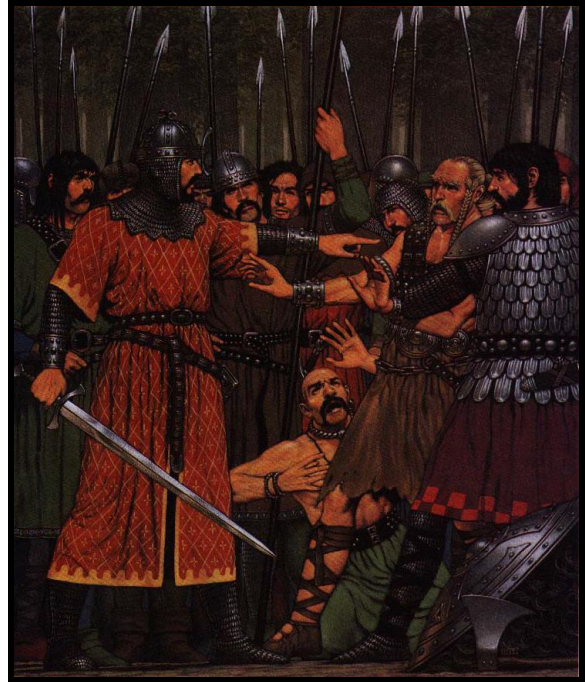
The railing north and south have a rim of special Beholder Sphere Mirrors on the outside, but these do not reflect light, yet transport it towards the windows of [-4J Museum of Osteology: Large Creatures](#). The rim on the western wall gives light to the [-4K Museum of Osteology: Medium Creatures](#) and [-4M Museum of Osteology: Small Creatures](#) windows. This area is often used as an open air class by teachers; *Miss Adelle DeCock*, *Miss Daisy Donart*.

There are several special locations on this roof;

1 **Lovers Corner**; A secluded spot between the hedge conifers, with lovely scented flowers.

2 **Vampire Rose**; Mostly Red, this is a dangerous plant if it is white flowered, it is regularly fed with dead animals from necromantic experiments or left-over from the museum of Monsterology after stuffing them, but if students are late feeding it will attack anybody near.]

3 On the middle south-eastern section of this wall is placed a **Golden statue of Alexander Glantri** made from this painting with his sword held up and other arm with index finger pointed forward. This statue is placed on a 3' high pedestal which a low 3' high "*Dimension on Call Door*" placed on it (causing those using this door to arrive in a forward bend position).

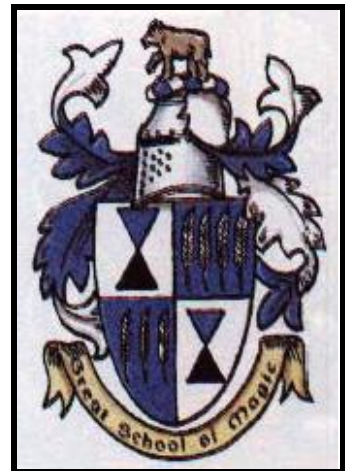


4 **Whisper Corner;** This area has plants which absorb sound (*as long they are alive*) in a 15' radius (*equal in effect as the Clerical Spell Silence 15'*). These plants are extremely rare and absolutely foreign. (*In fact an adventurer who gifted them to the GSM claims he took them as seeds from a floating continent named Ashmorian in the Hollow World.*)

5 These two sides of the High Tower are emblazoned with a ceramic mosaic representation of the **Heraldic shield** of the Great School of Magic. The symbols are; Quivers, sand-hours, on the shield and a Knight's Full Plate Helmet, fern leaves and a Boar. The colours are silver white and blue on the shield with an electrum metallic helmet. The boar is brown Amber and reflects the link to the family House of Amber of its late headmaster Etienne d' Ambreville. The Helmet reflects victory of the 40 years war. The quivers reflect scholarship, while the sand-hours reflect time to learn. This heraldic shield has no magical powers as per Heraldic rules.

6 The **Great Glass-in-Lead Windows** are covered on the outside a few inches away by a huge wire grid to prevent it from damages. The glass bottom is 2' from the floor. When there is an event of music in the music hall this will pass through the window and will be heard several hundred yards further north east of the GSM.

7 The **entry steps** on this level are magically warded. Only enlisted students, teachers, guards and other crew can pass them without harm, any other must make a saving throw vs. Turn to Stone at -8!! or paralyze until released by a teacher or assigned guard. This does not affect animals but only Demi-Human-oids or those taking this form. This effect is thus strong due the combined casting of eight 30th level mages of the Magical Symbol spell.



8 **Alley of Shadows.** Warded similarly as the entry steps above. This area is clamped between three high towers in the shadow of the great tower, and thus always shrouded in shadows. The ambient light here is thus weak that it resembles twilight, and at night it is pitch black here. The doors are lit with a red glazed lantern shedding a dark red glow, not really helping to illuminate the area, just designating the location of the doors.

9 Against the eastern wall a **stacked row of wooden boards** are placed and bound together under a tarp. These can be used to set up a wooden high small standing tribune used in case a wizard's duel takes place in the courtyard (see [Courtyard](#)). The width of these is only 2' , so viewers stand side by side.

DM: The Roof

This roof can be used in many ongoing adventures. There are several hiding spots, gossip and intrigue, love and hate, greed and envy can all be used to enliven these adventures, and this roof gives much opportunity to this. Conflict between lovers, students, dormitories, secret and forbidden love (other social class for example) are just a few leads which can be used. [Clean Love](#) could well be connected together with this adventure.

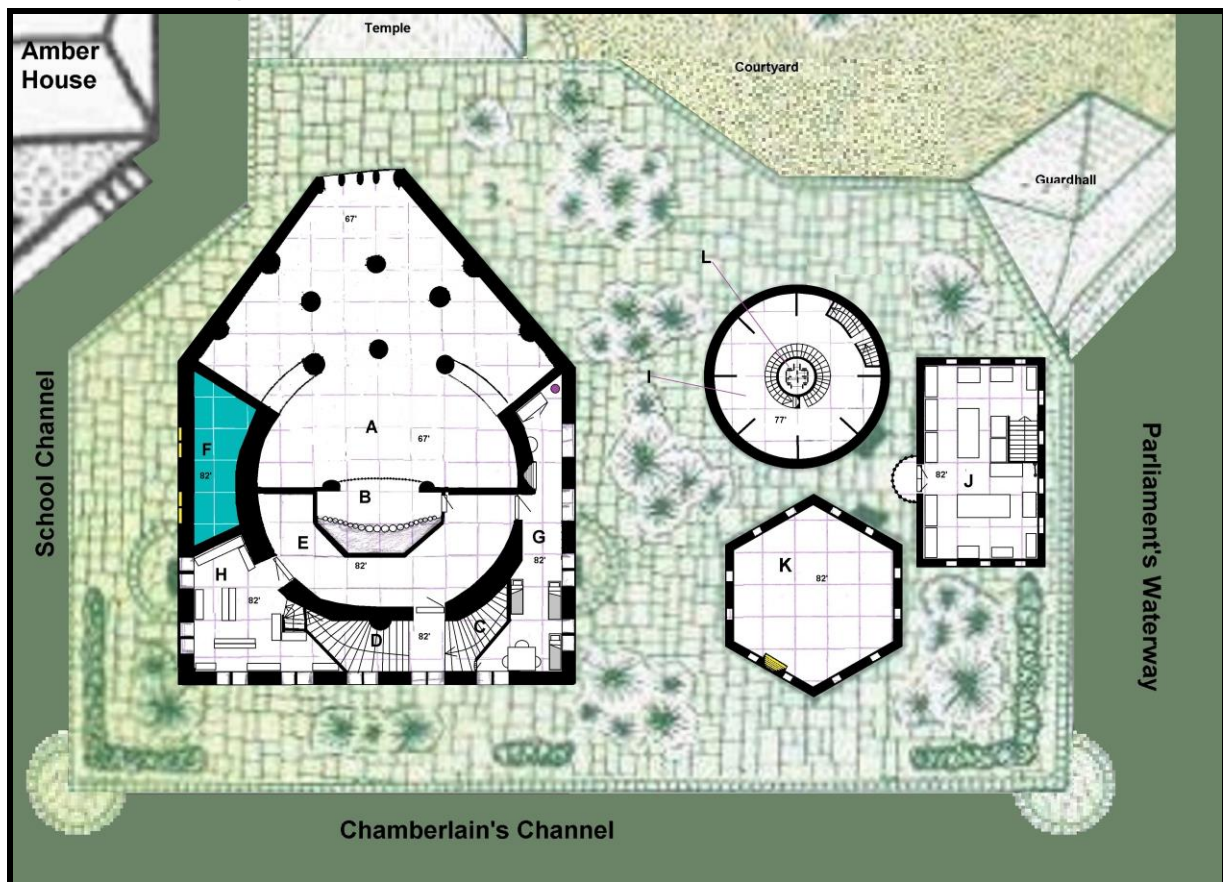
5N Turret Top SW

Height 13' , above ceiling/floor 2' thick

Connected with; [4X Turret SW](#) by 5' wide steep stairway Down, [5M Main Roof](#) by open arch.

Also called the **Jay top**, or **Jay Turret**. As this turret gives access to the lower regions including the Jay Dormitories, it was decided after several severe incidents of sexual nature that a door was needed. After much debate about the necessity and the architectural effects of placing a door and subsequent enclosing walls it became a door lockable on the Jay Dormitory only. As such passage further down is still possible, but rare.

Main Building Level 6



The Organ Level; Average floor level is at 82'. These levels are within the four towers of the GSM (*the Great Tower, Tower of Experiments, Archives Tower, Museum of Monsterology*) and as thus only connected with its lower and upper sections but not by each other. The great tower has an appearance something similar as a cathedral due its great Music Hall, the gigantic mosaic murals on the outside and the Glass-in-lead windows. The only tower further standing out from the others is the Tower of experiments, aka the Old Keep. As this is the oldest section of the GSM and still undamaged, it is of a totally other material and architecture. In fact there are no seams in this structure other than those areas cut open and filled up later.

6A the Great Hall of Music

Actually this is [5A](#) higher up, as it has no floor or ceiling at this level. The strong pillars dominate this level. Connected with; [6B The Organ Room](#) by open arch.

6B the Organ Room

Floor at 82', Height 13', above ceiling/floor 2' thick

Connected with; [6A Great Hall of Music](#) by open arch, [6E Organ Hall](#) by 4' high 2' wide wooden door. Actually this room is part of the Organ Hall, but the organ is thus large it fully encloses this section.

Color/Material Theme; The Organ Room is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of yellow veined brown marble, and above that amber colored plaster. There are ancient scriptures carved in these plates, but no magic thus far succeeded to translate these into understandable words. This is the room which curves around the organ, its tubes and machinery.

The organ is made of mahogany wood, grey-yellow brass pipes, emblazoned with golden filigree, floral crowns, flames and a crescent moon. Two draconic white granite dragonettes adorn the arch, while the central closet of pipes roars up to the ceiling with it huge golden floral crown.

The balcony is a marvellously magical created set of stone in a wavy branches-like pattern above three small arches holding the three doors to the Music Hall below. A mahogany bench is placed before the ebony and ivory sticks used to play the music. The buttons pulled or pressed are made of ivory too, and its letters inscribed on each are colored with ruby dust, or obsidian dust. A bag of winds gives the air used to enable this organ to function, but only a person apt in music can an will do so correctly.

The Organ is actually an Artifact of Music. It cannot be moved and was crafted here by its immortal in disguise when the Glantrians took over the FWA, restored, altered and expanded it into the GSM. He inscribed the walls with various very difficult pieces of ancient forgotten music (hence no magic could translate these into words as they hold no words, but tunes instead).

For a long time nobody knew it was an Artifact except the organist, which kept it a secret. But on its demise there was no replacement and the organ went silent for a long time.

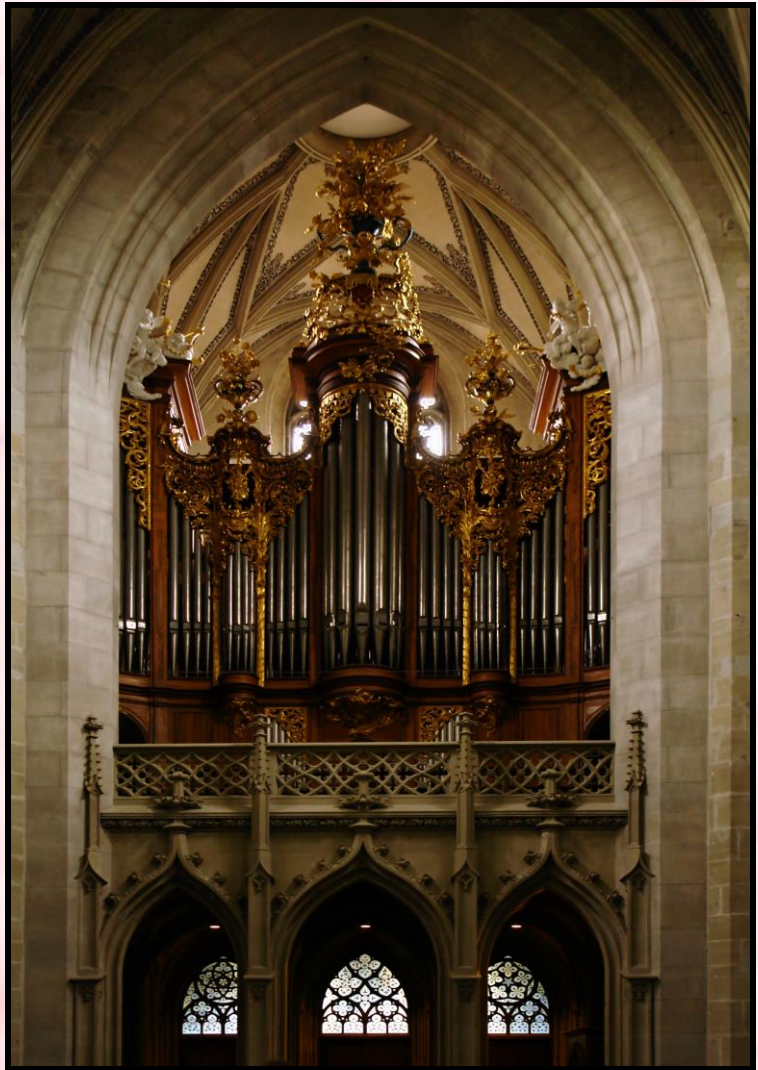
It was Jayden Tillandsia, with its mystical aptitude in music and magic, who became the new organist, and discoverer of the existence of great magical powers the Artifact held within. Its purpose and function or even what magic still unknown he relayed this discovery to his friend Etienne d' Ambreville who curiously started an investigation. He could have discovered its powers and purpose but the Wrath of the Immortals and his disappearance in its aftermath kept these still hidden.

Just recently when playing a few classical songs Jayden discovered two of the Artifacts powers, and a hint of the reason of existence; Protection of the citizen of Glantri.

Jayden soon decided he had to learn more of these powers for such a great magical item would not have been created for a simple task.

When not teaching he tries to make music as often as he can, in an attempt to discover yet another magical power.

When a grey cloak hangs next to the entry door, everybody knows Jayden is inside doing whatever he is hired to do...making music and taking care of the organ (besides his lessons). There have been some questions lately when a guard found fresh blood on the cloak, but nobody was wounded anywhere. It was assumed he had bumped in some experimental mixture or stroked against a bloody specimen in the Museum of Monsterology. Any divination magic on him revealed he did not hide anything and spoke the Truth.



The Great Organ of Thalia

Vessel; Great Organ
Value; 50.000gp
Weight; 180.000cn
Size; 20' x5' x 55'
Location; GSM Organ Room set in the architecture.

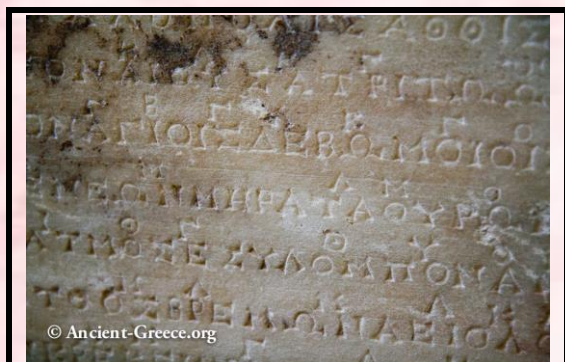
Activation by specific very difficult to play music which is carved into the marble wall plates, but has to be recognized as being music and then translated into the right usable notes.

The Artifact reveals its powers only if it is enveloped in the scent of Juniper, Jasmine, Lotus, or Flowers by Incense or oil on a Lunadain, the user has feathers itself or is accompanied by a bird of peace (Dove), and it is adorned with these herbs and Moonstone, Quartz, and Silver. The user must be alive (not undead), be musical expert and playing 16 specific songs (as depicted in the inscribed runes; one for each power and one for the cause, and one for the goal to be revealed), while wearing clothing of Silver and Pale-green.

Each of these wonderful songs will cause a telepathic message during the song to the user only; other will merely be awed by the magnificent tunes. (All creatures, except the user, within 60 feet (thus within the organ hall) will be awed (save vs. spells (no equipment, spell, wisdom adjustments) or Charmed (as spell duration x2) in a sort of enjoyable ecstasy.

The organ can also create Terror, even without a user, but this is rarely done (except when the Organ is under attack or a thriller music is made); the duration of terror is 30 minutes. Memory of the terror does not vanish quickly. Once Aura is used to evoke terror in a creature, that victim cannot be awed by the organ until another 3 turns have elapsed.). The user can from then use any power listened to and receive the telepathic message at will, if he plays any musical instrument (or song/whistle), no matter the distance or amount of time from the Artifact, as long as he mainly follows the goals of Thalia.

Guidarezzo and Alphatia will be on the lookout if the Artifact is used rightfully, and may guide the user by hints.



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For more knowledge about ancient musical script
<http://ancient-greece.org/museum/muse-delphi-athenians.html>

Magnitude of Power; Greater
Power points; Max; 750
Recharging Rate; 180 TP/Hr =30TP/Turn
Number of Powers; 14 as caster level 40

Attack; 4

- 1 100TP **Control Humans;** Duration 20T, affects up to 7HD, 40 HD total, up to 20 individuals
- 2 90TP **Control Greater Undead;** Duration 20T, affects up to 7HD, 40 HD total, up to 20 individuals
- 3 90TP **Anti-Magic Ray;** as beholder Central eye Duration 1T, effect 100%
- 4 40 TP **Feeblemind;** as Mu5spell; Range 240' , effect; -4 to save, IN becomes 2, no effect vs.

Immortals

Information/movement; 3

- 1 100TP **Time Travel;** effect range 10 yards, only to predetermined dates
- 2 50TP **Teleportation;** as Mu5spell; (no flaws), effect range 10 yards, only to predetermined locations;
- 3 50TP **Treusight;** as Cl5spell; Duration 5T, area effect 120 yard

Transformations; 3

- 1 100TP **Wish;** As Mu9spell
- 2 90TP **Summon** 3 random Tonals (*TSR 1017 - Set 5 Immortals Rules DM book page 49*) which will defend the user, the Artifact and themselves
- 3 55TP **Summon Weather;** as Druid6spell; Duration 240T, area effect 40 miles

Defences; 4

- 1 100TP **Prismatic Wall;** as Mu9spell; range 60 yard, duration 6Hr, area effect 10 yard radius sphere
- 2 85TP **Protection from All creatures;** up to 6 creatures can't touch user, Artifact, and Tonals summoned, communication is generated by telepathy.
- 3 85 **Protection from Magical Detection;** as Mu 9th spell; duration 6T, area effect, up to 6 creatures within 10' of the caster (incl. caster), or permanent effect on Organ.
- 4 20TP **Protection from Normal Missiles;** as Mu3spell range 30' yard, duration 12T

Handicaps; 3 (wear off after 240 days)

- 1 **Recharging costs;** The Artifact must be recharged by playing music or by feeding it with magical items of any kind, or even spells. Total level of Spell effect(s) plus total amount Magical Bonuses or charges multiplied by Level caster (or if unknown and from item multiplied by Total level spell effects x30). The result is the amount of TP generated. The item or spell is consumed without any effect. Any spells cast at the Artifact will thus feed it without causing harm. (An effect mages discovered earlier when trying to analyze the organ, no spell worked. The whole affair was forgotten, as the item did not generate any magic. It was assumed this was a side effect of the magical source of Glantri, or was used to enable to create the magical superb music that even Undead as Brannart McGregor liked. Either way; no threat or anything else was expected. Not even Etienne/Rad ever suspected anything, not even that it contained Immortal Power (*as it uses Protection from Magical Detection on a daily basis*).
Example; a Staff of Fireballs with 12 charges made by a 14th level caster= Fireball=Lvl 3 spell; 3 x 12=36 36x14=504TP. A Sword of light+3; Light = Lvl 1 spell, 1x3=3 caster Lvl unknown thus 3x30=90TP, or a 7th level spell cast by a 26th level caster 7x26=182TP
- 2 Using the Wish personally and not according to the main goal of Thalia as set in the Organ causes **Lameness** of a limb.
- 3 **Magic error;** whenever user uses any other magical device requiring a command word, it creates a magic error chance of 70%, causing any spell-like effect to become an illusion instead.

Penalties; 5

- 1 Teleport only to predetermined locations; (Hospice of the Order of the Golden Fountain,
- 2 Time Travel only to predetermined dates;
- 3 anytime Weather is summoned it has a 45% chance to becomes a Thunderstorm instead
- 4 anytime the anti-magic ray is used it has a 85% chance to affect all magic items of the caster as well
- 5 anytime control humans is used in a way not according Thalia's goals it has a 95% chance to make the user forget all spells, and the recollection of the last 24 hours of memories (inc. experience gained)

Will defend itself if attacked using its powers (this is according Thalia's goals).

Destroyed by; Explosion to the Radiance

Main Reason of Existence; save as much of the common population from inevitable death due the inescapable Radiance explosion.

DM: The Organ of Tomorrow

Read the pink text [here](#) for adventure guidelines further in time. It is assumed Jayden will do the adventure, but he will be assisted by a small group of Students of the GSM (1 or 2 students and their friends). As he draws the attention they can do what is needed to save the population of Glantri in the future. Jayden will discover the Radiance and what fate it will inevitably bring. As thus he will start steering student towards this knowledge in a secret way (by placing hints in books, enable them unknowingly to eavesdrop on other Radiance users. He does this to keep control over the events enabling him to act on the right moment to help save the commoners. He is also very interested in which adventurers would be helpful in assisting him in this tremendous task. As such he is guided by hints from the Organ to incite the adventurers to their first adventure; Somewhere between 1011AC and 1016AC. In this time period the adventure by Ann Dupuis "The Fountain of Health" adventure in Dungeon #39 takes place. (See [Timeline Glantri City FWA, GSM 1001AC, 861 AC](#)). It could best be the first adventure of the quest line of "The Organ of Tomorrow" quest. The Great Organ of Thalia will thus become where the PC's actually set their first steps in their ultimate goal; the saving of as many Glantrian commoners as possible. Important extra information for the DM; [5AH Tunnel of Wisdom](#).

It is suggested they travel to these periods in order and has one or more seasons to prepare/adventure together with his adventurous friends ([Spring 1026 AC](#), [Summer 1029 AC](#), [Autumn 1044 AC](#), [Winter to Spring 1400 AC](#), [Summer 1540 AC](#), [Autumn 1750 AC to Spring 1751 AC](#) when they are locked in the future.) before they return to their own time period.

If you read the history well you will see the nobility tries to hunt them down. At the same time Jayden and the Player Characters have to avoid attention in the GSM of their own time period. The best group is 1 mage, 1 fighter, 1 thief/merchant, and 1 cleric of levels 4-6 to begin with, together with Jayden. When anyone of the group succeeds in reaching the Organ and winds the spool back, all heroes will travel back to the current time, any wounded or dead must be taken care of in secrecy as nobody may know what happens. If caught give the PC's a fair chance to lie themselves out. The Organ's magic prevents any detection magic to work on them if this would threaten its goal; saving Glantri's population.

Some extra Information on Thalia

Thalia also known as Seker, Nanna, Nana, Anna, Inanna, The Moon, Great Mother, Earth Goddess, disappeared with Pax her lover inside the Dimensional Vortex,

Sphere: Eternal (IM 25 to 30) of Energy,

Statistics; AC-10 to -14, HD 39 to 44, Hp 500 to 750, MV 150' /50', #AT 4 = Punch-4d6, AM 80%, Sv IM 25 to 30, AL LN

Holy Symbol: A golden ring, or a crescent moon.

Dogma: Her interests lay in harmony, arts and beauty, love, and youth.

Known History: Thalia was one of the most ancient Immortals together with Ixion, Thanatos and Valerias, and was the more lawful of the Energy Immortals. She associated with Pax (another hierarch of Thought) and the two were often revered as a couple in many mortal pantheons. One day she decided to sponsor a mortal that would have replaced her to maintain order inside Energy, and she chose Guidarezzo.

In the 11th century BC, she voluntarily decided to cross the Dimensional Barrier together with her lover Pax, and the two were never seen again. Her portfolio was taken up by Guidarezzo. Some elder Immortals think she has returned from the Vortex and taken up the identity of Alphatia, because they use similar rituals and items.

Personality: Balder's Wife, motherhood, family, love, and harmony was important to her, further unknown.

Allies: Lastly Pax, Baldur, Odin and other Aesir and Vanir.

Enemies: Lastly Hel, Loki and Thanatos.

The Holy Days: Lunadain

Dead: Buried in Cairns

Colours: Silver, Pale-green.

Incese / Oil: Juniper, Jasmine, Lotus, Floral Scents

Stone / Metal: Moonstone, Quartz, Silver.

Symbols: Crescent Moon.

Plants: Hawthorn, Mugwort, Rose, Willow, Birch, Fir, Loosestrife.

Animal: Dove. Some immortals say this is the proof Alphatia once was the immortal Thalia, as this is the same figure of the Periapt of Pax, the main Artifact of the other Immortal that disappeared with her.

As there is a chance that Thalia has become an Old One, she might be following the course of events from afar, without influencing them. If she has not, her plans spread further than her own existence, which is a formidable feat on itself. The other Old Ones would not be opposed to these events, as the course of events among the Radiance are set, and continue as they decided.

6C Stairways down

Height 13' , above ceiling/floor 2' thick

Connected with; [5C Stairways](#) down, [6E Organ Hall](#), [6D Stairways up](#).

Color/Material Theme; this area has a 9-11' wide gentile stairway with steps of Crema Marfil Crème colored marble and Connemara serpentine marble elevations. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, as the steps are reasonably wide, this still is an easy stairway; however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is airflow up, due the open connection with the Outer Hall, and warm interior air rises, as such, the air is fresh, especially when there are windows or doors wide open on the higher levels.

6D Stairways up

Height 13' , above ceiling/floor 2' thick

Connected with; [6E Organ Hall](#), [6C Stairways down](#)

Color/Material Theme; this area has an 8-9' wide gentile stairway with steps of Crema Marfil Crème colored marble and Connemara serpentine marble elevations. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, as the steps are reasonably wide, this still is an easy stairway; however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is airflow up, due the open connection with the Outer Hall, and warm interior air rises, as such, the air is fresh, especially when there are windows or doors wide open on the higher levels.

6E Organ Hall

Floor at 82', Height 8' , above ceiling/floor 2' thick

Connected with; [6D Stairways up](#), [6C Stairways down](#), [6H Hidden Library](#) by camouflaged standard door, [6G Upper Guard Room](#) by standard door, [6B The Organ Room](#) by 4' high 2' wide wooden door(can be closed from within). [7H Cistern](#) by metal Ladder up and small door, Two 1' wide 5' high windows of colored Glass-in-Lead are placed 1' apart in the middle of each eastern section of wall giving view over [5A Great Hall of Music](#).

Color/Material Theme; The Organ Hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of yellow veined brown marble, and above that amber colored plaster. This is the room which curves around the organ, its tubes and machinery.

6F Cistern bottom

Floor at 82', Height 13' , above ceiling/floor 2' thick

Connected with; [7H Cistern](#). Outside windows are inside closed by magical created waterproof stone, but on the outside there is within the normal architecture, glass; a repeating 5 hour illusion loop (of passing students). This was a successful exam project (1000AC) of a gorgeous female student of which no records seem to exist, yet most teachers have taught her, trained her, and even touched her. Many older students from her years of study remember her astounding beauty, yet here the entire memories stop...nobody knows more than this (or lies about knowing more), and even this information is fragmented. If they make an image (by drawing, mind reading, magic etc) all seem to give another appearance, though still beautiful. It is said she is now one of the best illusionists of her age.

DM: Beyond the Borders of Reality

This mystery is again an interesting detective adventure, with lots, and lots of powerful illusions, and illusions covering illusions, so heavy you don't really know what reality actually is, or is not, was or was not. In the end of this adventure the PC adventurers (students probably) are in the same location they agreed to venture, recovering from their wounds, which suddenly disappear, and no recollection of any facts can be remembered or later retrieved, visited locations might exist or not, people they met, actually don't know them. And the only real things might be some small vague memories and the experience of the adventure, as no items (treasure, magic, other). However, spells, skills, languages learned in this adventure are thus real; they actually learned them, even if it actually never happened. The whole adventure would take no more than a few weeks at most, but they would think several months could have passed, and they have visited locations, they never did before, and when they do anew; it is as a sense of Dejavu. An important spell used in this story is the Forget Spell, which can be acquired by the PC's in this adventure.

Forget _____ Ardelphia by unknown Mage(s) 512 AC

Rare Level 2 Enchantment spell

Range: 30 yards

Duration; Permanent

Effect: 1 to four creatures in a 20 feet cube.

Saving Throw: negates

By means of this spell, the caster causes creatures within the area of effect to forget the events of the previous round. This doesn't negate Charm, Suggestion, Geas, or similar spell, but it is possible that the being that placed that magic upon the recipient is forgotten. From one to four creatures can be affected, at the choice of the caster. If only one is to be affected, the recipient saves vs. spells with a -2 penalty; if two, they save at -1 penalty; if three or four they save normally. All saves are adjusted by any Wisdom bonuses or penalties, and an unconscious or sleeping character can't resist the spell and gets no saving Throw. A Cleric's Cure All or Restore spell, only if specially cast for this purpose, will restore the lost memories, as will a Wish, but no other means will do so. The effects of multiple forget spells will not add up, but are calculated from that position. However, for removing the effects a way of curing is needed for each forget spell placed on the target. Immortals double the effect per level they have (i.e.; 1st Immortal level =8192 rounds=11 Hours, 2 Turns, 2 minutes and 2 rounds. A 15th level Immortal would wipe roughly 46.2 years from a character's mind, returning most characters to their childhood. A 36th level Immortal using this spell could wipe roughly 96.5 million years of history from the characters mind, returning it mentally to a very primitive life form.) Immortals use this spell as personal prevention to the character, his race or culture, and may lower the effects at will, different for each creature. They can affect as many creatures as would fit in an area of 100 square yards per Immortal level. Saving throws will be -4 per Immortal level. The last time Immortals used this spell was on the population of The New Alphanian Floating Continent in the Hollow world, after its Outer World Island destruction. Immortals are also able to replace other information in place of the lost, and the character would think of it as real. Immortals use this often in Immortality Quests, especially Immortals of Matter, which attendees must live several lives. If the spell is targeted at specific memories these can't be retrieved except by a Wish, example; caster wants to be forgotten; here the target forget who the caster is, and the more time passes the more other knowledge that caster did becomes vague and forgotten, until only personal memories like love/hate/excitement/fear remain in the character (like if the caster was beautiful or evil, that will be remembered).

Lvl	Time Forgotten	
1-3	last 2 r.	
4-6	last 4 r.	
7-9	last 8 r.	
10-12	last 16 r.	= last minute and 2 r.
13-15	last 32 r.	= last 2 minutes and 4 r.
16-18	last 64 r.	= last 5 minutes and 2 r.
19-21	last 128 r.	= last Turn and 4r.
22-24	last 256 r.	= last 2 Turns, one minute and 2 r.
24-27	last 512 r.	= last 4 Turns, 2 minutes and 4r.
28-30	last 1024 r.	= last Hour, 2 Turns, 5 minutes and 4 r.
31-33	last 2048 r.	= last 2 hours, 5 Turns and 4 r.
34-36	last 4096 r.	= last 5 hours, 4 turns, 1 minute and 2r.
1r.(round)=10 Seconds, 1 Minute=6 r.,10 minutes= 1Turn, 6 Turns=1 Hour		

6G Upper Guard Room

Floor at 82', Height 13', above ceiling/floor 2' thick

Connected with; [6E Organ Hall](#) by standard door, double arched windows give an overview to the main roof. A standard "Dimension-on-Call" door is located on the northern wall.

Color/Material Theme; the bare stone floor is covered here with oaken planks, as the wall is plastered in a basic amber color. The furniture is ruffraff, and regularly changing, depending on thrown away furniture of the teachers. There is a standard stove to prepare some food, with above it a magical smoke sucker which condenses all smoke into pellets, which are removed weekly and used within the fire together with fresh coal/wood. The main 3 men bunk bed is in the western corner. Though students are allowed here, they are always questioned of their reason of coming. Luckily these guards are easily lied against, as nearly any credible excuse is allowed, and this is known due their advancing age and that they aren't the brightest. (*Theoden Varmoedt* age 61, 35 in the army, 21 yrs GSM service (of which 9 as Head Guard until 1009AC due age passing the duty over to Jodol Debunk), F6, ALN, *Mascos Vertiger* age 63, 30 years of GSM service, 22 in the army, F6 AL;CG, , *Masuki Vanadiil* age 910, in service since the GSM came to be in 841 AC, before that he fought the 40 years war, the war with the Overlord and the dragons and another 3 wars which never did actually happen, but are very real and clear to his slowly dementing mind., former Head Guards E9, AL CG) They can enforce respect easily though, even to higher classed students to enforce them to go to the guard barracks and wait there for questioning by sergeant Jodol Debunk. *All three of these soldiers are actually very friendly, but due their state of mind often chaotic, their stories could be a great source for hints, which they are eager to tell...until an alarm sounds, a disturbance is noted or their magical Chime of Time points it is time for dinner, sleeping, or something else.*

6H Hidden Library

Floor at 82', Height 13', above ceiling/floor 2' thick

Connected with; [6E Organ Hall](#) by standard cleverly hidden door, [5G Private Teacher Room](#) by small stairway down.

Color/Material Theme; The Floor of the Hidden Library is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets dark Emperador marble, and above that crème colored plaster, the ceiling is also covered by a gypsum arched fabric shaped into a faintly arched ceiling and colored crème. The room is well lit by several orbs of continual light.

This room has 2 feet deep book closets on all walls between the double arched windows, and against the cistern wall (*this however causes several books to suffer from saltpetre in the wall, and mould*). The room is mostly covered by a thick Darokinian tapestries. This is placed here to keep movement sounds low. This area it is school policy to keep vocals low



(whisper), and refrain from any ordinary or even vulgar sounds. This room is used as a library for; **Music, Memorization, Meditation, and several discarded old books of Harald Haaskinz the current Headmaster of the GSM and some books & scrolls of Etienne d' Ambreville the former headmaster of the GSM** (*which could hold interesting information about his history, achievement (in magic and otherwise, and some debate stuff from the Wrath of the Immortal years)*). An old dusty paper and parchment smell lingers, sometimes tinged with the scent of the remnants of a recently Cloudkill spell against vermin. If everything is silent and dark, it is possible to hear nibbling of mice or Bookworms except the first week after the last Cloudkill cleaning. In that case the scent of dead organic matter can be found if not removed. (80% of the sources here are books, 9% are scrolls, and the remaining 11% are other sources; Shells, skulls, plates, leaves, orbs, memory stones with recorded illusions, etc.). Bookworms are a great menace in any library; more on these dangerous pests (*at least to your books, scrolls but also your spellbook*) can be found here; ; http://pandius.com/Monster_Manual_3.pdf page 1073.. Contrary to the opinion of secrecy, this room is not secret, but is difficult to find as the main access is hidden, and the other is private. Underneath the great stairs there is a hiding place where sometimes a hiding (sleeping) Gremlin can be found. These nasty critters have escaped a decade or so ago, and make a menace where they can. This room has a 22 student capacity. Teacher; *Lady Imelda DiGusti. (rarely here)*

DM: Gremlin Hunt

A simple adventure for low level students is a Gremlin hunt in the GSM.

6I Tower of Experiments 2

Floor at 77', Height 9' , above ceiling/floor at 86' of 1' thick .

Connected with; [5J Tower of Experiments](#) by central stairway, and old Trapdoor, [7K Tower of Experiments: Classroom](#)

[Astronomy/Astrology](#) by outer stairway. No windows to the outside, but on the inside some decorative round windows are placed, but these have no connection with the outside (*there is currently a heavy debate about if the windows are needed or not' , and when and how and costs etc pro=giving light and functionality inside, con=dangerous spells might pass the window and endanger those outside, while the costs and workforce needed to do are great. As this is no classroom, and actually has a lower decree of functionality, it will probably stay without windows).*

Color/Material Theme: the central 2' wide

stairway is made of wood around the stone central core (which holds the Central Gear Room) and goes up to the ceiling where it is blocked by a standard but 4' high "Dimension-on-Call" door. The wall of this room has been adorned with large decorated alcoves where students can practice low level spells. Many apparatus are placed here in the space between the central stairway and the alcoves (which also hold the stairs to the upper floor). The instructors working here for whatever teacher they are aligned too, often take this chance to do some research on their own with material from above. The teachers there allow this to happen. As thus many a celestial book, scroll or globe can be found. Some ancient steel tubes and tungsten steering wheels are still within this room, but lost their original (unknown) function. This is not a classroom, but it has only room for 13 students (2 per alcove, 1 under the stairs).

DM: A Find in Glantri

By Paul George Dooley of the Great School of Magic.

Recent renovations at the Great School (this room) have uncovered a once lost depository of arcane knowledge, and began a major manhunt at the same time. For it seems that the depository was not lost to all. Apparently, one Shareth Luxor (graduate GSM 975 AC) knew of its existence and used it for her own personal advancement. Not a crime in itself, but from the records currently discovered it is apparent that her death by ' Lab. accident' was nothing of the sort. Shareth it appears walked off with the only remaining copy of ' Principia Magica' thought to exist. Yes the fabled journal of King Lucinius the first of Thyatis walks amongst us again. What does it contain? Myth claims the entire knowledge of Lucinius and all those Alphantian mages he bested, that it was this which drove him mad, for one mind was not meant to encompass such knowledge. Whatever the truth of the matter Shareth Luxor is now deemed missing, presumed traitorous. Known associates are being questioned even now in the Tower of Sighs. Inspectors of the Utterance are warned to look out for these spells, as anyone casting them has knowledge of the fugitive. Until this matter is cleared up remember: Be Pure. Be Vigilant, BEHAVE!!



6J Museum of Monsterology

Floor at 82', Height 13' , above ceiling/floor 2' thick

Connected with; [5I Museum of Monsterology](#) by 4' wide steep internal Stairway [7M Museum of Monsterology Roof](#) by steel ladder and trapdoor up.

Color/Material Theme; the building here still reflects the large stones the FWA created it with. The oaken floor is more recent and originates from the date the GSM as created. The stairways are also oaken, but with a mahogany railing. The room has several closets holding various stuffed (or bottled) animals of 7' or large in size, making the room very cramped, as the bodies stick between each other as a puzzle. This makes research difficult, moving any object a true feat which could last several days relocating other bodies until the intended one can be accessed. Also read [3O The Museum of Monsterology](#) on parts, use, licenses, etc. This room has a 22 student capacity. Teachers; Sir *Johann Lest*, Sir *Timonn Lest*.

6K Archives Tower 2

Floor at 82', Height 13' , above ceiling/floor 2' thick

Connected with; Private standard "Dimension-on-Call" Door (orange) to [5K Archives Tower](#) or [7N Archives Tower 3](#). Round Windows

Color/Material Theme; The Floor of the Archives Tower is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets dark Emperador marble, and above that crème colored plaster, the ceiling is also covered by a gypsum arched fabric shaped into a faintly arched ceiling and colored crème. The room is well lit by several orbs of continual light. This room has 2 feet deep book closets on all walls, where records are kept about everything ever happened in (and about) the GSM. The name of any students is listed, his/her classes, teachers, test and learning results, behaviour, teacher's credits, spells learned, special projects manuscripts (*with a detailed description, of all effects based in the manuscript*). Sometimes private notes are stored here too, like discussions between the various teachers, headmaster, GSM crew, guests, but these are limited to the real letters and documents. The room is filled, but there will be at least stock for another 100 years of documentation. *One of the most interesting and incomplete collected Special Student Projects is of the Temporal Gate Bridge of Ardelphia documented by an adventurous student (and companions) of which the names are lost. The story is however very interesting and alluring (for more on this bridge see <http://6inchnails.deviantart.com/art/Temporal-Bridge-Gate-637192471>).* There is no chance for actual knowledge on spell research, but special projects may have information hidden within which could help. As this are is semi-public, any student is allowed (*at the cost of 15Dc/hour*) to search within, however the chance to really locate what is desired is a base 25% if name, year, topic, and dormitory (*or profession in case of teacher/staff/guest*) of the writer is known. For each of these missing a 5% penalty is used. There is generally a waiting list of 1d8+7 days. No more than 4 students are allowed at the same time. There is no such limit to teachers or staff or registered guests. Theft is treated harshly to the full extend of the Glantrian Law. Copies are allowed, but nothing stored may leave this room. Staff; *Mister Uerd al' Aras, Miss Marise Viniene*.

6L Central Gear Room

Floor at 77', Height 9' , above ceiling/floor 1' thick

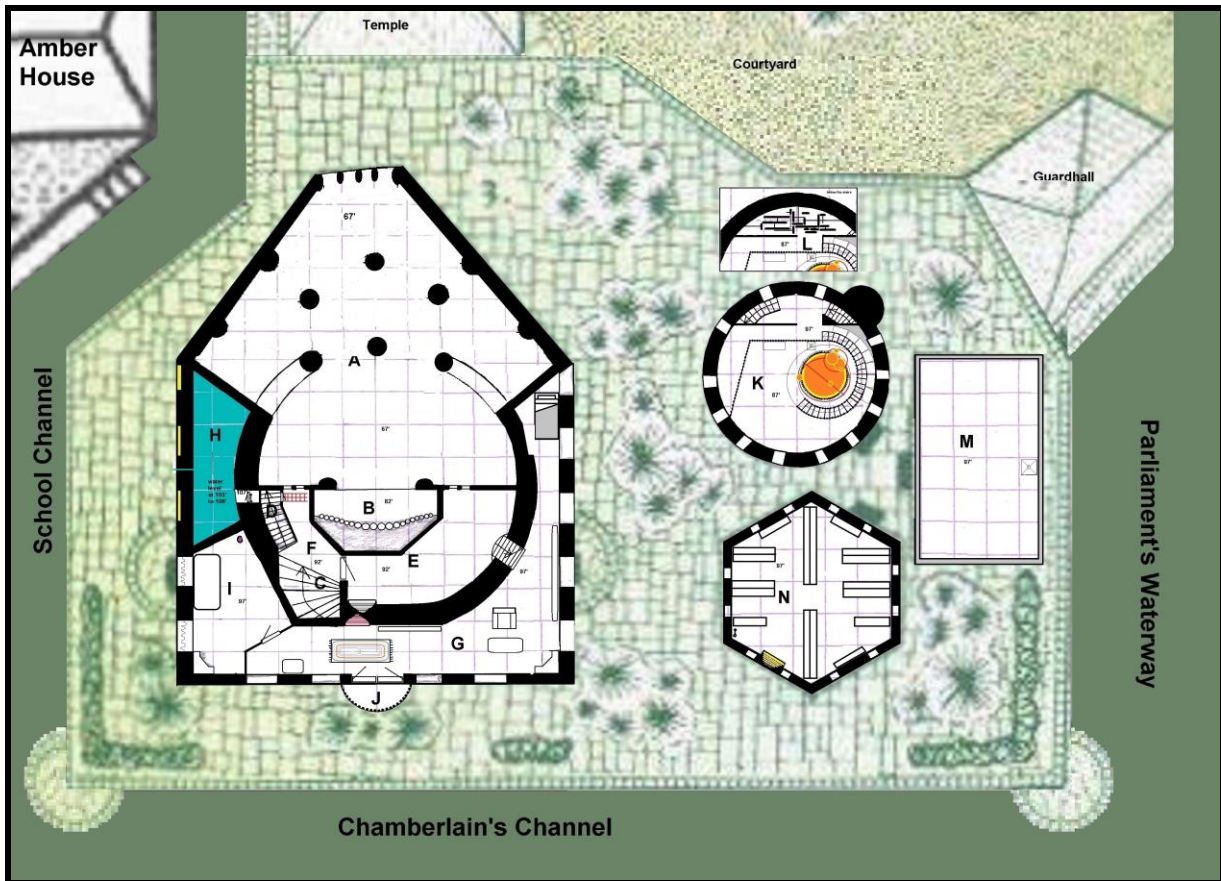
Connected with; [7L Gear Room](#) by crowded 10' passage between gears.

Color/Material Theme; This room is dominated by large metal gears, remnants of the old drilling mechanism (today assumed to be the remnants of some unknown defence mechanism like catapult). The gears are made of Tungsten but after 4000 years of neglect even these became locked in place, and there is no more anything connected with it to make it functional (i.e. Drill). The cats from [7K Tower of Experiments; Classroom Astronomy/Astrology](#) have a great playing ground here. For human-sized creatures it is difficult but not impossible to go down, and the teachers often give obstinate students the difficult task to clean this room, they must spelunk 25' down through the gears around the celestial globe and later up again.

Students doing this often may automatically after 50 successful times learn the extra Skill Spelunking; Dexterity based skill= crawling through minute openings. Time required 1r / 10' . Failure is stuck and another skill check at -1 is needed to move correctly backwards. If this fails again; pause 6 rounds and try again, making 6 fails in a row means you need outside or magical help. If this is not done you are in deep problems!!

Without this skill (i.e. if you haven't learned it yet) you must roll this on strength AND dexterity at -5 each 10' . Creatures at Halfling size get a +4 on the skill, smaller don't need to roll. The Astrology and Astronomy teachers are aware of this difficult room and always have a teleport ready (always sends those to their home outside the city) to save clumsy students from a deadly fate if they are available.

Main Building Level 7



The Grandmaster's Level; Average Floor is at 97' altitude, several rooms are lower or higher than the standard 15' a level normally has. Especially the Tower of Experiments (aka. The Old Keep) has rooms of only 10' per level.

This main building has the first private section of the Headmaster of the GSM; Currently Harald Haaskinz, formerly Etienne D' Ambreville. The guards lower are in fact the second barrier, the first is the altitude/level, and none would come here without a legit reason. Along the many stairs will prevent students from 'accidentally' entering this level, and as the private living is separated from the access further up by the private foyer, those seeking access further up can bypass this level easily.

7A Great Hall of Music

Actually this is [5A](#) higher up, as it has no floor or ceiling at this level. The strong pillars dominate this level. Connected with; [7B Organ Room](#) by open arch.

7B Organ Room

Actually this is [6B](#) higher up, as it has no floor or ceiling at this level. The great organ dominates this level. Connected with; [7A Great Hall of Music](#) by open arch. This room has no personal ceiling, but it is open at the top, and 4' above the organ closed with the domed ceiling over the Organ, the Private Foyer and Small Hall.

7C Stairway

Connected with; [6D Stairways](#) down, [7F Small Hall](#).

Color/Material Theme; this area has an 8-9' wide gentle stairway with steps of Crema Marfil Crème colored marble and Connemara serpentine marble elevations. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, as the steps are reasonably wide, this still is an easy stairway; however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous ([1d6-AV damage](#)), going up is as normal tripping and falling ([1d3-AV damage](#)). The stairway becomes smaller and turns to the inside of the structure.

7D Stairway

Is also [8C Stairway](#) and [9C Stairway Connected](#) with; [7F Small Hall](#), [9A Main Study Room](#) By stairway up, at 105' altitude by 3' x 2' door and 1' wide [8D Stairway](#), reaching from 92' to 127' altitude.

Color/Material Theme; this area has a stairway with steps of Crema Marfil Crème colored marble and Connemara serpentine marble elevations. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, as the steps are reasonably wide, this still is an easy stairway; however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is airflow up, due the open connection with the Outer Hall, and warm interior air rises, as such, the air is fresh, especially when there are windows or doors wide open on the higher levels.

7E Private Foyer

Height 9' , this room has a personal ceiling (made of simple wooden boards decorated inside, but it is also covered by the domed ceiling over the Organ, the Private Foyer and Small Hall.

Connected with; ; [7F Small Hall](#) by standard locked door, [7G Private Living Room](#) by standard decorated door. A standard "*Dimension-on-Call*" door enables rapid transport to anywhere in the Great School of Magic.

Color/Material Theme; Color/Material Theme; This section of the Organ Hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of yellow veined brown marble, and above that amber colored plaster. This is the room which curves around the organ, its tubes and machinery.

7F Small Hall

Height 13' , this room has no personal ceiling, but it is open at the top, and 4' above the organ closed with the domed ceiling over the Organ, the Private Foyer and Small Hall.

Connected with;[7E Private Foyer](#) by standard locked door, [7D Stairway](#) up, [7C Stairway](#) down.

Color/Material Theme; The Organ Hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of yellow veined brown marble, and above that amber colored plaster. This is the room which curves around the organ, its tubes and machinery.

7G Private Living Room

Height 13' , above ceiling/floor 2' thick

Connected with; [7E Private Foyer](#) by standard decorated door, [7I Private Latrine/Washroom](#) by standard decorated door, and [7J Western Balcony](#) by a glass double door bolted from within. A private "*Dimension-on-Call*" door (pink) enables rapid transport to the other private rooms higher up in the building by accessing the other of these doors. As such these doors are limited in transportation possibilities, and connect only between [7G Private Living Room](#), [8B Western Room](#), [9A Main Study Room](#), and the [9B Personal School Library](#).

Color/Material Theme; this is a warm and welcoming room, not the cold marble you see almost everywhere in the GSM. The floor is an oaken tiled floor (in fish grate motif) with warm maple wooden panels of 3'square topped with a 2" mahogany rim. The upper section of the wall is covered in rich decorated tapestries from ceiling to the mahogany rim. The floor is covered mostly by heavy Ylari and Sindian carpets. In the corner is a 5' x5; wide heart with chimney made of fire resistant stone outside covered with Al-Andalus Red Marble. The 5' floor in front of it is Nero Marquina marble in case of fire sparks. All metal is highly decorated. All other furniture is made of walnut wood or Chestnut, all polished to sheen to reflect the fine decorations and workmanship. There is a closet with books here, but these are mostly books for enjoyment instead studies. Stories we in the real world see as fairytales are placed here as thrillers, and Harald Haaskinz likes to read these often before bed. There are also some love stories (*from his partner*), and historic reflection or detective books (*similar like Real World books; War& Piece, It's not always Caviar, or Dostoyevsky for example*). Grandmaster; *Sir Harald Haaskinz*.

DM: International Intrigue

An interesting side-adventure as proposed by Shawn Stanley, but this could be stretched by a clever DM, in to a series of connecting adventures.

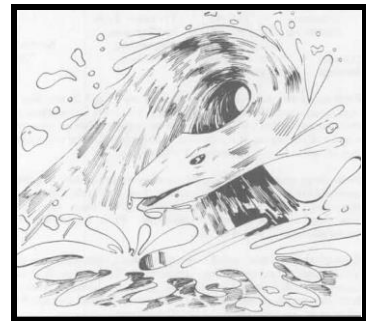
An unhinged hedge wizard tries to unseat Harald Haaskinz as the Grand Master insisting that the school has fallen into disrepute - which it is he who intends to make the Great School great again. Of course it's up to the players to uncover his links to clerics in Rockhome and the Khanates, as well as possible connections with magic users in Alphatia.

Burglaries into this room, and the upper rooms, but also the administration tower, in attempts to find information to bring the Headmaster down. Political debates and intrigue, and indeed connections with Rockhome's clergy, the Ethengar rulers by the highly illegal sect "Ten Thousand Fists of Khan", and even several individual Alphatian mages who desire retaliation for the demise of their empire (located often in Norwold, Ar, Seashield, Dawn, Ochalea, Bellisaria, Quedhar, and other grounds formerly owned by Alphatia).

7H Cistern

Height 13' , above ceiling/floor 2' thick (floor 6F at 82' , water level between 104' and 106' , entry floor at 108' ceiling at 110' Connected with; [6F Cistern bottom](#) below water, [6E Organ Hall](#) by small door and Metal ladder down. Connected with all the washrooms and latrines in the GSM. Three Fake windows as at Cistern Bottom (read there) are located here on the outside; the illusion here is Ettienne D' Ambreville wandering about in the room as if living there.

Color/Material Theme; This water is crystal clear, but some algae have taken hold of the stones colouring them in a green tint, and making it appearing less deep than it actually is. The water will never flow higher than 24' depth, as there is an overflow pipe hidden in the northern wall at this level (106' altitude) directing any excess water onto the northern section of the main roof to flow of the edge as normal rain into the canals. In the water lives a Water Weird (see [AC9-TSR9173-Mystara-Creature Catalog](#) or [DMR2-TSR9438-D&D-Mystara-Creature Catalog](#)) accidentally conjured on the roof and escaped, finding safety and rest here. It feeds of the miniature biosphere of algae and microscopic animal life living here. If disturbed it will attack as it can't go elsewhere.



7I Private Latrine/Washroom

Height 13' , above ceiling/floor 2' thick Connected with; [7G Private Living Room](#) by Standard door southwest. Two 5' wide 7' high arched windows on the northern wall.

Color/Material Theme; Floor; Al-Andalus Red Marble. The walls are covered up to 4' high from the floor with dark grey marble panelling topped with a black marble rising ledge of 3 inch, and above that amber colored plaster. The room holds two 5'square white marble latrines, with below a 1' deep chute and a permanent miniature Dimension Door underneath the Latrine, reappearing on the ceiling of the Pudding chamber below 1D. A bottle of fragrance can't completely hide the stench of the waste of students in the room. Glantrians do not use toilet paper, or leaves like most of the world, but instead use to sponge on a stick, like the Thyatians do, which is then rinsed in a bucket of water charged with a "Foul to Fresh" spell (*These rare buckets are enchanted with a permanent Transmute Foul to Fresh where only the components need to be refreshed after each 4 hours*). The remnants are then tossed in the hole of the latrine. A normal water tube (mostly lead, sometimes copper or ceramic) attached to a higher source of water, is located in each latrine to flush and rinse, and to give water in the small basin in between, each with a small tap. As thus there is always a large bowl with crushed Lilacs, sprinkled with Talcum and Green Slime making the room smell like fresh flowers and fruits. Used water then flushes away through another pipe in the canal outside. There is a chimney in the NW corner, enabling to heat the room AND the water, as one of the steel pipes goes around the fire several times, warming the water in the pipes up to pleasantly warm or bearable hot water. A pressure valve releases the steam to the outside by another pipe.

7J Western Balcony

Located at 82' (0.5'thick metal floor) 16' above main floor 4'decorative metal railing.

Connected with;[7G Private Living Room](#) by double glass door closed from within.

Color/Material Theme; This whole balcony is of artfully decorated Copper, the floor is a copper grid or strong steel beams, with a steel frame ring on which the copper decorative leaning is placed. A location where Etienne often sat to relax and see the sun going under in the early evening. He often sat here and smoked his pipe, it is unknown if Harald will continue this habit. In the summer this balcony is decorated with baskets of flowery plants. A large metal leaning chair is located here (pillows are stored inside) with a small 1'side table next to it.

7M Museum of Monsterology Roof

Floor 2' thick 97' altitude (30' above main Roof). 4'high standard stone railing.

Connected with; [6J Museum of Monsterology](#) by trapdoor and steel ladder down.

Color/Material Theme; Basic Grey granite curtain wall and floor. A single flagpole can be set in the middle of this area. This area is normally rarely used, but guests to the Head master are allowed to land here in "privacy", as such the area is swept clean weekly. The NW corner of this area is used for Daredevils; they jump from the Tower of Archives (8J) at 112' +4' =116' railing to this roof at 97' , a 19' deep and 5' far jump. Only those with a jumping skill or useful magic can complete this without harm. (See <http://breathofmystara.blogspot.nl/2013/10/the-lost-tables-jumping-and-falling.html>).

7K Tower of Experiments; Classroom Astronomy/Astrology

Height 25' , above ceiling/floor 2' thick (as the Lower sections are only 10' in total, the floor of this section is placed at 87' altitude, however to reach it you have to go to 97' altitude by the outer stairway, and walk 10' down the inner stairway. The ceiling comes at 112')

Connected with; [6I Tower of Experiments 2](#) by small stone stairway down, [8H Tower of Experiments Roof](#) by stone stairway and trapdoor up, [7L Gear Room](#) under the stairs and [6L Central Gear Room](#) under the Globes, both by small but open entries. High small arched Windows, with above these small round windows.

Color/Material Theme; this room is mainly covered with oaken wood. Most of the floor and walls, stairs and furniture are all of oak. The 3' wide interior circular stair is covered with a burgundy red tapestry and has like the balcony nicely carved leanings. The stairways leading down and further up are made of stone and exist here since the creation of this tower, as thus a great amount of erosion by wear is visible. The circular interior stairway curls around the "central" celestial representation, placed on one of the large gears. This curvature is continued in the floor where irregular flagstones of marble in the width of the stair curl further around the apparatus until it hits the stair again. The central gears are enclosed by a low fence of wood. The room is dominated by large metal gears, remnants of the old drilling mechanism (today assumed to be the remnants of some unknown defence mechanism like catapult). The gears are made of Tungsten but after 4000 years of neglect even these became locked in place, and there was no more anything connected with it to either power or make it functional (i.e. Drill). They are removed and replaced to make the movement of the planetarium possible. On the ceiling are other mobile attachments connected to the system, these are used to depict the various planets and planes of [Mystarospace](#). Most of this room itself is actually 10' lower than the entry (which is located at 97').



This oddly shaped and used room is actually a research centre AND classroom at the same time. There is room for 10 students together with the two teachers (*Miss Abontombe Banada from Thanapolis (Thanagioth Archipelago) Astrology, and Miss Haakim Sjalush from Sea Camel (Sind Desert Coast) Astronomy*) and 20 to 30 cats, they both love. Beside the inner stairway are located the book closets. In the middle of the room is placed a hand motivated mobile replica of the star system of Mystara (*not on scale, but used for representation and calculations.*) Their calculations are however thus precise, that even this gives them very accurate information about anything happening celestial. The meaning of the location and placement is Astrology, and is less scientifically like Astronomy, but more based on presentation and assumed indication/contra-indication of bodies, placements and their movement...in other words believed to be meanings. This cluttered room has a chaotic yet weirdly functioning chaotic storage of utensils and books (and cats). The teachers have a small farm just outside of Glantri City location to live, but they are here more often instead. *They have a Ring of Teleportation which enables them to teleport 5 times a day to either location. Each cat has a magical collar, which causes the cats to be teleported with the owners if both are on the same location. If one moves elsewhere alone (either by magic or walking) there will be no mass teleportation of cats, when the other goes there as well, the cats will teleport at 10, 13, 16, 19, 21 or 24 hour (whichever is closest in forward time).*The room has a strange mixture of scents; the perfume, incense and potpourri of the lady teachers, the strong scent of many cats, mixed with the oily scent of the gears and musty scent of books. The books here have rarely bookworms or other vermin as the cats will detect these with ease and often eat it themselves or enable it to be killed. There is a 3' x3' magical litter box with clean Ylari sand, which teleports any dead organic matter (i.e. cat liquids & droppings, dead prey, etc) at midnight to a forgotten oasis in Ylaruam. (Which is very welcomed as it is used as fertilizer for local harvest.)

DM: A Cat's Secret
Behind the book closets along the inner stairway is a secret location only the cats know of, but actually has never been accessed by other. Some nice objects lost to the Lady Teachers can be found here (books fallen out of the book closet's open back, small trinkets stolen by the cats as toy. This can be a fun adventure out of this as one or two of these items might be magical (with a low level fun aspect as set by DM), and have to be returned to either the teacher or their origin.

7L Gear Room

Height 13' , above ceiling/floor 2' thick (in separate map section right above Tower Experiments)

Connected with; [7K Tower of Experiments; Classroom Astronomy/Astrology](#) by open sideboard and 2' x2' trapdoor in ceiling, [6L Central Gear Room](#) by crowded 10' passage between gears.

Color/Material Theme; Bare stone soiled with ancient lubricants on an oily basis. The oil stains verily, but is after 4000 years crusty and sticky. The gears are made of Tungsten but after 4000 years of neglect even these became locked in place, and there is no more anything connected with it to either power or make it functional (i.e. Drill). All the gears are covered with this goo too. Mostly access points are walked clean by ages of wear and passage by animals (like cats), and the remnants of a Gremlin nest can be found here. However, these Gremlins are long dead.

DM: Haunting History

The room is actually haunted, but this will only be revealed on a full moon. Then a Neutral Female Ghost will breach the barriers of the Ethereal Plane to return where she died in 3000 BC by the firestorm explosion of the lower gas chamber, and her reappearance ignites a vivid illusion of this happening to those within 10' (i.e. IN the Gear Room). If succeeding to speak to the ghost, (which is very difficult as she mostly lives in the Ethereal Plane and does not know how to visually see life forms, let alone know if they are sentient), then they have to battle the language difficulties, as not only the language is completely different to any language known to the PCs, it holds words and concepts which would seem more appropriate to our Real World due its technical linguistic meaning and designations. If this is successful the PCs might learn of a ring she deemed important enough to stay behind as a ghost for 4000+ years. She wants the ring to be placed on the grave of her lover. The only information she can give is that he worked in the Regressive Colliding Collector a hundred or so miles south of Redfen, an exact description of the ring, and his name and appearance. On itself this deems difficult enough; but keep in mind that they do not know where this ring is to be found (they have to search the whole history data back from before the construction of the FWA to learn it was found by an early Flame scout in the ruins of Redfen. If they contact the family offspring they might(if digging much deeper) find it was a family heirloom until the Forty Years War, where it was stolen (at least their assumption) by a young powerful mage who researched the Old Keep of the GSM. If they are clever enough the can find out it was Etienne D' Ambreville. If they then locate his Heirs, they might be able to find the ring somewhere in Castle Amber(TSR 9051 - X2 - Castle Amber or CD2-TSR2513-AD&D2-Mystara-Mark of Amber-Boxed Set)...however the trick is to do this stealthily, as their search alone might attract unwanted attention. Even if they are successful, they have to find the RCC device; if searching in History again, they might discover that according to some Shadow Elves some of their ancestors triggered a device in the current Broken Lands in 1700 BC...this means the PCs must travel towards and deep, in the Broken Lands and Lower Broken Lands. Where they might eventually find some remnants of the exploded device. No person dead or alive. It will seem the adventure stops here. However if a Lore spell is used on the location (as it is still contains some residual magic, or a Contact Outer Plane is used, or a clerical Commune they will be able to locate the general location of the lover's body, which is in the old Blackmoor Ruins (see here <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=15023&start=75#p178133> use my maps of the region here; <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=15023&start=200#p194356>) if they go there, they might be able to access information on one of the electronically devices and locate the persons old house. Nearby is an old (actually modern to our Real Life standards) tomb where bodies are frozen to be revived later. It is now up to the DM if the body (which is still dead but frozen) can be revived—a simple Raise Dead will not work, but combined usage of the devices together wit a Raise Dead Fully will work, or if the body can't be revived and the location is his actual burial site (or wherever they decide to lay him to eternal rest. If they return the ring to the body (living or dead) the ghost will reappear and merge with the body if it is alive or call for the soul of the dead body and together finally enter Limbo. This adventure is long difficult and large, and the outcome is variable. It can be spread over a large number of intermediate mini-adventures turning it into a quest. Either way, along these many interesting items of magic, value, knowledge can be retrieved, lots of enemies can be made and hindered (or even defeated)..

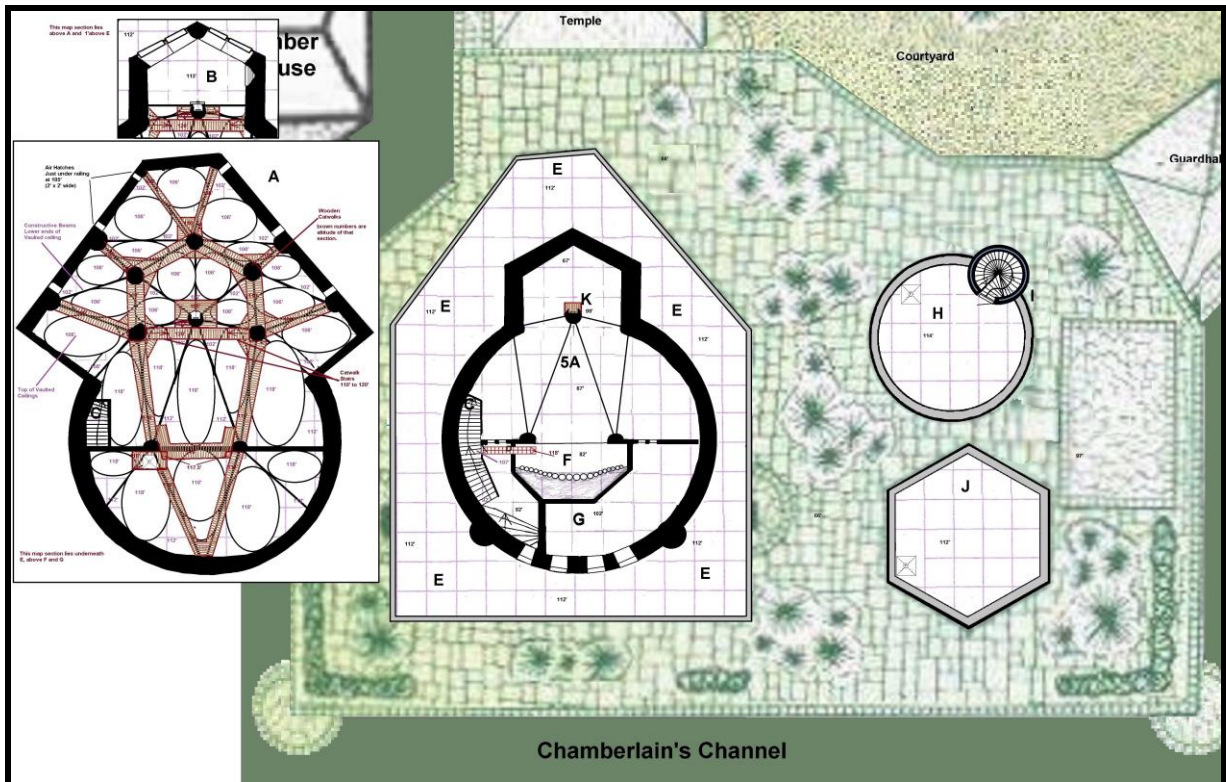
7N Archives Tower 3

Height 13' , above ceiling/floor 2' thick

Connected with; Private standard "Dimension-on-call" Door (orange) to [6K Archives Tower 2](#), or [5K Archives Tower](#), Steel ladder and trapdoor up to [8J Archives Tower Roof](#). Arched windows

Color/Material Theme; The Floor of the Archives Tower is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets dark Emperador marble, and above that crème colored plaster, the ceiling is also covered by a gypsum arched fabric shaped into a faintly arched ceiling and colored crème. The room is well lit by several orbs of continual light. This room has 2 feet deep book closets on all walls, where records are kept about everything ever happened in (and about) the GSM. The name of any students is listed, his/her classes, teachers, test and learning results, behaviour, teacher's credits, spells learned, special projects manuscripts (*with a detailed description, of all effects based in the manuscript*). Sometimes private notes are stored here too, like discussions between the various teachers, headmaster, GSM crew, guests, but these are limited to the real letters and documents. The room is filled, but there will be at least stock for another 100 years of documentation. *One of the most interesting and incomplete collected Special Student Projects is of the Temporal Gate Bridge of Ardelphia documented by an adventurous student (and companions) of which the names are lost. The story is however very interesting and alluring (for more on this bridge see <http://6inchnails.deviantart.com/art/Temporal-Bridge-Gate-637192471>).* There is no chance for actual knowledge on spell research, but special projects may have information hidden within which could help. As this are is semi-public, any student is allowed (at the cost of 15Dc/hour) to search within, however the chance to really locate what is desired is a base 25% if name, year, topic, and dormitory (or profession in case of teacher/staff/guest) of the writer is known. For each of these missing a 5% penalty is used. There is generally a waiting list of 1d8+7 days. No more than 4 students are allowed at the same time. There is no such limit to teachers or staff or registered guests, this 10% chance can extend the waiting time by another 1d3 days. Theft is treated harshly to the full extend of the Glantrian Law. Copies are allowed, but nothing stored may leave this room.

Main Building Level 8



The Grandmaster's Tower or Great Tower; Floor roof is placed in a slanted position to enable rain water to disperse. There are 1" diameter copper drainage pipes infused in the external stone walls directed towards the main roof below, to prevent spoiling the walls. Altitudes in purple on the map are of the lower and higher parts of the vaulted ceilings below, the brown lines and numbers are the altitudes of the catwalks. The black altitudes are the areas normally accessed. Teahouse (B) at 113' altitude
 The height of the room varies greatly, but the Main Roof (E) sections of the roof are at 111' altitude with 1 foot in thickness, (making the main roof 112' altitude) and the section of the roof underneath the Teahouse is at 112' altitude with 1 foot in thickness, (making the Teahouse 113' altitude) and the floor/ceiling above the sections within the round Tower (A, F, G) are at 127' altitude with a 2 feet thickness, making the ceiling at 125' .

8A Vaulted Ceilings above the Music Hall and Organ Room.

(In separate map section left.)

Connected with; The catwalks over the vaulted ceilings connect with the air hatches to the outside, but also with the trap door above the Organ [8F Upper Hall](#), to [8B Tea House](#) by a steel ladder and secret door, on the central pillar underneath the Teahouse and to [8K Platform of Adventure and Freedom](#) by the same steel ladder going down. A section of this area is placed underneath the 8B Tearoom, which is easy, as that room is a few feet higher.
 Five hatches (2' x2') hidden just under the top edge of the outside wall and Middle Roof (E) to give some light, provide a healthier air current (including to the Music Hall & Organ Room), but giving access for bats & pigeons to reside within.
 This is a very good place to hide if you can reach it. Many are unaware of this location and if, they are uninterested or afraid as it seems very fragile, dark and creepy.

A total of about 100-150 pigeons and 500-1000 common bats living here. The bats hunt insects above the city at night. The pigeons forage at day. There are rarely large bats and if only in the late summer to hide for the daylight.



There are a lot of nooks and crannies to use in this fashion, and multiple ways to escape if need be the hatches are large enough to crawl through and then lower yourself down by rope, flight or climb up.

Color/Material Theme; [https://en.wikipedia.org/wiki/Vault_\(architecture\)](https://en.wikipedia.org/wiki/Vault_(architecture)) Wooden (Oak and Pine) walkways are placed along the walls and over the vaults, to protect the vaulted ceilings from damage, although the vaults are actually very sturdy.

Some students "steal" a pigeon here, travel elsewhere and use the pigeon to return secret messages here...the problem to this lies where the pigeon and when lands and if at all. Pigeons can travel 46 miles/hour between 10 to 13 hours a day.

All in all these animals deposit a lot off droppings here and the depths of the vaults are thus mostly filled with bird/bat guano (which can be sold to illusionists for Dc/pound) where smaller vermin like worms, mice, bugs.

Trying to reside here longer than 4 hours requires a saving throw vs. poison each 4 hours (or sufficient means to resist micro dust, like being a Werebat, or using wet cloths, or Survival magic) or suffer Pneumonia.

Pneumonia: Normal Infection Severity=1d8=> Mild; 1-3 Severe; 4-8 Terminal; special
This lung disease affects the whole lung, where infected moisture has infected the whole and especially the lower parts of the lungs. The character will show overall weakness (all statistics halved for the first week), and must regularly cough. When the patient fails three Saves vs. death ray in a row, he will start coughing up blood and all his statistics will lower by one each day after the initial week, until his Strength or Constitution reaches 0 and the patient dies. If not cured but succeeding the saving throws, the patient will remain sick with overall weakness and coughing. A Cure Disease or Heal spell will stop the decline instantly and cure the patient in 24 hours; common herbal/alchemical treatments will also halt the decline after 8 hours and cure the patient in 4+1d4 days.
For more on diseases of Mystara and game use read; http://pandius.com/diseases_and_healing.pdf

Some of the rare students which have contracted Werebat Lycanthropy might reside here once in a while, if these are enlisted currently on the GSM.

DM; Hiding a Secret

A friend or dormitory member requests help by a secret Note, directing them here. They have to find him/her, then discover that he/she is hunted and is a secret lycanthrope, of a species unknown to them. They have to help their wounded friend out of the city before its face is known. A lycanthrope hunter has hit the victim with several silver arrows which can't be removed due barbs unless with clerical help, but worst of all, one of these contains a magical tracker enabling him to find him and then kill it. This adventure plays upon loyalty to state law, school, friend, dormitory and others. To succeed the must remain contact with others with this information (or even having a wounded person with them) as low as possible, but needs those to help; so mental trickery and loyalty is needed. This adventure is great to make strong bonds. Balance the adventure on the average PC level; Friend as equal/Werebat shape as 1.1, Hunter has twice as many trained dogs AND helper as the amount of PC's, trained Bloodhawks, (see Mystara Monster Manual compilation chapter Animals page 116 MMMC2.) and is a fighter with 2 steps higher Bow/Crossbow/Sword weapon Mastery than the Highest in any weapon (as per Rules Cyclopedica page 75-81) and has a magical + to all weapons and armor per 5 average HD/Level of the Group. The student PC's may use the pigeons if so desired/needed.

8B Tea House

(In separate map section, up left)

Height 13' , above ceiling/floor 1' thick, Teahouse floor at 113' altitude, ceiling at 126' altitude

Connected with; [8E Middle Roof](#) by 4 arched glass doors, [8A Vaulted Ceilings above the Music Hall and Organ Room](#) by a secret door hidden in central mirror. High small windows (in separate map section right of main tower), "Dimension-on-Call" door south.

Color/Material Theme; erected above the Vaulted Ceilings this room with a stone floor and a patterned Marfil crème and Marianna green marble tiled floor with golden seams. The room is



covered with the purest of White Marianna marble adorned with historic and legendary (fairytales) images which recount a specific story over a 4 hour period. These magical paintings are placed in golden richly embossed picture frames. The ceiling plastered in a similar white fashion is adorned with similar golden decorations with a pure crystal chandelier on a purple velvet covered chain. The mirror on the back-wall (adorned like a painting) is actually a secret door to the Vaulted Ceilings.

The mirror is actually a very tactile illusion with a forcefield in front. It can be bypassed easily as the password is; "Let me through" which can't be altered. From the inside this word is known as it is written on the wall. If passing the mirror illusion, you find a wooden ladder going down to [8A the Catwalks](#); you could climb around the platform further down onto the hidden ladder there and reach [8K Platform of Adventure and Freedom](#).

8C Stairway

Is also [7D Stairway](#) and [9C Stairway](#). Connected with; [7F Small Hall](#), [9A Main Study Room](#) by stairway up, at 95' altitude by 3' x 2' door and 1' wide Stairway, reaching from 97' to 127' altitude.

Color/Material Theme; this area has a stairway with steps of Crema Marfil Crème colored marble and Connemara serpentine marble elevations. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, as the steps are reasonably wide, this still is an easy stairway; however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is airflow up, due the open connection with the Outer Hall, and warm interior air rises, as such, the air is fresh, especially when there are windows or doors wide open on the higher levels.

8D Stairway

Height 13' , above ceiling/floor 2' thick from 101' altitude to 106' altitude (right below to Vaults)

Connected with; at 10' altitude by 3' x 2' door and 1' wide [8C Stairway](#) up, [8F Open top Organ Hall](#) by no ceiling.

Color/Material Theme; This wooden 1' wide stairway is not very steep but still dangerous, it is very easy to fall down to [7F Small Hall](#) (falling 10' for damage 1d6 or [6B the Organ Room](#) falling 25' for damage 3d6), luckily the eastern wall offers some support.

8E Middle Roof

Height 13' , above ceiling/floor 2' thick 112' to 113' altitude (45' above main Roof), 4' high standard stone railing. Connected with; [8B Tea House](#) by 4 glass arched doors. Color/Material Theme; the dark grey marble is still visible in the curtain wall, but the floor of this area is covered with hexagonal tiles of Křtiny grey marble. The floor is 2% slanted towards the outside curtain wall where small rivets are cut in the stone to enable water to flow away with ease. No rain pipes are used anywhere on the GSM. Why, is unknown, but it is assumed, that there were no soft metals in those days the GSM was created from the FWA, none were made, and later they wanted no chances to the architecture. This means algae and mosses regularly give a green sheen to the dark grey stones, and students studying their Levitate/Fly spells are used to spray the walls with vinegar and other stuff to remove these tiny plants (this is mostly done in the first days of autumn, to prevent further spreading).

This area is used for teachers and the Headmaster to congregate, relax, and enjoy the school from above. Often foldable circular tables and chairs are set up (especially in warm weather) to enjoy drinks like foreign coffee and tea or even chocolatl, but mostly herbal teas and biscuits, or minute sandWitches (yes... **sandWITCHES**), instead sandwiches; *these are sandwiches shaped to resemble Witches and sorcerers, and are a treat to the GSM crew. Sometimes they are animated (duration; until spoilage) and may even fire sparkly spells (this is equal to the umami (sharp) taste or an irritating itch at best).*

DM: SandWitches

A fun low level adventure is that some of these treats escape and must be caught. The adventure becomes more dangerous if the characters are subjected to Diminution magic. In that case treat the sandWitches as 8th level casters with 3-3-2-2 spells and 4 hp/level (-1per8 hours passed after making them, or -1/minute being wet, which reflects the decay. They have an intelligence of 16; all other abilities are 8-1per8 hours. Spells used are Magic Missile, Shield, Light, Darkness, Entangle, Fl. Disc, Ventrilo., Invisibility, Levitate, Mirror Image, Web, Fly, Haste, Slow, Hold Person, Confusion, Wall of Fire, Wall of Ice, Growth of Plants, Charm Person, Charm Monster, Dispel Magic, Prot. Normal Missiles, Sleep, Dim Door, Fireball, Lightning Bolt, Icestorm.



8F Open top Organ Hall

Height 13' , above ceiling/floor 2' thick

Connected with; [7B](#), [7F](#) by open area, [8C Stairway](#), [8D Stairway](#), Catwalks [8A Vaulted Ceilings](#) by trapdoor end 1' wide ladder. Four 2' wide 10' high arched windows give light to the Organ Room below also shining upon here.

Color/Material Theme; This section of the Organ Hall is decorated by amber colored plaster. This is the room which curves around the organ, its tubes and machinery, and arches into a vaulted ceiling above. The supporting sections are bare of yellow veined brown marble.

8G Attic on top of Private Foyer

Connected with; [7B](#), [7F](#) by open area 10' lower, and steel ladder, Four 2' wide 10' high arched windows give light to the Organ Room below also shining upon here.

Color/Material Theme; Bare wood Floor, there are no walls except one curving wall South to West which is the wall of the small Hall 7F. This section of the Organ Hall is decorated by amber colored plaster. This is the room which curves around the organ, its tubes and machinery, and arches into a vaulted ceiling above. The supporting sections are bare of yellow veined brown marble. Various crates and boxes, old furniture is stored here. The dust layers are thick, as this area is rarely visited.

8H Tower of Experiments Roof

Floor 2' thick at 114' altitude (63' above main Roof), 4' high railing of standard stone.

Connected with; [7K Tower of Experiments: Classroom Astronomy/Astrology](#) by stairway and trapdoor down, [8I Astronomy Stairway](#) by standard door and stairway up in tower.

Color/Material Theme; Basic bare Grey Granite stone, standard decorated tailing of grey granite. Standard curtain wall. There is a standard hole in the middle to be used for a flagpole. However, mostly a stopper with a ring is used instead, but the floor of this area is covered with hexagonal tiles of Křtiny grey marble. The floor is 2% slanted towards the outside curtain wall where small rivets are cut in the stone to enable water to flow away with ease.

8I Astronomy Stairway

Height 13'

Connected with; [8H Tower of Experiments Roof](#) by stairway down and [9G Astronomy/Astrology Stairway up/down](#) by stairway up. Small arched windows along stairs at shoulder height.

Color/Material Theme; This tower is created at a much later date than most of the buildings of the GSM, in fact it was created 955 AC as a replacement and better positioning (and not always open to the sky and weather) of the former rooftop. This structure is built with powerful beams of magical steel and covered with magical stone merged with the hole created manually in the top of the Old Keep. Internally the materials are covered with Mahogany wood on all surfaces. An architectural feat on itself,



as this was only the attachment and 'foundation' to this tower, the rest was constructed manually in a period of 2 years with the use of 1' thick 2'square rock bricks made of old very sturdy granite to resemble the Old Keep. The copper globe housing on top was made in three sections (bottom, adjustable top and closing lid) by a copper worker in his workshop and finally hoisted up by a well trained group of 7 griffons and positioned correctly before fixed to the brickstone tower. The precious apparatus when the bottom was placed and timed thus, that when the top was placed, they all needed to do was readjust it to be fitting correctly with the lid.

8J Archives Tower Roof

Floor 2' thick at 112' altitude (61' above main Roof).

Connected with; [7N Archives Tower 3](#) by steel ladder and trapdoor.

Color/Material Theme; Basic bare Grey Granite stone, standard decorated tailing of grey granite, but the floor of this area is covered with hexagonal tiles of Křtiny grey marble. The floor is 2% slanted towards the outside curtain wall where small rivets are cut in the stone to enable water to flow away with ease.

8K Platform of Adventure and Freedom

Connected with; [8A Vaulted Ceilings above the Music Hall and Organ Room](#) by steel ladder up

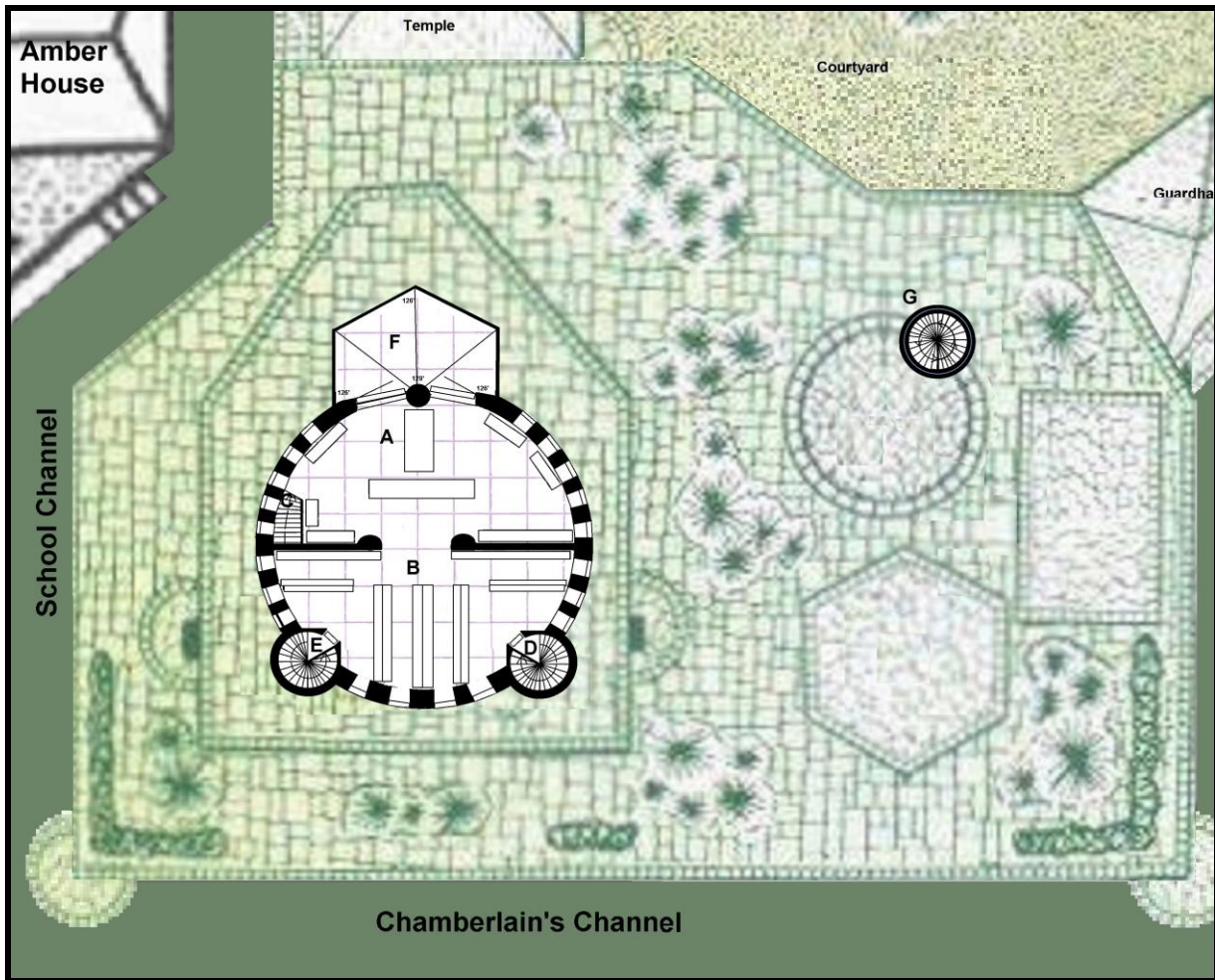
Color/Material Theme; this is a small 4' x3' platform, barely enough to hold two people at the same time.

This area is very special; several different Immortals make use of a glitch in the planar integrity of Mystara located on this very spot. As such they placed a small Plaque with the text; "Speak to Me, I am far away".

DM: A passage to a thousand adventures

When using Contact Outer Plane or Commune you will get connection to an Immortal as per normal spell. This immortal may be answering a few questions, however, on this location, he/she/it will have a few question to the PCs themselves. The final result for the Immortal (if the players agree) is to open a vortex right in front of the PCs, allowing them to enter. This vortex will bring them to any location where the Immortal needs mortals to venture (or the DM likes to lure the PCs in any adventure). When the adventure is finished, the PCs can use another Contact Outer Plane/Commune and the Vortex will be reopened back to the Platform of Adventure and Freedom. This is an easy way for a DM to put literally any adventure he/she desires into the path of the Players.

Main Building Level 9



The Grandmasters Study; Floor is at 127' . In total twenty 2' wide 10' arched windows all around this section of the Great Tower. Although many seem to be partially covered inside by furniture or the "Dimension-on-Call" door, above all these items, these high windows still enable light to enter.

DM: The Artist's secret

On the ceiling hangs the turned upside version of an 85% complete skeleton of a Large Black Dragon (wings missing due lack of space). The tail is curving along the walls until it almost meets the head. Remember a Large Black Dragon has a length of 77' to 96.8' . This example has a length of 77' , combined of a 20' neck and skull, 10' wide 20' long body and 37' long tail with clawed arms of 10' long. There was simply no space for the 70' wingspan (wings 30' each +10' body) to display. Students are awed by the gigantic collection of bones, set upside down on the ceiling by thousands of metal wires and hooks. The skeleton is excellently prepared (and lacquered to prevent decay), and except for the weird positioning and the lack of wings, the display is thus excellently done that the dragon still oozes a fear aura which causes all lower level students/visitors/any other to refrain from entering these rooms of the Great tower.

Dragons inspire fear and panic in lesser creatures. The very sight of a Dragon causes creatures with fewer than 1 HD (as well as all non-carnivorous, non-aggressive creatures with fewer HD as the Dragon) to flee in panic for 4d6 rounds. Organized military units, trained war mounts, and single creatures with 1 HD or more, (but with fewer HD as the Dragon) are not panicked. They may still be stricken with fear if they are within the Dragon's fear aura. The fear aura surrounds the Dragon in a radius as specified with the Dragon by race and age, and in a path along the ground beneath a Dragon flying at 250 feet height or less. Creatures not automatically panicked must make saving throws vs. Turn to Stone or be stricken with fear for a number of rounds equal to the Dragon's HD. Those filled with fear receive a -2 penalty to all attack, damage and saving throws. Several Dragons provide save modifiers which must be applied to the Dragon fear saving throws. Creatures with the same or higher HD/Lvl as the Dragon are immune to that Dragon's fear aura.

The artist who did create this piece just recently (1013 AC 15 Nuwmont) finished the job with the total weight bones (33% body=13.333 LBS), used the body of the Black Dragon which Lady Princess Dolores Hillsbury had slain. Unknown to her, he also found something else; a claw and a few scales in the wounds of the dead dragon, on itself not a real impossibility, but although these scales were black, any other assumed they belonged to the dead dragon, but Griswold Peabottom (the artist bone composer) has never seen such dark scales nor a claw like this before, and it was in the wound as if the claw caused the wound. He tried to explain his suspicions to Etienne, but before he got an answer, Sir D' Ambreville was gone. Any tries to other mages thus far failed as they all don't see the differences between normal black scales and the one he had, nor did they find anything abnormal in the wound (it was caused by magic, thus its own claws could have caused it). Griswold stored the items until he can find someone truthfully and inquisitive enough to find out, what this is and what it means (would a Princess lie?). This is a typical high level specific Glantrian adventure resolving around the discovery of Princess Dolores Hillsbury being a Night Dragon, and involves magic, dragons, intrigue, politics, which all will have their impact upon the lives of the PC's.

9A Main Study Room

Height 13' , above ceiling/floor 2' thick

Connected with: [9F Eastern Roof](#) by two glass doors east, [9C Stairway Down](#), [9B Personal Library](#) by open arch west, "Dimension-on-Call" door south. The western walls between the Personal Library and this room is only 8' high, to enable the dragon being displayed properly on the ceiling, only the two pillars go to the top and give bearing to the higher levels.

Color/Material Theme; the floor is covered with Al-Andalus Red marble. The room can also be lit with a standard orb of continual light, which can be increased to daylight intensity or turned off on command. The western wall is adorned with a single 30' wide blue canvas bench. Small 2' tables are placed conveniently near the bench. In the east corner is a 3' diameter table with 4 simple wooden chairs for communal study. Several other simple wooden chairs and 2' tables are placed next to the windows. The standard study chamber floor is covered with an oaken floor. The walls are covered up to 4' high from the floor with dark-purple colored wooden panelling topped with a rising ledge of 3 inch, and above that the wall is covered with patterned wallpaper (mostly with books, magical creature, heroes, flowers and similar decorations) in a single light color. Two large work tables, in the middle of this room, with 2 bottle closets on the western walls, a scroll closet northeast (*with all kinds of handy spells to use in study/experimentation*), and two component closets southeast, and finally a small lockable rare component closet next to the stairs are the dominant pieces of furniture. Although many components are mixed here, the real testing is done in the experimentation rooms, and to prevent accidents happen, the "Dimension-on-Call" door is used to bring the often bubbling, foaming, oozing, smelling, smoking, stinking, or whatever mixture to the prepared testing areas above. On top of the closets some books, skulls and other stuff is stocked and a thin-leathery purple-brown 3' x2' , 50 LBS egg is stored here too. (This is a dead empty Black Dragon Egg, alive it would be 150 LBS). Two spells (Cantrip and Protection from Cantrips can be found lying around. In fact this is a treat for those coming here by the current Headmaster. Etienne did similar, and Harald decided to follow this habit. The protection spell is more hidden than the Cantrip, which lies open to copy or take. The scroll will reappear here after 24 hours if taken away. The "Dimension-on-Call" door here has no restrictions and can bring anyone anywhere in the GSM, even to rooms otherwise barred off, Privacy is respected and dangerous rooms are entered mostly normally.

Cantrip for Basic D&D

Cantrips are very weak variations of meddling with magical powers and energies. They have very weak effects and are unable to cause any damage or affect concentration. They are extremely fragile and can't be used as tools, nor are they able to duplicate or mimic any other spell. Magic users use them to impress, amuse or even brighten dreary Days. The good thing of power and component Cantrips is that the magical energies do not necessarily have to leave the body after casting. The caster must roll an intelligence check cumulatively penalized by -1 for each time the Cantrip is cast or another spell is cast. When the caster makes his intelligence check successfully than he is able to cast the Cantrip later again without lessening the Cantrip effects. Even when he does do other things, it is in fact as if the Cantrip was not cast at all. However, every time the Cantrip is cast or another spell is cast another check must be made to see if the Cantrip finally left the mind of the Spellcaster. This does also happen when the caster's mind is affected; this is done when he falls asleep, or unconscious, is affected by any charm spell or spell effect, or any mind-wipe magic like Feeblemind, or Forget. Then it must be memorized again. No more than one of each Cantrip can be memorized, it is impossible to memorize two or more of the same Cantrip. Cantrips count as first level spells in the available spell slots the caster has. A 12th level Mage can normally only memorize 4 level 1 spells and thus also only 4 Cantrips, more if he has learned the skill spell mixing. All Cantrips have a casting time of 1 and can't be cast from scroll. Any components aren't used up in the spell and remain usable if cleaned properly. There do exist some named Cantrips (Burp, Catfeet, Create Cheerios & Milk, Gallagher's Food to Mush, Horn, Listen, Scorch, Slap, Snatch, Spark, Turn Toddler, Tweak/Goose, Unbutton/Untie but we give here only the basic Cantrip spell

Cantrip Krakatos 745AC

Uncommon

Range: 10'
Duration: (1 Hour + Intelligence bonus)/level
Effect: Creates Minute Service Magic
Saving Throw: None

The Cantrip Spell is a practice for the apprentice teaching how to tap into minute amounts of Magical Energy. These Energies are unable to cause any damage or affect concentration. They are extremely fragile and can't be used as tools, nor are they able to duplicate or mimic any other spell. Magic users use them to impress, amuse or even brighten dreary Days. Cantrips can be ethereal music, recoloring flowers or silver glowing Magic balls or puffs of wind to flicker candles, spicing up meals and flavours or even a little wind to sweep up dust under rugs. They are household tools to make life simpler and entertainable. The simple effects created by Cantrips have unlimited potential in the hands of a clever caster. Some examples:

- *A wizard is resting in an inn when he is awakened by the sound of a burglar entering through the window. The wizard casts Cantrip to create wracking moans and cries emanating from inside a closet. Believing the room to be haunted, the terrified burglar may flee.*

- *A wizard is searching a dark castle when he discovers a dusty book lying on a desk. He remembers that similar books were trapped to explode in a ball of fire when touched; such books were marked with a skull on the front cover. The wizard casts Cantrip, creating a small breeze to blow the dust away from the book, revealing the skull on the cover.*

- *A wizard travelling through a jungle is accosted by a band of cannibals. The wizard casts Cantrip to create a puff of colored smoke. The intimidated cannibals, suspecting that the wizard wields powerful magic, decide to leave him alone.*

- *The companion of a wizard is about to engage a dangerous opponent in a duel. The wizard casts Cantrip to cause a slight itch on the opponent's face. The opponent is distracted, giving the wizard's companion a momentary advantage.*

- *A menacing warrior stands before the party. The wizard casts Cantrip to create a banana peel in front of the warrior. The warrior takes one step and falls on his face.*

The spell will affect at least 100 feet of ½ -inch-diameter climbing rope, or an even greater length of a smaller rope (such as might be used to pitch a tent). Using it to help set up camp is rather frivolous, but it may be handy for taking down a tent quickly if the party does not include a character with the Rope Use skill. The spell also has obvious utility in climbing situations. If a protrusion is only a few inches out of a character's reach, he can extend the end of the rope as far as possible and then call upon his magic-using companion to bind the rope to the protrusion.

Protection from Cantrips GSM 755AC CA Sundsvall 755AC

Rare Level 2 Abjuration spell

Range: Touch
Duration; 5 hours + 1 Hour per level of the caster
Effect: Creature or object touched
Saving Throw: None
Casting/reading Time: 1 round

By casting this spell, the wizard receives immunity to the effects of Cantrips cast by other wizards, apprentices, or other creatures that use the Cantrips spell. The spell protects the caster, or one item or person that he touches (such as the spell or a drawer containing spell components). Any Cantrip cast against the protected person or item dissipates with an audible plopping sound. This spell is often used by a wizard who has mischievous apprentices, or one who wishes apprentices to clean and shine an area using elbow grease rather than magic. Any unwilling target of this spell must be touched (THAC0) and is allowed a save vs. spells to escape the entire effect. This spell was invented at the Great School of Magic in Glantri and also at the Collegium Arcanum in Sundsvall Alphatia, roughly the same time (755AC), to prevent Cantrip pestering.

9B Personal Library

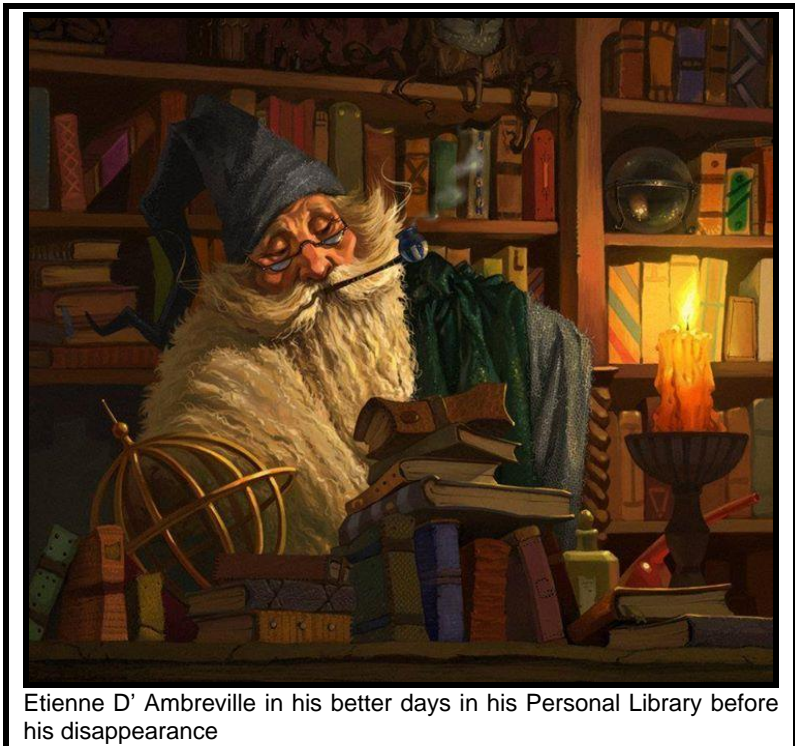
Height 13' , above ceiling/floor 2' thick

Connected with; [9A Main Study Room](#) by open arch east, [9D Turret South Stairway up](#) by standard door Southwest, [9E Turret North Stairway up](#) by standard door northwest, Four of the 2' wide 10' high arched windows of the Great Tower in the west, give light to the Library, the 12 book closets are placed in rows to get the most of it. The eastern walls between the Main Study Room and this room is only 8' high, to enable the dragon being displayed properly on the ceiling, only the two pillars go to the top and give bearing to the higher levels.

Color/Material Theme: The Floor of the Library Hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets dark Emperador marble, and above that crème colored plaster, the ceiling is also covered by a gypsum arched fabric shaped into a faintly arched ceiling and colored crème. The room is well lit by several orbs of continual light.

This room has 2 feet deep book closets on all walls, and another row, back to back in the middle of this room, beginning at the pillar at the Long Hall. In the pathways between the closets lie 5' wide thick Darokinian tapestries as long as needed. These are placed here to keep movement sounds low. This area it is school policy to keep vocals low (whisper), and refrain from any ordinary or even vulgar sounds. This room is used as a library for a variety of sources and contains many rare books. If searched through deeply, the same sources can be found which led Etienne D' Ambreville to discover the Radiance (*which could be an interesting adventure for higher level mages*). 65% of the sources here are books, 13% are scrolls, and the remaining 22% are other sources; Shells, skulls, plates, leaves, orbs, memory stones with recorded illusions, etc.). As this is a private room there are 43 scrolls stored with one or more spells, but also explanations/description of use, effects are described, There is at least one Crystal Ball with a Cloud Crystal Ball function (see spell), several small caskets holding magical gems, wands, rods, jewellery and similar can be found in this chaotic and unorganized library (DM use your fantasy...many of these offer other usage than the standard items, most of these are more useful in normal (magical) life than in combat situations). An old dusty paper and parchment smell lingers, sometimes tinged with the scent of the remnants of a recently Cloudkill spell against vermin. In the time of Etienne as Headmaster a scent of pipe smoke was always present. (Which set under an automatic repeat every 5th day at 24:00).

Bookworms are a great menace in any library; more on these dangerous pests (*at least to your books, scrolls but also your spellbook*) can be found here; <http://pandius.com/Monster Manual 3.pdf> page 1073.



Etienne D' Ambreville in his better days in his Personal Library before his disappearance

9C Stairway Down

Is also [7D Stairway](#) and [8C Stairway](#). Height 13' , above ceiling/floor 2' thick

Connected with; [7F Small Hall](#), [9A Main Study Room](#) by stairway up, at 105' altitude by 3' x 2' door and 1' wide [8D Stairway](#), reaching from 97' to 127' altitude.

Color/Material Theme; this area has a stairway with steps of Crema Marfil Crème colored marble and Connemara serpentine marble elevations. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, as the steps are reasonably wide, this still is an easy stairway; however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is airflow up, due the open connection with the Outer Hall, and warm interior air rises, as such, the air is fresh, especially when there are windows or doors wide open on the higher levels.

9D Turret South Stairway up

Height 13'

Connected with; [9B Personal Library](#) by standard door (lockable)

Color/Material Theme; this area has a stairway with steps of Crema Marfil Crème colored marble and Connemara serpentine marble elevations. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, as the steps are reasonably wide, this still is an easy stairway; however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is airflow up, due the open connection with the Outer Hall, and warm interior air rises, as such, the air is fresh, especially when there are windows or doors wide open on the higher levels.

9E Turret North Stairway up

Height 13'

Connected with; [9B Personal Library](#) by standard door (lockable)

Color/Material Theme; this area has a stairway with steps of Crema Marfil Crème colored marble and Connemara serpentine marble elevations. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs curve through the old walls, as the steps are reasonably wide, this still is an easy stairway; however, one must keep cause, as the irregularity in the width of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is airflow up, due the open connection with the Outer Hall, and warm interior air rises, as such, the air is fresh, especially when there are windows or doors wide open on the higher levels.

9F Eastern Roof

Floor at 127'

Connected with; [9A Main Study Room](#) by two glass arched doors.

Color/Material Theme; This area is the bare stone, covered with slanted oaken wood and then sealed with copper plates, folded and thus merged together in 4 triangular segments, to enable the water to fall off to the sides. This area is not regularly walked upon, as it can get very slippery, and though the fall is only 15; it is best prevented. The doors are often opened when the study room is used for "smelly" or "smoky" experiments, or just to refresh the air on this level.

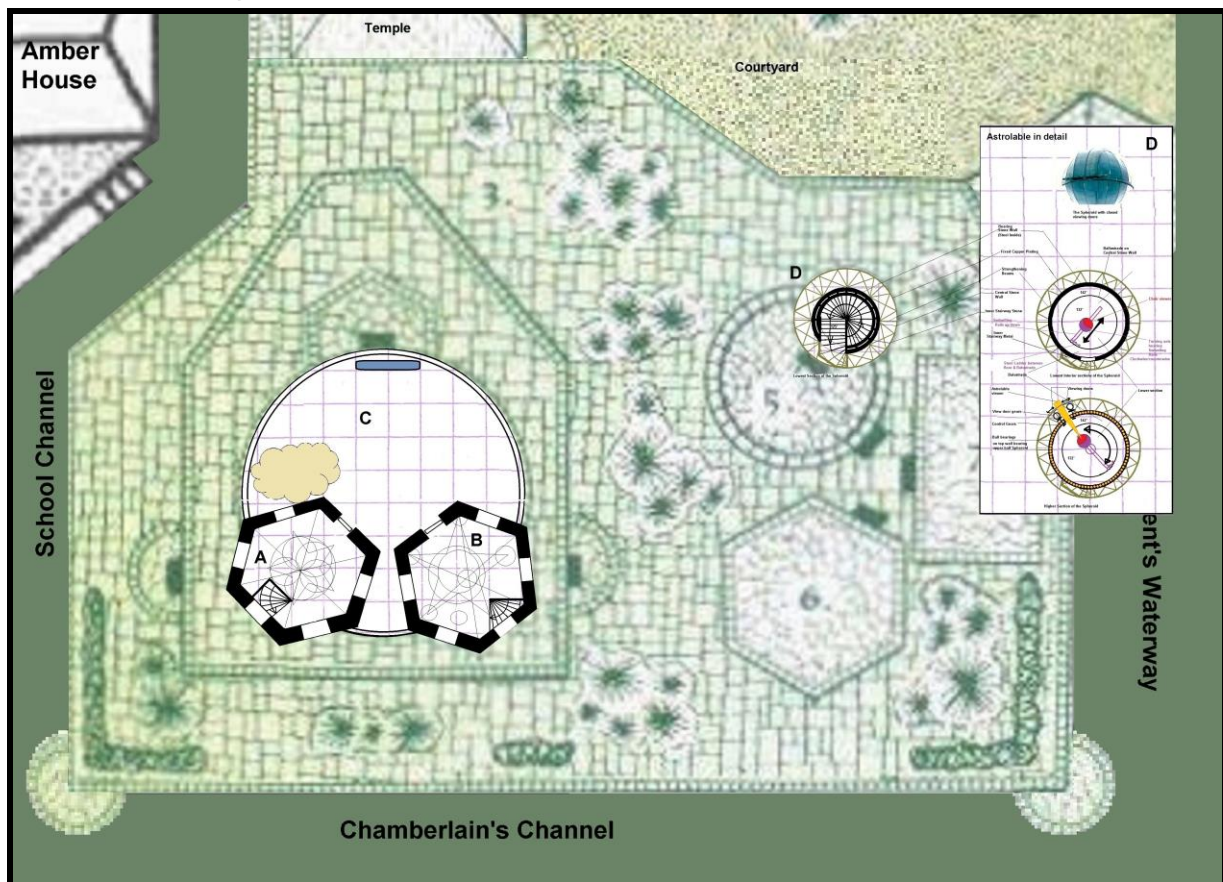
9G Astronomy/Astrology Stairway up/down

Height 13'

Connected with; [8I Astronomy Stairway](#) down, and [10D Astronomy/Astrology Laboratory](#) by stairway up. Small arched windows along stairs at shoulder height.

Color/Material Theme; This area has a 5' wide steep left curving up stairway with threads of Crema Marfil Crème colored marble, with some severe erosion due use. The walls are covered up to the ceiling with Ivory Cream plaster. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. As the steps are small and high, one must keep cause not to make a misstep and fall. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is airflow up, due the open connection with the Outer Hall on Level 2, and warm interior air rises, as such; the air is fresh, especially when the front doors are wide open.

Main Building Level 10



The Top Level; Floor is at 142' ceiling at 155' (1' thick) making roof at 156'

10A Grandmaster's Northern Experiment Room

Floor at 142', above ceiling/floor 1' thick ceiling at 155' roof at 156'

Connected with; [9E Turret North Stairway](#) by open stairway down, [10C Grandmaster's Private Griffon Landing](#) by standard door. Five 3' wide and high arched windows.

Color/Material Theme; The floor and 3' of the wall are covered with triangular tiles of blue Azul Claro marble, the rest of the wall is covered with simple plain brown wallpaper. The window has dark red heavy velvet curtains and two railing besides each window (left and right), these are used to pin the curtain between the wall as to prevent outside light to enter (some liquids don't accept light). There is one large light Sněžník marble table in the room, often placed in the blind corner next to the stairs down, filled with various alchemical equipment as further detailed in [4K Classroom Laboratory Techniques & Apothecary](#). The roof is equal in appearance as the Private Grandmaster's Griffon Landing, but often dirty and 'coated' dirtied, with defecations of the Griffon.

10B Grandmaster's Southern Experiment Room

Floor at 142', above ceiling/floor 1' thick ceiling at 155' roof at 156'

Connected with; [9D Turret South Stairway](#) by open stairway down, [10C Grandmaster's Private Griffon Landing](#) by standard door. Five 3' wide and high arched windows.

Color/Material Theme; The floor and 3' of the wall are covered with triangular tiles of blue Azul Claro marble, the rest of the wall is covered with simple plain brown wallpaper. The window has dark red heavy velvet curtains and two railing besides each window (left and right), these are used to pin the curtain between the wall as to prevent outside light to enter (some liquids don't accept light). There is one large light Sněžník marble table in the room, often placed in the blind corner next to the stairs down, filled with various alchemical equipment as further detailed in [4K Classroom Laboratory Techniques & Apothecary](#). The roof is equal in appearance as the Private Grandmaster's Griffon Landing, but often dirty and 'coated' dirtied, with defecations of the Griffon.

In this room the following items are stored; <http://www.pandius.com/mstrobe.html> and <http://www.pandius.com/gsomstff.html>.

10C Grandmaster's Private Griffon Landing

Floor at 142', Floor 1' thick

Connected with; [10A Grandmaster's Northern Experiment Room](#) by standard door, [10B Grandmaster's Southern Experiment Room](#) by standard door.

Color/Material Theme; Basic bare Grey Granite stone, standard decorated tailing of grey granite. Standard curtain wall. A stone water basin is placed on top, refreshed weekly, as is a 15' x10' x3' high bunch of hay or straw where Perfurion sleeps. Though accessible, this is not advised by others than Perfurion is familiar with, especially if recently using a horse, as the creature might decide to snack upon you...it is not the first time. A warning note is posted on the inside of the experiment doors at eyelevel. The Griffon is free roaming, responds to calls (whistles) and is trained not to fly low over the houses and thus hunt below, however, it does often hunt anything flying over the city except humanoids, but a Pegasus passing by is a treat not easily refrained from.

Perfurion (Mountain Griffon – *Gryphus montisae*)

Age 13, Loyal to by Etienne D' Amberville and since recent Harald Haaskinz.

AC 3, AV 1 no armor, Leather Barding Multiplier x5, AV armoured 2+1=3, HD 7, hp 48, THACO 11+2=9,

Attacks: 2 claws/1 bite for 1d4 +2each and 2d8+2 damage. Any AV reductions on the beak damage are reduced by 2.

Move: 120' (40'), Flying: 360' (120'), MF 1B Load: 3,500 cn at full speed, or 7,000 cn at half speed.

ST 17, IN: 1d4+1, WI 14, CO 11, DX 16, CH 10 Save As: F4, ML: 10 AL: Neutral

XP Value: 450

Type: Monster (Uncommon), Day active, Carnivore, Size; 5' at shoulder, 9' long wingspan 28' , weight 2000 LBS, Terrain: Mountain.



Etienne D' Amberville and his Griffon Perfurion as depicted by the artist Walter Colvin

10D Astronomy/Astrology Laboratory

Located at 137' and 142', Height 13' , above ceiling/floor ½' thick topped at 152.5' altitude.

Connected with; [9G Astronomy/Astrology Stairway up/down](#).

Color/Material Theme; Slivenec Brown marble floor, edges to the wall Slivenec grey marble, walls covered with Sněžník; Light marble and above windows doorways Nehodiv grey marble. The actual sphere is made of large segments of copper riveted together to form the lower half of a 20' diameter spheroid, and actually hangs on the top of the central tower. The copper has taken a green oxidized sheen on the outside. The upper half of the spheroid is placed on steel balls in an enclosed ring on top of the inner tower where it can be moved horizontally aside along its vertical axis.

This room has a central area 10' lower than the entry, with a 10' diameter. This actually lies straight upon the 10' wide stairways connecting this room. The stairway curves aside when the lower regions (at 137' altitude) of this spheroid are reached, and enters on the 10' wider balustrade. From here the 20' diameter spheroid shape of the turning part of the room curves up again reaching a 152'ceiling (external 152.5').

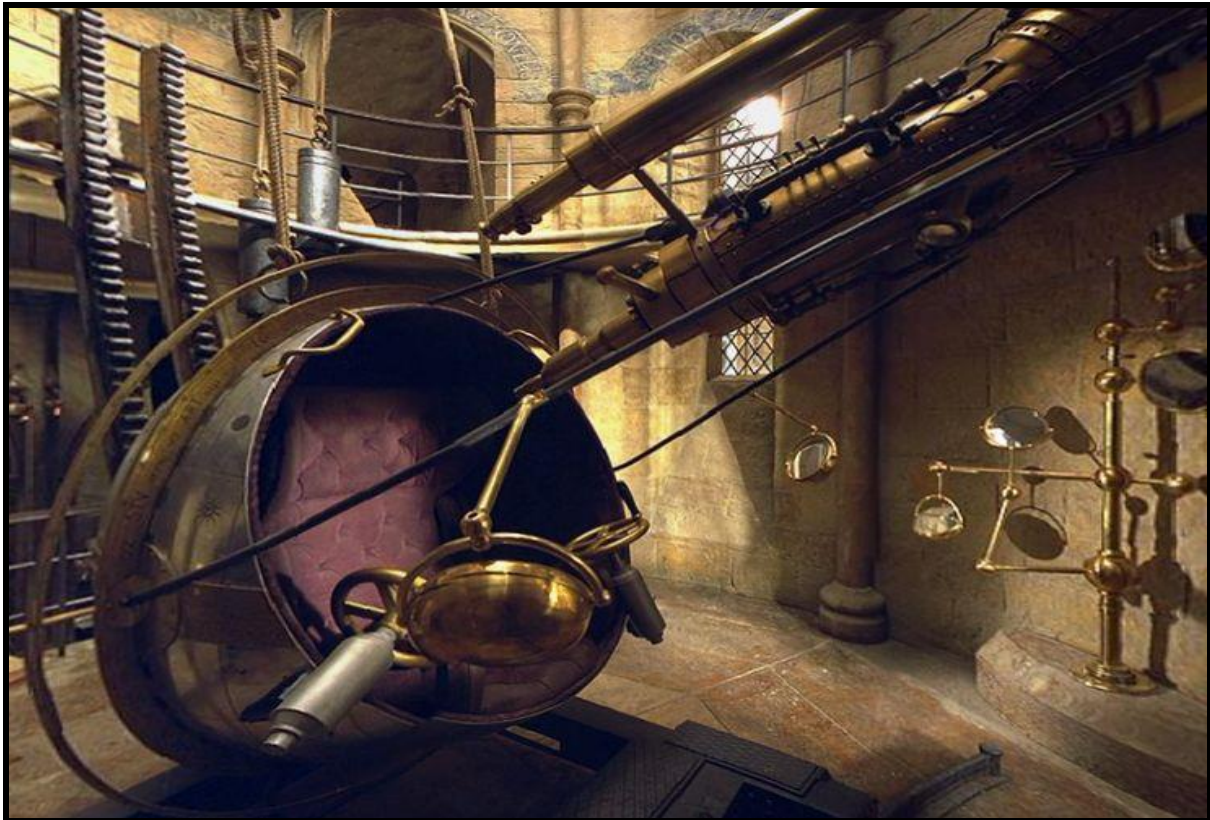
There is a pair of gear rods slightly curved going from the balustrade down until it curves over the floor where it is connected to a large swivelling disc. Upon this rail is placed an awkward faint purple velvet covered egg-shaped chair, which is connected in front to a huge monocular Astrolable viewer, and several swivel wheels.

When the seated person swivels the chair up, the Astrolable will swivel down, if he turns right, the gear rods and the upper spheroid half of the tower will swivel (roll on the balls on top of the wall) to the right. As the Astrolable swivels on top of the stone cylinder of the tower itself and the interior balustrade, the upper spheroid half rotates 'floating' a half an inch above the lower half.

By using a combination of these near to any position is possible (except straight up (thus above 85° angle and below 25° angle). As the whole contraption actually rests upon the inner walls and the balustrade, it is very light in use. The balustrade allows viewing from there and going down by a steel ladder,

The only heavier manual labour is turning the two gears to open or close the two viewing slits of the spheroid upper half and enabling the Astrolable to stick a 3 feet out.

This takes three successful strength checks lasting 2 minutes each. Swivelling takes 2 rounds for a 90° horizontal rotation on a successful Astrology/Astronomy check (or a Dex & Int check at -5); else it will take 1 minute (6 rounds). Swivelling up or down takes 2 rounds for a 10° change on a successful Astrology/Astronomy check (or a Dex & Int check at -5), else it will take 1 minute (6 rounds). The lenses can enlarge theoretically up to 20,000 times. The item is magical and increases clarity, removes vibrations, blurriness, and color. Using various magical lenses different light frequencies can be viewed (The whole spectrum from X-rays to radio waves). Lenses have magic like; X-ray vision, infravision, detect magic, etc) and can thus be use in darkness.



This room has space for 15 students, but they must move aside when the Astrolable is swivelled in any direction. The area between the stone tower and the copper spheroid would normally need regularly cleaning of flown-in animals, insects, and crawled-in spiders. As such a feat is disturbing and dangerous for the equipment, Etienne himself (*Autumn 1003 AC*) created a measured forcefield confined within the walls of the Spheroid, with only openings through the stairway, and a variable opening due the Astrolable lens (*this is why it needs sticking out 3'*), due this the lens may get wet in rain, but rain or any creature cannot enter the spheroid. The lens can be protected by a spell of evaporation, but it is preferred not to use the Astrolable in such bad weather. What the lens captures and transfers to the seated person, can also be seen by any other on the Balustrade due an imaging illusion reflecting all within the lens of the Astrolable (*this is an image similar to the Prometheus movie where the alien vessel creates a huge hologram* <http://www.psicocine.com/wp-content/uploads/2012/03/Prometheus.jpg>). This way students can see and learn at the same time. Yet experience is needed to understand and know of the details and movements.

For more on this Real World matter, <https://en.wikipedia.org/wiki/Telescope>

For more on Astronomy and the planetary system of Mystara, see; http://pandius.com/Threshold_15.pdf

For more on the Star signs and Astrology, see; <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=16621>

For more on Astrology and Prophecies you can use these cards; <http://stirvinolady.artstation.com/projects/keYxA>

Basic Astrology: The relationship of the stars, planets, and other heavenly bodies to magical processes and personal individual influences (i.e. Prophecies). Topics include lunar phases, astral movement, and the influence of Immortals.

Basic Astronomy; Knowing the properties and orbits of the celestial bodies

DM: Beyond the stars

This is an adventure resolving around the approach of twin meteors directed to Mystara. The DM must decide where these stones (a few yards diameter each) fall and what they bring. Don't forget to add prophecies and fulfilling them.

I have created a suitable hand-written adventure, but this is not digitized, checked and in English as of yet. It will be named as this quest and will be released on my Blog <http://breathofmystara.blogspot.nl/> Piazza <http://www.thepiazza.org.uk/bb/viewforum.php?f=3> and Pandius <http://pandius.com/index.html> when finished.

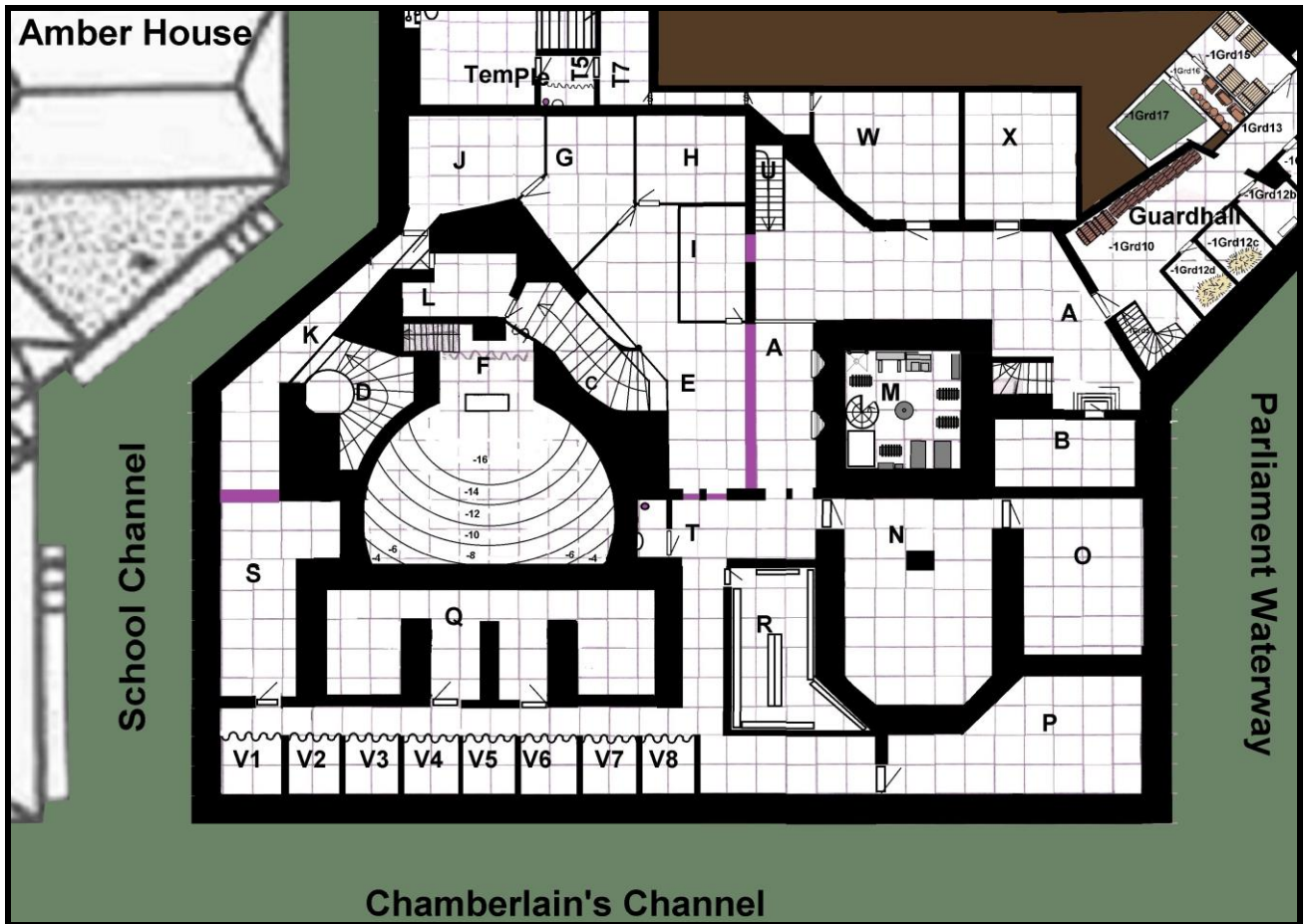
Another Solution is using the AD&D2 Gencon adventure [UK4 When a Star Falls](#), but this requires some extra work on the DM part to make it fit (Near or in Rockhome is advised) on Mystara.

Most (if not all) Astronomy Astrolable on Mystara will be designed around the same principle. As thus an astrologer/astronomer from elsewhere can easily work on the variant tower(s) elsewhere, and learn (share) all knowledge found.

*Well known Towers are located: **Glantri**; Glantri GSM + Mont de Glace + Klantyre, **Ylaruam**; Sulba + Jaboor, **Karameikos**; Castellan Keep, **Wendar**; Woodgate Tower of Twilight, **Norwold**; Alpha, **Thyatis**; Biazzan, **Minrothad**; Harbortown, **Alfheim**; Maelidor (even after take-over by the Shadow Elves this tower remained in use, but information is restricted now), **Sind**; Sayr Ulan + Jalbad, **Hule**; Azerun, **Nimmur**; Nimmur (unused but good condition)+ 2 forgotten in jungle, **Aeryl**; Gwylf + Mythror + Aulrun, Kyurdukistan; Djukhra, **Isle of Dawn**; Helskir + Newkirk/South Creek + **Nithia**/Kenaton + Akethotep + Pheneth, **Ochalea**; Waping Piao + Chi, **Aegos**; Ptoteptah, **Alphatia** had several (at least 12, but these have become lost in the disaster, only **Ar** has 2 left (Zephyria, and Skyreach Prime).*

Other Mystara Astrology/Astronomy tables; <http://www.pandius.com/mplntsys.html>

5th layer Main Building Basements



Topping; (5' thick); dating 3435 BC, (but with many newer restorations of 450 AC, 750 AC, 845 AC, and some even recently in 1010 AC due erosion and war): located at: +5' above average water level

Containing; Main Courtyard, entrances to lower Temple (by [1T1 Temple main Stairway](#)), entrance to GSM dungeons (by [closed off stairway 1N](#)), entrance to lower classrooms (by [Deep Hall 1D](#)), entrance to storage basements (by [kitchen and dining hall](#)), entrance to lower rooms (by [archives tower and warehouse basement](#)). The former FWA and current GSM are erected upon this area.

Below the topping; dating; 3445 BC: Sunk between 3441 BC and 3445 BC: floor located mostly at: -15', thus below water level. **Containing;** Ancient Gasdrill tubing, material check-up chambers, residential area (49 chambers including Lower Temple, GSM dungeons, Lower Classrooms, Storage basements, Lower rooms, forgotten material check-up chamber below "Old Keep"). Rooms are exactly 15' high and made of the familiar 'magical'stone from the Blackmoor era ([Armoured concrete](#)). Although all rooms are exact in their measurements, time may have shifted the original floor levels; some rooms tilt a few degrees to another direction than horizontal, or are somewhat higher or lower than the average floor levels. If this is not only noticeable, it might be covered by a new floor, a few steps or a whole new room might be place within (average height 10' to 13') where everything is level again ([except some sections still reflecting the odd tilted angles caused by sinking in the ground](#)).

A large section of this level is closed off from the School of magic as something dire and dangerous resides within. All affected rooms are labelled red, and cold. Though not explained all teachers know (and often have experienced the danger themselves) why the area is closed off. Any students caught in trespassing will be punished and from then on severely checked, the way they entered closed up again after sending in a wizards eye and other scrying magic to see if the danger is still within.

This area was totally clogged with earth, debris, and water when discovered by the Flaemish. As the above park was slowly made more functional, and the new towers were created, this level was emptied of all found within. Not only tons of coagelated earth, mud, debris were found, but also burned skeletons, so crispy and old they fragmented when handled. Several heavily corroded metals were found and removed, yet also valuable metals were found. These were molten and used to mint the first coins of the Flaems. Some of these coins still exist; **Pavel** (rough round gold coin; 1.65 gp gold content per coin, emblazoned with magical symbols, assumed to hold magic, yet no coins were ever retrieved after the Principalities of Glantri came to be. Original monetary value equal to 5gp, Collectors value; 500gp, 2cn), **Koper** (hexagonal silver coin; 0.5 sp silver content, emblazoned with Flaemish family shields, these are the only coins still regularly used, yet not as currency, but as acceptance to someone entering that family, Original monetary value equal to 1sp, Collectors value; 100gp, 0.75cn), **Bal** (0.5 inch copper ball with 4 seals (placed like a D4), mostly used as game money for children today, Original monetary value equal to 2cp, Collectors value; 5gp, 1cn. **Zwaar** (rough square lead coin, money of the poor together with the Bal. However, this lead was later proven to be heavily toxic. The death toll caused by these coins was assumed in the hundreds, or thousands. Original monetary value equal to 1cp, Collectors value; 100gp, 2cn. All other materials usable (or interesting) ended up in personal belongings.

-1A Main Hall

Altitude; -14' below water level, the small section with the "Dimension-on-Call" doors is -15' below water level ceiling at 5' thick. Rooms 15' high

Connected with; [-1Grd 10 Prison Hall](#) by standard lockable door south east, [1D Deep Hall](#) by 5' wide steep oaken stairway up, [-1T Small Hall](#) by 1 step ledge west and dual arch. There are two standard "Dimension-on-Call" doors on the southern wall towards the small hall. [-1U The Stairs](#) by stairway down, [-1W Work & Tool room](#) by standard door east, [-1X Private room Head Housekeeping](#) by standard door east, [-1B Pudding room](#) by small 2' x 2' vault door pressed against the ceiling west (locked and bolted with a warning sign; "**Dangerous!! Do not Enter!! Contains Black Pudding!!**") *There is also a dual Alarm spell on this door (one secretly by the headmaster and another openly here), which both ring when the door is opened.* The northern wall and former doorway to -1I are closed by magically created stone, but before the disaster this section was open to the "Dimension-on-Call" doors, enabling students to normally enter this level. The wall in the east of the Storage room (I) was broken down to a 1' high ledge, thus adding that section of -1E to this hall, although 1' lower. Currently the stairs U are used by the students but these were normally for personnel only.

Color/Material Theme; Floor; decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of Dark Emperador marble, and above that amber colored plaster.

Most of the Northern wall is a recently created magical wall of Stone to prevent what is looming dangerously on the other side to come outside.

-1B Pudding room

Altitude; -14' below water level, room 15' high

Connected with; [-1A Main Hall](#) by small 2' x 2' vault door (locked and bolted with a warning sign ("**Dangerous!! Do not Enter!! Contains Black Pudding!!**") on the outside. Upper Latrines by Dimensional door on ceiling. There is also a dual alarm spell on this door (one by the headmaster and another in -1A Main Hall), which ring when the door is opened. Mess from the upper Latrines is transported below by a permanent miniature Dimension Door underneath the Latrine, reappearing on the ceiling of the Pudding chamber

Color/Material Theme; The room is completely tiles with 5'square Nero Marquina Black Marble tiles with a slip spell on it, as an extra safety measure to prevent the Pudding from escaping. It is also filled up to 5' deep with water. This dilutes its acid attack to 1d6. For more on the Black Pudding read this MMMC Lowlife article; http://pandius.com/Monster_Manual_3.pdf page 1021-1023.

DM: Some Pudding...Dear?

As Puddings reproduce by division two new Charm Pudding spells must be cast and one pudding must be removed and relocated from the pudding room—a very dangerous and denigrating job for students of minimum 5th level, but a very interesting adventure. When the puddings are removed one would be interested in what will be dropped in the Latrines. This monthly resembles Treasure type P, Q, R, S, T, U, and V together, except any organically matter will be consumed. Of course any object the PC's know has been dropped will be found here in addition to any treasure. If it is more than 1 month ago that the chamber is checked/cleaned, roll once again for each month or part thereof. This can't be more than 6 months in any way, as by then the Pudding will have divided and acute help is needed. One important note in the light absorbing darkness coming in the nearby future (see The Organ of Tomorrow) is that while the darkness envelopes this room, nobody can or dares to inspect this room, as thus it will be very possible the creature divided, and both escape to roam the GSM rooms in darkness. This would soon become even be more dangerous as when it is free it will consume much more organic matter and grow correspondingly. It might even be able to become an elder Pudding due a combination of overabundant food and magical components. It will not gain magical powers other than those mentioned in the MMMC chapter Lowlife (link as above).

Feeblemind Pudding GSM 910 AC

Rare Level 4 Enchantment spell

Range:

240'

Duration:

Permanent until dispelled or splitting

Effect:

"Programs" a single Pudding to act a special way.

Saving Throw:

Negates

This spell will erase all the puddings learning to date. It enables the pudding to learn from the scratch, providing him with a perpetually new market. This spell is used in the so-called "Black Pudding Trash Disposals". In these large stone or ceramic jars or canisters a Pudding (and this can be a Brown, Black Green or White Pudding). The jars are specially treated so the Pudding has extremely difficulty to leave it (and making it absolutely impossible when closed). The spell is placed on the pudding, and it will eat any organic material thrown into the canister. There is one inescapable danger to these canisters, and that is not the slim chance that the pudding will escape, since the spell has "programmed" the pudding to eat only what is thrown on it. But that it will slowly grow, and split in two completely new puddings (as if struck by a cutting weapon, actually its normal reproduction method), with no memories of their last combined form, and it will know only one thing: "Eat food", all other things it has to learn anew, This splitting takes place—depending on the food given—between 5 and 10 months. Other uses of this spell include a pudding to guard a special area, or clean it of all organic materials (like a battlefield or graveyard) before any building takes place on these places. Remember that the basic thought of a Pudding is and always stays: "Food, must eat", and can't be changed.

-1C Old Major Stairways

Altitude; -15' below water level, Height 15' , above ceiling/floor 5' thick

Connected with; Stairways up [1N closed off Stairways to Basements](#) north, Low on ground upper steps Secret Door in [1F Auditorium](#), [-1E Abandoned Lower Hall](#) south. This room is actually the lower section of [1N](#).

Color/Material Theme; this area has a 10-12' wide gentile stairway with threads of Marfil Crème colored marble and Connemara serpentine marble rises. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is bare oak beams and boards, and here and there not even visible due the cobweb, dust and filth of ages. These stairs curve through the old walls, first right then left. As the steps are reasonably wide, this still is an easy stairway, however, one must keep cause, as the irregularity in the width (and damages) of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage).

As this area is closed of, everything is covered with dust, some debris and animal deposits (rats/mice). Every nook and cranny is filled with common dust and cobwebs. Several steps of the stairways are broken, segments missing, stains of ancient blood can be found, all revealing a combat happening long ago. An old basement scent lingers in the air as there is no ventilation. Saltpetre crystals grow in the grooves of the marble tiles.

A washing urn on a pedestal is placed here, there is water in it and it radiates magic if checked (it is a minute hole to the Plane of Water, opened only if the water goes below a specific level.) There is also a copper Rooster on a Pole. This is in fact the symbol of the Rooster dormitory which before the disaster was located on this level. If someone (even the spiders) pass within 5' it cockatoos shortly audible in the stairway.

There are also some benches below the stairs, but these have eroded beyond repair by the webbing, and droppings of the spider(s).

An escaped 2 HD Tarantula spider nests here (below the stairs), and though it feeds itself mostly on rats and mice, an unlucky student sucked dry would fill its belly for a few weeks at once, and might even enable it to grow an HD above standard. When it has indeed feasted upon a demi-human (oid) it retreats into the hole it made for 4 weeks until it sheds to its new skin, at which time it is vulnerable (AC-4) for another week. Thereafter it will try to feed again. Its shedding however is discarded on the stairs and may thus give knowledge how large it is. DM!! As it has no mate, it can't reproduce, however, eggs are laid and neglected and as thus can deem worthy as spell components or dinner. They have a value of 2 Dc each (1cn each). Eggs rot away in 2 week, and many dead spider egg humps can be found within this area; being stacks of whitish 1 inch balls in webbing.

-1D Old Stairways Down

Height 15' , above ceiling/floor 5' thick

Connected with; [-1K Abandoned Hallway](#) by open arch, [-2D Old Stairways](#) down

Color/Material Theme; this area has a 10-12' wide gentile stairway with threads of Marfil Crème colored marble and Connemara serpentine marble rises. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is bare oak beams and boards, and here and there not even visible due the cobweb, dust and filth of ages. These stairs curve through the old walls, first right then left. As the steps are reasonably wide, this still is an easy stairway, however, one must keep cause, as the irregularity in the width (and damages) of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage).

As this area is closed of, everything is covered with dust, some debris and animal deposits (rats/mice). Every nook and cranny is filled with common dust and cobwebs. Several steps of the stairways are broken, segments missing, stains of ancient blood can be found, all revealing a combat happening long ago. An old basement scent lingers in the air as there is no ventilation. Saltpetre crystals grow in the grooves of the marble tiles.

-1E Abandoned Lower Hall

Height 15' , above ceiling/floor 5' thick

Connected with; [-1C Old Major Stairways](#) north, [-1I Abandoned Storage room](#) by standard lockable door east, [-1H Abandoned Classroom](#) by standard door east, [-1G Abandoned Experiment room](#) by standard door east, [-1J Abandoned Classroom](#) by standard door north. The southern wall and western arches are closed by magically created stone, but before the disaster this section was open to the "Dimension-on-Call" doors, enabling students to normally enter this level. The wall in the (now A hall) east of the Storage room (I) was broken down to a 1' high ledge, thus breaking this room into two halves. Currently the stairs U are used by the students but these were normally for personnel only.

Color/Material Theme; the floor of the History Hall is decorated by roughly half a foot sized polished marble tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of Dark Emperador marble, and above that amber colored plaster. 5 dead mages, all adorned with the McGregor shield are lying around. Together with 7 guards, and 2 guard hounds, all directed as if fighting against a single source in front of the [-1G Abandoned Experiment room](#).

-1F Auditorium

This is actually [1F Auditorium](#), which is created in the ground and hence actually is on this level. For more information see there.

-1G Abandoned Experiment room

Altitude; -15' above water level, Height 15' , above ceiling/floor 5' thick

Connected with; [-1E Abandoned Lower Hall](#) by standard door west

Color/Material Theme; this room is where the experiment went wrong, and any room in this area (red labelled) is affected by the disaster. The room is mostly unaffected; the ancient stone is still bare (save some paint remnants of the ages past). The sturdy floor is unaffected, and covered by a layer of the "magical" stone the tower was created by (*Blackmoor Armoured concrete*) but is covered by Thyatian Light Pink marble sheets. These seem very resistant against experimental damages. The walls are treated with Gorgon's blood, but the "magical" stone itself holds powerful metals and fibres (*carbon*) making it nearly impervious, the blood makes it resistant against magic. The only marks found here are burns and can be removed by cleaning. Only a few metal school benches are here, but instead 3 large metal tables are places so students can experiment under supervision of a teacher. Equipment, components and all other stuff they need, must be bought, collected, harvested, or even stolen by one self...the teachers don't bother where and how they get the items, as long as they do. The room is in complete disarray due the disaster which happened here. The laboratory animals are all dead, although several mice and rats have escaped and propagated in the years following. Furniture is tossed about as if someone became enraged or affected by a very violent magic, or something awfully went wrong; A golem created or lycanthropy, who knows. The teacher or master was a man named Ludo Kolchitschki, an Alchemist of some sort.

DM the following information is only for the DM. If you are a player stop reading here;

It was in the year 1002 AC 15th Thaumont when Ludo Kolchitschki, a Master Alchemist specialized in protection/Abjuration magic infused his magical essences together. He just recently had discovered a strange yet very powerful source of magic being centred on the Great School of magic, probably from below. He also discovered that crystals seemed to be in tune with this unknown source. He had investigated, and listened, but never spoke a word. When his research went deeper he was suddenly threatened by unknown mages and barely succeeded an assassination attempt in the Silver Tower Inn.

He deduced correctly that this was due the magic source and that people wanted to keep it secret, and had discovered his attendance at their secret meeting through the crystal. His research was public, and all documentation was open to the public, who almost ate the revealed knowledge, the secrecy the secret mages so enjoyed would become more and more spoiled with each step he went deeper in his research. Using ancient spells and rituals from a book from the Fire Wizard's Academy from 456 AC he commenced. He did all well actually; his Thaumaturgical circles of protection were strong and powerful, he was experienced enough to hold the power and knew the spells needed. He no longer used the crystal to prevent the secret mages from spying on him.

But within a few days Etienne ordered him to seize his research on school grounds using school funds. He was instantly aware that the voice he had learned through the crystal was a slightly different voice, but exactly the same word use and dialect as Etienne; He was the one known as Rad. As such his investigative mind paused and pondered; if Rad was Etienne, and the Temples of Rad are thus following Rad through crystals, and the Crystal convening mages follow a voice known as Rad, then Etienne has a very great finger in the porridge known as Glantri. The power he discovered was named the Radiance by these crystal mages; Rad Etienne, Radiance, Crystals, Temple of Rad. His research further learned that there were Alphatian spies delving on the same matter, and Shadow Elves (who also did something obscure almost religiously with crystals) also investigated in Glantri. He spoke with several of these in secret to find out what they did know. From the Shadow Elves he learned that their Immortal the holy Rafiel spoke often with another Immortal named Rad about the Great Source of magic on the world; The Radiance. Although this elf thought Rad had created the Radiance, Rafiel tried to pluck the knowledge and power from underneath him and enable it to be used unrestricted also by the Shadow elves. When in such a conversation with an Alphatian he suddenly heard a familiar male crackling, Klantyre voice, Prince Brannart McGregor, never before noticed in the rural domains of the city and apparently he was in search of him, but due the crowdedness in the pub, they managed to escape by use of a Teleportation.

What the Alphatian later explained, made him realise that his discoveries lead to assume Brannart McGregor was also one of these crystal mages, or Radiance users as he named them, but had so much power absorbed that not only he was super-strong in this vile magic, he became an Undead. Ludo knew Brannart being very ugly, but never assumed he was an undead. Slowly all information fell together; Rad aka Etienne had discovered this Radiance, an unknown source of magic predating the FWA and GSM, probably this was the reason the FWA and the GSM were created on their location, the Princes have contact through the Radiance and manipulate the population by the Temples of Rad, and although there are no clerics, he discovered there exists an Immortal Known as Rad. As such it must be that Etienne IS the immortal Rad and through guise and manipulation he controls the land and population. Know it became logical why religion was illegal; they were competition to Rad. Now it became clear why the most powerful mages live closer to Glantri; they use the Radiance. In order to know more he needed to investigate the source itself; The Radiance. Etienne was actually doing High Treason in Ludo's opinion.

While he did this the War with Alphatia started and the world turned into turmoil. It was this turmoil which caused the Radiance users no longer to intervene with his research, or at least they seemed to refrain from doing so. His thoughts became more and more upon the lies Etienne had spun, and how he secretly created a religion around himself thus gaining power. Ludo was unknown if Etienne ever had been a mortal, or that everything was an Immortal spun lie from the beginning. He was also unknown what the Radiance actually was but by now suspected it was also responsible for the warped mutation found in several Princes. His assumption was some unknown crystal being the source.

The war and the political debates upon the revelations made everything even more clearly; apparently this source of magic was THE source of magic for the whole planet, and who controlled it had the might on all others, of course something the Glantrians under Etienne's rule would not let go easily, and the Alphatians, and many others coveted.

Then came the great bombardment of Glantri and the GSM. This was his opportunity, so Ludo thought, everybody being distracted in one way or another. He went to this experiment room and started the magical rituals to summon the Radiance. Yet beyond his will and knowledge a group of Immortals and some adventurers caused something to happen to the Radiance; Alphatia sank, a week of no magic came, and they altered the source of the Radiance from Energy to Entropy. It was in this week Ludo did his experiments. Deadlocked when all magic suddenly disappeared, he had prepared everything in such away that when magic would return (as it normally did in Day of Dread) he could instantly summon his magic in an attempt to take control of the Radiance. He thought it had a moment of vulnerability directly after the day(s in this case) of Dread.

And so he did, his spells and rituals were a success, and would have indeed brought him control over the Radiance, if not for the unfortunate effect that the source of the Radiance was altered. Now Entropy was drained to restore the Radiance to its former level of power, and in this Entropy washed over and through the delicate magic Ludo had woven, and it was Entropy which took control over him...or better said Ludo lost all control in the waves of entropic chaos, and the magic of the Radiance washed over him with all might. The combination of the magic and the entropy altered him. Within a few minutes he transformed into something similar to Brannart McGregor; a Radiance Lich...yet the Entropy changed his body and magic a bit further.

In effect he became a reversed Radiance Lich. With all the normal powers of a lich (his spells and now Undead powers), but also something completely different; he leaches on Radiance magic

Any hit by on his body, or by his hands, weapons, or even spells drains Radiance based magic away from the victim into his body. This causes a rapid regeneration (of 3 hp per spell level or equivalent drained... (example; a continual light gem and a stone giving continual light both will give him a regeneration buffer of 6 Hp instantly, A sword +3 gives him a regeneration of +9, a potion of healing triples its usage on him, a staff with 20 charges gives him 60 extra Hp, an Armor+3, +4 vs..... gives him +12 Hp). Also each physical attack causes him to wipe a mage head clear of spells and give him the respective levels he restores his cast spells with. This is thus strong that he can create an unlimited buffer of hp and spell levels each drain lasting 24 hours or until used (whichever first). If there is no Radiance based magic available he will drain intelligence and wisdom instead, where each point drained gives him a spell level and 3 hp to regenerate. This loss is permanent and can't be restored except by special magic. It was Brannart McGregor who became (with his crew) the first victim of Ludo's now bestial attacks. Brannart had discovered the mage still continued his forbidden research, as Rad had told him through the radiance crystal. So he decided to kill Ludo. He entered the basement of the GSM, where several students fled in panic. Investigating he noticed the remnants of the experiment, several lab animals dead turned in to dead husks. He went through the classroom where several dead students lay around, going through the other open door, he went down to the 4th layer of the basement where he met Ludo. The two Liches against each other, and a magical combat ensued. Though not physically hit, his crew was. And the spells he did cast made Ludo even stronger. Ludo had defensive spells memorized so he was extra resistant to physical attacks, invulnerable to magic attacks and healing faster than a troll on feeding frenzy. Meanwhile several other mages, spurned by the overall panic had come to assist, but nothing seemed to help. The guards died one by one and several mages followed. Noticing that Ludo had no real magic against matter, Harald Haaskinz decided to use Stoneform spells and prevents him from fleeing. As Stoneform matter is maybe magically created, it will lose its magic without losing its existence. With the use of a few mages knowing this spell the 4th level of the basement was secured. While Brannart slowly retreated, the 5th level was prepared, only the arches of the lower hall were still open. Ludo approached Brannart who just got out of range by using a Dimension Door spell. He almost had no spells left from his formidable magic arsenal, all used in vain. While Ludo was slaying the last guards and mages of Brannart, the arches were closed and Ludo was enclosed forever. To prevent magical transportation all walls and floors around the area were enchanted with Wall with No Doors spells. The cost was high; nine mages perished, 6 students, and 11 guards, and several guard hounds and lab animals. To keep it all under social control; it was decided this had been an attack by Alphasians, and so this disaster was put under the rug of secrecy of the GSM and Glantri. Ludo indeed did not have the means or knowledge to pass the doors. He could not memorize any other spell, as if his spells were burned into his brain. And he never had the strength to begin with. Slowly he turned bestial and began feeding on the corpses. Later he learned that it was the Radiance which changed him and kept him alive. All he could do was roam about in the hope somebody would end up here enabling him to escape.

Ludo has normal 27th HD Lich statistics (as per Rules Cyclopeda page or http://pandius.com/Monster_Manual_4.pdf page 1361 to 1369), with the above additional powers, and further details as given here. As such he is immune to all Radiance based magic, and thus can survive the final explosion when the radiance is drained completely. However, as all magic then is not Radiance based anymore, he will have nothing to this immunity, and in fact his extra ability of regeneration and spell replenishment will be gone. Magic will again have effect upon him. He will now though be able to roam about as a normal lich, which is powerful on itself. Ludo Has ST 7, IN28, WI 26, DX 8, CO 9, CH 6 the only spells he has available are; **1st level** (7); Read Magic, Remove the instrument of Death, Soothe the Beast, Sorcerer Transcription, Spirit of Servitude, Wandbane, Analyze, **2nd level** (7); Invisibility, Mirror Image, Web, Detect Invisible, Detect evil/good, Continual Light, Wizard Lock, **3rd level** (7); Brannart's Acidic Grip, Cloak against all Peril, Torrent of Death, **4th level** (6); Counter spell immunity, Elude the Deathblow, Ice Storm, Wall of Ice, **5th level** (6) Lapis Bonds, Cloudkill, Magic Defiance undone, **6th level** (5) Lower Water, Anti-magic spell, Cleave the magical Union, **7th level** (5); Amplify Mystical Endeavours, Consume the Wealth of Wisdom, Power Word Stun, Summon Object, Reverse Gravity **8th level** (5); Dance, Explosive Cloud, Mind Barrier, Power word Blind, **9th level** (5); Pierce Any Shield, Heal, Power Word Kill, Create Any Monster. (All spells mentioned above are derived from Glantri Kingdom of Magic and the Rules Cyclopeda). Most of these spells reflect the defensive means he tried to use against any averse effects by the radiance, as such his offensive spells are low, however, he took care to at least know some rapid offensive spells if he was to be disturbed by any Radiance mage or hired assassin.

Until the Radiance is gone he has no connection to Limbo, and can't be turned either. In fact as Clerical magic also has been affected by the Radiance Turning will give him 1 hp/level of the cleric, and any other spell will aid him as with normal magic. When the radiance is gone he will have contact with Limbo (or when he meets an opponent not using radiance affected magic) he will be having only the normal lich resistances. As there are no scrolls or books left below (he accidentally destroyed many, bookworms run rampant here, and those he did access he already knew) Ludo can't learn new spells, but when having access to new sources he could learn new spells as any other mage, and would become even more a dangerous foe. He will be very surprised if hurt by a magic spell when it is NOT Radiance based, yet before this is going to happen decades will have passed. Ludo dislikes warmth for some reason and many areas are frozen, with walls of ice or snow coatings caused by Ice storm magic. He also drains warmth from the environment, just by walking around, probably like a brown mould. As such all rooms enclosed are no warmer then just above freezing, some even below. Ludo disdains insects and spiders and leaves them alone, the rats and mice strolling around he kills if possible. When the Darkness envelopes this area, he will be reacting similar like all others; with fear, and research. Eventually he will discover that he can see (as being an Undead) in this darkness as if it were lit by candles, and come to peace with it, until even that passes. He will feel the entropy in the darkness and doubts if this is another effect of the Radiance or an attack form by Rad/Etienne. Ludo has become thus mentally unstable he will think everybody is an agent of Etienne, and after his hide/knowledge, especially Brannart McGregor. He will never believe Etienne is disappeared, believing this to be yet another lie. Soon he will think that the Radiance did not affect him, and assume he never changed at all, but other are changed. As thus he will kill anybody venturing in his enclosed domain.

DM: Lich or no Lich, that is the Question

This could be a very difficult adventure in removing this monstrosity. It would (normally) stay restricted in the Abandoned rooms section of the GSM, unless Ludo succeeded in escaping, then he would try to reach his abandoned tower south of Salute on the Termin Creek (<http://6inchnails.deviantart.com/art/De-Glance-and-High-Tower-1-mile-hex-615326279>). **DO NOT FORGET TO FULLY READ THE OTHER ROOMS IN THIS CLOSED-OFF SECTION!!**

-1H Abandoned Classroom Item Creation

Altitude; -15' above water level, Height 15' , above ceiling/floor 5' thick

Connected with; [-1E Abandoned Lower Hall](#) by standard door west

Color/Material Theme; Floor 4'square Křtiny grey marble tiles, Azul Claro Light Blue Marble wall with a Podol White marble ledge and a painted wall with a very light blue color. The closets are mahogany polished with wax to a reddish sheen. Various beakers and other laboratory equipment can be found here. Two dead students lie here, only bones discarded through the room and remnants of clothing and jewellery, stained by blood and rot spread around. All organics have been eaten by bugs of various kinds, including bookworms.

-1I Abandoned Storage room

Altitude; -15' above water level, Height 15' , above ceiling/floor 5' thick

Connected with; [-1E Abandoned Lower Hall](#) by standard door west

Color/Material Theme; Floor common grey granite tiles Walls; bare "magical stone" (*armoured concrete*) never adorned in any way. Two standard Orbs of Continual light hang on the ceiling activated by mortal vocals only. This room has locked closets on all walls and table closets (*top lid opening*) in a double row in the middle. The closets all have either glass or a metal grid door and are locked; these hold potions, philtres, brews, wines and such. The table closets have only glass lids and are locked also; these hold ointments, salves, and such. The keys are kept on a ring in the guardhouse available to all with admission rights. Most potions are stored in a holder or frame, but some may be closed in a box. A rare few are stored in containers with special conditions often magical controlled (affecting moisture, temperature, movement, light, or similar), disturbing these conditions will spoil the potion but may have even harmful side effects. (*DM use your imagination funny and sometimes dangerously, but not really deadly*). A faint chemical scent lingers in this room due spilled contents.

-1J Abandoned Classroom Enchantment

Altitude; -15' above water level, Height 15' , above ceiling/floor 5' thick

Connected with; [-1E Abandoned Lower Hall](#) by standard door south, [-1K Abandoned Hallway](#) by standard wizard locked door west

Color/Material Theme; The floor and 3' of the wall are covered with triangular tiles of blue Azul Claro marble, including its ledge of 4' (which is used to set up a row of potion bottles to be used for the students). The rest of the wall is covered with simple plain brown wallpaper. The Northern wall holds the blackboard, and several cards with alchemical explanations. In the corner is a large barrel holding several textile scrolls with further representations. There is one large light Sněžník marble table in the room, often filled with various alchemical equipment as further detailed in [4K Classroom Laboratory Techniques & Apothecary](#) . The southern and western walls are covered by high dark-colored oaken closets to store various bottles used for class.

This room is abandoned in panic; the bones of the victims (4 students, 3 guard hounds, 2 guards and a mage) lie round, scraped clean of any organic tissue by teeth. The door to [-1K Abandoned Hallway](#) is wizard locked by Ludo (at 27th level) as he no longer wants to be confronted with what happened here. His sanity is clearly waning.

-1K Abandoned Hallway

Altitude; -15' above water level, Height 15' , above ceiling/floor 5' thick

Connected with; [-1D Old Stairways Down](#) by open arch north, [-1L Abandoned Vault](#) by reinforced standard locked door south, [-1J Abandoned Classroom](#) by standard door east, The door is wizard locked by Ludo (at 27th level). The western wall is closed of by a magical created wall, room S was originally part of this room.

Color/Material Theme; Floor; decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of Dark Emperador marble, and above that amber colored plaster. Several corpses lie around; 3 Mages of Brannart McGregor lie in the western section together with 2 guards and 3 guard dogs. Some are partially eaten, but most have been decayed to a rotten husk of dead flesh. The stench of rotting flesh permeates the whole room.

-1L Abandoned Vault

Altitude; -15' above water level, Height 15' , above ceiling/floor 5' thick

Connected with; [-1K Abandoned Hallway](#) by reinforced standard locked door north.

Color/Material Theme; Bare "magical" stone of the Blackmoo era on floor, most walls and ceiling, and thinner wall bricks of the FWA era. Here are still stored the various magical items students did create in room -1H. There were 100 items in the year 1010AC. And each day of dread passing 7% ceases to remain magical (1011AC=93 items, 1012AC=86 items, 1013AC=80, 1014AC=74, 1015AC=69, 1016AC=64, etc). Most are potions, but there are also a few daggers, stones, keys, and even a sword. All these items are created by students of 15th or lower level, and their magic will reflect this. Ludo has never entered this room, and unless given a reason, never will be inclined to do so. As such this will be a good hiding spot. There are also 17 Beads of Potion inquiry (see GKoM page 96) still stored herein.

-1M Old Keep forgotten Basement

Height 15' , above ceiling/floor 5' thick ... Connected with; [1H Old Keep's Storage vault of Items](#) by steel ladder on the NE corner to a secret and centuries long forgotten trapdoor (currently blocked by a large chest, thus unable to open from this side). [-2M Old Keep Lower Machine Hall](#) by small stairway leading down and an elevator. *Since there is no energy to enable the elevator to function, only the manual version of using the crank to go up and down is possible. This takes 5' per round, and after each number of rounds equal to the one using the crank his/her constitution a constitution check must be made with a cumulative penalty of 4!! If failed the individual becomes fatigued. See [corporeal changes table](#).*

Corporeal Changes	Saves	THACO	AC	MV	Initiative	other effects
Blind	-4	-6	4+	x1/3	-1	int check-3 or Hear Noise to locate targets by sound
Deaf	-2	0	0	NA.	-1	Int check-3 to locate targets by sight, initiative -2
Invisible	0	6+	-6	NA.	not affected	Detect Invisible needed to see int Check to be located by
Paralyzed	Fail	0	becomes	0	0	until cured,can be killed in one blow
Prone	-4	-2	4+	0	-4	1r to get up
Sleep	Fail	0	9	0	0	awakened by force 1 sv.con to
K.O.	Fail	0	9	0	0	awaken, can be killed in one blow. 1 round prone thereafter
Fatigued Serious	-1	-1	-1	x2/3	-1	after Con. x rounds heavy if Fatigued and active=>
Fatigued	-2	-2	2+	x1/3	-2	con.check/round=> Failure rest for 1 hour to Fatigued
Exhausted	-4	-3	2+	x1/3	-4	If S.Fatigued and active=> con.check/round=> Failure rest 4 hours to recover; if resting; Con check or fall asleep
Stunned	-4	-4	4+	x1/3	-3	no concentration!spell/item/skill
Limped	-1	-2	2+	x1/2	-2	until cured

Color/Material Theme; Bare "magical" stone of the Blackmoor era (*armoured concrete*). With ancient burn marks as if a fire passed through here long ago (*which in fact it did in 3000BC when the gas chamber did burst into flame, incinerating the whole surface*). All metal here is partially molten and unusable. The steel ladder in the corner is partially molten, but still usable. This room can't be accessed by teleportation as the wall contains a high concentration of lead and gold particles and was treated with Gorgon's Blood making it impassable with magic. . *This was originally part of the original drilling tower, but as the structure began sinking into the ground the Blackmoor Redfen residents had strengthened and raised the tower. They added several levels on top of this level. The elevator itself has probably been modified with each new extension but in the Great Fire it was destroyed. As thus this area is nothing more than a very deep elevator shaft, there is however a (very unsafe) wall ladder here, which can be reached by climbing out of the elevator into the shaft. Each 20 steps has a 25% chance of breaking one off, causing the one using it to make a dexterity check to prevent falling and grabbing onto another step (causing a new % breaking roll of that step). A character using his/her climb wall ability lowers the breaking chance to 30% for each 20 steps per successful roll. A thief may guide others in climbing more safely and this provides them a Climb Wall ability of 30 % (+Dex adjustment) at best, but the thief must succeed an intelligence check to succeed in this attempt. Only one intelligence check is needed per character guided, but each additional character lowers the chance of success by 1 for all characters included. The best way to prevent falling is to secure a rope to the sides of the ladder, but a clever climber needs an int.check to know this.*

The steel ladder in the stairway shaft is partially molten, but still usable. Several steps are missing or are contorted, preventing those on it to move too fast and fall (2d6 damage); advised speed is 2 steps per round. This room can't be accessed by teleportation as the wall contains a high concentration of lead and gold particles and was treated with Gorgon's Blood making it impassable with magic.

-1N Scroll Enchanting Chamber

Height 15' , above ceiling/floor 5' thick (arched ceiling lowest end at 10' height). Connected with; [-1T Small Hall](#) by standard door north, [-1O Classroom Item Creation](#) by standard door south

Color/Material Theme; this room is made of the ancient FWA bricks and it is (and never has been) covered by paint, marble, wood, wallpaper or anything else. The reason for this is that this room is used to cast the spells onto the scrolls, and this process can go wrong if wrongly applied. There are several steel bars from the Northern to the southern wall onto which the inscribed scrolls are hung. These prepared scrolls are thus ready to absorb the spell itself to be release from its condensed form any later time when read. The text not only holds the enchantments to keep the magic within and enabling it to be released later, but it also describes the name of the spell, its effects, its power (which HD the caster had at the moment of casting), the casting time/date but also how to use the vocal, somatic (and sometimes even material) components in the right way to enable the spell to be released correctly. The room is lid with continual light gems in a dark bucket with a crystal on top of it, and mirrors within, to enhance the light bundle out and up. There are also several continual light spells on the wall which light up when someone is standing on the casting location between the middle pole and the walls. As such each wall has such a row of signal lights, which enable safety for those handling the scroll. It is rule that only one side at a time is used (and thus the lights burn) without supervision, and both with supervision of a teacher. In the latter case, the casting location must be free, when someone must handle the scroll.



-10 Classroom Item Creation

Height 15' , above ceiling/floor 5' thick

Connected with; [-1N Scroll Enchanting Chamber](#) by standard door north

Color/Material Theme; Originally a Store room for scrolls created in the Enchanting Chamber, after the disaster it became the relocated classroom of Item Creation, and was decorated as such. All tiles are reasonably new, and all furniture still smells of fresh paint/lacquer. The floor and 3' of the wall are covered with triangular tiles of blue Azul Claro marble, including its ledge of 4' (which is used to set up a row of potion bottles to be used for the students). The rest of the wall is covered with simple plain brown wallpaper. The Northern wall holds the blackboard, and several cards with alchemical explanations. In the corner is a large barrel holding several textile scrolls with further representations. There is one large light Sněžník marble table in the room, often filled with various alchemical equipment as further detailed in [4K Classroom Laboratory Techniques & Apothecary](#) . The southern and western walls are covered by high dark-colored oaken closets to store various bottles used for class.

It is this room that the basic techniques are explained by which magic item are created, as such are potions and scrolls learned first at 3rd level, at 5th level the design techniques start covering wands, rods and staves, to be changed to really interesting stuff at 9th level. This room has a 18 student capacity. Teacher; *Princess Amaryll Erewan*.

Item Creation; and yes contra dictionary to what the Rules Cyclopaedia says; magic items can be created earlier than 9th level; however, as can be seen the lower the level, the lower effect these items have, and the less continuous (most are single charge). Potions are mostly a mixture of alchemical components, sometimes charged with a spell, but this is not always the case (example Cure Light wounds potions are pure alchemical, hence they all are of variable strength and you need to roll 1d6+1 for effect), scrolls are literally cropped spells charged with the spell to be cast. One must keep in mind if the spell related to the item is unknown, the item as such can't be created. And the lower level, the lower effect these items have, the shorter its duration. But duration to make are triple as long when 3rd to 6th level, twice as long as 7th to 9th level, and have a penalty of 15% for success. Normal Chances for item creation success $([lnx Lvl] \times 2) - (3 \times \text{spell level}) = \% \text{ chance on success}$. Further read Rules Cyclopaedia pages 250-254). Scrolls cost basically 1000gp and 1 week per level effect (either HD/Hp/etc)...a potion of healing would thus have a cost of 1000gp an needing 1 week to make as it heals 1D6+1, a potion of Strength resembles a strength spell (2nd level) needing 2000gp and 2 weeks. These numbers are increased by the 15% penalty due lack of experience and knowledge. Any failure increases even that.

-1P Classroom Gem-cutting

Height 15' , above ceiling/floor 5' thick

Connected with; [-1T Small Hall](#) by standard door north

Color/Material Theme; Floor Slivenec brown, Dark Emperador walls up to 3' high topped with a Al Andalus Red ledge. Walls further covered with beige wallpaper with brown pictures of underground tunnels, creatures, gnomes, dwarves, wurms and such. Further a standard classroom with room for students. Each table has a hammer, chisel, magnifying glass, needle picks, files and such. There is a polishing drum and file roller, both driven by an unseen servant if needed. In the closet are most common gems in rough, rough-cut, cut, cut –polished, polished and polished-set state, as this has a formidable value this room is warded with a random Invisible Stalker attacking anybody other than the teacher. This stalker is recast weekly, or after its duration of punishment (invisible stalkers are often arrested for being illegally invisible according Glantrian bureaucracy—see Gaz 3). This room has a 22 student capacity. Teacher; *Sir Doug McGovann*

Students learn here not only the difference between the various gemstones in the variable states, but also the grounds where they are found in. The difference between the various sediments, but most and fore-all the cutting, of gems until they can be used in a polished version. An important reminder is that the gems have stages of value



State Gem	Average weight	Average value	Dust Quality	Dust Value
Rough	200+1d10%	5-10% standard	bad	1% Gem value
Rough-Cut	200%	20% standard	bad	2% Gem Value
Cut	150%	50% standard	normal	5% Gem Value
Cut-Polished	130%	70% standard	normal	2% Gem Value
Polished	100%	100% standard	normal	1% Gem value
Polished-Set	100% +Jewel	120-150% standard	none	na
Standard	as per Gem tables RC page 226		-	% as per Gem

as depicted in this table. Each change of a gem state costs 2 days of work (10 hours each), and changes follow only this specific order. However gemstones cut out of statues, are always Cut. Gemstones out of jewellery are always Cut-Polished; this means that gems pulled from a jewel instantly lose value and have to be restored properly. Dust is a component in various spells; bad gives 25% spell failure, normal none.

Gem Weights	
Very Small	1 cn
Small	2cn
Fairly Small	5cn
Normal	10cn
Fairly Large	15cn
Large	20cn
Very Large	30cn

As an explanation to weight, see table gem weights. See also Rules Cyclopaedia page 226.

-1Q Translocation Classroom (Practice)

Height 15' , above ceiling/floor 5' thick Connected with; [-1T Small Hall](#) by two separate standard doors west
Color/Material Theme; This oddly shaped room has a dizzying mosaic of Thyatian pink and Red Verona Marble on walls floor and ceiling. When seen correctly the Northern section of this room seems to be Pink with Red patterns, while the southern section of this room seems red with pink patterns. The northern entry corridor is fully pink, the southern is fully red. On the outside both doors seem normal but are made of reddish mahogany wood. This room is difficult to memorize, yet that is still the main purpose. To transport from one end to the other by Teleport, Dimension door and similar. Eventually this class will be taken outside the city and the destination will be this room. "The City Teleportation Ward" (<http://pandius.com/tprtward.html>) which most cities on Mystara have is negated, as in Glantri Teleportation is thus common that licensed mages just need to report their ability to Teleport and location of destination (*and a yearly payment of 100Dc*) to be enlisted in the spell to bypass it and arrive at the given location, normally this is ones own tower/home in the city, the GSM courtyard, Alexander Platz, The City Gates, or in the case of Students this very room. Of course this will be checked and registered; the Ward is adapted in such a way that each registered passer-by will be inscribed in a list when and where with how many they arrived. All others attempts at teleportation into the city will lead to arrivals next to the guards at a city gate, in a dead-end, so they can be held and questioned, without posing too much a risk. This room has a 22 student capacity. Teacher; *Sir Derghov Loeten*.

-1R Basement Library

Height 15' , above ceiling/floor 5' thick

Connected with; [-1T Small Hall](#) by standard door north

Color/Material Theme; The Floor of the Basement Library is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets dark Emperador marble, and above that crème colored plaster, the ceiling is also covered by a gypsum arched fabric shaped into a faintly arched ceiling and colored crème. The room is well lit by several orbs of continual light.

This room has 2 feet deep book closets on all walls, and another row, back to back in the middle of this room, beginning at the pillar at the Long Hall. In the pathways between the closets lie 5' wide thick Darokinian tapestries as long as needed. These are placed here to keep movement sounds low. This area it is school policy to keep vocals low (whisper), and refrain from any ordinary or even vulgar sounds. This room is used as a library for; **Scrolls, Penmanship, Magescript, Translocation, Gems, Conjunction, Enchantment, Transmutation, Item Creation**. An old dusty paper and parchment smell lingers, sometimes tinged with the scent of the remnants of a recently Cloudkill spell against vermin. If everything is silent and dark, it is possible to hear nibbling of mice or Bookworms except the first week after the last Cloudkill cleaning. In that case the scent of dead organic matter can be found if not removed.

(60% of the sources here are books, 11% are scrolls, and the remaining 29% are other sources; Shells, skulls, plates, leaves, orbs, memory stones with recorded illusions, etc.).

On the ceiling for all to see, and having a Read Magic available is the spell Encrypt (see below), but it will take at least 4 hours to scribe down.

Bookworms are a great menace in any library; more on these dangerous pests (*at least to your books, scrolls but also your spellbook*) can be found here; http://pandius.com/Monster_Manual_3.pdf page 1073.

Encrypt GSM 995 AC

Uncommon Level 4 Illusion spell.

Range: 10' + 1 feet per level of the caster

Duration: Permanent

Effect: See below

Saving Throw: None

Casting Time; 4 +casting Time

Components: A pinch of Dust or gray lint "Fluff", and a feather.

By means of this spell, a normal non-magical message containing up to 66 characters or letters written on parchment, stone, or the like can be made unreadable (even with magic like Comprehend Languages, Read Magic, and True Sight) to all but the Spellcaster, any being named in the message (regardless of the creature's wishes in this regard) and a specific recipient, who must be named aloud and pictured mentally by the caster at the time of the casting. Such a message will appear to all others as an illegible, smudged area radiating a dweomer (if Detect Magic was active). A cryptic message will remain until Erased magically, willed out by the caster (who may be at any distance, but must be on the same Plane to do so), or Dispel Magic is cast so that the magic is within its area of effect. Weathering and all other physical effects such as burning, scrubbing, or defacing the smudged area will not destroy the message as long as the actual surface on which it was written survives. Encrypt can be safely cast on any reasonably stable surface, such as stone wood, paper, but not usually with success on messages scrawled in soot, dust, or snow; it will still be clearly legible to those able to perceive it. The message doesn't glow or in any way attract attention to itself—an intended recipient may well not see it if not looking for a message or changing not to look in the right place. A message encrypted in a language unknown to the intended victim is not made legible by means of this spell; nor will it magnify script too small for the recipient to read. The text of a magical spell can't be concealed by encryption, but writing related to magic such as spell ink formulae, magical item processes such as enchanting a certain item or constructing a golem may be so concealed. No part of any message larger than the first 66 characters will be obscured or protected by this magic—attempting to encrypt such an overlong message would result in wasting the spell; the entire message could be read (or destroyed) normally. Additional writing in the same area after the spell is cast will not affect an encrypted message—thus a second message can be written on top of an encrypted one to further conceal it, without rendering the original message unreadable by those for whom it is intended. Moreover adding words or characters to a message known to be encrypted will not cause it to appear; the additions will remain clearly visible and the original will remain concealed.

Multiple *Encrypt* spells cast on the same or adjacent areas will not allow messages longer than 66 characters to be concealed, rather, when a 2nd *Encrypt* spell is cast, the concealed message of the first *Encrypt* spell will vanish forever, replaced by the second message. "Adjacent" in this case extends to areas of effect that are up to 10' distant, so that different walls in a small room can't be used to encrypt multiple messages. Different sides of a wall or object can't be used, unless the distance separating them is more than 10'. Writing used in encrypted messages can be very large, or very small, written on walls, mountain sides, or even small bones or slivers of wood, and still be concealed so long as the maximum of 66 characters is not exceeded. *Encrypt* may be used to conceal messages written by others, regardless of time elapsed since the writing, and will be effective in obscuring even runes deeply graven in stone, or letters formed by patterns of colored mosaic tiles. In such a case, the surface will appear faded, stained, discoloured, or even covered with a smoky, sooty deposit so that the message is concealed. No amount of physical cleaning will reveal the message. The range is the distance at which the caster can obscure a message with the *Encrypt* spell. A *True Sight* spell will reveal clearly the outline of an *Encrypt* spell's dweomer, but will not allow the message to be read, unless the viewer can deduce by the shape of the dweomer what is concealed. Written or engraved can be encrypted, but magical Symbols or Glyphs or even Runes of Power will be unaffected (thus not encrypted). *Encrypt will conceal, but not harm, the efficacy of protective symbols, Thaumaturgical triangles, and the like.* If the caster of *Encrypt* writes the message to be concealed himself or herself, this writing must be done manually; the spell can't cause the message to be written from afar, but only the encryption.

-1S Classroom Translocation (Theory)

Height 15', above ceiling/floor 5' thick
 Connected with; [-1T Small Hall](#) by standard door west

Color/Material Theme:

This room is tiled in a regular pattern of pink reddish Thyatian pink and Red Verona Marble on walls floor and ceiling. This room is filled with pink and red threads of 3' length hanging from the ceiling, and these are apparently necessary in the explanation on how and why teleportation, dimension doors, Gates, vortices and



even Elemental summoning are done. Although each mage will have its own way of verbal, somatic, material components, and thus affecting the general appearance of the spell, each teleportation is variable in effects depending on knowledge of the location and movement of the Planes. Many can go wrong.

Here is the expanded knowledge of the Teleport spell. All tables apply to all forms of Teleport, but a DM may choose if a result is not desired and exchange or ignore it. This room has an 18 student capacity. Teachers; *Sir Thomas Lizziene, Sir Faeren Tirith. (formerly also Miss Yriss Ghuth)*

Teleport (some decades before GRoF)

Basic Level 5 Evocation spell

Range: 10'

Duration: Instantaneous

Effect: Transports one creature with all equipment carried

Saving Throw: Negates

Reading time; 5

This spell instantly transports the caster or other recipient to any unoccupied ground-level destination on the same level of existence! An unwilling victim may make a saving throw vs. spells to avoid the effect. The recipient arrives at the destination with all equipment carried. The destination can't deliberately be one known to be occupied by a solid object, or above ground level. The chance of arriving safely depends on how carefully the caster has studied the destination area. Any creature teleporting into a solid object is instantly killed as his/her matter fuses with the solid material. For each Teleport, the DM rolls 1d100, and follows the Knowledge of Destination Table. **Casual knowledge** means that the caster has been there once or twice, or is visualizing the aiming point through Magical means. **General knowledge** means that the caster has been to the area often, is his home or study or has spent several weeks studying the area Magically (via Crystal Ball, etc.). **Exact Knowledge** means the caster has made a highly detailed personal study of the landing point (this takes several months, or is granted by special Magical means temporarily-like a Wish). **Unknown** speaks for itself. If this spell is cast on Outer Planes it loses one Dimension (as all other non-Immortal or extra-planar objects or beings) and becomes in function, duration and effect equal to a normal fly spell. If success is rolled, the table 2 must be rolled, but the danger of landing in matter is gone. Now matter (or you) is pushed aside violently; matter breaks/falls with at least a lot of noise or you suffer 1d6 damage due falling/bumping/etc. Most Teleports are audible to 100' (-10' per wall or corner in between) on both locations, those which are not produce a lot of light visible 10x as far.

Knowledge of Destination				Result
Unknown	Casual	General	Exact	
01-10	01-50	01-80	01-90	Success (use table 2)
11-40	51-75	81-90	91-95	1d10 x 10 feet too high
41-80	76-95	91-95	96-98	1d10 x 10 feet too low
80-00	96-00	96-00	99-00	Magical Disruption (use table 3)

Table 2 Displacement on success(never land inside matter, but push it aside violently)				
1d8	Unknown	Casual	General	Exact
1	1d20 feet North	1d12 feet North	1d8 feet North	1d4 feet North
2	1d20 feet North-East	1d12 feet North-East	1d8 feet North-East	1d4 feet North-East
3	1d20 feet East	1d12 feet East	1d8 feet East	1d4 feet East
4	1d20 feet South East	1d12 feet South-East	1d8 feet South-East	1d4 feet South-East
5	1d20 feet South	1d12 feet South	1d8 feet South	1d4 feet South
6	1d20 feet South-West	1d12 feet South-West	1d8 feet South-West	1d4 feet South-West
7	1d20 feet West	1d12 feet West	1d8 feet West	1d4 feet West
8	1d20 feet North-West	1d12 feet North-West	1d8 feet North-West	1d4 feet North-West
9-12	Exact	Exact	Exact	Exact
13	Temporal displacement 1d4 days back in time.			
14	Temporal displacement 1d4 days forward in time.			
15	Psychic winds causes the teleported to become lost for 3d10 days in the Astral and or Ethereal Plane.			
16	Energy displacement drains 1d8 power from a random Magical object (if total then item disintegrates)			
17	Energy displacement gives 1d4 power to a random Magical item (charges) (if none, no other effect but a glow			
18	Too much Dimensional travel wears out the Planar borders, preventing travel for 1d4 days on that Plane			
19	Mind wipe, all memorized spells are lost			
20	A unstable hole to another Dimension or Plane opens up for 10d10 rounds, and causes Dimensional pulling winds			

Table 3		
1d100	Magical disruption	Effect
1	Teleported successfully	but drained of all Magic
2		but drained of 1d4 levels
3		but drained of 1d20 hit points
4		but lost all items
5		but lost 1d4 items randomly
6		but lost 1 Magical item randomly
7		but temporarily slowed (as per normal spell)
8	Teleport nearby Destination	Teleported into the Ethereal Plane
9	Teleport Partial Successful	only all items to the destination area
10		only 1d4 Magical items randomly to the destination area
11		all metals only to the destination area
12		Teleported all Gold, Silver, Platinum, etc. only to the destination area
13		Teleported all gems only to the destination area
14	Teleport Excessively succesful	with all area 10 feet around the caster(including earth, stone etc.)
15	Teleport Failed	Soul Teleported to Limbo (thus Death)
16	Teleport succesful; Range excessively overdrawn	random destination 1d100 x 10 miles from the original destination on the same Plane of existence
17		alternate universe where some or all will be different to the caster
18	Teleport Failed	1d4 Astral Hounds in front of the caster
19		1 Lesser Demon in front of the caster
20		1d4 Lesser Demons in front of the caster
21		1 Greater Demon in front of the caster
22		1d4 Earth Elementals in front of the caster
23		1d4 Water Elementals in front of the caster
24		1d4 Fire Elementals in front of the caster
25		1d4 Air Elementals in front of the caster
26		party of 2d4 adventurer Diaboli in front of the caster
27		1 Soul Eater in front of the caster
28		1d10 Earth Fundamentals in front of the caster
29		1d10 Water Fundamentals in front of the caster
30		1d10 Air Fundamentals in front of the caster
31		1d10 Fire Fundamentals in front of the caster
32		1d10 Plasms in front of the caster
33		1d4 Giant Plasms in front of the caster
34		1 Nightwing 1d100 feet from the caster
35		1 Nightcrawler 1d100 feet from the caster
36		1Nightwalker 1d100 feet from the caster
37		large amount of Ethereal Goo (10cubic feet/lvl caster) in front of the caster
38	the mass of 1000 gp of Gold ore in front of the caster	

A save way to prevent teleporting too low, is either make a high tower, with lower rooms; so any mistake will make you land there instead in solid matter, or make several basements, or..., and this is the most expensive one, cover the whole floor with Lead, Gold or Gorgon's Blood, this will restrict the flaw from teleporting too low as it can't be bypassed magically.

Table 3 continued	Magical disruption	Effect
39	Teleport Successful	the mass of 1000 gp of Gold ore in the place of the teleported caster
40	Teleport Failed	the mass of 1000 sp of Silver ore in front of the caster
41	Teleport Successful	the mass of 1000 sp of Silver ore in the place of the teleported caster
42	Teleport Failed	the mass of 1000 cp of Copper ore in front of the caster
43	Teleport Successful	Teleports the mass of 1000 cp of Copper ore in the place of the teleported caster
44	Teleport Failed	the mass of 1000 pp of Platinum ore in front of the caster
45	Teleport Successful	the mass of 1000 pp of Platinum ore in the place of the teleported caster
46		Disintegrates 10 cubic feet around the place of the arriving caster
47		Disintegrates 10 cubic feet around the place of the teleported caster
48		Teleports 1 random creature around the caster to the destination
49		Teleports 1d4 random creatures near the point of destination towards the caster
50		Exchanges 1 random creature at the point of destination with the caster
51		Exchanges 1d4 random creatures at the destination point with the caster (caster appears at one of their random positions)
52	Teleport Failed	Teleports the destination area (10 cubic feet) around the caster as intact as possible
53	Teleport Successful	Teleports the destination area (10 cubic feet) at the place of the teleported caster
54	Teleport Successful but Planar Rupture	Opens a Vortex to the Elemental Plane of Fire for lvl caster rounds
55		Opens a Vortex to the Elemental Plane of Air for lvl caster rounds
56		Opens a Vortex to the Elemental Plane of Earth for lvl caster rounds
57		Opens a Vortex to the Elemental Plane of Water for lvl caster rounds
58		Opens a Vortex to the Outer Plane of Ice for lvl caster rounds
59		Opens a Vortex to the Outer Plane of Entrem for lvl caster rounds
60		Opens a Vortex to the Outer Plane of Old-Alphaia for lvl caster rounds
61		Opens a Vortex to the Pocket Plane of Pandius for lvl caster rounds
62		Opens a Vortex to the Dimension of Myth for lvl caster rounds
63		Opens a Vortex to the Dimension of Nightmares for lvl caster rounds
64		Opens a Vortex to the Outer Plane of Pyts for lvl caster rounds
65		Opens a Vortex to the Outer Plane of Mirage for lvl caster rounds
66		Opens a Vortex to the Outer Plane of Draesten for lvl caster rounds
67	Opens a Vortex to the Outer Plane of Brynn for lvl caster rounds	
68	Opens a Vortex to the Astral Plane for lvl caster rounds	
69	Teleport Successful, but collected essences from elsewhere	Around caster appears a smell of thousands of flowers for 1d4 hours
70		Around caster appears a smell of heavy acrid chemicals for 1d4 hours
71		Around caster appears a smell of heavy burned smoke for 1d4 hours
72		Around caster appears a smell of a lot of rotting flesh for 1d4 hours
73		Around caster appears a smell of much sweet honey and similar sweets for 1d4 hours
74		Around caster appears a smell of sour milk for 1d4 hours
75		Around caster appears a smell of rotting fish for 1d4 hours
76		Around caster appears a smell of leather work for 1d4 hours
77		Around the teleported caster appears a smell of ozone for 1d4 hours
78		Around the teleported caster appears a smell of musty moist air for 1d4 hours
79	Around the teleported caster appears a smell of alcohol for 1d4 hours	
80	Teleport Successful, but collected items/creatures from elsewhere	together with 1d20 Frogs, Lizards or similar vermin
81		together with a swarm of mosquitoes
82		together with 1d10 unarmed skeletons
83		on a large pink Cow
84		in clothing of the opposite sex (the original clothing is exchanged with someone elsewhere)
85		in a hula-hoop with a jester hat and a large bone rattle in hands
86		after an "herald" introduced the caster by real and fake name, actual Class and Level, real and fake alignment, real and fake profession, and real and fake status
87		after a loud fanfare introduced the caster for 1d10 rounds.
88		while blast of light bursts in the corresponding area's
89		accompanied by a fireball like effect around the caster of equal level as the caster.

Table 3	Magical disruption	Effect
continued		
90	Teleport Failed	Caster is Magically imbued that one of his items become truly Magical (effect DM!)
91		Caster raised one level of experience
92		Caster gets a special ability(DM)
93		Caster has one random ability score raised 1-3 points for level of the caster in days.
94		Caster gets a cigar
95		Caster gets a large orange pumpkin
96		Caster gets a small illuminate sphere (radiating light in 2 feet radius)
97		Caster loses his sanity temporarily (1d20 Turns)
98		Caster becomes insane (until cured)
99		A permanent one-way vortex from origin to destination area is created
00		A permanent vortex from origin to destination area, and visa-versa (will collapse if ever affected by anti-Magic)

-1T Small Hall

Height 15' , above ceiling/floor 5' thick

Connected with; [-1R Basement Library](#) by standard door south, [-1V Study Chambers](#) by curtains west, [-1Q Translocation Classroom](#) by two separate standard doors east, [-1S Classroom](#) by standard door east, [-1P Classroom](#) by standard door south, [-1N Scroll Enchanting Chamber](#) by standard door south, [-1A Main Hall](#) by open dual arch east
Color/Material Theme; the floor of the History Hall is decorated by roughly half a foot sized polished marble tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of Dark Emperador marble, and above that amber colored plaster. There is a small standard Latrine in the corner of the Hall.

-1U the Stairs

Height 15' , above ceiling/floor 5' thick

Connected with; [-1A Main Hall](#) and Stairs on 4th layer down.

Color/Material Theme; This area has a 5' wide average stairway with threads of Crema Marfil Crème colored marble and Connemara serpentine marble rises, with clear signs of erosion by thousands of feet in the years they exist. Broken pieces are glued on, or a new piece made to measure is glued on instead. The walls are bricks of clay (FWA era), the magical stone (Blackmoor Era) and are sometimes covered up to the higher floor with a lattice strips framework The railing is made of Ivory Cream San Cristobal Marble, but even here wear and tear has set in. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs go straight down 10 feet to a middle platform and turn around 180 degrees, and go for another 10 feet down until it reaches the lower floor. The process repeats itself further down. As the stairway walls are open inside and on floor levels arriving or going, there is a good view in this deep shaft of stairs. As the steps are reasonably wide, this still is an easy stairway, however, one can trip and fall. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is a soft airflow up, due the open connection with the Deep Hall on Level 1, and warm interior air rises, as such; the air is fresh, especially when the front doors on level 1 are wide open.



-1V Study Chambers

Height 15' , above ceiling/floor 5' thick

Connected with; [-1T Small Hall](#) east by curtains east.

Color/Material Theme; the floor is covered with Al-Andalus Red marble. The room can also be lit with a standard orb of continual light, which can be increased to daylight intensity or turned off on command. The western wall is adorned with a single 30' wide blue canvas bench. Small 2' tables are placed conveniently near the bench. In the east corner is a 3' diameter table with 4 simple wooden chairs for communal study. Several other simple wooden chairs and 2' tables are placed next to the windows. The standard study chamber floor is covered with an oaken floor. The walls are covered up to 4' high from the floor with dark-purple colored wooden panelling topped with a rising ledge of 3 inch, and above that the wall is covered with patterned wallpaper (mostly with books, magical creature, heroes, flowers and similar decorations) in a single light color.

This room is used by students currently not in class, on work duty, and thus free. Teachers can draw students away from here if wished so to do chores, if time on the student so permits. As this room is used as a secondary passage to the courtyard, deep hall and for the guards, concentration here might be difficult. The scent here is flowers due the vases of flowers placed in the windows. *Two cubicles have usable graffiti on the walls after their creation date by the authors, cleverly hidden with an encrypt spell (see [1R Basement Library](#)). V2 contains information where the knowledge of the Bone Club spell is hidden, which is visible to Necromancers of the Raven Dormitory only. V6 has a similar graffiti but on the ceiling containing information where the knowledge of the Fire Aura spell is hidden, which is visible only to any Fire Elementalist, and Abjurer. DMs can place these items anywhere on the GSM (including Dependence). The location holds all information needed to learn the spell, including components. These are replaced after use, once a month.*

Bone Club _____ 1007AC recreated by Laszlo Wutyla of Mariksen but assumed to be existing thousands of years in primitive societies, as proof of former use of this spell is found in ancient cave-art, corpse remains, and recently revealed to be used in the Hollow World by Brutemen and Beastmen.

Rare Level 3 Necromancy spell

Range: Touch

Duration: 1 round/level

Area of Effect: One bone

Saving Throw: None

Casting Time: 1 round

Components: An appropriately-sized bone and a pinch of dirt from a grave

A wizard can use this spell to enchant a bone, causing it to become a magical club. This magical weapon acts as a club+4 against Undead, inflicting 1d6+4 damage, and a club+1 against all other opponents, inflicting 1d6+1 of damage. The bone can be from any animal, providing the bone normally could be wielded as a club; for instance, a human femur could be enchanted by this spell, but a skull could not. At the end of the spell's duration, the bone club reverts to a normal bone. Characters with weapon mastery for a club/torch also have it with a bone club.

Fire Aura _____ created by Spyre Firestick of Glantri—12-10-1016 AC

Uncommon Level 4 Abjuration spell

Range: caster

Duration: 2 rounds/level

Saving Throws: none

Effect; caster only

By means of this spell, the caster surrounds his body with an aura of magical green fire. The fire aura extends 1' from the caster' and provides illumination in a 10' radius. The fire aura provides complete immunity to all forms of fire, both natural and magical (excluding Dragon Breath, Elemental and Phoenix Fire, but includes fire caused by these creatures). The flames can be extinguished only by Dispel Magic or a similar. Those touching the fire aura suffer 2d4 damage; additionally, if the touched victim fails to make his save, his body is set afire with green flames. The flames persist for 2d4 rounds and can be extinguished only by Dispel Magic or a similar spell. Each round the victim is engulfed in these flames, he suffers an additional 1D6 damage; the victim's THACO suffers a -2 penalty during this time. His AC vs. distance weapons is increased by 1 due the better chance at being targeted. Hide in shadows and other hide spells/ abilities are negated of course. Those resistant to fire are immune to the effects of this spell, but Fire Elementalists can cast this spell without dispelling any immunities to fire.

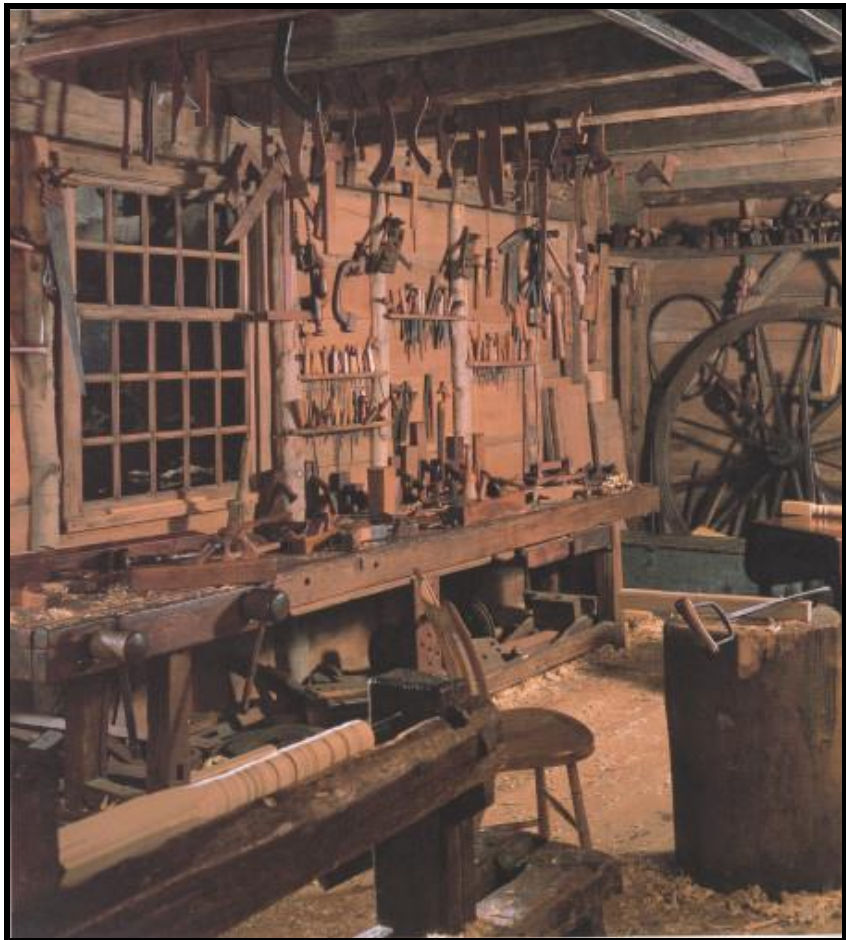


-1W Work & Tool room

Height 15' , above ceiling/floor 5' thick

Connected with; [-1A Main Hall](#) by standard door West. This room is tilted somewhat to the Northwest. Thus the room seems to go up 1.5' towards the South east. There is a fake window on the eastern wall reflecting a wooded landscape, and a minor storage room by standard door north.

Color/Material Theme; the floor and walls of this room are actually plain 'magical stone' (*Armoured concrete*), but covered with wooden boards, somewhat tarnished by time and use (oil splashes, dirt/paint stains, etc...). The walls and ceiling have hundreds of hooks, boards, planks to store and hang tools of various kind; nearly any tool (non-magical) can be found here. There are several work benches, and the floor is littered with sawdust, metal dust, and other debris. Bertram was an experienced thief (30th level and 54 years of experience) before he took on this job as old age prevented him from adventuring. Though at 64 years of age (in 1011AC) he is still in formidable shape,



living for at least another two decades, and his skills often enable him to help anyone out of problems (even illegal). Though seemingly grumpy, he is a great supporter of the underdog (*hence he is a Raven Dormitory fan*), and his interests still lie within the concept of illegality. Though allied with the Thief guild, these know not to meddle with him, as he has befriended too many high level mages and other friends dangerously. Bertram is the first lead students can go for information, and the DM can use this character to guide the PCs to the right location/person and time for the adventure. Each component listed on [What can be Bought.pdf](#) page 91-94 has a standard 35% chance of being available here (adjusted by Rarity of course), but has an additional 55% chance of being useless (due spoilage, rot, vermin etc.). This room is used to repair anything damaged, worn, broken or needing adjustments. Bertram is also a very experienced wood and metal worker (this was his alias job). *The minor storage has a secret door and tunnel leading to -1T7 Meditation Chamber of the temple. This is secret to all but Bertram, who discovered this forgotten corridor when following some rats. He created the southern secret door, and managed to make the door on the temple side more hidden too...it was only plastered shut...now it is a single plate covered with plaster, hiding the opening behind. He knows the entrance to the secret temple basements (level-2) and exits to exist there, by overhearing shepherds speaking about it at night, but has not used them ever. He might be inclined to steer befriended heroes through these to investigate and later to enter/leave the GSM secretly.*

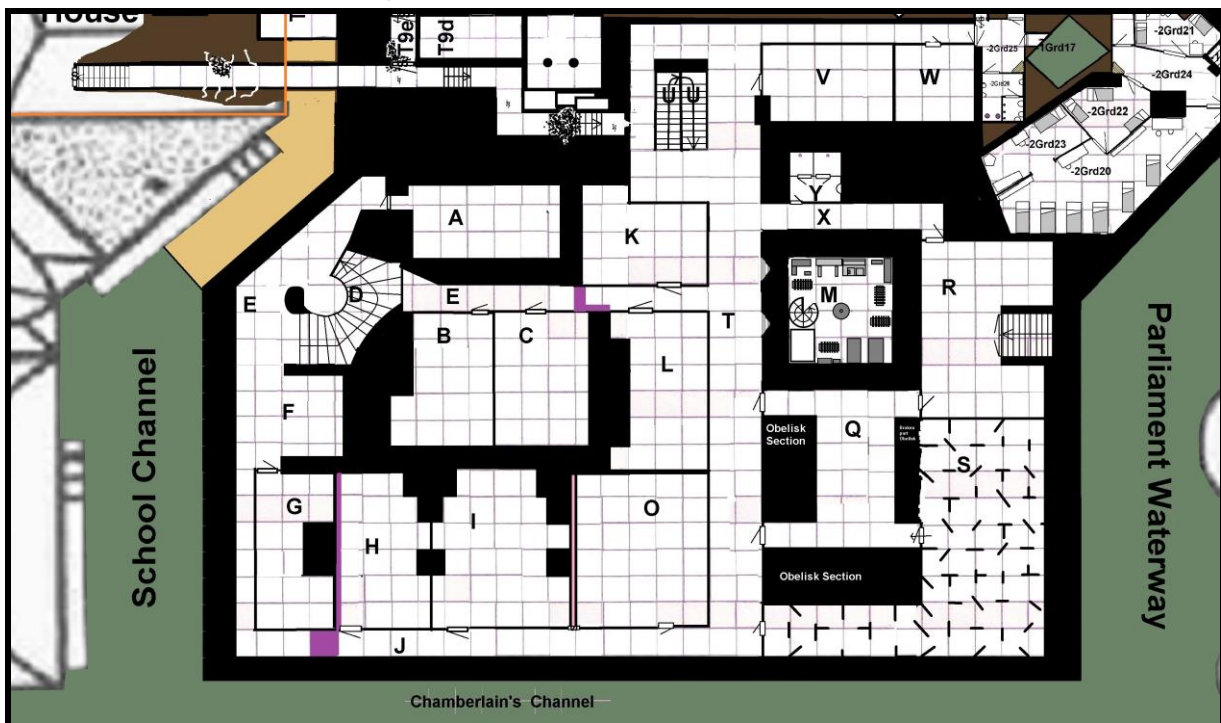
-1X Private room Head Housekeeping

Height 15' , above ceiling/floor 5' thick

Connected with; [-1A Main Hall](#) by standard door West. This room is tilted somewhat to the Northwest. Thus the room seems to go up 1.5' towards the South east. A wooden floor makes the whole room level again but sets it at 1.5' , so two steps behind the door are made to enable entry. The walls are not 'readjusted' this way, as thus room may feel very awkwardly slanted.

Color/Material Theme; the floor of this room has Costa Sol Bronze Marble, as are the 3' lowest area on the wall and pillars; above this the wall is wallpapered. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the outer hall door, while the private section is in the other half. This room is mostly decorated with paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner). There is a chimney in the room, but the channel for smoke is connected with the chimney channel of [4P Private Teacher Room](#). Sometimes it may become clogged, and smoke builds up and spreads out in to the main hall. This non-magical smoke functions like a cloudkill in all respects, except duration. The room is currently used by; **Mister Bertram de Vinck Head Housekeeping**.

4th layer Main Building Basements



Dating; 3451 BC: Sunk between 3448 BC and 3445 BC: Restorations 866AC, floor currently located at: -30' below water level, current sinking, 1 mm/year. Containing; Gasdrill tubing, material check-up chambers, residential area (39+ chambers) Lower Classrooms. Rooms are exactly 15' high and made of the familiar 'magical' stone from the Blackmoor era (*Armoured concrete*), or FWA Bricks (made or created). Although all rooms are exact in their measurements, time may have shifted some of the original floor levels; some rooms tilt a few degrees to another direction than horizontal, or are somewhat higher or lower than the average floor levels. If this is not only noticeable, it might be covered by a new floor, a few steps or a whole new room might be place within (*average height 10' to 13'*) where everything is level again (*except some wall sections still reflecting the odd tilted angles caused by sinking in the ground*).

A large section of this level is closed off from the School of magic as something dire and dangerous resides within. All affected rooms are labelled red, and cold. Though not explained all teachers know (and often have experienced the danger themselves) why the area is closed off. Any students caught in trespassing will be punished and from then on severely checked, the way they entered closed up again after sending in a wizards eye and other scrying magic to see if the danger is still within.

-2A Abandoned Classroom Conjunction

Height 12' , above ceiling/floor 3' thick Connected with; [-2E Closed section Cygnus Hall](#) by standard door north.
Color/Material Theme; the floor is Connemara green serpentine marble, with bioluminescent joints (*some other unknown powdered crystalline stone mixed with cement*). The walls are made of Dark Lipová Marble with a Nero Marquina ledge. But even here the joints are made of the same bioluminescent material. Some of these wall covering tiles have been demolished and reveal the bare stone underneath; the old "magical" stone from the Blackmoor era, and the yellow/orange stone of the FWA. This standard classroom still bears the signs, colours and furniture of its former usage. There was room for 15 students. Everything is tossed aside as if someone chaotically searched for something. Most of the room is in a permanent state of winter now, and much of it is covered in snow and ice of several inches thick. Even walls, ceiling and standing furniture are affected and bear frozen stalactites, coatings of ice crystals. The standard crystal globes on the ceiling are destroyed. And the room can't be lighted this way.

-2B Abandoned Classroom Transmutation

Height 12' , above ceiling/floor 3' thick Connected with; [-2E Closed section Cygnus Hall](#) by standard door east.
Color/Material Theme; the floor is a circular pattern of Dark Emperor Marble, the walls have never been plated with marble, though the markings on the walls reveal the intent was always there. Everything is tossed aside as if someone chaotically searched for something. Most of the room is in a permanent state of winter now, and much of it is covered in snow and ice of several inches thick. Even walls, ceiling and standing furniture are affected and bear frozen stalactites, coatings of ice crystals. The standard crystal globes on the ceiling are destroyed. And the room can't be lighted this way.

-2C Abandoned Classroom Spell Practicum

Height 12' , above ceiling/floor 3' thick

Connected with; [-2E Closed section Cygnus Hall](#) by standard door east.

Color/Material Theme; the floor is a circular pattern of Al Andalus red Marble, the walls have never been plated with marble, though the markings on the walls reveal the intent was always there The Red Verona ledge, intended to be used here lies still wrapped in jute in the corner of the room. Everything is tossed aside as if someone chaotically searched for something. Most of the room is in a permanent state of winter now, and much of it is covered in snow and ice of several inches thick. Even walls, ceiling and standing furniture are affected and bear frozen stalactites, coatings of ice crystals. The standard crystal globes on the ceiling are destroyed. And the room can't be lighted this way.

-2D Old Stairways

(Actually [-1D Old Stairways](#)), Height 12' , above ceiling/floor 3' thick

Connected with; [-1K Abandoned Hallway](#) by open arch up, [-2E Closed section Cygnus Hall](#) by open arch north and over railing.

Color/Material Theme; this area has a 10-12' wide gentile stairway with threads of Marfil Crème colored marble and Connemara serpentine marble rises. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The ceiling here is bare oak beams and boards, and here and there not even visible due the cobweb, dust and filth of ages. These stairs curve through the old walls, first right then left. As the steps are reasonably wide, this still is an easy stairway, however, one must keep cause, as the irregularity in the width (and damages) of the steps due these curves can cause a misstep and fall easily. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage).

As this area is closed of, everything is covered with dust, some debris and animal deposits (rats/mice). Every nook and cranny is filled with common dust and cobwebs. Several steps of the stairways are broken, segments missing, stains of ancient blood can be found, all revealing a combat happening long ago. An old basement scent lingers in the air as there is no ventilation. Saltpetre crystals grow in the grooves of the marble tiles. The area is cold, and snowy crystals appear on any moisture. Within all of these tracks of a single adult human passing can be recognized on a successful tracking skill at -4. The temperature is below freezing, and any expelled air will cause a temporary exhalation cloud, water will eventually freeze, but other liquids may stay the unaffected (material check/turn). After a few hours beards and moustaches will reveal frozen breath particles, which can be painful to remove, and could eventually hamper speech. (DM)

-2E Closed section Cygnus Hall

Connected with; [-2D Old Stairwell](#) by open arch to 5th level basements up, [-2A Abandoned Classroom](#) by standard door south, [-2B Abandoned Classroom](#) by standard door west, [-2C Abandoned Classroom](#) by standard door west, [-2F Abandoned Study Corner](#), by open arch north, [-2G Abandoned Teacher Room](#) by lockable standard door west. Blocked passage by magically created stone (*pink on map*) to Slender Hall and continuation of Cygnus Hall. Keep in mind that this hall begins at the stairs curls around and underneath these and continues south, where it originally hit the middle hall, but is now closed of in between by a magically created wall (*pink on map*).

Color/Material Theme; The Cygnus Hall is decorated by polished roughly half a foot sized marble tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets Dark Emperador marble, and above that amber colored plaster. The hall derives its name from the shape, which is similar to the Cygnus rune (a staff with a curved head), as it curves from the old stairways, underneath this to a straight corridor.

Most of the room is in a permanent state of winter now, and much of it is covered in snow and ice of several inches thick. Even walls and ceiling are affected and bear frozen stalactites, coatings of ice crystals.

Ludo uses this corridor to ponder about anything his decaying mindset has wandered upon. With the passing of the years he slowly slides into the abyss called madness and insanity. The lack of human contact, food, drink, sunlight, being undead, and locked inescapable in an enclosed environment, not counting the side effects his affliction caused; the cold, the dead people which escaped lab animals feasting upon those...and knowing that even that will pass due lack of food and biological system, and he will remain alone in a barren dead environment. Who would not get mad or insane, or both under those conditions. Keep in mind he will fight intruders to the death in an attempt to feed, gain knowledge or escape. Yet he might also imprison (torture) those encountered to learn anything about them, the outer world, how to escape, etc. He is thus insane he might get infatuated at any young female intruder, which the characters might be able to use to escape. Yet remain careful, as his intents are very narcissistic.

-2F Abandoned Study Corner

Height 12' , above ceiling/floor 3' thick Connected with; [-2E Closed section Cygnus Hall](#) by open arch north.

Color/Material Theme; the floor is covered with Al-Andalus Red marble. The room can also be lit with a standard orb of continual light, which can be increased to daylight intensity or turned off on command. The western wall is adorned with a single 30' wide blue canvas bench. Small 2' tables are placed conveniently near the bench. In the east corner is a 3' diameter table with 4 simple wooden chairs for communal study. Several other simple wooden chairs and 2' tables are placed next to the windows.

The standard study chamber floor is covered with an oaken floor. The walls are covered up to 4' high from the floor with dark-purple colored wooden panelling topped with a rising ledge of 3 inch, and above that the wall is covered with patterned wallpaper (mostly with books, magical creature, heroes, flowers and similar decorations) in a single light color. *This room was used by students currently not in class, on work duty, and thus free. Everything is tossed aside as if someone chaotically searched for something. Most of the room is in a permanent state of winter now, and much of it is covered in snow and ice of several inches thick. Even walls, ceiling and standing furniture are affected and bear frozen stalactites, coatings of ice crystals.*

-2G Abandoned Teacher Room

Height 12' , above ceiling/floor 3' thick Connected with; [-2E Closed section Cygnus Hall](#) by standard lockable door east.

Color/Material Theme; the floor of this room has Costa Sol Bronze Marble, as are the 3' lowest area on the wall and pillars; above this the wall is wallpapered. This actual large, private room is divided in two sections by the stone pillars supporting the upper areas. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the outer hall door, while the private section is in the other half. This room was richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner). *Everything is tossed aside as if someone chaotically searched for something. Most of the room is in a permanent state of winter now, and much of it is covered in snow and ice of several inches thick. Even walls, ceiling and standing furniture are affected and bear frozen stalactites, coatings of ice crystals. This area is now the "lair" of the Reverse Radiance Lich Ludo Kolchitschki.*

-2H Classroom Transmutation

Height 12' , above ceiling/floor 3' thick Connected with; [-2J Slender Hall](#) by standard door west.

Color/Material Theme; the Floor is a circular pattern of Dark Emperador Marble, Wall; Marfil Crème marble up to 3' high with a Podol white marble ledge, and above that white wallpaper with pinkish and silver floral decorations. The room is further a standard classroom, with all furniture. This room has a 24 student capacity.

The northern wall is reinforced by a magical created wall. The GSM mages soon decided the brickstone walls between the sturdier older foundations were easily breached, and thus could allow the danger on the other side to escape. As such they created this wall to prevent passage. It is also treated with Gorgon's blood, to make it unaffected by magic. This room has a 22 student capacity. Teacher; *Sir Tasirol Lightfellow.*

-2I Classroom Conjunction

Height 12' , above ceiling/floor 3' thick Connected with; [-2J Slender Hall](#) by standard door west. This room is somewhat affected by the distance distortion effect in the [-2P Room of Volume](#) and [-2N Hidden Library](#) and as thus is somewhat larger than actually on the map. The distortion adds an extra 6' to the northern area. Making this room a 6' wider than it actually is. In fact it makes the two rooms between -2O and -2I not-existing due lack of space.

Color/Material Theme; the floor is Connemara green serpentine marble, with bioluminescent joints (*some other unknown powdered crystalline stone mixed with cement*). The walls are made of Dark Lipová Marble with a Nero Marquina ledge. But even here the joints are made of the same bioluminescent material. Some of these wall covering tiles have been demolished and reveal the bare stone underneath; the old "magical" stone from the Blackmoor era, and the yellow/orange stone of the FWA. This room has a 22 student capacity. Teacher; *Lady Marchesia Philippe.*

*This standard classroom is decorated with various kinds of drawn creatures and monsters on linen scrolls. Besides the school benches and closets there is a large standing closet with glass lid, holding a greater mummy (see <http://pandius.com/Monster Manual 4.pdf> page 1254-1259). This intact specimen is bound to its sarcophagus (which this closet actually is) by powerful magical (and clerical) wards, it is also fixed to the sarcophagus by metal wires around any limb, neck and torso that could move. The Glass is actually a sheet of Glass steel, and the sarcophagus is cut from dark-blue granite. The Mummy is identified as Al-Ahrazud, a male cleric of Orisis of a nation which existed in (or near) Karamaikos long ago. The monster is interrogated and revealed lots of information about the Twaelar region before its collapse. It agreed to share this information (under Translation magic of course) as long as it would be allowed to remain in its sarcophagus with its magical Ruby Sceptre rwbi alsuwlujanu bisbb masasi aldima' i salaynij (Ruby Sceptre of Vampire Slaying); a star stone ruby warhammer+4, destroy Vampires, 3 times a day in 150' radius, 4 times a day cast a Haste spell max duration. He was a great enemy of Vampires which roamed that region long ago. As such he could be granting the weapon to be used by some other hero to a Vampire infestation if requested. He requests to be released then however, as he desires to slay some vampires himself. Yet he defends the weapon bearer, as only a lawful bearer can use its powers, and he tries to prevent the weapon falling in the wrong hands. As long as the weapon is not given freely it is a +4 weapon in his hands alone. Al-Ahrazud can only be destroyed by the blast of a 1000 suns a prophecy tells him. There was room for 15 students. This weapon could be used by the Grey Hero and Company from the [6B the Organ Room](#) "The Organ of Tomorrow" adventure. *DM knowledge; This room is somewhat affected by the distance distortion effect in the [-2P Room of Volume](#) and [-2N Hidden Library](#) and as thus are somewhat larger than actually on the map. The distortion adds an extra 6' to the southern area. Making this room a 6' wider than it actually is. In fact it makes the two rooms between -2O and -2I not-existing due lack of space. The prophecy of a 1000 suns is the final explosion of the Nucleus of Spheres in 1751AC.**

-2J Slender Hall

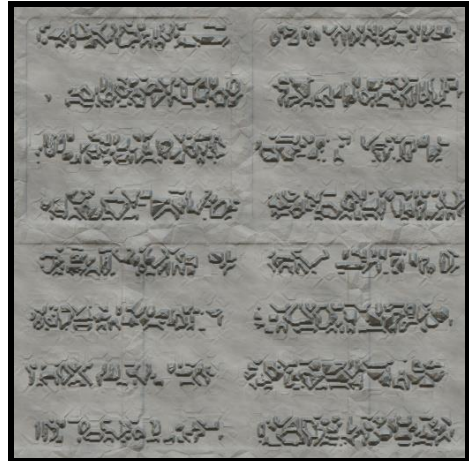
Height 12' , above ceiling/floor 3' thick

Connected with; [-2H Classroom Transmutation](#) by standard door east, [-2I Classroom Conjuraton](#) by standard door east, [-2O Classroom Spell Practice](#) by standard door east, [-2T Middle Hall](#) by open arch south, [-2P Room of Volume](#) by standard secret door east, passage to [-2E Closed section Cygnus Hall](#) closed of by magically created wall north.

Color/Material Theme; Floor; decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of Dark Emperador marble, and above that amber colored plaster. Three large blocks of grey stone placed around [-2Q Study room](#) and partially on [-3W Hydromancer Library](#) are actually pieces of a single 10' x 10' broken obscure obelisk-like structure placed on its sides, which the Redfen Blackmoorians discovered in this region when they explored it. The north piece is 20'x10'x10', the west piece is 30'x10'x10', and the south piece is 20'x10'x5-6' as this is broken in the length. There are very large unknown engravings upon it. According some translated normal sized writings with paint of Blackmoorians, they were found a mile or so northeast, and were brought here to explore. However, the sinking and political tensions, placed a severe delay, until the objects were thus deep stuck in the mud, the Blackmoorians lost all interest. When they later had to erect another level of structures above this level, they used them as a permanent foundation.

DM: Quest of the Ancient Past

The obelisk was actually about 150' tall and was something an unknown race predating the Blackmoorians by millennia (the stones predate the last ice age 60.000-80.000BC [Giant-Timescale](#) The Blackmoor information written on the stones guides the PC's to a huge ancient forgotten tomb near the original site where these were found, and tell more of this race. This race could be any kind of Giants. These giants placed these obelisks in the region as a beacon of the borders of their realm. Most of these sandstone obelisks have been devoured by nature and erosion, but this broken one gives some insight in this obscure race. The giant Dungeon itself could be occupied by magical constructs, as not even undead would have survived 60.000+ average years. Inspiration for constructs can be found here; [MMMC Constructs](#). The treasure would be fore all knowledge about the culture/race, with some valuables, (gems and precious metals, some very obscure weapons, and maybe one or two unknown spells. The Flaems later dug around these underground blocks of the past to create a larger (and secret) underground area to be used. The thin inside walls here are all of Flaemish design and as thus made of a yellow/orange stone (probably brought in elsewhere from their prison dimension probably, or magically created, but covered with ancient Flaemish scribbles and writings. Even when translated they seem not to have any merit, but when combined together they hint to a secret gas or energy in the ground giving profit to those desiring it (this designates the old Blackmoor gas), but other scribbles designate a magical power which influences the magic itself. Common magic spells become easier, using techniques to imbed this magic within the spells, and thus actually describes the changing of magic from its original source to another newer source. As this knowledge enabled magic to be cast more easily or sooner (i.e., lower in level), unaffected by the wasting effect thrown over Mystara, they became widespread and used by all sentient species within a few decades, as it was not kept secret. This however caused Braejir to grow into a major town and centre of knowledge.



-2K Classroom Divination

Height 12' , above ceiling/floor 3' thick **Connected** with; [-2T Middle Hall](#) by standard door west. (Originally this section hall was also the Cygnus Hall, before being cut off). **Color/Material Theme;** the floor is Hulean Violet marble, the walls are plated with 2' wide 3' tall plates of Swedish Green Marble topped with a ledge of Thyatian Pink Marble. The wall is wall-papered with a green paper with even darker pictures. This wall paper is magical, holding various enchantments, under various layers. Actually this wallpaper is used to test various divination spells. There are hidden illustrations of magic, good, evil, various elemental, various variations of spell use, etc. Even the levels of the casters of these illustrations vary, and thus enable the students to better fine tune their divination spells. As Rhabdomancy is a related to Divination magic, but actually not a real craft in Glantri, some Rhabdomancy is taught here. Rhabdomancers are a really ancient craft, predating the Blackmoor era; as such will this craft rapidly recuperate when the Radiance will be finally gone. Some spells are already unaffected by the Days of Dread. This craft may be rare but exists globally, just as the spells. This room has a 22 student capacity. Teachers; *Sir Wilhelm Bhes, Sir Jovial De Lauter (Rhabomancer)*.

Sub-Class Mage: Rhabdomancer

History according to the Great Library of the Great School of Magic in Glantri: Divination, as the ancients knew it, came in many forms. Some would inhale incense and reveal what it inspired. Others used augury, the examination of birds' entrails, to predict the future. And then there are those who carried a big stick: practitioners of Rhabdomancy. In the ancient Empire of Blackmoor, the study of Rhabdomancy (divination by means of a rod or dowsing stick) became popular. Rather than just being a local custom, dowsing was practiced on a very large scale and enjoyed great popularity in the villages around the countryside. With time, the skill was ingeniously applied to prospecting at mines and mountainsides, with the Magicians searching for beds of coal or exploring the soil for fresh water springs. The usual dowsing rod is a forked stick, commonly hazel wood, held in both hands with the angle of the fork foremost. The Rhabdomancer walks over the ground, and, supposedly, the rod twists as soon it passes over the desired mineral or water. That the divining rod was so freely employed in Blackmoor during this period can be seen in the many woodcuts of mining operations that showed its practice. Just before the Rain of Fire the role of Rhabdomancy was expanded. The divining rod became the latest novelty and was not only used to discover waster mines, and hidden treasure, but also to trace robbers and murderers. A Rhabdomancer ("Rhabdomere") is a Wizard learned in the use of a dowsing rod, a seemingly ordinary wooden stick with he can hone divinatory Magic.

Most Rhabdomancers come from rural backgrounds, as urban Wizards scoff at the practice. In such areas, guilds of Rhabdomancers exist, but they are small and represent the trade as prospectors, the members eager to be hired to find valuable sources of water and precious metals and minerals. Some of these Magicians eventually seek out new applications for their craft, exploring underground for their own ends.

They might even adopt the role of guides to caverns. Such a Mage can be of any alignment. Though most Rhabdomancers are Human, certainly there is room for other races to learn the trade. Because of the tie with mining and the underground exploration, even Dwarves, Halflings or Shadow Elves could adopt a career as Rhabdomancer. In fact the only, very rare, Dwarven Mages existing are almost always Rhabdomancers. Most rural communities will welcome a Rhabdomancer for his abilities, which seem wondrous to the common folk. Using his divination powers he can solve the mystery of stolen jewels, find a lost child in the woods, or discover the site for a thirsty village's new well. Even the Shadow Elves or other underground races know something of a Rhabdomancer's ability to find new caves and lost treasure.

Requirements:

Two skills: **Dowsing and Prospecting** (recommended but not needed: Tracking).

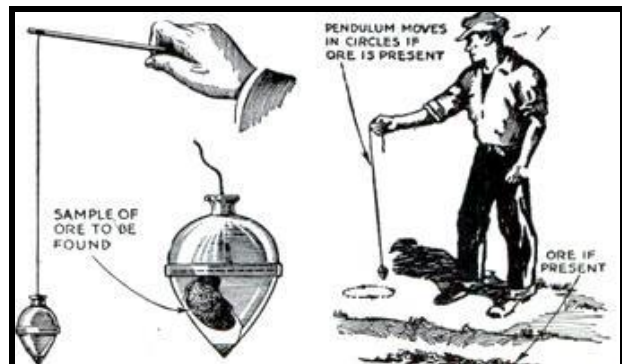
Dowsing:

The character has been trained in the use of a divining rod. While all Rhabdomancers begin with the spell to craft an effective rod, this skill covers the insight necessary to interpret the finer meanings of the wood's tugging and twitching. Apprentice Rhabdomancers are taught in the guild the following tenant: The fork is held by the two limbs, one in each hand, with the point going first and the rod held horizontally. Then the Rhabdomancer walks gently over the places where he seeks an object or affection. He should walk with care to not risk dispersing the emanations that rise from the spot where these things are and would cause the rod to slant. For example, if the Magician is seeking a deposit of gold ore, upon finding a vein a successful dowsing check reveals the purity of the metal. The skill also affects the casting of various divination spells. Some of these are blocked by stonework, thick wood, or metal deposits. A skilled Rhabdomancer is able to pierce these "walls" with a successful dowsing check. Also, using this skill a Rhabdomancer can locate the proper sapling with which to craft a suitable divining rod. *The usage of this skill takes several turns to hours with a minimum of 1d4 turns. (1 Turn =10 minutes, 1 minute=6 rounds, 1 round=10 seconds)*



Prospecting:

This skill grants knowledge in the practice of searching for valuables and minerals. There are many techniques available, and the character is fairly familiar with those practiced by his culture (or the culture he was taught prospecting). This includes using metal or wood pans and fine meshes to sift through riverbeds and dirt. A successful check performed on a daily or weekly basis indicates that something of worth was found, though usually such results yield only small gains at most. *The usage of this skill takes several turns to hours with a minimum of 1d4 turns.*



Save modifiers:

+1 on saves vs. Rods, Staves, or wands.

Benefits:

An additional language belonging to any underground race (Dwarves, Shadow Elves, Gnomes, Kobold, Geonid, Rock people, etc.). A Rhabdomancer substitutes his divining rod for the material component in divination spells which use such.

Disadvantages:

Any attempt to cast a divination spell without the use of a divining rod results in a penalty of double the normal casting time and a 10% unmodified chance of failure. Also, a Rhabdomancer can never cast a reversed divinatory spell that would obscure or hinder detection; as such practices are beyond his understanding. Related to this, spells of illusion are never practiced, so the chance to learn these spells is halved and the memorize time is doubled.

Rhabdomantic Magic

Special Rhabdomancy spells are limited, mostly Rhabdomancers simple straightforward spells. They are however able to use all common spells if studied for them normally. They dislike destructive spells, preferring to use these only in case of need. Some of the other spells in use by Rhabdomancers might have a slightly different effect, if cast with the use of a divining rod or Pendle, as listed in the following table. For example the Sleep spell affects NOT movement, but all other physical traits of a body (heartbeat, breathing, need for food water,) in such an effect that each round under influence of this spell will count as 3 rounds sleeping without, as to relaxation (in effect reducing its duration to 1/3rd). As movement is not affected, this is a great saviour spell in mining. Most befriended mages in Rockhome are thus Rhabdomancers.

Special Rhabdomancy spells			
Lvl1	Lvl2	Lvl3	Lvl4
Craft Divining Rod	Locate Object*	Lesser Rhabdomancy Protection from Glebes	Detect Ensoresment
Shield Flame			Tap Menhir
Lvl5	Lvl6		Lvl8
Greater Rhabdomancy	Dweomer Divest		Mine the Earthspark

Important note; some spells have listed SFP's; these are Seismic Force points, and these influence the stored SFP's of the planet in that region. This will also affect the surroundings, especially when seismic activity is already present (even if hidden, like a major or minor fault). As such many geological effects can take place following the spell (see more <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=15838&p=198970#p198970>)

Name Spell	Lvl	Use by Rhabdomancer
Affect Normal Fires	1	This may help to illuminate large areas without the need of many lamps.
Analyze:	1	Altered Effect; Due to his special use of a divining rod, in case of analyzing wand or rods (not staves) the Constitution loss will be only 4 points maximum .
Detect Magic	1	Altered Effect; The Rhabdomancer has a 5% chance/level to recognize the type of Magic, if present, if his dowsing check is successful and he has met this spell before.
Detect Undead	1	Altered Effect; Rhabdomancers have a 5% chance /level of discerning the exact nature and number of any Undead present.
Floating Disc	1	Useful means for bearing any ore or precious findings out of the earth without a cart.
Light	1	The perfect illumination, one that is proof against flammable gases and holds no risk of suffocating the user.
Mending	1	This can be used to repair cracks in support beams.
Shrink	1	This spell is perfect for the removal of debris and loose rock.
Continual Light	2	The perfect illumination, one that is proof against flammable gases and holds no risk of suffocating the user.
Detect Evil	2	Altered Effect; With a successful dowsing check , the Rhabdomancer can discern the nature of evil (Cunning, Murderous, Necromantic, Treacherous, Unholy, etc.) or good (blissful, Generous, Holy, Kind, etc.) present.
Detect Good	2	Altered Effect; With a successful dowsing check , the Rhabdomancer can discern the nature of evil (Cunning, Murderous, Necromantic, Treacherous, Unholy, etc.) or good (blissful, Generous, Holy, Kind, etc.) present.
Detect invisible	2	As long the Rhabdomancer holds his divining rod, the invisible and even hidden is revealed to him as long the spell duration lasts.
Detect Scrying	2	The scryer suffers a penalty to their saving throw equal to ½ the Rhabdomancer's level(round fractions up).
Know Alignment	2	The subject of this spell receives a penalty on his saving throw equal to the Rhabdomancer's level.
Levitate	2	Altered Effect; Useful for lifting heavy rocks and the like, they can cast it on other targets than themselves.
Locate Object	2	The Rhabdomancer knows and can only cast the component version of this Spell (marked above *).
Magic Mirror	2	Casting this spell may harm the Rhabdomancer's reputation, so it is rarely used.
Strength	2	As many of the endeavors can be physical and require additional Strength, this can be of assistance.
Gust of Wind	3	Excellent means to flush away harmful vapors and provide fresh air to mine shafts.
Infraision	3	Obvious means for sight in the underground worlds.
Slow	3	Altered effect; This spell affects a target's breathing, thus allowing to operate in places with less oxygen.
Treusight	4	Altered Effect; Only as long as the Rhabdomancer holds his divining rod he has Treusight.
Wind wall	4	Another means to keep harmful gases at bay.
Vacancy	4	After the discovery of a rich vein or sarsen, this spell allows the caster's claim to go unmolested by trespassers.
Dig	4	Usefulness is clear in the underground.
Contact Plane	5	Rhabdomancer's rarely have much dealings with extraplanar creatures, though they certainly welcome insight from the Elemental Plane of Earth. As such, they have no benefit in casting this spell. With a successful dowsing check, he gains some insight into the sort of being contacted (relative power, Intelligence, and alignment).
Lore	7	Rhabdomancers gain no benefit in casting this spell.

Craft Divining Rod _____ first known note of use; 13.655BC

Uncommon 1st level Alteration, Divination spell

Range: Touch

Duration: Permanent

Area of Effect: 1 rod

Saving Throw: none (but see below)

Casting Time: 1 Hour Reading time: can't be written on scroll

Component; the branch must be Y-shaped, so that the caster can grasp a fork of the branch in each hand.

The first task a Rhabdomancer must undertake in his career is the finding of a suitable divining rod. A forked branch of hazel, Ash, Oak or filbert (the woods of choice) must be found. The length of the rod should be 1½', the whole no thicker than a finger, and the tree it was cut from not more than a year old. Over the next hour as the Mage slowly intones the words of the spell, he gently shapes and smoothes out the wood with the simplest of tools. At the end of this time, the divining rod is ready to be used. It bears a slight dweomer, as if residual Magic retained the wood. Of course, the rod can easily be broken, thus sending the Rhabdomancer on the search for another sapling. Certain woods have different effects when crafted into a divining rod. Ash has long been held to be associated with storms and lightning, and a rod fashioned from this wood may be used to predict bad weather. Magical trees may be sought after by adventurous Rhabdomancers to give them an edge; in such cases the Mage must succeed in a saving throw vs. Spells while casting this spell. Failure means that the rod is flawed and useless, while success will impart some measure of the wood's Magic to the divining rod.

The guilds ensure that all apprentice Rhabdomancers learn this spell.

This spell enables the caster to divine locations of a common item that are hidden from view with the use of the rod especially designed for that purpose. Unlike locate object, the caster doesn't need to have a specific mental image of a particular item; rather, he only needs to state the name of the general type of item he wishes to locate, such as buried treasure, edible plants, or fresh water. However, it will not locate invisible or magical items, nor will it locate items protected by obscure item or a similar spell. Once the branch is enchanted, the caster holds the branch with both hands. If the desired item is within the range of the spell, the enchanted branch points in the direction of the item and gently pulls the caster along. The spell is not blocked by lead or any other substance. However, if an impenetrable obstacle is reached, such as the ground or a wall, the branch presses against it and stops. If there is no item matching the description within the spell range, the branch doesn't react, although the caster can move about and continue to search.

Shield Flame _____ first known note of use; 3425BC

Uncommon 1st level Alteration spell

Range: 10 yards

Duration; 1 Turns + 1 turn per level

Effect: One torch-sized flame.

Saving Throw: None

Most miners and cavern explorers consider this simple spell far more important than the average Mage. When cast, it protects an open flame from exposure to drafts and volatile gases. For the duration of the spell, nonmagical gusts or breezes are unable to extinguish the torch. Any vapours that would normally explode upon contact with fire (such as black damp or carbon monoxide) have no effect on a shielded flame. This spell may be applied above grounds to areas too windy to hold aloft an open flame.

Locate Object *Also Known as an Elven Spell, first known note of use; 10.530BC*

Basic 2nd level Divination spell

Range: 60' + 10' per level of the caster

Duration: 2 Turns

Effect: One object within range

Saving Throw: None

For this spell to be effective in finding an object, the Magic-User must know exactly what the object looks like. A common type of object, such as a flight of stairs, can also be detected by this spell. The spell will point (either by sense of the caster, or by a to all or only the caster visible line) to the nearest desired object within range, giving the direction but not the distance. The range increases as the Magic-User gains levels of experience, by 10' extra per level. This spell will not cross planar boundaries. Only with a successful meditation skill and at least 1 Turn meditation can the exact distance be known. This version of magic is not affected by the Radiance as it uses another source (nature or the Planet itself).

Lesser Rhabdomancy *first known note of use; 13.475BC*

Uncommon 3rd level Divination spell

Range: see below

Duration: 1 Turn + 2 rounds per level of the caster

Area of Effect: Special

Saving Throw: None

This spell is a more powerful version of the Locate Object spell, one known and practiced only by Rhabdomancers in their pursuit of adventure. Whereas that spell will only dowse for objects and sites, Lesser Rhabdomancy allows the Wizard to divine for creatures, Individuals, and locations. During the spell's casting, the Rhabdomancer must decide upon what he is seeking. If he is divining for a certain race or creature, the dowsing rod will point to any such if within range of 20 yards per level of the Rhabdomancer. An individual or specific place may be named during the casting. No real range is necessary as the dowsing rod will begin tugging to lead in the direction that person or site can be found; if not reached by the end of the duration of the spell the rod becomes still. Note that though the caster need never have met or seen either person and location sought after, he or she must be referred by name. Thus, using Lesser Rhabdomancy to hunt down the "Captain of the City Guard" or "The nearest Armoury" causes the spell to fail; "Captain Jenkins" or "The Shrine of Exegete" would lead the wizard onward. In case a place or person has a similar name to the one sought after and is within range of the spell while the original is not, this person or place will be revealed instead. If both are in range both destinations will be revealed. SFP; +5

Protection from Glebes *Lost Blackmoor spell (3350BC??), known to exist by FWA out of ancient texts 466AC, rediscovered by Earth Elementarlists GSM 944 AC*

Rare 3rd level Abjuration spell

Range: see below

Duration: 3 rounds + 1 round per level of the caster

Effect: see below

Saving Throw: None

Reading time; 6

In the early days of mining, it was discovered that certain creatures that seemed to be made of the earth itself would often attempt to halt any digging. At this time, the Elemental Theory was not well known, and such creatures were classified as Glebes (from the old tongue word for "Earth"). Nowadays, scholars realize that such entities are small Earth Elementals. But to the ancients, they were a threat that needed to be protected against. The first Rhabdomancers developed this spell, with its multiple aspects and uses. First, and foremost, Protection from Glebes can be cast to provide a globe of protection 10' wide that is centred around the Rhabdomancer and moves with him. Any protected individual within range may break the warding effects by meleeing with the Glebe. Otherwise, no creature originating from the Elemental Plane of Earth with eight or less Hit Dice can intrude the protected area. In addition, any Magical or spell effects cast inside the globe by a "Glebe" are saved at +3. The second application of this spell is to create a ward that prevents egress. The caster merely draws a line (no more than 10' long) before him on the ground and incants the spell. Thereafter for the duration of the spell, no Glebe can cross this line, and this includes bypassing it by flight or burrowing (to a distance of 100 yards per level of the caster in all directions, this include the ends of the line). Minor protection may also be offered to any item. In such a case, the ward is placed directly on the object, and any Glebe that touches the item suffers 1d6 points of damage plus an amount equal to the caster's level, no saving throw allowed. A side effect of this spell that the latter-day Rhabdomancers discovered is that individuals so protected receive a +2 on all saves vs. all Petrification attempts, whether this is from a creature's gaze or by spell. SFP; +25

Detect Ensorcellment *first known note of use; 3078C by a person known as Herric Horrifier*

Rare 4th level Divination spell

Range: see below

Duration: 1 Turns

Effect: one creature or object per round

Saving Throw: see below

Reading time; 6

Component; Divining rod (stays intact by use of this spell) or Pendle

With this spell, a Rhabdomancer can't determine if a person or object is either charmed or cursed, but also may gain some insight into the origin of such Ensorcellment. The creature (or object in some cases as determined by the DM) is allowed a saving throw vs. spells modified by the difference in levels between the caster of the enchantment or curse and the Rhabdomancer (thus a Minotaur under the influence of a 7th level Wizard's Charm Monster spell would save at -2 if this spell is cast by a 9th level Rhabdomancer). If the saving throw is successful, then the caster only learns of the presence, if any, of Ensorcellment but nothing more. A failed saving throw reveals the exact nature of the spell, including effects, duration, and origin (Elemental, Clerical, Immortal, etc.). In addition, the Rhabdomancer has a 5% chance per level of further discerning the identity of the ensorcellment's caster. The information discovered would be that of race, class, relative Magical Strength (is able to cast Magic of power level...) and alignment. A Dowsing skill check may also be rolled then and if successful, the location and (common not true) name of that Spellcaster is also learned (except if Immortal. They choose how, if and when they become known). Should a creature or object be under more than one Magical effect, a Dowsing skill check is necessary to pierce each such spell. A failed roll means that nothing more can be learned (not even by additional spells) by this caster after the Charm or Curse, before the Dowsing check rolled, has been discovered.

Tap Menhir *first known note of use; 12.750BC*

Rare 4th level Evocation spell

Range: See below
Duration; 1 day per level of the caster
Effect: caster
Saving Throw: see below
Reading time; not existent on scrolls
Casting time; 1-3 rounds
Component; Divining rod (stays intact by use of this spell)

This is the 1st of the spells known to Rhabdomancers which allows them to use their dowsing rod to tap into an existing supply of Magical energy. Rural travelling Mages enjoy the benefits of this particular spell in regions that harbor rings of stone monoliths. Such formations are often known to contain latent arcane power (origin until today unknown, but extremely potent, up to an Immortal level and sometimes even beyond). Upon casting, the Mage has a time period of 1 day/level to find a suitable Menhir, with his Dowsing rod leading him in the proper direction. Once at such a site (the spell must be cast again should the duration have run out), the Mage can use his rod as a channel between his person and the Menhir. Due to the Extreme energies that course through his person drawn from the Menhir, a system shock (Constitution check) is required. A failed roll means that the caster could not contain the arcane energy in his person and suffers a loss of half his current hit point total. But should the Mage be successful, the tapped energy grants him several benefits. Firstly, the instant recollection of any 1st level spells used in the last 24 hours. Next, the caster grows in Strength 1d4 points, while he recovers a number of hit points of double that amount. Finally, he makes all save at a +1 bonus. The additional might and save bonus last only a number of days equal to half the caster's level. No benefits are gained if this spell is intoned again before the spells of the 1st casting have yet to expire. Not all Menhirs contain a reservoir or have a connection to the base Magical source of this spell. Some may even have a limited pool to draw from and may be drained after only a few castings.

Greater Rhabdomancy *first known note of use; 9425BC*

Uncommon 5th level Divination spell

Range: see below
Duration; special
Effect: special
Saving Throw: None
Reading time; 6
Component; divining rod (stays intact by use of this spell)

A more potent version of the Lesser Rhabdomancy spell, this spell allows the Wizard to search for a desired physical object, a place or person or creature, a Magical effect or even an affection or quality not discovered by normal divination means. Thus, the Rhabdomancer may use his rod and this spell to seek out a silver vein in a mineshaft, ferret out thief in town, discover the site of a Dimensional vortex, or even find true love. The caster need only hold out his divining rod, mentally picture the desired end of the spell, intone the words, and rotate until he feels the tugging in the wood that show the direction he must travel to find what is sought. Obviously, certain applications of this spell require the forethought and attention of the DM. Due to this, and the fact that Greater Rhabdomancy is infallible unless disturbed or dispelled by other Magic, the duration of the spell can be as long as the DM finds it necessary; while the desired end may be found, the hunt may take far longer than the Wizard wishes or can handle. But many an adventure has occurred along the trail to whatever is being sought.

Dweomer Divest *first known note of use; 2580BC*

Uncommon 6th level Evocation spell

Range: 20 yards
Duration; Instantaneous
Effect: see below
Saving Throw: Negates
Reading time; not able to cast from spell
Casting time; 1 full round
Component; Divining rod (stays intact by use of this spell)

This is perhaps the most infamous spell in a Rhabdomancer's possession. Using this powerful Magic, the Wizard can steal away the dweomer from an enchanted object and use it for his own ends. The caster must aim his dowsing rod at the Magical item and intone this spell. Then he must make a saving throw vs. spell adjusted as per table.

The Rhabdomancer's saving throw determines the spell's effects, An abysmal failure, a roll of 1 (which may be a modified roll) means that the Magic was stolen, but the power can't be contained or controlled by the caster, and the Magic "detonates" on the caster. Offensive spells are resolved normally, though the Rhabdomancer still receives any relevant saving throws. Other Magical effects are twisted so as to be detrimental in some fashion to the Mage (for example, an Invisibility spell divested from a ring may only cause the caster to be invisible to his own sight!). A failed saving throw, but not an abysmal roll, results in no power being divested, and the caster suffers a -2 on all saves against that item should it later be used against him for a period of 24 hours. A successful saving throw indicates that a small portion of that item's power is taken by the Rhabdomancer. Defensive Magic (like that of a Cloak of Protection) is automatically to the caster. All other Magic is released immediately in the initiative segment following the dweomer Divest, with the subject/target of the spell at the Rhabdomancer's whim. All stolen Magic functions at a level of ability equal to 6th for wand, 8th for rods, 12th for potions, rings, staves, and miscellaneous items; this affects duration, range and possible inflicted damage (though some offensive spells, like fireball, will still have an instantaneous effect). A phenomenal success, a natural roll of 20, means that the Rhabdomancer has greater control of the Magic. As long as the dweomer is not a Conjunction or Illusion spell and the DM can assign it a spell level that has already been mastered by the Mage, the caster may choose to memorize the Magic than immediately cast it. Of course, if the Rhabdomancer has already in mind his full complement of 2nd level spells and lifts the dweomer from a Continual Light sphere, he can't choose to memorize that stolen spell. A potion that has been divested loses the equivalent of one dose, while charged items lose one charge with each successful casting of this spell. All other items become non-operational for 1d4 rounds following the casting should their dweomer be lifted.

Mine the Earthspark *first known note of use; 1585BC by a Nithian tablet explaining the trade of this spell.*

Rare 8th level Evocation spell

Range: see below

Duration: 1 day per level of the caster

Effect: caster

Saving Throw: see below

Reading time: can't be written on scroll and as such not be cast from it.

This rare spell shows obvious Dwarven influences; indeed, it can be cast only in the Dwarven, Rock People, or Earth Elemental tongue. It leads a Rhabdomancer towards scarce areas underground where Magical power is held deep within the earth. Some sages may call such deposits Nodes or Sarsens, and they can be tracked down via lines of power and emanations radiating from them. The Dwarves have another name for them; Hordask Thar' dik, or Seat of the Earthspark, Rock beings like Geonid call them Groundsparks or Stone Seeds. Should the Rhabdomancer finally arrive at such a site and the spell duration has not expired, he may seek to draw out some of the vast arcane energy of the sarsen through his dowsing rod and into his person. This is dangerous, as a mortal shell was not built to contain such power. The Wizard must make an immediate system chock roll (Constitution check) to survive tapping the Earthspark. Failure means Death, as the body is blackened from the vast power drawn. Should the roll be successful, the benefits are many. The Rhabdomancer's Strength and Constitution instantly are increased to 18. Any wound the caster may have suffered are healed, scars vanish, and even lost fingers, toes, tongue, hair, ears or eyes are regenerated. The Rhabdomancer seems to seethe with an unnatural power that can cause Awe or Fear (depending upon the character's actions) in any individual or creature below 4th level or Hit Dice. Because the Earthspark is connected with the energies of the Elemental Plane of Earth, all spells cast by the Rhabdomancer that deal with earth, dirt, stone have double the normal area of effect and duration (except duration if instantaneous or permanent effect). Also creatures from that Plane will not attack the caster, either out of respect or fear (if of an opposing alignment) except in self-defence. Any attempt to petrify the caster ends in failure. The power of the Earthspark remains with the Rhabdomancer for a number of days equal to his level halved. No benefits are gained if this spell is intoned again before the benefits of the first casting expire. Some Rockmen scholars have suggested that continued exposure to the Earthspark corrupts a man, turning him miserly mean-spirited. This may be true, for obviously, the location of any sarsen is a prize much sought after by high-level Rhabdomancers, and such mages jealously guard the site with traps and even creatures, hoping to protect their claim from other Rhabdomancers seeking power.

-2L Classroom Enchantment

Height 12' , above ceiling/floor 3' thick Connected with; [-2T Middle Hall](#) by standard door east. (Originally this section hall was also the Cygnus Hall, before being cut off). Color/Material Theme; The floor and 3' of the wall are covered with triangular tiles of blue Azul Claro marble, including its ledge of 4' (which is used to set up a row of potion bottles to be used for the students). The rest of the wall is covered with simple plain brown wallpaper. The western wall holds the blackboard, and several cards with alchemical explanations. In the corner is a large barrel holding several textile scrolls with further representations. There is one large light Sněžník marble table in the room, often filled with various alchemical equipment as further detailed in [4K Classroom Laboratory Techniques & Apothecary](#) . The southern and western walls are covered by high dark-colored oaken closets to store various bottles used for class. This room has a 22 student capacity. Teacher; *Lady Inguin diCaravieni*.

-2M Old Keep Lower Machine Hall

Height 12' , above ceiling/floor 3' thick Connected with; [-1M Old Keep forgotten Basement](#) by Elevator (not working), stairway up, and [-3P Forgotten Old Keep Shaft](#) & [-3Q Forgotten Old Keep Elevator](#) down by same elevator shaft and stairways. Color/Material Theme; Bare "magical" stone of the Blackmoor era (*armoured concrete*). With ancient burn marks as if a fire passed through here long ago (*which in fact it did in 3000BC when the gas chamber did burst into flame, incinerating the whole surface*). All metal here is partially molten and unusable. The steel ladder in the corner is partially molten, but still usable. This room can't be accessed by teleportation as the wall contains a high concentration of lead and gold particles and was treated with Gorgon's Blood making it impassable with magic. This was originally the top of the original drilling tower, but as the structure began sinking into the ground the Blackmoor Redfen residents had strengthened and raised the tower. They added another 2 levels, and repeated this again later. This is the main reason the tower is thus sturdy, magic resistant, and massive, and when measured from the original ground actually very high.

As Etienne delved down, this was one of his resting/recovery locations, and some of his adventuring stuff can still be found. Bedroll, cooking utensils, parchment with scribbles, used components, some dirt. This was originally part of the original drilling tower, but as the structure began sinking into the ground the Blackmoor Redfen residents had strengthened and raised the tower. They added several levels on top of this level. The elevator itself has probably been modified with each new extension but in the Great Fire it was destroyed. As thus this area is nothing more than a very deep elevator shaft, there is however a (very unsafe) wall ladder here. Each 20 steps has a 25% chance of breaking one off, causing the one using it to make a dexterity check to prevent falling and grabbing onto another step (causing a new % breaking roll of that step). A character using his/her climb wall ability lowers the breaking chance to 30% for each 20 steps per successful roll. A thief may guide others in climbing more safely and this provides them a Climb Wall ability of 30 % (+Dex adjustment) at best, but the thief must succeed an intelligence check to succeed in this attempt. Only one intelligence check is needed per character guided, but each additional character lowers the chance of success by 1 for all characters included. The best way to prevent falling is to secure a rope to the sides of the ladder, but a clever climber needs an int.check to know this. The steel ladder in the stairway shaft is partially molten, but still usable. Several steps are missing or are contorted, preventing those on it to move too fast and fall (2d6 damage); advised speed is 2 steps per round. This room can't be accessed by teleportation as the wall contains a high concentration of lead and gold particles and was treated with Gorgon's Blood making it impassable with magic. One can also use levitation or Flying to go up or down. Levitation speed 20' /round, flying no more than 60' /round



-2N Hidden Library

Height 12' , above ceiling/floor 3' thick Connected with; [-2P Room of Volume](#) by standard door. this room is fully enveloped within the folds of a *Dimension Distortion* spell...see [-2P](#).

Color/Material Theme; The Floor of the Hidden Library is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular



sheets dark Emperador marble, and above that crème colored plaster, the ceiling is also covered by a gypsum arched fabric shaped into a faintly arched ceiling and colored crème. The room is well lit by several orbs of continual light. This room has 2 feet deep book closets on all walls, in the pathways between the closets lie 5' wide thick Darokinian tapestries as long as needed. These are placed here to keep movement sounds low. This room is used as a library for; **Abjuration, Illusion, Alchemy**. An old dusty paper and parchment smell lingers, sometimes tinged with the scent of the remnants of a recently Cloudkill spell against vermin. If everything is silent and dark, it is possible to hear nibbling of mice or Bookworms except the first week after the last Cloudkill cleaning. In that case the scent of dead organic matter can be found if not removed. (80% of the sources here are books, 9% are scrolls, and the remaining 11% are other sources; Shells, skulls, plates, leaves, orbs, memory stones with recorded illusions, etc.) Bookworms are a great menace in any library; more on these dangerous pests (*at least to your books, scrolls but also your spellbook*) can be found here; http://pandius.com/Monster_Manual_3.pdf page 1073. As this room is not regularly kept vermin clean by a Cloudkill spell, each book may have a 20% chance of being damaged, but still usable and 10% being damaged and usable, but causing flaws in the research, and 5% of being damaged an unusable. The following three obscure spell scrolls can be found, containing enough information to learn the spell yourself, of course can these spells also be found /acquired elsewhere as they are registered spells, but they are still rare.

Conceal Features GSM 981AC

Uncommon 4th Level Divination Illusion spell

Range: Touch
Duration: 12 Hours + 1d12 Hours
Effect: Creature touched
Saving Throw: Negates
Components: A cracked mirror and a piece of chalk

To the unaided eye and ear, this spell has no discernable effect. However, when the protected creature is scryed with Clairvoyance, Clairaudience and like Magic, the creature's facial features are totally obscured and its voice is distorted beyond recognition. The spell doesn't conceal distinctive dress, possessions such as gauntlets or rings, nor does it obscure body parts other than the face. The protection is revealed by a True Sight spell as a smoky shadow over the creature's true features and as plumes of white smoke issuing from the mouth.

Blanket of Mystery FWA 751AC *lost/forgotten till 930AC, rediscovered by Sir David Fume of Tavish (GSM Master)*

Rare 6th Level Divination spell

Range: Touch
Duration: 1 hour per level of the caster
Effect: 1 item or 1 creature
Saving Throw: None
Casting Time: 1 Hour
Component: Diamond Dust amount of at least 30gp value (approximately 3cn)

This spell will make 1 item or 1 creature completely undetectable by the use of the spells; Clairvoyance, Clairaudience, Locate spells, ESP, Detection spells, or items with these abilities. If the diviner is of higher level than the caster of the Blanket spell he must succeed a save vs. spells to lift the blanket. The blanket is created by covering the target of this spell (1 creature or 1 object) with a thin layer of enchanted diamond dust. The spell can't be made permanent, or extended, and will last for 1 hour/level of the caster at most.

Vacancy Lady La Veron Chonere (master Illusionism) 976AC

Rare 4th Level Illusion spell

Range: 10 yards per level of the caster
Duration: Permanent until dispelled
Effect: 10' radius sphere per level of the caster.
Saving Throw: None

This spell causes the target area to appear vacant, neglected, and damaged as if a hundred or more years have passed. There is dust on the floor, cobwebs in the corners, cracks in the floor walls and ceiling, rotten wooden beams and furniture, rusted and corroded metals, dirt and all other conditions for a very long abandoned place. All other objects in the room become cloaked under the inclusion as if invisible, until a physical contact is made. When a Dispel Magic is cast in the area, it will be detected as having some ambient magic, and only one cloaked object will appear if available, and the spell will not destroy the illusion. Treusight, however, will reveal all as it is really, but without destroying the illusion. No living objects can be cloaked, but clothing and items carried will be subject to the illusion as normal. When ever there is a reason to disbelieve the spell the creatures trying to disbelieve must succeed a single Intelligence check (this can't be repeated on a later moment if failed), and only if successful he breaks the illusion.

-2O Classroom Spell Practice

Height 12' , above ceiling/floor 3' thick

Connected with; [-2J Slender Hall](#) by standard door west.

Color/Material Theme; This room is somewhat affected by the distance distortion effect in the [-2P Room of Volume](#) and [-2N Hidden Library](#) and as thus is somewhat larger than actually on the map. The distortion adds an extra 6' to the northern area. Making this room a 6' wider than it actually is. In fact it makes the two rooms between -2O and -2I not-existing due lack of space.

This class is addressing low-level spells; the practicum provides students with the opportunity to practice their skills in both a laboratory setting and in the field. Emphasis is on creative application. This room has a 22 student capacity. Teacher; *Lady Rowena Krollnar*.

-2P Room of Volume

Height 12' , above ceiling/floor 3' thick

Connected with; [-2J Slender Hall](#) by special fold- door west.

Color/Material Theme; this room is fully enveloped within the folds of a *Dimension Distortion* spell. As such it is much wider than the space it is using. There is a central axis, upon where the spell is concentrated going through this room and the Hidden Library. From there the magic radiates in a horizontal Plane (partially affecting the [-2O Classroom Spell Practice](#) and [-2I Classroom Conjunction](#)) making the areas at the end of the spells radius larger on the outside, and the area within the spell radius larger on the inside. The actual width of this room is only 0.25", and to enter this room, one has to pry its fingers (or tool) in the small (0.25") crack, becoming then affected by the inside magic and fold the crack open. This is called a Fold door, and as the crack can be very small, these severely hidden doors lead always to secret rooms, where (even if measuring the surrounding rooms and walls) no one would expect a room existing. To enable this a Distance Distortion spell is used, but in a different way as the spell normally does.

Distance Distortion

As per D&D-TSR9303-Hollow World-HWA1-Nightwail, page 64), but with the following variation; this as suggested by various Canon sources about this Tardis-Dr Who like effect.

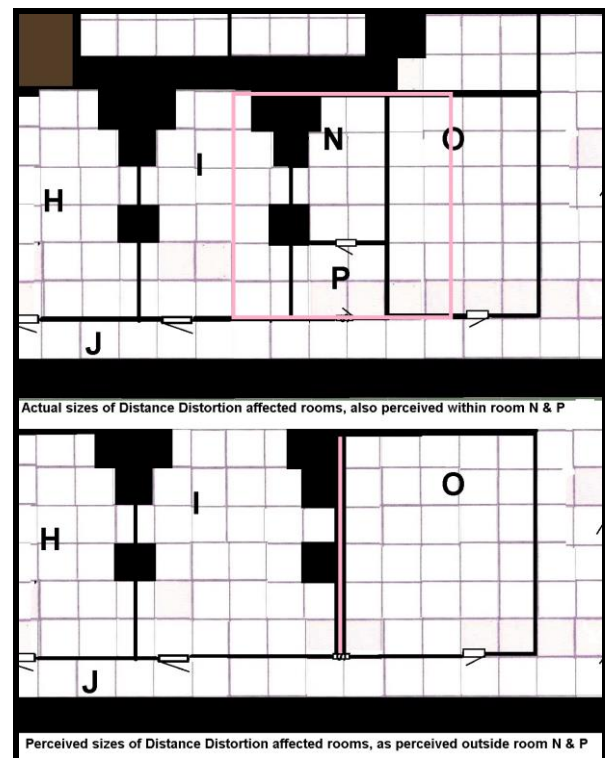
Uncommon 5th Level Evocation Alteration spell or if cast by Elementals a Common 3rd level Elemental-only Alteration spell

Range: 10'
Duration; Permanent
Effect: alters distances of an horizontal radius of up to 10' per level of the caster
Saving Throw: None
Casting Time; Up to 1 Turn
Reading time; Casting time x4

This spell changes distance in a horizontal Plane. This variation works in mixed environments. The caster needs to be an Elemental, an Elemental, or needs to summon one before casting this spell.

As the Elemental can only aid distance distortion through its own element, an Earth Elemental will be the best to use this variation of the spell to best results. In environments where the major element is different (like a bubble in water) another Elemental is needed. However, the other elements will follow the boundaries affected by the spell. i.e.; air, water, and fire will rush into the newly created space, and remain in the affected rooms as if it was unaffected. The Elemental usually cooperates when the caster announces the intent to cast a Distance Distortion spell. There is a chance that the Elemental will refuse (if badly, rude or aggressively approached) to aid the spell and tries to break free. If the Elemental thinks he would be himself imperilled while aiding the spell, he will always refuse. If the Elemental refuses, the caster must bribe or persuade it, or summon another. If it cooperates, the Elemental helps in creating this variation of the spell.

When an Elemental must do this spell variant by himself he must first be able to cast spell (this is only 10% chance) and then must know and have the Distance Distortion spell memorized his spell (50% chance, this spell is know as an Elemental spell of power level 3, but when is able to cast Magic at this power-scale, he will surely have this spell, but maybe already used.) An Elemental or other caster casts this Magic himself he actually merges his magic with the affected room within the area of effect as by his level,, and while concentrating expands over all the area in a horizontal Plane, or condenses the distance without affecting the distance "within" the affected area. An Elemental summoned to make this spell function merges itself with the area (10' diameter in a horizontal plane per HD of the elemental) and thus alters the distances with the use of the spell. The caster or the Elemental may step out of the effect and the spell will remain effective, leaving an ambient magical aura of alteration magic over the whole affected horizontal plane, but in a weak form. The spell will remain active near indefinite if created within a single dominant Elemental mass. It is best to pay an Elemental with its favoured Elemental treat and remember its name to call it again anytime later. This variation of the spell cannot be detected by those within its effects, or by those outside its effects, except when passing from one affected area to one unaffected, or reversed. Those who succeed an intelligence check know that the size of the room is in reality larger or smaller than perceived. This spell alters distance in one peculiar way; it expands the distance around the effect for half the distance of the inside effect, while condensing the inside effect to 99%.



Due this, the room will seem to cease to exist, as the nearby rooms will almost consume more space (occupied by the affected rooms). Yet to those inside the affected rooms, nothing seems to have happened. Elementals find this new spell effect far easier to aid.

Restrictions; This spell will not work within the World-Shield or Anti-Magic effects. As this is a pure Elemental spell it is not dispelled by the Day(s) of Dread. A space affected by Distance Distortion, however, can't be entered during a Day of Dread, and persons inside can't leave. The dimensional effect will return 1d4 hours after the Day of Dread effects subside, and exit and entry is possible as before. If the magic is dispelled; the walls between the inner and outer affected areas may crack/break/ or splinter when distances reshape to normal, especially if these areas are covered with new matter (like wallboards, plaster, wallpaper, etc) or objects are placed within. This however takes at least 1 Turn and enables any creatures from leaving either area. Even if they would stay behind they would suffer only 1d6 points of damage maximum as being damaged by objects within or by being expelled from the area. DM; this spell enables the creation of a Tardis effect from the Dr Who series, making the inside bigger than the outside.

-2Q Study room

Height 12' , above ceiling/floor 3' thick Connected with; [-2T Middle Hall](#) by 2 standard doors north, [-2E Exam entry Room](#) by decorative embossed standard door south, [-2S War Magic testing area](#) by standard door (one way entry in this room only). Some clever groups of defenders leave the War Magic Testing Area themselves to attack the attacking force from behind by entering the War Magic Testing Area through the normal Entry door. This is allowed, but the Study room and hall are areas where combat is NOT allowed.

Color/Material Theme; the floor is covered with Al-Andalus Red marble. The room can also be lit with a standard orb of continual light, which can be increased to daylight intensity or turned off on command. One wall is adorned with a single blue canvas bench. Small 2' tables are placed conveniently near the bench. Against another wall is a 3' diameter table with 4 simple wooden chairs for communal study. The standard study chamber floor is covered with an oaken floor. The walls are covered up to 4' high from the floor with dark-purple colored wooden panelling topped with a rising ledge of 3 inch, and above that the wall is covered with patterned wallpaper (mostly with books, magical creature, heroes, flowers and similar decorations) in a single light color.

This room is used by students currently not in class, on work duty, and thus free. Teachers can draw students away from here if wished so to do chores, if time on the student so permits. As this room is used as a secondary passage to the courtyard, deep hall and for the guards, concentration here might be difficult. The scent here is flowers due the vases of flowers placed in the windows.

-2R Exam entry Room

Height 12' , above ceiling/floor 3' thick Connected with; Graduation Dungeon at level -3 by richly decorated ebony and gold double doors (as per [Gazetteer 3 page 90-93](#)), [-2X Hall of Recognition](#) by decorative embossed standard door east, [-2Q Study room](#) decorative embossed standard door north. The "Dimension-on-Call" door here is a fast connection to the entry hall of the Parliament building from where the Graduation exit hall/waiting area, can be reached in ease. Non-mages rarely use this way of transport and prefer to walk instead.

Color/Material Theme; The Floor of the Exam entry room, also called the Graduation Entry Hall, is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets dark Emperador marble, and above that crême colored plaster, the ceiling is also covered by a gypsum arched fabric shaped into a faintly arched ceiling and colored crême. The room is well lit by several orbs of continual light.

DM: Graduation Test (gaz3) Add-on Prelude

*This is the room where a student will enter the final examination tests in the **Graduation test** (placed at level -3 = wizard warrens, and detailed as per [Gazetteer 3 page 90-93](#)). Use this room as a prelude to the Graduation adventure in Gaz3. Here the student congregates with his friends, dormitory members, and family. Here one of the teachers has his final speech about the students. When eventually the double doors open, the student enters, after throwing a final look outside to his loved ones the doors close. The group then moves towards the house of parliaments where a room of arrival is. Here they wait for the student. Sometimes scrying magic is used to follow its progress, but mostly they wait. Some students/teachers see it as a breach of secrecy to follow a student in this final act. However, any door opened within, will be monitored, and when too much time passes a single teacher, functioning as a judge, will take a scrying peek. If the student clearly has lost, a teacher will enter, and retrieve him through the entry door. As silent as possible he will be brought to the infirmary to recover/being raised, or whatever is needed. The awaiting relatives are informed of the failure. If however, the students manages to open the exit doors in the house of Parliaments he will be heralded. His lordly title will be granted and other gifts and praises be shared. This festivity will mostly continue in the Silver Tower Inn or the Mages Hostelry (building 44 in Gaz 3 entertainers quarters), depending on the money spent. Sometimes this festivity is negated (as the student has no family or friends), or done elsewhere when privacy is preferred.*



The doors to the Graduation Chamber speak of beauty, knowledge, wisdom and danger.

-2S War Magic testing area

Height 12' , above ceiling/floor 3' thick

Connected with; [-2T Middle Hall](#) by standard door, [-2Q Study room](#) by standard one way door exiting the war room.

Color/Material Theme; Bare "magical" stone of the Blackmoor era (*armoured concrete*). This area clamped between the outer wall and the sturdier foundations of Blackmoorian "magical" stone is used as a testing area for mages with a battle orientation. The room has a lot of barriers of wood, steel and stone. These barriers are created such that they can be extended 90% of their length in either one direction, thus greatly varying the room. (Similar to a real world paint ball arena). As this is done manually, the room will change every moment. Mostly there are 1 to 3 mages, against a group of 4 to 10 mages, fighters and even clerics within (they are hired and are paid 50Dc each if they win the battle, and 15Dc if they lose). Of course it is a licensed battle, where even clerics are free to use any spell they can. However, as clerics are seen as something despicable, they are eagerly targeted upon. And that is the main goal of this room; to learn to cope with the clerical magic. The weapons however are illusionary (tactile illusions, which will hurt, but cause no real damage), as of course it is not intended to harm a mage. The battle is won if either side is defeated, or if the assaulting group succeeds entering the exit door.

DM: The Wits and Fickle of Battle

This adventure guides the characters into preparing and using their preparations in a defensive or offensive way. A fun idea is splitting your players group in two groups of 3 to 4 pc's, designating one goal to each. You could also use an NPC group against the PCs, but keep them Balanced. Remember that although pain and danger does exist. The magic in this room makes all magic an illusion. This room has a powerful series of spells active, making other magic non-lethal, but not less real. A fireball will thus burn, affect items, but does not actually cause real harm. To enable this both sides have to inform the judge (teacher) of any spells or other magical effects which could be directly harmful, so the warding spell could be prepared to make these into illusions at the moment they are used. Spells are still lost, and charges are also used. The NPC's and PC's bring in their weapons a day earlier, and they will be given solid copy illusions in return (the real weapons will be returned afterwards).

Keep in mind that the background social and otherwise is thus primed that there is no need for the characters to disbelieve these illusions, thus they ALWAYS think they're real. Only for sentient items this causes a problem; as these have a sort of mind link with their owner telepathically or just by emotions, or even through speech. Either way the weapon will then not be allowed to be used and the owner must choose another weapon, or the battle can't take place. It is an exercise and not a true duel.

-2T Middle Hall



Height 12' , above ceiling/floor 3' thick

Connected with; [-2J Slender Hall](#) by open arch Northwest, [-2S War Magic testing area](#) by standard door south, [-2Q Study room](#) by two standard doors south, [-2X Hall of Recognition](#) by open arch south, [-2U Stairways Hall](#) by open arch east, [-2K Classroom Divination](#) & [-2L Classroom Enchantment](#) by standard doors east and west in this section of Hall that was originally Cygnus hall before being closed off. There are two "*Dimension-on-Call*" doors on the southern wall.

Color/Material Theme; The Round Hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of yellow veined brown marble, and above that amber colored plaster.

Yet most of the wall is not visible as it is covered by historic tapestries and hundreds of portraits. Many older pictures of mages who have ever visited or worked for the GSM, and maintained a sort of relation, and these include Notorious, Infamous, Known, Ill-famed, Arrant, Flaming, Disreputable, but also Famous, Renowned, Famed, Celebrated, Noted, Illustrious, Historical, Glorious, Highborn, Far-famed individuals from all social ranks but with one thing in common; they all had or have a sort of relation or history with the GSM. Nearly 85% are former students, others are visitors from elsewhere, of which some aren't even mage, like the Emperor of Thyatis who visited the GSM in several occurrences, and even after the Great War maintained a relation with Glantri and the GSM (though a bit more strenuous than before the war).

-2U Stairways Hall

Height 12' , above ceiling/floor 3' thick

Connected with; [-1U The Stairs](#) up, stairways Down to [-3U Stairways](#), secret Tunnel to Amber House by 1' wide 4' high secret door, [-2T Middle Hall](#) by open arch west, [-2V Classroom Spell Seminar](#) by standard door south, [-2W Storage +Hall](#) by open arch south and standard door west and south.

Color/Material Theme; The Stairways Hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of yellow veined brown marble, and above that amber colored plaster. The stairways themselves are 5' wide average stairway with threads of Crema Marfil Crème colored marble and Connemara serpentine marble rises, with clear signs of erosion by thousands of feet in the years they exist. Broken pieces are glued on, or a new piece made to measure is glued on instead. The walls are bricks of clay (FWA era), the magical stone (Blackmoor Era) and are sometimes covered up to the higher floor with a lattice strips framework The railing is made of Ivory Cream San Cristobal Marble, but even here wear and tear has set in. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs go straight down 10 feet to a middle platform and turn around 180 degrees, and go for another 10 feet down until it reaches the lower floor. The process repeats itself further down. As the stairway walls are open inside and on floor levels arriving or going, there is a good view in this deep shaft of stairs. As the steps are reasonably wide, this still is an easy stairway, however, one can trip and fall. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is a soft airflow up, due the open connection with the Deep Hall on Level 1, and warm interior air rises, as such; the air is fresh, especially when the front doors on level 1 are wide open.

-2V Classroom Spell Seminar/Spell Tutorial

Height 12' , above ceiling/floor 3' thick

Connected with; [-2U Stairways Hall](#) by standard door.

Color/Material Theme; A standard class room with the floor is tiled with irregular shaped about 1 foot large Slivenec; Red, Rose and Brown marble tiles. The walls are of Slivenec Brown color, with sandy brown wallpaper. The tables are set in an elliptical shape in the room, and the teacher, the student, or the main speaker stands in the middle.

Spell Seminar: A discussion group addressing topics of special interest to students, with an emphasis on problem areas. Students are expected to conduct demonstrations for the group, with criticism periods to follow.

Spell Tutorial: An individualized course tailored to meet the needs of individual students. Students can concentrate on improving skills in specific schools of magic or explore techniques from all schools. This room has a 22 student capacity. Teacher; *Lady Rowena Krollnar, Sir Luwen Tigres, Lady Simone, Sir Towel Restaer.*

Alternative Experience gaining for Magic users

The best way for a magic-user to earn experience points is by inventing spells, enchanting magical items, and studying rare tomes. This includes Mages, Wicca, Wokani, Elven Mages, but not Elves or Foresters, who always learn spells from their teachers or from existing scrolls. These do not invent spells, ever. And thus gain experience as fighters.

Slaying monsters

Destroying monsters is more a purpose of a hero than of a wizard. Wizards go on adventures to find components, secrets, books or magical items, but not specifically to slay creatures.

A mage gets 66% of his part of the combat experience; the rest of his part is lost.

Getting treasure

*Money is the least favourable subject for a wizard. A wizard's overhead costs can be terrifying; tuition fees, spell research, component needs, enchantments, taxes, licenses, membership dues if he is part of a guild or (secret) order, etc. although wizards do not generally feel attracted to wealth, money is still quite necessary to acquire knowledge. **A mage gets 50% of his part of the treasure experience; the rest of his part is lost.***

Gaining spells:

This is the main activity of a wizard. How much experience he gets depending on how he acquires spells. Use the following table to find when the spell is successfully studied (thus enabling it to cast it). This is all individual xp, and as thus must be recorded by the character himself.

Magical research of a new spell; (The user sets a goal and invents the spell around that goal). DM Chooses Name & Power Level and the components.	1500xp/level spell
Magical research of a known spell; (The user knows the spell effects or the way how it is cast). DM Chooses Name & Power Level and the components.	1000xp/level spell
Discovered in a Treasure/Found (A scroll or spellbook with the spell is used).	500xp/level spell, x1.5 if uncommon, x2 if rare
Given by Master or Teacher (Studied and helped during study).	250xp/level spell Spell study revealed completely
Trade, purchase, theft (All known information needed for is available).	100xp/level spell Spell study and needs revealed and available

Enchanting items

This activity occurs later in a wizard's career, since he must be about 9th level to make magical items. Nevertheless, it can produce large amounts of experience if the wizard is successful. This is all individual xp, and as thus must be recorded by the character himself.

Attempt was successful	1xp/gp used	materials, books, tools, craftsmen, etc not counted.
Attempt was unsuccessful	1xp/10gp used	materials, books, tools, craftsmen, etc not counted.

Acquiring a magical item doesn't give the wizard experience because he already benefits from its powers; this is sufficient in itself. He may use it or sell it and earn some money or MXP's if he is also a Merchant and has bought/traded the item (see GAZ11-TSR9250-D&D-Mystara-The Republic of Darokin).

Acquiring rare books

Another wizardly habit is the quest to find old book and build up a library. Aside from the effect owning books has on magical research, this is a source of pure knowledge. This is all individual xp, and as thus must be recorded by the character himself.

Acquiring books in an adventure;	100%	of book value
Acquiring books by trade, purchase, theft, etc.;	10%	of book value

Other incentives

This is all individual xp, and as thus must be recorded by the character himself.

There is also the possibility to get experience for acquiring major components for a spell, or for a magic item enchantment.

Uncommon and efficient use of a spell;	100 xp/level spell
Gaining a noble title in Glantri could give the wizard a 10% bonus each time he gains another nobility rank.	
Discovering the Radiance, other magic sources;	+10% total xp
Entering a secret order ;(including Glantri Secret Crafts)	+10% total xp
Discovering the Aranean secret	+5% total xp
Creating a species	+15% total xp

-2W Storage +Hall

Height 12' , above ceiling/floor 3' thick

Connected with; [-2U Stairways Hall](#) by open arch, Guard Tunnels.

Color/Material Theme; the floor of the hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of yellow veined brown marble, and above that amber colored plaster.

The storage room is barren bricks from the FWA era and grey "magical" (concrete) floor

-2X Hall of Recognition

Height 12' , above ceiling/floor 3' thick

Connected with; [-2T Middle Hall](#) by open arch north, [-2R Exam entry Room](#) by decorative embossed standard door southwest, [-2Y Latrines](#) by standard door east.

Color/Material Theme; the floor is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of yellow veined brown marble, and above that amber colored plaster.

This hall is adorned with many pictures from wall to ceiling of only 5-10 inches in size revealing a student and its name, and date of graduation. A small number followed is the amount of attempts to do this.

A spell use by several teachers of the GSM, used to impress the students, visiting guests and family and cause awe.

Float Move *created by Robin, Glantri—1013 AC*

Rare 1st Level Evocation spell (Also very rare and local Clerical Level 3 spell)

Range: Caster only

Duration: 1 hour /level caster

Area of Effect: Caster

Saving Throw: None

Casting/Reading Time; 5 Rounds

Components; 10 minutes of undisturbed meditation, Clean feet and shoes, a pristine soap bubble (free) & a glass bubble (2 gp) *(Clerics; 10 minutes of undisturbed meditation and Clean feet)*

Float Move allows the caster to float 5 inches from the floor, and move forward at will and direction according his level.(see table) without actually moving his/her feet, and making less sound (no sound on dried leaves for example or puddles of water).

The components are consumed and this spell can't be made permanent. This spell is a magical version of a similar Clerical (Immortal unknown first use known 630 AC) spell from former Alphatia & Ochalea, where the nuns and patriarch use this spell to give an ominous feel to their presence. The clerical version is without the ability to float over mud/quicksand or deep water, but movement rates are double (see notes in Red). Also only meditation, clean feet, and the spell are needed and nothing more.

This spell also enables a person to move without making tracks, but as most mages wear long robes the robes will still cause tracks of a dragging pattern. This spell is especially handy for invalid mages (including those affected on the legs by the Radiance/Wasting Disease). This spell can't be cast on any body else. The caster can't carry more than 50% of his personal body weight (no clothing, armor, etc), carrying more will cause the caster to sink, touch the ground and thus having a chance to dispel the spell, depending on the underground. This spell will be dispelled by any dispelling magic (including Dispel Evil) of a level equal to or higher than the half of the caster's level. It will also be dispelled by Antimagic, and if the feet of the caster come into contact with the highest material on the table they are able to float over (a kobold throwing mud at a 16th level mage's feet will dispel the spell, but if it throws ice, or snow falls upon the caster's feet the spell will not be dispelled. This spell will not affect

any falling rates, but will be affected by spells or items (including potions) which increase speed. The caster can move over all surfaces of his level or lower. Though it is possible to float over water, any wind and/or current causing waves higher than 5 inches will cause the caster to be affected by the water, and the spell will be dispelled.

Float Move		
Level Caster	Float over	Movement Rate
1-3 (CI; 2-6)	Flat Solid Ground	30'/10' (CI; 60'/20')
4-8 (CI;7-13)	Irregular Solid Ground	45'/15' (CI; 90'/30')
9-15 (CI;14-22)	Thin Ice Snow, stair steps of less than 5"	60'/20' (CI; 120'/40')
16-24 (CI;23-30)	Mud Quicksand (Mages only)	75'/25' (CL; 150'/50')
25-36 (CI;31-36)	Water (Mages Only)	90'/30' (CI; 180'/60')

-2Y Latrines

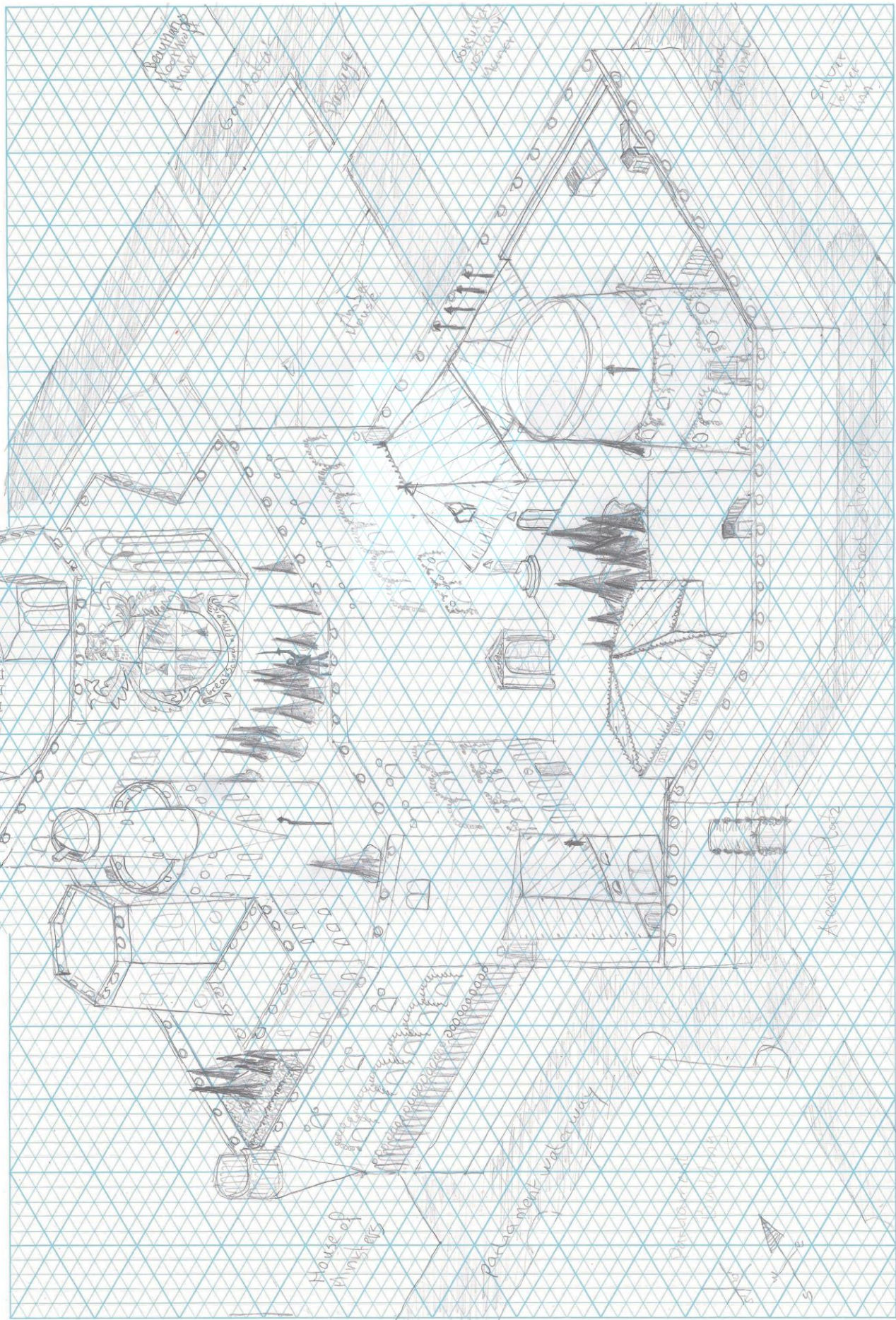
Height 13' , above ceiling/floor 2' thick

Connected with; [-2X Hall of Recognition](#) by standard door west

Color/Material Theme; Floor; Al-Andalus Red Marble. The walls are covered up to 4' high from the floor with dark grey marble panelling topped with a black marble rising ledge of 3 inch, and above that amber colored plaster.

The room holds two 5'square white marble latrines, with below a 1' deep chute and a permanent miniature Dimension Door underneath the Latrine, reappearing on the ceiling of the Pudding chamber below 1D. A bottle of fragrance can't completely hide the stench of the waste of students in the room. Glantrians do not use toilet paper, or leaves like most of the world, but instead use to sponge on a stick, like the Thyatians do, which is then rinsed in a bucket of water charged with a "Foul to Fresh" spell (*These rare buckets are enchanted with a permanent Transmute Foul to Fresh where only the components need to be refreshed after each 4 hours*). The remnants are then tossed in the hole of the latrine. A normal water tube (mostly lead, sometimes copper or ceramic) attached to a higher source of water, is located in each latrine to flush and rinse, and to give water in the small basin in between, each with a small tap. As thus there is always a large bowl with crushed Lilacs, sprinkled with Talcum and Green Slime making the room smell like fresh flowers and fruits.

The Great School of Magic of Giantri
Isometric map based on map of Great School of magic on interior cover of Gazetteer 3
Readjusted scale from 1 inch is 20' to 1 inch is 40', making the scale each isometric section in any direction 5'.
Viewing direction; South-East to North-West



Courtyard/Duelling Grounds

According to Canon Gazetteer 3 page 61-62 the duels were set in the courtyard. In GKoM it says that the arena itself is 100 by 150 feet.

The courtyard is actually between 130 to 55 feet wide and 120 to 150 feet the adjusted GSM scale of 40' per inch gaz3 GSM cover map making it fit perfectly.

This structure is erected upon and within the topping layer on the old Blackmoor (Redfen) structures. As such the floor is set at (0') is actually 5' above water, being on level with the structures around and protected against most floodings.

Connected with; [1T2 Temple Shepard's office/hall](#) by standard door north, [1T1 Temple main](#)

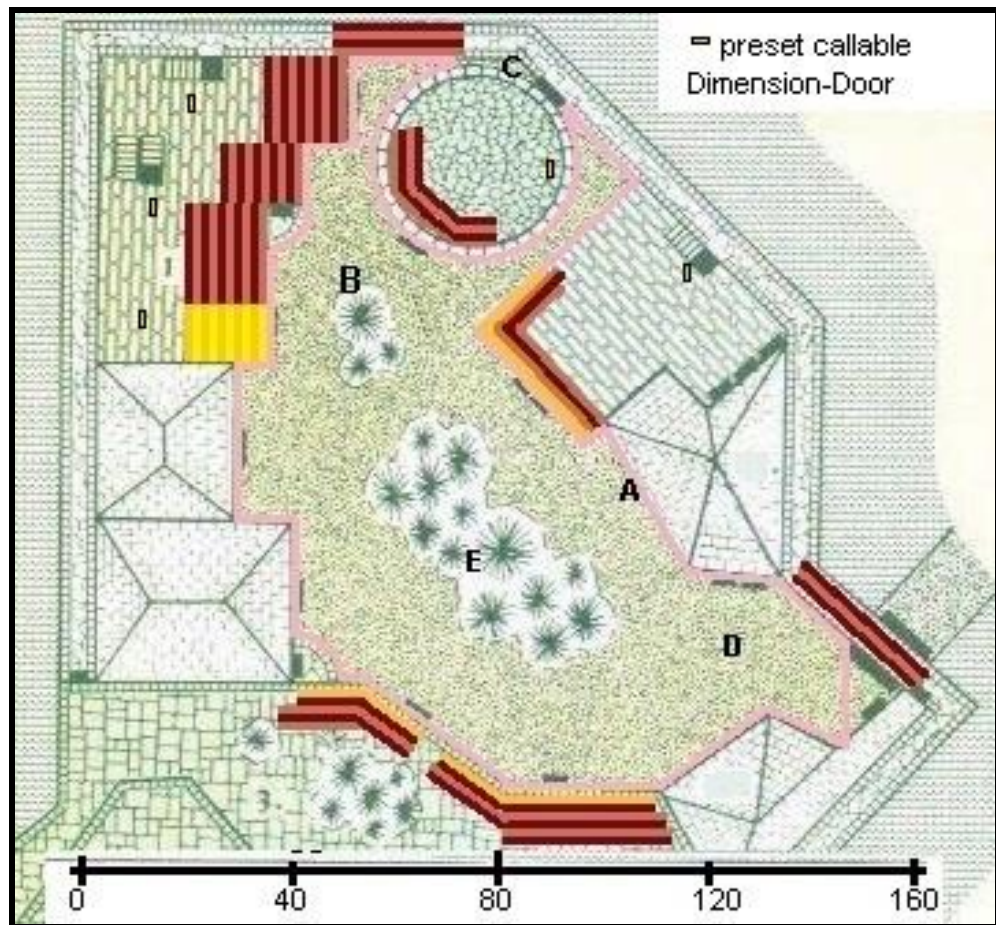
[Stairway](#) by double door north, [1K1 Kitchen](#) by standard lockable door north, [1D1 Dining Hall](#) by Standard doors north, [1D4 Entry Hall](#) by standard door with glass east, [1A1 Entry Hall](#) by reinforced standard door Southeast, [1W1 Entry Hall](#) by large double doors Southeast, [1G1 Classroom Griffon](#) by double doors, Main gate to [Alexander Plaza](#) and [The Canals](#) by huge dual set of two reinforced and decorated doors, [1Grd1 Hall of Ordinance](#) by standard door, [1C Study Chamber](#) by one-way standard door. [1A Entry Hall](#) by main entrance double doors, [Aeromancer Stronghold](#) high above through Elemental Portal.

Color/Material Theme; this garden would consist only of rich flower beds, and low plant borders around several conifer trees...most of the area would be functional walking space (as per common socio-migration-movement patterns by students and others in the GSM.) made of the magical stone the Topping and lower sections are created of, but covered with a thin layer of cemented gravel and loose gravel of a faint yellow-grey colour.

Some areas may have been restored with created stone (like in the *Test of Darkness* adventure) to close (and Hide) any cave-inns. Anything damaged during a duel will be restored/replaced later. Unlike the plants on the Main Building, aka the meditation grounds, this area has no benches or boards around the plantation sites.

DM: Ilyan Fyanyll

A gardener comes by once a week (and directly after each mage duel) to restore vegetal and structural damages. This Elven Gardener Ilyan Fyanyll, (a former Alheim soldier from the Dragonwars in 498 AC, left behind.) has its own personal reason for this behaviour. He invented a special regeneration liquid for plants, which functions only in the Principalities of Glantri...why he is unaware, and since long uninterested in, but this totally regenerates any plant of any damage it sustained in the last 48 hours. Even a totally crisped tree husk will become a normal plant again. (30 cn is needed for flowers and other weeds, 50 for low wooded bushes, 150 for common bushes, 500 for evergreen trees, 1000 for deciduous trees. 10.000cn of this liquid he makes from a small well in his simple wooden house in the northern suburbs cleansing this with a Remove Poison, Cure-all, Dispel Evil, Dispel Magic and a Druidic Fertilize spell. What he does not know that this water he uses was actually a flawed (made permanent) summon waters spell is actually radiance affected water drawn from the deepest rocks around the Radiance. His spells remove the harmful effects and magical effects except the mineral based regeneration...the water is high of metals and minerals due its passing through thousands of feet underground. Drinking this water is still harmful (it smells like sulphur and is yellow) but touching it only colours the skin. He could sell this for 500gp/gallon but rarely does, except true nature lovers or if needed to help a Treant in need (see adventure Treant in [1E Teacher Lounge](#)).



Special Locations on the courtyard

A Teleport gate to the [Great School of Magic Dependance](#); Located at the Blind Wall of the Griffon Stables. This Door-like edifice transports those passing through it flawlessly. Although Named a Teleport Gate, it is in fact a Vortex looped back to the Prime Plane on both locations. However, it takes roughly 7 turns (exact 6 Turns, 57 minutes and 3 rounds) to go from one side to the other. This is due the side effect of this particular transportation magic. Etienne wanted to make a flawless teleportation, but soon understood that the planar instabilities cause any Teleport becoming subject to disruptions. Etienne, as an Immortal, was ordered to clear up some mess caused by an existing Vortex which was disconnected to another Plane when that Plane ceased to exist (whatever cause that may have been. In this he saw an opportunity to resolve his problem. Etienne being too stubborn to give up transcended to his manifestation form to imply Immortal magic to succeed. He literally rode the vortex like a rodeo bull, and finally took control over it. Instead of dispelling this he bended it back to the Prime Plane, and relocated the two openings to the destination he had chosen to be for his transportation device. As this is Immortal Magic, it is only nullified during the Days of Dread (not the vortex itself as that is not on the Prime Plane, but only the accessing points. If someone is in the Vortex during a Day of Dread he will bounce back and forth every 7 Turns between the openings until one opens anew after the Day of Dread ends.

This passage exactly transports anything from the Great School of Magic courtyard located at the Blind Wall of the Griffon stables directly in front of the archway into the Dependance's Main Building, and visa versa.

The gate is blocked by the Forcefield during duels. This will cause those within to return to their point of destination after 14 Turns, as that side is never blocked. If it were blocked (or temporarily nullified) follow the day of Dread Routine as above.

B Crashed/repared hole to wizard warrens (1013 AC); Located on a water logged-weakened position between the underground structures, this hole was caused by the Lightning bolt of directed at some adventurous characters, causing them to rediscover the Wizard Warrens, and the Growing Shroud of Darkness. The hole is closed by a magical created slate of stone, initially covered with dirt to hide it, removed by mages later to investigate the story of the adventurers, then later closed with magical created stone from below to above, making it impervious to further water erosion damage.

C Cursed corner; whoever stays here for longer than 2 consecutive rounds will succumb to a nasty curse, which luckily doesn't last long. It turns the victim into a common brown rat losing all interests to any normal (sentient/human) life. It does recognize friends, but animal instincts (especially to humans who are much larger) take dominance. The curse lasts 1d8+3 days at most, and will resolve itself. If killed by anything targeting rats, this will also dispel the curse, but then the victim will be sick for 2 weeks, and will have to remain bedridden. This curse was misplaced here to be used in a duel as trap, and accidentally made permanent with activation of the forcefield. Only new students fall victim to this, as most other GSM inhabitants know of it, as such dormitories pester freshling by causing them to become victim to this curse, and thus "proving" their dominance. The good thing of this curse is that it adds a +1 to any saving throws vs. diseases brought by Rats for the rest of the victim's life (Flees, Lice, Plague, and Infection).

D Welcoming Illusion; this is an actual recorded illusion of a teacher/headmaster, head dormitory (or similar) set in a repeating loop from 07:30 to 22:00. 5 speakers can be included in this illusion, set after each other, with a maximum time of 2 rounds each (20 seconds). Only the Headmaster has the right to take more time, and thus remove time for others. The speaker uses this illusion to relay important information (exams *of the day*, *visiting teachers*, *upcoming concerts in the Great Hall of Music*, *upcoming Duels in the Courtyard (especially date and time)*, *holidays*, *important happenings pertaining the GSM and its population (students, crew and teachers alike)*, etc.) There is often snickering at the dress, dialect, minor flaws or accent of the speaker(s), especially if the speaker is a non mage, other dormitory, foreign, or socially flawed (in word, language or fashion). The recording costs 5 Dc and is recorded one day earlier, to enable the one official recording by headmaster or teacher taking precedence. There will be no refunds if the illusion is NOT shown. The Headmaster or teacher decides which will be shown and in which order. Those not shown are pushed aside and stored for a later time or requested to record anew if so intended for the same cost. The cost is the actual crystal shard storing the image, which turns to sand after 15 hours of viewing. As there are only 14.5 hours of viewing, the viewed shards are stored in the administration basements in the shards chamber. Shards not shown are stored in the Guard Hall and are reused after a week if not set to view within this time period.

E Whispering Pine* (*Pinus animae Fabulor*); MMMC Lowlife ; http://pandius.com/Monster_Manual_3.pdf page 956. A single example has been transported here and survives mainly due the good works of Ilyan Fyanyll. The plant is used to the many humans with blades around and does only use its defence if seriously threatened, which sometimes happens during duels, but judges like this effect, so don't bother. The effect can't pass the forcefield, although its sound does.

Behind this Tree is a 1 inch high stone point hidden, which is the top of an underground pyramid and the location used by the secret craft of Earth Elementalists to enter there secret underground domain, see more here [-1EE1 Entry Room](#).

DM: You are Summoned to a duel

anywhere during your stay at the GSM, you might step on someone's long toes and that person might be insulted enough to invite you to a proper duel, in an attempt to show you a lesson. This could be a rival or an opposing Dormitory team battle. Either way, you must carefully prepare and survive the battle. DM advice; keep the PC's and NPC's balanced; this will give the best fight.

Duelling in the Courtyard arena

This tradition originates from the early days of the Flaems in the FWA where many felt more important than the other, and conflicts ensued. To regulate these combats (and not letting them harm the classes and libraries), they decided the battles took place outside. When the GSM restored/renovated and altered the structures, they pondered on the fact that the structures themselves were also damaged by these combats, but to send the students far away or forbid the combat was also no solution. As thus the shaped the courtyard and added the single largest magical item ever made by mortals; the forcefield generator. This way the tradition and the structures could stay. When soon thereafter the elf Ilyan Fyanyll came, he was welcomed to keep the garden alive, and he actually still does so to this day.

A few days before the duel workers (and students put to work by teachers as some punishment or training) haul the boards from their storage spaces and with these make the standing tiered tribunes for the public to view the battle.

Tribunes; 10 wooden tiers high at 1.7' variation per tier (*standard in most official locations as due the average human measurements*) the tiers are mostly standing tiers (*brown/dark brown on map*), but may have a seating accommodation in the exclusive ones (*yellow/orange on map*), which is actually nothing more than a leather covered foldable small board (*just enough for the average butt*). Totalling height 17' +6' for the top standing persons=26' and being 10x 2.5' thick =25' from the edge of the structures placed upon.



Administration; 4 Tiers

Warehouse roof; 1 exclusive Tier with sitting accommodations + 3 Tiers

Dining Hall; 10 Tiers, Exclusive section; Tiers with sitting accommodation

Main Building; 4 or 6 tiers

Curtain Walls; 3 or 4 tiers including 1 tier exclusive

Standing common places; Dining Hall; , Administration Tower; , Curtain Wall; , Main Building; , Warehouse; = Total;

Standing Exclusive Places; Main Building 10, Dining Hall 24, Warehouse 10, = Total 44

Cost non GSM viewers; 500 Dc/person; common places only. In the only duel between princes in recent history (1011AC), Isidore d' Ambreville fought and by disintegration killed her brother-in-law, Henri, for the rulership of Nouvelle Averoine. Viewing privileges for that event were restricted to nobility at double normal entry fee, but attendees still packed the stands to capacity.

Cost GSM Personnel/Students 5Dc; common places, 100Dc exclusive places. No reservations!!

Private viewing locations around the GSM exist often (Alexander Platz Tribunes 1Dc/ tier height a person, many viewers in the canals/boardwalks nearby, roofs/nearby balconies Prices vary from 0 to 50 Dc. Though not all of the battle can be seen, it would not reduce the excitement...like football matches viewed from outside stadium...the sounds of the other viewers fill in the void. Crystal ball viewers anywhere in the nation also exist.

Forcefield; The forcefield generator can be recognized as being a simple white stone line in the ground following the perimeter of the courtyard (pink on the map). The forcefield is 150' high and curves inward at a 70 degree angle. The top is closed dome-like by the forcefield. This forcefield is a huge magical item merging several magical wall spells together (*Forcefield, Anti-Magic Shell, Prismatic Wall, Mass Invisibility*) making a clear magic wall blocking most magic and any solid object from passing except weather from outside in.

The Antimagical wall block any passing magic and solid objects, thus protecting the viewers from the spells inside the field, however it still does allow most natural effects to pass; sunlight, nonmagical light, (or lack thereof), Temperature, but also rain, cold, and lightning , even if summoned. Incorporeal Undead can pass too, but will become visible for a minimum of 1 day!!, becoming subject to attacks from teachers and others alike. Teleportation does also pass through as are all other long distance transportation magics (*however this is not allowed by attendees or viewers*). The forcefield is all along the courtyard and can be opened and closed on command off the Headmaster or any other appointed (*agreement*) Teacher. The forcefield is activated for 8 hours by a total of 100 gp of crystals. The average two mages battle lasts 3 hours. The average team battles last 4 hours, but may last much longer (*the longest was in 1001 AC 14th Felmont between Issu and Clement teams which lasted almost two days*). As such each combatant is required to pay 50Dc in crystals to enable the forcefield to stay up for that time. The forcefield can be cancelled by removing the crystals remaining (*they eventually disintegrate over time*). This can only be done from the outside, and is strictly controlled by the GSM headmaster or controlling duelling referee (*any teacher*)

During the Wrath of the immortals war with Alphatia the Forcefield of the arena was also used to protect the innocent from the magical bombardment by the Alphasians, but though successful, comfortable it wasn't and frightening for sure.

Duelling by two mages

Requirements;	Motivated official challenge to a duel received to a mage by named (known) opponent mage.
Legitimate Motivations;	Betrayal, Personal Treason, Theft, Honor, Revenge but not Envy, Jealousy, Greed, Hate, Love, Neglect, Misfortune, or Crime (The law will solve this).
Banned combatants;	If Sick, dying, wounded, suffering from food/drink deprivation, environmental dismay, under an ongoing averse magical effect which can't be dispelled, non-spellcasters, however a challenger can enforce that these effects will be taken care off as soon as possible if possible at all. One is also banned from combating if taken a duel less than 3 weeks ago, further see rules 11 and 12.
Activation Antimagic forcefield;	when both attendees have arrived (1 Turn before battle!!)
Restriction;	Magic Spellcasters only
Official date;	2d12 days after transferring challenge as decreed by administration and receiving payment;
Cost;	50Dc in crystal per attendee paid at registration at tower of Administration it does not matter who pays the fee, as long as it is paid in full before. First after full payment the official date can be set.
Duelling start time;	as chosen by challenger
Preparation time GSM crew;	1 day setting up tribunal tiers
Preparation time combatants;	1 day (preparing items/components, etc)
Duration;	until forfeited or defeat of one of the opponents
Traps;	Standard but locations always vary. Pits; covered Portable Holes, Dart traps; (poison paralyzation, Petrification, sleep, weakening, to medium damage), Magic traps of Hold person, Entanglement, Web, etc., Tripwires (with spells attached). These are created or hidden by magic.
Terrain;	May be Hallucinatory changed with near to real effect by master illusionists at challenged mage wish. (Quicksand, Ice, Desert, Bushes, Forest) but it will always incorporate the normal real vegetation within, making the difference between real and illusion the more difficult. Combatants (and most non-illusionists viewers) will not be able to distinguish this and may even climb illusionary objects.
Monsters;	Invisible Stalker(s), Invisible large Spiders, Fairy(kin), invisible Humanoid (these are often trained or charmed to do as commanded but it is known for some to break free and act on their own (especially Fairy(kin)). These creatures are usually chained to iron spikes in the ground.



Rules;

- 1 Non lethal finish (out of magic, KO or incapacitated as chosen by attendees) OR lethal upon acceptance both attendees
- 2 It is forbidden to fight in any form when no wall is raised, and then normal Laws apply which can be harsh and severe.
- 3 Any mage attending must have a Last Will presented and stored in the administration tower.
- 4 Forfeiting battle anytime possible (*but having to suffer social disgrace*)
- 5 Forfeiting battle automatically if arriving late or not at all (*investigation will be incited though, and may be reason to exchange the winning title, great social disgrace, or even social banishment*)
- 6 Opponents prepare in separate rooms. Combatants and their crew may not have contact during Preparation time; directly or indirectly—this may lead to disqualification and automatically forfeiting (*investigation will be incited though, and may be reason to exchange the winning title, great social disgrace, or even social banishment*)
- 7 If no forfeit is given and no winner, but all magic is used; physical attacks may be used (but frowned upon. The most socially disgusting battle is two mages in a fist fight or roll.
- 8 Attacking a forfeiting/surrendering mage or one clearly defeated is severely frowned upon, even in a lethal combat.
- 9 A fallen victim may not be disgraced or humiliated this equalized disqualification, but some humiliation caused by a magic attack (like a bad fall, becoming dirty, etc) will not be seen as thus. (This recent rule has been added after a male student used a Power Word Strip spell (*suggestive 6th spell; instantly strip the victim of all Clothing/Armor/Jewellery*) on a female victim bringing shame to a whole royal family.)

- 10 After the battle any victims will be relocated to the Infirmary, any fatalities will be turned to the family (*NOT friends unless officially documented as being Last Will designees*) to let them decide what has to be done.
- 11 A winner may challenge any other mage after a three week period; he may NOT challenge the loser for at least a whole year and without a good and official cause.
- 12 A Loser may challenge any other mage after healing AND an 8 week period. Losers may challenge the winner after healing and an 8 week period, but this chance may be only done once a year.
- 13 Attendees enter circle blindfolded facing out. The forcefield is invisible and appears like a white line along the buildings on the ground.
- 14 In case of a tie a jury of 10 schoolmasters including headmaster decide winner
- 15 Once a wizard surrenders others must immediately dispel ongoing attacks
- 16 Pretend to surrender to surprise opponent is not allowed.
- 17 Teleporting/transporting out (including leaving the Prime Plane) and later in is not allowed punishable by social rejection.
- 18 Outside help is not allowed and illegal, punishable by Law and social rejection.
- 19 Summoning unlisted items (any items brought into the field are listed and secretly marked (including clothing/Jewellery) by a special temporary invisible mark only for that single combat) is not allowed and illegal, punishable by Law (Public Violence, attempt harm or worse) and social rejection.
- 20 Summoning uncontrolled monsters is not allowed and these will be dispelled within 1 round by the Teachers/headmaster and the summoner loses the battle. Summoning controlled monster will be allowed, and this can be seen by any active Detect Magic.
- 21 Clear differences in Experience are not welcomed, and judges may block any invitation to a duel, when they deem there will be a severe unbalance. The battle must be a fair fight after all and not a slaughter or massacre. As such students lower than name level battle only students of roughly the same level (+ or – 2 levels). Experienced mages may vary unlimited, however, a judged will clearly ban a fight between a high level well known and experienced mage to another clearly less experienced unknown and younger mage. If this is not accepted a legal court might be needed (and clear public display of a list of all known spells and items) to break a judges ban and allow a duel to take place.

Duelling by up to 10 mages in two teams

As per two mages battling with the following changes/additions

Duelling start time; as chosen by challenging team

Duration; until forfeited or defeat of one of the Teams

Activation Antimagic forcefield; when both attending teams have arrived in full (1 Turn before battle!!) or upon mutual agreement by both teams and referee if late.

Rules; In a team event each incapacitated victim will cause a pause to enable the others to recuperate and the victim to be removed, and then the magic wall will be replaced. In a Lethal team event each victim will NOT be called out until the battle is over.

Late attendees cannot enter the combat field once battle has started and may suffer social rejection (especially from his/her team)

Do not enter the arena for riches. You will only find choking dust of poverty. Do not enter the arena for freedom. You will find only the restricting shackles of captivity. Do not enter the arena for fame. You will only find the snarling face of obscurity. Enter the arena only to find yourself. Riches, freedom and fame will soon follow.

New Magic Item for Mystara which was hinted at in Canon sources;

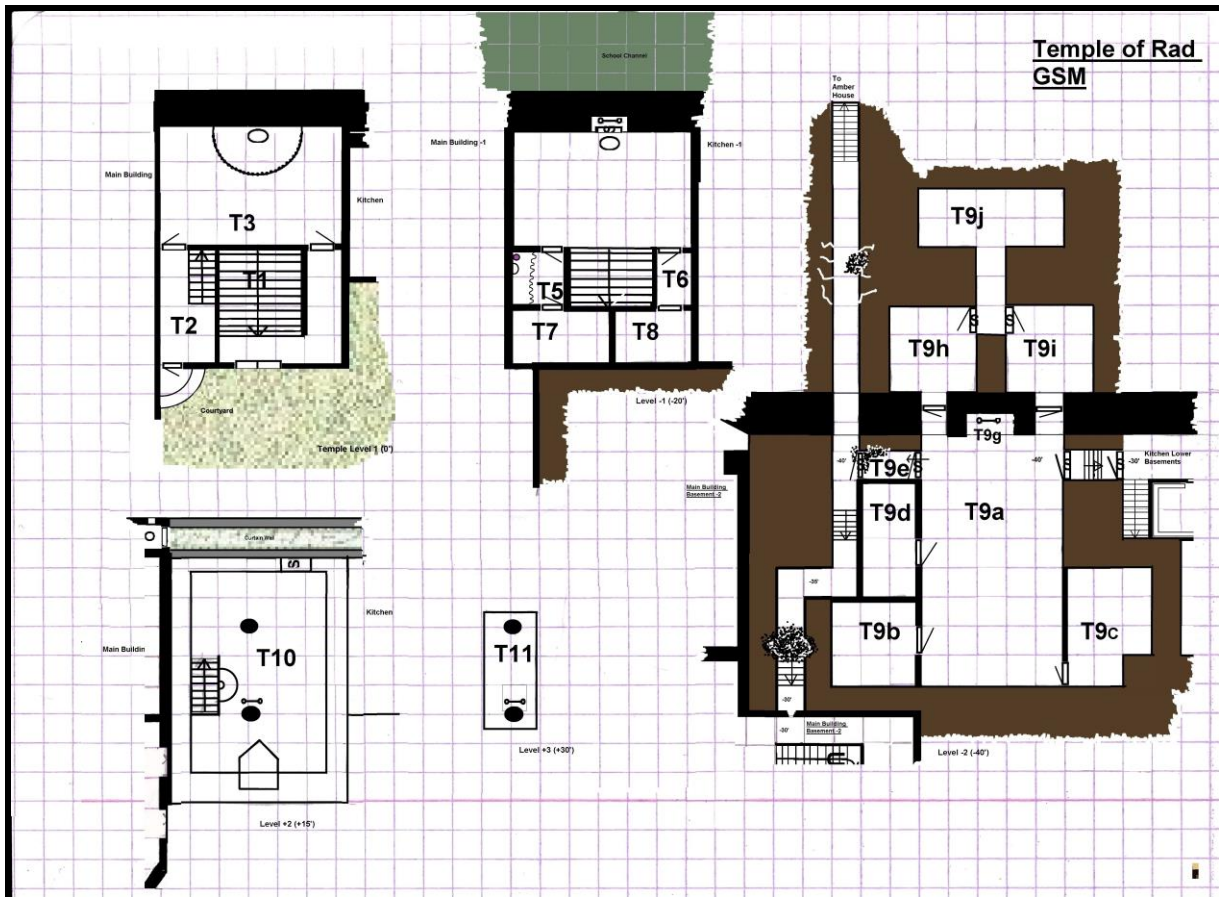
Portable Hole: *A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. The same technique when used to create Bags of Holding. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extra-dimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains (with no additional weight).*

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 1 Turn/10 minutes. The cloth does not accumulate weight even if its hole is filled. Each portable hole opens on its own particular non-dimensional space. If a Bag of Holding is placed within a portable hole, a temporary rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. This rift remains open for 1 round only and closes audibly with a pop. If a portable hole is placed within a Bag of Holding, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the portable hole and bag of holding being destroyed in the process. This hole remains open for 1d8 Minutes, unless subjected to a Dispel magic or other nullifying magic. Weight 400cn, Price 20,000 Dc. Illegal to be possessed by unlicensed persons, Licence; 150 Dc/year



The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 1 Turn/10 minutes. The cloth does not accumulate weight even if its hole is filled. Each portable hole opens on its own particular non-dimensional space. If a Bag of Holding is placed within a portable hole, a temporary rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. This rift remains open for 1 round only and closes audibly with a pop. If a portable hole is placed within a Bag of Holding, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the portable hole and bag of holding being destroyed in the process. This hole remains open for 1d8 Minutes, unless subjected to a Dispel magic or other nullifying magic. Weight 400cn, Price 20,000 Dc. Illegal to be possessed by unlicensed persons, Licence; 150 Dc/year

Northern Courtyard buildings; Temple of Rad



This building (created 849AC) is erected upon the Topping of the former Blackmoor (Redfen) structures and created further within. As such the floor is set at (0') is actually 5' above water, and the higher levels are 15' per level above that, making the floor/ceilings 2' thick. The lower levels are set at -20' with the 5' thick topping as ceiling, and at -40' keeping the floor/ceiling in between also 5' thick, but placing this floor between the GSM Main Building basement 4th and 3rd level, 10' lower than 4th as such it is more logical that this area will remain flooded longer than the nearby areas (see room descriptions).

These are commonly found in Glantri City and most towns of the nation. This example here in the Great School of Magic is built like most larger temples, although it is actually on the smaller size, of Vizag Purple Granite. (*Smaller ones elsewhere are mostly log structures*). All the doors are imported Black Ebony with gold-plated steel hinges, handles and decorations.

DM: Temple Takeover (GkoM extra adventures)

The basic rooms as suggested in the Glantri Kingdom of Magic boxed set mini-adventure "Temple Takeover" (separate brown sheet) are used herein as a sort of template to create a general layout for the temple of the GSM..

A Main Temple, Lounge, Office, Storage Living Quarters, and Meditation Chambers are all added. Also the crystal mentioned in the map of that adventure there is used herein.

Secondly the adventure itself could also take place inside the Temple of the Great School of Magic itself, just replace the GkoM map given there with this one.

If the adventure is used outside the Great School of Magic or elsewhere in the city (there are many more locations usable) actually doesn't matter, it is the adventure and what happens within.

The adventure resolves around an Illithid/Mindflayer, also mentioned briefly as a new creature in [4M Museum of Monsterology \(Anatomy\)](#) and the adventure there [A new Race](#). As such the adventure "A New Race" and "Temple Takeover" could be mixed together easily.



Vizag Purple Granite

1T1 Temple main Stairway

Height 13' , above ceiling/floor 2' thick

Connected with; [Courtyard/Duelling Grounds](#) by double door south, [-1T4 Main Temple](#) by open arch down north, [1T3 Temple Lounge](#) by small hallway and standard door north.

Color/Material Theme; The inside is of yellowed San Cristobal ivory Marble with dark wooden panelling up to 4' with the walls and ceiling being plastered/painted with the same ivory color. The ivory color has yellowed all over due a combination of moisture (as being subjected to inundation for a longer period) and the sunlight rays of the crystal. Years of students walking in and out, the recent war which caused the temple to be inundated with water, (which killed all resident shepherds in the GSM) and since then severe neglect of the areas other than the temple proper, made this wear/tear/color degrading also possible.

When the Alphatians in 1009 AC blasted a section of the outer wall away in their attacks on the GSM and the city of Glantri they thus caused channel water to flow in rapidly, drowning all within/ They had no way of escape in the sudden onrush of water and debris, that dreadful day seventeen victims were accounted for on that location alone 4 shepherds and 13 students. Although after the war the hole was closed, the water removed the damage can still be seen clearly. But it is the fading of the cult responsible for the downfall of the School's temple, after this disaster. This happened due lack of the Voice of Rad, which stopped at the end of 1010 AC when Wrath of the Immortals ended (*as Etienne was the Immortal Rad and he was whisked away*). Both the Temples of Rad and the Radiance users no longer felt guided by Rad. In fact it is his disappearance and thus lack of control, which causes the number of Radiance followers to increase rapidly (*see table in Chamber of the Radiance*). Something similar went on with the Shepherds and mages meditating; without the leading and directing voice the Shepherds chose their own thoughts and wishes, and this individualism causes a severe fragmentation of the temple and its followers. More and more it seeps in that this is similar to a religion, and thus less mages are willing to submit to the cults new streaming. The temple is actually a religion, but without clergy, and due the reducing number of Followers the Immortal Rad will (if he returns at all) be severely handicapped and reduced in magnitude and powers. (*according to canon rules; the level of an immortal is greatly affected by its number of followers; if it raises he/she might be able to gain new levels, if it drops, he/she will wither away, until there are no more followers and he/she will seem to disappear, however if someone later discovers sections of history about this immortal, and decides to follow this path, the immortal can reawaken and slowly influence the world again/giving spells, etc. The problem in Rad is that he literally disappeared (depending on the outcome of the adventure CD2-TSR2513-AD&D2-Mystara-Mark of Amber-Boxed Set this might be permanent or for a very long time, or he might return, either way, the damage is done, and irreversible on a short time without direct action to Mortals, which is forbidden by Immortals, and be sure Rad is under heavy supervision by the other Immortals if he returns at all). Then he has to gather anew from the beginning new (or older, but again) followers to gain Immortal Powers of higher levels, which will take time, lots of time especially under other thoughts.*



1T2 Temple Shepard's office/hall

Height 13' , above ceiling/floor 2' thick +3' floor

Connected with; [Courtyard/Duelling Grounds](#) by standard door south, [1T3 Temple Lounge](#) by standard door north, [2T10 Shepherd's Room](#) by small stairway up.

Color/Material Theme; The inside is San Cristobal ivory Marble with dark wooden panelling up to 4' with the walls and ceiling being plastered/painted with the same ivory color. The ivory color may even here been yellowed over due the moisture as being subjected to inundation for a longer period. Years of students walking in and out, the recent war which caused the temple to be inundated with water, (which killed all resident shepherds in the GSM) and since then severe neglect of the areas other than the temple proper, made this wear/tear/color degrading also possible.

The shepherds have receptacles through which they can communicate with one another and their leader Rad, though restricted (*see Gaz 3, page 57*). Since his disappearance in 1010AC there is confusion of the ideologies and how to work. Since in the war most shepherds perished in the flooding of the lower temple sections, only one remained; Dutan Kombin, who thus became the leading Shepherd of the GSM, as of 1010 AC he does this fully alone, and awaits eagerly the promised new additions to the temple, which until now (1013AC) did not come. (Four new shepherds are expected between 1014AC and 1016AC, and then Dutan become the main Shepherd). He only survived because he was at that moment sick from an infection and was located in the infirmary. Alone he can't do much; he took care that the hole was closed, the wall repaired and the water removed to make the temple accessible again, and alone he started to clean the debris. After all this time he just managed to clean the main temple and due this dedication his piety is raised, and if he had been a cleric he could have gained an important position. Maybe in the future if and when Rad returns he will become a true cleric/mage combination, but until that happens everything is unsure.

1T3 Temple Lounge

Height 13' , above ceiling/floor 2' thick

Connected with; [-1T4 Main Temple](#) by open floor with railing above the crystal, [1T2 Temple Shepard's office/hall](#) by standard door south, [1T1 Temple main Stairway](#) by standard door south.

Color/Material Theme; The inside is San Cristobal ivory Marble with dark wooden panelling up to 4' with the walls and ceiling being plastered/painted with the same ivory color. The ivory color may even here been yellowed over due the moisture as being subjected to inundation for a longer period. Years of students walking in and out, the recent war which caused the temple to be inundated with water, (which killed all resident shepherds in the GSM) and since then severe neglect of the areas other than the temple proper, made this wear/tear/color degrading also possible.

-1T4 Main Temple

Height 13' , above ceiling/floor 2' thick

Connected with; [1T1 Temple main Stairway](#) by open arch south, [-1T6 Hall](#) by standard door south, [-1T5 Hall and Latrine](#) by standard door south, behind the crystal a secret trapdoor and a ladder lead to the [-2T9 Crypts](#).

Color/Material Theme; this room is fully decorated in purple color tones. The floor dark purple with floral mosaic designs, the walls medium purple with decorative darker purple picture frames around the pedestal of the crystal. A dark purple tapestry lead from the arch to the stairs to the crystal, and is adorned with small reflecting sections of the scales of a crystal Dragon. It all makes it seem the pinkish crystal radiates purple light, while in fact it radiates a normal sunlight color and intensity. They say that all these crystals in the various temples were once the hearts of the slain Crystal Dragons in the Dragon wars, but there is some disagreement and often debate on this issue, mostly as it is not proven that these crystals are (or were) organic to begin with. Years of students walking in and out, the recent war which caused the temple to be inundated with water, (which killed all resident shepherds in the GSM) and since then severe neglect of the areas other than the temple proper, made wear/tear/color degrading possible even in this room, but Dutan restored most to its original grandeur.

This room is has several hundred small gongs (*their use is detailed in "Living in Glantri City section in Gazetteer 3"*) and a small chapel for private worship. Golden statuettes of the greatest wizards in Glantrian History sit in small alcoves all around the main hall. Visitors light a candle at one of the statues and toss a coin into its alcove, as sign of good faith.

One important point of notice after 1009AC; the wall to the west is always cold (*this due the disaster on this level in the Main Building. Read more on page 88-89*), and the average temperature for the first 5 to 10 feet is only a few degrees above freezing, not very comfortable. There is a faint sewer like scent lingering in this room, and the flooding is given the blame, but in fact it is the water in the crypts below stinking upwards.

-1T6 Hall

Height 13' , above ceiling/floor 2' thick

Connected with; [-1T4 Main Temple](#) by standard door north, [-1T9 Meditation Chamber](#) by standard door south.

Color/Material Theme; The floor and walls of this room are dark Hulean purple marble and has a pinkish continual lighted ceiling. Years of students walking in and out, the recent war which caused the temple to be inundated with water, (which killed all resident shepherds in the GSM) and since then severe neglect of the areas other than the temple proper, made wear/tear/color degrading possible even in this room.

-1T5 Hall and Latrine

Height 13' , above ceiling/floor 2' thick

Connected with; [-1T4 Main Temple](#) by standard door north, [-1T7 Meditation Chamber](#) by standard door south.

Color/Material Theme; The inside is San Cristobal ivory Marble with dark wooden panelling up to 4' with the walls and ceiling being plastered/painted with the same ivory color. The ivory color may even here been yellowed over due the moisture as being subjected to inundation for a longer period. Years of students walking in and out, the recent war which caused the temple to be inundated with water, (which killed all resident shepherds in the GSM) and since then severe neglect of the areas other than the temple proper, made this wear/tear/color degrading also possible. This hallway has a separate room which holds a latrine connected with the cistern of the Great Tower it flushes all waste out in the canal through ceramic pipes. On the wall is placed a plank with on it several incenses to mask any stench. The room's floor and walls are dark Hulean purple marble and has a pinkish continual lighted ceiling. The wall to the west is always cold (this due the disaster on this level in the Main Building), and the average temperature for the first 5 to 10 feet is only a few degrees above freezing, not very comfortable.

-1T7 Meditation Chamber

Height 13' , above ceiling/floor 2' thick

Connected with; [-1T5 Hall and Latrine](#) by standard door.

Color/Material Theme; The room's floor and walls are dark Hulean purple marble and has a pinkish continual lighted ceiling. The floor is highly carpeted with a soft 3 inch thick purple carpet of Karameikan design; it is further filled with colourful pillows of variable sizes. In each corner is a small 1' high 1/2 ' wide and deep closet where various incense sticks are stored to be burned on top of it. It is common courtesy to request allowance if the room is occupied. The same is for the duration which is never more than 30 minutes. Years of students walking in and out, the recent war which caused the temple to be inundated with water, (which killed all resident shepherds in the GSM) and since then severe neglect of the areas other than the temple proper, made wear/tear/color degrading possible even in this room. The wall to the west is always cold (this due the disaster on this level in the Main Building), and the average temperature for the first 5 to 10 feet is only a few degrees above freezing, not very comfortable. *The room has a secret door and tunnel leading to minor storage of the [-1W Work & Tool room](#). This is secret to all but Bertram, who discovered this forgotten corridor when following some rats. He created the southern secret door, and managed to make the door on the temple side more hidden too...it was only plastered shut...now it is a single plate covered with plaster, hiding the opening behind. He knows the entrance to the secret temple basements (level-2) and exits to exist there, by overhearing shepherds speaking about it at night, but has not used them ever. He might be inclined to steer befriended heroes through these to investigate and later to enter/leave the GSM secretly.*

-1T8 Meditation Chamber

Height 13' , above ceiling/floor 2' thick

Connected with; [-1T6 Hall](#) by standard door.

Color/Material Theme; The room's floor and walls are dark Hulean purple marble and has a pinkish continual lighted ceiling. The floor is highly carpeted with a soft 3 inch thick purple carpet of Karameikan design; it is further filled with colourful pillows of variable sizes. In each corner is a small 1' high 1/2 ' wide and deep closet where various incense sticks are stored to be burned on top of it. It is common courtesy to request allowance if the room is occupied. The same is for the duration which is never more than 30 minutes. Some users hang an occupied sign, not to disturb. Years of students walking in and out, the recent war which caused the temple to be inundated with water, (which killed all resident shepherds in the GSM) and since then severe neglect of the areas other than the temple proper, made wear/tear/color degrading possible even in this room.

-2T9 Crypts

Height 13' , above ceiling/floor 2' thick

Connected with; Secret Trapdoor and steel ladder up to [-1T4 Main Temple](#) behind the crystal.

Color/Material Theme; The temple's crypts contain the shepherds gold (the collected coins and gifts) and held some tamed monsters (thus will not attack shepherds, or those dressed like one). They were released at night to keep intruders out and protect the temple's golden statues. However even these formidable creatures were drowned in the flooding, their corpses still lie rotting in the partially flooded lower crypts. There has been some evaporation, but most water still remains. As thus the temple is flooded up to 4' high with tainted (beware infections) water due the dirty canal waters combined with the rotting of monster corpses. Now rats have crept in, feeding on the corpses, but also often entering the temple and kitchen nearby. As the shepherds do not intend to leave everything flooded with decaying corpses they work to clean this room, as there is metal and magical debris within they can't do it magically, so they have to this manually. *As this the water levels are each year as follows; after 1009AC fully flooded with water, till 1011AC 6 inches below ceiling, 1011-1012 AC 8' deep, 1012-1013 AC 7' deep, 1013-1014AC 5.5' deep, 1014-1015AC 4' deep, 1015-1016AC 2.5' deep, 1016-1017AC 1' deep, 1017' and later dry. As this is very hard work students may be called to help. This could induce an adventure where greed, and danger (infection, rats, other vermin, and surviving and very hungry monsters) might be possible. These monsters will be low on hit points (roll 1d6 or 1d4 per HD) due their starvation, but as being chained to the wall or locked in the room they have no other opportunity to wait it out to survive. Normally these creatures were fed weekly or monthly (depending on the monster) by summoning a common animal. The room stinks like a sewer due the already filthy canal water, decaying corpses, and standing water.*

A Main Room; Guarded (or drowned after 1009 AC) by a Lamara (as per AC9-TSR91273-D&D-Creature Catalog page 72, DMR2-TSR9438-D&D-Mystara-Creature Catalog page 67-68, or Lamia Noble as per AD&D2 rules). This Lamara, named "Radja", was captured as a young in a country far away (location lost) and trained by the shepherds to obey the Shepherd and attack anybody else appearing without shepherds present. It is fed with living rodents, birds, or kobolds, which remnants may lie nearby (cleaned weekly under normal conditions). All doors here are locked by a dual set, each needing two different keys; as such these imply a 25% penalty on Open Locks skills. There are no traps. The shepherds find the guardians enough danger.

B Storage; Guarded (or drowned after 1009 AC); by a Death Demon/Ostegos (as per AC9-TSR91273-D&D-Creature Catalog page 63, DMR2-TSR9438-D&D-Mystara-Creature Catalog page 26) Stored treasure; F+G as per Rules Cyclopedica page 225+, special treasure x4. This creature, named "Malhyrrr Dakol", was a product of a wrong summon spell, which became controlled by various magic, and put to work by the shepherds. It is old, not very intelligent, speaks a few words Thyatian, but fluently Demonic. The creature has however been subjugated to several combined mental spells, causing a full obliteration of anything prior to its summoning.

C Storage; Guarded (or drowned after 1009 AC) by a Bargda (as per AC9-TSR91273-D&D-Creature Catalog page 61, DMR2-TSR9438-D&D-Mystara-Creature Catalog page 14, DMR-TSR2501-AD&D2-Mystara-Monstrous Compendium page 12). Stored treasure F+G as per Rules Cyclopedica page 225+, special treasure x 3. This creature was captured in the region of Soth-Kabree and put under control by a mage who sold the creature to the shepherd due a debt. The shepherds have had a rough time keeping it under control, but eventually they succeeded. It (he) speaks Thyatian, and Tharian (broken Lands), listens to the name "Katljan", (ST 17, IN9, WI5, DX10, CO 10, CH 4, further as standard), and prefers pork as food, but may eat any meat. It hates the shepherds, but is too stupid to make alliances with others to escape, even if such an alliance is proposed, it will eventually break it and flee or attack whichever seems more convenient.

D Storage; Guarded (or drowned after 1009AC) by a Malfera (as per X5 page 28, or Rules Cyclopedica page 191). Stored treasure; F+G as per Rules Cyclopedica page 225+, special Treasure x 2. This Malfera was summoned by the vague rituals of Dutan Kombin himself several years ago. Three Charm Monster spells were needed to get control of the monster. They have placed a necklace with electricity around its neck. *This item originally intended to be used as a attack jewellery, discharging 1HD, 3 HD or 9HD lightning bolt on command, but flawed in its creation; sending the lightning to the wearer instead to the target. When the command word "Untan" is spoken within 30' , the necklace will release a 1HD lightning strike to the creature, enough to remember it who is in charge. If seriously threatened the other command words are "Belas" and "Aspec" giving 2HD or 4HD lightning instead.*

E Secret Escape Tunnel; The Shepherds knew of the tunnel located between the GSM and the Amber House as soon as it was created (somewhere around 855AC, in an attempt to know what Etienne's plans and secrets where), and secretly added a secret side tunnel as an escape way in case of emergency (the inhabitants of Amber House were somewhat surprised in 1009AC, during the Alphatian magical Bombardment, to see refugees suddenly appearing in their basements, but already suspected their tunnel would have been found, they had other things on their mind to bother; (i.e. defence against the Alphatians). This tunnel was fully flooded due this attack, and still is filled with several feet of deep water, vermin and dead rotting corpses. A large section of northern wall came down sealing the secret door west to the corridor, making access from that side impossible.

The secret corridor towards the Amber House is flooded to 6' . Opening the secret door in-between may be difficult when water on your side is lower or nil. Only a Knock spell will then open the door, after you have removed any debris blocking it, but water will rush in violently, knocking all down within 20' !! causing 1d6 tumbling damage with 15% KO (-2% per Armor value Helm), and possibly cause drowning if it floods the room. At least vermin in the secret tunnel will creep in and attack if threatened.

There are 2 Rat packs, 5 Giant Rats, and 2 Giant Leeches, 2 Swarm Leeches and many Common Leeches in the secret corridor between the GSM and Amber House. (See http://www.pandius.com/Monster_Manual_2.pdf Rats pages 444-445, Giant Rat page 447, Leeches http://pandius.com/Monster_Manual_3.pdf page 1066-1067)., The stench is overwhelming like a sewer. You as DM decide which creature might be able to attack PC, as these creatures wander about in this area.

The southern section of this tunnel has 2 tiers reached with steps, the first just before the corner at -35' (5' higher than the tunnel itself) with a 10' high ceiling, and the second one another 5' higher just near the end at -30' with a 5' ceiling, and a miniature 3' high 1.5' wide secret door to the GSM. This last set of stairs is 75% blocked by a cave in of walls and ceiling, leaving only a 2.5' high opening in between.

F Secret Tunnel; Like the Tunnel to the Amber House, the shepherds secretly also were aware of the tunnel the kitchen and dining staff regularly use to get in and out of the GSM (due various reasons), and created another secret connection to this hidden area and tunnel, just in case of emergencies; During the Alphatian Bombardment this tunnel was also used to receive refugees, as the Gorevitch-Woszlany Manor was under heavy attack; Both the Shepherds and the kitchen staff were in use by this. When later the attacks turned on the GSM, the tunnels were used again to help the people to flee and survive. This Tunnel has been barred from the inside by caving in of a wall, and as thus is still reasonably dry (only a few inches of water have accumulated). There is a single crack just before entering the curtain walls, and the height difference of the northern part is 2 inches in comparison to the section underneath the GSM.

G Shaft up to the Temple; as being open to the main room one might still be under attack of the Lamara in the main Room. Monsters (even if escaped can't leave through this area, mostly due their size, others due the stairs).

H Vault; Guarded by a Magen Hypnos (as per AC9-TSR91273-D&D-Creature Catalog page 29, DMR2-TSR9438-D&D-Mystara-Creature Catalog page 73, DMR-TSR2501-AD&D2-Mystara-Monstrous Compendium page 77-78) starved to death after 1014AC. Stored treasure; B as per Rules Cyclopedia page 225+. This room is somewhat tilted down on the northern side. The room is 1' lower on the north than on the south. (Thus set at -40' to -41'). There is a crack half an inch wide at the top of the entry door. This sinking is a natural process caused due the weak underground. It happened already in 3050BC, and happens still, but a much reduced rate in comparison those days, and affects currently only the already underground structures. The structures of the GSM erected upon the final topping suffer no damages due this sinking. Structures upon toppings nearby sometimes suffer tilting, cracking and sinking, but even here these effects are minor over decades.

I Vault; Guarded by a Magen Cauldron (as per AC9-TSR91273-D&D-Creature Catalog page 29, DMR2-TSR9438-D&D-Mystara-Creature Catalog page 73, DMR-TSR2501-AD&D2-Mystara-Monstrous Compendium page 77-78) starved to death after 1013AC. Stored treasure; H as per Rules Cyclopedia page 225+. This room is somewhat tilted down on the northern side. The room is 1' lower on the north than on the south. (Thus set at -40' to -41'). There is a crack half an inch wide at the top of the entry door.

J Secret Vault; Guarded by a Magen Galvan (as per AC9-TSR91273-D&D-Creature Catalog page 29, DMR2-TSR9438-D&D-Mystara-Creature Catalog page 73, DMR-TSR2501-AD&D2-Mystara-Monstrous Compendium page 77-78) starved to death after 1016AC. Stored treasure; A, B, C, D, E, F, G, H; Only gems Jewellery, special Treasure and magic Items as per Rules Cyclopedia page 225+. This room is somewhat tilted down on the northern side. The room is 1' lower on the north than on the south. The connecting corridor suffers the same sinking, making the entry point at -41' and the far wall north at -43' . There are some cracks between all the vaults and corridor.

DM: Clearing the Crypts

This adventure resolves around the infestations coming forth from the vermin attracted to the drowned monsters below. Some of these monsters might even be still alive and seeking food or a way to free themselves. Any treasure here is however not legally obtainable by the PC's as it is owned by the shepherds. They might however, grants PC's one or more items depending on their level and their success.

Another version of this adventure takes place before 1009AC, and thus before the flooding; the monsters they don't know, actually they only know the rumours that the shepherds have valuables locked away hidden; the PC's must spy on the shepherds to find the secret passage below, return later, battle the unknown monsters, catch some treasure and get the hell out of there. Be sure that such a burglary will be investigated, normally and magically. And the chance for characters will be great enough to feel very threatened, and they should, Glantrian Law is Harsh, very Harsh, and the Tower of Sighs waits nearby.

2T10 Shepherd's Room

Height 13' , above ceiling/floor 2' thick

Connected with; [3T11 Owlery](#) by ladder & trapdoor up, [1T2 Temple Shepard's office/hall](#) by stairway down. There is a 1' x2' section of the southern roof which is made of glass instead of roof tiles, giving daylight within. The northern Wall has a secret door in the wall. This is actually nothing more than loose boards, and a way to access the roof tiles, removing them will give access to [Courtwall](#).

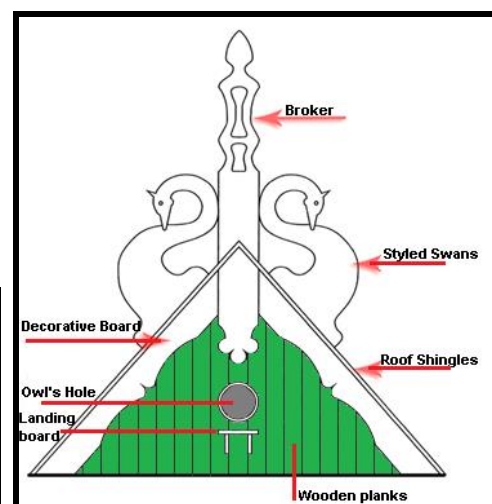
Color/Material Theme; the upper level contains the communal quarter of the originally four shepherds residing here and the lodging possible visiting shepherds (4 max). These wizards preach respect of the magocracy upon the people.

3T11 Owlery

Height 13' , above ceiling/floor 2' thick

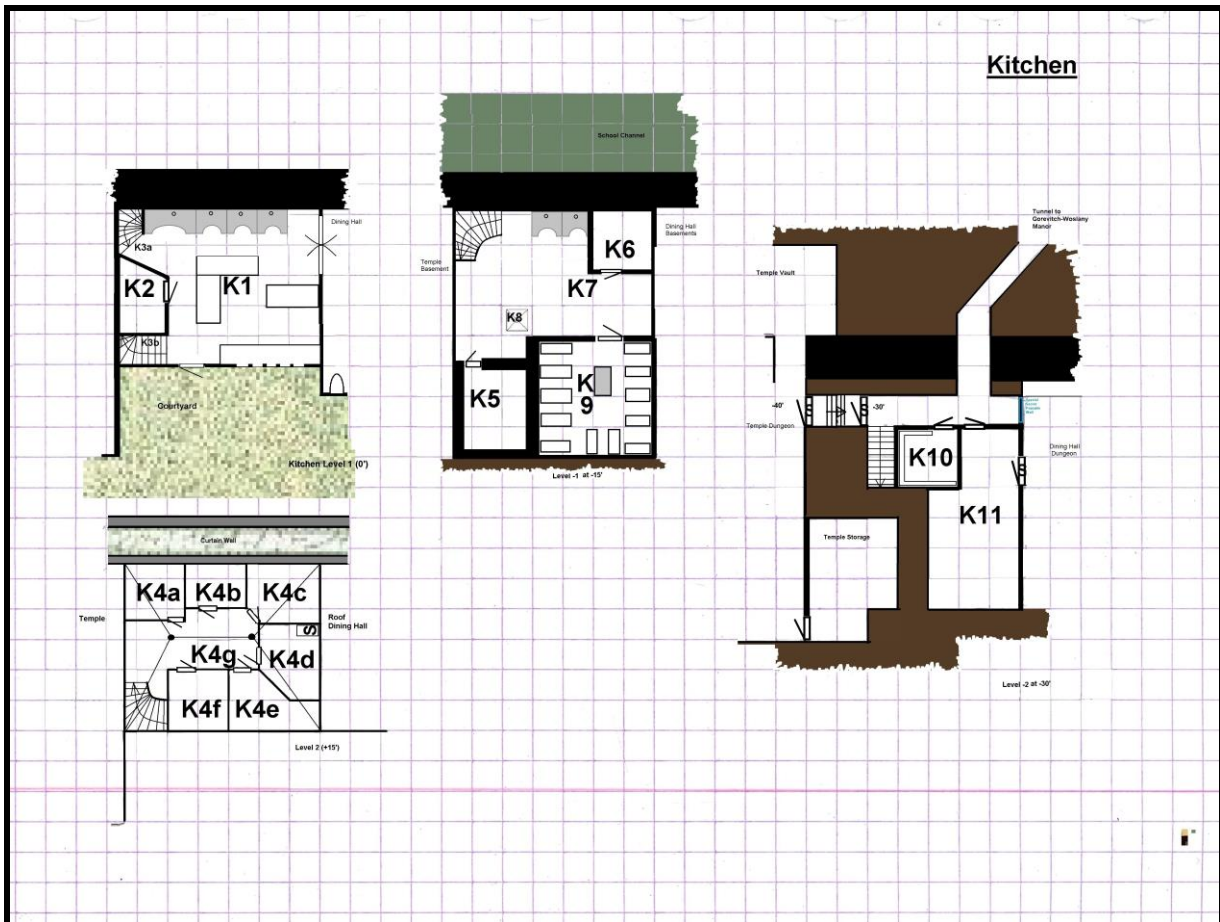
Connected with; [2T10 Shepherd's Room](#)

Color/Material Theme; literally located underneath the crown of the roof, a long and wide room has been created where owl familiars reside. They can enter and leave at free will through the Ūleboard (see here in Dutch <http://www.oldelamer.info/uleboard/uleboard.htm>).



Within this long room owls gather, and raise their chicks from the early spring till late autumn. The shepherds see these birds as important, and they are the most chosen familiars, but also as a symbol of wisdom.

Northern Courtyard buildings; Kitchen



This building (created 848AC) is erected upon the Topping of the former Blackmoor (*Redfen*) structures and created further within. As such the floor is set at (0') is actually 5' above water, and the higher levels are 15' per level above that, making the floor/ceilings 2' thick. The lower levels are set at -15' with the 3' thick topping as ceiling, and -30' keeping the floor/ceiling in between also 3' thick. This area is used to prepare the foods served in the dining hall (*and in the private rooms of some GSM Staff*). The floor is never fully clean, although it is flushed regularly and swept with mop and broom, however, as the kitchen is active between 05:30 and 22:00, new spoils will litter the floor as rapidly as it is cleaned. There is a single black Housecat living here, hunting the mice and rats. It is well fed, often nibbling on bits and pieces when getting the chance; its name is "*Monster*", and lives here forever, the cat before this was named similar, and before that...

DM: A Black Cat's Luck

Sometimes the cat is a few days away, but it always returns. The cooking wenches see it as a good omen when it returns and a sign of bad luck if it is gone. And although this is purely circumstance, it was away on nearly every disaster through the ages. When a new (other) cat is acquired, it will disappear very soon (either eaten by the rats, or fled out due the constant noise and action, or chased away by "Monster" when returned). Only "Monster" and its offspring (the staff believes) will always return. But unknown to any, "Monster" is actually a 19th level female Pooka (See PC1 Tall Tales of Wee Folk, or http://pandius.com/Monster_Manual_6.pdf pages 1771-1781), and "Monster" sometimes can't resist the temptation of adventure, and will accompany a group of students/adventurers if catching their intent to explore/theft, go anywhere. As a High Level Pooka it has many powerful abilities and acquired impressive magical items, amongst one a ring with a 24th level special designed Forget spell released once a day at will or 6 times at once but then 1 month not at all, this ensures the Pooka's secrecy, as the spell has no save, and wipes all identifying knowledge of the wearer away from those affected. They will not lose any other knowledge, and all are aware of a companion, but never remember anything special about the identity. No magic will return this knowledge, but when newly getting acquainted with the wearer, a strange Dejavu feeling will come over the affected ones. This is not a magical effect, but the mind making weird connections, however, remembering the wearer will never pass the new re-acquaintance moment back in time. Only those outside the effect will be able to remember AND identify the wearer as earlier. Any adventure "Monster" will enjoy, and will thus accompany a group, either as a cat, or as a Shapechanged other creature (often a black Rakasta, named "Monstera Deliciosa"), thus keeping its cat identity a secret. Either way, having a Pooka as adventuring companion can have great benefits, but also draw adventure and danger towards you. (Bellowing cat in dungeon= unwanted attention = wandering monsters coming to investigate, spraying in castles). Monster enjoys company of Crows, until he gets hungry. He is best played as an accompanying NPC, but a Good DM might allow a good player to use this character.



1K1 Main Kitchen

Height 14' , above oaken ceiling/
oaken floor 1' thick

Connected with; [1K2 Storage](#) by
standard door, [1K3 Stairway down,](#)
[Courtyard/Duelling Grounds](#) by standard
lockable door, Dining Hall by double
swing doors each 5' wide.

Color/Material Theme; walls and floor
are covered with Azul Clara Light Blue
tiles, with Shire Dark Blue linear tiles
and Costa Sol Bronze crossing tiles
(see picture page 136). The walls are
chalked and painted crème blue. The
ceiling is painted with clear boat
lacquer. 4 stone work tables; 2 central;
(4' x 11' , 4' x 7'), one along windows;
(3' x 16'), 1 at wall; (4' x 8'), 3 oven
grills (5' x 5') and to cook upon,
attached to metal chimneys each.

The room is hung with all types of
cooking utensils from tools to pans
and everything else, on every rafter



and beam. Many small planks are nailed to the walls to stock even more. The stone tables are actually more like desks and have drawers and closets within, containing cook books, tools. Herbs and spices for direct use, hang between all of these. The scent here is always changing, but always food or burning food related. There is a garbage chute below the central table, where debris is flushed down with brooms and several buckets of water. Originally this was swept out by the door, but after an obnoxious Prince complained about getting dirty shoes ruining the velvet, this chute was created. It flushed the water out in the canal north. And don't forget, almost anything can and will be eaten from brains to meat, from marrow from bones to intestines, from insects to larvae, rat to dog. The rarest steak the cook once prepared was a unicorn stew, but the imbiber was struck by a severe curse afterwards roaming now in the Broken Lands. Although the cook is no magic user, he is aware of, and has the knowledge and expertise to make several magical dishes. This is mostly done by Alchemy rather than direct magic, or it is just making a dish and "flavouring" it with a potion or similar. Sometimes the source might be magical; like honey from the Stirge or Giant Bee (See [MMMC Lowlife](#) http://pandius.com/Monster_Manual_3.pdf page 658-661), or flesh /organs from a magical animal conveying magical abilities. Both Stirge Honey and Giant Bee Honey can be found here in gallon sized tons.

Stirge Honey; *Stirges are able to make a blood-mixed version of honey from their saliva, digested-regurgitated blood and treesap. They are doing this in times of abundance (often summer) to be able to feed in times of scarcity (often winter). This bloody honey is a very healthy antibiotic, and will increase the chance that a person survives by lowering the intensity of the disease (see http://pandius.com/diseases_and_healing.pdf page 5) by one step after a week, up to two steps after three weeks. Rapid diseases often are too fast to afflict the person, but medium and slow diseases are thus often lessened or even nullified. Whatever disease, the pain caused by it will be extremely lessened. The taste of this honey is however extremely intense, and often disliked by mammals. The price is however 50gp per ounce and each Stirge roost will have 50 ounces per Stirge available, hidden in crevices, where normally only their probosci could empty the contents.*

Sir Token Torenscu is with his 59 years the Master cook of the GSM already for 35 years, his expertise in food, preparation, selecting and storing is thus great he actually has the Grand Master Degree in the cooking Skill. Though indeed Karameikan in history, he is not related to the Torenescu family in Karameikos. There is not much which he can't prepare, or already did; from Dragon Meat, Orc snout en Flambé, Roast Beholder, or Unicorn, or the many recipes as given by our Micky (see this topic; [Another Glantrian Project](#)). He however fully refrains from eating anything he isn't used to, keeping to birds, swine, cow, snake, bear, wolf, rat, beaver, and any fish/squid, vegetables, grains instead.

Token has a few magical items, which he might lend or sell (*half price since they' re old*) to the right (polite/friendly/respectful/social) person. They are rare items, but might be available in the right shop in the city for the given price.

Pan of Cooking: 1500Dc; *this is a round, 9-inch iron frying pan with a runic "F" on the handle. It automatically heats anything placed within it to frying temperature (or lower is thus commanded) — and it is non-stick.*

Pan of Spicing: 2500Dc; *a 9-inch, round iron pan with the runic "S" embossed on the handle. Any food fried in this pan is magically spiced to the cook's taste (he has to name the amount and sort of spice and/or herbs used)—quite a boon in areas where spice is scarce.*

A pan is a shallow container used for frying or baking food, or for bathing. Pans used for cooking are generally cast from iron; pans used for bathing are usually made of ceramic, glass, or lightweight metals such as tin or brass.

Two typical Glantrian drinks and Glantrian wines of all Glantrian locations and all qualities (see 1K2 Storage) can always be found here.

Glantrian Uisce; Glass 5ap 3sp 3cn Bottle x14
Glantrian Vodka; Glass 2ap 10sp 3cn Bottle x9.5

Other interesting magical foods; <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=18064&p=198470#p198375>
<http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=18064&p=198470#p198377>
<http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=18064&p=198470#p198381>

1K2 Storage

Height 14' , above oaken ceiling/ oaken floor 1' thick

Connected with; [1K1 Main Kitchen](#) by standard door east.

Color/Material Theme; walls and floor are covered with Azul Clara Light Blue tiles, with Shire Dark Blue linear tiles and Costa Sol Bronze crossing tiles (see picture page 136). The walls are chalked and painted crème blue. The ceiling is painted with clear boat lacquer.

Mage wine; 900Dc above original wine; This liquid is usable only by magic users, of all kind (including Witches, Wokani), and is made of any wine, combining it with some alchemical liquids and some basic enchantments. When imbibed, the drinker can immediately recall a random spell cast earlier that day (since last memorization) if any. The recalled spell can be cast within 24 hours, after which it dissipates. This potion has 3 extra alcohol points above the wine's original ap. (see also <http://breathofmystara.blogspot.nl/2013/04/how-does-alcohol-affect-body-remember.html>)

Use for all Wines the following Effects; roll 1d30 if found, DM choose if bought. Apply effects to designated Wine.

1	Excellent Wine (****)	Glass	ap x 2	cost x 200	
2-3	Fair Wine (***)	Glass	ap x 1.5	cost x 100	
4-8	Good Wine (**)	Glass	ap x 1	cost x 50	3
9-17	Normal Wine (*)	Glass	ap x 1	cost x 1	3
18-22	Bad Wine,	Glass	ap x 1d6-1	Cost x 0.4	save poison or cramps 1d4 hr
23-27	Very Bad Wine,	Glass	ap x 2d6-2	Cost x 0.1	save poison or cramps 1d10 Days
28-29	Vinegar	Glass	ap x 0	2-3 cp	
30	Spoiled,	Glass	ap x 0	free	cramps 2d10 Days -1d4 hp, save poison for ½
	Vinegar	Quart	0 ap	2cp	10cn Bottle x10
	Wine, Elven White (exquisite taste)	Glass	2ap	1sp	5cn Bottle x15
	Wine, Other White (incl. Glantrian)	Glass	1ap	8cp	5cn Bottle x15
	Bellayne, Renardois, Karamaikan Red	Glass	2ap	10sp	5cn Bottle x14
	Wine, Thyatian red	Glass	1ap	1sp	5cn Bottle x14
	Wine, rare / old (incl. Glantrian)	Glass	3ap	10-3000sp	3cn Bottle x14
	Wine, other red (incl. Glantrian)	Glass	1ap	10cp	5cn Bottle x15

Food Pouch 3500Dc; A. food pouch contains nuts, grain, and dried fruit, foods suitable for a snack or as trail rations during lengthy travels. It supplies enough food for two meals in the saddle each day.

Virgin Olive oil 300Dc when applied to holy symbol it adds 24 hr long a +4 to the roll, causing d8 instead d6 damages if the undead save vs. spells fails. This item was created recently, when clerics were accepted within the Principalities, and they discovered the nation is riddled with Undead. This oil is non magical but extremely filtered, and using only the best olives, which were repeatedly blessed during growth. The oil itself is thus non magical, but a Detect Magic (if cast by a caster of 12th or higher level) might reveal magical residue or ambient magic of an unknown sort. This will NOT be affected by Day of Dread effects.

Magic Peas 250Dc; this unique goeyish potion confuses even the worst glutton; it was confiscated by Token Torensu, as it was intended to pester an overweight student from some dormitory. Although even the recipe was taken away, the stuff pops up everywhere in the city once in a while. When poured onto a surface, the potion creates a plateful of delicious smelling, sweet peas. However, once trying to eat the peas, the peas magically roll away, making them impossible to eat. The effect lasts for 1d6 turns. However, if the potion is imbibed (which is indeed delicious), the drinker becomes ill after an hour for 1d4 hours, as the peas churn about in his or her stomach. A character can neither attack nor defend while affected this way.

Feedbag of Plenty: 2500Dc; an ordinary horse's nosebag. Many horses can feed from the feedbag, yet it continues to be full of grain. If more than 10 different horses feed from the bag in one day, however, the magic is lost forever. No grain can be poured from the bag.

Cup of Wine: 600Dc; once per day this cup turns 1 quart of ordinary water within it into excellent (4 stars) wine (6ap). No magic word is required

Verbena oil 1200gp **Powder Verbena** 1200 gp Imbiber 24 hr immune to new curses and Geas spells

Rakasta tea (choose effect as any potion as per table 1 Rules Cyclopedica page 229); Tea leaves, spend 1d4+1 rounds heating water and seeping tea before use. Can have additional effect if water is contaminate, neither effect is dispelled (DM decides).

Jumping Beans; Actually a natural phenomenon where insects hatch inside a bean, making it "jump" to avoid being eaten. However, this mix vegetable/insectoid treat can be used as a component for the Jump spell and is needed for the creation of boots Travelling & Leaping.

Jump **Aqusta Di Marionni Fire Elemental form 732AC, Prime Planar form 977AC**

Uncommon 1st level Alteration spell.

Range:	Touch
Duration:	1 rounds/level
Effect:	Enables 1 creature to jump at 4 times normal rate
Saving Throw:	None
Components:	Jumping Beans and a Grasshopper or frog hind leg cooked into a miniature stew with special enchantments, eaten while casting the spell.

A jump spell enables the caster or another to jump up or forwards at 4 times the normal distance (See; [Jumping & Falling](#) roll normally and multiply the result by 4). The material component has to be eaten by the creature the spell is cast upon. The character then will be able to jump for as long as the duration lasts. When the spell ends while the character is in mid-flight of a jump he will be unable to land safely, thus falling and taking falling damage as normal. Each second (1/10th of a round) the caster will move 10' while jumping. An initiative roll must be thrown before jumping. The jumping time according the distance jumped must be added to this to find out the time of landing. The character will be unable to determine if the spell is in effect except by trying. A possible, but risky, means of ascending (but not descending) a slope or a cliff face—since the spell "does not insure any safety in landing or grasping at the end of the leap." If a place exists for the jumper to land upon or grab onto, he must make a successful Dexterity Check at the end of the jump to land safely. If no such place exists, or if he fails the check, he will fall. To determine the chance of a protrusion, the DM can use Grappling Success roll (Dex/2 +1/speed/haste effect) or lower, or simply rule that a safe landing / grabbing spot always exists, except on a smooth slope or smooth cliff face, where the chance is 50% or less. (Fingers and toes can find purchase on places where a grappling hook would not usually catch.) This spell is mostly used on the Elemental Plane of Fire to create a similar movement as most of the local's do. The duration of this spell is there as the Fly spell, and is often found in the standard spell list and/or equipment of Pyromancers, visitors to the Elemental Plane of Fire.

1K3 Stairway down and Stairway up

Height 14' , above oaken ceiling/ oaken floor 1' thick

K3a=Connected with; [1K1 Main Kitchen](#) by open arch and [-1K7 Kitchen Classroom](#) down.

K3b=Connected with; [1K1 Main Kitchen](#) by open arch and [2K4 Kitchen staff's rooms](#) up

Color/Material Theme; These oaken stairways are unpainted, but tarnished by decades of aging, and wearing out due the many hands and feet touching it. Both have a sheen of dark on the steps, and the railings are polished bare.

2K4 Kitchen staff's rooms

Height 13' , above ceiling/floor 2' thick slanted ceiling to 2' high. This makes these rooms appear to be smaller.

Connected with; [1K3 Stairway down and Stairway up](#),

Color/Material Theme; These oaken slanted walls (actually the roof/ceiling) is unpainted, but tarnished by decades of aging. The central Hallway (K4g) has white colored floors, pillars, and straight walls, yet the paint has seen better days, and chips and flakes have fallen off here and there. And areas touched (door knobs, door rims, or the pillars at hand height show signs of wear, as the bare oak wood becomes visible. Each individual room is painted or wall-papered in personal colours/design. Simple bed, closet, bedpan, nightstand, etc.

(*Levels of commoners are as per this post <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=18164#p199317>)*

Room A; Colored with White lacquered floor, yellow boarding, pink wallpaper (with one leakage spot in the corner). Occupied by; [Chantal De Mayonnaise](#), Second Cook, (*secretly a 15th level Cleric of Alphatia Patroness of Peace, but portrays herself as a 12th level Mage; learned to hide her silent prayers as meditation, and uses mostly only spells existing in mages too, even got a license degree for them as she succeeded to inscribe them in a spellbook. And though her magical rituals are a fake, no official thus far has discovered discrepancies. She hides her healing spells in self made potions(actually any clerical healing potion is a mixture of water, oils and herbs with a healing spell cast on it, the magic user variant is a similar (or completely different mixture) with magic poured in by components or magical infusion, of which she has created a lot (Mimicking Alchemy). She rarely casts healing spells directly on victims out of fear of discovery. And the last time was during the war in 1009AC when a friend got hurt; here she created darkness on herself, in which she managed to cast the healing spells on the unconscious friend without being noticed, as she had no filled potion bottles on her that day, only empty ones. And in the panic, there was less control, which allowed her to do as she could. AL N, 4' 7"Female age 36*

Room B: Colored Dark Blue with Dark Blue wallpaper. Occupied by; [Ponton Demailles](#), Burly Cooking Help (*farmer's son*), age 23, 5' 6" Male, obnoxious brat, but hard worker, arrogant, thinks he is the best ALCN Normal commoner 2,

Room C: Bare walls and floor, some leakage spots. Occupied by; [Elloise Chanel](#), Cook maid (*Failed student due disobedience. Witch 1*), age 19, average. AL CG, age 37, 5' 1' Female.

Room D; Colored Light Brown paint, wall paper Light brown with darker brown motifs, several small family/friends pictures, Smoky scent, due smoked beef hanging here. Has loose secret panel cut in slanted roof, with the Roof tiles attached, enabling a secret entry/exit over the roof of the Dining Hal, except under day light (or the room itself is lit) this 1' wide 2' high door is even unseen at 10' distance. Occupied by; [Peggy](#) Cook Maid, *Low Commoner 4/Wererat3, AL CN, Age 29, Female. Peggy has a belt of Spiderwalk, and uses the secret doors and the curtain walls to leave and enter the GSM and Kitchen at will. Though chaotic, she is still good, but rejects the control of the bureaucracy, desiring freedom and privacy instead. Both in Wererat as human shape she is blond brownish in hair, 4' 8" tall or 2/3rd that in rat shape. Peggy could be a great secret help to students accepting her wild streak. She could even be a nice NPC within a party.*

Room E: Colored Faint Pink paint and wall paper with floral designs in red/yellow/ pink/blue, three portraits of landscapes and three of friends or family. Occupied by; [Sir Token Torensu](#). Master Cook. *Normal Commoner 12, AL NG*

Room F; Colored; Beige, with yellow/golden wallpaper, leaf patterns. Occupied by; [Alphonse DeBrecht](#) good Cook, (*Failed student (Mu3) age 25, handsome AL N*

Central Hall G; used to dry washed clothing on interior lines or door racks or to wash clothing in a large bucket hot water with a washing board (with soap, *magically heated, animated on command of course; these magical items for commoners cost 3 to 50 gp, last a lifetime and are often inherited or given as a brides gift.*).

-1K5 Kitchen Frost room

Height 13' , above ceiling/floor 2' thick

Connected with; [-1K7 Kitchen Classroom](#) by thick oaken 3' wide 5' high door, with a drop shutter (*functional from either side*), and with small window in door. A Knock stick is bolted on the door, for safety precautions in such a way even an illiterate person can activate it. When this is used, the door will be opened by a Knock spell anyway, even if blocked. This can be done 3 times a day, with a minimum of 8 hours to recharge 1 spell. This is done out of safety, as the cold might not be enough to kill someone soon, it has been tried, and the last attempt was in 998 AC just before Spring Break, with a Prince (*we shall not disclose his/her identity out of respect*), who was on the brink of a total body collapse and still suffers from frost bitten fingers all these years past (*enforcing a Dex check to cast any spell*). The GSM staff could no longer accept this and created this safety pure for this door (*as such it is unique, and to prevent removing it is bonded with the door by partial merging it*).

Color/Material Theme; This 2' thick wall is made of remnant stones (*broken pieces of Blackmoor concrete*) found in the area, and although they had to be mortared together, their magic resistance is still active. This room is under a Control Temperature spell set at -5 degrees below freezing, and the resistance of the wall keeps the cold within.

-1K6 Kitchen Dry Storage

Height 13' , above ceiling/floor 2' thick

Connected with; [-1K7 Kitchen Classroom](#) by thick oaken 4' wide 5' high door south, which can't be locked.

Color/Material Theme; This room is made of the Yellowish FWA Bricks like most of the 0.6 thick walls here. The floor are granite tiles slanted slightly to the north, where a drainage is created with a tiny dimension door attached to the -1B Pudding room, similar like the Latrines. As the kitchen has no latrine this drainage is used as latrine. It is ordered however to flush after such use not to spoil food. This room is under a Control Atmosphere spell where the amount of Moisture is decreased to 25% normal and the temperature does not vary much.

-1K7 Kitchen Classroom

Height 13' , above ceiling/floor 2' thick

Connected with; [-1K6 Kitchen Dry Storage](#) by thick oaken 4' wide 5' high door north, which can't be locked, [-1K5 Kitchen Frost room](#) by thick oaken 3' wide 5' high door south , with a drop shutter (*functional from either side*), and with small window in door, [-1K9 Infirmary](#) by standard door south, and [-1K3a Stairway up](#). There is a secret trapdoor [-1K8 secret Stairway down](#) which is cleverly hidden underneath a movable working table.

Color/Material Theme; The Northern wall is the solid curtain wall keeping the waters out, all other walls are made from FWA bricks, or remnants of former Blackmoor structures mortared together. The floor is Blackmoor "magical stone" (*Concrete*). There is no paint on any of the walls, and even if there was initially paint, this is long gone by all the scrubbing done here. Students will notice that here are no chairs; this class is done standing up, with work done by your hands and secondly by your mind, and then you might add magic to it. No matter rank, title, every student following this class is expected to do all menial work, to learn the necessary skill Cooking. Complaining is ignored and even gives you less respect. (*A shield with a Traladaran saying hangs on the wall, it says: "Ki kifogásolja meg semmit. Aakik panaszkodtak, hogy megverték" = translated: "Who complains learns nothing. Who complains will be skipped"*). Student learn here (sometimes for the first time in their life) to work hard, keep up standards and prepare a meal. Mostly they begin with a lot of menial work, like cleaning, scrubbing, hauling, and stirring, before they begin to learn anything, and those who stay up to this "abuse" might learn to make several magical items, or the single spell being taught here, (as listed below; these magic food or beverages, listed with their component cost can be made here, but a DM may add a magical meal to this lost. The students have to pay for all components themselves. Any xp gained (as per level magic used) is only once per creation.

Hard boiled Egg: 1500Dc *this item appears to be a normal hen's egg but is very hard to break. If struck with a full blow from any weapon (treat as AC 9), the egg shatters, bestowing a special protection on the creature breaking it: a -6 bonus to Armor Class and a +1 bonus to all saving throws, both effects lasting for four rounds.*

Rotten Egg: 400Dc; *this egg appears identical to a soft-boiled or hard-boiled egg. However, when broken, it creates a 10-foot cube of nauseating yellow gas. The victim suffers penalties equal to the reverse of the normal item (+6 penalty to AC, -1 to saving throws), for the same duration (12 or 24 rounds), and each victim within the cloud must make a saving throw vs. poison or be affected in the same manner.*

Multicolour Egg: 400Dc; *If eaten, this egg has the same properties as one dose of a potion of healing.*

Disintegration Egg: 10.000Dc; *this egg, when shattered, produces a disintegration effect as if cast by a 12th-level Spellcaster.*

Cloudkill Egg: 6000Dc; *When shattered, this egg produces a cloudkill effect as though cast by a 12th-level Spellcaster.*

Fog Cloud Egg: 4000Dc; *This egg, when shattered, produces a fog cloud effect as though cast by a 12th-level Spellcaster.*

Soft-Boiled Egg: 500Dc; *this egg appears and functions as a hard-boiled egg, but its effects last for 12 rounds.*

Stinking Cloud Egg: 500Dc; *this egg, when shattered, produces a stinking cloud effect as though cast by a 12th-level Spellcaster.*

Distillate of Wolfsbane: 1600Dc *this liquid is poisonous to Lycanthropes. Any werecreature who smells or touches the liquid must save vs. poison or flee, as per the fear spell. (Lycanthropes in human form get +2 to their save.) If a werecreature drinks it, he or she must save vs. poison or die. Any non-lycanthrope who drinks distillate of wolfsbane feels a tingling in the mouth, lips, and throat. Within one turn the character becomes nauseous and dizzy (-2 to attack rolls, saving throws, and ability or skill checks). The next turn, breathing becomes difficult (-4 to actions), unconsciousness follows, and the victim collapses on the following turn. Bed rest alleviates the symptoms, and complete recovery occurs in 24 hours. Distillate of wolfsbane retains its potency for only 1d4 days if kept in a bottle or 6d4 hours in open air.*

The maid Peggy will always find an excuse to be somewhere else when this liquid is created. As such Token Torenescu knows of her affliction, but keeps it a well protected secret, so long she does no harm or evil.

Power Word; Kill Rodents *FWA-some forgotten female mage; created during the Years of Infamy (802-828AC) to prevent spreading of the Plague*

Uncommon 5th Level Necromantic Evocation spell

Range: 10' per level of the caster

Duration: Permanent

Effect: 10' radius

Saving Throw: None

Casting time: 1

When this particular word is uttered, it instantly and utterly slays all normal Mice, Black/Brown Rats, Barric, Vapor Rats, Woodchucks, Flying Squirrels, Chipmunks, Gophers, Gerbils, Guinea Pigs, Moles, Shrews, Squirrels, Rabbits, Hares, Square Hare, Camp Rat, Brush/pack rat, Muskrat and other furry, fast breeding creatures of the normal variety. Up to 1000 rodents are destroyed by the spell. No giant or Magical versions are affected by this spell, but these move away out of the range of the effect as if afraid. (Osquips, Kercpa, Chatturs, Giant Black Squirrels, Jarbos, Jackalopes, Giant Rabbit, Giant Rats, Rat Kings, Giant Shrews, are all immune but will be affected as per fear spell if failing as saving throw vs. spells. (Individual rodents see [MMMC animals](#) page 431-453) . Mugumba's, humanoid beaver-like rodents, have evolved a full immunity against this spell.

Create Cheerios and Milk Erika Celeste 976 AC

Uncommon Cantrip

Range: 10'
Duration: (1 Hour + Intelligence bonus)/level
Effect: Creates Minute Service Magic
Saving Throw: None

This Cantrip Spell creates a healthy cereal meal with milk for an infant; it can also be eaten by anybody else and as thus substitutes a half standard day ration and a ¼ of the daily need of moisture.

Gallager's Food to Mush Gallager 991 AC (when he was old and almost toothless)

Uncommon Cantrip

Range: 10'
Duration: (1 Hour + Intelligence bonus)/level
Effect: Creates Minute Service Magic
Saving Throw: None

This Cantrip Spell makes an edible mush from any food for infants (or others unable to chew like elders). It doesn't create food but only instantly turns food in a mush. When the duration ends the food will still be mush, but will be spoiled and 50% hold germs, bacteria and other disease spreading causes, and thus making it very unhealthy too eat. Only in cold environments will the food not spoil that soon. As long cold is applied(and thus freezing the mush and making it inedible) it will not spoil, but as soon as no more cold is added, the duration lasts as normally from that moment on, and as thus being edible for that period of time. This spell can only be used on food that is placed in a bowl or similar container, if used elsewhere it will simply fail.

Burp (also called; Pass Gas) Some unknown mage in Krondahar 988 AC

Uncommon Cantrip

Range: 10'
Duration: (1 Hour +1/ Intelligence bonus)/level
Effect: Creates Minute Service Magic
Saving Throw: None

This Cantrip Spell causes infants (but also adults) to pass gas, and as thus prevents partially against child death. It does however let the target creature make burps and farts that can be heard, or even farts that can be smelled, from a greater distance by several creatures with the normal risks.

-1K8 Secret Stairway down

Height 13' , above ceiling/floor 2' thick

Connected with; [-1K7 Kitchen Classroom](#) by which is cleverly hidden underneath a movable working table.

Color/Material Theme; The whole hidden stairway is colored black inside, and a Continual Darkness located 1 foot lower makes it even darker still, almost as solid mass. As such, even if the door is discovered, they will think it is just a dead area below the floor. The stairway connects to the secret passage below. This passage connects to the rises just south of the Gorevitch-Wozslany manor, and even their private basements but this is prevented by a secret door hidden as being camouflaged being major foundations. There is one secret door to the west in the Temple Basements, but this is known only to the Temple staff. With the flooding of the Temple Basement, this are was flooded too. But as cooks and staff are hard workers, the water here was removed within 3 months. The secret doors to the temple are clogged with debris and mud, and do not allow entry the kitchen side due water pressure. If opened (by a knock spell, not only the water, but also anything living within it will flush violently in the room. Filling it halfway the water level it was on the temple side. The other doors lead to the [-2K10 Secret Storage/Library](#) and [-2K11 Secret Meeting Room](#) by standard door. As these doors are opening outward, they will be closed shut by any water on this side. This will prevent books to be damaged. If any of these doors are opened the corridor water level is lowered again (-5% K10, and -20% K11). At the end of this corridor is an wall treated with special magic; Only those pressing the secret symbol of the secret craft of the Dream Masters (or applying a Knock spell or Dispel Magic of 23rd level or higher) can open the vortex on this wall leading to [-1D14 Oculus Sequuntur Somnia \(Eye of Nightmares\)](#), a copy of the room on the other side but actually placed in the Dimension of Nightmares, to any other it is solid stone. The Dream Masters are aware of the secret rooms underneath the kitchen and others using these rooms are aware of someone passing through these corridors. Dream Masters are strictly forbidden drawing attention to this location and themselves, thus try to prevent any contact.

There are three magical plates located in the kitchen, but these are often relocated elsewhere in this room; (*Appetizer, Meal, Dinner*), and three magical decanters (*Milk, Thee, Water*), which transport food from the Kitchen direct to the plates or taps in [-3AA Cantina](#). The clients need your own plate, curlery and mug/glass, as otherwise the food/drink will fall on the metal Plate below. If a dish is placed on the Plate--, or a vessel underneath the tap--of choice in the Cantina together with sufficient payment, a signal is directed to the Kitchen. There is the same arrangement of plated and a decanter for each tap. The money is transported to the Kitchen and ordered food is placed on the Kitchen Plate /or Decanter, and it arrives there by a miniature Dimension Door. This kitchen plate is cleaned daily manually. The personal plates, cutlery and mug or likewise will have to be cleaned by the owner himself, and remain on the Plates in the cantina during the order. Any order can take some time, and is sometimes even forgotten. There are no refunds by the Kitchen staff if such happens.

-1K9 Infirmary

Height 13' , above ceiling/floor 2' thick
Connected with; [-1K7 Kitchen Classroom](#)
by standard door

Color/Material Theme; door and furniture painted light blue with white rims, floor and ceiling. The continual light globe above is dimmed to 25% mostly, but can be increased to 150% as normal on command of the nurse (special codes). The floor is covered in an Azul Clara Light Blue tiles, with Shire Dark Blue linear tiles and Costa Sol Bronze crossing tiles (see picture). The walls are chalked and painted crême blue. Where door and window borders are blue. There is a single marble operating table in the middle of this room. This room is filled further with 10 single beds and 2 triple stacked beds (for the more mobile patients) giving total room to 16 bedridden patients. There are curtains around the single beds and one between the triple beds and the operation table which are closed when an operation, autopsy, or treatment are given. The room has bedpans which are cleaned manually, but the room is subjected every 4 hours to a Filth Bane spell. (*Filth Bane is listed in GKoM*). A new and very important spell was introduced by Valerie Krondahar; Any mage attending at least 100 social hours in the infirmary might be allowed to learn this spell afterward (behaviour also counts, and asocial behaviour is cause for rejecting the allowance.



The cooking crew knows all diseases and afflictions as presented in [diseases and healing](#) and how to treat them correctly. When in need of a healing cleric, these might be hired to do so (And NOTHING clerical else!!) at 1000sp/lvl per month or part thereof. Tools and other stuff needed in surgery or healing processes (including primitive non-magical can also be found here; [What can be Bought](#) (imagine binding a frog on a wart to let the wart disappear, etc. They work together with; [-2Grd20 Hospital](#)

Detect Disease created by Valerie of Krondahar, Glantri—1011 AC

Rare 1st Level Divination spell

Range: 10 yards
Duration: 1 round/level
Area of Effect: 1 creature or object
Saving Throw: None

Detect disease reveals to the wizard whether a subject creature or object carries a disease, whether normal or magical. Additionally, there is a 10% chance per level of the caster that he is able to identify the exact type of disease. When the caster also has the skill knowledge of diseases and afflictions, or infuses this spell upon through a Healer, or someone who has the skill, that person then gains the knowledge of the correct method of curing the patient, the course the disease takes, if fatal and when, and how long the disease will take, if and how infectious it is, all side effects for the patient. Even if the disease is new, or unknown by the caster normally. The divination magic infuses the caster with all this knowledge. The infused person will forget it when the spell ends, unless written down. Valerie invented this spell after the War and Plague that followed in 1005-1010 AC, where her family was greatly affected. She saw not only family and friends, dying, but she saw also that even when the clerics arrived, they could not easily reduce the number of affected beings. After some discussions with healers and clerics, she started a research. It took her three months to discover that diseases have an incubation time before becoming active, but already are like a species, active and growing, fighting their prey and its resistances. This spell searches for the diseases weaknesses and relays them to the caster, together with all other effects.

It also reveals if an object is infected or carries a disease. This will include a bucket of water (Taken from a well, river, puddle), a handful of grain or meat, a waste bucket, a blanket or mattress. This way the disease can be prevented, by negating contact with the object. This spell does not reveal air-borne diseases; however, as it needs a physical object to be divined. The spell also does not work underwater.

-2K10 **“Secret” Storage/Library**

Height 13' , above ceiling/floor 2' thick Connected with; [-1K8 Secret Stairway down.](#)

Color/Material Theme; This bare Blackmoor “magic stone” basement structure is created within one of the former Blackmoor structures. As this has been a unit for crew, weird graffiti can be found on the walls from 4000 years ago; mostly these hold names, love symbols, erotic jokes, *but there is at least a section holding about 30 sentences of an Elven dairy depicting the difficulty of drawing the gas, its flammability, and how the whole region seems to sink deeper the more gas is drilled for. As if the gas gave the pressure. And now they reached the deepest chamber at 10.000' depth which has a purity never seen before. There is also spoken on Beastmen attacking the city regularly but are beaten off easily. The ecological dangers of the gas and political tension are spoken about, and how other sources like the RCC machinery located a hundred or so miles south could bring environmental friendly energy. It ends in a prayer to some Elven name.*

The room is stocked high up with secret foods, cooking books, and even magical items (see earlier rooms of kitchen section), yet the first 2' or somewhat less has only lacquered barrels of wine stacked. There is severe water damage to the wood, door, wall door hinges, as if this room has been flooded not so terribly long ago. And even much of the stock is affected, books with mould, cans with fungus growing out of it, but most (what remains now at least) is functional or not affected. Everything really spoiled is tossed into the canal; yes this includes magical items, which can be retrieved, if searched for underwater.

DM: How deep are the Canals? Very Deep sometimes

This adventure allows the PCs to dive for lost treasure in the canals. First they must acquire a Treasure hunting Licence, a Adventuring within city limits license (which allows them to slay any non-sentient non-owned creature from this Plane or kill or banish any Planar creature threatening them or the local Populace, and a license of drawing any substance from the waters of the canals of Glantri City, and of course a treasure selling license (each cost 50GP a person and may be used for a year after date). Within these licenses are inscribed which weapons are allowed, which magic and at which times they may hunt for treasure or a designated creature or person and in which canal or in which city quarter They will also receive a legal identifying badge (3" bright Red shield with text "City Adventurer"). Keep in mind the Master of the Canals may reject any on a whim, even if legalize, which needs political debating (and this might cost time...lots of time).DM; be as bureaucratic as you can be!!

-2K11 **“Secret” Meeting Room**

Height 13' , above ceiling/floor 2' thick

Connected with; [-1K8 Secret Stairway down.](#)

Color/Material Theme; This bare Blackmoor “magic stone” basement structure is created within one of the former Blackmoor structures. As this has been a unit for crew, weird graffiti can be found on the walls from 4000 years ago; mostly these hold names, love symbols, erotic jokes.

This “secret” room (*not so very secret as the Dream Masters are aware of its existence, but not its usage*) is used by some of the Kitchen/Dining Hall staff (*Pontoon Demailles from the kitchens and with criminal intent to convene and plan heists*). This is the sole connection the thieves guild “*The Fellowship of the Pouch*” (as per Gaz 3 page 35), within the GSM. The thieves keep this position to enable them contact within the GSM, giving them better access to objects to steal within the GSM. But also to enable them to get access to students willing to make and/or sell them special magical items. In this room can thus be found several items of magical origin prepared for the Thieves Guild; *Mostly a set of Magical Thieves Tools, a scroll of the Cantrip “Catfeet”(see below), A potion of Spiderclimb, or a magical dagger (+2 or lower), Magical Gloves, etc can be found here. Other examples of functional magic Thief's items can be found in AD&D2-TSR2111-The Complete Thief's Handbook page 103-108.*

As such payments may be deposited here too for the mage or student working for the guild. All these items and payments are usually boxed, and locked, where only the student and the accepting thief (or accomplice) has the key. The various shelves here hold these boxes, larger ones are chests and they are stored on the ground.

Beware breaking open these chests, and even more stealing the items within. As the thieves guild will learn about it, and will search as long, best and even magical, as possible to find who stole “their” stuff. Be sure to know repercussions of any kind will be possible if they do find out; at that moment shopping for example can become near to impossible, as most items will no longer be available to you (shop handlers are threatened or pushed, to reject your offers/needs), travelling might be really hazardous, and sleeping could become downright deadly. If you desire such an item, it might be best to deposit a letter with your request, and soon you’ ll find an answer instead. And depending on your personality, reputation, or value (in any sense of these words) will be weighed to make a “trade”, either by the Thieves guild or the mage making the item. It might also be possible that you would be approached somewhere in a request to make such an item.

Catfeet *Bertold Ambrecht Glantri 941 AC Sold to GSM after Capturing him due burglaries.*

Uncommon Cantrip

Range: *caster*
Duration; *(1 Hour + Intelligence bonus)/level*
Effect: *1 pair of feet (Self)*
Saving Throw: *None*

This personal Cantrip spell, enacted by making a stroking motion with the fingers of one hand, acts upon the caster (and can't be made to affect another person) for one round per level of the caster. Movement, regardless of the surface being walked upon, is rendered silent. This doesn't cloak any other sounds made by the caster, such as breathing, the swish of clothing, or sounds made with the hands grasping or moving. Anything dislodged or broken by the caster's feet will make what ever noise it normally would, and traps triggered by a footstep will also function normally. In addition the caster will land, balanced and unwinded, on his or her feet, from a fall of any height suffered while the Cantrip is in effect (and a modifier of -1 from each die of falling damage suffered applies). The dweomer also lends some surety of traction and movement; a -15% chance of slipping or falling in damp, greasy, or otherwise slightly slippery conditions underfoot. Note that this doesn't enable the caster to climb or walk upon walls or ceilings unless other Magic is employed (such as a spider climb spell), but will reinforce all such Magic to lend increased safety in hazardous conditions.

Northern Courtyard buildings; Dining Hall



This area (created 855AC) is the most welcome area of the GSM, but keep aware, much evil, mischief, brutality and other unwanted unexpected can be found here too. *There are three meal servings; 2 hours after Sunrise, Noon, and 2 hours before sunset. In winter there is an extra meal 3 hours before midnight. The confectionary is open from 10:00 to 18:00, except holidays, or emergencies. The whole dining hall is also closed for shopping food during Duels in the Courtyard, but instead beverages are sold. Students must provide their own food these moments. This is actually a silver class restaurant/Inn according to food services, and the food is excellent. 5 serving maids and one man are hired daily. (name; age charisma alignment (notes) Julia 19 CH17 LG (flirtatious), Beverly 22 CH15 NG (Competitive), Jasmin 22 CH11 NE (Jealous), Ludiana 45 CH 6 CN (not friendly or social), Carmen 27 CH8 NG (Overweight, cautious but friendly and serving), and Oswald 23 CH13 NN (friendly, helpful), rarely there is other crew. They are all Commoners average 2. (as per <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=18164>*

1D1 Dining Hall

+3' floor Height 13', above ceiling/floor 2' thick Connected with; 1D4 Entry Hall by open arches south west, 1D2 Serving Hall by Serving Table and passage north, 1D6 two Stairways to roof and one down by open arches north and East, curtain North, 1D3 Confectionary by wide arch south.

Color/Material Theme; The floor of this room is covered in rectangular sheets of Marfil Crème Marble, while the pillars and walls are plated in 1'square tiles of Podol Rosy Marble up to the ceiling. The room has six 2' wide 15' or 20' long dinner tables. There are no chairs, but eating is still done sitting; as the tables are enchanted in such a way, that someone who holds the table with two hands, thumbs in the middle, creates a sort of Floating Disc like shape which will function like a stool, but as soon as you leave the "stool" it disappears. You wouldn't be the first reaching far over the table to get something, lift your buttocks, grab the object, and slowly return down on your "seat" noticing the seat is literally gone, you also wouldn't be the first one not noticing this and making an awkward stumble or fall, just the same as returning to the table with hands full of food, drinks or whatever, not being able to "create" a seat, and landing between a position how to place it on the table, request help, or just stumble and fall. There are also three half round tables set at average elbow height, for three standing customers/clients each. There are a few major rules here; **do not walk between the tables** if you do not intend to join either one of these tables. And even if you do, do it with care, and otherwise; use the wider passage ways in the middle, or along the sides. **Do not loiter, linger** or otherwise create a stockade. **Do not Throw Food**, drinks or other utensils around. (This rule is however, often broken during or the last day before Spring Break.)

1D2 Serving Hall

+3' floor Height 13' , above ceiling/floor 2' thick

Connected with; [1D1 Dining Hall](#) by Serving Table and passage south, [1D5 Gold Glass Corner](#) by passage east (behind stairs), [1K1 Main Kitchen](#) by double swing doors west.

Color/Material Theme; The floor of this room is covered in rectangular sheets of Marfil Crème Marble, while the walls are plated in 2'square tiles of Podol Rosy Marble up to the ceiling. The counter is plated at the front in Nero Marquina Black Marble but further Marianna White Marble, with a Křtiny Reddish Marble top. Upon these are placed the white porcelain serving pans with a wooden ladle serving or a pair of wooden thongs to grasp or shovel the food on your porcelain plates. There is a metal frame with a glass lid above all of this which has been treated with a Bug



Repellent potion. Example Meals and such see here; <http://pandius.com/What can be Bought.pdf> pages 17-29.

1D3 Confectionary

+3' floor Height 13' , above ceiling/floor 2' thick

Connected with; [1D1 Dining Hall](#) by wide arch north.

Color/Material Theme; The floor of this room is covered in rectangular sheets of Marfil Crème Marble, while the walls are plated in 2'square tiles of Podol Rosy Marble up to the ceiling.

There is a saying; "There aint a lure wizards great, than sweetness, bakery and chocolatl decid' n their fate", which means not only that mages relish chocolatl (*this is how chocolate is called on Mystara*), bakery products and other sweets. This goes thus far, that mages often may be inclined to hasten a meeting, combat, socialite, or whatever, just to enable him/her self to devour the sweets as fast as possible. This may have to do with sugar being an energy source, or that other sugars enable the brain to function better. This natural (*real world*) effect is even further improved in several special magically enhanced sweets, but keep in mind that these do not last long and may have unwanted side effects.



Magical Sweets

As some Examples we have the Following sweets. DM's are encouraged to use these examples to create some of his/her own, but keep the effects limited and with some contra effect. Also, no more than 1 of these items will be active or it will create sugar rush (functions as paralysis) and nausea, regurgitating (thus negating the benefits of last meal less than 8hr ago), tooth decay, (-1hp and -1Charisma) or 1% permanent weight gain (this can't be prevented as the magic enhancing the sugar effects also enhances its negative effects). The same will happen if imbibed more than 10 a day.

- Fruit Sugar;** *Loose in box; Improves Meditation/Concentration by +1 for 1 hour, thereafter fatigued (see table page 93)*
- Chocolatl egg;** *Single wrapped item (1r to unwrap); Improves THACO by +1 for 1 hour, the night falling asleep becomes more difficult, and will be not relaxing (no spell memorization if not relaxed!!).*
- Fruitiness;** *Small cardboard box with small fruit; 1 box will cause initiative +1 for 1 hour, thereafter Flatulence for 3 hours (Sound/stink=attract monsters and Charisma -5!!)*
- Candy crush;** *Small cardboard box with small candies; 1 box increases Strength by +1 for 1 hour, but has a 25% chance to cause instant toothache for until cured (tooth removed or Cure-all), and Initiative -1 for 8 hours.*
- Gummy Bears;** *Small cardboard box with small fruit; 1 box can be thrown to an enemy, turning into a 1 foot tall 1HD Gummy Bear with all statistics as a normal bear per Rules Cyclopedia but minimal damages, but any mage desires to eat the creature which will defend itself. Multiple mages may wrestle each other.*
- Candy sticks;** *per stick, as long as suckled the imbiber gets +1 hp/HD or level, but can't cast spells. As soon as suckling stops, the extra hp are gone. Each stick can be suckled for 5+1d3 Turns at best.*

1D4 Entry Hall

+3' floor Height 13' , above ceiling/floor 2' thick

Connected with; [1D1 Dining Hall](#) by arches north and east, [Courtyard/Duelling Grounds](#) by door west followed by two steps down. There is also a ' *Dimension-on-Call*' as a service to the customers.

Color/Material Theme;

The Outside two rounded steps and the door step itself are 1' high, and made of granite. The tiles have by centuries of use (since the FWA) been polished in a shiny sheen. During frost and sleet, it will be slippery. There is some debate if a middle leaning will be installed, if this happens this will be a 3 inch thick yellow copper tube railing of only 3' high and 4' long, beginning just before the steps in a roundish curve following the steps. The Entry hall itself is decorated by polished roughly half a foot sized marble tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets Dark Emperador marble, and above that amber colored plaster. The tiles are however, severely worn, and many are cracked. The walls (although regularly cleaned) have faded and toned down.

1D5 Gold Glass Corner

Height 13' , above ceiling/floor 2' thick

Connected with; [1D1 Dining Hall](#) by curtain south, [1D2 Serving Hall](#) by passage west (behind stairs).

Color/Material Theme; The floor of this room is covered in rectangular sheets of Marfil Crème Marble, while the walls are plated in 2'square tiles of Podol Rosy Marble up to the ceiling. But the room has a burgundy Red velvet curtain between the Dining Hall and this room. Also three paintings are installed on the walls; these are magical paintings resembling; Mont De Glace as seen from the Village Nyra looking west in a morning sun, The Scotch Breach as seen from a Wizards tower in the Southwest in the early evening fog, and Fortress d' Ylourgne as seen from the village Chamalieres, on a spring windy day. These pieces art are placed here in a very severe dispute between several members of family of Princes of these areas. This has led to several duels, but eventually, ego's settled and a mutual agreement was made to install three paintings instead of one.

The decorated dark chestnut table is covered with an Ylari tapestry. There is a spittoon in the corner, and a pipe-stack above it. The dining/kitchen staff will deliver all wished. Prices are only twice as high as a common silver inn, but quality is mostly equal or near to gold quality.

1D6 Stairway to roof or down

Height 13' , above ceiling/floor 2' thick

A; Northern stair way up;

Connected with; [1D1 Dining Hall](#) by open arch south, [2D13 Roof Dining Hall](#) by door west.

B Northern Stairway Down

Connected with; [1D1 Dining Hall](#) by open arch south, [-1D7 Tribune Storage Room](#) by open arch South

C Eastern Stairway Up

Connected with; [1D1 Dining Hall](#) by open arch west, Dining Hall Roof by door west and [Courtwall](#) East.

D Lower Stairway

[-1D7 Tribune Storage Room](#) by open arch underneath 1d6b, [-1D11 Tribune Storage rooms](#) by open arch.

Color/Material Theme; These oaken stairs are open, and thus only have steps, under which you can look through. The leaning/wall cover are 3' high 1' wide oaken boards on the sides with a grip shaped within, going up or down with each step. As this is the main way to "the Gut" (aka communal Latrines) there pass many people, and pestering, assassination attempts, and bullying pass through these steps, on the stairs. Beware your top AND downside, tripping and falling will be the least of your worries. There have been attempts at murder by Garrotte or attempts at invalidity by cutting the Achilles tendons, or "accidentally" breaking a hand, finger or leg. These actions mostly precede a duel in the courtyard, often incited by the "hurt" culprit feeling his (women less often act similar in this way...they prefer sneakier attacks like poison, and magic, and elsewhere, not to attract any attention to themselves) ego, fame, name, expertise being lowered in one way or another.

-1D7 Tribune Storage Room

Height 13' , above ceiling/floor 2' thick

Connected with; [-1D10 Tribune Storage room](#) by standard door (no Locks), [-1D9 Tribune Storage Room](#) by standard door (no locks), [1D6 Stairway b](#) up by open arch, [-1d8 "The Gut"](#) by standard door (no locks), [D13 Roof Dining Hall](#) North-east by "**preset callable Dimension-Door**" on the south wall (*dark yellow on map*) (*between D10 & D9 south*).

These "preset callable Dimension-Doors" can only be opened by opening the doorframe affixed to it. By doing this, the Dimension Door opens on its preset destination and stays open for 4 hours. While open it can be passed as a normal doorframe from either direction, as often as desired, even when carrying long beams. After 4 hours the energy stored is used and the dimension door (both ends) collapses. It needs 24 hours to store enough energy to open the doors, and 1 day extra for each following hour (maximum 4). This time is normally enough to carry the materials of the tribunes to their destination (which is about 3.5 hours), to be constructed together there. Understand that these doors could have another orientation then the opposing door. This means if entering one directing north, you could be moving in another direction if walking in a strait line, as if you made a turn.

Color/Material Theme; This room is constructed by the original Blackmoor "magical" stone (*armoured concrete*) of 4000+ years ago. There is some minor graffiti here, but these are all a bit grim, as they reflect death dates. Apparently this area (including the nearby rooms) has been some kind of infirmary or death chamber.

This room is primarily used for the storage of all the buckets, bolts, seats, and such needed for the construction of the Tribunes on the Court wall and the roof of [D13 Roof Dining Hall](#) All materials (Chests) are labelled by location, and connections (*somewhat like a large Ikea set, but then more logical and functional*). The work men all know how the “**preset callable Dimension-Doors**” function and for how long, so either they work hard to be on time, or they go easy, when they know they will be too late and extra fast work will bring nothing more. It is in these moments you can be witness of a very rare and special Transportation variety spell you actually already know in its normal form; Floating Disc. Some of the workers (*which are mages/teachers or other staff, others are hired musclemen*) might be incited to share the knowledge of this spell if paid the right price (*returning a loved one, finding a loved one, revenge, commerce, retribution, money, food, knowledge, help*), *actually anything the DM wishes to use to incite another adventure.*) The following spell will be the main reward in that case. As this guideline is too variable, the DM can use near to any small adventure located in Glantri City, the Principalities, or even further away fixed with this location and reward. However keep in mind, students have to follow class the correct moment or could have to wait until the next year (*and losing all paid school fees thus far*).

Floating Disc Train GSM 1000 AC

Very Rare 1st Level Evocation/Alteration spell

This is in fact the normal Floating Disc spell with only one major difference; more discs are created; Only with the additionally Train Module of this spell, first available at level 10 can more discs be controlled. The new disc will then appear exactly 6’ behind the last one created. To reach the discs the caster has to twist around his feet as if winding up/down a rope around himself for each disc in the train (This takes 1 full round/disc). The caster will be freely to move and so load the discs but as soon as a straight distance is walked the discs will follow the caster in a single line. There is a limit to the number of discs; this is equal to the casters Strength. When reaching or crossing this “boundary” (as with any Strength draining attack) the exceeding discs will dispel automatically. This train module has a casting time doubling for each new disc attached (2nd disc 2, 3rd disc 4, 4th disc 8, 5th disc 16, etc.) and can never be found or inscribed on a spell scroll. This Train Module is very rare and only a very few Mages make use of it. The Glantrian Movers Guild is the most famous user having a train of 17 discs!! It is absolutely impossible to place one object on more than one disc, because this will dispel the affected discs and the ones behind it. Any Permanency/ or duration altering effect will also instantly dispel all discs.

-1d8 “The Gut” (Dining Hall Communal Latrine)

Height 13’ , above ceiling/floor 2’ thick

Connected with; [-1D7 Tribune Storage Room](#) by standard door (no locks).

Color/Material Theme; the floor is covered with Al-Andalus Red marble. The walls are covered up to 4’ high from the floor with Lipová Dark grey marble panelling topped with a Nero Marquina black marble rising ledge of 3 inch, and above that amber colored plaster. The room holds eight barren white Marianna marble communal latrines (*men and women mixed, no seating possible, so crouching or hurdling is the advice, men do it standing up here*) with below a 3’ deep chute and a permanent miniature Dimension Door underneath the Latrine, reappearing on the ceiling of the Pudding chamber. Two bottles of fragrance can’t completely hide the stench of the collected fresh waste of students below and in the room. Glantrians do not use toilet paper, or leaves like most of the world, but instead use to sponge on a stick, like the Thyatians do, which is then rinsed in a bucket of water charged with a “*Foul to Fresh*” spell (*These rare buckets are enchanted with a permanent Transmute Foul to Fresh where only the components need to be refreshed after each 4 hours*). The remnants are then tossed in the hole of the latrine. A normal water tube (mostly lead, sometimes copper or ceramic) attached to a higher source of water (the canals!!), is located in each latrine to flush and rinse, and to give water in the small basin in between, each with a small tap. As this is a communal latrine, and less cleaned as the Main Building latrines, the scent is harsh, penetrate and stinking. Regurgitated food and drink (eating while drunk is not a good advice), and the normal natural deposits bear weight to the overall feeling of; Do what you need to do, and get out of here as soon as possible. This room is called the “the Gut” as not only is this a gut-like latrine, but also because the last few years several people have been gutted here, and not all of them could be revived (as important parts were missing). This area is actually where the highest amount of Deaths has taken place in the whole of the GSM.

-1D9 Tribune Storage Room

Height 13’ , above ceiling/floor 2’ thick

Connected with; [-1D7 Tribune Storage Room](#) by standard door (no locks), [D13 Roof Dining Hall](#) Middle North by “**preset callable Dimension-Door**” on the north wall (*dark yellow on map*).

Color/Material Theme; This room is constructed by the original Blackmoor “magical” stone (*armoured concrete*) of 4000+ years ago. There is some minor graffiti here, but these are all a bit grim, as they reflect death dates. Apparently this area (including the nearby rooms) has been some kind of infirmary or death chamber. This room is primarily used for the storage of all the beams and girders, such needed for the construction of the Tribunes on the Court wall and the roof of [D13 Roof Dining Hall](#) All materials are labelled by location, and connections (*somewhat like a large Ikea set, but then more logical and functional*).



-1D10 Tribune Storage room

Height 13' , above ceiling/floor 2' thick

Connected with; [-1D7 Tribune Storage Room](#) by standard door (no locks), [D13 Roof Dining Hall](#) Northwest by “**preset callable Dimension-Door**” on the north wall (*dark yellow on map*). (*between D10 & D9 south*).

Color/Material Theme; This room is constructed by the original Blackmoor “magical” stone (*armoured concrete*) of 4000+ years ago. There is some minor graffiti here, but these are all a bit grim, as they reflect death dates. Apparently this area (including the nearby rooms) has been some kind of infirmary or death chamber. This room is primarily used for the storage of all the beams and girders, such needed for the construction of the Tribunes on the Court wall and the roof of [D13 Roof Dining Hall](#). All materials are labelled by location, and connections (*somewhat like a large Ikea set, but then more logical and functional*).

-1D11 Tribune Storage rooms

Height 13' , above ceiling/floor 2' thick

Connected with; each other by open arch, Roof Warehouse by “**preset callable Dimension-Door**” (dark yellow on map).

Color/Material Theme; This room is constructed by the original Blackmoor “magical” stone (*armoured concrete*) of 4000+ years ago. There is some minor graffiti here, but these are all a bit grim, as they reflect death dates. Apparently this area (including the nearby rooms) has been some kind of infirmary or death chamber. This room is primarily used for the storage of all the beams and girders, such needed for the construction of the Tribunes on the roof of Roof warehouse. All materials are labelled by location, and connections (*somewhat like a large Ikea set, but then more logical and functional*).

-1D12 Tribune Storage room

Height 13' , above ceiling/floor 2' thick

Connected with; roof Administration Tower by “**preset callable Dimension-Door**” (dark yellow on map), and by secret door west to [-2K11 “Secret” Meeting Room](#)

Color/Material Theme; This room is constructed by the original Blackmoor “magical” stone (*armoured concrete*) of 4000+ years ago. There is some minor graffiti here, but these are all a bit grim, as they reflect death dates. Apparently this area (including the nearby rooms) has been some kind of infirmary or death chamber. This room is primarily used for the storage of all the beams and girders, such needed for the construction of the Tribunes on the roof of Roof Administration Tower. All materials are labelled by location, and connections (*somewhat like a large Ikea set, but then more logical and functional*).

2D13 Roof Dining Hall

Connected with; [-1D7 Tribune Storage Room](#) by “preset callable Dimension-Door” northeast (dark yellow on map), [-1D9 Tribune Storage Room](#) by “preset callable Dimension-Door” north middle (dark yellow on map), [-1D10 Tribune Storage room](#) by “**preset callable Dimension-Door**” northwest (dark yellow on map), [Courtwall](#) by low wall North and East.

Color/Material Theme; The roof is covered with rectangular slates of Grey granite. The Brown squares are the locations for the tribunes. The dark Brown sections are actually wooden ladders (slanted at 75°). The small orange rectangles are the “*Preset Dimension Doors*” for the workers to use when tribunes are erected or removed. These doors can't be opened from this side, but divination will reveal constant residual magic on this location.

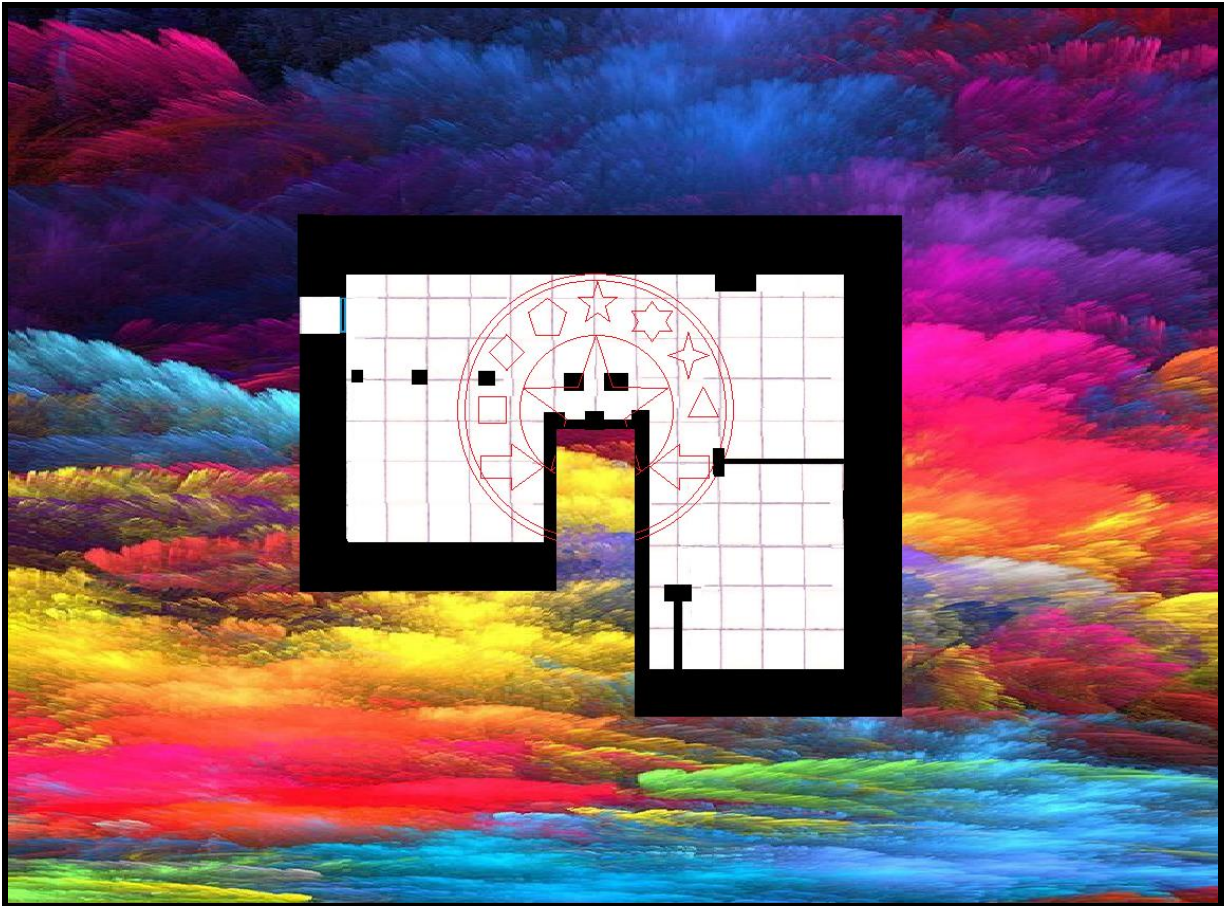
There will be a 1.5' wide section in front of the first stand, but at the edge a board with advertisements will be placed to prevent falling. This board will NOT be there when there are no tribunes, and thus falling off is easily done. (20' = time fallen; less than 1 sec, 2d6 damage, 1d3-1 breaks, con. Check+5 or die). For broken bones use this table; <http://2.bp.blogspot.com/-YdCIYn7RKfU/UkiYE7X6cGI/AAAAAAAAAXU/xYTseYVvOhE/s1600/wounds3.bmp>

The area is partially enclosed by the Curtain wall north and east and the kitchen roof west. The area to the courtyard is open and exposed and only holds a rim a few inches in height to regulate waterflow by rain. The roof is slanted slightly to the north and west to prevent standing water or reduce the amount of water flowing on the courtyard.

DM: Who's Dunnit?

The Dining Hall is an excellent area for a murder Mystery adventure. A corpse is found in “The Gut” ...again. Is it mischief, a human with monstrous tendencies, a vampire, or lycanthrope? Or is it just revenge, anger, greed, love or mental instability? Are the murders each single cases or is it a serial Killer, or even both options? It is up to you as DM to decide and spread hints around (material; Found by good searching, examining “the Gut”, the corpse(s), magical divination, Verbal; by inquisitive questions, listening, Advice; Keep it to normal residents of the GSM, do not twist this into a Humanoid or Monster hunter adventure. Stay to the Humans (some undead might include in this case like Nosferati, vampires), and elves and the adventure will be more like a weird episode of Mrs. Marple, Columbo, Hercule Poirot, Father Brown, Sherlock Holmes, Ellery Queen, Monk, Maigret. You could use one of these books/TV Episodes/Movies, as a base to construct the adventure around.

-1D14 Oculus Sequuntur Somnia (Eye of Nightmares)



Height 15' , above ceiling/floor 10' thick walls, floor and ceiling, made of special magical created Stone Form treated with Nightbloom extract, which prevents the influence of the Nightmare Dimension from entering. As this room is created secretly within the basement of the Dining hall rooms D11 and D12, it has the same general appearance. Yet it does not contain any stairs, or exit doors except the trans-dimensional vortex entry.

Connected with; [-1K8 Secret Stairway down](#) at the end of the corridor is an wall treated with special magic; Only those pressing the secret symbol of the secret craft of the Dream Masters (or applying a *Knock spell* or *Dispel Magic of 23rd level or higher*) can open the vortex on this wall leading to this copy of the Dining hall rooms D11 and D12 but actually placed deep within the Dimension of Nightmares, to any other it is solid stone. The Dream Masters are aware of the secret rooms underneath the kitchen and others using those rooms are aware of someone passing through the corridors. Dream Masters are strictly forbidden drawing attention to this location and themselves, thus try to prevent any contact. Most will thus pass invisible, with severe anti scrying devices or magic.

Dream Masters Cloak

As such most Dream Masters have been using a magical cloak which not only makes the wearer soundless (thus unable to cast any spell), but also invisible to anything but a Treusight spells or Fairy/Draconic Second Sight. The cloak also leaves a copy image at the location where its corresponding sash is stored, which steers any scrying magic to that location as if the wearer is still there. All the wearer has to do is wear the sash for 1 Turn, as the sash will then copy the image of the wearer during these 10 minutes, repeating them all over, until reconnected with its cloak. The wearer, can thus as best read a book or something similar, as this would cause a reasonable overflow on any repeat presentation of the image. The sash will start tingling when it is full, and stop recording. The wearer then hides the sash on the location (often under the seat of a chair will do, or just openly), and then done the cloak. From that moment on, neither the wearer nor the sash can be detected as magical, and any divination magic will become disrupted in such a way as if nothing is there to detect, or reveal information from the pre-recorded image. As soon as the cloak and sash meet again, they can't be used for another 24 hours as they must recharge. They are permanently nullified if both are subjected to anti magic or Day of Dread effects (not if only one is subjected, then they will be nullified as long as the Antimagic effect lasts. Due this, most Dream Masters convene in the Eye of Nightmares or similar rooms floating in the Dimension of Nightmares when the Days of Dread come to be. The cloaks are made to measure by a 4th circle Dream Master who is also a Tailor, and take 4 months to make, cost 50.000Dc, 95cn.

Color/Material Theme; This room is made of a Stone Form Spell during an open Vortex. As such it copied the room it was cast in. The exterior surfaces (floor, walls & Ceiling) are all 10' thick and treated with the essence of thousands of Nightblooms (see *Moonflower Lunaria nocturea-ilumea* http://pandius.com/Monster_Manual_3.pdf page 891) in the Second Casting of the Stone Form spell. When the third casting made the creation permanent and unaffected, the only way in and out was through the Dimensional Vortex used to create the room in the first place. The Vortex is normally closed, remaining open for only 1 round, and its energy is fed by the Dimension itself. It can be called to open as detailed above from either direction.

There is one handicap of this vortex; that it is chaotic and thus might easily lead to any other destination connected with the Dimension of Nightmares (and this includes any location where Dream Magic (including the spell or potion of Dreamspeech) is used. As such each use must roll an Intelligence check at -5 (+1 per additional summoner) or the vortex connects to a random (DM) location where Dream Magic is active on the Prime Plane.

The most important in this room is the actual **Oculi Sequuntur Somnia**, or **Eye of Nightmares**. This is a multiple layered Abjuration circle which can be used to summon a powerful image outside to breach the stone walls (at the two depressions in the short middle wall) and enable the Dream masters present to literally view the Dimension itself from a safe location, without being subjected to its negative effects. The circle can also be used to summon a creature first seen through the Oculus, to appear within the pentagram. This can be very dangerous, and the full ring of nine dream masters is needed to summon, capture, and subjugate the creature. Once subjugated, it can be easily kept under control by a single dream master casting a Charm Monster spell daily.

The Full crew of nine dream masters is combined of 2 powerful doormen (3rd circle or more), two invokers (2nd circle or more), two Conjurers (1st circle or more), two Diviners (2nd circle or more, and the main summoner of 4th circle or more). The Doormen on the arrows are always needed, as they open and protect the visual doorway created by the Oculus. The Summoners on the Matter Square and Energy Triangle are needed only if an object or creature must be summoned. The Invokers on the spade and cross-star are only needed if a creature is summoned that might be dangerous, and are fully loaded with offensive and subjugating spells and/or magical items. The Diviners on the pentagon and 6-pointed star are needed if one insists on safety and knowledge gained through viewing the Oculus. The Main Summoner is on the pentacle star right in front of the Oculus, and actually decides which actions to take for all in the circle.



If one enters or leaves the circle the Oculus closes. Opening and closing takes at least 1 turn concentration, and 1 round of activating the magic for each caster attending (thus 3 to 9).

There is a Malfera (*Rules Cyclopedic page 191*) subjugated in this room, and this will defend the dream masters from aggressive Nightmare dimensional creatures. It will also attack any non-dream masters (or better said those not wearing a cloak or symbol of the dream masters).

The only non-Nightmare creature sometimes caught under control is wandering Spectral Hounds (*Rules Cyclopedic page 205*) from the Dimensional Vortex. (*Both these creatures also detailed in TSR 9069 - X5 - Temple of Death*).

Some Dream Masters sell these subjugated creatures when no longer in need of them. This is one important way how these creatures enter the Prime Plane. Some may eventually break Free, but mostly the control is thus strong that a daily Charm Monster spell will be enough to keep the creature in this state. The Day of dread may however break this as if it is a normal magical weapon +4; the control is equally in power.

The room is further used to teach and train the members of circle abilities, and obscure spells. This is only done when the Oculus is not active. There is only one creature able to breach the Oculus from the other side and that is a Diabolus Mage of equivalent level and expertise (equal to a 28th level caster or higher), but these are often neutral enough to attempt communication. (More on the Diabolus you can find in DMR-TSR2501-AD&D2-Mystara-Monstrous Compendium).

DM: Following a Dream

*This adventure is only suitable for a group of Dream Masters (and helpers). A minimum of 2 Dream Masters is needed, not counting the extra helpers, who are brought in here (without knowing where they actually are). There is a Dream noted somewhere; this may be from a Dream Master, a friend, A Prince of Glantri or just clear hearsay. After some investigation; the PC Dream Masters may decide that a visit to the Dimension of Nightmares is needed. The dream itself resolves around a blue-purple horned maiden, crying for help, as some evil sorcerer has caught her boyfriend. The lady is clearly a Diabolus, according any Dream Master, and the evil sorcerer might be a evil renegade Dream Master, or a magical able monster from that realm. This adventure would enable the PC's to enter the Realm by use of other Dream Masters, as there might be some danger to this Plane involved. Monsters involved might be **Brain-Collectors/Neh-Thalggu, Kopru** (are rumoured to originate from this realm), **Malfera, Dream Master, Giant Amoeba, Death Fiend/Ostego, Ebon Tigers, Decapus, Fey Wing** (common dragon-kin in this dimension), **Deep Glaurant, Nightmares, Soul-Eaters, Whychlamps, Necrozon/Catoblepas**, (see DMR2-TSR9438-D&D-Mystara-Creature Catalog, or DMR-TSR2501-AD&D2-Mystara-Monstrous Compendium, or AC9-TSR91273-D&D-Creature Catalog or Rules Cyclopedic). All these creatures are either Canonically linked to the Dimension of Nightmares or might be. The **Dark warriors** from the Mystara PC games might be included too; read the topic for its stats here. <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=16164#p181423>. Keep in mind that this realm is totally alien, and thus use all senses to describe the local environment. Yet still major physical laws like gravity seem to be similar to normal (mostly- you might experience obscure weather, weird scents, obscure plants/animals being normal there). The land of food and/or sugar, kids love to be real is an example of the Nightmare Dimension.*

A spell discovered through this inter-dimensional research is;

Enervation 987AC by unknown Dream Masters

4th level Enchantment spell

Range: 10'
 Duration: 1 Hour +1 Hour per level of the caster or 6 hours complete rest.
 Effect: 1 Creature
 Saving Throw: Negates
 Reading time: 9

Level Caster	1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-32	33-36
Drained HD/Lvl	1	2	3	4	5	6	7	8	9

When this spell is cast a black bolt shoots from the casters hands to one victim. The victim may make a saving throw vs. spells adjusted by the Dexterity to avoid the bolt totally. When the bolt hits the victim then a number of HD or levels is drained temporarily. The number of drained energy is equal to 1 HD/Lvl per 4 levels of the caster. Use the following table. Whenever the victim becomes 0-level or HD, then he must succeed a Constitution check or die. When he does succeed, however, he will be unconscious for the duration of the spell. Whenever the spell's duration ends, the victim will be instantly restored.

The Sinkhole chute

This was a bit Tricky, to place, but as per Test of Darkness adventure from the GKoM boxed set this important canon section within the maps as following; as it is now depicted on the map of the Dining Hall.

According to the GKoM adventure (*TOD page 13*) Yriss Ghuth attacked the PC's by a Lightning Bolt from her location on the Administration tower. You can still see some of the Plantation in the Courtyard in the top of the drawing. Unbeknownst to her (and of course the PC's), the bolt strikes a spot of cobblestone pavement already unstable from the substantial tunnelling beneath the School long ago. Actually this is partial truth, as although it is tunnelling which created the Sinkhole, the lower dungeons existed more than 3000 years before the GSM came to be.

It was an exit Gate from the Plane of Water by upstart Water Elementalists, underneath the Dining Hall, siphoning its way between the older structures and foundations of the upper buildings as [Elemental river](#), while slowly moving water away. The water was drawn gravitationally and magically to an entry gate of the Plane of Water. This water thus created a tunnel through the packed earth of ages between the buildings, and on this very location, it caused the ceiling of this "natural" tunnel to become weaker, collapsing upon itself, and its debris being flowed away by the river. As this slowly continued, the hole grew underneath the topping, where it was held reasonably solid due the roots of the trees and the surrounding buildings.

It was the Lightning bolt of Yriss AND the weight of the PC's which caused this already weakened ceiling to collapse and cause the PC's to land in the Darkness below.

The only way to make both the art and the internal map fit according all canon information was to make this sinkhole not straight but slanted (see map). This makes it also more feasible for the low amount of falling damage as according normal falling damages. Yriss did cast a Stone shape spell to close of the hole and hide her involvement in the affair. As this was earlier an AD&D2 only spell, it is now reconverted to BECMI D&D. Although Yriss can't affect Blackmoor "magical" stone as any other mage (*due the lead particles in the concrete*), she used existing rocks stuck within the packed earth, to create a reasonable similar cobblestone surface.

Stone Shape _____ *Earth Elementalists spell discovered by Peer De Witt 963 AC, made public 978AC*

Rare 5th level Alteration spell

Range: Touch

Duration: Permanent

Casting Time: 6 (1 full round)

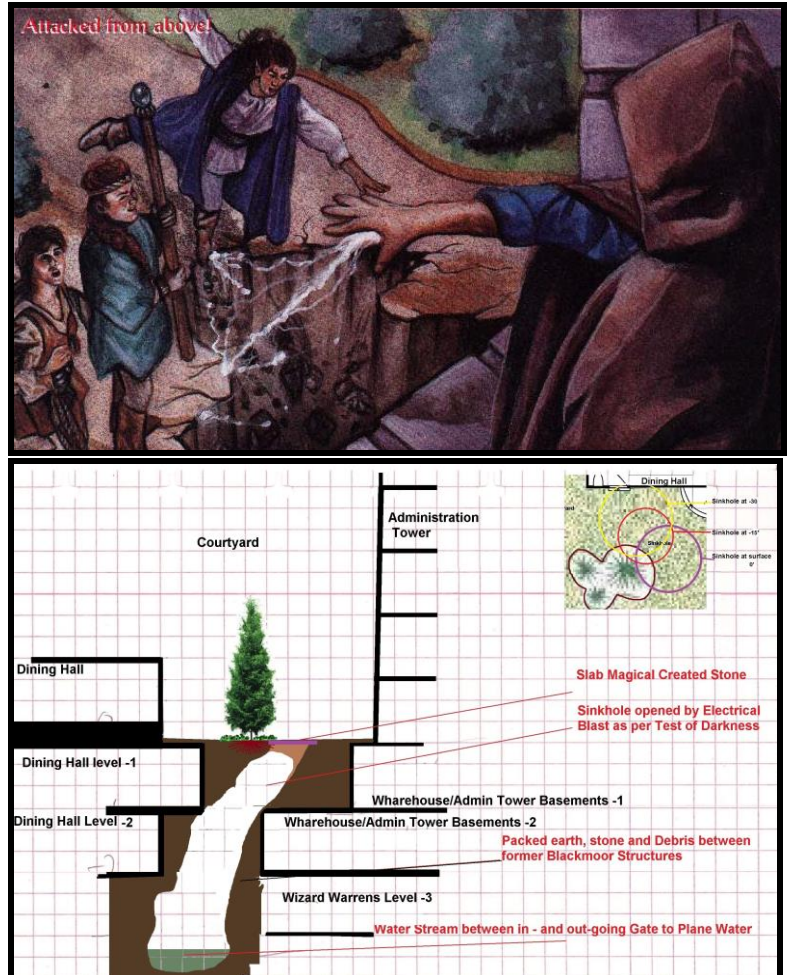
Area of Effect: 9 cubic feet + 1 cubic foot per level of the caster or less

Saving Throw: None

Components: Soft clay that must be worked into an image of roughly the desired shape of the stone object, (this requires a pottery/claying skill at -1 or Dex check at -5, it uses roughly 1 Turn to make) and then touched to the stone when the spell is uttered.

By means of this spell, the caster can form an existing piece of stone (or equal volume of separate stones) into any shape that suits his purposes. For example, he can make a stone weapon, a special trapdoor, or a crude idol. By the same token, it enables the spellcaster to shape a stone door, perhaps so as to escape imprisonment, providing the volume of stone involved is within the limits of the area of effect. While stone coffers can be thus formed, stone doors made, etc., the fineness of detail is not great. If the shaping has moving parts, these do not work if the initial skill/Dex check did not succeed. If used less than 1 T time to make the component, it will become even less fine in detail, or even fully flawed and unnatural.

Later after the adventure, mages explored, reopened the sinkhole, discovered a way to below, investigated and enable other ways of entry in the Wizard Warrens. Then the Sinkhole was permanently closed off by inserting tunnel scaffolding of stone, and filling in the hole with earth, topping it with a much thicker Stoneshape, earth and new cobblestone. Yriss Ghuth is now wanted by the State for breaking the law, but also by the GSM, for restitution of damages.

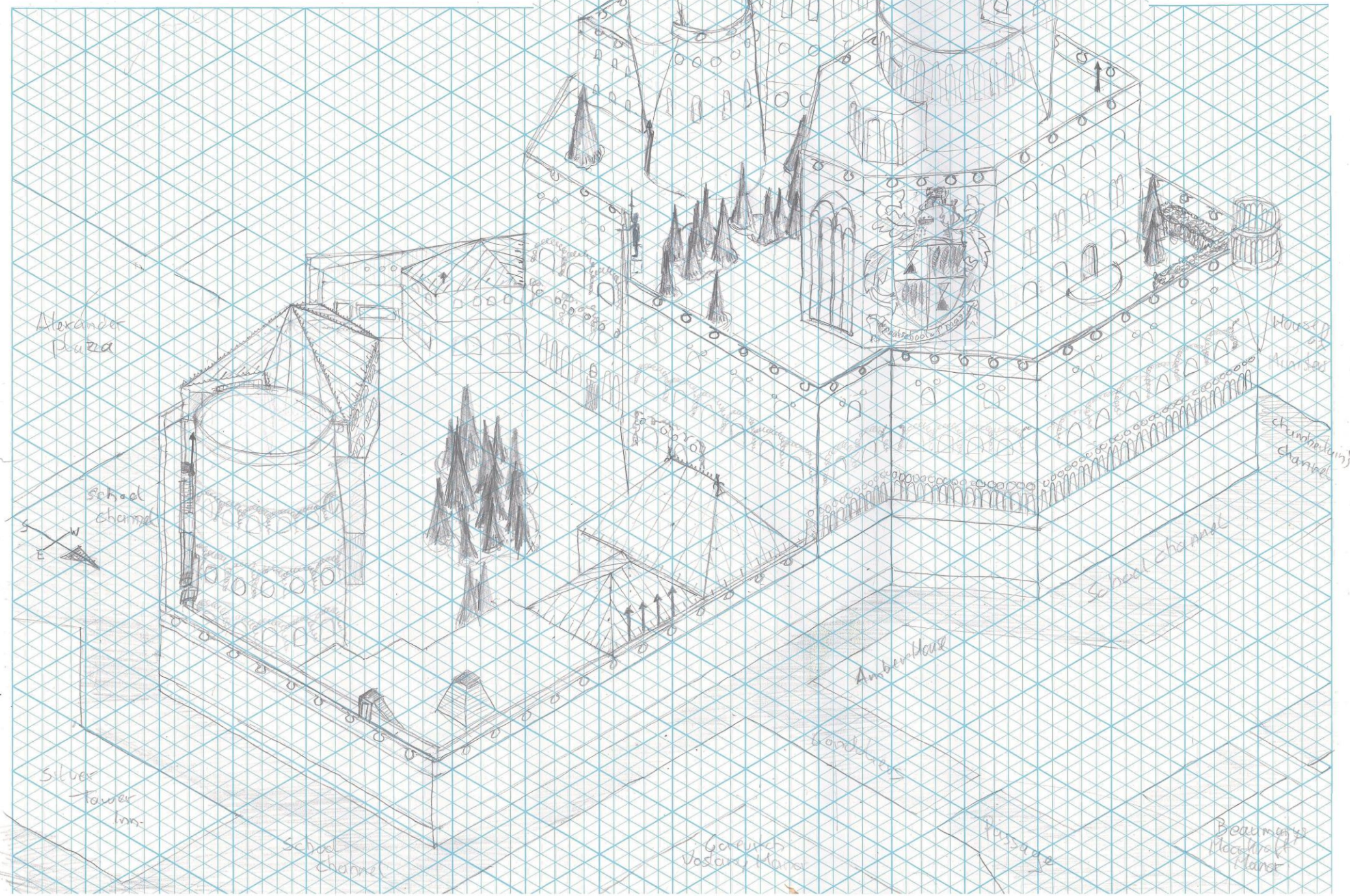


The Great School of Magic of Glantri

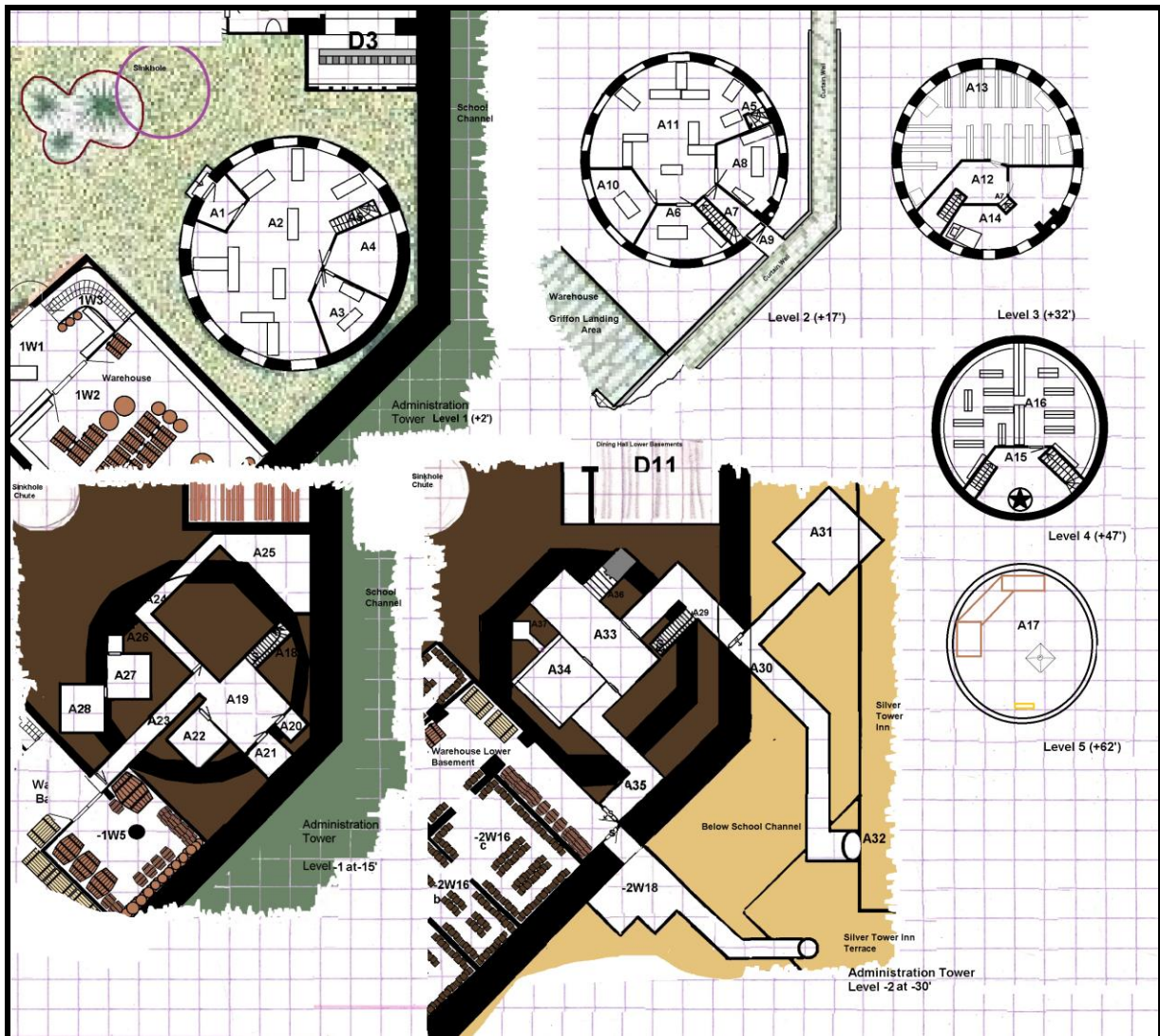
Isometric map based on map of Great School of magic on interior cover of Gazetteer 3.

Readjusted scale from 1 inch is 20' to 1 inch is 40', making the scale each isometric section in any direction 5'.

Viewing direction; North-East to South-West



Southern Courtyard buildings; Administration Tower



This tower is made of dark grey granite, just as most of the GSM, and dating back to the FWA years; 473AC, excluding the underground section, which is older “magical” Blackmoor stone (*Concrete*), suggesting another tower did exist here earlier. The outside is however spectacularly improved by silver filigree decorations arched over doors and windows. This filigree mimics rose flowers, leaves and twigs, and the detail, though only two dimensional, is immense. The same design is used on the outside of the Main Building, and its towers, no other buildings of the GSM are decorated this way. It was *Carlolina Erewan, an Erewan Elf, who created this filigree in 874AC, and used a variation of combined spells to engrave this minutely into the stone and perfectly set the silver decorations within. Her intend was to bring at least the image of nature within the GSM. This tower was originally build and owned by a mage named Torrean Demask in the early FWA years (451-455 AC+). He was a very experienced but also strict mage, who easily spread all his knowledge. He was the inventor of the standard spellbook and travelling spell book (Standard Spell Book, 24" x 24" x 6" pages for 24 spell levels 100sp, 200 cn=20Lbs). He was in those years teacher in Alchemy, Apothecary, Fire Elementalism, Planar Geography, and Flaemish History. He also bolstered some very interesting experiments, (and it was assumed by Rad and other Radiance users he had great knowledge on the Radiance, but for some reason refrained from using it in a magical way.) When he disappeared during the Dragon Wars (and soon was assumed dead), his tower became abandoned until 738 AC. That year a Thyatian mage named Marcus Hasselblatt subdued a young green Dragon and sold it to the FWA for a hefty price. Though subdued, the Fire Wizards were intrigued by this mystical creature, and the top of the abandoned tower has since then been a lair of the reasonably free Green Dragon (named; Serra) for a hundred and fifty years or so, to enable the creature to be studied. The rest of the tower was subjected to draconic filth & temper tantrums (Dragon Cycles were not known, let alone understood), time, and erosion. As thus the additional top two levels were destroyed. When the GSM interred this tower back into the school they had to get rid of the Dragon, al though friendly (sort off,) it caused fear to the populace. With a sufficient amount of treasure they managed to release it back to freedom. After severe restorations (and some adventuring to remove the vermin infestations) the tower achieved its current function; Tower of Administration. Within the underground Blackmoor Redfen section was the FWA created other chambers, as well as creating or reopening connections between various sections, upon which now lay other buildings of the GSM or beyond (Silver Tower Inn for example). This structure lies at 0', the lower levels lie equal to the main building (-1 =-15', -2=-30'). The tower still has several FWA details, and known earlier uses of rooms will thus be given in the separate room descriptions in pink. The tower is set 2 feet above the foundation plating of the area, and hides several underground rooms with forgotten lore. Much of these are forgotten as the lower levels were broken off from the upper levels due another minor quake in 875 AC.*

1A1 Entry Hall

Height 14' , above oaken ceiling/ Stone floor 1' thick. No windows. Connected with; [Courtyard/Duelling Grounds](#) by 2 1'stairs and reinforced oaken door with triple locks (and magical wards) northwest (when *this door is locked all "Dimension-on-Call" doors will lead to this location directing into the courtyard instead*), [1A2 Main Office](#) by standard door southwest. Color/Material Theme; Sněžník Light Marble floor, Podol Rosy walls up to 3' high with a Red Verona ledge, and a crème colored plain wallpaper above that. The arched windows have pure white sides on the inside and outside middle green. The glass is 90% clear, but wavy, so light can come in but you can't clearly look through the glass. The ceiling has been colored crème also, just like the railings and steps of the stairs.

Important; Any "*Dimension-on-Call*" door attempt designating exit anywhere in this tower is directed to the Entry Hall, as if you entered by the door the normal way. No other interior room can be accessed, except by the "*Dimension-on-Call*" door in [9A Main Study Room](#). *This room has been the original entry and was originally guarded by a single warrior, which explains the wide entry and niche.*

1A2 Main Office

Height 14' , above oaken ceiling/ oaken floor 1' thick. Connected with; [1A1 Entry Hall](#) by standard door northwest, [1A5 Stairways](#) to 2nd level and basements east, [1A3 Office Master of Admissions](#) by standard lockable door southeast, [1A4 Waiting room](#) by standard door southeast. Color/Material Theme; Sněžník Light Marble floor, Podol Rosy walls up to 3' high with a Red Verona ledge, and a crème colored plain wallpaper above that. The arched windows have pure white sides on the inside and outside middle green. The glass is 90% clear, so light can come in but your image might be somewhat distorted. The ceiling has been colored crème also, just like the railings and steps of the stairs. This is a large cluttered office where many people work feverishly. Several desks, closets of white painted wood are placed in the room seemingly haphazardly, but actually suited best for the room and movement patterns and the amount of paper and documents is immense. Staff; *Mister Angan Forrestrir. (and 10+2d8 administrative workers)*. *All the staff here are either capable of casting 2nd level magic, or are mages of higher expertise, but without intent to work their skill beyond that already achieved (this has become a rule as these mages better understand the applicants and other magical sources, but also the intricacies of bureaucracy in cases magical. Either way, all have access to the following spell, which can be bought here legally (and registered) for only 1500Dc (very cheap for a 2nd level spell which is normally 2000Dc). This includes all knowledge and resources to learn how to be able to cast the spell later. You might choose any person you like working here as the source.*

The Tuition fees of the GSM amount to 5Dc per day per level of the student. the money may be paid daily here, or in advance for one or more weeks. When a student has accumulated enough experience to reach the next level, he must still complete at least 3 weeks of serious studies, plus one week per level of the student (equal to the one he's achieving), and pay for them, before his master admits his progress. if he spends more than the minimum time, the master may be more generous with the spells he might teach him.

Don't forget that spellcasters must also pay for licenses and the utterance right (10% of all income generated by magic with a minimum of 20DC payable to the GSM). Unlicensed unauthorized spellcasting is punishable by one or two months of Dispelled Magic (Judges use the Radiance spell Sever the Tie). Second-time offenders have their tongue pulled out. Third time offenders are permanently feebleminded and sent to the Beggar's Court. A mundaner is considered guilty of any crime until proven innocent if the plaintiff is a nobleman. In all other cases, a suspect is considered innocent until proven guilty. the loser must reimburse all costs incurred by the judgment (10-100 magistrate+ 300-400 per appearance)

There is nothing left of the former structure and decorations within. The Original Brickstone Walls have been reused in making the current walls; however, the general layout is similar. This assumes that this level was used for teaching and access to above.

Abendroth's Magical Accountant **Abendroth 892AC Glantri**

Uncommon 2nd Level Conjunction Component spell

Range: 0
Duration: 1 hour + 1 Turn per level of the caster
Effect: 30 feet radius sphere from location of summoning or from caster (choose at moment casting).
Saving Throw: None
Components: a small simple abacus made of wood and string
Reading time; this is a pure component spell and can't be written down to be released.

The Magical Accountant is an invisible, shapeless force not unlike an Unseen Servant, however, the Magical Accountant is gifted with the single savant ability to add, subtract, multiply, and divide numbers. Not coincidentally, the Magical Accountant is used as an invaluable aid in summing large columns of figures, collating expense reports, and pursuing any other mathematical challenge put to it while the spell's duration continues. The Magical Accountant only performs one series of mathematical exercises at a time at the speed of approximately one calculation per second. So far, no Magical Accountant is known to have made a mathematical error; it is assumed that they are incapable of doing so. The Magical Accountant has just Strength enough lift scrolls, open books and to record its calculations with a pen (or any other writing implement) upon a suitable writing surface; other physical tasks are simply beyond it. It can't fight, nor can it be killed, but it can be dispelled by six points of damage from an area-effect spell, breath weapon, or similar area attack. If the caster sends the Magical Accountant beyond the area of effect, it is similarly dispersed. The component is reusable.

Recent discoveries revealed that the Magical Accountant is a sentient "Mindworm" from the Sphere of Thought. These creatures are invisible, immaterial, and free roaming in nearly the whole Multiverse, but often enter creature's minds, and have the annoying habit to cause a song or other thought to be continuously repeated as long as they are inside. This will never cause damage, as these creatures are incapable of doing any damage, but it can be very annoying. They do enjoy music, and intricate calculations, and often congregate at concerts, or in offices. Hence this spell was easily created, by binding these creatures to a task, they like/enjoy/feed upon (this is unknown, as these creatures are further completely not understood). These creatures do not communicate in a way mortals can understand or even comprehend, not even with the use of magic, however, they do understand mortal thoughts whatever language and thus understand the task needed to do.

1A3 Office Master of Admissions, Testing Room

Height 14' , above oaken ceiling/ oaken floor 1' thick. This room has no windows as the curtain wall placed outside of it long ago creates a dark corner. (*Note to this corner; see Cursed Corner page 121*). Connected with; [1A2 Main Office](#) by standard lockable door northwest, and [1A4 Waiting room](#) by standard door Northeast.

Color/Material Theme; Sněžník Light Marble floor, Podol Rosy walls up to 3' high with a Red Verona ledge, and a crème colored plain wallpaper above that. Windowless and bare, 2 oil lamps only. The ceiling has been colored crème also, just like the railings and steps of the stairs. This well kept office is used by **Mister Angan Forrestrir**, Master of Admissions (13th level Wizard). New students come here to fill out the official Registration forms and must Identify and describe a spell (Audible Glamer mostly) then go to a testing room in the Main Building. Angan has 3 underlings, of 21 to 24, but these change each half year; 8 desks with chairs, a long table pushed against one wall, and a low bench against the back wall.

Testing stones; These single letter stones form standard (preset) magically questions about; wizard answers by concentration (only those with magical aptitude can). These tests have a duration of 1.5 hr Biology, physics, chemistry, world history, Glantrian history, followed by a 15 minute pause and then 1.5 hr magic related questions. These stones work by the concept that a magic mind can access the minute amount of magic (and this excludes any clerical magic) needed to move the letters. A caster can affect the stones if his intelligence is 12 or higher AND understands the basic principles of accessing Magic. He must make a check for each question (5 minutes) Int-d20= negative is fail, positive is success.

There is nothing left of the former structure and decorations within. The Original Brickstone Walls have been reused in making the current walls; however, the general layout is similar. This assumes that this level was used for teaching and access to above. The bricks on the outside wall reveal that this room originally had a window, probably predating the curtain wall, but it has been bricked up. This corner thus could have been storage.



1A4 Waiting room

Height 14' , above oaken ceiling/ oaken floor 1' thick. Connected with; [1A2 Main Office](#) by standard lockable door northwest, [1A3 Office Master of Admissions](#) by standard door southwest.

Color/Material Theme; Sněžník Light Marble floor, Podol Rosy walls up to 3' high with a Red Verona ledge, and a crème colored plain wallpaper above that. The arched windows have pure white sides on the inside and outside middle green. The glass is 90% clear, but wavy, so light can come in but you can't clearly look through the glass. The ceiling has been coloured light crème also, just like the railings and steps of the stairs. *There is nothing left of the former structure and decorations within. The Original Brickstone Walls have been reused in making the current walls; however, the general layout is similar. This assumes that this level was used for teaching and access to above. This corner thus could have been storage or open space belonging to the main room.*

1A5 Stairways

Height 14' , above oaken ceiling/ oaken floor 1' thick. Connected with; [2A11 Main Office 2nd Floor](#) and [1A2 Main Office](#) and basements by open stairs. Color/Material Theme; This stairway goes up as an oaken stairway with closed side and leaning also oaken, coloured light crème just like the ceiling. The stairs down are made of light grey granite, with wooden boards (any wood) over each step and along the sides, as the steps have been worn out by centuries of use. Apparently this granite was somewhat softer and there have been times of much greater use. It could also be the Dragon's defecations had some detrimental effect as they washed down.

There is nothing left of the former structure and decorations within. The Original Brickstone Walls have been reused in making the current walls; however, the general layout is similar. This assumes that this level was used for teaching and access to above. The oaken stairways are less than 50 years old, and the former ruined ones were much older. The oldest was made of Bricks, the youngest one also of Oak like the current one. The direction of the stairs changed though, and it was assumed that the area of the current waiting room also gave access to the stairs. It seemed to end up on the same location though.

2A6 Office Student Administrator

Height 14' , above oaken ceiling/ oaken floor 1' thick. Connected with; [2A11 Main Office 2nd Floor](#) by standard lockable door north. Round windows. Color/Material Theme; Sněžník Light Marble floor, Podol Rosy walls up to 3' high with a Red Verona ledge, and a crème colored plain wallpaper above that. The arched windows have pure white sides on the inside and outside middle green. The glass is 90% clear, but wavy, so light can come in but you can't clearly look through the glass. The ceiling has been colored crème also, just like the railings and steps of the stairs. This office is currently used by **Miss Marise Viniene**, a 35 year old self-taught lawful mage (*of 14th level and secretly a natural and very beautiful Witch as of yet not aligned to the secret craft of Witchcraft in the GSM, as she is of Darokin descent*). Marise has 3 underlings, all female 18-24 years old, and beautiful like Marise.

This room did exist earlier, and although the wooden walls have been rotten away, with the restoration they were made as if nothing ever happened. On the outside wall are several obscure and incomplete alchemical formulae, which was the reason to leave this wall without wallpaper. This room thus might have been a minor laboratory.

2A7 Hall & Stairway

Height 14' , above oaken ceiling/ oaken floor 1' thick

Connected with; [2A11 Main Office 2nd Floor](#) by standard door lockable door northwest, [2A9 Bridge Access to court wall](#) by standard lockable door southeast, [3A12 3rd Floor Hall & Stairs](#) by open stairs.

Color/Material Theme; Sněžník Light Marble floor, Podol Rosy walls up to 3' high with a Red Verona ledge, and a crème colored plain wallpaper above that. The arched windows have pure white sides on the inside and outside middle green. The glass is 90% clear, but wavy, so light can come in but you can't clearly look through the glass. The ceiling has been colored crème also, just like the railings and steps of the stairs.

This room was originally part of the current Office Student Administrator (aka former minor Laboratory). The ceiling and outer side had been severely damaged, and as the Curtain wall existed already it was decided to make use of the damage and create a new door, and stairway up.

2A8 Office Faculty Administration

Height 14' , above oaken ceiling/ oaken floor 1' thick

Connected with; [2A11 Main Office 2nd Floor](#) by standard lockable door west. Round windows.

Color/Material Theme; Sněžník Light Marble floor, Podol Rosy walls up to 3' high with a Red Verona ledge, and a crème colored plain wallpaper above that. The arched windows have pure white sides on the inside and outside middle green. The glass is 90% clear, but wavy, so light can come in but you can't clearly look through the glass. The ceiling has been colored crème also, just like the railings and steps of the stairs. There is an old chimney in this room but the metal pipes for the smoke have been removed. Today, only a large chest and some knickknacks are stored underneath and above it. This office is currently used by **Mister Uerd al'Aras** (*Chaotic good Mage level 19*), and is cluttered with paper, books, and scrolls, many covered in months' worth of dust. There is a recent portrait of Uerd above the old chimney. Uerd has 2 underlings (both males in their twenties).

This room was where the head Guard of this Tower lived. Remember, this was in the FWA era where there was no curtain wall around the Fire Wizards Academy. The chimney in this room clearly gives proof of a more private use. The old wallpaper (dark green with spade-wise patterned gold palms) is also a relic of the past. Actually, this room had the least decay and neglect of all. The amber colored granite doorframe is also such a distant memory. The door is of green colored oak, and even that is original, the copper hinges and handle are new, as the original ones were corroded beyond functionality.

2A9 Bridge Access to Courtwall

Width 7' , railings 3' Height, floor 2' thick, arched up 1' from court wall to Tower to accommodate the height difference. Connected with; [Courtwall](#) and [2A7 Hall & Stairway](#) by one 1' high step and reinforced lockable door northwest (this door is set with two alarm spells; one inside causing a buzz to appear in the and a second causing a red light to flash for 1 round in the [1A2 Main Office](#)).

Color/Material Theme; This bridge is made of dark grey granite, but is purposely not made flat or smooth, to get better grip while walking. The leanings are the same design as the court wall crenulations.

2A10 Office Laboratory Administrator

Height 14' , above oaken ceiling/ oaken floor 1' thick

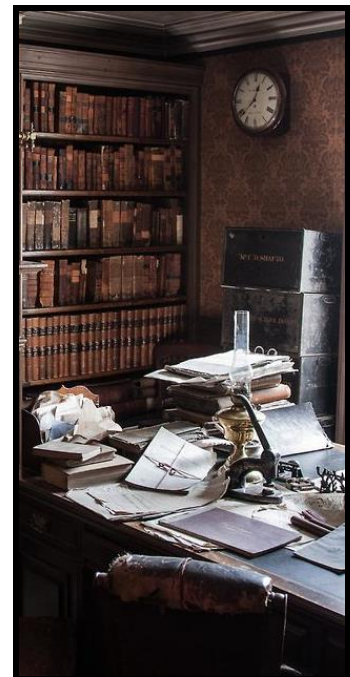
Connected with; [2A11 Main Office 2nd Floor](#) by standard lockable door northeast. Round windows.

Color/Material Theme; Sněžník Light Marble floor, Podol Rosy walls up to 3' high with a Red Verona ledge, and a crème colored plain wallpaper above that. The round windows have pure white sides on the inside and outside middle green. The glass is 90% clear, but wavy, so light can come in but you can't clearly look through the glass. The ceiling has been colored crème also, just like the railings and steps of the stairs.

Sir Tobol Varotsk (*also Master Laboratory Techniques & Apothecary*) has his office in this room, however, as being a clearly workaholic, he can as often being here also be found in his rooms in the Main Building (*1I, 3S, 4K*). Tobol has 4 underlings; of which one is always assigned here (which person varies daily or even more often).

Yriss Ghuth was an underling of Tobol, and though he did not trust her, as she was often late, or elsewhere, what she did, she did with fervour and expertise. Her skills have saved her many times from being fired and sent away.

This room still has the old ledgers on the walls were newer boards are now placed. This had been a library of some sort. But nothing of any use from those days can't be found what is not already taken away and stored by the GSM.



2A11 Main Office 2nd Floor

Height 14' , above oaken ceiling/ oaken floor 1' thick. Round windows.

Connected with; [1A5 Stairways](#) down, [2A6 Office Student Administrator](#) by standard lockable door south, [2A7 Hall & Stairway](#) by standard lockable door southeast, [2A8 Office Faculty Administration](#) by standard lockable door east, [2A10 Office Laboratory Administrator](#) standard lockable door southwest.

Color/Material Theme; Sněžník Light Marble floor, Podol Rosy walls up to 3' high with a Red Verona ledge, and a crème colored plain wallpaper above that. The round windows have pure white sides on the inside and outside middle green. The glass is 90% clear, but wavy, so light can come in but you can't clearly look through the glass. The ceiling has been colored crème also, just like the railings and steps of the stairs. Like [1A2 Main Office](#) below this is a large cluttered office where many people work feverishly. Several Bureaus of White painted wood are placed in the room seemingly haphazardly, but actually suited best for the room and movement patterns.

This room is also used as a classroom for Modern Languages each Lunadain and Tserdain, there is room for 21 students, administration crew will work elsewhere those days. Mister Uerd al' Aras is the teacher.

This has been the main Laboratory. And as many alchemical liquids have stained the floor and walls, the colours or even scent can still be noticed. Colours fade through the overlying paint or wallpapers, while scent permeates through the marble floor slates. There has been a stairway connection with the old stairs A5, beginning in A5, passing A11, ending here, but this stairway is removed due severe damages. Underneath this marble there is still a large conjuration symbol active, which the GSM mages could not close (as the source—the painting—was not found and recognized as such and dispelled). As such they decided to cover the symbol. However, in the 48 hours before the painting can be entered the signal becomes hyper-active when the sun goes under and thus strong a pink light breaches between the tiles of the floor, partially revealing the pattern. This light stops when the morning sunlight shines upon Glantri. It is up to you DM when this moment is. Read also [3A14 Master Administration Private Room](#) the adventure Torrean Demask.



3A12 3rd Floor Hall & Stairs

Height 14' , above oaken ceiling/ oaken floor 1' thick

Connected with; [2A7 Hall & Stairway](#) southeast, [3A13 Document Storage room](#) by standard lockable door north, [3A14 Master Administration Private Room](#) by standard lockable door east, [4A15 4th Floor Hall & Stairs](#) by open stairs up south west.

Color/Material Theme; Sněžník Light Marble floor, Podol Rosy walls up to 3' high with a Red Verona ledge, and a crème colored plain wallpaper above that. The arched window has pure white sides on the inside and outside middle green. The glass is 90% clear, but wavy, so light can come in but you can't clearly look through the glass. The ceiling has been colored crème also, just like the railings and steps of the stairs.

All the walls between here and 3A14 are still original, although severely plastered, plated with marble and wallpapered. The other interior walls are new, but outwards look the same. The stairs up are of granite and existed already in the FWA era.

3A13 Document Storage room

Height 14' , above oaken ceiling/ oaken floor 1' thick

Connected with; [3A12 3rd Floor Hall & Stairs](#) by standard lockable door south.

Color/Material Theme; Sněžník Light Marble floor, Podol Rosy walls up to 3' high with a Red Verona ledge, and a crème colored plain wallpaper above that. The arched windows have pure white sides on the inside and outside middle green. The glass is 90% clear, but wavy, so light can come in but you can't clearly look through the glass. The ceiling has been colored crème also, just like the railings and steps of the stairs.

The interior wall of this room is partially original (the eastern section between here and 3A14), partially new. On the wall between 3A14 the wallpaper has become charred in a peculiar pattern. Already since the disappearance of Torrean Demask, this happens regularly, and even if covered with new wallpaper it happens anew. Divination once revealed minor transdimensional magical residue, but a day later this has subsided into nothing. The next time they divined with the same result. They even paid a cleric to investigate in Ambyrmon 1000AC in case something weirder beyond-the-mages-comprehension was happening. When even he did not find anything, they put him in the Tower of Sighs, where (if he still lives) resides. If ever questioned by PC's he could not tell anything more than he already told the mages earlier, he does not know. The pattern looks like a pot-bellied person with a round head and left arm up. The head seems to have no eyes but a smile from ear to ear. The belly reveals the ribcage, and "Appendix Art" are the only words understandable, in mirror script (and even then only by a "Read Languages" spell).

DM ONLY!!; the burning is on the other side of the wall with the painting, and as thus indeed resembles a human figure, but in fact is the original map of level 2 (the head), the edge of the foundations –or current curtain wall (the arms)and the level 3 (the pot belly). The legs the compass direction S and E, which can be recognized by the right foot being a wave, and the left foot four-toed. This hint helps the PCs to find the painting on the location where in a body the appendix would be (mirror wise seen.)

3A14 Master Administration Private Room

Height 14' , above oaken ceiling/ oaken floor 1' thick
Connected with; [3A12 3rd Floor Hall & Stairs](#) by standard lockable door west.

Color/Material Theme; Floor is of triangle slates of Hulean violet (as the he is a devout follower of Rad and member of the Brotherhood of the Radiance). The walls are San Cristobal Marble up to 3' high with a San Cristobal Ledge. The walls are wallpapered with a small sized floral design (reds, green and pinks) on a light blue background. Several family portraits adorn the wall, amongst one on the northern wall, the ominous face of a very strict and regal looking man on a huge painting of 3 feet wide and 5 feet 4 inches high, which eyes seem to follow you. The Marble has been placed recently, just as the wallpaper, but both are carefully moulded around the painting, as nobody can touch the painting. There seems to be a barrier 1" around it preventing this. It also prevents any spell from affecting it, as if it has Antimagic effects. The room is currently occupied by *Uerd al' Aras Faculty Administrator/Teacher Modern Languages*.

All the interior walls here are still original, although severely plastered, plated with marble and wallpapered.

DM: Torrean Demask

This painting leads to a special adventure; This might be something similar to X12-TSR9188-D&D-Mystara-Skarda's Mirror or an adjusted Ravenloft adventure (The adventure with Strahd would be fitting, here Torrean lives with the Visthani, but has been caught by Strahd out of curiosity of its magical knowledge, if you use another adventure, fit a similar theme for Torrean). Assume the PC's arrive at the exact moment they can enter the painting (alarmed by a staff member working overtime, alerted by the sudden light, requesting its friends (the PCs) to help, and that there is a special reason (it can only be touched by a person of specific age, sex, class, alignment, and/or level, and of course such a person is within the PC group!!). If they say anything similar to; "Map of this tower" they can enter the painting. Here their first goal is to locate and bring Torrean Demask back to Mystara.

As all within the painting follows its own time with no effects upon those within, returning to Mystara will have the nasty effect of temporal readjustment, and each hour spend within will be readjusted each round. As such a day there, will be caught up time-wise after 24 rounds (4 minutes), a year (=336 days=8064 hours) will be caught up after 1344 minutes=22 hours and 24 minutes (22 hr and almost 2.4 Turns). As Torrean will have spent all his life here since he was 43 and only 10 years have past according to his senses, instead the 516 years (suggesting this adventure takes place in 1013 AC, add missing years accordingly), time will age him very rapidly (1 year equals 22Hr+24 minutes), and causing him to die by the Old Age of 98 in about 51 days, turning him to a pile of bones in less than a day, and crumbling shards of bone in another 40 days.

He would be willing (able is a second matter) to share his knowledge to his saviours, but they have to act fast, as the Glantrian Bureaucracy wants to interrogate him too, and they do not know (nor are interested in) what time will do with him. All they want is to extract as much knowledge from his mind as possible by all means necessary. It is up to the PC's to keep him safe. And he might be able to steer them to investigating the Radiance and learn some obscure spells from the FWA era (mostly Invoker spells, or alchemical creations). He will also be able to lead them to the hidden rooms below, which haven't been discovered yet. And thus reward them accordingly (see rooms A26, A27, A28 A33, A34, A35, and A37). This adventure could be a very fine prelude into the actual discovery of the Radiance, following the trails of Etienne D' Ambreville in 845 AC.

Keep in mind these rooms have been forgotten since the FWA era. Rooms A30-A32 however are discovered by smugglers working through the Silver Tower Inn, and as thus there may be encounters with smugglers, guards, or similar. Though valuable (money-wise, political, or by law) the contraband never has any real merit to the PC's other than direct use. Read also [2A11 Main Office 2nd Floor](#), [3A13 Document Storage room](#), and [4A15 4th Floor Hall & Stairs](#).



4A15 4th Floor Hall & Stairs

Height 14' , above oaken ceiling/ oaken floor 1' thick

Connected with; [3A12 3rd Floor Hall & Stairs](#) by stairs down southwest, [5A17 Roof Administration Tower](#) by stairs up southeast and trapdoor ceiling, and [4A16 Dark Storage](#) by standard lockable door.

Color/Material Theme; Sněžník Light Marble floor, Podol Rosy walls up to 3' high with a Red Verona ledge, and a crème colored plain wallpaper above that. The ceiling has been colored crème also, just like the railings and steps of the stairs. There is a 7' tall statue of a sorcerer (actually a mediocre image of Torrean Demask).

*This room is in shape still the same as in the FWA era, with granite steps going up and down. The steps rest on powerful oaken frameworks, and though fully collapsed due draconic caused damages, the GSM restoration crew could make new frames and reinstall the steps as they were. The statue on this area is also original, and though inactive for several decades, it is in fact a Rock Statue (*Statua animae Saxum*) (see http://www.pandius.com/Monster_Manual_5.pdf page 1421. The statue will slowly warm up and become animated (totally after 3 Turns) when Torrean re-enters the world of Mystara and is reprogrammed by the Nemesis of Torrean (this may be Rad or any enemy Torrean had in those days bygone), to attack and kill Torrean and anyone in-between (i.e. PCs). It will follow them without mistake, until it is defeated. As animated statues are a common case in Glantri nobody becomes involved. However, the Glantrian Bureaucracy might be drawn in at a later time, and become the secondary danger.*

4A16 Dark Storage

Height 14' , above oaken ceiling/ oaken floor 1' thick

Connected with; [4A15 4th Floor Hall & Stairs](#) by standard lockable door.

Color/Material Theme; Sněžník Light Marble floor, Podol Rosy walls up to 3' high with a Red Verona ledge, and a crème colored plain wallpaper above that. The ceiling has been colored crème also, just like the railings and steps of the stairs.

Within this room are several racks with literally hundreds of thousands documents regarding the GSM. But among these boring documents, employees did pass two spells copied from the Darokin Merchants (or did they copy it from them?). Both are normally needed for transactions of any kind, but have been replaced when Abendroth Magical Accountant was invented. And the boring documents these spells are found are just that; transactions made for or by the GSM (be it alchemical, items, or otherwise, everything is listed and numbered. As such hundreds of these spells are hidden or forgotten herein. One needs only 4+1d4 hours a person digging through dusty papers to find one. These spells Accounting and Embezzle are listed here, both in Darokin Merchant form as in Glantrian Magicuser form.

This room is in shape still the same as in the FWA era, though it is unknown if this was a library or otherwise, even then there have never been windows on this level.

Accounting

Uncommon 4th Level Divination Spell

Range: Caster
Duration; 1 Turn
Effect: Financial records
Saving Throw: None
Casting/Reading time; 6

as a Darokin Merchant Spell

Caster
1 Turn
financial records
None
not on scroll, usable once a day

With this special spell a caster can go over financial records very quickly and check for evidence of accidental errors or deliberate theft. Similarly, the spell permits a character to quickly determine his or her financial status and establish amounts of money owed to or by the caster.

Embezzle

Uncommon 4th Level Alteration Spell

Range: Caster
Duration; N/A
Effect: Falsify records
Saving Throw: None
Casting/Reading time; 8

as a Darokin Merchant Spell

Caster
N/A
Falsify records
None
not on scroll, usable once a day

With this spell a caster can falsify financial records to conceal his or her business transactions. It can be used to fool tax investigators, trick custom agents, or hide theft. The maximum amount of money (value) which the character can cause to "vanish" is 100gp per level of the caster. Merchants do not earn MXP's through theft using this spell.

5A17 Roof Administration Tower

Height 14' , above oaken ceiling/ oaken floor 1' thick

Connected with; [4A15 4th Floor Hall & Stairs](#) by trapdoor and stairs down.

Color/Material Theme; Grey granite slates and crenalations. The Brown markings on the map are the locations for the Tribunes. The orange rectangle is the "Preset Dimension Door" for the workers to use when tribunes are erected or removed. This door can't be opened from this side, but divination will reveal constant residual magic on this location. The tribunes can be accessed from both ends and they are located within the crenalations. (Which are covered in cloth with advertisements or fan banners during tournaments).

There is a single 25' tall central flagpole adorned with the flag of the GSM (or a nation), and colored banners on twelve 15' flagpoles on the crenalations for those outside as a sort of signalling. As can be seen it is possible that multiple banners are used at the same time. When foreign guests have arrived, a flag of their country is used instead of the GSM flag.

There is one extra symbol, and that the flag (country or school) is hung upside down; this is some bad news and may vary from War, to death/disappearance of an important staff member or something similar. One banner is used for each case, and thus several equal banners may be used at the same time.

Red Banner;	Disease on GSM grounds (removed after declared safe)	No access
Black Banner;	A death on GSM grounds (not tournament death)	Restricted/controlled access
Grey Banner;	A death by tournament	Restricted/controlled access
Yellow Banner;	A tournament in 12 days (removed if cancelled)	Normal Access
Orange Banner;	A tournament in 7 days (removed if cancelled)	Normal Access
Green Banner;	A tournament today (removed when over)	Restricted/controlled access
White Banner;	A wedding or birth on GSM grounds	Restricted/controlled access
Pink Banner;	Magical Mishap, take care,	Restricted/controlled access
Brown Banner;	Monster/specimen escaped, take care	Restricted/controlled access
Silver Banner;	Foreign Royalty visiting GSM	Restricted/controlled access
Gold Banner;	Local Royalty visiting GSM	Normal or Restricted/controlled access
Blue Banner;	Holiday, GSM classes closed,	Normal access
Purple Banner;	Special Day at GSM, (exams, new invention, etc)	Normal access
Indigo Banner;	Day of Dread warning (1 day before AND after)	Restricted/controlled access

Above this area originally were two more additional levels and a pointed roof, but these were totally ruined by the Dragon, time, erosion and Draconic defecations, and removed in the FWA to GSM renovation, and the remaining structures have been repaired.

-1A18 Lower Stairway

Height 13' , above stone ceiling/ floor 2' thick

Connected with; [1A2 Main Office](#) up, [-1A19 Dungeon](#) down. Within the stair is a secret door to [-2A29 Lower Stairway](#) (see below). Each a step of the stairs is actually a slate of stone the width of the steps thickness of each step, and as high as they can sink or go up. By activation of the magical phrase words, and hitting the 3 secret buttons(In the crevasses left, right and ceiling right 14' above the first step) in the right order (top, left, right, top, top, left, right, right, top, left) each slate slowly sinks in the ground revealing a stairway made from the slates down. At the same time there has been placed a vertical slate on top of the opening A5, which will open again when the secret stair has disappeared anew. After 2 full rounds the last step has been touched, the slates go up to reform the normal stairs, when finished the slate lid will retract too. When this happens the first time there is a 25% chance of available staff members to notice the slate. Investigation reveals nothing able to open the slate, clairaudience, and similar divination will reveal the dungeon below in complete Darkness as always (see that room.) which also affects the -1A18 stairs.

Color/Material Theme; This area is made of FWA bricks. The floor and ceiling are long strips of granite (5' x 4' x 15 to 20'). The unused areas between the chambers and foundation are packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible. This room also has an Anti-Magic effect due a special crystal, buried in the middle of the room under the floor radiating Anti-Magic in a 20' radius, which however is blocked by the lead preventing it to affect areas below or besides the room, except the treasury, cells and stairs. The radius is thus small it will also not affect the Main room above.

-1A19 Dungeon

Height 13' , above stone ceiling/ floor 2' thick

Connected with; [-1A18 Lower Stairway](#) by open arch Northeast, [-1A20 Old Prison 1](#) by lockable reinforced oaken door southeast, [-1A21 Old Treasury](#) by lockable reinforced oaken door southeast, [-1A22 Old Prison 2](#) by lockable reinforced oaken door southwest, [-1A23 Long Hall](#) by open arch northwest then directing southwest, [-1A24 Slender Hall](#) by open arch northwest then a oaken door northwest. There are remnants (*holes*) of a fence between the long Hallway A23, and a doorframe in front of the stairs A18. These have been removed during the renovation into GSM as they were severely damaged and no longer needed.

Color/Material Theme; This area is made of FWA bricks. The floor and ceiling are long strips of granite (5' x 4' x 15 to 20'). The unused areas between the chambers and foundation are packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible.

As the tower has been the private tower with FWA tutoring function, private use and imprisonment was common in those days. A wizard was allowed to incarcerate a burglar and punish him/her for the crimes done. There was no law dictating what was illegal or not, and how to punish it. As such many wizards tower had their own dungeon and guards to protect them. All equipment of those days has been removed, and the area received a function for storage only.

-1A20 Old Prison 1

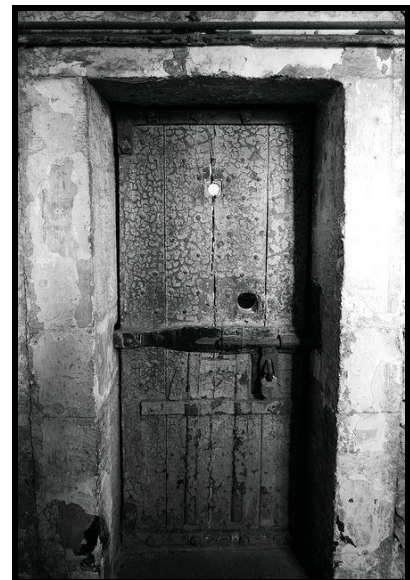
Height 13' , above stone ceiling/ floor 2' thick

Connected with; [-1A19 Dungeon](#) by lockable reinforced oaken door northwest. Color/Material Theme; This area is made of FWA bricks. The floor and ceiling are long strips of granite (5' x 4' x 15 to 20'). The unused areas between the chambers and foundation are packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible.

DM; Finding the Thief's Heir

The last Prisoner incarcerated here was a burglar with the name Jack...with the disappearance of the owner of the tower, Jack was forgotten, and when they discovered his bones eventually during the renovations of the ruins, they decided to make him an object to be studied. Jack is currently on exhibit in the Museum of Monsterology as the only human example. However, his few possessions he has hidden in this room; behind a loose stone in his belt pouch. A set of magical Thieves tools from the FWA era +25% magical to Thieves skills, but due rust/decay now only +10%. An old family medallion (of invisibility 3/day as spell), and a set of fire stones (from the FWA era) used to create fire under any conditions—even underwater. The fire consumes combustible matter as normal, but under water it will die out in 1d4 rounds, however, this might be enough time to light a torch underwater and exit the water with a burning flame.

Though not truly interesting, as these examples of items are widely known to exist or have existed (like the fire stones), they might be interesting to Jack's offspring. As Jack belonged to the Thieves guild of those days (which is gone by now), it might be a suggestion to seek answers with the current thieves and/or beggars guild. They could lead to a name, the name to a location (near Nyra is advised) where family members could still live. As being offspring of a burglar, it would be interesting to know that breaking the law and decency stayed in the family, as the offspring is part of a group of bandits roaming in the hills northeast of Nyra towards Belcadiz. This person hates elves (out of envy to their abilities, and longevity) and would welcome any hereditary items of his lost great grandfather. It is up to you to make an inciting adventure out of this, and if using not to much violence but trickery and charisma instead, could be rewarded in a friend on the other side if the law.



-1A21 Old Treasury

Height 13' , above stone ceiling/ floor 2' thick

Connected with; [-1A19 Dungeon](#) by lockable reinforced oaken door northwest

Color/Material Theme; This area is made of FWA bricks. The floor and ceiling are long strips of granite (5' x 4' x 15 to 20'). The unused areas between the chambers and foundation are packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible, except the South-eastern wall which is outside the foundation. **Whatever originally was stored herein, it is now gone.** The only thing to be found here are 5 barrels of labelled wine; 998 AC *Red Chanturge Averoignian wine*****, 999 AC *Les Hiboux Red Shower wine****, 984AC *Belcadizian Southern White wine*** , 997AC *Belcadiz Montilian Pines red wine*** , and 1001 AC *Hightower rose*** from free province DeGlace. (All about 100 glasses content and produced pre-war, see more on wine page 133). This wine is placed here just before the war, for festivities, guests, and tournaments, but nobody ever got the time to make use of them, as thus they became forgotten, if discovered, the administration staff will most probably regularly take a sip (or more)—they remain property of the GSM administration staff who bought the barrels in the first place.

-1A22 Old Prison 2

Height 13' , above stone ceiling/ floor 2' thick

Connected with; [-1A19 Dungeon](#) by lockable reinforced oaken door southwest

Color/Material Theme; This area is made of FWA bricks. The floor and ceiling are long strips of granite (5' x 4' x 15 to 20'). The unused areas between the chambers and foundation are packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible, except the South-eastern wall which is outside the foundation.

This prison cell was never used as a prison; this room was used as a dog pen instead. There still lingers a faint dog scent, as the creature that was put herein was a **Death dog** (*Hyaena Biclopis*) and the scent (*formerly stench*) would still be able to lure a young one and capture it somewhere where it is indigenous (see page 241 of MMMC chapter Animals http://pandius.com/Monster_Manual_2.pdf). The bones of the creature can be found in the Museum of Monsterology, living examples are rumoured to be found on the Adri Varma Plateaux far west.

-1A23 Long Hall

Height 13' , above stone ceiling/ floor 2' thick

Connected with; [-1A19 Dungeon](#) by open arch northwest, warehouse basements southwest.

Color/Material Theme; This area is made of FWA bricks. The floor and ceiling are long strips of granite (5' x 4' x 15 to 20'). The unused areas between the chambers and foundation are packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible, except the South-western end which is outside the foundation. This open Hall turns left from the Dungeon, **and it has been assumed (by the holes in the floor/ceiling/wall) that a fence was placed here. There are no other variations and this room is equal as it was those days.**

-1A24 Slender Hall

Height 13' , above stone ceiling/ floor 2' thick

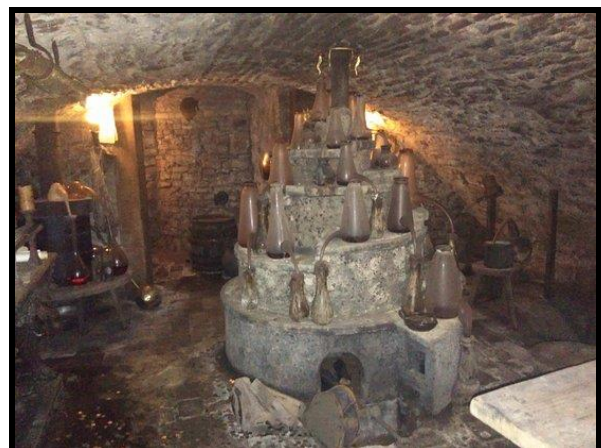
Connected with; [-1A19 Dungeon](#) by lockable reinforced oaken door southeast, [-1A25 Secret Laboratory](#) by open arch east

Color/Material Theme; This only 3' wide hall is made of FWA bricks. The floor and ceiling are long strips of granite (5' x 4' x 15 to 20'). The unused areas between the chambers and foundation are packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible, except the north-eastern end which is outside the foundation. **There are no other variations and this room is equal as it was those days.**

-1A25 Secret Laboratory

Height 13' , above stone ceiling/ floor 2' thick Connected with; [-1A24 Slender Hall](#) by open arch east

Color/Material Theme; This arched area is fully made of FWA bricks. The floor and ceiling are underneath, however, long strips of granite (5' x 4' x 15 to 20'). The unused areas between the chambers and foundation are packed rocky earth. This area is still used as a secret Laboratory, those days by its owner, today by the GSM staff, if they need a laboratory (*they are charged for used stuff and a 5Dc/day though*). *There is a 50% chance the laboratory is used as such, and they don't like to be disturbed. The room is fully stocked with a full list off alchemical equipment (see [What can be Bought](#) page36) and bottles (flasks), vials, and jars in various sizes (page 43-44)*



-1A26 Vertical Hall Top

Not discovered yet!! Height 13' , above stone ceiling/ floor 2' thick

Connected with; [-2A37 Vertical Hall Bottom](#) by hand holds cut in wall directing down, [-1A27 Hidden Storage](#) by standard locked reinforced oaken door south.

Color/Material Theme; This area is made of bad quality FWA bricks. The floor and ceiling are long strips of granite (5' x 4' x 15 to 20'). The unused areas between the chambers and foundation are packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible. This room was even unknown in the FWA era, except to its owner Torrean Demask. This room is only 4' x 4' wide and is in fact nothing more than a vertical shaft, with severely eroded stone cut ladder steps cut into the wall. (CW-15%, *remember even non-thieves have a Climb Walls of 30%+1/dx adjustment.*). This is the only connection between the upper and lower rooms. *PCs rewarded by Torrean Demask ([3A14 Master Administration Private Room](#)) will have to pass this shaft (this may be with him as a guide or alone by his information if he is no longer able.*

-1A27 Hidden Storage

Not discovered yet!! Height 13' , above stone ceiling/ floor 2' thick

Connected with; [-1A26 Vertical Hall Top](#) by standard locked reinforced oaken door north, [-1A28 Hidden Treasury](#) by reinforced secret door west

Color/Material Theme; This area is made of FWA bricks. The floor and ceiling are long strips of granite (5' x 4' x 15 to 20'). The unused areas between the chambers and foundation are packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible. This room was even unknown in the FWA era, except to its owner Torrean Demask. *PCs rewarded by Torrean Demask ([3A14 Master Administration Private Room](#)) will have to pass this shaft (this may be with him as a guide or alone by his information if he is no longer able.*

This room is stocked fully with spell component; in fact the whole list of components of my book "What can be Bought" (http://pandius.com/What_can_be_Bought.pdf pages 91-94) can be found here, however, all perishables have been dried out, rotten, evaporated, or eaten by vermin/mould and are no longer functional as components. Non-perishables can still be used. In this room are also stored twenty different poisons and 14 antidotes; In the FWA era poison used commonly for a variety of reasons (see "What can be Bought" page 66-67).

-1A28 Hidden Treasury

Not discovered yet!! Height 13' , above stone ceiling/ floor 2' thick

Connected with; [-1A27 Hidden Storage](#) by reinforced secret door east (*will only open if pressed 5 rounds on top of the outside, it will swivel up from below. It will close again after 1 Turn*)

Color/Material Theme; This area is made of FWA bricks. The floor and ceiling are long strips of granite (5' x 4' x 15 to 20'). This room lies outside the foundation, but the room is painted with lead paint, as thus still preventing Divination or any other magic from penetrating the paint. This room was even unknown in the FWA era, except to its owner Torrean Demask. *PCs rewarded by Torrean Demask ([3A14 Master Administration Private Room](#)) will have to pass this shaft (this may be with him as a guide or alone by his information if he is no longer able.*

Alchemy Jug

This magical device can pour forth various liquids upon command. The quantity of each liquid is dependant upon the liquid itself. The jug can pour only one kind of liquid any given day, seven pourings maximum (1 gallon =3.785 litre, 1 Quart=2 pints=0.946 litre, 1 pint = 0.473 litre, 1 Gill=0.118 litre, 1 Dram = 0.00369 litre, 1 Oz=0.0295 litre). 25.000Dc 50cn.

Saltwater;	16 gallon per pouring at 2 gallons per round
Fresh Water;	8 gallons per pouring at 2 gallons per round
Beer (2ap);	4 gallons per pouring at 2 gallons per round
Vinegar (white);	2 gallons per pouring at 0.5 gallons per round
Wine*(White);	1 gallon per pouring at 0.5 gallons per round
Petroleum;	0.5 gallon per pouring at 0.5 quart per round
Ammonia;	1 quart per pouring at 0.2 quart per round
Vegetable oil;	1 pint per pouring at 0.1 quart per round
Aqua Regia;	2 gills (8 oz) at 1 oz per round
Alcohol (Not ethanol);	1 gill (4oz) at 1 oz per round
Chlorine;	8 drams (1oz) at 0.1 oz per round
Cyanide (poison X);	4 drams (1/2oz) at 0.1 oz per round

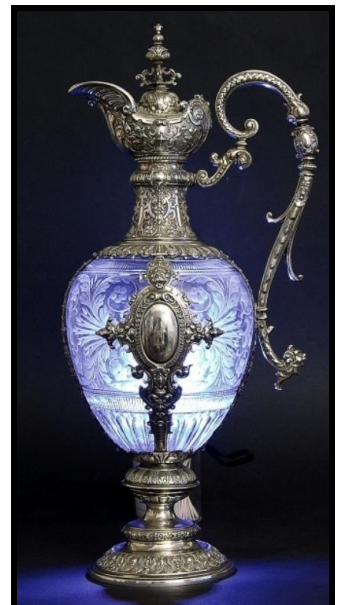
After each variant use the jug has to be thoroughly cleaned with hot water to prevent polluting the next liquid.(ap= alcohol points; see <https://breathofmystara.blogspot.com/2013/04/how-does-alcohol-affect-body-remember.html>)

Bag of Devouring

This item is still alive. Use the statistics given in the Rules Cyclopeda page 239 and the explanation as given in Ecology of the Bag of Devouring in Dragon Magazine 217.

Bag of Transmuting

This magical sack appears to be a bag of holding of 5000cn (500LBS) weight limit= 70 cubic feet or less. It performs properly for 1d4+1 uses. After this the magic wavers, and the metals and gems stored within the bag are turned into common metals and stones of no worth. Any magical item (other than artifacts and relics) loses all magic (no save) once the transmuting effects have begun.



Nefradina's identifier

This highly valued item is a magical test kit used to identify potions, powders, ointments and other alchemical substances. This is a wooden box 1' x1' x3' containing an assortment of vials, flasks, and beakers in small padded compartments. Also in the box is a text book called Nefradina's codex. This book instructs the user on how to use the kit. The user looks up the substance's characteristics (Odour, colour, consistency, smell, etc) in the codex and follows the instructions given to create a test mixture by combining a number of ingredients found in the kit. When a drop of the test mixture is then added to the substance wished to identify, the resulting effects in color, sparks, smoke, odours, explosions, etc are looked up in the codex and the substance is identified through a process of elimination, this takes 1d4+1 Turn (=10 to 50 minutes). The PC needs to make an alchemy skill check (if not having this skill make an intelligence check at -5 if Mage or Thief, and -10 if other). This item is forgotten in time, even though it is very useful, Analyze spells made it nearly obsolete. The DM secretly rolls 1d100 for actual results (+1% per #success on alchemy skill);

01-20 Test kit is missing a vital chemical and can never identify that substance (successful alchemy skill at -5 to know which chemical is needed)

21-50 The user comes to a false conclusion and believes the substance to be something it is not (DM choice from potion list Rules Cyclopedía page 229 table 1)

51-100 User successfully identifies the substance.

The kit can be used 1d10+40 times before needed to be restocked at 5000 gp. Valued at 120.000Dc, 150cn.



Everfull Purse

This item appears to be a leather pouch or small bag. Each morning it duplicates certain coins (some examples might create gems as well). When found, the purse is full of FWA coins. If totally emptied and left so for more than 1 Turn, the magic of the purse is forever lost, but if one of any coin is placed in the purse, many coins will be found inside the next morning. The types of metal coins found are 26 sp, 26 ep and 26 gp. (1-50% this variety, 51-90% 26cp, 26ep, 26pp, 91-00% 26cp, 26ep, 26 10-100 gp gems). These materials will be dispelled if subjected to any Antimagick, or when a full moon has past. The bag will copy any currency as long as the metals are equal to what it is based on, variant metals will thus not be copied, but a specific currency will be copied as normal. Magical coins will be copied, but not their magic. Be careful; the owning of this item may be seen as false minting and constitutes as major theft/treason, and penalties anywhere can be harsh. 2500Dc, 14cn empty (add coins weight).



Thought Bottle

This bottle and stopper are usually engraved with intricate runes (this item was a Nithian invention and as can thus be found often in Nithian tombs). It is used to store and protect important memories and thoughts, and it is often used by powerful characters to manage their (potential cluttered) memories. Thought bottles function for any intelligent creature (Int 8+). A character concentrates on the thought to be stored. He then uncorks the bottle and reads the command word engraved on the bottle. The thought is then transferred from the character's brain into the bottle. The character remembers the general nature of the thought, but the specific details are trapped in the bottle. To retrieve a thought, any character, speaks another command word engraved on the stopper, and the thought is transferred directly (in 3 initiative segments) to the user's brain. If more than one person holds the bottle, the message will be copied to all holding the bottle. Thought bottles can protect vital information. If he does not know the contents or the command word, a messenger carrying vital plans through enemy territory can't reveal the contents of the bottle. Likewise, a spy might transfer secret information to a bottle, and then use a Forget Spell to wipe it from the mind, thus becomes incapable of revealing the information (and can't be detected as ever having had the knowledge at all). Thought bottles also may be used as "memory archives" where characters can save memories that are cluttering up" their minds. When discovered, 75% of all thought bottles can hold only a single thought or memory. The remaining 25% have a capacity to hold 2d4 separate thoughts or memories. There is a separate word of command for each "thought slot". As the command words are written in either magic and/or ancient Nithian; a Read Magic AND a Read Languages is needed to read them...yet it is still often only a hint to the real spoken command words. **Example;** command words "store" and "release" being "Grass" & "Sand" could be read as "Green" and "Golden". A Comprehend Languages spell is needed to pronounce them correctly. DM; use your imagination but keep it simple one words. Value and Weight; 1d10 x2000Dc, same 1d10 x8cn.



Cloak of Arachnids

This black-reddish garment with a spider's clasp gives the wearer the ability to climb as if a Spider Climb spell has been placed on him. A Detect Magic will reveal the cloak radiating strong aura of alteration magic. The cloak also grants the wearer immunity to entrapment by webs of any sort, and the user can actually move in/on webs at the rate equal to that of the spider that created the web or 60' /20' in other cases. Once per day the wearer can cast a double-sized web spell. Finally the wearer is less subjected to the poison of arachnids (including those effects on web) and gains a +2 to all saves vs. such poison. 8000Dc, 75cn.



The Room holds only one each of the above mentioned items, except Thought Bottles, where 2d20 are stored (DM may include more, and dictate the thoughts). The room further contains treasure A+Bx2+Nx3+Ox3.

The lower sections (all -2 rooms)

These areas were known in the beginning of the FWA era, but abandoned due a variety of reasons; most functional rooms lie too deep, more and better rooms were created in the main building, or even some monsters/critters may have escaped. Most of these rooms have been forgotten, affected by time, creatures, and structures collapsing or sinking in the ground. The general knowledge may be existent in archives that such a room exists, but mostly its location is totally forgotten.

-2A29 Lower Stairway

Not discovered yet!! Height 13' , above stone ceiling/ floor 2' thick

Connected with; northern section of [-2A30 Hall of Escape](#) by open arch southwest, the section on the map A29 is normally appearing to be a tall vertical placed slate of stone. Behind this are more slates, and each slate is actually a step of the stairs of the [-1A18 Lower Stairway](#). *By activation of the magical phrase words, and hitting the 3 secret buttons(in crevasses between stones just left, right and on the ceiling an inch in front of the slate in the right order (top, left, right, top, top, left, right, right, top, left) each slate slowly sinks in the ground revealing a stairway made from the slates up. At the same time there has been placed a vertical slate on top of the opening A5, which will open again when the secret stair has disappeared anew. Two rounds after the last step has been touched, the slates go up to reform the normal -1A18 stairs, when finished the slate lid will retract too. When this happens there is a 25% chance of available staff members to notice the slate. Investigation reveals nothing able to open the slate, Clairaudience, and similar divination will not be able to reveal the most of the lower rooms due the lead contamination; the Dungeon (-1A19) the treasury (-1A22), corridors (-1A125, -1A25), or the -1A18 stairs, and the secret rooms (-1A26, -1A27, -1A28) will be affected by this lead contamination effect.*

Color/Material Theme; This area is made of the Blackmoor "magical" stone (*armoured concrete*). The unused areas between the chambers and foundation are packed rocky earth. *The unused areas between the chambers and foundation are packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible.*

-2A30 Hall of Escape

Northern section not discovered yet!! Height 13' , above stone ceiling/ floor 2' thick

Connected with; [-2A29 Lower Stairway](#) by open arch, [-2A33 Central Hall](#) by double doors southwest, [-2A31 Room of Contraband](#) by open arch southwest in the northeast corner, [-2A32 Silver Tower Terrace exit](#). There is a single one way door in the middle, which is a secret on the southern side and preventing access north. The southern section of this hall is known to some users from the Silver Tower Inn.

Color/Material Theme; This area is made of the Blackmoor "magical" stone (*armoured concrete*) connecting the northern structures currently underneath the Silver Tower Inn and the Administration Tower. This tunnel was rediscovered in 978AC by unscrupulous inhabitants of the Silver Tower Inn. Since then it is used as a secret storage for stolen contraband, or to hide individuals. *The secret one-way door has not been discovered as of yet. The area was known in the beginning of the FWA era, but abandoned due a variety of reasons (most functional rooms lie too deep, more and better rooms are in the main building, and some monsters/critters have escaped recently. The north-western section between the chambers and foundation is packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible.*

-2A31 Room of Contraband

Not commonly known!! Height 13' , above stone ceiling/ floor 2' thick

Connected with; [-2A30 Hall of Escape](#) by open arch southwest in the northeast corner.

Color/Material Theme; This area is made of the Blackmoor "magical" stone (*armoured concrete*).

This room is regularly used by smugglers in Glantri. At any given moment the following can be found in these rooms as according 1d100 lasting for a minimum period, whereafter it is needed to roll again.

Guards are Thieves or fighters; 1d100;

01-45 =level 1d4, 46-55=level 2d4, 56-65=level 3d4, 66-70=level 4d4, 71-80=level 5d4, 81-90=level 6d4, 91-95=level 7d4, 96-00=level 8d4. They are on duty 6 hours at best, and are exchanged then. There is a 25% the number will be double as the exchange is happening at that moment. Guests are of any race, sex, class, alignment and/or level, and are hidden here due political, legal, cultural, racial, or magical (ex. Lycanthropes) reason. These also include illegal Ethengarians, Illegal Dwarves (adventurers), Spies, persons on the wanted list, Clerics, recent law-permit breakers or political opponents of any kind. A famous name of history is written on the wall; "Thelvyn Fox-eyes", which means the room, was known before and during the Dragon War. Guards and guests will always inform the leaders of this smugglers ring, and thus if met here before and leaving tracks or battles, the next roll is at +60, as anything will be removed, and made thus to mask the presence, knowledge or even use of this area. A Vacancy spell, but also lots of dust blowing in by a hand bellows are used to hide the use of the room, regardless of Duration earlier. The DM may choose a treasure or roll; 5x N, 3x O, 1x G (any coins are the value of random items combined, see here; <http://pandius.com/What can be Bought.pdf>).

1d100	Room Holds;	Guards	Duration
00-25	boxes, crates of stolen contraband, or smuggle ware	0	1d8 Days
26-40	boxes, crates of stolen contraband, or smuggle ware	2	1d8 Days
41-55	as 00-25 and 1d3 Persons hidden	0	2d4 days
56-65	as 00-25 and 1d3 Persons hidden	2d4	2d10 Days
66-75	Empty, and clean. No tracks, no items, no persons.	0	2d6 Days
76-85	being emptied or filled. 2d10 people available	2d4	1d20 Hours
86-95	almost empty, except boxes and crates, and dusty as if never been entered for decades, but some boxes and crates hold current stuff.	0	2d6 Weeks
96+	almost empty, except boxes and crates, and dusty as if never been entered for decades, but some boxes and crates hold really old stuff.	0	2d3 Months

-2A32 Silver Tower Terrace Exit

Not commonly known!! Height 13' , above stone ceiling/ floor 2' thick

Connected with; secret exit through barrel to Silver Tower Inn Terrace, [-2A31 Room of Contraband](#), by open arch southwest in the northeast corner, [-2A30 Hall of Escape](#) by secret one-way door Northwest

Color/Material Theme; This area is made of the Blackmoor "magical" stone (*armoured concrete*) connecting the northern structures currently underneath the Silver Tower Inn and the Administration Tower. This area is a shaft going straight up, with a simple wooden ladder (*which will be removed if the owners know these areas are discovered, then the lid will secretly be closed with a large tile and made dirty as if never opened before*), leading behind a few wooden barrels used by the Silver Tower Inn. The tavern keepers and any staff and guests of course know "nothing" of the area. But in time after official discovery would be interested in using it.

-2A33 Central Hall

Not discovered yet!! Height 13' , above stone ceiling/ floor 2' thick

Connected with; [-2A30 Hall of Escape](#) by double doors Northeast, [-2A34 Minor Laboratory/library](#) by standard door southwest, [-2A35 Intermediate Hallway](#) by standard door southwest, [-2A36 Stairs Down](#) by open arch northeast.

Color/Material Theme; This area is made of FWA bricks. The floor and ceiling are long strips of granite (5' x 4' x 15 to 20'). The unused areas between the chambers and foundation are packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible. This room was originally used as a major passage, but when the stairway down collapsed a hundred or so years ago, the room also acquired a function as a storage room. As such several crates and boxes are stored against the northern wall. These boxes contain folded linen, wool and tarp from at least 80 years old. Most of these are in reasonable state, though some moth damage may exist.

-2A34 Minor Laboratory/Library

Not discovered yet!!

Height 13' , above stone ceiling/ floor 2' thick

Connected with; [-2A33 Great Hall](#) by standard door Northeast, [-2A37 Vertical Hall Bottom](#) by 15 inches wide reinforced secret door and equally wide 5' high corridor.

Color/Material Theme; This area is made of recycled Blackmoor "magic" stone (concrete) bricks by the FWA. The floor and ceiling are long strips of granite (5' x 4' x 15 to 20'). The unused areas between the chambers and foundation are packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible. This room hasn't been entered



for decades, and nature has reclaimed it partially. The room was used in the Plague years (802-828AC) in an attempt to fight the disease and hunger. The still ongoing uncontrolled experiments cause worm-like vegetables to appear every week, out of dung and filth. These plant-like worms attract vermin, and the vermin defecates, which is again used to create the vegetables, thus making the room into a miniature enclosed ecosystem. The room is rat infested and the PCs may be attacked by a Rat Swarm of 80 individuals trying to defend their home and food. (See *Rules Cyclopedica* page 201 or *MMMC Animals* page 444 http://pandius.com/Monster_Manual_2.pdf).

There is a rip in the wall covered by a bookrack, which can be easily removed. However, even when removing the closet, most will only see a large crack in the wall, while this actually is a secret passage. The crack is 15" wide and 5' high and covered by a reinforced wooden board (which is in fact a secret door). The crack has to be passed sideways. Only small characters can pass, see below Width and Fitness.

PCs rewarded by Torrean Demask ([3A14 Master Administration Private Room](#)) will have to pass this area. This may be with him as a guide or alone by his information if he is no longer able.

If he sends them he could have been cryptic; "Behind the bookrack on the wall, is a secret board, pass through, and go up. The key unlocks the door; the second door opens only if found and pressed 5 on top, which will cause it to swivel up. Lavish yourself"

Width and Fitness for Player Characters

Width is important to know if a character can crawl through small openings. Any smaller will cause the character to become stuck or unable to proceed. But this width isn't always located at the same spot, males with overweight will have it in their waist, while females show any overweight first on the hips before it adds on their waist. Muscular persons show it in their shoulders. Fat persons in their belly or buttocks

A character's **arm length / reach** will be Racial & Strength adjustments + 24+1d10% of a characters length, unadjusted by the character's fitness. However, his or her arm diameter will be the total of all modifiers (including Armor and fitness width adjustment). *This is based on the Table of the Rules Cyclopedea page 12 for determining Character's height and weight, combined with the Fitness rules from Gaz 10 Orcs of Thar.* The numbers given in the table are average healthy numbers; a character may however be heavier or lighter, use the next table to determine adjustments. *This section mostly uses 1d12 to determine the characters fitness (PC Elves 1d10+2, Dwarves 1d10, Halflings 1d10+1). This may be chosen (within racial limits) or rolled. Width adjustment is rounded up for the calculation. The mentioned effects are used in the creation of characters; assume existing characters have a normal weight, or when not, these have already been applied. For those not using Armor Value; use for AV the number your AC goes down by the armor alone (not counting magic.*

Width / Thickness / Diameter		
Race	Racial modifier	
Elves	0	
Human Female	+2	
Human Male	+3	
Halfling	+2	
Dwarf	+4	
Add Str. Modifiers		
Str 8 or lower	-1	
Str 9 to 12	0	
Str 13 to 15	+1	
Str 16 or higher	+2	
		How to Calculate Width
		Size in inches/3.1
		Round Up
		Add racial modifier
		Add Fitness Adjustment
		Add strength Adjustment
		= Width Character
		+ AV = Width (N)PC in Armor

Fitness	Weight		Effects						Width adjustment
			Con	Str	Cha	Com	Dex	MV	
1	Grossly Overweight	+50%+1d100%	-2	-1	-2	-2	-2	50%	+1"/10% weight
2	Fat	+10%+2d20%	-1	0	-1	0	-1	75%	+1"/10% weight
3	Overweight	+1d10%	0	0	0	0	0	100%	+1"/10% weight
4-9	Normal	+0%	0	0	0	0	0	100%	0"
10	Underweight	-1d10%	0	0	0	0	0	100%	-1"
11	Skinny	-(10%+1d10%)	-1	-1	-1	0	0	100%	-2"
12	Severe Underweight	-(20%+2d20%)	-2	-2	-2	-2	-1	75%	-3"

-2A35

Intermediate Hallway

Not discovered yet!! Height 13', above stone ceiling/ floor 2' thick

Connected with; [-2A33 Central Hall](#) by standard door Northeast, warehouse lower basements Southwest.

Color/Material Theme; This area is made of FWA bricks. The floor and ceiling are long strips of granite (5' x 4' x 15 to 20'). The northern section of this hallway between the chambers and foundation is packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible. There is a 1 on 4 chance each turn, there will be an encounter with 1d4 rats from the Minor Laboratory. These creatures have created several passages to the warehouse, and surrounding areas.

-2A36 Stairs Down

Not discovered yet!! Height 13', above stone ceiling/ floor 2' thick

Connected with; [-2A33 Central Hall](#) by open arch southwest, [-30 Crashed wooden Stairs](#) by collapsed stairs down.

Color/Material Theme; The unused areas between the chambers and foundation are packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible. This wooden stairway has been partially collapsed (*during the powerful earthquake in 875AC, which caused the lower levels to become forgotten to most*). The wood rotten caused the burden of the stone tiles to break the wood. Yet nobody will be able to see this. As that section of the stairs is encompassed by the Light-absorbing Darkness of the Shell of Darkness of the Wizard Warrens. (*See there*), characters walking down will see their feet disappearing in the light. If they continue suddenly the last step either breaks or they step into the open, and fall 15' down. They fall in less than 1 second, sustain 1d6 points of damage, suffer 1d2-1 breaks, and must make a successful constitution check at +8 bonus or die on the spot. **For broken bones use this table;** <http://2.bp.blogspot.com/-YdCIYn7RkFU/UkiYE7X6cGI/AAAAAAAAAXU/xYTseYVvOhE/s1600/wounds3.bmp>

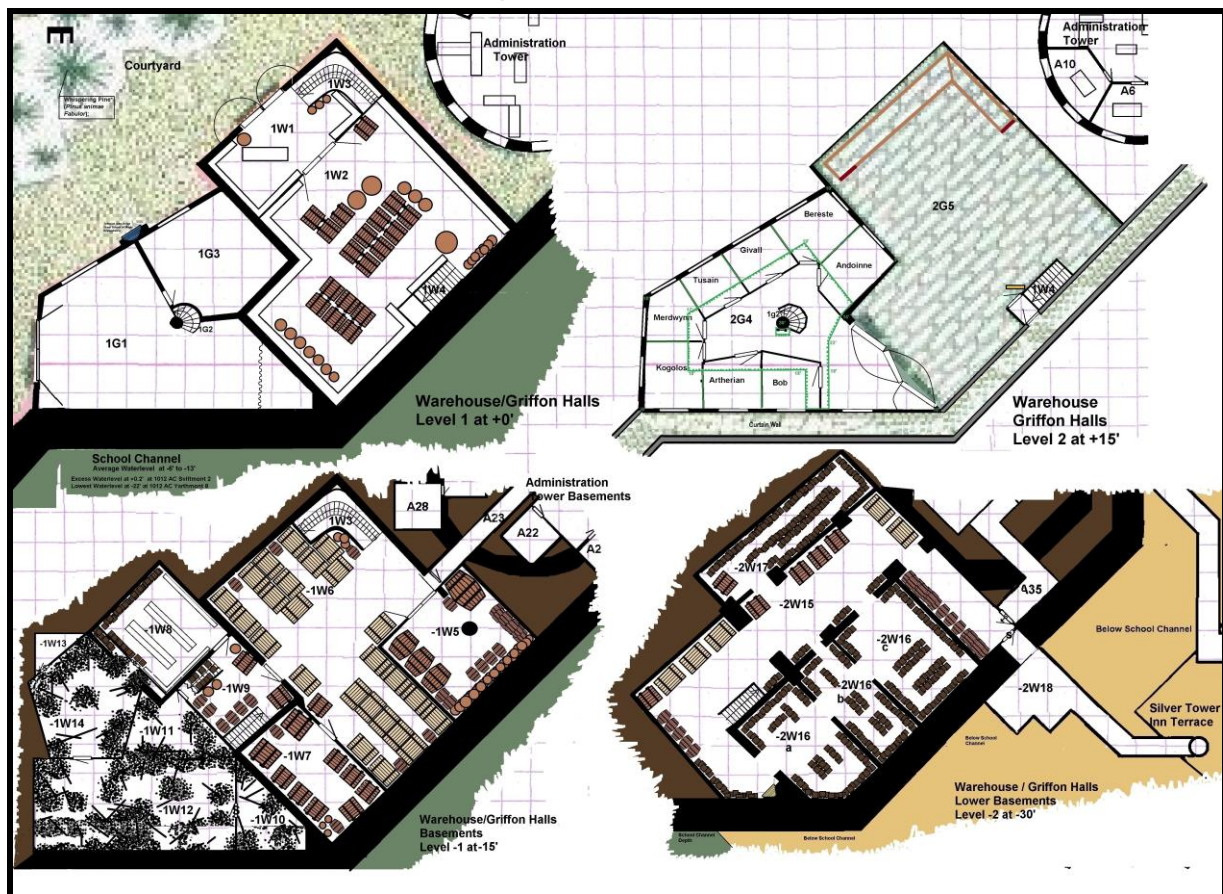
-2A37 Vertical Hall Bottom

Not discovered yet!! Height 13', above stone ceiling/ floor 2' thick

Connected with; [-2A34 Minor Laboratory/library](#) by 15 inches wide reinforced secret door and corridor, [-1A26 Vertical Hall Top](#) by hand holds cut in wall directing up.

Color/Material Theme; The unused areas between the chambers and foundation are packed rocky earth which contains a lot of lead contamination, making Divination beyond the rooms impossible. *PCs rewarded by Torrean Demask (3A14 Master Administration Private Room) will have to pass this shaft (this may be with him as a guide or alone by his information if he is no longer able. This small shaft leads up, and the only way to do so is either by levitation, spider walking or using the stone-cut ladder step. Any slip will cause a fall. It takes 2 rounds to reach the room and floor above. Each round you cover 20'. Use this table for falling damages;* <http://1.bp.blogspot.com/-xxo1Je2KGmA/Um1RCneY6QI/AAAAAAAAAaY/bQ2DGk3UuuQ/s1600/fall.bmp> ,

Southern Courtyard buildings; Warehouse and Griffon Halls



This area is at ground level of the GSM (*thus 5' above the average water level*). This one story building is made of red granite bricks and was created in 875AC. Students come here to buy components, clothing, utensils and anything else they are too lazy to buy somewhere in the city. The Kitchen uses this warehouse as the storage and when the kitchen is open the warehouse will be too. **Jonathan Willoughby** and **Monika Dawei** are the proprietors of this warehouse, they live nearby (Jonathan in Entertainers Quarter, Monika in Port Quarter, where she regularly buys new stuff to store and sell in the warehouse), and are mostly active at 07:00 in the morning to 20:00 in the evening. The warehouse actually open first at 10:00 till 19:00, but often there is much work to do. A friendly customer (*especially if regular or making a large order/profit*) will be helped as long they are present. Goods are delivered by Gondola at the GSM Gate, by Teleport Gate from the Dependence, by Preset Callable Dimension Door or cart from the Alexander Plaza, or by secret entry from the Silver Tower Terrace, and sometimes by Flight on Alexander Plaza/Courtyard GSM. This structure lies at 0', the lower levels lie equal to the main building (-1 = -15', -2 = -30').

There are also **Barculusa and Antoine**, two invisible stalkers who remain within the warehouse as hired protection (*especially at night*), they also help carrying objects back and forth. These creatures are roaming free, and are licensed fully, even invisible. Barculusa even succeeded to get an official city resident notification, and thus belongs to Glantri's population, He has shortly attended the school, but discrimination was too harsh. Antoine was originally summoned by a mage, and forced to break the Glantrian Law under that mage's commands, and after a very long legal lawsuit (*3 years*) he was allowed to remain in Glantri licensed and legally if he could sustain for itself, by having a legal income. As both are no longer summoned creatures, they can't be dispelled by Dispel Evil. Their income is 5Dc/week +100Dc/thief captured/arrested due their work. They are allowed to use force, but must prevent death if possible. They have a bedding area in the basement hall below, yet no privacy (-2W15). Sometimes they are hired at double fee to guard a specific guest room or GSM section by the Head Master, and then they may have other rules (*mostly less*) to abide by.

Invisible Stalker (Sshai) Barculusa

AC 3, HD 8+1***, Hp53+8=61, Mv/FI 120' (40'), THAC0: 10, Att: 1 blow, Dm 4d4+2, Save As: F8, Mr 12, TT Nil, St 17(+2), IN14(+1), WI14(+1), DX10, CO13(+1), CH 9, AL NG, AM 31%, 8' 8" tall, XP 1750. Can cast spells as an MU3 (2-1) but its spell effects are always invisible, except for him. Spells in spellbook; 1; Read Magic, Magic Missile, Light, 2; Web, Locate object.

Invisible Stalker (Sshai) Antoine

AC 2, HD 8+2*, Hp56+16=72, Mv/FI 150' (50'), THAC0 8, Att: 1 blow, Dm 4d4+4, Save As: F8, Mr 12, TT Nil, St 19(+4), IN9, WI10, DX16(+2), CO14(+1), CH 7(-1), AL CG, AM 30%, 9' 4" tall, XP 1200 Antoine is the muscle of the two, and due its abilities is faster and stronger.

Statistics as per Rules Cyclopeda page 187 but adjusted by abilities as accordingly

Combat; Invisible stalkers attack by using the air itself as a weapon. It is capable of creating a sudden, intense vortex that batters a victim for 4d4(+Strength adjustment) points of damage. Such attacks affect a single victim on the same Plane as the Stalker. Due to their invisibility, these creatures impose a -6 penalty on their THACO. If a victim cannot detect invisible things, the stalker will surprise on a roll of 1-5 on 1d6 (if rolled a 6, the target will notice a disturbance in the air just prior to the attack). Similarly, all opponents who are unable to see or detect invisible foes are at a -6 on their attack rolls. Although they are fully invisible on the Prime Material plane, their outlines can be dimly perceived on the Astral or Ethereal planes (adjustments here 4 instead 6). A creature with the ability to detect invisible things receives a +4 bonus when attacking an invisible stalker.

Invisible stalkers can only be killed on the Plane of Air. If attacked on another Plane, they automatically return to the Plane of Air when their total hit points are exceeded by the damage they suffered. As such they may return to the Prime Plane themselves later if finding such an entry (mostly by following an Air Elemental summoning, or entering an existing Gate (like the one above Glantri City). Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits. Does not take additional damage from precision-based attacks, such as back attack Skilled with natural weapons only, and with all simple weapons Maly wear armor, but dislikes it. Elementals are proficient with shields if they are proficient with any form of armor. Some are known to use spells (like Barclusa who is equal to a 3rd level mage). They prefer negotiation to combat, and have few enemies. They fear earth-type creatures and attacks.

Habitat/Society; an Invisible Stalker is a magical humanlike monster from the Plane of Air, summoned by the magic-user spell "Invisible Stalker". The invisible stalker is, at best, an unwilling servant. It resents any task assigned to it, although brief, uncomplicated labours may be seen as something of a diversion and thus undertaken with little resentment, and it will obey promptly. Tasks that require a week or more of its time will drive the invisible stalker to pervert the stated intent of the command. Such commands must be carefully worded and come from a powerful wizard. An invisible stalker may look for a loop hole in the command as a means of striking back at its master. For example, a simple command such as "keep me safe from all harm" may result in the stalker carrying the conjurer back to the Elemental Plane of Air and leaving him there in a well hidden location, or if ordered to guard a treasure longer than a week, the stalker may take it away to the Plane of Air and guard it there as long it is alive. Each day of the invisible stalker's indenturedness there is a 1% cumulative chance that the creature will seek a means to pervert its commands and free itself of servitude. If no option is open, the creature must continue to serve.

An invisible stalker is most often used to track and slay enemies. It is highly intelligent, and a faultless tracker (By following scented air patterns and disturbances).

Invisible stalkers are a species unwillingly transplanted to the Prime Material plane. They are slaves whose terms of servitude dominate their brief stays. Those who have been subjected to great hardship, assigned very difficult tasks, or who have faced death at the hands of humanoids, tend to retain a distrust or outright hatred of them. Those that have had an easy time during past periods of service or who are first time arrivals on the Prime Material plane may be easier to deal with. Such feelings may carry over to influence encounters with humanoids travelling in the aerial plane. Anyone who has befriended an invisible stalker in the past will find that voyages through the plane of Elemental Air are far less hazardous than they might otherwise have been. Invisible stalkers only obey those who actually summon them and few wizards can be commissioned to summon such a being on another's behalf. Some mercenary wizards have been able to construct the necessary summons onto scrolls that are usable by others. These sell for between 5000 and 10.000 gp and are very dangerous to use. Even the slightest error can cause users of such scrolls to come to a tragic end

The stalker may return to its own plane once it is slain, dispelled, or has completed its task. The race of "invisible stalkers" (which is the human name for the species) lives on the Elemental Plane of Air. They call themselves the "Sshai." Invisible stalkers are much faster speed on their home Plane: 360' (120'). Invisible Stalkers permanent see invisibility as if normal sight, except to Invisibility to Mortals (Fairies). As being Air Elemental creatures flying is their natural way of movement.

Invisible stalkers understand the common speech of men, but rarely speak it, unless taught (which takes 40-IN Stalker months). They can converse mostly in their own language, which sounds much like the roaring and whooshing of a great wind storm.

On the Material, Astral, or Ethereal planes, the invisible stalker can only be perceived as a shimmering air mass which looks much like the refraction effect caused by hot air passing in front of cold. Invisible stalkers do not breathe, eat, or sleep in a way creatures do on the Prime Plane, as such it is best to say they don't do at all.

Plane of Air: On their home plane, the Sshai are much like Doppelgangers; there they can use ESP at will, and can shapechange to nearly any form native to their plane. They usually appear as Air Elementals, Djinn, or Haoou (Aerial Servants). Their true form is nearly identical to that of an Air Elemental, though that race can tell the difference. Sshai are occasionally hired by the Djinn and the Haoou as spies or guards. Sshai on their own plane may have 1 to 12 Hit Dice, though all are about man-size in their true forms. The spell "Invisible Stalker" is only linked to 8 HD Stalkers, lower ones can't be summoned (and are weaker thus less useful) higher ones resist the call. 8HD stalkers are on the brink of adulthood, no child anymore, not grown up yet. They need 300.000xp to gain an extra HD, and if they are spellcasters their XP earned is first used as double that of a human of their chosen spellcaster class, till their respective level equals their HD; from that moment on the extra xp for gaining another caster level is added to the 300.000 needed to rise a HD. As such you see Sshai can't go beyond 12th level of any spellcaster class.

Keep in mind all creatures with the natural ability to turn invisible, like Invisible Stalkers, also have the ability to See Invisible creatures and objects as if not invisible. This is different from a Detect Invisibility magic, which does only reveal there is something of a specific shape, but does not reveal fine details, like fur, texture, eyes, etc. See Invisible does not make invisibility due Out of Phase creatures/objects visible, which Detect magic does (again without details). So both have their downside.



Invisible Stalkers in Glantri are requested to wear clothing in public (thus making them partially visible), they also do not like rain and thus raincoats and hats for both Invisible Stalkers are to be found behind the 2nd doors of the warehouse.

Invisible Stalker (Also known as Sssummon Sshai) Created somewhere just before the Blackmoor Era

Basic Conjuration spell

Range: caster only
Duration: until Mission is accomplished
Effect: Summons one creature
Saving Throw: None
Reading Time; extremely rare, 15

This spell summons an Invisible Stalker (in its own tongue: Sshai) which will perform one task for the caster. An Invisible Stalker

is a Magical human-like monster from the Elemental Plane of Air. The creature will serve the caster regardless of time or distance involved, until the task is completed or until the creature is slain or dispelled, at which moment it will return to its own Plane (it can only be slain on the Elemental Plane of Air, not destroyed anywhere else). If the summoned Stalker is given a simple task that is clear and can be swiftly completed, it will obey promptly. If the task is complex or lengthy, the creature will try to distort the intent while obeying the command literal command. For example, if ordered to guard a treasure for longer than a week, the Stalker may take it away to its own Plane of existence and guard it there forever, and a simple command such as "keep me safe from all harm" may result in the Stalker carrying the Conjurer back to the Elemental Plane of Air and leave him there in a well hidden location. A Stalker is most often used to track and slay enemies. It is highly intelligent, and a faultless tracker (it can detect any trail less than a day old. If a Victim can't Detect Invisible things, the Stalker will surprise on a roll 1-5 on a 1d6. A creature with the ability to detect invisible things does not receive the +4 penalty hit when attacking an Invisible Stalker. A Stalker can have any form since it is on its own Plane a True Shape shifter and can be conjured in any form, their true form however resembles that of an Air Elemental. Invisible Stalkers are a species unwillingly transplanted to the Prime Plane. They are slaves whose terms of servitude dominate their brief stays. They are at best, an unwilling servant. It resents any task assigned to it, although brief, uncomplicated labours may be seen as something as a diversion and thus undertaken with little resentment. Those who have been subjected to great hardship, assigned very difficult tasks, or who have faced death at the hands of humanoids, tend to retain a distrust or outright hatred of them. Those that had an easy time during past periods of service or who are first time arrivals on the Prime Plane may be easier to deal with. Such feelings may influence encounters with Humanoids in the Aerial Plane. Anyone who has befriended an Invisible Stalker in the past will find that voyages through the Plane of Air are far less hazardous than they might otherwise have been. Invisible Stalkers obey only those who actually summon them and few Wizards can be commissioned to summon such a being on another's behalf. Some mercenary Wizards have been able to construct the necessary summons onto scrolls that are usable by others. These sell for between 5000 and 10.000 gp and are very dangerous to use. Even the slightest error can cause users of such scrolls to come to a tragic end. A Dispel Evil/Good spell will force the creature to return to its own Plane, but this doesn't imply that they are evil or good, only that this spell removes the control effect.



<http://paizo.com/image/content/PathfinderBattles/WZK72378-InvisibleGuardian.jpg>

1W1 Entry Hall

Height 13' , above reinforced (steel form beams) ceiling, standard floor, both floor and ceiling 2' thick.

Connected with; [Courtyard/Duelling Grounds](#) by double large doors Northwest opened outward, [1W2 Work and Storage hall](#) by double large doors Southeast opening outward, (both sets of double door are open during working hours), [1W3 Barrel Slope](#) down North.

Color/Material Theme; Walls are red granite bricks, floor is ancient Blackmoor "magical" stone (*concrete*) layered yearly with a thick coating of brown boat-resin, making it easy to clean, shiny, and water-, wine-, oil-, and other liquid resistant. The ceiling (including steel beams) is painted with a similar Red colored boat-resin, making it unpleasant for vermin to nestle, and resistant to oxidation/rust. Special dried flowers (*with the same effect as a Repel Insects magic*) hang on the ceiling and are added to monthly and refreshed quarterly from the garden or outside fields (*Dependance*). As such the numbers of bugs and spiders is near to nil in the whole building.

1W2 Work and Storage hall

Height 13' , above reinforced (steel form beams) ceiling, standard floor, both floor and ceiling 2' thick.

Connected with; [1W1 Entry Hall](#), by double large doors northwest opening inward, (doors are open during working hours), [1W4 Stairway Up/Out](#) Southeast.

Color/Material Theme; Walls are red granite bricks, floor is ancient Blackmoor "magical" stone (*concrete*) layered yearly with a thick coating of brown boat-resin, making it easy to clean, shiny, and water-, wine-, oil-, and other liquid resistant. The ceiling (including steel beams) is painted with a similar Red colored boat-resin, making it unpleasant for vermin to nestle, and resistant to oxidation/rust. Special dried flowers (with the same effect as a Repel Insects magic) hang on the ceiling and are added to monthly and refreshed quarterly from the garden or outside fields (*Dependance*). As such the numbers of bugs and spiders is near to nil in the whole building.

1W3 Barrel Slope

Height 13' , above reinforced (steel form beams) ceiling, standard floor, both floor and ceiling 2' thick.

Connected with; [1W1 Entry Hall](#) up, [-1W6 Crate Storage](#) down

Color/Material Theme; Walls are yellow FWA Bricks, floor is ancient Blackmoor "magical" stone (*concrete*) layered yearly with a thick coating of grey-brown boat-resin, making it easy to clean, shiny, and water-, wine-, oil-, and other liquid resistant. The regularly used steps on the slow slope are however easily eroding the resin and most bare stone. The ceiling is painted with a similar Red colored boat-resin, making it unpleasant for vermin to nestle. Special dried flowers (with the same effect as a Repel Insects magic) hang on the ceiling and are added to monthly and refreshed quarterly from the garden or outside fields (Dependance). As such the numbers of bugs and spiders is near to nil in the whole building.



Barrels are either hauled up by using ropes and manual labour, or the use of Animate Object, Floating Disc, or Push spells are used to push the barrels up, or controlled down (by keeping it resting at the Floating Disc while moving down). If manual labour is used, special clamps are set on either side with a free moving eyelet sticking several inches out. A rope is drawn through, and with this double rope on either side and enough muscle, the barrels is slowly led up or down the slope. There is a danger to be crushed by a barrel rolling down when a rope breaks and you' re on the lower side. For each 100 LBS you must roll 1d4 damage, subtract once any armor value you have (or 1 non magical Armor Class point gained by the armor), make one dexterity check or roll 1d2-1 (+1 per 100LBS over 100LBS) for the amount of breaks. For broken bones use this table; http://2.bp.blogspot.com/_YdCIYn7RKfU/UkiYE7X6cGI/AAAAAAAAAXU/xYTseYVyOhE/s1600/wounds3.bmp

1W4 Stairway Up/Out

Height 13' , above ceiling 1' thick oaken wood outside plated with copper, painted inside with a Red colored boat-resin, making it unpleasant for vermin to nestle.

Connected with; [1W2 Work and Storage hall](#) down, [2G5 Warehouse Roof Griffon Landing](#) and [Courtwall](#) up.

Color/Material Theme; This oaken stairway is erected against the south-eastern wall and is a steep stairway which on top exits on the roof and court wall. Underneath these stairs is a dark closet for those items vulnerable to sunlight. The dark velvet curtain is actually a small tube on a ring in the ceiling (also covered by black velvet). By entering it and turning the circle (*and thus the opening*) 180°, allows entry without any light coming in.



The only light available here are some bioluminescent fungi (*in jars*) radiating weak purplish light in a 5' radius. The other half of the velvet circle is red, to enable distinction between where the opening is (the black half). When red is visible in the Work/storage hall, someone is inside, as you can't leave without turning the circle again.

Bioluminescent fungi are collected from special breeding farms or bought (often illegally) from humanoids from the Broken Lands. These fungi can be found worldwide in different species. They are put in glass jars up to 8"high 4"diameter with some water, biological matter, earth to grow upon. As these are living fungi, they will try to reproduce by spores, and after that perish, leaving behind a goeyish mostly brown dead mass. They radiate weak light in a limited radius (enough to recognize items, and read labels if placed within functional range of the fungi), and can be seen in the dark from a specific distance (giving way to shadows in front of it). Some are illegal due their usage in crime.

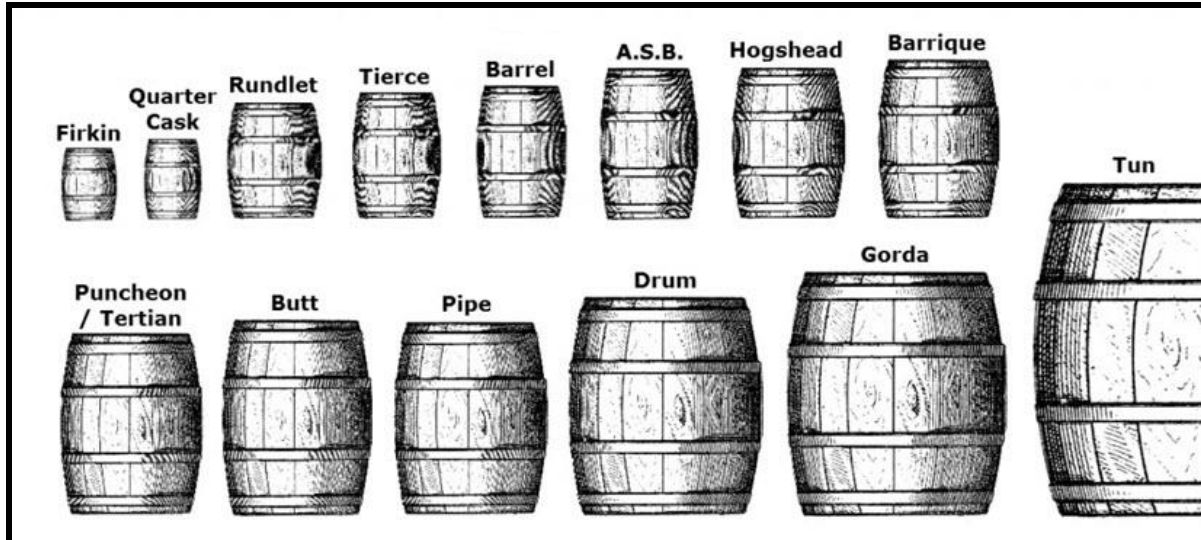
Light color	Functional Light range	Visible from...	Replace	Cost	Legality
Bright White	10'	500yrd	weekly	150 sp	legal
White	5'	200yrd	monthly	50 sp	legal
Timid White	2'	100yrd	weekly	45 sp	semi
Bright Yellow	8'	400yrd	weekly	100 sp	legal
Yellow	5'	200yrd	weekly	50 sp	legal
Green	3'	150yrd	monthly	50 sp	legal
Timid Green	1'	25yrd	monthly	35 sp	semi
Purple	5'	75yrd	monthly	25 sp	legal
Timid Purple	2'	10yrd	monthly	250 sp	illegal
Pink	5'	200yrd	monthly	25 sp	legal
Red	2'	15yrd	monthly	100 sp	legal
Blue	1'	50yrd	weekly	150 sp	illegal

-1W5 Barrel Storage

Height 13' , above ceiling/floor 2' thick

Connected with; [-1W6 Crate Storage](#) by a set of 7' wide 12' high double doors Northwest (mostly open).

Color/Material Theme; Walls are yellow FWA Bricks, floor is ancient Blackmoor "magical" stone (*concrete*) layered yearly with a thick coating of grey-brown boat-resin, making it easy to clean, shiny, and water-, wine-, oil-, and other liquid resistant. The ceiling is painted with a similar Red colored boat-resin, making it unpleasant for vermin to nestle. This room is filled with barrels of different kind, mostly holding liquids (*see below*).



- Keg;** 1.9 Litre/ 5 gallons, 15 cn empty, 10 sp
- Firkin:** 41 litres / 11 US gallons, 33 cn empty, 20sp. Taking its name from old Middle Flaemish for "fourth" implying a quarter of the size of a Barrel. Traditionally used for dispensing cask ale.
- Quarter Cask:** 50 litres / 13 US gallons, 40cn empty, 30sp. A quarter of the size and proportion of an ASB generating a higher wood to liquid ratio. Used for rich oak finishes in whiskey
- Rundlet:** 95 litres / 25 US gallons, 75cn empty, 60sp. traditionally used to transport wine.
- Tierce:** 160 litres / 42 US gallons, 126cn empty, 120sp. Closest cask in volume to that of a modern oil drum and one third of a Pipe. Traditionally used to transport wine, mature rum or store salted goods.
- Barrel:** 160 litres / 43 US gallons, 129cn empty, 125sp. traditionally used to store ale or lager.
- ASB Barrel:** 200 litres / 53 US gallons, 159 cn empty, 240sp. The ASB – All Standard Barrel is used throughout the whiskey industry in Thyatis and Darokin after which most are exported for reuse in maturing other spirit types including rum, tequila, Glantrian and Dawn whiskies.
- Hogshead:** 250–300 litres / 66–79 US gallons, 198-237 cn empty, 300-310sp. The most popular cask used in maturing Glantrian and Dawn whiskies commonly consisting of rebuilt ASB's which have already held whiskey. With a slightly smaller oak to liquid ratio, it's believed that Hogsheads react better to the cooler Glantrian climate. Twice the size of a Barrel, half the size of a Butt, quarter of a Tun. Also used in wine and beer. Standard barrel used for old wine and cognac although at two different volumes. Traditionally coopered with wooden hoops instead of metal.
- Barrique:** (cognac) 300 litres / 79 US gallons, 237 cn empty, 310sp.
- Barrique;** (wine) 225 litres / 59 US gallons, 177cn empty, 250sp.
- Puncheon/ Tertian:** 450 litres / 120 US gallons, 360cn empty, 600sp. Also known as a Tertian from the Latin for "third" implying a volume roughly one third of a Tun (330 litres) although modern day puncheon's are closer to 500 litres. The modern rum industry favours a short, fat puncheon with thick staves known as a Machine Puncheon while the sherry industry prefers a more traditional tall, slim puncheon with thin staves called a Sherry Shape Puncheon.
- Butt:** 500 litres / 132 US gallons, 400 cn empty, 700sp. Twice the size of a Hogshead, tall and narrow with thick staves and a nice set of hips true to its name. Commonly used for sherry
- Pipe:** 650 litres / 172 US gallons, 516cn empty, 850sp. Tall cask yet stockier and rounder than a Butt with thick staves. Commonly used for port.
- Drum:** 650 litres / 172 US gallons, 516cn empty, 850sp. True to its name, thick wood, short fat and dumpy with wide staves. Common cask for Elven wine.
- Gorda:** 700 litres / 185 US gallons, 555cn empty, 950sp. commonly used in Norwold for the marrying or vatting of different whiskies.
- Tun:** 982 litres / 250 US gallons, 750 cn empty, 1400sp. roughly twice the size of a Butt and equal to four Hogsheads. Traditionally used for the fermentation of beer or marrying of spirits. Designed to represent one perfect imperial ton of liquid.

Each half litre liquid = 10 cn (1 LBS), so the weight of a Tun filled would be (982x2=1964, =>19.640 cn/1964 LBS+ the weight of the barrel= 21.640 cn/2164 LBS.

1gallon = 4 quart = 8 pints, 1 quart = 2 pints, 1 pint = 4 gills or 16 oz., 1 glass = +/- 1 gill or 4 oz.

A person could be folded in a barrel, but most likely would not survive this. From a Puncheon up, a human or dwarven person (maybe cramped) could be transported in a barrel/vat. A Tun could even hold 3 human-sized persons. Halflings and Kobolds would fit (cramped) in Tierce or larger barrels.

-1W6 Crate Storage

Height 13' , above ceiling/floor 2' thick

Connected with; [-1W5 Barrel Storage](#) by a set of 7' wide 12' high double doors Southeast (mostly open), [-1A23 Long Hall](#) by standard door northeast (mostly hidden by the open door to the Barrel Storage) [-1W7 Chest Storage](#) by 7' wide 12' high door southwest, [-1W9 Stairways](#) down by standard door southwest.

Color/Material Theme; Walls are yellow FWA Bricks, floor is ancient Blackmoor "magical" stone (*concrete*) layered yearly with a thick coating of grey-brown boat-resin, making it easy to clean, shiny, and water-, wine-, oil-, and other liquid resistant. The ceiling is painted with a similar Red colored boat-resin, making it unpleasant for vermin to nestle. *Crates are used to store larger objects for storage or transport, or foods. Mostly closed by nailing it shut, or binding it with ropes, leather strips, or metal bands (for the heavier loads).*

-1W7 Chest Storage

Height 13' , above ceiling/floor 2' thick

Connected with; [-1W6 Crate Storage](#) by 7' wide 12' high door northeast.

Color/Material Theme; Walls are yellow FWA Bricks, floor is ancient Blackmoor "magical" stone (*concrete*) layered yearly with a thick coating of grey-brown boat-resin, making it easy to clean, shiny, and water-, wine-, oil-, and other liquid resistant. The ceiling is painted with a similar Red colored boat-resin, making it unpleasant for vermin to nestle. Several large chests (4' x3' x3') are stored herein, neatly grouped together, and often labelled with the contents (and custom stamps). There are also several barrels of which no room was available in the Barrel Storage. There is also a single chest, containing glassware. *Chests are used to store more valuable objects, like metals, minerals, glass, magic items, and other precious stuff. Mostly padlocked with a lock (Open locks depending on quality with; 5% penalty=Normal, 15% penalty=Good, 25% penalty=Very Good, 35% penalty=Dwarven Lock).*

-1W8 Box Storage

Height 13' , above ceiling/floor 2' thick

Connected with; [-1W9 Stairways](#) by standard door southeast, [-1W14 Burned Experiment Room](#) by secret door (loose boards) in the wooden planks wall southwest and caved-in walls southwest.

Color/Material Theme; Walls are yellow FWA Bricks, floor is ancient Blackmoor "magical" stone (*concrete*) layered yearly with a thick coating of grey-brown boat-resin, making it easy to clean, shiny, and water-, wine-, oil-, and other liquid resistant. The ceiling is painted with a similar Red colored boat-resin, making it unpleasant for vermin to nestle. This room is somewhat slanted to the south (north & south of this room vary 10" in height), and reveals heavy burn damages, it is restored though, long ago. There is a wooden wall in the southwest, covering a caved-in wall. This room has on the northern and western wall staked rows of sturdy boxes, labelled (and stamped by customs), up to 5' high at some locations. There are also 6 oaken racks placed in this room, and these are used to store even more but smaller boxes. Real valuable items (in strongboxes) are placed in the Vault, but otherwise, semi-precious items, rarities or unknown items, spell components and similar are to be found within. DM's; use your imagination or "What can be Bought" (link below).

Boxes are made of wood, or cardboard, and rarely of metal (strongbox), or other material. They contain mostly smaller items, often in low numbers or even singles (the severely packed with straw.

Between this wall and the wooden wall, some contraband boxes are hidden, covered in a soot covered black cloth. The DM may choose a treasure or roll; N, O, G (any coins are the value of random items combined, see here for items; [What can be Bought](#)). Amongst the stash are two equal items of extremely old age. One is damaged and no longer functions (although that can only be discovered by experience).

Amulet of Magic Resistance

*These ancient yet powerful amulet grants the wearer a decree of magic resistance of 1d6x5%. Anytime the amulet is worn and a spell is cast at the wearer, he is allowed the percentage chance to fully avoid the full effects of the spell. However, the wearer can also not cast any magic based/affected by the Radiance at the same percentage chance. As these are ancient Blackmoor radiation protectors they affect only radiance influenced spells (and thus lose their usefulness after the Radiance is exploded) and as being affected by time, use, and wear, only 0-50% (DM roll 1d100) of all such amulets confer magic resistance against all level spells. The remaining 51-00 extend magic resistance only to spells of 1d6th level or lower, and have no effect on spells more powerful. All such amulets, regardless of the amount of resistance conferred, are delicate magical structures. If the wearer rolls a 95 or higher on the 1d100 resistance roll at any time it is exposed to impact forces, the fragile item has been disrupted and shatters into useless scrap. The item is normally a hereditary gift and part of 4000 year old traditions which began in Redfen (current Glantri City). These items were created those days amass by returnists (turning away from technology back to nature) to protect the offspring from Radiation (as there were many generators/conductors spreading radiation). As such these Amulets also give a basic bonus to any saving throws vs. **the Radiance, the Wasting Disease or even the Large Dreaded Dire Disease (Shome papilloma Radiensis virus)** of +5 on the saves without affecting its powers (as long as functioning). It is rumoured under Immortals Etienne owned such an object, but discarded it after discovering the Radiance and becoming Rad. These items are 50% resistant against fire and heat, but do not transfer this resistance to the wearer. Valued at 15.000Dc, 15cn. These items were important in the discovery of other sources of Magic unaffected by Days of Dread. Read; [-5K Steel Room \(former Truck\)](#).*



-1W9 Stairways

Height 13' , above ceiling/floor 2' thick

Connected with; [-1W5 Barrel Storage](#) by a standard door east, [-2W15 Lower Hall](#) down, [-1W8 Box Storage](#) (and formerly up ending in the rooms of the former Teacher's Lodge), [-1W11 Ruined Basement](#) by standard door southwest. This door hidden underneath the up-going stairs is normally blocked by barrels and boxes, locked, nailed shut by 3 boards and a wizard lock of 12th level caster (*thus negated by any of higher level*), **Color/Material Theme**; Walls are yellow FWA Bricks, floor is ancient Blackmoor "magical" stone (*concrete*). This room is somewhat slanted and reveals heavy burn damages, it is restored though, long ago. Above this area once stood the **Teachers Lodge**, (a 3 story half-rounded tower with a domed top), but this burned down in 875AC during a powerful earthquake, and a new structure with a new function was erected on its place; the **Griffon Halls**.

-1W10 Burned Laboratory

Height 13' , above ceiling/floor 2' thick

Connected with; [-1W11 Ruined Basement](#) by secret standard door west, partially blocked by fallen debris.

Color/Material Theme; Walls are yellow FWA Bricks, floor is ancient Blackmoor "magical" stone (*concrete*.) This room is somewhat slanted and reveals heavy burn damages, it is restored though, long ago.

Above this area once stood the **Teachers Lodge**, (a 3 story half-rounded tower with a domed top), but this burned down in 875AC during a powerful earthquake, and a new structure with a new function was erected on its place; the **Griffon Halls**. *In the years before the disaster the Secret Craft of Fire Elementalists had their secret rooms here.*

This room was their major laboratory. And although severely damaged, some items can still be recovered.

Crystal of Brightness

This rare and natural occurring crystal (on Mystara and Matera at the very least) appears to be a long prism. These crystals seem to grow naturally since 1010 AC when the Shroud of Light absorbing darkness came to be around the radiance. Apparently these are natural defensive mechanism of the Megalith which Mystara is to prevent damage of any sort by the darkness. As long as these crystals are apparent, other crystals will remain functional in the darkness shell.

When a bearer holds the crystal with bare hands and utters the proper tones and rhythms (to most music or spell words) for at least 3 initiative segments, the crystal will emit bright light of three sorts;

Staccato lows followed by highs: Shed a cone of pale light 10' long emanating from the top of the prism to a radius of 2.5feet from the prism (shedding light equal to a candle. this does not discharge energy from the crystal.

Rapid rising and falling tones: send a bright ray 1' in diameter and effectively 50' long emanating from the top of the prism. Any creature struck in the eyes by this beam may save vs. magic to close or avert eyes to avoid being dazzled and unable to see for 1d4 rounds. This expends one energy charge.

Several Rapid extreme high tones: causes the gem to flare in a blinding flash of light in a cone of 30' long 5' radius at end emanating from the top of the prism. although the glare lasts 1 initiative segment only, all creatures within this area must save vs. magic or be blinded for 1d4 rounds and thereafter suffer a -1d4 to hit rolls due long lasting eye damage. Those 30 yards or less outside the area but focussing their vision on the user suffer the same effect as the 2nd use. This expends 5 energy charges.

The effect will only come forth if the crystal is set at a firm grip of a living person (heart beat + body warmth) and the right tones combined and will not come forth laying around, hanging on a chest and subjected to the tones.

These crystals have 45+1d10 charges and can't be recharged. Any magical darkness spell or effect drains one charge of the crystal nullifying it until exposed to normal light for 3 turns. Valued at 10.000Dc, 1d4x10cn.



-1W11 Ruined Basement

Height 13' , above ceiling/floor 2' thick

Connected with; [-1W9 Stairways](#) by standard door northeast. This door is normally locked, nailed shut by 3 boards and a wizard lock of 12th level caster (*thus negated by any of higher level*), [-1W12 Burned Hall](#) by open arch, and a large heap of debris, bricks, beams, cement (*this was originally the wall harbouring a secret door to the rooms beyond, but the wall has fully collapsed over the decades.*)

Color/Material Theme; Walls are yellow FWA Bricks; floor is ancient Blackmoor "magical" stone (*concrete*). This room is somewhat slanted to the south and reveals heavy burn damages, it is restored though, long ago. slanted to the south (north & south of this room vary 12" in height), burned and severely damaged in the fire of 875 AC. Above this area once stood the **Teachers Lodge**, (a 3 story half-rounded tower with a domed top), but this burned down in 875AC during a powerful earthquake, and a new structure with a new function was erected on its place; the **Griffon Halls**.

DM: A Blast from the Past

In the years before the disaster the Secret Craft of Fire Elementalists had their secret rooms here. After the disaster there was much debate why the Secret Craft had their hidden lairs here; Some say it was because there were still many Flaems, and it was them that discovered the Radiance first and used it, others say it was because the Flaems had powerful political influences and tried to subterfuge the teachers living above them. Yet others say it was just a ruse for espionage, and there have never been Fire Elementalists (some mages even say these mages don't even exist).

The most important thing to know however, is that at least some of the mages from those days knew about the crafts and magic continuing below them, and if the earthquake of 875 AC didn't cause a fire, it would probably still exist. It might also be interesting to know that the mages in those times were trying to merge the various elements into a single craft, further strengthening the magic by infusing it with the Radiance. If they did succeed or not, is still unknown; the fire destroyed not only the building, but burned all documentation about research away. It was Etienne who urged to find the cause for the disaster, as many teachers; mages and other, died within inferno and following collapse. There were no survivors as far as known.

This adventure begins for a group of no more than four Lawful to Neutral good characters of which only one is a mage. They are all young and friends and they are all from commoner origin (not noble, and of level 1 to 5 at most). The mage is a student here, and the thief in the group is the acquirer of goods needed to learn. The Fighter is the powerhouse, while the Cleric is a musical pacifist following the faith of Alphatia. On one of their rampage/investigating tours in the underground of the school they discovered the Flaemish Fire Elementalists preparing a special magic. It would be activated soon. On itself not a danger, but if the PC's investigate a bit further, (this takes at least 36 hours of following the individuals—brute force is not the means of action—as the Flaems will relocate somewhere else very secretive, and everything will happen as they planned it), they might be able to learn that the Flaems are eager to stay on top of power, and have learned from manuscripts from various Flaemish ancestors, there is a powerful source of magic below Glantri, which even the Dragons covet. As such this power must be used to gain control over the nation.

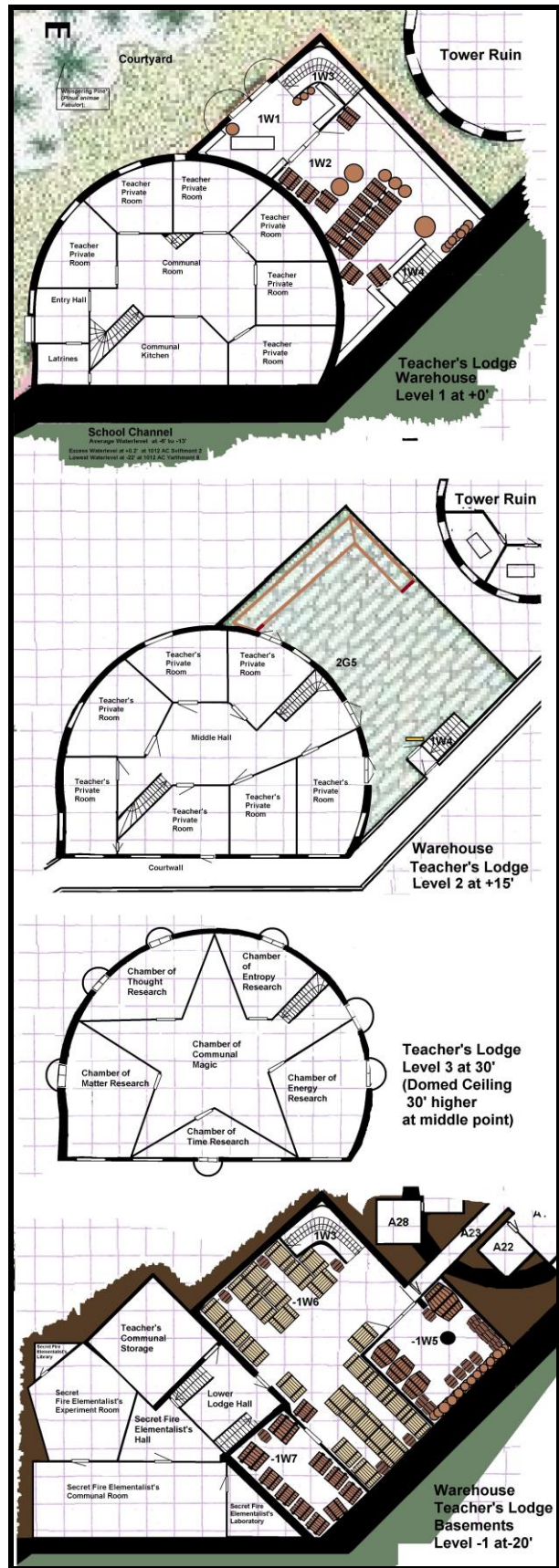
As the tower above has on the 3rd floor a magical conjuration floor for all the separate elements, the Flaems tend to lure the teachers into commencing an Elemental combination of magic. On itself not a real threat, but the PC's (nor anybody else) knows what will happen when the Radiance is added to this power. To keep things short, the Flaems will succeed in making the link, and thus instigate the onrush of magic and fire, but not in a way they intended. A heavy earthquake will be the first result and then the fires of the mages used in their rituals (both teachers and Elementalists) will increase in effect beyond control.

The whole tower, school becomes affected by the quake and the great fire. The sole goal for the PC's is to save as much of the innocent and mostly non-magical people in the school and then around the Teacher's lodge as possible. To their help come a few of the Powers of the Great Organ (see page 64), redirected to the Cleric of Alphatia by Alphatia herself. They are enabled to use; Control Humans, Treusight, Summon Weather, and Protection from Magical Detection at the normal costs. The cleric must use a musical instrument to enable this. All this magic is used only to save the commoners.

When in dire need (and this will happen at the end of the adventure, when the fire is a roaring blaze and there are still some innocents to save, they are given the ability to teleport individuals to the Hospice of the Order of the Golden Fountain. However by doing this, it places them in unavoidable deadly danger, as they can't follow. If the characters still continue, they unknowingly will be saved by Alphatia using the Artifact by transporting them forward in time somewhere (as determined by the DM) to the years 1013 to 1020AC.

This interesting adventure could be used as a prequel to [The Organ of Tomorrow](#). But keep in mind, times are now different, the Organ will not be able to bring them back, and they have to cope with a whole new world. If the DM intends to keep this adventure as a prelude, the mage must succeed in entering the Great School of Magic as a new Student under any acceptable pretence), while the cleric and the thief must try to stay out of the way of the Glantrian Law and Bureaucracy.

DM use the map of the Teacher's Lodge for this adventure and the DM has to detail rooms where needed. For any other locations use the descriptions given in this book, but keep time into accord. All maps can be downloaded from the [Direct Map Links](#). The Administration tower is not accessible though as it is a dangerous ruin in this era (See Tower of Administration why).



-1W12 Burned Hall

Height ' , Height 13' , above stone ceiling/ floor 2' thick

Connected with; [-1W12 Burned Hall](#) by open arch north, and a large heap of debris, bricks, beams, cement (*this was originally the wall harbouring a secret door to the rooms beyond, but the wall has fully collapsed over the decades.*), [-1W10 Burned Laboratory](#) by secret standard door east (partially blocked), [-1W14 Burned Experiment Room](#) by standard door north.

Color/Material Theme; Walls are yellow FWA Bricks; floor is ancient Blackmoor "magical" stone (*concrete*). This room is somewhat slanted (north is 13" higher than south) and reveals heavy burn damages, it is restored though, long ago. Above this area once stood the **Teachers Lodge**, (a 3 story half-rounded tower with a domed top), but this burned down in 875AC during a powerful earthquake, and a new structure with a new function was erected on its place; the **Griffon Halls**.

-1W13 Burned Library

Height ' , Height 13' , above stone ceiling/ floor 2' thick

Connected with; [-1W14 Burned Experiment Room](#) by secret standard door southeast.

Color/Material Theme; Walls are yellow FWA Bricks; floor is ancient Blackmoor "magical" stone (*concrete*). This room is somewhat slanted and reveals heavy burn damages, it is restored though, long ago. This room is somewhat slanted (north is 13" higher than south) and reveals heavy burn damages. *Several books of Fire Elemental spells and one special magical item can be found on the blasted remains of a female Flaemish Elementalist, recognized only as such due the size and molten jewellery. The amulet is however not damaged.*

Amulet of extension; 15.000Dc 10cn.; *When desired by the caster, this amulet can be used to increase the duration of 1st and 2nd level mage spells by 50%, and the duration of 3rd and 4th level spells by 25%, complete to whole numbers. The amulet has no effect on instantaneous or permanent spells. A maximum of 1d10+4 spell levels can be affected each day. Each amulet has its own individual limit (as it is made by a different student), secretly determined by the DM when it is found. If this limit is ever exceeded within a 24 hour period, the amulet shatters and is destroyed. Most Fire Elementalist or Invokers/Evokers use this item or desire it. It takes 24 hours to recharge.*

Among the burned papers the writings of Fiery Fingers (Magic missile but flaming missiles instead, gives no damage to those immune to Fire, can't set anything aflame), Floating Torch (Light spell but is a floating flame the size and light intensity of a torch (can't set anything aflame), and the following spells (some are a bit expanded from Rules Cyclopedia and Gazetteers);

Affect Normal Fires **FWA 594AC**

Uncommon 1st level Alteration spell

Range: 5 yards per level
Duration; 2 rounds per level
Effect: 10' diameter
Saving Throw: None
Reading time: 2

This spell improves or reduces size and /or brightness of any fire in range from or to mere coals to bright daylight, without affecting fuel-consumption or damage. The illumination can be doubled at maximum of the original intensity. It will last until cancelled, out of fuel or by duration. A caster can use this spell also to extinguish all flames in range, but this expends the spell immediately. This spell will not work against Elemental or fire using beings or their fire. If the group does not contain a character with fire-building skill, or if characters are impatient and a magic-user has this spell to burn, it's an easy way to get a campfire or a cook fire blazing quickly after the first few pieces of kindling have been ignited. The effect of the spell won't last long, but by the time the magic expires the larger pieces of fuel will have been ignited and the fire will burn well on its own from then on.

Eternal Flame **FWA 815 AC**

Uncommon 2nd level Evocation spell

Range: Nil
Duration; Permanent
Effect: Volume of 60' diameter
Saving Throw: None

When cast on any inanimate object, this spell creates a small fire that gives off as much heat as a torch, but which has the brilliance of a globe of light 60' across. It is much lighter than a torch, but not as bright as full daylight. It will continue to glow forever or until Magically removed or dispelled. It will not consume the object it is cast upon, but will ignite anything else that touches it, just like a normal flame (with corresponding normal light). The Eternal flame can be quenched only by immersion in water, ice storms (magical or natural) or by magical means. Any fire that the spell's flame starts can be put out as normal fire, however. This spell can't be cast upon on a living or dead creature (thus not even Undead). The spell is a basic component for Lamps of ever-burning. A Darkness spell will temporarily negate this spell for half the duration of the Darkness spell, while a Continual Darkness will cancel its effects. This spell can't be cast underwater.

Flame Sphere **Boilio Dulatto FWA 824AC**

Rare 2nd level Evocation spell

Range: 10 Yards
Duration; Instantaneous
Effect: 3' radius sphere
Saving Throw: None

This spell will bring into existence a burning globe of fire within ten yards of the caster. This sphere rolls in whichever direction the Mage points, at a rate of 30 feet per round (double this down hill, and halve this uphill. No greater angles than 45 degrees can be taken). Creatures coming into contact with the sphere suffer 2d4 points of Fire damage. Those within 5 feet of the sphere's surface suffer 1d4 points of heat damage. Creatures immune to heat take no damage. Cold based and insect-like creatures take double damage, but the duration will be halved. This spell can also ignite combustible items as easily as a campfire. This spell was created in the 40 years War as a new offensive spell.

Produce Fire FWA 789 AC (copied from Druids)

Uncommon 2nd Conjuraton spell

Range: Caster Only
Duration: 2 Turns per level of the caster
Effect: Creates fire in Hand
Saving Throw: None

This spell causes a small flame to appear in the caster's hand. It doesn't harm the caster in any way, and shed's light as if a normal torch. The flame can be used to ignite combustible materials touched it (a Lantern, Torch, Oil, etc.) without harming the Magical flame. While holding the flame the spell-caster can cause it to disappear and reappear by concentration once per round, until the duration ends. Other items may be held and used in the hand while the fire is out. If desired, the fire may be dropped or thrown to a 30 feet range, but leaves 1 round after leaving the caster's hand. Any fire it ignites during that round or before remains burning, and will give damage as per normal fire (1d4 damage per round for small fires, 1d6 per round for average fires, etc.). This spell has no effect when cast under water.

Resist Fire Common spell (information expanded)

Basic 2nd level Alteration spell

Range: 30 feet
Duration: 2 Turns
Effect: 1 living creature
Saving Throw: None.

For the duration of this spell, normal fire and heat can't harm the spell's recipient. The recipient also gains a +2 bonus on all saves against Magical fire (Dragon Breath, Fire Ball, etc.). Furthermore, such fire damage is reduced by 1 point per die of damage (though each die will inflict at least 1 point of damage, regardless of adjustments. Dragon Breath is reduced by 1 point per HD of the creature (again, to no less than 1 point of damage per hit die). This spell will not work on Elemental or Phoenix Fire!!! A recipient of this spell who is suffering from heatstroke, sunburn, or some other malady related to fire will be protected from further harm for the spell duration, but the magic will not negate adverse effects already suffered.

Agannazar's Scorcher Tyrell Agannazar GSM 874 AC

Rare 2nd level Evocation spell

Range: 0
Duration: 2 rounds
Effect: special
Saving Throw: Halves
Casting Time: 3 Reading Time: 4

This spell was discovered and lost to most (except to some Fire Elementarists) soon thereafter in the 875 AC disaster. With this spell a Wizard calls into existence a jet of flame which bursts from his or her fingertips towards a specific creature, using any small flame as component. If the target creature is within 70 feet of the caster, it suffers 3d4 points of damage, saving vs. spells for halve. The flame jet assumes the form of a 2 foot diameter cylinder of fire, up to 70' long, with the caster at one end and the target at the other. The jet remains in existence for 2 rounds, moving as the target or the caster moves, shifting its (only), straight line, so as to always point at the target, even if the target creature passes beyond, 70' distant from the caster. The spell instantly ceases as the target or the caster cross any Material (hides behind a Wall, closed Door, jumped into a ditch, etc.) Planar border or becomes invisible. Any creatures touched by the jet as it leaps toward the target or moves sideways following the movement of the target, will suffer 2d4 points of damage (save vs. spells for halve damage). This means that someone else can jump in-between the caster and the target, and suffer only the 2d4 damage. But when the caster or target moves so that they are in a straight undisturbed line to each other, the spell will continue as normal for the remaining time. The touch of the scorcher will set alight all easily flammable materials (Parchment, Paper, or dry clothing. It will even damage sturdier objects.

-1W14 Burned Experiment Room

Height ' , Height 13' , above stone ceiling/ floor 2' thick

Connected with; [-1W13 Burned Library](#) by standard door northwest, [-1W12 Burned Hall](#) by standard door south, [-1W8 Box Storage](#) by and caved-in walls northeast and a secret door (loose boards) in the wooden planks wall northeast beyond the cave-in.

Color/Material Theme; Walls are yellow FWA Bricks; floor is ancient Blackmoor "magical" stone (*concrete*). This room is somewhat slanted and reveals heavy burn damages, it is restored though, long ago. Above this area once stood the **Teachers Lodge**, (a 3 story half-rounded tower with a domed top), but this burned down in 875AC during a powerful earthquake, and a new structure with a new function was erected on its place; the **Griffon Halls**. *This is where the Elementalist powered their spells causing the disaster. Their remains still lie around, and when the area is explored the dead might be reawakened and as an angry Spectre, Wight, Wraith, Ghost or some other immaterial undead attack the PC's. it can't go to the surface though, but will be able to roam through the underground, animating as much dead as able, and when the Shroud of Darkness penetrates the surface, it can and will go to the darkened world above, feasting on the mortals.*

-2W15 Lower Hall

Height 13' , above ceiling/floor 2' thick

Connected with; [-1W9 Stairways](#) up, [-2A35 Intermediate Hallway](#) by standard sized one-way secret door (exit) northeast, [-2W16 Box Storage \(a, b, c\)](#) by open arches southern wall, [-2W17 Box Storage](#) by open arch northern wall, Preset Callable Dimension Door to Alexander Platz (most northern edge),

Color/Material Theme; Walls are yellow FWA Bricks, floor is ancient Blackmoor "magical" stone (*concrete*) layered yearly with a thick coating of grey-brown boat-resin, making it easy to clean, shiny, and water-, wine-, oil-, and other liquid resistant. The ceiling is painted with a similar red colored boat-resin, making it unpleasant for vermin to nestle. This room is somewhat slanted and reveals heavy burn damages, it is restored though, long ago.

-2W16 Box Storage (a, b, c)

Height 13' , above ceiling/floor 2' thick

Connected with; [-2W15 Lower Hall](#) by open arches North-western wall and intermediate access between these rooms in the walls in between, (a; has its main access in the south-western wall instead NW).

Color/Material Theme; Walls are yellow FWA Bricks, floor is ancient Blackmoor "magical" stone (*concrete*) layered yearly with a thick coating of grey-brown boat-resin, making it easy to clean, shiny, and water-, wine-, oil-, and other liquid resistant. The ceiling is painted with a similar Red colored boat-resin, making it unpleasant for vermin to nestle. This room is somewhat slanted and reveals heavy burn damages, it is restored though, long ago. **a** is used for foods, **b** is used for components, **c** is used for tools and utensils.

-2W17 Box Storage

Height 13' , above ceiling/floor 2' thick Connected with; [-2W15 Lower Hall](#) by open arch in south-eastern wall.

Color/Material Theme; Walls are yellow FWA Bricks, floor is ancient Blackmoor "magical" stone (*concrete*) layered yearly with a thick coating of grey-brown boat-resin, making it easy to clean, shiny, and water-, wine-, oil-, and other liquid resistant. The ceiling is painted with a similar Red colored boat-resin, making it unpleasant for vermin to nestle. This room is predominantly used for equipment and fragile objects. (*lots of alchemy stuff to be found here*).

In the single chest this room are a few magical items ordered once, but never claimed. As the owners know nothing of these items, they can't sell it, and they can't return it either. Roll 1d12x10% of the given value to know which value they amount of gold they value the item.

Amulet of Far Reaching

When desired by the caster, this amulet can be used to increase the range of 1st level mage spells by 30%, 2nd level spells by 20%, and 3rd and 4th level spells by 10%, complete to whole numbers. The amulet has no effect on instantaneous or permanent spells. A maximum of 1d10+4 spell levels can be affected each day. Each amulet has its own individual limit (as it is made by a different student), secretly determined by the DM when it is found. If this limit is ever exceeded within a 24 hour period, the amulet shatters and is destroyed. Valued at 3000Dc, 10cn

Amulet of Perpetual Youth

This amulet glows continuously with a faint blue light. The wearer has temporary immunity to the effects of aging (natural and magical)--the amulet grows older instead the wearer. As the amulet ages, it gradually becomes dimmer. The amulet can absorb 5d6 years of aging at which time it dims completely, its magic is negated, and the wearer continues to age at a normal rate from then on (the years absorbed by one or more amulets are not counted in the aging process. Valued at 10,000Dc, 10cn. When NPC's find one or more of these amulets, they may find that Cannuker Oriol [-2Grd23 Cleric Private and Shrine](#) will give them (or cause them to give them) double the normal value.



-2W18 Secret Storage and tunnel

Height 17' , above ceiling/floor 3' thick Connected with; [-2W15 Lower Hall](#) by secret door in Curtain wall foundation southeast. Color/Material Theme; Walls are yellow FWA Bricks, floor/ceiling is ancient Blackmoor "magical" stone (*concrete*) layered yearly with a thick coating of grey-brown boat-resin on the floor, making it easy to clean, shiny, and water-, wine-, oil-, and other liquid resistant. The ceiling is painted with a similar Red colored boat-resin, making it unpleasant for vermin to nestle. This corridor is used to buy semi-legal or illegal stuff needed by the mages.

1G1 Classroom Griffon

Height 13' , above ceiling/floor 2' thick Connected with; [Courtyard/Duelling Grounds](#) by double large doors west opening inward, [1G2 Stairway](#) in the middle around the central pole, [1G3 Private Teacher Room](#) by standard lockable door (*rarely done btw*) north of the central Pole. The eastern curtain holds a stuffed example of a Griffon, but to prevent fear from young griffons in class it is always closed when these are present. Sometimes an inquisitive young discovers the stuffed griffon and panics.

Color/Material Theme; Walls are of GSM Grey Granite Bricks, floor and ceiling are of Oaken Beams and straw isolation. Here once stood the **Teachers Lodge**, (a 3 story half-rounded tower with a domed top), but this burned down in 875AC during a powerful earthquake, and a new structure with a new function was erected on its place in 891AC; the **Griffon Halls**. This area is used with the Teleport Gate between the [Courtyard/Duelling Grounds](#), and [Courtyard Dependance](#), where the Eastern Lawn has Griffon Pens, as a major training class. This room has a 16 student capacity. Teacher; *Miss Lucy Douglass, Sir Alasdair McDuncan.*

1G2 Stairway

Height 13' , above ceiling/floor 2' thick

Connected with; [1G1 Classroom Griffon](#) Down, [2G4 Griffon Stables \(8\)](#) Up, Ladder on central pole leads further up to wooden floor above stables.

Color/Material Theme; This steel winding stair curls up around the central pole, the outside wall as far as existing is as the classroom, it has a copper railing. The metals are painted Black, but are polished plain on the handholds and around the central pole which is covered with plating of copper.

2G5 Warehouse Roof Griffon Landing

Height 13' , above reinforced floor 2' thick

Connected with; [1W4 Stairway Up/Out](#) by door south east, [Courtwall](#) southeast, [2G4 Griffon Stables \(8\)](#) by threefold harmonica doors Southwest

Color/Material Theme; Grey granite slates and crenalations. The Brown markings on the map are the locations for the Tribunes. The orange rectangle is the "Preset Dimension Door" for the workers to use when tribunes are erected or removed. This door can't be opened from this side, but divination will reveal constant residual magic on this location. The tribunes can be accessed from both ends and they are located within the crenalations. (Which are covered in cloth with advertisements or fan banners during tournaments).

Mountain Griffon (*Gryphus montisae*)

AC 3, AV 1, Barding Multiplier x5, HD 7, hp 7d8 THAC0 11

Attacks: 2 claws/1 bite for 1d4 each and 2d8 damage. Any AV reductions on the beak damage are reduced by Griffon's strength adjustment. Move: 120' (40'), Flying: 360' (120'), MF; 1B, Load: 3500 cn at full speed, or 7000 cn at half speed.

ST 10+1d8, IN: 1d4+1, WI 8+1d8, CO 3d6, DX 10+1d10, CH 3d4+6 Save As: F4, Na 2d6, ML: 10 AL: Neutral, XP Value: 450

Type: Monster (Uncommon), Day active, Size; 5' high at shoulder, 9' long wingspan 22' +1' /Dx over 10, weight 2000 LBS., Rarity; uncommon, Climate/Terrain: temperate/subtropical hills or mountains near open plains, Organization; pride, Activity cycle; day (morning & late day if hot), Diet; carnivore, Cost young; 450 gp, Upkeep; 70gp/month

A griffon has the head, wings, and front claws of an eagle and the body and hindquarters of a lion. Adult griffons stand five feet tall at the shoulder and weigh over half a ton. Their head, upper torso, and forelegs are like those of a giant eagle. This eagle half is covered in golden feathers from its wing tips to its razor-sharp beak. Their powerful forelimbs end in long, hooked talons. Wings, with a span of 25 feet or more, rise out of their backs. Its width is about 3' for females and 4' for males. The lower half of a griffon is that of a lion. Mostly dusky yellow fur or tawny brown covers the lion half's muscular rear legs and clawed feet. A Griffon can also be solid white, gray, chestnut, brown, black, or various reddish tones; its hide can instead show a variation or combination of these colours (see below variant appearances). A lion's tail hangs down from the griffon's powerful rear haunches. Griffons speak no languages, but emit an eagle-like screech when angered or excited (usually by the smell of horse).

Combat:

Griffons hunt in groups (a pride) of 12 or less, searching the plains and forests near (within 20 miles) their lair for horses and herd animals. With their superior vision and sense of smell, griffons can spot prey up to two miles distant. If the prey is their favourite; horse or horse-kin, griffons are 90% likely to attack even if the horses have riders. Griffons hunt only for food, so a rider who releases one or two horses can usually escape unharmed (though in all likelihood his horse won't). Any attempt to protect a horse brings the full fury of the attacking griffons on the protector. When within 120' of a horse, a griffon must make a morale check or attack immediately. It can carry off a horse-sized creature at half its flying rate.

When attacking ground targets, griffons use their great size and weight to swoop down from above and raking their opponent with the talons before landing nearby. Griffons always fight to the death if there is horseflesh at stake (morale 12). In aerial combat, griffons are almost equally fierce (morale 11), lunging into battle and tearing at their opponent until they or their prey are dead. Many a griffon has plummeted to its death with a struggling hippogriff caught firmly in its grasp. Griffons will eat demi-Human-oids if food is scarce.

Leaping/Dropping; Many predators attack their prey from ambush, closing the distance by dropping on the prey from flying above or leaping. The impact of the heavy animal on an upright prey is that if the animal hits with both claws and makes a critical hit, the victim is knocked prone and must save vs. paralysis or be stunned for 1d3 rounds.

Dive; Capable of diving onto an opponent. If a griffon can dive toward its opponent for 20 yards or more, it inflicts double damage if it hits (claws only—if both claws hit both double damage and may lift up again on a successful Dex check with prey. On a successful dive attack, the victim will be tossed aside 1d6+4 feet, requiring a save vs. Paralysis to avoid being stunned for 1d3 rounds.

Biting bonus due claws; Has a claw/ claw/bite attack routine. Roll the claw attacks first. If both are successful, the bite attack gains a +2 to hit. In real life, claw attacks serve to give a secure grip for the bite. Not possible on a dive or leaping/dropping attack.

In flight attack; While held by one or more front claws, the griffon can hover and bite, or use its back claws to rake, not both. Front claws continue to give the damage rolled in the first hit/grab minus armor value as long as held. Griffons regularly lift prey up, to drop it somewhere else, probably killing it in the process by falling damage.

Weaknesses/Fear; like most animals Griffons are afraid of fire, and drop morale if wounded.

Griffons will fight independently of the rider on the second and succeeding rounds of a melee. Unless specially trained, Griffons can be alarmed by loud noises, strange smells, fire, or sudden movements 80% of the time. Griffons trained and accustomed to such things are agitated only 10% of the time.

State

Griffons (and most domesticated animals exist in variety, depending on the creature's overall health and treatment and breeding. The less good treatment, breeding and training the lower the state of the creature and visa-versa. For mounts like Griffons this has great importance, as it determines the price, for other animals it is less important, it will eventually still be eaten. This will affect the statistics of the creature, but also the riding/driving skill used on them.



<i>Nag</i>	<i>Does not respond to calls, looks sickly, and lies down at the first opportunity.</i>	
<i>Poor</i>	<i>The rider's Equestrian (riding Griffon) skill is penalized by 50%.</i>	
<i>Normal</i>	<i>Responds to rider's commands at the rider's full equestrian skill.</i>	
<i>Superior</i>	<i>Responds to rider's commands at the rider's full equestrian skill at +2.</i>	<i>It can also do 1 trick</i>
<i>Superb</i>	<i>Responds to rider's commands at the rider's full equestrian skill at +3.</i>	<i>It can also do 1d3 tricks</i>

Movement

A Griffon can also move at speeds higher than those given as their base movement rates, as shown on the table below. The Griffon's normal flying rate is considered a flight (maintained 4 hours without problem). A Griffon's overland flying rate can be decreased to a Breeze (50% normal) without problems, if its load will not affect speed, and this speed can be maintained 6 hours. It can also be improved by pushing it to a Rush or a Blaze. A Rush (+30' (10') can be safely maintained for two hours, or a Blaze (+60' (20') for one hour, but the Griffon must land, feed, rest and walk at best (30' (10') for an hour before its speed can again be increased (during this time the creature is fatigued = Save-1, THAC0 -1, AC+1, walk 30' /10'). A Griffon will not Blaze when loaded with enough material to reduce its normal flying rate by half; nor will it Rush or Blaze if carrying a load which will reduce its normal flying rate to one-third normal. When travelling, Griffons usually fly a Flight or Breeze, and the rider must stop often throughout the journey to feed, water, and rest the animal.

Habitat/Society:

Griffons prefer rocky habitats, near open plains. Once griffons establish their territory, they remain until the food supply has been exhausted. Griffons, like lions, live in prides, with each pride comprising several mated pairs, their young, and one dominant male. The dominant male is responsible for settling territorial disputes with other prides and choosing the direction the hunt will take. Griffins are monogamous. This means that they only have one mate during their life. If their mate died, the other would continue to live without any other mate, being a single in the pride. Each pair of mated griffons in the pride has its own nest, located near the pride's other lairs. Griffon nests are usually situated in shallow caves, high along a cliff face. Adult singles often function as guards, and nest sheltered but more in the open. The nests are made of sticks and leaves, as well as an occasional bone. Griffons collect no treasure, but their caves frequently contain the remains of unfortunate travellers who tried to protect their horses from the griffons, or saddlebags containing treasure, merchandise, etc. When a single young female and a single young male griffon from different prides meet, and succeed in the courting rituals, they may mate in late winter or early spring. After mating the male would fly around looking for a cave. The cave had to have a narrow entrance but with a lot of room inside. This entrance would protect the eggs from the elements. Once the male finds a decent location he makes a nest. Then the female would venture in, and lay 1d3 eggs and guard them with their life. It takes 12 days for the eggs to be laid, and then 64 days (9 weeks) of incubation before hatching, usually in the late summer. For the first three months griffon young are known as hatchlings; thereafter, until they mature the young are called fledglings. Adult griffons are extremely protective of their young and attack without mercy any creature that approaches within 100 feet of the nest. Griffon young grow rapidly for three years until they are mature and large enough to hunt with the pride; they are adult at age 5, seeking a mate, preferably outside the pride. Males wander then off and seek females of other prides. They leaders often battle other young males for a female when the female is in heat. When the young males win the fight they becomes the new leader of the pride, the former leader often remains behind or leaves. When the leader wins, it is still possible the female in heat is attracted to its scent (it spread urine around) and may leave to create a new pride. The usual life span of a Griffon is 30-35 years, though rare exceptions have lived to age 50, and hard-worked Griffons rarely live past age 12.

Griffon's Age Categories		
Age	Category	Comments
1-2	Young adult-3	MV; -100encumbrance
3-5	Mature	+3 MV; +100 encumbrance
6-20	Middle-aged	Standard
21-35	Old	-3 MV; -100encumbrance
36-50+	Venerable	-3 MV; -100 encumbrance

Ecology:

Half-lion, half-eagle, griffons are ferocious avian carnivores that prey upon horses and their kin (Hippogriffs, Pegasi, and Unicorns). This hunger for horseflesh often brings griffons into direct conflict with humans and demihumans.

If trained from a very early age (three years or less), griffons will serve as mounts. The training, however, is both time-consuming and expensive, requiring the expertise of an animal trainer for two years. Once trained, though, griffons make fierce and loyal steeds, bonding with one master for life, and protecting him even unto death. A griffon mount knows no fear in battle, but attacks any horse or horse-kin in preference to other opponents.

Acquiring a griffon fledgling is a very dangerous venture as the adults never stray far from the nest and fight to the death to defend eggs or young. Any given griffon nest is 75% likely to contain one or two fledglings or eggs. Fledgling griffons sell for 5000 gold pieces on the open market; warm alive eggs sell for 450 gold pieces each. Wild griffons may be tamed if captured young, becoming loyal mounts. Tamed griffons are still likely to attack horses if coming near enough, however, and must check morale as above, or attack.

It is believed that griffin claws change color in the presence of poison, which is why people drank with a claw in their glasses. Griffins are adversaries of serpents and basilisks. They are blessed with speed, flight, penetrating vision of the eagle, and strength, courage, and majesty of the lion.

Their dung is used as fertilizer or as building product (walls of houses). Hooves and bones are used to make glue, the meat is eaten.

Griffons must eat an amount of 50 LBS a day, but can go without food for over 8 days. If longer deprived of food it will suffer the same penalties as PC's (see Rules Cyclopedia page 150). They will gorge themselves in the wild for up to 400 LBS of meat which is enough for 8 days before getting hungry again. When gorged they may still attack a horse, but will not eat it for a few days until there is room left, and the meat has not gone bad in that time.



Training

Formal training for most Griffons begins at age three. These first few years have been spent getting the animal used to Human (or Demihuman, etc.) contact, and now it is ready to be trained to carry weight upon its back—either heavy baggage or a rider. A total of 11-17 (9+2d4) weeks are spent teaching this to the animal. A character must either seek out an individual with the Animal to do this work, which costs 10 gp per week of training, or do the training herself, during which time she must limit all other activity or fail in the training attempt, as the animal requires constant attention.

For every day the character misses, a cumulative -1 penalty should be applied to his skill check to determine the success of training the animal. Naturally, if the character trains her own Griffon, it cost her nothing beyond the usual care and feeding fees. The basic training of wild or untrained adult Griffons requires the same training described above, but it takes a little longer, usually 15-20 weeks (14+ 1d6) and costs twice as much (20 gp/week) as it does to train a three-year-old.

Training for specific tricks requires constant work of an even more intense nature. It requires the daily attention of either the trainer or the character, and if a single day is missed, the training automatically fails and must be started anew. All war Griffons, riding Griffons, and wild Griffons can be taught 1d4 (+ those from being better class) specific tricks, plus one for each point of the animal's Intelligence. The number of tricks any animal may learn is determined only once, and that number is the maximum number of tricks the animal can ever learn. Learning to carry baggage or a rider does not count as a specific trick; it is considered to be separate training. Each specific trick requires 1 to 4 weeks of training, at a cost of 25 gp per week, unless the character is training the animal himself. At the end of the allotted time, the trainer or the character makes his skill check to determine whether the Griffon has learned the desired trick. No more than one trick may be taught to a horse during any training period. (Roll again if equal).

Specific Tricks		
1d20	Trick	Horse;
1-3	Battle assists rider	assists rider in combat by attacking normally
4	Directed with knees	trained to respond to knee pressure, allowing rider to use both hands while maneuvering.
5	Alerts master of danger	neighs, snorts, and makes a ruckus to alert its master to the approach of enemies, a spreading fire, etc.
6	Responds to call	comes when master calls its name, whistles it, or summons any other manner, within hearing distance.
7	Lands on verbal command	Lands on the nearest suitable location when commanded to do so.
8	Climbs stairs/steep incline.	walks up stairs or steep inclines as long as there is adequate footing. Rider; Dexterity -2 to remain seated.
9	Walks backward	useful on narrow mountain paths and the like.
10	Crowd control	can be employed to sweep compact groups of people out of the way, using wings, body, by moving sideways.
11	Knows way home	At night, or when carrying a weary or injured rider, it can take its passenger home
12	Protects master	Guards a fallen or injured rider until help arrives, and it attacks all enemies who threaten its charge.
13	Fetches on command	Can be sent to fetch a particular item it is familiar with.
14	Counts	can accurately count, using its claws to stamp out answers to simple addition / subtraction that are given to it.
15	Rears on command	Impressive trick to be used when leading armies or just before riding out of town.(wings open)
16	Lies down when ordered	useful for injured characters trying to reach equipment or climb back into the saddle after a fall.
17	Keeps silent on command	It tries to (when ordered) to remain quiet, walking slowly/ or gliding and avoiding any vocalization for a full turn.
18-20	Finds water	can lead its master to fresh water if there is any to be found nearby.



Variant appearances

The exact appearance and coloration of any particular Griffon can be determined randomly, or can be chosen from those tables by the player at the DM's discretion. The tables are also useful for those DM who wish to create and maintain information on unique breeds of Griffons. These animals would have a typical appearance and possibly common traits, depending on the environment they occupy and the people who breed them.

Where the color white is mentioned in the sections; "...**Markings**", these may be exchanged as 01-25 Red, 26-50 Brown, 51-70 Yellow, 71-80 Bleu, 81-90 Black, 91-95 Golden, 96-00 Silver

Overall Coloring and Appearance		
1	Black	Black pigment is present throughout, including both skin, feathers, beak and hair.
2	Brown	The coat is a mixture of black and brown feathers, beak and hair.
3	Black-brown	Black is the predominant pigment, but the beak, and the flanks, are brown feathers.
4	Bay	The color varies from a dull reddish-brown to a golden shade that is nearly chestnut feathers, beak and hair.
5	Bay-brown	The predominant pigment is brown but the beak is bay. The front legs, mane, and tail are black.
6	Chestnut	A red-gold color with a number of varying shaded feathers, beak and hair..
7	Cream	This color is a result of unpigmented skin. The eyes of these griffons are always pink or blue in color.
8	Dun	a yellow dun (a sandy sort of yellow) or a blue dun (skin /beak is black) feathers/tail are usually dark).
9	Grey	This is a varied mixture of black and white hairs & feathers on a black skin, with a freckled beak.
10	Blue roan	blue-tinged grey; result of white hair/feathers with black or brown pigmentation, will have a freckled beak
11	Red roan	earthy red the result of bay or bay-brown body/beak color with a mixture of white hairs and feathers overall
12	Strawberry roan	dusty / smokey rose color ;the result of a chestnut body/beak color with a mixture of white hairs & feathers.
13	Piebald	The coat is made up of large, irregular patches of black and white, like common milk cows.
14	Skewbald	This is the same as the piebald, except in this instance the black coloring is replaced with any other color.
15	Odd-colored	This type is any coat that has more than two different colors.
16	Palomino	A rich yellow-gold coat/beak with a white feathers and tail.
17	Liver chestnut	This coat/beak feathers and hair is the dark red color of raw liver.
18	Dapple grey	A dark storm cloud grey, with small patches and flecks of lighter coloring on chest, belly, and hindquarters.
19	Sorrel	chestnut red-brown between bright bay & yellow chestnut. Feathers & tail are both white or reddish in color
20	Albino	Complete absence of pigmentation in skin and hair. Always pinkeyed, and white/yellowish colored.
Main Coat Pattern		
01-70	Whole/Solid coloring	Coat and feathers are completely regular.
71-80	Flecked	Coat contains small, irregular groupings of white hairs/feathers throughout.
81-90	Flea-bitten	Coat contains specks of brown hairs or individual feathers throughout, common with gray-colored & older.
Back Leg Markings		
01-70	None	Leg is a solid color or pattern matching the rest of the body.
71-85	Stocking	Leg has a white area between the hoof and the knee or hock.
86-00	Sock	Leg has a white area extending from the hoof halfway to the knee or hock.
Back Body Markings		
01-80	None	No body markings.
81-90	Flesh marks	These are areas of unpigmented hair and skin, usually around the belly, flanks or legs.
91-00	Light belly	underside being lighter in color is a primitive camouflage of griffons
Front Leg Markings		
01-70	None	Leg feathers are a solid color or pattern matching the rest of the body.
71-85	Stocking	Leg has a white feathers between the claw and the knee or hock.
86-00	Sock	Leg has a white feathered area extending from the Claw halfway to the knee or hock.
Front Body Markings		
01-80	None	No body markings.
81-90	Flesh marks	These are areas of unpigmented feathers and skin, usually around the belly, flanks or claws
91-00	Light belly	The underside being lighter in color is a camouflage of griffons
Beak Markings		
01-70	None	There is nothing unusual about the Beak
71-80	Snip	White markings ring the nostrils and cutting edges of the Beak
81-90	White Beak	The Beak is fading in color towards the tip
91-00	Beak marks	The cutting edges of the beak are white.
Facial Markings		
01-50	None	There is nothing unusual about the face.
51-60	Blaze	A band of white feathers ranges from the top of the beak to the back of the head.
61-70	Star	A white diamond is set on the front part of the chest.
71-80	Stripe	A narrow band of white feathers ranges from the top of the beak, to the top of the head to the chest
81-90	Wave	White feathers from the sides of the beak, along the eyes, (or around it) flowing into the shoulders.
91-00	White face	A large white patch covers the griffon's face, including both eyes and the beak.

Traits

Each Griffon has a total of 0-2 (1d3-1) traits that define the animal's personality. Some of these traits are beneficial, others generally hamper characters in some way, and still others are just plain annoying. Many of the positive traits can be enhanced through formal training, which is discussed later. Some breeds of Griffons are known for having common traits that can make them either desirable or undesirable, and the DM should keep this in mind when creating different types of Griffons to populate his game world, ascribing one or two traits to a particular breed (these traits being independent of the random 0-2 rolled for above).

1d100	Traits	Notes
01-03	Bites	20% likely to attempt to take a chunk out of anyone within biting range.
04-06	Ricks	nervous and kicks out at anyone who is too near to its hindquarters
07-08	Steps on feet	if anyone is within range, the animal deliberately claws on feet for 1-2 damage.
09-10	Refuses to gallop	Unless beaten with a riding crop, spurred, or otherwise, it never attempts to reach its full flying speed.
11-13	Chews fences	annoying habit, but it can be an indicator of parasites in its stomach or simply a poor diet.
14-16	Stops unexpectedly	This animal just isn't into exerting itself and simply takes random "breaks" during any journey. If encumbered normally, the chance is 25%/hr; if encumbered to 1/2 speed, 50%/hr ; refuses heavier loads. It delays its rider a full turn at a time, snorting angrily and adamantly refusing any attempts to get it to continue moving.
17-19	Rubs against fences	lives for pleasure and probably loves a good grooming as well. Or is infested with fleas, etc., no particularly detrimental trait.
20-21	Bucks unexpectedly	10%/hr chance it bucks for no particular reason. Rider must Dex.Check to remain seated and in control.
22-23	Rears unexpectedly	10%/hr chance it rears for no particular reason. Rider must Dex.Check to remain seated and in control.
24-25	Bone-jarring gait	Poor alignment of the shoulders/wings causes it to be particularly uncomfortable to ride. 1 turn/hr Rider must relax and stretch and give himself a break from this torture; or suffer -1 to hit for 10 minutes after dismounting.
26-28	Single rider only	refuses to be overburdened, take a 2nd passenger, encumbered so it's affecting its movement rate. Fighting-protesting if attempted.
29-31	Headstrong	25%/hr chance of being ridden that it either attempts to head in a other direction than rider desires, or it pauses to eat or drink for a full turn, ignoring all attempts to make it do otherwise. 50% for unskilled in horse Riding. Make a skill check wether or not regain control of the animal immediately.
32-34	Wing buffet unexpectedly	10%/hr chance it slaps its wings to rider for no particular reason. Rider must Dex.Check to remain seated and in control.
35-36	Accepts master only	Unless the master is in the saddle, this horse accepts no other rider or passenger.
37-39	Robust	High con. and can move at great speeds longer normal. +1 Hr on Rush/ Blaze when forced to do so.
40-42	Exceptionally fleet	Add 30'/10' to this horse's normal speeds
43-45	Fearless	high morale.(6-7) 0-65%, (8) 66-85%, (9) 86-95%, (10) 96-00%. Loud noises, sudden movement, etc. rarely upset this animal.
46-48	Skittish	Unreliable, morale (2-4). balk at first sign of danger, loud noise, sudden movement, etc. and will buck, rear, flee, or freeze.
49-51	Strong	This animal is powerful and gets to add +3 to its strength
52-56	Stable	Confident and not often frightened by loud noises and sudden movements, +3 bonus on any morale check.
57-60	Gentle	Kind and tolerant temperament, making it a good animal for new or inexperienced riders
61-64	Swivel Flyer	A good animal for mountainous areas, +3 to all Flying/piloting checks in mountainous areas (including cities)
65-68	Loves particular food	Fond of a particular type of food—Rat, beaver, cat, dog, etc. It can sometimes be easily coaxed with such offerings.
69-71	Intolerant of poor handling	won't put up with inexperienced ride/handler. 75%/Turn chance if it suffers abuse, to bite, kick, buck, or rear at the indignation of being subjected to such a situation.
72-75	Affectionate	Particularly fond of its master/or any regular contact. +3 bonus to any skill checks this person needs with this animal.
76-78	Vengeful	Doesn't forget wrongs done to it, seeks to strike back at those who have abused it when it has the opportunity.
79-80	Exceptional intelligence	0-75% int.3, 76-90% int.4, 91-95% int.5, 96-00% int.6. For each Int. +1 extra trickslot during training.
81-83	Sickly	Low Con, prone to sickness, -1 Hr on Rush/ Blaze when forced to do so.
84-85	Freezes when frightened	if experienced a failed morale check, freezes on the spot, refusing to move. Only a rider who has the Griffon Riding skilly can get it moving again.
86-87	Desires freedom	Wants its freedom very much. If not tethered or hobbled when not ridden, it certainly makes a break for it. It won't openly fight a rider, but is uncooperative so the riding skill checks are -2.
88-89	Dislikes certain individual	For no particular reason, it takes an instant disliking to a particular individual, possibly another party member .Openly hostile, uncooperative to this individual—biting, kicking, and otherwise being a nuisance at every opportunity.
90-91	Dislikes certain sex	Won't tolerate being handled/ridden by a particular sex. Uncooperative with such a handle, 75%/Turn chance of bucking/rearing to throw individual from its back, forcing rider to make riding check to remain seated.
92	Dislikes certain animal	Hostile to or fearful of a certain type of creature, usually one that is really no threat to its well-being. Ex; Dogs, sheep, birds, and cows. Acts completely out of character, morale check at -3 or bolt, rear up in fear, or attack the creature.
93	Dislikes certain race	Won't tolerate being handled/ridden by a particular race. Uncooperative with such a handle, 75%/Turn chance of bucking/rearing to throw individual from its back, forcing rider to make riding check to remain seated.
94-95	Strong swimmer	Enjoys swimming. +2 bonus vs. checks/saves depending on current strength, etc. cross rivers, swollen streams, etc.
96-98	Fear of water	Terrified of water and neither fly over, nor attempt to step into it. Riding skill check at -5 to force the animal to do so.

1G3 Private Teacher Room

Height 13' , above ceiling/floor 2' thick

Connected with; [1G1 Classroom Griffon](#) by standard door Southwest

Color/Material Theme; Walls are of GSM Grey Granite Bricks, floor and ceiling are of Oaken Beams and straw isolation. The walls are wallpapered in a light green on Dark green herbal design. The floor and windows are covered with thick velvet fabric, embellished with gold thread designs of magical divination circles. This room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations. There are also heavy vases with plants, a Suit mail armor, and several stuffed animal heads (including three Griffon heads), and a glass cabinet with strange pyramid shaped heaps of petrified reddish earth (*DM; these are Beholder droppings-the redness reveals it has eaten fresh meat*). Here once stood the **Teachers Lodge**, (a 3 story half-rounded tower with a domed top), but this burned down in 875AC during a powerful earthquake, and a new structure with a new function was erected on its place; the **Griffon Halls**. This is a small private room. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the door, while the private section is deeper in the room. There is also a Book named "I, Tyrant" (*signed by the author as a respectful friend to the reader/owner Alaisdar McDuncan*), which reveals the Master of Griffons is interested in Beholders and Beholderkin.

The room is currently used by; *Sir Alaisdar McDuncan Master Griffon*.

DM; Love knows no Bounds

This add-on to the [The Great Organ of Thalia](#) adventure will give a more personal twist.

Another interesting object in this room is a tiny 1.5" flask with an even smaller chain and pendant on it. The item is really precious, and delicately made. The pendant seems to be a face, but it is too small to recognize race or even identity. The chain is made from Mithril and made without joints, and can't be broken. On the backside are strange runes (a Read Languages reveals this to be a single word; "Life"). The liquid inside is clear and a Detect Magic reveals that the item has a magical spell on its surface (any attempt to open the flask or remove the chain will cause an Alarm spell, and the instant Teleportation of the item to the owners pocket), as such it can't see if the liquid inside is magical, as there is a magic spell active covering it (Alarm & Contingency if alarm is rung to Teleport any Object (the item) over it, by at least a 30th level caster!! DM; this bottle is a gift to Alaisdar from his Fairy Friends in the Court of Oberon Dreamlands Alfheim, and can only be used as a Raise Dead Fully on someone else (of course dear to Alaisdar). Alaisdar is married to an invalid, but extraordinarily friendly and beautiful (Charisma 18 –normally 29!! But reduced due the Radiance) woman, but they lack children. The love between them is however very strong, and it is presumed the potion is to be used for her. What not even Alaisdar knows is that this woman (who regularly visits her beloved husband, even during classes) is in fact a Nymph (see [MMMMC_6](#) page1782-1790) who is severely affected by the bad effects of the Radiance (even when not using it, but she has visited the Radiance Chamber Long ago when following Etienne D'Ambreville down to its discovery). As such Sir Alaisdar is aware of the Radiance and its global effects, and dangers. He would be the best friends PC's can have in their quest against the Radiance, but can't do much himself due his wife. Alaisdar is 78 and knows he will pass away in the future leaving her behind. If the PC's have following the Great Organ Adventure, he will help them wherever he can, to save his wife and the Fairies, and of course the innocents of the dreadful Radiance. He does not know himself what the Radiance is and where, but that it is somewhere deep below Glantri. (To the Quest Line of the Great Organ it is important to know Alaisdar will die in 1028 AC by Old Age, leaving his wife behind in the care of his new friends the PC's.) A good DM can make this adventure within the Great Organ Quest line, and make it truly emotional. The enemies are of course Entropic Creatures desiring to own or steal her beauty, discover her secrets, or make her a slave, item to examine. As long as Alaisdar is alive she has the mental strength to seek defence in the good people, but when he is gone, she will be sullen and deprived of all mental power.



2G4 Griffon Stables (8)

Height 13' , above ceiling/floor 2' thick

Connected with; [1G2 Stairway](#) down, [2G5 Warehouse Roof Griffon Landing](#) by threefold harmonica doors northeast.

Color/Material Theme; Walls are of GSM Grey Granite Bricks, floor and ceiling are of Oaken Beams, and straw isolation. These oaken beams are regularly coated with a brown resin to protect it from the filth, defecations and other liquids from the Griffons. Here once stood the **Teachers Lodge**, (a 3 story half-rounded tower with a domed top), but this burned down in 875AC during a powerful earthquake, and a new structure with a new function was erected on its place; the **Griffon Halls**. The green numbers on the walls are the height of the ceiling from the floor of this level. The ceiling has five surfaces of which one covers the corner on the Griffon Landing very low. In the middle of this room upon the stables and middle space is a wooden plank surface, with a barred steel railing on the outsides attached to the ceiling. The underside of this surface above each stable is covered with steel plating to prevent it to become damages by the gryphons. This surface is used to store hay and straw (and bales of griffon fur/feathers) to mix and throw a layer within the stables. Griffons may be house-trained and clean, but accidents do happen, they usually defecate in midair during their first flight (one of the reasons the riders first fly low above the canals, instead over the buildings of the city). On the middle pole, bearing the point of the roof is a ladder of steel rods enabling to reach the wooden surface. Along the edges the surface can be very low, and it is hard work to recover the stables. This is done weekly after cleaning the debris, binding it in Jute sacks, delivering it to the manure pontoon, to be used as fertilizer on the vineyards. Teacher; *Lady Marchesia Philippe, Sir Alaisdar McDuncan Master Griffon*.

Southern Courtyard buildings; Guardhouse



This more or less recent structure (943AC) is different from most of the structures in the GSM. Not only by shape, architecture or use, but also by the materials used. Most of the internal structure is made of Oaken Wood fireproofed by a Resist Fire and Permanency spell on each 10'square surface section of wood created by use of a Woodform spell or made by hand. The roof is fully covered by green-tarnished sheets of copper, neatly folded into each other by small rims. The western wall is actually the Main Building Wall, and the southern and eastern wall is the Courtwall. The three walls on the North are stone, but made to mimic a half-timbered house. The brown colored granite stones created by Stoneform resemble wood, including the grain, and the intermediate sections (normally chalk, straw and manure) are white colored sheets of rough cut marble placed within. The inside is covered with 5" straw and wooden boards, mimicking a normal house. All the windows towards the Courtyard have crystal Clear glass in glass-in-lead shapes with a shield-like shape of 4" x 6" with the painted weapon of the GSM in the middle of each pane of glass. The glass is also magical created and nearly impervious unless struck upon with a steel hammer with a point it will not break easily. And even if broken, extra windows are stored below. The floors and ceiling measurements in this building vary a lot. On the map, the pink line is the forcefield generator for Tournaments. As can be seen, it does NOT prevent passage in or out of the GSM by use of this building. The Great Entry Portal is thus always functional.

This structure is set at on the Blackmoor "magical" stone platform (*armoured concrete*) which is average 5' above the water.

1Grd1 Hall of Ordinance

Height 12' , above ceiling/floor 1' thick Connected with; [Courtyard/Duelling Grounds](#) by reinforced lockable Dutch-door north-eastern wall near Entry Gate GSM, [1Grd2 Room of Relief](#) by standard swing door(opens In and out) eastern wall, [1Grd3 Office of Head Guard](#) by standard lockable door, south-western wall, [1Grd4 Investigation Room](#) by lockable door with window frame in door southeast, [1Grd5 Dungeon Stairway](#) down southwest corner near the Main Building, [1D Deep Hall](#) west end door. *The Dimension-on-Call door is without limitation, and enables to transport those using it to any location even without doors. However, the room is not named, but its code is used instead, example; "Main building 2B" instead "Hexagon Tower Classroom Scrolls, Inkmaking", and a security password which changes weekly. This door also enables to transport towards any other location within 360' from the door, even if outside the GSM, underwater, up in the air, but the user must then precisely dictate the location, example; "10' under water underneath the entry bridge", or "Alexander Platz Northeast Jetty", or ' 25' above the statue of Alexander Glantri on the Main Building" or "15' north from the Kitchen on the gondola in the School Channel" suffice to a safe relocation, but; "School channel north", or "Hall underneath administration Tower" or "Courtwall" are incomplete and result in not opening the Dimension door. In such a case when the physical door is opened, the blank wall is shown instead. Of course the person transported must be prepared for the location (i.e. water-breathing if underwater, Flight or Levitation or Featherfall if in air, Light in dark areas, armed and armoured of course if expecting resistance. There is a [Fire-flushing Tube-rod](#) on the wall.*

Color/Material Theme; Floor is Blackmoor "magical" stone covered with red clay-ceramic tiles The walls are covered with green vertical planks up to 3' high, topped with a green topping. The rest of the wall is covered with boards which are painted crème-white. The doors are pine wood frames with middle boards; painted clear-white with brass hinges and handles. The ceiling is 1' thick oak beams with an oaken plank floor on top. The sections between the beams are filled with straw and this is kept there by planks. These are colored white, but stained by smoke, dust and dirt. Spiders can be found in nearly any corner and along the windows, mice live in the straw isolation in the ceiling/upper floors. The walls in this area are covered in rows of pictures (some magical animated) in 10"x4" wooden frames with the right corner covered by a small black sash. Above these the 10" high golden letters; "Fallen in the Line of Duty" are placed. *Below each picture is a small copper plaque with a Rank, Name, Age, Time in Duty, Date and case of Death. Most pictures date from the Forty Years war, or more recently from the War with Alphatia (1006-1009AC). Each recent (current season) picture is adjoined by several bouquets of flowers set upright underneath the portrait in vases or without. Sometimes a portrait is extra adorned with a single flower; this is mostly the flower with a special meaning to the person, placed by the partner and/or loved one, and this habit is continued until found relief by the one placing them.*

1Grd2 Room of Relief

Height 11' , above ceiling/floor 2' thick Connected with; [1Grd1 Hall of Ordinance](#) by standard swing-door (opens in and out) southwest wall, [2Grd7 Guard Communal Room](#) by stairway up. Two wide double arched windows to Courtyard.

Color/Material Theme; Floor is Blackmoor "magical" stone covered with red clay-ceramic tiles The walls are covered with green vertical planks up to 3' high, topped with a green topping. The rest of the wall is covered with boards which are painted crème-white. The doors are pine wood frames with middle boards; painted clear-white with brass hinges and handles. The ceiling is 1' thick oak beams with an oaken plank floor on top. The sections between the beams are filled with straw and this is kept there by planks. These are colored white, but stained by smoke, dust and dirt. Spiders can be found in nearly any corner and along the windows, mice live in the straw isolation in the ceiling/upper floors.

*The 53 total Guard crew as listed in the table includes a commoner and Cleric but also a group of Thieves. All these will be depicted in more detail in the given rooms. 1/3rd of this crew will be sleeping on location for 8 hours, 1/3rd will be of duty for 8 hours and may be off location. The remaining crew will be called to duty. **Courtwall duty**; on a location of the Courtwall, controlling a section of the wall alone or in pairs, taking into account all things happening on the wall, channels, and boardwalks outside the GSM which are deemed important; this is in fact the most easy duty. All guards bear a whistle (with magical increased volume) to alarm if needed. **Gate duty**; at the Main Gate, consists of controlling the bridge, the section Courtwall of which the gate belongs, and the Receiving Room below ground; also consist of 3 guards registering all passes, visitors, unwanted persons who are held at bay by the Magic Ward but still desire entry. It is these guards who allow you entry or not in those cases (and if they do not like you, come back when he is away, or bribe someday else secretly), either way, everybody is registered. Since 1011 AC these guards also have a stack of [Micky's Capture the Moment Scrolls](#) (see page 20) to enable extra registry. Mages can also use Thought Bottles to retrieve a memory of the guards if needed (see page156). **Patrol duty**; This duty consist wandering through the whole of the GSM in a group of 4 guards and checking for problems. This duty is always when the GSM is closed for students, when there is a tournament, when there are important visitors, and any day between sunset and sunrise. Doors supposed to be closed will be checked, wandering people identified, students sent away after a fine of 10Dc if they have no evening license. (an evening license can be acquired in the Administration Tower for 10Dc, allowing entry for up to 10 nights registered—some students needing only one night take the risk of being caught to spare the 10Dc). **On Call Duty**; this duty is for all Guard Crew when the GSM is on dire need of their skills. They will be called by a magical coin starting to vibrate when called. **All Duty**; is a combination of the above mentioned duties and is chosen on command or if free ranked (any named members of Guard Crew) by the person itself. **All guards also have an ongoing Fire Duty. As such the rooms 1Grd1, -2Grd24, -2Grd25 where Dimension-on-Call doors without restriction are placed, have [Fire-flushing Tube-rods](#). (See [-2Grd25 Lower Entry Hall](#)).This duty applies when there is a fire in range.***

Guard Crew			
Class/Level	Name or # guards	Dominant Location	Duty
F18	Sergeant Jodol Debunk	1Grd3/2Grd6	All
F6	3	2Grd7	Patrol
F5	5	2Grd7	Courtwall/Gate
T5	7	2Grd7	Patrol
F4	6	-2Grd22	Patrol
F3	6	-2Grd21	Patrol
F2	6	-2Grd19	Courtwall/Gate
F1	12	-2Grd18	Courtwall/Gate
CL6	Cannuker Oriol	-2Grd20	on Call
MU11	Detective Alphonse Vitriol	1Grd4	All
T14	Detective Hande Ruina	1Grd4	All
F6	Theoden Varmoedt	6G	All
F6	Mascos Vertiger	6G	All
E9	Masuki Vanadiil	6G	All
ComL2	Miss Lucia Copperville	1Grd3	Administration

1Grd3 Office of Head Guard

Height 11' , above ceiling/floor 2' thick Connected with; [1Grd1 Hall of Ordinance](#) by standard lockable door southwest. Wide double arched window to Courtyard. A low crate of the width of the window is on the windowsill, filled with Geraniums give this building an almost cosy feeling similar to a normal house.

Color/Material Theme; Floor is Blackmoor "magical" stone covered with red clay-ceramic tiles The walls are covered with green vertical planks up to 3' high, topped with a green topping. The rest of the wall is covered with boards which are painted crème-white. The doors are pine wood frames with middle boards; painted clear-white with brass hinges and handles. The ceiling is 1' thick oak beams with an oaken plank floor on top. The sections between the beams are filled with straw and this is kept there by planks. These are colored white, but stained by smoke, dust and dirt. Spiders can be found in nearly any corner and along the windows, mice live in the straw isolation in the ceiling/upper floors. This is the room where daily licenses are given or controlled (like invitations, licenses for guests, or those under strict control of the law). There is an official secretary available between 07:00 and 18:00. There is one desk, two wooden chairs for guests, a few book-closets, and a vault. The room is unorganized and messy. The room has a scent of smoke and tobacco, as Jodol is addicted to this stuff. **The Head Guard is Sergeant Jodol DeBunk.** (F18, LG, 47 year old male 21 years experienced soldier and 4 years on Duty of GSM (since 1009AC) replaced Theoden Varmoedt as Head Guard, fought in the recent War with Alphatia and several battles with Ethengarians, was stationed at several strategic locations in the east of Glantri, fervent supporter of Glantrian Law, greatly distrusts Ethengarians and undead(had a dispute with Prince Morphail which "earned" him this position) will be available at random times upon agreement by his secretary Miss Lucia Copperville—short; Loesja...(she is "secretly" a level 12 Seductress (see http://pandius.com/the_seducer_class.pdf) under the guise of an low commoner level 2 (see <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=18164>) with an administrative function, but a luscious appearance). Lucia is infatuated by the masculine Detective Alphonse Vitriol, while his second Hande Ruina is secretly in love with her. Lucia is doing it with her chief Sergeant Jodol Debunk, who is envious of Vitriol, although he is married with children. Lucia has access to the Box of the Calling Coins, but she also has a Amulet of Leadership, she might sell at some point/reason.

Box of the Calling Coins

This woven wicker Guard box stored the Office of the Head Guard, contains up to 220 charged coins; currently, 53 are shared amongst the active crew, about 60 are not in use, 15 are given to trusted adventurers the remaining are shared amongst other staff of the GSM who have powerful magic at hand (Headmaster, several Teachers, visiting befriended Princes). Each bright red copper coin is charged with a special magic with two major functions; first it binds itself to its owner, and cannot be released (it can be exchanged from hand to hand, to pocket, but cannot be removed further from the character than half an inch). Secondly; each coin is a receiver for the Call of the Box. The box is magic in itself and can be used by any class. The box contains a Horn attached to its centre by intricate wires, which can be blown. If this is done, all coins attuned to a person will vibrate and audibly emit the sound of the horn. Each person then knows to get as fast as possible to the GSM (Guard Hall in particular) as they are needed. The horn can be used to call as single attuned person too, by first calling his/her name before blowing the horn. The horn will emit no sound on location; the sound is copied to the coin(s) instead. Persons owning such a coin know their promise to help if called; however, they may be too far away to appear within a few hours, or they may be restricted in some other way. Normally they will still try to comply to the call as soon as possible, even using magic if need be. When they eventually arrive, they have some explaining to do, but have not committed any offence. The call works in the Prime Plane only and up to 1500 miles from Glantri City only. 25.000Dc, 250cn 1' , x1' x 2' .

Amulet of Leadership

This pendant or brooch (often military or royal design) bestows upon a character of any level the ability to attract men-at-arms if he does not have this ability already. A fighter normally gains troops at 9th level because his name is so well known that he attracts loyalty of other warriors. The amulet works in much the same way. When a stranger meets a (N)PC wearing the amulet, the stranger will perceive the (N)PC to be a leader who is destined for greatness, regardless of class, age, sex, faith or otherwise. Just as the reputation of a 9th level fighter spreads so will the reputation of the wearer spread (non-magically) Roll 1d100 once for the leader of the troops, once for troops, and once for a bodyguard (household guard) unit.

Leader (and suggested magical items)

01-40 5th level fighter, plate mail, shield, battle axe+2
41-75 6th level fighter, plate mail, shield+1, spear+1, dagger+1
76-95 6th level fighter, plate mail+1, shield, spear+1, dagger+1, plus 3rd level fighter, splint mail, shield, crossbow of distance
96-99 7th level fighter, plate mail+1, shield+1, broad sword+2, heavy war horse with horseshoes of speed
00 DM's Option (retired Fighter, Avenger/Knight/Paladin, Humanoid/Rakasta/Lupin hero, etc).

Troop Followers (all 0th level)

01-50 20 cavalry with ring mail, shield, 3 javelins, long sword, hand axe; 100 infantry with scale mail, pole-arm, club
51-75 20 infantry with splint mail, morning star, hand axe; 60 infantry with leather armor, pike, short sword
76-90 40 infantry with chain mail, heavy crossbow, short sword; 20 infantry with chain mail, light crossbow, military fork
91-99 10 cavalry; banded mail, shield, lance, bastard sword, mace; 20 cavalry; scale mail, shield, lance, long sword, mace; 30 cavalry; studded leather armor, shield, lance, long sword
00 DM's Option (Barbarians, head-hunters, armed peasants, extra-heavy cavalry, etc.)

Elite Units

01-10 10 1st Lvl fighters; field plate, large shield, lance, broad sword, morning star, heavy warhorse full barding
11-20 10 1st level Elven fighter/mages with chain mail, long sword, long bow, dagger
21-30 15 wardens: 1st level rangers with scale mail, shield, long sword, spear, long bow
31-40 20 berserkers: 2nd Lvl fighters; leather armor, shield, battleaxe, broad sword, dagger (berserkers=+1 to hit & damage)
41-65 20 expert archers: 1st Lvl fighters studded leather armor, long bows/crossbows (weapon Mastery expert)
66-99 30 infantry: 1st level fighters with plate mail, body shield, spear, short sword
00 DM's Option (Pegasi cavalry, eagle riders, demihumans, siege train, etc.)

The DM may design other tables that are more appropriate to his campaign. If the amulet is lost or destroyed, the followers immediately lose faith in their leader (except when he is above 9th level). They gradually depart or desert. Once this occurs, the character's reputation is sullied thus that he can never benefit from the amulet again, but still can gain followers on 9th level through experience, name and fame of its class as per Rules Cyclopeda pages 13-31.

The amulet can also be used on an existing group to gain immediate trust and respect, even if the character is unknown, or of ill-repute. Valued at 15.000Dc, 10cn

1Grd4 Investigation Room

Height 11', above ceiling/floor 2' thick

Connected with; [1Grd1 Hall of Ordinance](#) by lockable door with window frame in door southeast.

Color/Material Theme; Floor is Blackmoor "magical" stone covered with red clay-ceramic tiles The walls are covered with green vertical planks up to 3' high, topped with a green topping. The rest of the wall is covered with boards which are painted crème-white. The doors are pine wood frames with middle boards; painted clear-white with brass hinges and handles. The ceiling is 1' thick oak beams with an oaken plank floor on top. The sections between the beams are filled with straw and this is kept there by planks. These are colored white, but stained by smoke, dust and dirt. Spiders can be found in nearly any corner and along the windows, mice live in the straw isolation in the ceiling/upper floors.

There is a [Fire-flushing Tube-rod](#) on the wall.

Alphonse Vitriol and Hande Ruina are the assigned Detectives. Their Chief is the Heard Guard, and their secretary is Miss Lucia Copperville.

DM: A Dirty Job

This adventure can be a version of the Big Sleep with Maltese Falcon with Humphrey Bogart as Philip Marlow adapted to magical Mystara. Magic will have replaced guns and gondolas will have replaced cars. The same applies to other technology; use a similar magical equal. Of course other detective movies could well be used (with some fidgeting and adapting) in this scenario. It might be fun to use these characters as PC's, or let PC's come in contact, or even hiring these intervals, or becoming suspect of a crime.

[https://en.wikipedia.org/wiki/The_Big_Sleep_\(1946_film\)](https://en.wikipedia.org/wiki/The_Big_Sleep_(1946_film)) The named GSM Guard crew can be used as the prime agents (see the other guard rooms for more information on the sergeant and Miss Lucia).

Alphonse Vitriol is a Magic user level 11, with lots of experience in the underground world of Glantri city. He knows most dark persons and corners, Inns, taverns and drinking holes. And as a former constabulary of the Glantrian law he has also a lot of experience in dealing with thieves, fighters, hoodlums and other scum of the street. He is a gruff and narcissistic masculine man, who still seems to have a strange attraction to women. He is single and in not interested in any relation beyond a week or so. He was originally a casting wizard, but due a nasty Feeblemind spell he lost the ability to memorize spells forever. Since then he increased his physique, changing his standard HD of D4 to D6. Although he can't cast spells, he can still read scrolls, use wands and rods functioning on mages. He has become depressed after this, and his job suffered under this neglect. When he was totally drunk Hande saved his butt by dragging him to another room. Caught being drunk and sleeping on a place of Crime he was denominated and ordered to serve on the GSM as local Detective under the GSM Head Guard's command. His statistics as a fallen hero are; MU11, ST14, IN16, WI11, DX11, CO13, CH15, HD9, Hp9d6 (+constitution adjustment x9+1/lvl above 9)=41, ALCG, Att;1 weapon, fist, or wand Dm; by weapon (mostly short sword, dagger), fist1d3 (due boxing skill), wand of magic missiles 6 missiles per Turn then recharge 1 Turn. Ring of Regeneration, His 8 skills still reflect his old life as agent for the state; Glantrian Law & Justice, Knowledge Glantrian Underground, Languages Modern Basic, Alchemy, Strength, Endurance, Boxing and Alternate Magics.

Hande Ruina is an old nemesis of Alphonse, but somewhere along their mutual crafts they acquired a deep friendship. Of course jealousy, loyalty (to others and themselves) and personal ambitions, desires and goals still cause regularly trouble between them. But their friendship will always resurface. Hande is a very experienced thief, burglar and spy, with all extra skills needed for that profession. Hande is a burly muscular person who by age, food, drinks and fortune gained more weight than actually desired. When he was arrested a decade ago, he was unexpectedly backed up by Alphonse, who succeeded to get him instead of being locked up, becoming an agent under command of the GSM Head Guard. His Statistics are; ST17, IN11, WI9, DX17, CO16, CH7, HD9, Hp 9d4 (+ constitution adjustment x9+2/lvl =42, ALN, Att;1 weapon, fist, or wand Dm; by weapon (mostly short sword, dagger, seldom Garrotte), fist1d3 (due boxing skill), Small foldable Crossbow+3, Ring of Teleportation (75% safe, but always somewhere random in the hills of Belcadiz, 25% chance on random effect, see page 96 table 3), Dagger +2 of Healing, his skills still reflect his old profession; Glantrian Law & Justice, Knowledge Glantrian Underground, Cheating, Craft; Locksmith, Escape, Drinking, Deceiving.



1Grd5 Dungeon Stairway

Off-Limit to all but Guards, Headmaster and invited (officially).

Height 11', above ceiling/floor 2' thick

Connected with; [1Grd1 Hall of Ordinance](#) up, [-1Grd 10 Prison Hall](#) down.

Color/Material Theme; This stairway is constructed if the ancient Blackmoor "magical" stone (concrete), but the erosion reveals the carbon and steel rhubarb. As such these are covered with oaken boards. The sidewalls are the same stone, but covered with decades of paint. This is revealed as it chips off, or bubbles here and there. On the lower steps some saltpetre is found underneath the paint bubbles. The ceiling is 1' thick oak beams with an oaken plank floor on top. The sections between the beams are filled with straw and this is kept there by planks. These are colored white, but stained by smoke, dust and dirt. Spiders can be found in nearly any corner and along the windows, mice live in the straw isolation in the ceiling/upper floors.

2Grd6 Private Room Head Guard

Off-Limit to all but Guards, Headmaster and invited (officially).

Height 6' -20' , floor 2' thick Green numbers are ceiling height above Courtwall level (15')

Connected with; [2Grd9 Hall of Duty](#) by standard lockable door north, [2Grd7 Guard Communal Room](#) by 3' wide (lockable) door southwest.

Color/Material Theme; Floor is oaken planks (cut & groove) with a tapestry over it. The walls are covered with green vertical planks up to 3' high, topped with a green topping. The rest of the wall is covered with boards which are painted crème-white. The doors are pine wood frames with middle boards; painted clear-white with brass hinges and handles. The ceiling is actually the underside of the roof, but this is a double layer similar as the floor; a top boarding of planks upon which the copper plating of the roof are placed. Underneath these planks is a layer of straw, with another layer of planks to seal the straw within. Some paintings of personal property of **Sergeant Jodol Debunk** can be found here. There are a bureau, bed, chimney and bookrack in this room, all cramped with stuff. The room is unorganized and messy. The room has a scent of smoke and tobacco, as Jodol is addicted to this stuff. *Jodol resides here only on the off weeks, as these include night and early morning duties. The even weeks he prefers to live with his wife and six daughters (although he prefers to have a sun) when his duty is in the late morning and afternoon. His family live in reasonable sizable apartment in the Middle Class Quarter of the city, south of the Scribes Association Headquarters (first house south of #56 on Gaz 3 city map page 47). This enables him to react within reasonable time (15-25 minutes) when called by Box-of-the-Calling-Coin. He then has to run on the Plaza east, run zigzag between the houses through small alleys, to the Rim (#9) in the nobles Quarter in front of a Temple of Rad, continue running east to the Gorevitch-Voszlany Manor (#10) and commandeer there one of the many gondolas nearby the Silver Tower Inn to reach the Alexander Platz and the Gate of the GSM.*

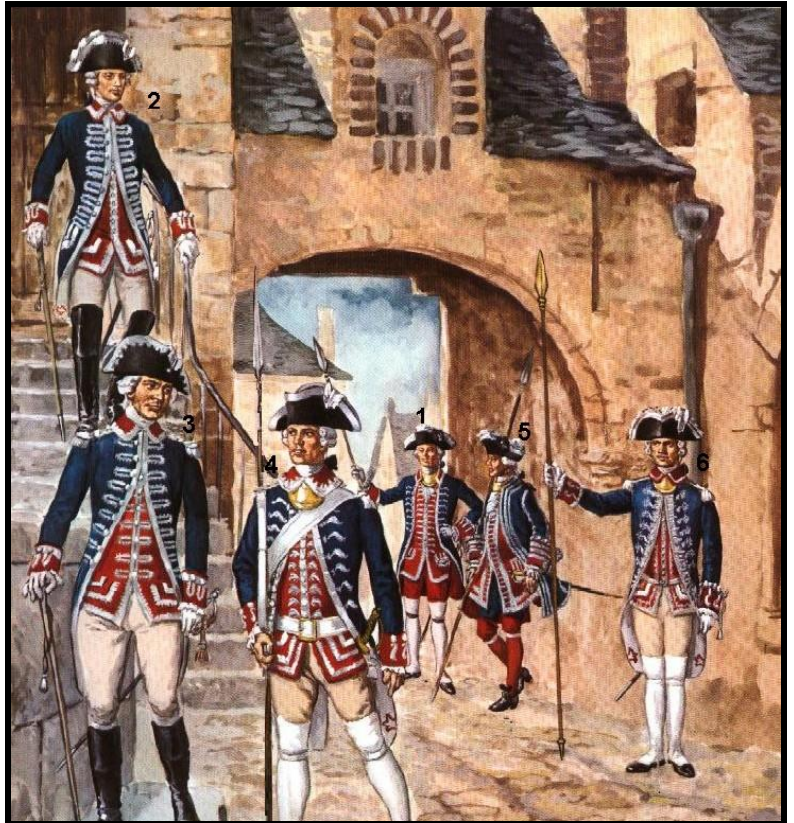
2Grd7 Guard Communal Room

Off-Limit to all but Guards, Headmaster and invited (officially).

Height 8' -21' , floor 2' thick Green numbers are ceiling height above Courtwall level (15')

Connected with; [2Grd6 Private Room Head Guard](#) by 3' wide (lockable) door west, [2Grd8 Room of Metals](#) by locked 3' wide door north, [2Grd9 Hall of Duty](#) by 3' wide door south.

Color/Material Theme; Floor is oaken planks (cut & groove) with a somewhat worn-out burgundy red tapestry over it. The walls are covered with green vertical planks up to 3' high, topped with a green topping. The rest of the wall is covered with boards which are painted crème-white. The doors are pine wood frames with middle boards; painted clear-white with brass hinges and handles. The ceiling is actually the underside of the roof, but this is a double layer similar as the floor; a top boarding of planks upon which the copper plating of the roof are placed. Underneath these planks is a layer of straw, with another layer of planks to seal the straw within. This room is occupied by 15 guards, using the 5 triple bunk-beds. There are also some chairs. Guards use the [-2Grd26 Guard Latrines and Washroom](#) in the basements to wash, this is done after their duty. They are also allowed to use any latrines on the compound. This room is mostly used for sleeping, and cold breakfast, but also for donning any armor in cases of need. Normally guards wear no armor, but a uniform based on their duty (one of each group is assigned the leader). There are, however, some guards who regularly wear a Mithril shirt below their uniform, to increase their armor value (AV4), others wear leather armor underneath their uniform, but this makes them very bulky and is often hindering them in movement, and is tiresome on the long run. As it is easier and better socially, armor is only used in those circumstances when needed. Typically many guards have *Rings of Protection* of various degrees (mostly family heirlooms). The uniforms they wear represent their duty. They all have a normal sword or rapier, and a Pike, these items may be magical, but are not always. Guards and their Uniforms must be clean and whole, and faces shaven (old ages beards and moustaches are allowed of no longer than 3), many guards wear white horsehair wigs.



The Uniforms dictate Duty; 1 = Patrol, 2 = Patrol leader, 4 = Courtwall / Gate, 6 = Courtwall / Gate leader, 5 = All, 3 = Head Guards (Jodol Debunk)

The short-staff Patrol Leaders and Sergeant Jodol use as a walking Cane is in fact a very special magical item; it is an **Arrest Rod**; as mages are much more powerful than the average guard, but still some chance to restrain mages must be available to the guards, this item was created. It can be used no more than 2 times in a period of 24 hours after which it much recharge for 8 hours in sunlight (mostly this is done behind the window). The rods energy penetrates all magical fields and teleports the affected person (no save) to the [-1Grd14 Receiving Room](#) where the victim will be subjected by an active **Dispelling Screen**. This way the guards can arrest mages in case where needed. As arresting a mage is something done with great care, only patrol-leaders and Head Guards are allowed to use these rods. Any mage arrested will be intensively interrogated to find out why he/she did what led to the arrest. The guards must have extensive and detailed records of the happening (similar like what police today has to do; every bullet must be accounted for). The Rod has a secondary effect the guards are unaware of; It records the arrest backwards through time up to 1 Turn before the Arrest Rod is used, which becomes visible to the first 12 mages handling the rod, this way the reason for the arrest is mostly visible, and can be checked by the guard's records and the interrogation of the captured mage. All these measures are taken to ensure an arrest went according rules and was legit. The rod also functions on any other character. The stick can also be used as a club (-1 on base damage) and the gem on the top can be activated to produce a light spell. Not for sale; valued by state at 2500Dc, 25cn.

2Grd8 Room of Metals

Off-Limit to all but Guards, Headmaster and invited (officially). Height 10' , floor 2' thick. Green numbers are ceiling height above Courtwall level (15'). Connected with; [2Grd7 Guard Communal Room](#) by 3' wide locked door south. Color/Material Theme; Floor is oaken planks (cut & groove) with a tapestry over it. The steel walls are covered with green vertical planks up to 3' high, topped with a green topping. The rest of the wall is covered with boards which are painted crème-white. The doors are pine wood frames with middle boards; painted clear-white with brass hinges and handles. The ceiling is actually the underside of the slated roof, which is just a steel plate covered with wood to make it warmer and easier to use, and covered on the outside with wood and copper sheet for rain drainage (there is a drain in this corner with the Main Building. The elevation of the roof guides water in this direction and this is captured in a large barrel, to have fresh water for horses available.

This room is locked. The Head Guard, (and thus also Secretary), has the key. Within this room are enough pieces of armor for all Guards; Chain, Plate, Leather, Mithril chain, and weapons for about a hundred people (Normal swords, Rapiers, Pikes, Spears, Daggers, Nets, Blackjacks, Whips, Crossbows, short bows, bolas, slings and some other rarer weapons), each of these is minimal +1 in magical power, several are up to +3 with additional magical powers (use the Magical weapon Generation table on page 230 of the Rules Cyclopedia). Some weapons might even have intelligence (as per Rules Cyclopedia page 231), keep in mind not only swords may have intelligence but any other weapon may have this effect.

2Grd9 Hall of Duty

Off-Limit to all but Guards, Headmaster and invited (officially). Height 5' -21' , floor 2' thick. Green numbers are ceiling height above Courtwall level (15'). Connected with; [Courtwall](#) by reinforced lockable door southeast, [2Grd7 Guard Communal Room](#) by 3' wide standard door north, [2Grd6 Private Room Head Guard](#) by standard lockable door. Color/Material Theme; Floor is oaken planks (cut & groove) with a tapestry over it. The walls are covered with green vertical planks up to 3' high, topped with a green topping. The rest of the wall is covered with boards which are painted crème-white. The doors are pine wood frames with middle boards; painted clear-white with brass hinges and handles. The ceiling is actually the underside of the roof, but this is a double layer similar as the floor; a top boarding of planks upon which the copper plating of the roof are placed. Underneath these planks is a layer of straw, with another layer of planks to seal the straw within. *The Dimension-on-Call door is without limitation, and enables to transport those using it to any location even without doors. However, the room is not named, but its code is used instead, example; "Main building 2B" instead "Hexagon Tower Classroom Scrolls, Inkmaking", and a security password which changes weekly. This door also enables to transport towards any other location within 360' from the door, even if outside the GSM, underwater, up in the air, but the user must then precisely dictate the location, example; "10' under water underneath the entry bridge", or "Alexander Platz Northeast Jetty", or ' 25' above the statue of Alexander Glantri on the Main Building" or "15' north from the Kitchen on the gondola in the School Channel" suffice to a safe relocation, but; "School channel north", or "Hall underneath administration Tower" or "Courtwall" are incomplete and result in not opening the Dimension door. In such a case when the physical door is opened, the blank wall is shown instead. Of course the person transported must be prepared for the location (i.e. water-breathing if underwater, Flight or Levitation or Featherfall if in air, Light in dark areas, armed and armoured of course if expecting resistance.*

Pain Touch created by Mirodion of Glantri—1008 AC

Rare 3rd Level Divination spell

Range: Touch
Duration: 1 round/level
Area of Effect: One creature
Saving Throw: None

This spell was invented in the Alpathian War of 1005-1010AC to interrogate prisoners. Every guard station since then has several scrolls with the spell available. Though originally intended with a more or less vile purpose, healers discovered it can be used beneficial too. Pain Touch enables the caster to touch an opponent in such a way as to induce extreme pain. The spell works if the caster touches any exposed part of an opponent's body. The caster thus must be within arm's length of the opponent for the spell to work. The spell requires a normal attack roll. The pain causes no damage, but for the next 1d4 rounds, the victim will be -2 on his chance to hit and his AC is worsened by 2. The caster can cast the spell and touch the victim in the same round. Pain touch is only effective on Demihuman-oids. The caster mentally reads how the muscles of the victim work, (i.e. reads natural Dexterity and Strength of the victim), and if they are used to their best (a lazy fighter would thus easily be traced). This spell has several uses, for one; it can be used as a means of interrogation, two; it can heal existing muscular pain (similar like a physiotherapist/chiropractor), and thirdly; it can be used to weaken an opponent in battle. If used on limb, that limb can't effectively used. (Arm=Dex-2, Leg=limped, Movement x ½). The spell does work only on bare skin, or through thin single layered clothing.

Courtwall

Connected with; Clockwise beginning at Main Building [2W Outer Hall](#) by standard reinforced door (locked at Night) south; [2Grd9 Hall of Duty](#) by standard lockable door(locked at Night), [2G5 Warehouse Roof Griffon Landing](#) over lower inner wall, [1W4 Stairway Up/Out](#) by standard lockable door(locked at Night), [2A9 Bridge Access to Courtwall](#) by standard lockable door(locked at Night), [2D13 Roof Dining Hall](#) over lower inner wall, [1D6 Stairway to roof or down](#) by standard door, [2T10 Shepherd's Room](#) by unknown secret door in roof, Main Building [2W Outer Hall](#) by standard reinforced door (locked at Night) north. *There 8 Fire-flushing Tube-rods spread evenly on the internal Courtwall (mostly close to entries to other buildings).* Color/Material Theme; dark Grey Marble with on the outside copper plating. The crenalations are simple round holes with an open top. The wall itself is 15' , with the outer crenalations wall of 5' feet high and 1' thick, the inner wall (*without crenalations, but a flat surface to sit upon*) of 1' thick and 3' high (*where existing*). The gate resembles that of a fortified estate or even a castle, but is fully incorporated in the curtain wall of the GSM. *There are always 6 guards on duty on the wall, alone or in groups of two. One stationed above the gate patrolling from the Griffon halls to the Main Building, the second group patrols from the Warehouse to the eastern side Dining Hall, and the last group patrols from the Dining Hall corner northeast to the Main Building. Guard Duties are 5 hours, then guards are exchanged. The curtain wall shifts are normally the most relaxed shifts and the guards are relaxed, eat, smoke and sit often in a corner of the wall, overlooking the area while being relaxed. They do know that they still have to be aware that any moment this can change.*

-1Grd10 Prison Hall

Off-Limit to all but Guards, Headmaster and invited (officially).

Height 13' , above ceiling/floor 2' thick

Connected with;[1Grd5 Dungeon Stairway](#) north-west corner [-1A Main Hall](#) by standard lockable door northwest, [-1Grd12 Dark Cells \(a, b, c, d\)](#) by reinforced 2' wide 5' high prison doors southwest, [-1Grd13 Dark Hall](#) by central arch, Color/Material Theme; Outer walls, Floor and Ceiling are ancient Blackmoor "magical" stone (*concrete*); Inner Walls are yellow FWA Bricks. These walls, ceiling, and floors are all treated with Gorgon's Blood; The doors are heavy steel covered with a layer of Lead. As such no magic of any sort can penetrate these cells or enable an incarcerated individual using magic beyond these walls. The room is also heavily interred with silver, making any Lycanthrope cowl in pain and unable to do anything other than quiver. *The room is unadorned, but several chests and barrels are stored here. These contain confiscated clothing of current and former prisoners. By law these have to remain here until the owner is officially deceased, permanently disappeared or incarcerated, or deemed as an enemy of the state. Then these items will be sold to the highest bidder on official court auctions in the city. Each cell has a drain like the Lavatories have; leading into the [-1B Pudding room](#), any escape attempt will lead to ultimate death, by being devoured by a Black Pudding.*

-1Grd11 Dark Stairs

Off-Limit to all but Guards, Headmaster and invited (officially).

Height 13' , above ceiling/floor 2' thick

Connected with; [-1Grd13 Dark Hall](#) up, [-2Grd24 Lower Guard Hall](#) down.

Color/Material Theme; Outer walls are ancient Blackmoor "magical" stone (*concrete*), Inner Walls are yellow FWA Bricks; the steps are ancient Blackmoor "magical" stone (*concrete*), like the ceiling.

-1Grd12 Dark Cells (a, b, c, d)

Off-Limit to all but Guards, Headmaster and invited (officially).

Height 13' , above ceiling/floor 2' thick

Connected with;[-1Grd 10 Prison Hall](#) (b, c, d) or [-1Grd13 Dark Hall](#) (a), all doors reinforced lead-covered 2' wide 5' high door (making entry/exit difficult) northeast

Color/Material Theme; Outer walls, Floor and Ceiling are ancient Blackmoor "magical" stone (*concrete*); Inner Walls are yellow FWA Bricks. These walls, ceiling, and floors are all treated with Gorgon's Blood; The doors are heavy steel covered with a layer of Lead. As such no magic of any sort can penetrate these cells or enable an incarcerated individual using magic beyond these walls. The room is also heavily interred with silver, making any Lycanthrope cowl in pain and unable to do anything other than quiver.

a has stone bench with mattress & blanket, b has stone bench with Blanket, c has no bench but fresh straw, d has old straw, cleaned once a year or less(*this cell is used mostly for Clerics*).

-1Grd13 Dark Hall

Off-Limit to all but Guards, Headmaster and invited (officially).

Height 13' , above ceiling/floor 2' thick

Connected with;[-1Grd 10 Prison Hall](#) by central arch, [-1Grd11 Dark Stairs](#) southwest, [-1Grd14 Receiving Room](#) by open arch southeast, [-1Grd15 Storage](#) by standard door, [-1Grd12 Dark Cells \(a, b, c, d\)](#) by reinforced lead-covered 2' wide 5' high door (making entry/exit difficult).

Color/Material Theme; Outer walls, Floor and Ceiling are ancient Blackmoor "magical" stone (*concrete*); Inner Walls are yellow FWA Bricks. These walls, ceiling, and floors are all treated with Gorgon's Blood; The doors are heavy steel covered with a layer of Lead. As such no magic of any sort can penetrate these walls or enable an incarcerated individual using magic beyond these walls. The room is also heavily interred with silver, making any Lycanthrope cowl in pain and unable to do anything other than quiver.

-1Grd14 Receiving Room

Off-Limit to all but Guards, Headmaster and invited (officially).

Height 13' , above ceiling/floor 2' thick

Connected with; [-1Grd13 Dark Hall](#) by open arch northwest

Color/Material Theme; Outer walls are ancient Blackmoor “magical” stone (*concrete*), Inner Walls are yellow FWA Bricks; floor is ancient Blackmoor “magical” stone (*concrete*), like the ceiling. These walls, ceiling, and floors are all treated with Gorgon’s Blood; The doors are heavy steel covered with a layer of Lead. As such no magic of any sort can penetrate these cells or enable an incarcerated individual using magic beyond these walls. The room is also heavily interred with silver, making any Lycanthrope cowl in pain and unable to do anything other than quiver. Any victim of a GSM Arrest Rod will reappear here on the Dispelling Screen. This spell has been made Semi-permanent under a Contingency spell (will be energized by an amount of 10.000Dc Chrysolite dust every 100 days) in use, and will be only activated (in 2 seconds) when a person arrives on the screen by Teleportation. The Dispelling Screen is cast by none other than Etienne D’ Ambreville and thus supersedes most mages. As such Nearly All spells will be wiped and the Dispel Magic will at least temporarily nullify any active magic items. Then the mage will be caught by any guards, striped of all clothing, items, and placed in a cell according social rank; **a=Gold Class= Royalty or Royal Family, b=Silver Class= Titled Mage Class, c=untitled mage class/student/cleric, d=commoner with or without magical aptitude. Prisoners will receive appropriate clothing to their class. Guards must be aware not to gloat, and even treat these prisoners with respect, but stay in line with their duty. It would not be the first time a guard is drawn before court to defend himself for defaming a titled mage (making Range 180' , Duration 36 rounds and wiping any spells of 8th or lower level or lower than 9 in number).**

The dispelling screen works on any character, but Clerics can pray always for new spells, even if erased. As such clerics are always bound, gagged and blindfolded (and this may remain as thus if they are presented before court; any silence on an answer due this, is seen as accepting the deed done and thus the attached punishment).

Dispelling Screen created by Otiluke of Glantri—896 AC

Very Rare 4th Level Evocation, Abjuration spell

Range: 5 yards/level or less

Duration: 1 round/level

Area of Effect: 20'square

Saving Throw: None

Casting Time: 5

Components: A horizontal placed sheet of fine lead crystal and a Chrysolite gem (or same amount of powder) worth 100 gp (only the gem/ powder vanishes after the spell is cast).

This spell creates a shimmering screen of violet energy in any shape the caster desires (up to 20' x20') on top of the crystal sheet. Any creature passing through the screen is affected by Dispel Magic with the same level of effectiveness as that spell cast by the wizard (nullifying magic spells and magic item effects). This spell also wipes any memorized spells from the victim's mind which are lower in level or number than the caster of the Dispelling screen.

-1Grd15 Storage

Off-Limit to all but Guards, Headmaster and invited (officially).

Height 13' , above ceiling/floor 2' thick

Connected with; [-1Grd13 Dark Hall](#) by standard door southwest, [-1Grd16 Junk Room](#) by standard door northwest,

Color/Material Theme; Walls are yellow FWA Bricks; floor is ancient Blackmoor “magical” stone (*concrete*), like the ceiling. This room contains four large crates containing various tools, weapons, and other functional stuff confiscated from prisoners. Books, Magic items are given to the school administration (*stored elsewhere, or sold licensed and legally*). Valuables are stored in the barrels in [-1Grd 10 Prison Hall](#), and although all these storage locations are deemed as “safe”, every guard knows that objects sometimes “disappear” (*sometimes even guards have their hands in this*).

-1Grd16 Junk Room

Off-Limit to all but Guards, Headmaster and invited (officially).

Height 13' , above ceiling/floor 2' thick

Connected with; [-1Grd15 Storage](#) by standard door southeast, [-1Grd17 Cistern](#) northwest

Color/Material Theme; Walls are yellow FWA Bricks; floor is ancient Blackmoor “magical” stone (*concrete*), like the ceiling. This room contains lots of empty barrels, planks, boards, loose stuff, old furniture and other crap, deemed functional as either firewood for the chimneys or otherwise.

-1Grd17 Fire Cistern

Off-Limit to all but Guards, Headmaster and invited (officially).

Height 13' , above ceiling/floor 2' thick

Connected with; [-1Grd16 Junk Room](#) by standard door southeast

Color/Material Theme; Walls are yellow FWA Bricks; floor is ancient Blackmoor “magical” stone (*concrete*), like the ceiling. This 18' deep room was actually an original machine room from the Blackmoor era, but in time and erosion, this was already flooded in the FWA era. The internal structure of the machinery has been eaten away by rust totally, and the bottom is flaked with a foot or two of rust remains. Several bacteria and low life have found their way in this pool. Together they make this water indigestible but good for extinguishing fires. (See [-2Grd25](#)).

-2Grd18 Guard Group F1

Off-Limit to all but Guards, Headmaster and invited (officially). Height 13', above ceiling/floor 2' thick
Connected with; [-2Grd19 Guard Group F2](#) by standard swivelling door south, [-2Grd25 Lower Entry Hall](#) by standard door west. Color/Material Theme; Walls are yellow FWA Bricks; floor is ancient Blackmoor "magical" stone (*concrete*), like the ceiling. This room has 3 triple-tiered bunk-beds giving total space for 9 guards. Underneath are several chests with personal belongings (*pictures/letters family/dear ones/children, private clothing, Uniform, footwear, etc.*). This room also has an ironing board and *Magical Flatiron* to enable the guards keeping their uniform immaculate. As can be seen one bed is always somewhat separate from the others (against west wall); this is the bed of the group leader and second in command as deemed by experience.

***Magical Flatiron**; This ½ foot sized device is actually a normal flatiron of Elven design, where the handle can be twisted several times to enable it to be heated enough to dry, and/or flatten clothing (time give is needed to reach that temperature or lower it). Take care keeping it too long on one spot can permanently damage the clothing. This item will not continue producing heat when not held with the grip, it will also stop producing heat beyond the temperature of boiling water if not moved each round, not held horizontal. If stopped producing heat it will rapidly return to its non-active temperature depending on temperature as heated (Very Hot (150°C) =10r, Hot (100°C) = 5r, Very Warm (75°C) =3r, Warm (50°C) =2r, Luke Warm (30°C) =1r, and Unheated). This Item is known to have caused fires and burns when not used with caution. Take care. 100gp 150cn*



-2Grd19 Guard Group F2

Off-Limit to all but Guards, Headmaster and invited (officially). Height 13', above ceiling/floor 2' thick Connected with; [-2Grd18 Guard Group F1](#) by standard swivelling door north, [-2Grd24 Lower Guard Hall](#) by standard door west
Color/Material Theme; Walls are yellow FWA Bricks; floor is ancient Blackmoor "magical" stone (*concrete*), like the ceiling. This room has 3 triple-tiered bunk-beds giving total space for 9 guards. Underneath are several chests with personal belongings (*pictures/letters family/dear ones/children, private clothing, Uniform, footwear, etc.*). This room also has an ironing board and *Magical Flatiron* to enable the guards keeping their uniform immaculate. As can be seen one bed is always somewhat separate from the others (against southern wall); this is the bed of the group leader and second in command as deemed by experience.

-2Grd20 Hospital

Off-Limit to all but Guards, Headmaster and invited (officially). Height 13', above ceiling/floor 2' thick
Connected with; [-2Grd24 Lower Guard Hall](#) by standard door east, [-2Grd22 Guard Group F4](#) by standard door southeast, [-2Grd23 Cleric Private and Shrine](#) by open arch.

Color/Material Theme; Thick walls (see map) are ancient Blackmoor "magical" stone (*concrete*), Inner Walls are yellow FWA Bricks; floor is ancient Blackmoor "magical" stone (*concrete*), like the ceiling. Door and furniture painted light blue with white rims, floor and ceiling. The continual light globe above is dimmed to 25% mostly, but can be increased to 150% as normal on command of the nurse (special codes). This room is filled further with 6 beds giving total room to 6 bedridden patients. The room has bedpans which are cleaned manually, but the room is subjected every 4 hours to a Filth Bane spell. There is cooperation with [-1K9 Infirmary](#) but this hospital is used mostly for guards, or the recovering sick, and is under control of the Cleric Cannuker Oriol and at least 2 nurses (females with healing skill) on call if needed. This room (and the guard rooms have been used as an underground hospital in the years of the Dwarven Plague, and later put to function as currently. There is a research and a working desk, a significant library (2 book closets) in diseases and afflictions and creatures with poisons, diseases and afflictions and how to cure these.

***Elemental Nexus points**; In the Blackmoor Era these rooms were living quarters, and this area was strangely the last to be subjected to the firestorm when the gas from below set aflame, enabling some individuals a chance to escape. This is actually a natural occurrence. This weird effect continues up to this day. The centre of this anti fire effect, is called a Nexus, and lies 5' below -2Grd22 Guard Group 4, and radiates 50 in all directions any fires are subjected to this fire suppressing effect; the temperature is naturally colder than elsewhere on the GSM.*

Everywhere on Mystara you will find these small locations, where one Element is suppressed. These areas are 1d20 x5' in diameter, and are often originating from a crystalline source. Places also exist where the opposite will take place; these are often a boon to Elementalists of that specific element. The GSM has several of these Elemental Nexus points; Anti-Fire -35' below [-2Grd22 50' Ø](#), Pro-Fire at 35' above top [2G4](#) (the former location of the Communal magic room) 15' Ø, Pro-Earth at -30' in Courtyard [-2EE10 55' Ø](#), Pro-Water at -40' [Elemental river](#) entry 50' Ø, Anti-Water at -5' depth in the water above the [Solar Clock 55 Ø'](#), Pro-Air at 220' above [1D1 55 Ø'](#), Anti-Air at 15' above [AP1 Alexander Plaza](#) (greatly disturbing any magical flight) 110' Ø', Pro-Entropy at [1B 220' Ø](#), Anti Entropy at -5' below [Stone Lion Statue 55 Ø'](#).

The amount of these Elemental Nexus points is very large in such a limited region, and this may be a natural reaction of the biological process of the Megalith that Mystara is against the negative effect of the Radiance. Elemental Nexus Points will also come to be or are suppressed due magical effects caused by the Draconic Growth Cycles. (See Dragon 170). The average duration of these points are 50+1d100 years, but without disturbances they could last up to 500 years.

Each Anti-Elemental effect will cause natural occurrences of this Element from being suppressed by 50%, and magical occurrences allowed a +5 bonus on the saving throws, receive a -1/HD in effect, need a +2 bonus on intelligence checks studying/memorizing, and a 5% lower chance of success in creating magical items using this Element. Temperatures will be affected too

Each Pro-Elemental effects will cause natural occurrences of that element from being supported by 50%, and magical occurrences allowed a -2 penalty on Saving Throws, receive a +1/HD in effect, need a -1 bonus on intelligence checks studying/memorizing, and a 5% higher chance of success in creating magical items using this Element. Temperatures will be affected too.

-2Grd21 Guard Group F3

Off-Limit to all but Guards, Headmaster and invited (officially). Height 13' , above ceiling/floor 2' thick

Connected with; [-2Grd24 Lower Guard Hall](#) by standard door northwest.

Color/Material Theme; Walls are yellow FWA Bricks; Thick wall (niche), Floor and ceiling are ancient Blackmoor "magical" stone (*concrete*). This room has 3 triple-tiered bunk-beds giving total space for 9 guards. Underneath are several chests with personal belongings (*pictures/letters family/dear ones/children, private clothing, Uniform, footwear, etc.*). This room also has an ironing board and *Magical Flatiron* and to enable the guards keeping their uniform immaculate. As can be seen one bed is always somewhat separate from the others (in south-eastern niche); this is the bed of the group leader and second in command as deemed by experience.

-2Grd22 Guard Group F4

Off-Limit to all but Guards, Headmaster and invited (officially). Height 13' , above ceiling/floor 2' thick

Connected with; [-2Grd24 Lower Guard Hall](#) by standard door southeast, [-2Grd20 Hospital](#) by standard door northwest.

Color/Material Theme; Thick walls(see map), floor and ceiling are ancient Blackmoor "magical" stone (*concrete*), Inner Walls are yellow FWA Bricks. This room has 3 triple-tiered bunk-beds giving total space for 9 guards. Underneath are several chests with personal belongings (*pictures/letters family/dear ones/children, private clothing, Uniform, footwear, etc.*). This room also has an ironing board and to enable the guards keeping their uniform immaculate. As can be seen one bed is always somewhat separate from the others (against south-western wall); this is the bed of the group leader and second in command as deemed by experience. The extra duty the guards have here is keeping an eye out to the Cleric residing in the Hospital.

-2Grd23 Cleric Private and Shrine

Off-Limit to all but Guards, Headmaster and invited (officially). Height 13' , above ceiling/floor 2' thick

Connected with; [-2Grd20 Hospital](#) by open arch.

Color/Material Theme; Thick walls (see map), floor and ceiling are ancient Blackmoor "magical" stone (*concrete*), Inner Walls are yellow FWA Bricks. This room now functions as the Private chambers and meditating area of the Cleric Cannuker Oriol. Cannuker was captured for illegal Clericism in 997 AC (about 13 years ago), after being discovered as such by a group of Glantrian children and peasants. He was insulted, threatened, mocked and eventually chased away, and when the guards came, located and captured him, an accident happened during his arrest. The young son of Sergeant Othol, the guard who had arrested Cannuker, fell from a high tree, and was severely wounded. When the child was on the brink of death, he finally heard of the incident and with Cannuker still in chains raced towards the accident. His wife and several locals tried to save the child, but their skill and knowledge actually caused more harm. Cannuker stepped forward; *"I have a suggestion; let me try to save the child and I will serve the Glantrian Army as best I can with my healing skills and knowledge, if I fail, I will serve my punishment, be it death or eternal imprisonment"*. The astounded Othol could only stagger and accept. He released Cannuker from his bonds, while silently pleading; *"Please ...save my son"*. And although scorned at earlier by the same child and peasants, he stepped forward, laid his hands upon the child, and began chanting. His hands started to emit a warm glow, not once but several times. Then all went silent; *"This is all I can do, it is now up to the child and the will of the Immortals"*. Everybody went silent, and looked at the silent child; it did not seem to breathe. Anger rose again, insults and threats were thrown at Cannuker, then several punches followed. A heavy uppercut caused Cannuker to land on the ground. Othol grabbed him and pulled him up by his chest clothing twisting the chain of the Holy Symbol underneath tightly around the Cleric's neck; *"We don't need a court, I will be judge and executioner, and..."*, then a cough behind the ruckus stopped the violent outburst. When the mother ran to the body both she and the child started to weep. The spells were successful...at last. They all chired, and intended to walk away. Othol stopped; *"Wait, I have promised something, and my word is law and honour I am bound to"*. He raised Cannuker, brushed him a bit, and chained him again. *"I will find a place for you to bind you to your word. And I place another promise above that; when my son has become an adult, he will be allowed to release you."* Cannuker could only nod, wounded he was himself. The next days he used all his healing magic on him and the child anew. It took a total week until both fully recovered. Othol already had found a place to incarcerate the cleric according to his words but also to the law. His friend Theoden Varmoedt (former Head guards in 987-1009AC) accepted the responsibility and created a juristic nightmare where Cannuker was to be assigned as an agent of healing to the guards. In 1003 AC, the judges were tired of the ongoing legal fight and accepted. Legal documents were assigned proclaiming only the son of the Late Othol (he passed away 2 years before this date) could release him. Cannuker bound to his Holy word did as promised. To allow him gaining the best healing spells, they even allowed him to create a small shrine to his Immortal.

DM: A Kind Gesture

What nobody but the Immortal knows is that this was all a ploy to bring in a moderate consent to clerics in Glantri. The branch of the tree was moved by the power of Treant requested to animate the tree just slightly, just as the information was brought to Othol by "Monster" the Pooka from [Northern Courtyard buildings: Kitchen](#). The ploy did eventually succeed; Clerics were (under restrictions) accepted to use their spells and skills in Glantri. The second step was to carefully spread knowledge on the Immortals around, and eventually try to save the populace from the dangers of the (often Undead) Mages. Cannuker is a 16th level Cleric of Guidarezzo, who desires to only heal persons or save them from death. He has achieved an almost Holy Piety of 99 (see more on Piety here <http://breathofmystara.blogspot.nl/2013/03/piety-character-piety-is-measured-by.html>). As this character binds several of the NPC's together, he is more important than expected. His true intent is to save the populace from their ultimate doom by the mages (he thinks slavery or objectification). When he helps the PC's in their various quests he might meet them again in one of the later dates of the Organ adventure. He has acquired several Amulets of Perpetual Youth to enable him, though older still, help them where possible.

As such this adventure should precede [DM: The Organ of Tomorrow](#) and could best be [a prelude to that quest](#). The goal of this adventure is to locate the son of Othol, and convince him to release Cannuker as promised by his father. A DM could make this adventure light, easy, or heavy and difficult, but needs to keep the amount of deaths to a minimum. This is more an adventure of wit and intelligence than power and strength, though that could be useful in the way to achieve the goal of the adventure. When the son of Othol perishes, the PC's have to find ways to raise him from the dead, in order to finish the adventure.

-2Grd24 Lower Guard Hall

Off-Limit to all but Guards, Headmaster and invited (officially). Height 13' , above ceiling/floor 2' thick
Connected with; [-2Grd20 Hospital](#) by standard swivelling door east, [-2Grd22 Guard Group F4](#) by standard door northwest, [-2Grd21 Guard Group F3](#) by standard door southeast, [-2Grd19 Guard Group F2](#) by standard door east, [-1Grd11 Dark Stairs](#) southeast, Dimension-on-Call door northwest *The Dimension-on-Call door is without limitation, and enables to transport those using it to any location even without doors.(read [1Grd1 Hall of Ordinance](#) for more details.*
Color/Material Theme; Thick walls (see map), floor and ceiling are ancient Blackmoor "magical" stone (*concrete*), Inner Walls are yellow FWA Bricks. *There are 3 [Fire-flushing Tube-rods](#) on the wall.*

-2Grd25 Lower Entry Hall

Off-Limit to all but Guards, Headmaster and invited (officially). Height 13' , above ceiling/floor 2' thick
Connected with; [-2Grd18 Guard Group F1](#) by standard door east, Main building [-2U Stairways Hall](#) by standard swivelling door north, [-2Grd26 Guard Latrines and Washroom](#) by standard door west. Dimension-on-Call door southwest *The Dimension-on-Call door is without limitation, and enables to transport those using it to any location even without doors. (read [1Grd1 Hall of Ordinance](#) for more details.*

Color/Material Theme; Thick walls (see map), floor and ceiling are ancient Blackmoor "magical" stone (*concrete*), Inner Walls are yellow FWA Bricks. *There are 3 [Fire-flushing Tube-rods](#) on the wall.*

Fire-flushing Tube-rods; *This item was invented by an anonymous member of the Raven Dormitory who combined logic with magic for cases of fire, after he was subjected to a city fire in 1009 AC created by Alphatian summoned monsters causing many people to perish with massive material and emotional loss. He (or she) created this rod and connecting Nozzle (not shown). The nozzle is attached to the bottom of a cistern, which is filled with water. The larger the cistern, the more water available, some cisterns are attached to open water and thus are unlimited in its amount of water. When the metal end of the rod is attached to the nozzle a dimension door effect is created between the rod and the nozzle, linking each other for 24 hours at most. This can be detected by some drops of water forming at the black end. The item is worn on the shoulder by its band, held at the red rubber handle and the black head is twisted to enable the water to come out in a spray of variable length and width depending on the twist of the head. The combination of the Tube-rod and the Nozzle thus function like a regularly real world fire hose. Each nozzle can be attuned to 20 Tube-rods at the same time; there will be no pressure loss by altitude, distance or amount of Tube-rods used. As the dimension door uses a limited space the distance (originally 360') is increased greatly but not unlimited. The distance the rods function (checked easily by the water drop forming at the black end) is 3600' =1200 yards from the cistern. The rod can be taken in and out of its range as often as desired in the 24 hours duration without losing its connection. Since its invention, the item is approved and released to be used by the Glantrian Fire-fighter Company. As it is a magical effect the user will not be subjected to opposite pressure, and if flying will thus not be pushed backwards. There is one weak spot to the Nozzle, if there is tampering with this section, the Dimension Door can't be opened. There are several Cisterns available in the City of Glantri, of which the Nozzle is mostly locked behind a door due this risk. Fire-fighters always have a master key to these doors. It might be very possible this invention will spread soon all over cities on Mystara, as the student (illegally) sold the secret of making this to several Darokin DDC merchants who copied the information and sold it to many mayors and rulers of various settlements. It is assumed any fire-fighter in population centres of 10.000 or more will have a copy of this rod in 1015AC. The item is vulnerable to the Day of Dread Effects and has to be checked for functionality afterwards. It has a 60% chance to resume its magic afterwards. Functioning rods weigh 50cn and are valued at 1000gp each. A Nozzle is an attached item, and valued at 5000gp but a cistern is not included in the price. The dripping water of an activated rod, gave Glantrian Fire-fighters or the rods a new nickname; "Drippin' Noses".*



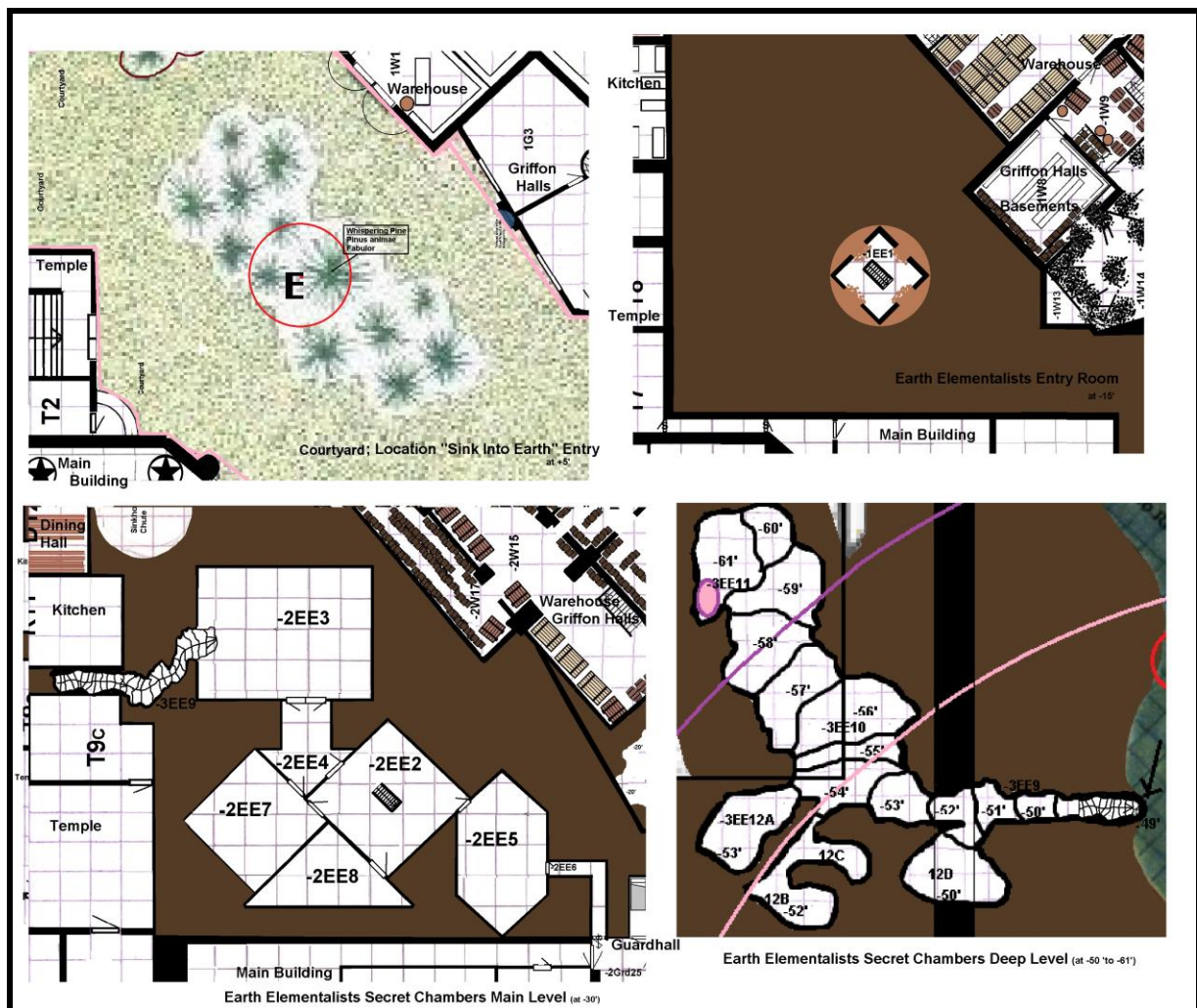
Drippin' Noses (Glantrian Fire-fighters) with magical wing packs in action

-2Grd26 Guard Latrines and Washroom

Off-Limit to all but Guards, Headmaster and invited (officially). Height 13' , above ceiling/floor 2' thick
Connected with; [-2Grd25 Lower Entry Hall](#) by standard door east

Color/Material Theme; Thick walls(see map) are ancient Blackmoor "magical" stone (*concrete*), Inner Walls are yellow FWA Bricks; floor is ancient Blackmoor "magical" stone (*concrete*), like the ceiling. The floor is covered with Al-Andalus Red marble. The walls are covered up to 4' high from the floor with Lipová Dark grey marble panelling topped with a Nero Marquina black marble rising ledge of 3 inch, and above that amber colored plaster. The room holds two 5' white Marianna marble latrines, with below a 3' deep chute and a single area of roughly 5' x5' x7' holding a single charmed black pudding. *Mess from the Latrine is transported below by a permanent miniature Dimension Door underneath the Latrine, reappearing on the ceiling of the Pudding chamber. Two bottles of fragrance can't completely hide the stench of the collected fresh waste of students below and in the room. A bucket of water charged with a "Foul to Fresh" spell is here. The remnants are then tossed in the hole of the latrine. A normal water tube (mostly lead, sometimes copper or ceramic) attached to a higher source of water, is located in each latrine to flush and rinse, and to give water in the small basin in between, each with a small tap. As thus there is always a large bowl with crushed Lilacs, sprinkled with Talcum and Greenish Slime making the room smell like fresh flowers and fruits.*

Courtyard; Secret Chambers of Earth Elementalists



Hidden between the courtyard structures is a high Pyramid-shaped structure of reddish sedimentary rock covered in lead, with several attached buildings. As these are all underground created by the use of various magical spells and Elementals only those affiliated with its constructors are aware of it; Earth Elementalists (see *Gaz 3 page 72* and *GKoM page 110-112*). They created this area almost as soon as their craft was developed in 895 AC, after the discovery of several very useful spells by their members.

-1EE1 Entry Room

Height 13', above ceiling/floor 2' thick

Connected with; The pyramid is 20' high at the apex, in the middle of each slanted side are 3' wide 5' high openings filled with packed earth enabling access by using a specific Elemental spell; "Sink into Earth" to [Courtyard/Duelling Grounds](#). In the middle of the room is a stairway down to [-2EE2 Main Room](#)

Color/Material Theme; Red-brown sedimentary stone (brought in or magically created—the difference is unknown to non-Earth Elementalists).

The very top of the pyramid juts out 1 inch of the surface in the courtyard north of the Whispering Pine, enabling searching Earth-Elementalists to locate their domain. This is very difficult, as not only is everything covered by a layer of compost, leaves, twigs and such, but the tip is only 1 inch high and colored equally to the surrounding ground.

The spell "Sink into Earth" is as Elemental spell very difficult to learn for non-Elementalists; costing quadruple and needing double the normal time at half the normal chances for success for learning a new spell. (See *Character Procedures in Rules Cyclopeda page 255*). New promising mages using Earth Elemental magic may gain knowledge to this spell before they become actual members of the secret craft of Earth Elementalists. The success in learning the spell and using it, together with learning the location where to use the spell to reach the secret chambers will be enough proof for the Earth Elementalists to accept their new member. The entry location is used thus often, that all stones buried in the earth have been pushed aside by the effects of the spell, and a clear shaft of sandy earth remains, with some soil on top.

Sink into Earth created by Earth Elementalist Gabbor de Tiozo of Glantri—892 AC

Very Rare 2nd level. Earth Elemental Transmutation spell

Range;

0

Duration;

8+1d8 rounds (+1 round per Elementalist rank). Rolled by DM)

Area of Effect;

Caster and lifted 1000cn

Casting Time;

4

Saving Throw;

none

This spell is in fact an adjusted version of **Levitation**. Sink into earth creates an energy field around the caster enabling him to sink into the ground. The layer of sand/earth (packed or loose) must be large enough to accommodate the body in all three dimensions. When the casting is complete, the caster and not more than 1000 cn/100Lbs (+100cn/10LBS per Intelligence adjustment) companion and gear may move into the earth at 5' round similar like a **Levitation** spell but can move in either direction (not influenced by haste or slow magic). If either condition is violated, the spell fails and is wasted. The ground may have stones within, but these can't be stones larger than 1' in diameter (the spell will still function, but passage is greatly hindered). While in the earth or sand, the caster remains in contact, however tenuous, with the surface and the area around him up to 1' per level of the caster.

The caster remains aware of the passage of time and can cast spells on him while hiding in the earth. The caster (and carried companion/familiar/etc) can breathe normally. Nothing that goes on outside can be seen, but the caster can still hear what happens 10 yards around him, although muffled. The spell's energy field also move stones and roots smaller than 1' found in his path aside, but this reduces the movement speed by 1' /round. Larger objects enforce the mage to cast a spell to remove/bypass the object or go around it. Any time before the duration expires; the caster can step out of the earth through the surface that he entered or any other open space. If the spell's duration expires or the effect is dispelled before he voluntarily exits the earth, he is violently expelled by the shortest distance (DM) and deals 4d8 points of damage. The following spells may have effect upon the caster if the caster falls within that spell's' range;: **Stone to flesh** expels the sinking person by the shortest distance(DM) and deals 4d8 points of damage. **Dig** and **Stone-shape** deal 4d4 points of damage but does not expel the caster. **Transmute Rock to Mud** or entering a mud area, causes the caster to drown as the earth is saturated with water; he cannot breathe there—he must hold his breath or immediately begin drowning as per Rules Cyclopeda page 90 on Drowning. A character who reaches the stage at which he is making Constitution rolls to keep from drowning, even if he is rescued and does not drown, is considered exhausted, and must rest 4 hours, while suffering a -2 penalty on AC, THAC0, Damage, and -1 on saves. Finally, **Passwall** expels the caster without damage. If the caster is partially outside the earth, that lowers the amount of damage by the same percentage. Earth Elemental creatures can also harm the caster under influence of this spell as normally.

This spell can be placed inside an item (mostly a ring, chain or other gem-holding jewellery) and can be activated up to 3 times a day mostly, or be made permanent enabling the user to move through the earth indefinitely (such an item is valued at 20.000Dc or 150.000Dc respectively, weighing 25cn). The passage created by this spell can be detected by a Detect Magic spell (revealing Elemental Transmutation magic), or by a Tracking Skill revealing existing tracks suddenly stopped, and if successful with 5 or more, a faint circular pattern on the location of the earth...as if every particle has been shifted somehow(which in fact the spell did). A stone-brick wall will block passage of the caster, enforcing him to bypass this wall in another fashion, and if entering an open space through a ceiling of packed earth, the caster will fall as normal.



Illustration by A-020 Commissioned by Anonymous

First use of this spell can be frightening.

-2EE2 Main Room

Height 13' , above ceiling/floor 2' thick. Connected with; [-1EE1 Entry Room](#) by central stairs up, [-2EE5 Sediment Room](#) by standard door Southwest, [-2EE8 Specimen Room](#) by standard door northwest, [-2EE7 Library](#) by standard door northwest, [-2EE4 Hall of Crystal](#) by standard door northeast.

Color/Material Theme; this is the lower section of the Pyramid of Red stone covered with lead on the outside. The inside has several doors leading to the other chambers. The floor is made of Red Verona marble, but is covered with remnants of earth, sand and pebbles. New aspiring Earth Elementalists are welcomed here by a few higher level members, at least the highest present.

Elemental Stone Doors; These doors are standard GSM in shape and size, but instead made of wood these are made of a singular sheet of stone. The hinges are thick and embedded in the stone where a peg holds them in place while allowing the door to be closed and opened. On the other side is a latch which does fit into the wall. This latch has a magical lock, but this is rarely in use, but if used the lock functions with a gem as key to unlock. Each door has another gem, and this can only be recognized by a successful knowledge of Gems (gem cutting, geology, and similar skills). Like a normal key, the gem only unlocks and the key can be retrieved when the door is opened.

-2EE3 Training Room

Height 13' , arched ceiling of irregular magically created stone.

Connected with; [-2EE4 Hall of Crystal](#) by double standard door west, [-3EE9 Cave Corridor](#) down.

Color/Material Theme; This large room is covered on all sides by various types of stone, merged together. All these stone surfaces, floor, wall or ceiling are created by magic. And although the room is rectangular, the surfaces are never perfectly flat. The various crystals cause the area to become somewhat irregular as surface. There is also a lot of debris, dirt, sand, and pebbles. This is the room where Elementalists train with their spells. And these can be thus powerful that they cause minor vibrations in the Dining Hall in liquids (cups of drink, but as there is magic available everywhere nobody ever took real notice...except the few who are now Earth Elementalists themselves). Two important spells are learned here; (Earth Sleep and Stone Pillar).

Earth Sleep created by unknown Earth Elementalist—GSM 976 AC

Special 2nd level. Earth Elemental Transmutation spell

Range; 0
Duration; 24 Turns
Area of Effect; Caster only
Casting Time; 4 minutes
Saving Throw; none

This spell works only if the caster lies on stone or earth and not a bed or mattress above these. The spell causes the caster to fall into a deep sleep similar to a coma for the duration of the spell. Directly after this the caster regains ½ level of the caster in hit points extra healing (above the natural healing by sleeping). This counts as a long rest. The caster can't be awakened during the duration of the spell. The secondary effects of this spell vary and are cumulative. From the moment the caster can cast this spell, he only requires half food 24 hours after the duration ends.

When the caster can use 4th level spells, the spell will also halt any disease or poison effects until the spell ends. The caster only requires no food the following 24 hours.

When the caster is able to cast 5th level spells he can be roused early but doing so decreases 25% of the healing to a minimum of 1 hp) and the caster becomes exhausted. The caster is resistant to any acid for the following 24 hours, and suffers only half damage upon a failed save and ¼ on a successful save.

When the caster can use 6th level spells the duration is decreased to 12 Turns, and even acid damage is restored.

When the caster is able to cast 7th level spells he becomes fully immune to acid for the following 24 hours.

As this spell increases healing (and defences the time following) it is mostly cast just before sleeping. As the spell its direct effects last only 4 (or 2) hours, and the caster sleeps normally do not forget to reduce the 24 hours with the remaining time having slept.(which is 8 hours normally, but can be more on higher Elementalist levels)

Stone Pillar created by Earth Elementalist Mayda Sater—GSM 1012 AC

Special 3rd level Earth Elemental Conjuraton spell

Range; 80'
Duration; instantaneous
Area of Effect; one 5' diameter 80' high pillar Elemental Stone per 3 levels caster in 2 initiative segments (40' /segment)
Casting Time; 3
Saving Throw; none

This spell creates one Elemental stone pillar per 3 levels to burst from chosen places on the ground that you can see within 80 feet. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 60 feet (or less as decided by the caster) in an angle of no less than 45 degrees. The ground where a pillar appears must be wide enough for its diameter, and you can target ground under a creature. If a pillar is created under a creature, that creature will be propelled upwards if the creature fits fully in its diameter. If it fits only partially on it he must succeed a Dexterity check or be or tossed aside, suffering 1d6 falling damage, due being lifted by the pillar. A creature can choose to fail the save, thus being tossed aside and not being propelled upward.

Each pillar has AC 5 and 25 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain of 5 feet radius per 10' height. The rubble lasts until cleared. Pillars will suffer 1d6 damage per day exposed to any other element than earth, thus will remain in existence only if fully encompassed by earth, sand, mud or stone, else they will fall eventually apart (except on the Plane of Earth).

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 4d6 damage and is crushed between the pillar and the obstacle. The creature remains stuck unless released by damaging the pillar (take into account possible falling damage). Several pillars lamming together will cause the same effect.

These pillars can sustain an unstable ceiling or wall if placed correctly (architecture skill or an Int check at -5) as long as they remain intact.



-2EE4 Hall of Crystal

Height 23' , peaked room of 1' to 2' wide crystal beams.

Connected with; [-2EE3 Training Room](#) by double standard door east, [-2EE7 Library](#) by standard door northwest, [-2EE2 Main Room](#) by standard door southwest.

Color/Material Theme; The Hall of Crystals is an arrow-shaped room in limestone. Its floor is covered with perfectly faceted crystalline blocks. Huge gypsum crystal beams jut out angular from both the blocks and the floor, which by magic continue to be extremely hot, with air temperatures reaching up to 58 °C (136 °F) with 90 to 99 percent humidity. Without proper protection, people can only endure approximately ten minutes of exposure at a time. The crystals are placed here, and originate from the Elemental Plane of Matter/Earth. The water needed to help crystallizing is taken from the Elemental River directly below this chamber. A fact no Water Elementalists knows, but if they ever discover this would laugh about. Organic matter in this room will slowly crystallize, but this process is thus slow that only dead matter is affected. One needs to stay in this room continuously for over a week without moving to enable the fragile crystals to grow. The only creatures subjected to this effect thus far are 3 dead mice, a dead mole, and several dead insects. However, dead organic matter is regularly placed in the northern and southern corners to harvest the crystals for components after 3 weeks. These gypsum crystals are 1 cn each and valued at 15 sp each.

-2EE5 Sediment Room

Height 13' , arched ceiling of irregular magically created stone.

Connected with; [-2EE2 Main Room](#) by standard door northeast, [-2EE6 Escape Tunnel](#) by 2.5' wide door south.

Color/Material Theme; This limestone room is been covered in 2' high and up to 8' deep layers of various sediments, covering areas of 5' x5' maximum. All these sediments are disturbed, due burrowing Earth Elementalists. This room is used for Elementalists to discover the sediment the caster feels best attuned to. There is a 25% chance the right sediment is discovered per year researching. The sediment discovered to be best fitting for the wizard, will not only dictate his/her name, and color of clothing, but the caster will feel better with these sediments around. Game effect; If surrounded or upon an area with this sediment; the caster needs 1 Hour less rest to recover spells, and heals 1d3+constitution adjustment per 7 hours if wounded. The Elementalist will also gain a 5% extra chance to learn spells, and to make magic items (Matter/earth only). Other sediments will not benefit the Elementalist. There are also several minerals; generally dark or green in color, usually heavy, cool and often lacking sparkle, like Onyx, Jade, Halite, Amethyst and Fluorite

*This room also has a 2d4 small ceramic jars with similar lid, each holding a ¼ HD green furry earth elemental creature of about 3 inches in size (based on the comic named Isabel 4 de ceintuur of Cassiopeia (Isabel the Girdle of Cassiopeia) by Will, Franquin, Delporte, & Macherot); **Furmuculus Marmorisator**; A very funny minor creature; use in a half filled mortar and give it a pestle, utter the magic command words; ("ify adonot eatadie soppa yawi llnavr grow") then it starts to jump rapidly up and down while uttering angered; "Neej, Neej" continuously, and it will grind your material to fine dust, it stops when finished in 1 to 6 Turns depending on the hardness of the material, but it can even grind diamonds. It will also stop when drawn from the mortar if pulled upwards by its head hair. These creatures are regularly sold for 1000gp as being extremely rare, cost 2 gp a month for upkeep (insects like; sand- or waterfleas, grasshoppercalves, Mexican beans and a few carbonic bubbles every now and then—if given soup it will become angry, turmoil, make a mess until all soup is spoiled).*



-2EE6 Escape Tunnel

Height 10' , arched ceiling of irregular magically created stone.

Connected with; [-2EE5 Sediment Room](#) by standard door north, [-2Grd25 Lower Entry Hall](#) by secret one-way (exit only) 2.5' wide door.

Color/Material Theme; this extremely rarely used escape tunnel is used only on the Day(s) of Dread when magic does not function. It is not very wide, and the dark brown-grey granite walls are slanted inward to form a triangular corridor 10' high. The floor is of polished Red Verona Marble. The secret door on the west can only be opened from the inside, not even by a "Knock" spell as the rare stone resists magic. On the outside the door is camouflaged to resemble common granite bricks, but is in fact a single slate of stone. Only an Earth Elemental, or a very good research (10 minutes minimum per attempt of "Find Traps" skill roll at -50% penalty, or a mineralogy skill check or similar spell, both at half normal chances) will reveal this, and the chance to find a reason to attempt this is extremely low.

This room is decorated with dried plants on the ceiling, and sacks with seeds are stored in the edge along the walls. All these are nourishing, nutrient, calorie dense, earthy-smelling, or grow near or within the soil and often able to store for a long time. Peanut, several Grains, Ivy, Red Poppy, Carrot, Beet, Thrift Plant, Vetiver, Mushroom, and various kinds of potato are included.

-2EE7 Earth Elemental Library

Height 13' , above ceiling/floor 2' thick

Connected with; [-2EE4 Hall of Crystal](#) by standard door southeast, [-2EE2 Main Room](#) by standard door southeast.

Color/Material Theme; This awkward chamber is created from slabs of variant rock, colored with a weird wavy pattern of dark earthy colours, such and brown and black and green. Even the furniture is made of stone. No five feet square section or piece of furniture is equal to another. Jars of salt or ochre are here; used to create sacred space or purifying areas, objects or individuals for ritual, sprinkled around the area or used to make a mark. There is also a small stone altar, adorned by stones or crystals, a bowl of salt or soil. Several excellent stone-cut statuettes are placed upon the library closet. These resemble the typical creatures related to the Elemental Plane of Earth; Bull, Stag, Dragon, Wolf, Owl, Cat and Sphinx. The large closets themselves hold all the sources needed to study the Earth Elemental preferred spells. Much information on Earth Elementalism can be found here, but also on Earth Elemental creatures, politics and several identities can be learned here.

When the Shell of Darkness will envelop this area, everything will be taken into the **Glantrian Earth Elemental Stronghold** in the Elemental Plane of Earth, and the gate will be guarded by Elementals, Erdeen or similar.

Secret Crafts of Elementalism

This section binds together the information from the following sources; Gaz 3 (page 72) and GkoM (page 110-112), both on Secret Craft of Elementalism, Rules Cyclopedia on Elemental Planes, and AD&D2 PHB/DMG on Elementalists.

There are four Academies of the Element (Air, Water, Fire, and Earth), which are rival orders. Every one of these competitive orders rivals the other three—each even has its own High Master. However, the greatest rivalries rage between Water and Earth, and Fire and Air. Elementalists deal only with their particular Element, and new disciples immediately learn their order's Elemental language. Elementalists are taught the following spells at the appropriate levels: Dispel Magic, Protection from Evil/Good 10' radius, and Conjure Elemental. Depending on their Academy, they can learn the spells in the following spell tables. The few spells marked with an * are always learned first. These spells are only taught when the Elementalists have learned all the abilities in the circle corresponding to his level. Elves should be allowed to cast these spells despite their normal level limitation (if studying under human mages). Use their attack ranks as described in the Elementalists Circle Table to find when they can learn these spells.

The Elemental wizard is a new variety of specialist Mage beginning to appear throughout the lands. These wizards scorn the "accepted" theories of magical classification (the rigid structure) in favor of a holistic, natural understanding of magic. The result is Elementalism, as such this is one of the not so secret crafts of Glantri, and more changes are rising. Elementalism is a Craft in itself; it is an area of specialization focusing on spells involving the four prime Elements of air, earth, fire, and water. These spells may be from any of the nine schools of magic. The fireball spell, for example, belongs to the evocation school, but according to Elementalists, it is also a spell of Elemental fire.

Unlike other specialists, an Elementalist doesn't specialize in a single specialization of magic, but may learn and cast spells belonging to their chosen Element. Although this may seem to be a great advantage, Elementalists suffer considerable penalties when learning and casting spells that do not relate directly to the Elements. The exception to this penalty is the spells of the school of lesser divination, which every wizard may learn. Each Element has a diametrical opposite: air opposes earth, fire opposes water, and vice versa. Every Elementalist must choose one Element as his specialty. He may learn and cast any spells relating to his chosen Element and gains advantages when doing so. He may also cast spells of the two Elements which do not oppose his specialty, for which he receives no bonuses or penalties. Consequently, he can not learn or cast any spells associated with the Element that opposes his Element of specialty. For example, a Fire Elementalist can cast spells relating to fire, air, or earth, but can't cast spells of Elemental water. A specialist is unable to use magical items that duplicate spell effects of his oppositional Element.



In combat between Elements, Elemental beings and Elementalists, dominance may result in double damage; the victim must save vs. spells for normal damage. The dominated creature also inflicts minimal damage to the dominant creature and tends to fear the dominant creature or Element and will prefer to flee instead to attack.

Opposition results in hostility, all reaction rolls are penalized by -8 if the also oppose in alignment and only -4 otherwise.

Requirements:

None. Currently Abilities limited to 300 miles from Glantri City. Spells unlimited

Save modifiers:

+2 vs. their Element based spells and opponents -2 on their saves

Benefits:

Elementalists gain 20% bonus to learn spells of their Element.

Elementalists can memorize +1 spell /spell level if of their specialty.

Elementalists sustain less damage from their Element -1 hp/die, but give more magical damage; +1 hp/die.

Elementalists suffer no damage in the Prime Plane from their Element by prolonged contact (example; Water Elementalists do not suffer from swollen bloated feet due water, Fire Elementalists do not suffer from normal heat and can be very close to fire, Earth Elementalists do not suffer scrapes and burns on ski due stone/sand, Air Elementalists do not suffer from bad air/stench.

Once per day, an Elementalist may choose to cast one memorized spell from his Element of specialty as if he were 1d4 levels higher. He must declare his decision to do this immediately prior to casting the spell. This affects range, duration, area of effect, and damage; it doesn't allow the wizard to cast a spell from a level which he normally could not use.

Upon reaching 15th level, an Elementalist doesn't need to concentrate when controlling Elementals of his specialty Element summoned by the spell Conjure Elemental.

At 20th level, there is no chance of a Conjured Elemental turning upon an Elementalist if the creature is of the wizard's specialty Element.

Penalties;

Elementalists suffer a penalty of -25% when trying to learn spells that do not relate to the Elements.

Elementalists always suffer greater damage from their opposing Element +1 hp /die.

They suffer a penalty to learn any non-Elemental Magic of -15% (example; light, darkness).

Can't cast any spells based on other Elemental without harm. If using items based as such they will drain the Mage temporarily of levels equal to the spell used from the item, due to the enormous strain on his body and mind. This will return in 1 hour per level. As Elementalists gain the powers of their craft, the powerful Elemental magic they use begins to change them physically and mentally (each Element differently, as per following tables).

Although lost ability point can be restored by Wishes these also cause all the abilities of the Craft to be lost. There are however, other canon non-magical and magical sources able to help any character to increase a single ability above his adult original; Training can increase Dexterity and Strength, Make-up and Scents can increase Charisma, age helps altering Intelligence, Wisdom, Constitution.

Air

They weaken physically, losing weight (1d4+10 % each circle) and 1 Constitution point when they reach the third circle. They lose 1 point of Charisma when they reach the fourth circle, as various personality (or Physical) changes go so far to make them less than desirable company.

Earth

They begin to move, speak, and even think more slowly; their Intelligence doesn't decrease, they just like longer periods of time to think things over (This influences any research, adding 10% cumulative per circle to the time used to research). They also lose 1 Dexterity point when they reach the third circle. They lose 1 point of Charisma when they reach the fourth circle, as various personality (or Physical) changes go so far to make them less than desirable company.

Fire

They grow more quick tempered, argumentative and rash (Any reaction rolls are penalized by 1 each circle, and any non-spellcasting initiatives are modified by 1 per circle). They lose 1 point of Wisdom by the third circle. They lose 1 point of Charisma when they reach the fourth circle, as various personality (or Physical) changes go so far to make them less than desirable company.

Water

They become ravenous—even gluttonous—when it comes to food and drink. Due to an increase in mass (and girth) they gain cumulative 10% of body mass and thickness sizes each circle, and they lose 1 point of Dexterity by the third circle. They lose 1 point of Charisma when they reach the fourth circle, as various personality (or Physical) changes go so far to make them less than desirable company.



Elementalist Circle Table								
Circle	Cycle	Cost	Experience	Level	Success	#of uses	Experiment	Laboratory
1 st	14	500gp	5000xp	5 th	60+1/lvl%	3 a day	1d6 Hours	5000 gp
2 nd	28	1000gp	15.000gp	7 th	50+1/lvl%	2 a day	2d6 Hours	10.000 gp
3 rd	42	1500gp	35.000gp	10 th	40+1/lvl%	1 a day	3d6 Hours	15.000 gp
4 th	56	2000gp	70.000gp	15 th	30+1/lvl%	1 a week	4d6 Hours	20.000 gp
5 th	70	2500gp	125.000gp	20 th	20+1/lvl%	1 a month	5d6 Hours	25.000 gp

- Circle:** A disciple's rank among his order, or the power rank of ability (similar to "experience levels").
- Cycle:** The time needed in days to study one ability of a circle. At the end of this time, the character gains the studied ability. A student may freely interrupt his studies, come back later and pick up where he left. To learn an ability, he must roll a 1d20 under his Intelligence or start all over again for this ability if he fails the roll (all costs have to be paid anew, and there is no raised chance to acquire the ability).
- Cost:** The fee in gold pieces for each day of studies. The gold is paid to the teacher, each day, or in advance for the full circle. In case of Self study the amount is doubled due to the many mistakes there are made, and more equipment, components and so on are used.
- Experience:** The experience points a student must earn before being capable of using a new ability with the best chances of success (see success, below). He must earn the experience points, using his newly acquired ability only, before starting a new cycle. When done, the character may resume normal level advancement.
- Level:** This is the minimum level at which a disciple may start studying abilities of each circle. Elves are treated differently: every time a "per level" ability modifier is mentioned in this chapter, add 2 levels per attack rank beyond C to the Elf's level.
- Success:** This indicates the percentage a disciple has of using an ability. The higher the ability, the lower the chances he will succeed. If he has not accumulated the needed experience yet, his chances are halved. For example: 60+1/lvl% means 60% chances plus 1% per level. A 15 level Wizard would have a (60+15)=75% chance (half that, rounded down, if he has not yet gained the required experienced points).
- #uses:** This defines the number of times within a specific period that a disciple can attempt to use an ability. A failed attempt counts as one attempt, since the necessary power is being called for. All abilities must be learned before advancing to the next circle. A 4th circle student must find the way to reach the 5th circle by himself. Costs and cycles on the chart are guidelines for personal research. If he intends to obtain the title belonging to this circle, once he has reached the last circle, the High Master will challenge (or be challenged) him to a duel. The High Master doesn't necessarily reside at the school (in Glantri City). They are more likely found in their own towers, cottages, cots, caves, or lairs.
- Experiment Time;** The minimum time needed for each attempt to learn of a circle ability. The chance is half that of the current success chance.
- Laboratory Costs;** This defines the amount of extra equipment, chemicals, tools and such the Elementalist needs when reaching this circle level. All abilities must be learned before advancing to the next circle. A 4th circle student must find the way to reach the 5th circle by himself. Costs and cycles on the chart are guidelines for personal research. If he intends to obtain the title belonging to this circle, once he has reached the last circle, he must challenge the High Master (or be challenged) to a duel. The High Masters do not necessarily reside at the school (in Glantri City). They are likely found in their own towers.

Abilities of the Elementalists Circles

First circle: Protection from Elements

The Elementals of the first circle can protect themselves from the natural Element of their academy. The exact effects are described below, according to each academy.

Air

Disciples suffer only half damage from all Air related attacks (Spells, Gas attacks, High winds, Sand storms, Whirlwinds, Air Elementals, etc.). They can walk on clouds or climb smoke up to 90 feet or up to 3 rounds whichever comes first.

Earth

Disciples suffer only half damage from Falling Rocks, Stone Projectiles, Earth Elementals, Earth-related spells, etc. They can move up to 90 feet or 3 rounds (whichever comes first) over quicksand, crumbling stone ledges, or mud.

Fire

Disciples suffer only half damage from all fire related attacks (Spells, Dragon breath, Lava, Open fire, High temperatures, Fire Elementals, etc.). They can walk for 90 feet or 3 rounds whichever comes first over lava.

Water

Disciples suffer only half damage from all water-related attacks (Waves, Water Elementals, Ice Blocks, or snow, etc.). They can also walk for 90 feet or 3 rounds whichever comes first over water.

Second circle: Minor Conjunction

The Elementalists may conjure 1d4 Elementals of his academy by concentrating. Conjured Elementals have a number of Hit Dice equal to, or less than that of the Elementalists. These creatures remain under the Elementalists' control. He can't control more Hit Dice of Elementals than he has levels. They fall automatically under the character's control because they are actually only a combination of the basic Element, the character's will power and natural magic. These Elementals will cease to exist when the Elementalists loses consciousness or dies, due to their origin. When the Elementalists is drained of levels (due to Undead, or magic) the excess Elementals become free-willed and they mostly be automatically hostile to the Conjurer. Any level draining attack placed on the Elementals, will destroy them and results in a temporary loss of HD to the Conjurer for 1 hour per HD drained.



*Elementalists can give the Conjured creature(s) a series of orders of any level of complexity: the Elemental will execute them to the best of its abilities and knowledge without trying to distort the intent of the orders. The Elementalists doesn't need to concentrate to keep control of the creature. The control lasts for one day per level of the Elementalists, or until dispelled, or until the mission is accomplished. Once freed of the control the Elemental becomes a free-willed Elemental that wants to go to a pure Elemental surroundings. They are mere children now, without any knowledge, except their instincts. They will always prefer to return to their corresponding Elemental Plane. A roll of 10 on 1d100 causes a small rupture to appear between the Elemental Plane and the Prime Plane, expelling a 16 HD Elemental of the opposing Plane to the Elementalists instead of the expected one. This Elemental will automatically be hostile towards the Conjurer, (this due the unwanted and painful transport, the aggressive surroundings it appeared in, and the sense that an opposing Element tried to control it) and attacks immediately. **Water** will be always hostile towards **Earth**, while **Air** will be always hostile towards **Fire**, and visa-versa. The Elementalists can always cast a *Dispel Evil/Good* or *Dispel* magic spell to banish the creature back to its own Plane. This banishment can also be used against unfriendly free-willed self conjured Elementals.*

Third circle: Major Conjunction

This ability allows Elementalists to Conjure and control any specific creature native to their Element.

Air

Therefore, a Master of the Air could Conjure a Lesser Djinni, Greater Djinni (Pasha), Airdrakes,, Eolian, Anemo, Aerial servant (Haoou), Invisible Stalker (Sshai), Air Plasm, Air Fundamental, Air Elemental, Sylph (Faerie), Mist Mephit, etc.

Fire

A disciple of Fire could Conjure a Lesser Efreeti Genie, Greater Efreeti (Amir) Genie, Pyrophor, Helion, Firedrake, Phoenix, Fire Plasm, Fire Salamander, Fire Fundamental, Salamander, Fire Snake, Fire Mephit, etc.

Earth

A Earth Master , a Kryst, Erdeen, Basilisk, Cockatrice, Earthdrake, Gorgon, Horde, Medusa, Medusa Maedar, Earth Plasm, earth Fundamental, Pech, Sandling, Dao Genie, Lava Mephit, Xorn, Xaren, etc.

Water

And a Water Master, an Undine, Hydrax, Waterdrake, Water Plasm, Frost Salamander, Ice Crab, Water Fundamental, Nereid, Water Weird, Marid Genie, Steam Mephit, etc.

There can also be Conjured other creatures from the corresponding Elemental Planes , because this ability is actually some sort of conjuring and Teleportation together. The ability resembles the Minor conjunction in regard to Hit Dice and number limitations. With a roll of 01 on 1d100, the creature(s) will automatically become hostile towards the Elementalists. This spell can't be used to conjure a specific individual, only a specific kind of creature. This spell can also not be used to Conjure Prime Plane (or other Planar origin) creatures wandering on any Elemental Plane.

Fourth circle:

Full Elemental Control

The disciple controls non-living matter corresponding to its academy. He can shape and move it for one round per level of experience. The animated matter can fight as a 16 Elemental (for THAC0, damage, and hit points purposes), depending on the disciple's level. By concentrating, the Elementalist can make the matter attack anything within the area of effect. The Character can move up to 20 feet per round, with the effect following. But, walking out of the affected area at normal speed—moving 30 feet or more away from the affected area—dispels the effect. The ability needs concentration to maintain. Any disturbance will disrupt the effects. Elementalists all gain certain powers over the affected area of material, according to their order:

Air

The master causes winds to stop or blow as a Hurricane within a 4 feet diameter per level of experience. The air defects nonmagical missiles and carries the wizard at 360 feet per round. The Elementalist is immune to damage from high winds. The Elementalist can use this ability to transport himself over great distances, as long as he stays within the area of effect. When he moves outside the affected area (less than 30 feet), his speed is reduced to 20 feet per round. The Winds can be directed so that they continuously circle around the Elementalist.

Earth

The Elementalist can shape stone or Earthen matter at will within a 1 feet radius per level of experience. The wizard can disintegrate Earth and Stone in that area as well and proves immune to lava burns and to crushing damage from falling stones. The Elementalist can use this ability to transport himself at great speed (240 feet per round) on a rolling wave of earth, or at 120 feet per round underneath the ground (burrowing).

Fire

The master extinguishes a fire or causes one to fill that area of effect (2 feet radius per level of experience). The Elementalist can build Walls of Fire within this area at will and remains immune to all heat, magical or natural. The fires thus creates do not need fuel to maintain existence, but will ignite any combustible items coming in contact with. The Wizard can use this heat as a way of slow transportation when he places a non-combustible balloon over it. He can't steer the direction of the balloon other than up or down. He can rocket himself up at the speed of 480 feet per round this way.

Water

Wizards still water or stir it up to become storm-rough in a radius equal to 3 feet times their experience level. Breathing water seems just like breathing air for these characters, which can also swim regardless of currents or whirlpools. He can use this water as a means of rapid transportation as long as he maintains himself in the area of effect. He would be able to surf the water at a rate of 240 feet per round.

A roll of 01 on 1d100 causes the affected area to go out of control. Anything inside automatically suffers full damage from one attack each round until it moves out of the area of effect. Anything still inside at the end of the duration is utterly destroyed. The disciple suffers great trauma which permanently reduces all future Elemental ability checks by 10%. The ability can be used only once a week or cause great disturbances of the surroundings. (The area could be permanently affected by the negative form of the Element used, radiate toxic magic, Wild Magic or worse).

Fifth circle:

Metamorphosis

The High Master can become an Elemental of the appropriate academy, with a number of HD equal to his level of experience. He retains the use of spells and magical items, and gains all abilities and statistics of the Elemental form, which ever are best. In this form he would become asexual like all Elementals, and would be effected by all Elemental Magics and natural effects (For example, a 16 level High Master desiring to do so could assume a 16 HD Elemental hit points total of 115 hp). When he remains in this form for longer than 1 year per HD he would reproduce naturally (that is split up in as many 1 HD Elementals as the caster originally had levels) and as thus forget his original existence.

In addition to all these abilities he can freely enter or leave the Elemental Plane of his Academy. A roll of 01 on 1d100 causes an Elemental ruler to seek out the High Master and put an end to his disturbing activities. He may leave, but the Elemental ruler will seek to corner him every time he enters the Plane (or could even follow the High Master if it was a Mage itself) together with a lot of Elementals.

The High Master may fight; if defeated, he dies by being crushed or disintegrated. If he wins, the High Master absorbs the essence of the Elemental ruler, and as thus gains the ability to turn into a 41HD Elemental Ruler (even if the Elemental ruler's body was higher), but only on the Elemental Plane. He gets the position and rights and obligations of that Elemental Ruler. The Elementalist can command all uncontrolled Elementals within that Ruler's province of the Plane, but only when both the Elementalist and the Elementals are on that Plane.

Any Elementals brought or Summoned (not Conjured) on the Prime Plane will mostly be friendly to the New Elemental Ruler. They recognize the ruler by its radiance of power and the corresponding eyes (which now seem to give an image of the corresponding Element (Fire = Flames, Water = Water, Air = Clear, Earth = Stones). Out of the Plane the High Master has further only his normal Elemental form. Each new level he gains adds 2 HD to his Elemental Ruler form.

Important note:

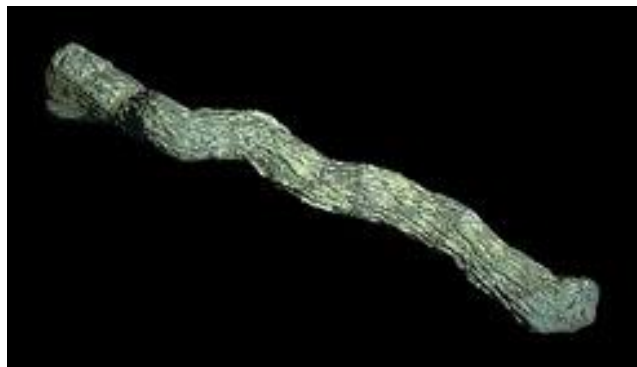
Elementals are NOT evil in itself (exceptions do apply however). They have alignments as variable to demi-human-oids on the Prime Plane. They are however affected by Dispel Evil, Dispel Magic and Protection from Evil spells due the magic from the Conjunction spell.

This means that free wandering (non-evil) or summoned—not conjured—Elementals (or Prime Planar creatures in an Elemental Plane) will NOT be affected by Dispel Evil or Dispel magic or Protection from Evil, as they are NOT evil (exceptions do apply however, and thus will be affected).

There are currently (1014AC) about 500 Elementalists in all of the Known World, from which a 220 are from the original Glantrian craft, The number of Elementalists is rising slowly since the craft is now open to all who want to use it.

The current High Master Air (1014 AC):	5 th circle	Former Prince Volospin Aendyr of Blackhill (died in the Meteor strike of 1007AC, not replaced yet)
<u>Other well known Air Elementalist are:</u>	4 th circle	Lady Tereis Haaskinz
	2 nd circle	Frau Gertrud von Drachenfels (Dead)
	2 nd circle	Lady Natacha Datchenka (vampire pawn)
The last High Master Earth (till 1007 AC)	5 th circle	Insane Prince of former Caurenze, Viscount of Sirecchia, Viceroy of former Ylourgne Innocenti di Malapietra
The ruling Master Earth (1010-1014 AC):	5 th circle	All Caurenze citizens died in the meteor strike of 1007AC
<u>Other well known Earth Elementalist are:</u>	3 rd circle	Frau Hildegard von Drachenfels of Aalban
	2 nd circle	Dame Lucrezia di Malapietra (died in meteor strike of 1007AC)
	2 nd circle	Lady Natacha Datchenka (vampire)
	2 nd circle	Sir Giovanni di Malapietra (Il Signor Giovanni) Condottiere of Lizziene (died in the meteor strike of 1007AC)
	2 nd circle	Tresh Barukta
The last High Master Fire (1014 AC):	5 th circle	Late Prince Vanserie Vlaardoen XI of Bergdhoven, Viscount of Linden, treasurer of the council (died during Wrath of the Immortals, not replaced yet)
<u>Other well known Fire Elementalist are:</u>	4 th circle	Countess Lady Sinaria Verlien of High Sonden (disappeared 1014AC)
4 th circle Miss Mary "Contrary" Contedy	3 rd circle	Baron Lord Pieter Vandehaar of Oxhill
3 rd circle Miss Allura Jet	2 nd circle	Princess Juliana Vlaardoen of Bergdhoven, Viscountess of Linden
The current High Master Water (1014 AC):	5 th circle	Prince Harald Haaskinz of Sablestone, Baron of Kern, Current Grand Master of the Great School of Magic
<u>Other well known Water Elementalist are:</u>	4 th circle	Hamish McGregor (see PC3 Sea People)
	3 rd circle	Duchess Lady Margaret (of) Hillsbury of Fenswick
	3 rd circle	Sir Sean McGregor
	3 rd circle	Sir Quentin McGregor
	3 rd circle	Duke Gerrid Rientha of Westheath
	3 rd circle	Sir Dominick Haaskinz
	2 nd circle	Viscountess Lady Arbana Jerbat

Fulgurite Staff Book; Earth Elementals, Rockmen and also many Earth Elementalists make use of Fulgurites, which are formed when lightning strikes the ground, fusing and vitrifying mineral grains. These are freed from the ground to be used as a sort of spellbook. These fulgurites store the spells learned indefinitely enabling to memorize them if in tune with the stone itself. In fact functions like a normal spellbook, but is useless to non-earth Elementalists. Each fulgurite staff is valued at normal book prices x150%, and at 250% if magically hardened to prevent breakage. (See also; [Rockmen Family](#) and [Threshold 17](#) pages 103-123).



Elementalism and the Day of Dread Effects

Currently (1014 AC) the Elementalists still use strains of magic that unknowingly bear magic influenced by the Radiance. This is also the main reason that Elementalists have not spread far beyond the Glantrian borders. However, with the coming of Frost Mages in North Brun (1000AC) using a form of Elementalism with more spells unaffected by the Day of Dread. There are those Elementalists of any of the four elements that become aware of this situation. Their research lies now in ways to remove the Radiance strain from their magic, and as thus spreading unaffected around, eventually enabling Elementalists to spread globally. Thus far they only managed to alter a few spells. These are listed in *italic* in the next table. Only these spells are thus far unaffected by the Day of Dread effects. When they are finally able to spread, no more than 1 High Master can exist within a 1000 miles. They will always compete with each other.

It is impossible to list all the spells here but they can also be found in *Glantri Kingdom of Magic*, *Dragon Magazines*, *Rules Cyclopeda*, and the *TSR2165-WSC1-AD&D2-Wizard's Spell Compendium-Vol 1*, *TSR2168-WSC2-AD&D2-Wizard's Spell Compendium-Vol 2*, *TSR2175-WSC3-AD&D2-Wizard's Spell Compendium-Vol 3*, *TSR2177-WSC4-AD&D2-Wizard's Spell Compendium-Vol 4*.

A few spells are created by me and are variations of existing spells but using another element, sometimes with some minor extra effect (acid burns a bit, fire can spread, air can cause unconsciousness, water can cause flooding and flowing, and matter may bury or crush objects), but in major game effect they are equal to the spell they are derived from.

Wall of Stone is actually *Wall of Solids*, using the solid form of the element of choice.

The following spells are preferred by these class mages, but they are not limited to these. They may have some handicaps in researching/casting other Elementalists spells, especially if opposed (doubling research time and cost, and casting time, a saving throw bonus of +1, and a -1hp/HD damage, or reduced range/effect (this as decided by the DM)). Spells from this spell list can be found in *Rules Cyclopeda* (RC), *Champions of Mystara builder's book* (CoM), *Dawn of the Emperors* (DoE), *Gaz 5 Elves of Alfheim* (G5) or *Gaz13 Shadow Elves* (G13), *Glantri Kingdom of Magic* (GkoM), and *Gaz 9 Minrothad Guilds* (G9). Others drawn from *AD&D2-Wizard's Spell Compendium 1-4*, are mostly altered, adjusted, to fit the *Mystara BECMI* system, or are expanded spells versions of listed spells, or are new creations by me and are listed in this book, the number is the page where it can be found.

Preferred spells of Elementals by Element			
Earth	Earth	Fire	Air
Adamant Grasp (200)	Transport Through Rock (G13)	Wall of Fire (RC)	Airball (263)
Animate Rock (RC)	Turn Rock (G13)	Wall of Stone(Solids) (RC)	Aerial Servant (RC)
Animate Statue (RC)	Wall of Blackstone (209)	Wall With No Doors (GKoM)	Appear/Mass Invisibility (RC)
Anti-U. Animal Shell (G13)	Wall of Iron (RC)	Water	Arrow Strike (256)
Catapult (200)	Wall of Sand and Dust (209)	Acid Arrow (286)	Assume Gaseous Form (259)
Cloth Form (DoE)	Wall of Stone(Solids) (RC)	Acid Web (286)	Blur (257)
Conjure/Summon Elemental (259)	Fire	Air Breathing (286)	Blink ()
Crystallize (201)	Amplify Mystical...(GKoM)	Ascent (286)	Call Lightning (RC)
Detect Gems (200)	Affect Normal Fires (169)	Ball Lightning(G9)	Calm Wind (CoM)
Detect Metal (200)	Agannazar's Scorcher (170)	Bloat (287)	Chain Lightning (261)
Detect Mineral (201)	Burning Hands (410)	Brannart Acidic Grip (GKoM)	Clear Air ()
Dig (201)	Chromatic Orb (411)	Calm Water (G9)	Clear Sight (CoM, G9)
Dissolve/Harden (RC)	Conjure/Summon Elemental (199)	Careen (G9)	Climate (CoM)
Distance Distortion (112)	Contingency (RC)	Conjure/Summon Elemental (199)	Cloudburst (260)
Earth Cover (201)	Control Temp. 10' (G5)	Continual Current (287)	Cloudkill (RC)
Earthgrip (202)	Dancing Lights (411)	Control Currents (287)	Conjure/Summon Elemental (199)
Earthquake (RC)	Dehydrate (G5)	Corrosive Cloud (287)	Continual Wind (258)
Fabricate (DoE)	Delayed Blast Fireball (RC)	Create Water (288)	Control Wind (258)
Filth Bane/Filth (GKoM)	Disintegrate (RC)	Drop of Slime (288)	Corrosive Cloud of Mist (262)
Find Familiar (37)	Douse Flame (411)	Elemental Protection (288)	Create Air (CoM)
Flesh to Stone (RC)	Duel Shield (DoE)	Elemental Protection 10'(288)	Create Atmosphere (CoM)
Free Undergr. Animal (G13)	Eternal Flame (169)	Find Familiar (37)	Dispel Fog (CoM, G9)
Gain Weight (202)	Explosive Runes (414)	Gelatinous Form (289)	Distance Distortion (112)
Gate (RC)	Faerie Fire (353)	Growth of Fish (288)	Explosive Cloud
Glassteel (203)	Fiery Beam (416)	any Hold spell (RC)	Featherfall (256)
Growth Und. Animal (G13)	Find Familiar (37)	Hydrax (289)	Find Familiar (37)
Hold Undergr. Animal (G13)	Fire Aura (415)	Ice Storm (RC)	Float in Air ()
Iron Form (DoE)	Fire Ball (RC)	Ice Wall (RC)	Floating Disc (RC)
Lava Breathing (202)	Fire Finger (412)	Icicle (289)	Fly (RC)
Lower Lava ()	Fire Flow (414)	Improved Icicle (290)	Fog Cloud (257)
Major Creation (203)	Fire Gazing (414)	Laeral's Aqueous Column (290)	Fog Wall (257)
Meld into Stone	Fire Shield (415)	Liquid Orb (290)	Forcefield (RC)
Mending (204)	Fire Slumber (411)	Locate Sea Life (G9)	Gaslungs ()
Metal to Rock (G13)	Fire Trap (415)	Lucid Vista (256)	Gust of Wind (260)
Meteor Swarm (RC)	Firestaff (413)	Obscure/Reveal (G9)	Heat Air ((CoM)
Mine the Earthspark (110)	Flame Chase (417)	Oilskin (CoM, G9)	Hold Vapor (261)
Move Earth (204)	Flame Shroud (416)	Part Water	Hover (260)
Mudpack (204)	Flame Sphere (169)	Power Word Liquefy	Invisible Stalker (163)
Pass Wall (RC)	Force Field (RC)	Raise Water	Levitate (RC)
Pass Without a Trace ()	Gate (RC)	Rapid Swim (291)	Lucid Vista (256)
Polymorph Any Object (RC)	Growth of Plants (RC)	Resist Slime (291)	Mind Barrier (RC)
Polymorph Other (RC)	Guards and Wards (238)	Sea Legs (G9)	Nightwatch (321)
Polymorph Self (RC)	Haste (RC)	Sea Sickness	Orientation/Compass (256)
Protection From Evil (RC)	Heat Air (CoM)	Shark Bolt (292)	Obscure/Reveal (G9)
Protection from Glebes (108)	Heat Metal (RC)	Sleep (RC)	Precipitation (G5)
Push (420)	Lightning Balls	Spout of Scalding Wrath (GKoM)	Predict Weather (RC)
Quimby's Enchanted Gourmet (418)	Lightning Bolt (RC)	Slime Growth (292)	Prot. Norm. Missile (RC)
Renew Earth ()	Limboitic Energy Drain (339)	Slime Guardian (292)	Protection from Lightning (G9)
Resist Fire(RC)	Lower Lava ()	Slippery Skin (292)	Resist Climate (RC)
Rock (205)	Magic Missile (RC)	Steam Blast (293)	Ride the Wind (258)
Rock Door ((205)	Meteor Swarm (RC)	Summon Sea Creatures (G9)	Skyhook (259)
Sand Storm (206)	Prismatic Wall (RC)	Swimming Doom (293)	Sleep (RC)
Shatter (301)	Produce Fire (170)	Talk to Sea Creatures (G(Solid Fog (260)
Shield (RC)	Protection By Warmth (412)	Tar (G9)	Summon Weather (RC)
Speak with U. Animals (G13)	Pyrotechnics (170)	Tidal Wave (294)	Survival (RC)
Sink (207)	Resist Fire (170)	Transmute Ice to Water (G9)	Unseen Servant (RC)
Sink into Earth (190)	Scorch 410	Transmute Water to Ice (G9)	Wailing Wind (257)
Slow (RC)	Searing Serpent (414)	Transport Through Kelp (294)	Wall of Air (260)
Statue (RC)	Shield Flame (107)	Viperout (294)	Wake-up Call (257)
Steel Form (DoE)	Shocking Grasp (413)	Volholm's Minute Missiles (295)	Weather Control (261)
Stone Bolt (205)	Smoke Shadows (413)	Volholm's Tentacle Arms (295)	Whirlwind (263)
Stone Door (207)	Smokescreen (412)	Water Barrier (295)	Wind Whisper (258)
Stone Drill (208)	Smother (412)	Water Breathing (RC)	Windwar (263)
Stone Pillar (191)	Soaring Fire Fingers (415)	Water Current (295)	Wings (292)
Stone Form (DoE)	Spark (410)		
Stone Shape (145)	Spell Turning (416)		
Stoneskin (207)	Spelldoor (GKoM)		
Stone Sleep (206)	Strike of Doom (GKoM)		
Stone to Flesh/... to Stone (RC)	Sunburst (416)		
Thorn Spray (209)	Torrent of Death (GKoM)		
Thorn Strike (209)	Transmute Rock to Lava (G13)		
Transmute Rock to Lava (G13)	Transmute Water to Dust (417)		

Conjure Elemental (Expanded information)

Basic 5th level Conjuraton spell

Range: 240'
 Duration: Concentration
 Effect: Summons one 16 HD Elemental or lower by wand or staff
 Saving Throw: None
 Casting time; If Conjure 5 (sometimes longer—see table additional info).....If Summon up to 10

This spell allows the caster to conjure any one Elemental of one type known(AC-2, AV by sort, HD16, Damage 3d8).When a Magic-User casts this spell on the Prime Plane, the Magic opens a vortex on both Planes (both the called Material Plane and the Prime Plane) and creates a tiny wormhole connecting them. The wormhole is very small—less than an inch across—and it pulls a life force from the Elemental Plane through the vortex. The life force appears on the Prime Plane near the spell caster, and forms a new temporary body from material nearby. To form a new body, the Elemental life force can only use material its familiar with; a Water Elemental must have water, an Earth Elemental must have Earth, and so forth. When the Magic ends, the creature's life force goes back to its Plane through the still existing (on the same spot) wormhole, and the wormhole and both vortices disappear. When seen from an Elemental Plane, the creature affected by the spell is slowly ripped painfully from its body and simply disappears. The material of its body suddenly dissipates and drifts, with no life force left to hold it together. When the life force returns to the Elemental Plane of Origin, it immediately forms a new body, and resumes its "normal" life, however if it is slain, its soul will travel to Limbo and its body will become prey to local life.

Only one of each type of Elemental (Earth, Air, Fire, Water) can be summoned by the same caster in one day. The Elemental will perform any tasks within its power (carrying, attacking, etc.) as long as the caster maintains control by concentration.

Communication is magically understood by both caster and the elemental. The caster can't fight, cast other spells, or move more than half speed, or the control is lost. If the control is lost, it can't be regained. An uncontrolled Elemental will try mostly to slay its Summoner (due to the horrific torment it went through), and may attack anyone in its path while pursuing him. A controlled Elemental may be returned to its home Plane simply by concentration (it returns and regenerates whole). An uncontrolled Elemental may also be sent back by the use of a Dispel Magic or Dispel Evil spell (it returns and mostly dies due lack of regeneration) This spell can't be cast on any other Plane than the Prime.

1d100	Additional information chance to receive the follow ing random elemental creature w ith Conjuring
1-85	Normal Elemental of HD of magic used or Low er
86-90	Fundamentals as many as the magic allow ed by normal HD
91-93	Elemental Animal Creature of HD of magic used or low er (example;Xorn, Weird, Salamanders, etc)
94-95	Other Sentient Elemental Creature of HD of magic used or low er (example Djinn, Efreet, Medusae)
96-100	The Conjuraton spell is blocked by a Protection from Conjuraton spell and is delayed by 5 initiative segments (roll again 1d100)

Communication is magically understood by both caster and the elemental. The caster can't fight, cast other spells, or move more than half speed, or the control is lost. If the control is lost, it can't be regained. An uncontrolled Elemental will try mostly to slay its Summoner (due to the horrific torment it went through), and may attack anyone in its path while pursuing him. A controlled Elemental may be returned to its home Plane simply by concentration (it returns and regenerates whole). An uncontrolled Elemental may also be sent back by the use of a Dispel Magic or Dispel Evil spell (it returns and mostly dies due lack of regeneration) This spell can't be cast on any other Plane than the Prime.

Recent discovery: Summon Elemental 978 AC GSM Glantri

A Summon Elemental (druidic in origin and recently also available to Elementlists and a limited amount of magic users) actually makes a call first to a named or a random Elemental where upon agreement a one-direction gate leading from the Elemental Plane to the Prime Plane will be opened to let the Elemental enter without harm. These Elementals can't be dispelled by Dispel Magic or Dispel Evil. But the summoner can on a single command open a new one direction gate back home for the Elemental. The casting time is as with the normal Conjure Elemental Spell only 5 initiative segments, but the communication to call upon may take some time...making it up to double this.

This spell variant is used in a lawful way, and doesn't require concentration. To use the spell in this way the caster must succeed an Intelligence check (penalized by 3 if not an Elementalist or related creature) or must sacrifice a pure and whole gem corresponding to the Element required. Use the following table.

Then he cast the spell and creates the vortex between the two Planes, but in this case no pull toward a nearby Elemental is created. Instead it creates a way to communicate with the Elemental on the other end, and with good reasons to ask for aid, it will willingly come through the vortex (possibly even bringing other help). These is especially when Elemental and caster have met earlier, and know each other. The penalty will be reduced by 1 if they now each others name, and by 2 if they have become allies or even friends. The caster just needs to call the name of the Elemental (without mistakes) and the vortex will come to existence nearby the Elemental named. The rest is up to the caster and the Elemental. The Elemental will come and go as he or she pleases and will become angered as normal if a Control spell is applied on it. This Elemental doesn't have to be 16HD as with a Conjure Elemental spell, but can be of any Strength.

Plane	Gem	Basic Alignment	Reaction toward request		
			Positive	Neutral	Negative
Earth	Corborundum	Law ful	1-50%	51-80%	81-00%
Water	Emerald	Neutral	1-40%	41-80%	81-00%
Fire	Ruby	Chaotic	1-30%	31-60%	61-00%
Air	Diamond	Neutral	1-45%	46-75%	76-00%

Remember that an Elemental splits itself of form time to time to reproduce; this is also the end of the original Elemental (its "Death"). The caster will never know if the Elemental he calls for is still alive or just refuses or is unable to respond. Any positive reaction will bring the Elemental at the earliest opportunity toward the caster. Any negative reaction could be no reaction at all to a frontal attack and all possibilities in between. When the reaction will be neutral further talking will be needed, any alignment differences will result in a -10% per step (L-N=1, L-C=2, C-N=1, and Evil -N=1, Good-N=1, Evil-Good=2). This spell can be Conjured underwater, but still needs its basic amount of related Elemental material, therefore can Air Elementals be created only to the surface and Earth Elementals only on the bottom and must stay in contact with them. A Fire Elemental can only be summoned in an underwater volcano and losses 2HD per round as long as he remains underwater. A Water Elemental will give no problems of course. Similar problems will arise underground, high up in the Air, or in great fires or volcanoes, but of course other Elementals will be affected. Summoning always only calls for Normal Elementals and enables to speak with them, and as such this spell can't be used to acquire help from other Elemental Creatures.

Adamant Grasp **Prince Innocenti di Malapietra 988AC**4th level Alteration spell

Range: 60 yards
Duration: 1d4 hours + 1 Hour per level of the caster
Effect: 1 being
Saving Throw: Negates
Components: A tightly wound coil of stiff iron wire and a tuft of hair from a stone giant.

When this spell is cast upon a creature capable of holding tools (mostly those possessing opposable digits), this spell supernaturally enhances the grasping power of the hand to phenomenal power. The next thing grasped (by the hand chosen by the caster at the moment of casting) is held in an unbreakable grip until the spell expires. Also, the spell can be used on an existing hold if desired. Those who resist the bestowal of this unyielding grip are unaffected if a save vs. spells is made. This chance for negation occurs only once (as, for example, a hot poker is the next thing grasped!), otherwise the grip is treated as if the hand has supernatural Strength (26). Normal beings can't hope to break the grip; only those with a Strength of 20 or more have a chance of 2% per Strength above 20 to break the grip. This spell is suitable for beneficial purposes such as making sure that an important object is not dropped or lost for a period of time. This spell can also be cast upon enemies in a variety of circumstances. For example, when the spell is cast upon an unsuspecting individual, that individual might next grasp a door ring to open it, he can't relinquish his grip!

Catapult **Earth Elementalist Alex Degonnabue 1018AC**2nd level Alteration spell.

Range: 140 feet
Duration: 1 Round
Effect: 1 character
Saving Throw: None
Components: a object of maximum 3 pounds to be shot
Reading time: 10

By means of this Magic, the caster causes any single, small object (one less than three pounds) touched to immediately flash in a straight line along the caster's pointing finger to its maximum range (when it reaches it maximum, the object falls harmlessly straight down to the ground). Although the spell is sometimes used to move harmful objects away or transfer keys, coins, and the like to other beings, it is most often employed as an offensive weapon. If any being is struck by the flying object, it does whatever its normal damage would be (normal sling stone, bullet, dart or dagger damage, or 1d2 for small objects and 1d3 for larger objects) plus one point due its velocity. It strikes as a enchanted missile, considering the base hit chance as equal to the spell caster's THACO when striking directly. If the object touched is heavier than the spell's limitations, it quivers, but doesn't fly, and the spell is lost. Important note; the creator is secretly a polymorphed Gnome.

Detect Gems **Prince Innocenti di Malapietra 969AC**3rd level Divination spell

Range: 180'
Duration: 2 turns
Effect: detects gems
Saving Throw: None

When this spell is cast, the Magic user will see all Gems within range glow. This effect will not last for very long and should be saved until the Magic user wants to see if something found during an adventure is, in fact, gems. covered can't be seen because the Magic cast doesn't reflect upon a gem source. Example: shortly after casting this spell, a Magic user walks into a room containing a door locked by a crystal embossed key, a bucket with powdered diamond laying nearby, and a treasure chest containing a trystal and a Bag of holding with inside a ruby embossed wand. All items will glow for the Magic user (as long he is not blinded in any way), but only the key will be seen. The dust could be seen also if the container which holds the liquid was made of glass. Otherwise the light wouldn't be seen, as with the items inside the treasure chest, but if this chest would be opened within the duration, then the trystal and the bag would be seen, but still not the wand inside the Magical bag. When a specific spot or person is filled with a lot of mineral items (example; a gem vein, filled with pure gems) then there would be the possibility to be temporary blinded. This blindness lasts as long as the casters Wisdom in rounds. This spell enables to reveal gems through natural rock or earth for 10' per level of the caster, and will be blocked by lead, gold (which it does not specifically detect) or any other massive amount of metal. SFP; +5

Detect Metal **Prince Innocenti di Malapietra 969AC**3rd level Divination spell

Range: 180'
Duration: 2 turns
Effect: detects metals
Saving Throw: None

When this spell is cast, the Magic user will see all metallic objects, creatures, and places within range glow. This effect will not last for very long and should be saved until the Magic user wants to see if something found during an adventure is, in fact, metallic. Items covered can't be seen because the Magic cast doesn't reflect upon a metallic source. Example: shortly after casting this spell, a Magic user walks into a room containing a door locked by a metal bar, a vial with liquid metal laying nearby, and a treasure chest containing a metallic armor and a Bag of holding with inside a metal wand. All items will glow for the Magic user (as long he is not blinded in any way), but only the lock will be seen. The liquid could be seen also if the container which holds the liquid was made of glass or would be metallic itself. Otherwise the light wouldn't be seen, as with the items inside the treasure chest, but if this chest would be opened within the duration, then the armor and the bag would be seen, but still not the wand inside the Magical bag. When a specific spot or person is filled with a lot of metallic items (example; a fighter with metal weapons, armor, tools on his belt) then there would be the possibility to be temporary blinded. This blindness lasts as long as the casters Wisdom in rounds. This spell enables to reveal metals through natural rock or earth for 10' per level of the caster, and will be blocked by lead, gold (which it does nor specifically detects) or any other massive amount of metal. SFP; +5

Detect Mineral _____ **Prince Innocenti di Malapietra 969AC**

3rd level Divination spell
Range: 180'
Duration; 2 turns
Effect: detects minerals
Saving Throw: None
Reading time; 6

When this spell is cast, the Magic user will see all mineral objects, creatures, and places within range glow. This effect will not last for very long and should be saved until the Magic user wants to see if something found during an adventure is, in fact, mineral. Items covered can't be seen because the Magic cast doesn't reflect upon a mineral source. Example: shortly after casting this spell, a Magic user walks into a room containing a door locked by a stone bar, a bucket with stone salt laying nearby, and a treasure chest containing a Geonid helmet armor and a Bag of holding with inside a stalagmite wand. All items will glow for the Magic user (as long he is not blinded in any way), but only the lock will be seen. The stone salt could be seen also if the container which holds the liquid was made of glass or other mineral itself. Otherwise the light wouldn't be seen, as with the items inside the treasure chest, but if this chest would be opened within the duration, then the helmet and the bag would be seen, but still not the wand inside the Magical bag. When a specific spot or person is filled with a lot of mineral items (example; a Rockman with stone weapons, armor, and tools on his belt) then there would be the possibility to be temporary blinded. This blindness lasts as long as the casters Wisdom in rounds. SFP; +5

Crystallize _____ **Prince Innocenti di Malapietra 972AC**

6th level Alteration spell
Range: 120 feet
Duration; Permanent
Effect: One creature or object
Saving Throw: Special

This spell turns any one living or dead creature or object or liquid into the crystallized form. The Earth Elemental based form of this spell can turn a double quantity. This spell turns any one living creature, including all equipment carried, to Crystal. The living victim may make a saving throw vs. Turn to Stone to avoid the effect. The Crystal can be shattered and thus easily destroying the victim. Crystal has an AC of 9 and an AV of 4, the statue of a creature will still have its magical protections and hit points. The crystal will be worthless if sold (in pieces or whole) only the statue could have some artistic value.

Dig _____ **Lady Natacha Datchenka 992AC**

4th level Evocation spell
Range: 30'
Duration: 1 Hour per level of the caster
Effect: A hole of 5ft³ /level of the caster will be created, by Magically digging material out.
Saving Throw: None

When this spell is cast it will start digging in the earth and excavate the material out of the hole so dug. The caster can direct the Dimensions of the hole as he wants it. There is a chance that the pit collapses, as per table. These percentages will rise by 5% for every 5 feet depth beyond the safe depth. These chances will be doubled if large amount of water mix with the material or if this spell is used to make tunnels, the safe depth will be halved under these circumstances. The collapse chances are reduced to normal if the tunnel is supported with beams and stouts every distance equal to the safe distance dug, and planks if the material is loose. A quick way to search for water beneath the surface of the desert. Use of the spell does not increase the chance of finding water at a certain location, but at least the party won't spend a lot of time and effort in a fruitless endeavour. (SFP's -20).

This spell will not work in solid materials (like rock, or stone), nor in liquid or low viscous materials (like Magma, Lava, Quicksand) since these materials are either too hard to dig through or would collapse immediately. The excavated material is placed directly next to the hole and will slid back in if the amount becomes higher than 5 feet. To prevent this from happening the material has to be moved away, either Magically (another Dig or Ice Digger or Move Earth spell) or manually, or the material has to be blocked from sliding back by walls or rocks. A being running toward the caster while the Dig spell is directed in front of it must make a saving throw vs. spells or fall in. Immediately a collapse check has to be made by the caster. If the pit indeed does collapse, then anybody in the hole must make a saving throw vs. Death Ray or be buried alive and suffocate in 1/3 of the victims Constitution in rounds. If the victim does save, however, he will still be partially imbedded in the material. This spell can also be used against Earth Elementals. The caster must touch the Elemental (a Hit roll is needed), if successful it will give the Elemental 4d6 points of damage and an additional loss of 4 points per round if it is raining or the Elemental is applied with heavy amounts of water. The victim may save vs. spells for half damage (includes a loss of 2 points as described above).

Material	State	Collapsing Chance	Safe Depth
Sand	Loose	10%	5'
Mud	Loose	5%	5'
Packed earth	Packed	20%	10'
Quicksand	Liquid	100%	unsafe
Gravel	Loose	15%	5'
Dust	Loose	40%	5'
River Clay	Packed	40%	20'
Sea Clay	Packed	50%	30'
Sedimental "Stone"	Packed	5%	50'
Other Loose materials	Loose	30%	5'

Earth Cover _____ **Sir Giovanni di Malapietra 999AC**

1st level Conjunction spell
Range: 10'
Duration; 48 Turns
Effect: a volume of 10' x 10' x 10'
Saving Throw: None

This spell creates a mass of Earth from the ground directly below the targeted area. It usually blocks the area affected. Very large amounts of liquid (water, for example) will destroy the Earth Cover in 2 rounds, but all creatures within the wet earth cover will then be compressed for 1d6 damage by the extreme weight added. If used on a siege weapon it will render it useless for the whole duration. Strength can also be used to break free and the stronger the easier the Earth Cover will be broken. See table. Any being in the Earth Cover can be killed with a single stroke of a sharp or pointed weapon through the loose earth. Partially covered creatures get a bonus on their strength of +1 if 50%, +2 if 25% covered.

Any round the victim must hold his breath or suffocate (this as per Constitution x rounds). Any Strength used will halve the time able to hold his breath. Any victim suffocated in this way will die in one third of the Constitution x rounds of the victim. When freed on time, any healing skill can restore the victim, although he will be seriously fatigued for 20-victims Constitution Turns.

Strength (inc. magical induced)	Break Free in;
24+	destroy cover as if it isn't there
22-23	1 round
20-21	2 rounds
18-19	4 rounds
16-17	1 Turn
13-15	1d4 Turns
9-12	2d4 Turns
6-8	2 Hours
5 or lower	can't

The Earth Cover will remain in their new position when the spell ends, but does will collapse in a heap (40° angles), and so probably releasing those within, and slide back on the ground long after the duration. During the duration, a circle shaped impression will be created around the targeted area of 4.5 feet deep. When cast on a solid stone floor this spell will not work, but when cast on covered earth, it is able to cause the covering to sink beneath the earth, and even collapse the constructions build on the coverings (example; Dungeon walls on stone floors, here is the possibility great that the walls will sink and so collapse this corridor or room). This spell can't be cast in areas (structures) with no direct connection to the ground (i.e., a second floor), but can be cast anywhere else, as long the ground can be used. Crossing the maximum distance of 10' from the ground automatically does the spell fail. The total weight of the dry earth is 40.000 cn/4000 LBS.SFP; +1.

Earthgrip _____ **Tresh Barukta 1006AC**

7th level Alteration spell

Range: Touch
 Duration: Permanent
 Area of Effect: One creature is attacked by earth.
 Save: Special
 Reading Time: 8

This spell can only be used when the target is on the ground' packed earth, earth, soil, etc. This spell doesn't work on loose sand, watery or rocky earth, or solid Stone. The caster touches the creature (by making a Hit roll) and exerts his will to cast the spell (this part of the spell takes 1 round segment only, the rest of the spell may be cast before hand, but no earlier than 1 round per level of the caster). Caster and target roll 1d12, and see which is higher and how much, and the spell effects will be as follows:

A caster can always choose to have a lesser effect than the usual result of the compared scores. Earth Elementals struck by an Earth grip are instantly sent back to their Home Plane, exhausting the spell. This spell has effect on the normal earth and as thus gives a 75SFP per level of the caster.

Target vs Caster	Effect on Target
3+	Completely unaffected. Spell lost.
2+	Slowed to half speed for 1d3 rounds, as the earth grasps the feet of target
1+	Held at the spot touched by the earth (in effect similar as a Hold person spell.
0	Earth rises up to strike target once, doing 3d4 points of damage. Thrown down by the earth movement.
-1	Struck by a fist of earth that rises up to do the caster's bidding for 1d4 rounds, striking for 3d4 damage per round at +1 to hit from the caster. Even if the fist misses, thrown to the ground by the convulsions of the ground underfoot. Spellcasting will be impossible during that round. Only creatures able to levitate or fly can escape the effects of moving earth—but the fist can reach up to 20' vertically to strike at them.
-2	Cracks open in the earth beneath target, trapping instantly as the fissure snaps shut again. Only the upper half of the target remains above ground. Immobilized unless it can dig free, change its form to escape, or use magic to free itself Immobilized targets can automatically be hit by others, twice per round. Effective Armor class becomes 20 minus magical bonuses.
-3	Earth opens up to swallow up target. Target takes 6d6 points of crushing damage and breaks 1d10+4 bones, and must save vs. spells to avoid death by suffocation and crushing. A successful save results in being imprisoned within the earth, alive in stasis, helpless unless freed by digging, natural forces, or a Dispel Magic cast on the spot followed by the character pulled out.

Gain Weight _____ **Alphonse**

De Vinck 896AC

1st level Alteration spell

Range: 5 yards/level
 Duration: 1 Hour/level
 Effect: One Creature drastically increased in body weight and volume
 Saving Throw: Negates

The spell causes the designated target to gain useless body mass in the amount of 25% for each level of the caster, to a maximum of 300%. Thus, if a 3rd level Wizard successfully casts Gain Weight at a 200 Lbs. man, the man's weight is increased by 75%- he gains 150 Lbs. of useless fat, and weighs 350 Lbs. until the spell's duration expires. This spell appears to be a variant on the Enlarge Spell. It works only on living creatures. An unwilling recipient receives a save to avoid the effects. The added weight is repulsive and ponderous so that the victim of the spell suffers a -1 penalty to Charisma and Dexterity for every 2 levels of the caster (round down). Maximum penalty is -6. Movement is decreased by ¼ for every 100% of weight gained, so that at maximum effect (300%) the victim slumbers along at only ¼ of normal speed. It is not possible to use this spell to inflict injury by squeezing; all clothing and equipment worn by the caster fall to the ground, unharmed, because the caster becomes 1 second immaterial in the beginning of this spell. After the spell's duration expires, the victim can re-equip himself. However, the sudden weight gain requires a Dex. check in precarious circumstances-if the victim is balanced on a ledge, or a rope bridge. Attempting to use thieving abilities such as climb walls (larger fingers can't grip small cracks), hide in shadows (there's more to hide), or move silently (heavy breathing due to the exertion of carrying the extra weight) result in 25 % penalty per 100% weight gained. The DM may need to make item saves for weak floors, old rickety chairs, etc., that the victim encounters. The added weight counts as encumbrance, which may require victims to shed excess equipment. Any flying creature (except those which fly Magically, such as Beholders) which gains more than 75% of its base weight must land by the end of the round the spell takes effect. If not, the creature crashes and suffers ½ normal falling damage. When the spell expires, the victim returns to normal size immediately, with no other harmful effects.

Glassteel _____ **about 944AC by unknown mage from Aeryl (Immortal's Arm) sold to GSM 978AC**

5th level Alteration spell

Range: Touch
 Duration: Permanent
 Effect: Object(s) touched
 Saving Throw: none
 Casting Time; 1 Turn

This spell turns normal, nonmagical crystal or glass into an equally transparent substance that has the tensile Strength and unbreakability of actual steel. Ee' aar use this spell to create glass weapons and armor. The caster can affect a single, whole object that weighs five pounds (50cn) or less. Since the substance created has half the weight of steel for the same mass, an item equivalent in size to a 10 pound (100cn) item can be created. Alternately, a pound (10cn) of smaller, linked items (such as glass links for Glassteel mail) can be enchanted with a single casting of the spell. An Ee' aar making Glassteel chain mail creates the rings in small amounts, enchants them, attaches the next batch, enchants them, and so forth, until finished.

Lava-Breathing *Stolen from Shadow Elves in 891AC, lost in Library until 954AC*

4th level Alteration spell
Range: 30'
Duration: 1 Day
Effect: 1 air breathing creature
Saving Throw: Negates
Reading time: 8 rounds
Casting Time: 4 rounds

This spell allows the recipient to breath while under lava. It doesn't affect movement in any way, nor does it interfere with the breathing of air. The use of this spell also protects the recipient against lava fumes, sulphur damps and other earth-bound breathing interfering dust or gasses. The spell protects the lungs from the intense heat of the lava fumes and removes any material dust or residue entering the lungs (other wise the lung soon would be filled, tarred or alike). This spell doesn't afford other protection from the intense heat of the lava, nor does the spell improve vision while under lava.

Lower Lava

Alteration spell
Range: 240'
Duration: 10 Turns
Area of Effect: cuts depth to halve normal
Save: none

This spell will affect an area up to 10.000 square feet. At the end of the duration, the lava moves back into the area, sometimes causing "Lava Waves" that otherwise would not normally occur. The remaining lava will still be as normal lava in respect to heat, melting, etc. SFP -50% during duration, and +150% thereafter permanent. (i.e. 100SFP prior to casting, becomes -50%=50SFP during duration, and 150% x 50=75SFP, thus 50+75=125SFP thereafter.).

Major Creation *Peter Demesmaecker 988C (probably a fake name as the family obliterated 828AC)*

5th level Conjuraton spell
Range: 10 yards
Duration: Special
Effect: creates matter
Saving Throw: None

This spell will temporary create any matter out of thin air. The caster must succeed an Intelligence check to create a known material object if he wants it to resemble the "real" material. Therefore use the following table. The Intelligence check will be penalized by 5 if unknown, -4 if faintly known, -3 if used rarely, -2 if used mostly and by one used regularly or studied the material for no less than 8 hours prior to the casting of this spell. No penalty will be applied when the object is copied from a "real" object or when studied the material for more than 12 hours (even if by Crystal Ball).

Sort material	Duration material exists	Int penalty
Vegetable matter (plants, fruits, wood, seeds, etc.)	2Hr/Lvl caster	-4
Stone or Crystal matter	1Hr/Lvl caster	-2
Metals (Iron, Steel, Copper, Bronze, etc.)	2T/Lvl caster	-3
Gems (Diamond, Amethyst, Pearl, Ruby, etc.)	1T/Lvl caster	-3
Gold, Silver, Platinum, Other valuable metal	2r/Lvl Caster	-1

Meteor Swarm *extended information (Earth and Fire Elemental variations)*

first note 3055BC, improved by FWA 634AC.
9th level Basic Evocation spell (or Conjuraton))
Range: 240'
Duration: Instantaneous
Area of Effect: Creates 4 or 8 meteor fire balls
Save: Halves

This spell creates either 4 or 8 meteors (at the caster's choice). Each meteor can be aimed at a different target within range, but only one meteor can be aimed at a single human sized creature. Each meteor slams into its target at any one creature and explodes like a Fire Ball (affecting all creatures within a 20' radius). If the caster creates four meteors, each strikes for 8d6 points of damage and then explodes for 8d6 points of fire damage. If the caster creates eight smaller meteors, each strikes for 4d6 points of damage and then explodes for 4d6 points of fire damage. Note that if the meteors are aimed accurately, a victim or area might find itself within overlapping blasts and thus take explosion damage multiple times. The Player rolls damage for each strike and blast separately. Any victim struck by a meteor takes full "strike" damage with no saving throw. Each victim within the blast area may make a saving throw vs. spells per blast to take only half of the given blast damage. Even fire resistant and fire using creatures are fully affected by strikes of a meteor swarm, although they might be resistant to the fiery explosions. A separate saving throw must be made for each blast the character contacts, penalized by 1 for each blast after the first. This spell is one of the most destructive spells there exist. When cast indoors all walls, floors, and ceilings must make a saving throw vs. magical fire to remain intact. All item standing within double the blast radius must save vs. Blow or be thrown to the edge of the double are effect heavily damaged or even destroyed. Items worn by characters affected by the strikes must save vs. Blow at -8 and for the Fire Blasts a save vs. magical fire at -2(and -1 for each cumulative blast after the first) or be destroyed. The after effects of this spell include, but are not limited to: A Great Fire, Cave-ins, Air Depletion, Disease or infections, Magical Disturbances, Great Disturbance to the Seismic Force Point balance (in the form mostly of minor or greater Earth Shocks, etc.)SFP; +1000or more (DM).

Fire Elementalist cause 1d4 extra damage per blast of Heat and Blast damage, rolled separately for both.

There is a persistent rumour that an unknown Earth Elementalist Space-Traveller in 1001AC invented a conjuration variation of this spell which summons a meteor of the size of 1 feet diameter per level of the caster and slam where the caster intends. This spell will take a long time to complete since the meteor has to travel to its new destination, or it must be near (or even visible), and as thus is seldom used as a personal attack spell. Instead it is mostly used to constructions like Castles, Solar Windship, other incoming meteors (and thus destroying both-only 2% per level of the caster), landscape features, and so forth. If struck an object, that object must make a material save vs. Disintegrate, Blow, Fall, Magical Fire, Fire, in that order to remain intact. Thus a construction could literally be blasted to smithereens. All creatures inside these constructions must save vs. spells four times and then a save vs. Death Ray to stay alive. Even if they succeed the saves, they will still be stuck in the ruins and be damaged for the normal 8d6 points of strike and 8d6 points of fire damage. The area affected will be 10 times as big as the level of the caster if used in a place with normal gravity (on a Planet like Mystara). There is one luck, though, the meteor can be seen from afar and mostly precautions can be taken in time (evacuation is always recommended). The casting of this variation of this spell can only be done by Earth Elementalist who have an Intelligence of 16 or higher, and even then they must succeed an Intelligence check to call the meteor. Any failure in this will cause the spell to fail utterly.

Mending **GSM 883AC**3rd level Alteration spell.

Range: 3"
 Duration: Permanent
 Effect: 1 object
 Saving Throw: None

Components: 2 small magnets of any type (lodestone in all likelihood)

This spell repairs small breaks in objects. It will weld a broken ring, chain link, medallion or slender dagger, providing but one break exists. Ceramic and wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a mending spell. This spell will not repair Magic items of any kind because the intricate fabrics of the Magical energies can't be repaired by this spell. The spell will repair a rope that has broken or frayed, but cannot be used to join two different ropes to make one single, longer rope.

Move Earth (Expanded information)6th level Basic Alteration spell

Range: 240'
 Duration: 6 Turns
 Effect: Moves soil
 Saving Throw: None

This spell causes soil (but not rock) to move. The caster can use the spell to move earth horizontally or vertically, to open a large hole (one up to 240' deep, unless it reaches solid rock). The spell moves the soil at up to 60' per turn, and at the end of the duration, the moved soil remains where it is put. This spell is helpful for constructing castles. Remember, however, that the soil put down always responds to gravity, especially during rain, or heavy wind. Any Earthquakes or tremors will also slope down the accumulated earthen hill. Any hill with a slope of lower than 45 degrees will remain in existence "permanently". SFP's +50

Mudpack **Dame Lucrezia di Malapietra 992AC**4th level Conjuraction spell.

Range: 30 yards
 Duration: 4 rounds maximum
 Effect: 1 creature
 Saving Throw: None
 Components: a fist sized ball of mud

This spell causes a small ball of mud to speed toward the target. If the target fails a saving throw vs. spell (modified by Dexterity), the target is instantly covered in a thick layer of mud. The mud covers all areas of the creature's body including eyes, ears, clothing, armor and weapons. The mud makes manoeuvring in combat difficult and renders weapons unwieldy. Until the mud is removed, the victim suffers a -2 penalty to attack rolls and a +2 to Armor Class for 2 rounds, then a -1/+1 penalty to the same rolls for 2 more rounds. After spending 1 round clearing away the mud, the victim suffers no additional effects other than a filthy appearance. The mud remains until thoroughly cleaned off with a good bath. This spell affects only creatures of human size or smaller. A mud covered creature gains 25% bonus to hide in the surroundings, due to the overall equal colourings.

Pass Rock **GSM 977AC**6th level Alteration spell

Range: 0 (caster only)
 Duration: 1 Turn per level of the caster
 Effect: Short range Teleportation
 Saving Throw: None

With this spell, the caster can enter one large stone or stalagmite, Teleport, and immediately step out of another stone of the same type. The stones must be large enough to enclose the caster. The range a caster can Teleport varies by the type of the stone, as follows. This spell is different to the Pass Plant Druid spell of 5th level in such a way that the caster may Teleport as often within the duration of the spell, instead of only once. When the duration ends while the caster is within a stone, he will be ejected from the stone in a violent way. He lands 2d4 feet from the stone in a random direction. He will sustain 1 point of damage per level, and remains unconscious for 1 round per level of the caster. SFP50.

Stalagmite or Stalactite	600 Yards
Metamorphic Rock	360 Yards
Igneous Rock	240 Yards
Sedimentary and Other Rock	300 Yards

Polymorph Natural Object 751 BC!!, Copied from Druids, Elves and Fairies by combined GSM student effort 991 AC6th level Alteration spell

Range: 240 feet
 Duration: Permanent
 Effect: Changes form of one natural object or creature.
 Saving Throw: Negates

This spell will affect only objects made of wood, bone, flesh or natural minerals. Metal alloys (Bronze, Brass, Steel, etc.) or changed natural materials (like Pottery, Bricks, etc.) will not be affected. Also, objects can't be polymorphed from one kingdom to another. If the object is part of a greater whole (such as the section of a natural wall), the spell will affect up to a 10' x10' x10' volume. A creature may avoid the effects if it successfully makes a saving throw vs. spells is made at a -4 penalty to the roll. The effect of this spell can only be removed by a Dispel Magic spell (at normal chances for success). Another Polymorph spell will only be able to change the original creature (or object) into something else, but never the original. Note that creatures created by use of this spell are not automatically friendly. A Polymorph can't affect a creature's age or Hit Points. This spell will not affect a creature which has more than twice the Spellcaster's levels in Hit Dice. For example, a 20th level caster can't affect a creature with 41 or more Hit Dice.

Red Skies Warning _____ Unknown Mage 872AC, lost 912AC, Rediscovered by Dwarves 993AC, gained by GSM 1001AC

9th level Evocation Alteration spell (adjusted to BECM1 D&D and Earth Elementalists from Dragon 265 article Earthshakers.)

Range: 10 square miles
Duration; 1 year
Effect: 100 square miles per level of the caster
Saving Throw: None

Components; Colored grains of sand, a lodestone, and a tear from the caster.

When this spell is cast, it can be use by Earth Elementalists to communicate throughout the world. The image implied by the spell's name is but one of the different manifestations. This spell is quite powerful due to its highly visual aspects and how the common folk will react to it, and therefore prohibited in most countries and mages know to posses knowledge are at best kept a secure eye on and at worst sentenced to exile(without books) or even death. Most people will think to such colours that something horrible will happen or some prophecy is being fulfilled or going to be. Or that the immortals themselves have stepped down on earth.

Red Skies Warning: this effect imbues sunsets with spectacular color. The air smells of ozone at night, and storms rage across the sky. The effect is strongest near the caster and warns all Earth Elementalists of a Great Event.

Golden Bow: After sunset, this effect appears as a golden arc in the sky. This is a great sign for Earth Elementalists; they think it means that the powers of the earth are pleased. The effects guarantees bountiful harvests, and all Earth Elementalists within the area of effect receive an additional +1 to saves for the duration of the spell. This benefit is not cumulative with multiple castings of the spell.

Dry Fog; This fog, which appears as an acidic bleu haze, is not dispersed by wind or rain. It causes current temperatures to persist twice as long a normal. For example, cold air lingers and prevents snow from melting, or humidity is trapped in dense fog, or making hot days even hotter and more humid. Crop failures and livestock deaths are prevalent. Weather Control halves the duration and area of effect.

Rock _____ Copied from Fairies observed by GSM 734AC

5th level Alteration spell

Range: Caster only
Duration; 2 Turns per level of the caster
Effect: Allows the caster to turn to stone
Saving Throw: None

This spell allows the Magic-User to change into a rock similar to those in the area, along with all non-living equipment he carries, up to once per round (to or from rock form) for the duration of the spell. The caster can concentrate on other spells while in rock form, though he can cast no new spells while in this form. Although this spell doesn't give him immunity to "Turn to Stone" effects (from a Gorgon's attack), the caster may simply turn back to normal one round after becoming petrified. While in rock form, the caster is Armor Class-4 and Armor Value 9, but can't move. He can't be damaged by cold or fire (whether normal or Magical) or by normal weapons. He doesn't breather, and is thus immune to all gas attacks, drowning, etc. Magical weapons and other spells (such as Lightning Bolt) inflict normal damage on him. If a fire or cold spell is cast at the Magic-User while in normal form, the character need only to win initiative (roll with a +2 bonus) to turn into a rock before the attacking spell strikes. Magma and Lava will destroy the Magic-User in 1d4 rounds if coming in contact with the rock the caster has turned into (instead instantly). The use of this spell doesn't disturb any ongoing spell effects nor concentration. This means that the caster can still control an Elemental (if Conjured after casting this spell, before this spell lapses, and while in normal form) while in Stone form. The rock would weigh 10 times as much as the caster normal weighs, but still has the same volume the caster normally would have. There is a theory that a mixture of this spell and some monster creation spell would be the origin of Geonids, Rock People, Ghaleb Duhr, and similar beings.

Rock Door _____ 612 AC Shadow Elves stolen by interrogation in 998AC

5th level Evocation spell

Range: 0(caster only)
Duration; 1 Turn per level of the caster
Effect: Opens a path through growth.
Saving Throw: None
Reading time; 6

For the duration of this spell, no rocks can prevent the caster's passage, no matter how dense. Even stalagmites will bend or Magically open to allow the caster to pass. The caster can freely carry equipment while moving through such barriers, but no other creature can use the passage (except when it is carried by, or holds on to the caster). Note that a caster can hide inside a large rock after casting this spell. The caster can't see nor hear (except extreme noises) what is happening while he is in the rock.

Stone Bolt _____ Unknown Earth Elementalist 882AC

4th level Evocation spell

Range: 70'
Duration; Instantaneous
Effect: Fires stones as missiles at a single target
Saving Throw: Halves Damage
Reading time; 6

This spell requires the presence (from surroundings or carried by the caster) of fist-sized or smaller stones, such as sling stones. The caster holds these in his or her palm. Points at the target (which must be visible to the caster at the time) and exerts his or her will to release the Magic, without word or gesture; all the stones at once will Fly at the desired target, lightning-fast, striking at +3 to hit (use the caster's THAC0). A number of stones equal to the caster's level can so be "fired" at an opponent; extra stones will be unaffected, remaining in the caster's palm. The target, if hit, gets a saving throw vs. Death ray; if successful, each stone does only 1 point of damage; if failed each stone deals 2 points of damage. In either case any intended or current spellcasting or intricate activity (picking locks, reading messages, etc.) on the part of the target will be prevented for that round. SFP; +10

Sand Storm 993AC Caprionne Danguish from Adri Varma Plateaux sold to GSM 1009AC due debts to GSM.

4th level Conjuraction spell

Range: 120'

Duration; 1 round full damage, 1 round 1/2 damage, 1 round 1/10 damage.

Effect: 20' x20' x20' volume.

Saving Throw: Halves damage

This spell will fill a 20' x20' x20' cube volume. If cast in a smaller area it will remain the same volume (8000ft³) but is distorted to the volume possible. The storm will inflict 1d6 points of damage per level of the caster to every creature in the area. Each victim may make a save vs. spells; if successful then he will sustain only half damage (a creature unable to protect itself against the sand, nor is able to escape its effects, is not allowed a save. Flying creatures (Dragons, Birds, etc.) have a -4 penalty on their saves, but Earth Bound creatures (Earth Elementals, Worms-Rock beings, etc.) are not affected by this spell in any way other than the temporarily lowering

of their visibility in the affected area. After the duration of the spell is passed only a thin layer of ice and snow will remain on the materials that were within the area of effect. 10 quart of water will remain in the area per level of the caster, but it will give a lot of trouble obtaining this water (especially clean). If this spell is cast on objects or buildings it will affect the corresponding material in such a way as such; all subsequent physical damage will bring double damage up to 50 hit points total, at which the effect ceases. This spell will give 1d4 points of damage instead of 1d6 if cast under water. This spell doesn't affect water currents. In copy of the Ice Storm spell by the Frost Mages this spell is also improved in such a way to prolong the storm for almost 2 rounds more. The second round the damage will be halved from the original rolled damage (and a successful saving throw for that round will halve the damage again), while the last round the Magic will give only ten percent of the original damage (and again a saving throw is allowed for halve that damage). The next two rounds the visibility will slowly sink to normal but still it can be felt as a dusty, foggy air within these two rounds. A layer of 1 inch of dry, brown, red, or yellowish sand will remain in the area (and half of that in an area of double the normal size) after the spell is cast. There is one major problem with this spell, due to the bond with Nature and the planet itself. Whenever the spell is cast and the caster loses control (spell disturbance, loss of concentration, etc.) it will behave wildly and not as randomly as a normal spell would do if so disturbed. At first the caster will be paralyzed for 1 Turn. To determine the other effects use the following table. In other words this spell can be really dangerous, and as thus it is no good idea to disturb the caster intentionally, because the caster and his nearby friends will mostly fall into the region of effect. Outside buildings, underground corridors, caves, rooms, and such confined spaces, the spell will 25% chance affect a radius of 100 yards per level of the caster for the special effects, outside that range for the same distance as a normal storm. Else it has 26-00% chance to be of normal size and volume. Earth Elementalists will have more control of the magic and as thus the 1d100 roll will have to be 2d30 rolls instead. SFP if success -5 per level, if failure outside +15 per level, if inside +5 per level.

1d100	Special effect if lost controls
1-25	The spell will rage for 1d8 hours as a normal sand storm (reducing visibility (10 feet only), polishing exposed metals, spoiling food (35%chance) and movement of movable objects (armor, inventions, etc), reducing movement by 25%, decreasing mobility (dex-2), become blinded (1 on1d6), or partially blinded, seeing only light and dark (2-3 on the same 1d6) if unshielded eyes, and 1 on 1d6 chance to choke to death if unprotected nose and mouth(a hand won't do).
26-50	The amount of sand will multiply by 1 inch per level of the caster, and thus covering almost everyone and everything.
51-70	The spell will harden the sand as stone after being settled (the spell is completely ended).
71-90	Will give double damage to all in the target.
91-95	Will give double damage in the caster's area
96-99	Will give no damage or effect at all except reducing visibility for the spell's duration, the amount of sand remaining will be only 1 inch per 4 levels of the caster (round up).
100	The most deadly form, Death Sand, will literally eat all the flesh of the affected beings at a rate of 1HD/ml caster (and thus bleeding for 1hp/ lost HD until cured) and being wounded for the connecting hp, without save. Only Rock and Earth Elemental beings, or those turned to some solid material form escape unscathed. The caster will be paralyzed for triple the duration, and lose temporary 1d6 level or HD for 6+/-Intelligence adjustment days.

Stone Sleep Earth Elementalists combined effort 992AC

1st level Enchantment spell

Range: 30 yards

Duration; 2d4+1 rounds

Effect: One not only pure Elemental creatures, but also creatures related to the Earth or having power over it.

Saving Throw: Negates

Reading time: 6

Components; A platinum tuning fork of 500+ gp value of the finest craftsmanship, and a smooth stone on which to strike.

When this spell is cast, the Mage forces one creature made of earth and stone, as well as any from the Elemental Plane of Earth, into a state of dormancy. The caster use a tuning fork to create a deep, resonating tone over which he speaks the verbal components of this spell.. Once the spell has taken effect, the creature simply stops in its tracks, moving and attacking no further. The creature is still aware of everything around it, but has been momentarily soothed by the tone of the tuning fork. The caster may only move at half normal movement rate while concentrating and must keep the tuning fork pointed toward the affecting creature. Attacks made against the creature break the spell, and it may resume moving and attacking as normal if this happens. SFP;-100

The spell can affect such creatures as; Basilisks, Cockatrice, Ghaleb Duhr, Geonid, Gorgon, Lava Mephit Imps, Medusas, Mudmen, Rock Men, Rust Monsters, Stone Giants, Xorn, etc.

Golems like: Caryatid Column, Clay, Hammer, Juggernaut, Mud, Rock, Stone, Stone Guardian, Spiderstone, etc.

Elemental beings like: Crysmal, Earth Elemental Kin, Dao Genies, Earth Elementals, Earth Drakes, Earth Elemental Crawler Vermin, Earth Fundamental, Earth Elementals Weird, Erdeen, Grave Elemental, Hordes, Kryst, Pech, Sandlings, Sandmen Elementals, etc.

Creations like: Crystal, Crystal Winged Statues, Gargoyles, Guardian Warriors, Jade, Rock Statues, and Rock/Ooze Statues, etc.

Sink _____ Estimated discovery 500-525BC by unknown (lost?) culture in Ylari Region, 1000AC found in ancient forgotten Library by Sir Jonah Copperfield of Alphatia, Taken from captured mage in Great War 1008AC.

8th level Enchantment, Alteration spell

Range: 10 yards per level of the caster
Duration; special
Effect: 1 creature or object, maximum 1 cubic foot per level of the caster
Saving Throw: special
Reading time; 8

This spell will enable a wizard to force a creature or object into the very floor upon which it stands. When casting this spell, the wizard must chant the spell for the remainder of the round without interruption. At that juncture, the subject creature or object becomes rooted to the spot unless a saving throw vs. spells (for a creature) or disintegration (for an object) is successful. Items of nonmagical objects are not entitled to a saving throw. If the subject fails the saving throw, it becomes of slightly greater density than the surface upon which it stands. The Spellcaster now has the option to ceasing his spell and leaving the subject as it is, in which case the spell expires in 4 Turns, and the subject returns to normal. If the caster proceeds with the spell (into the next round), the subject begins to sink slowly into the ground. Before actions are taken in the new round, the subject sinks ¼ of its height; after 2 initiative segments, another ¼, after another 2 segments another ¼ and the final ¼ after another 2 rounds. The entombment places a creature or object in a state of suspended animation. The cessation of time means that the subject doesn't grow older. Bodily and other functions virtually cease, but the subject is otherwise unharmed. The subject exists in undamaged form in the surface into which it was sunk, its upper point as far beneath the surface as the subject has height (a 6' tall victim will be 6' beneath the surface, while a 60' tall object will have its uppermost point 60' below ground level). If the ground around the subject is somehow removed, the spell is broken and the subject returns to normal, but doesn't rise up. He will recover in 1 Turn/level of the caster of the Sink spell. Spells like Dig, Transmute Rock to..., etc. will not harm the sunken creature or object and will often be helpful in recovering it. If a Detect Magic spell is cast (within a period of 1 year/level of the caster at the moment the Sink spell was cast) over an area upon which a Sink spell was used, it will reveal a faint magical aura of indefinable nature, even if the subject is beyond detection range. If the subject is within range of the detection, a special divination can be used to determine the object hidden below. Earth Elementalists have improved this spell, in a very devastating way. Upon concentration of 1 Turn/level of the caster they can let an average sized building per level touched to become affected by the spell, but they will all sink to the floor level of the highest building touched. This means that if such a Elementalist casts this spell against a small village and all its buildings, and that village has a tower of 120' high, the spell will sink the whole city to a depth of 240'. Remember that the top of the highest structure still decides how far below the ground the objects will sink. This variation is sometimes used to make easy dungeons, or punish a city against whatever deed the Mage became scorned at. When there exist open spaces under the ground, the will seem to be non-existent according to the initial depth the structure can sink. But if the structure can't reach the floor of the cave, it will fall to the ground, and must make a save vs. disintegration (objects only) to remain intact, this save is penalized by 1 per 10' fallen. Creatures falling through will not become harmed by the fall, but the spell will have no more effect upon them, as if they are freed. When an object sinks through a ceiling of a cave and the objects sink no more than 50% of their height through the ceiling of the cave, they will remain there. Floor must make a save vs. Disintegration every year or fall down, walls will also fall down after they are no more connected to a floor. This spell has quite an effect upon the ground, and therefore it has a SFP of 1000.

Stone Door _____ Earth Elementalists combined effort 904AC

4th level Alteration spell

Range: 10 feet
Duration; Permanent
Effect: to seal and disguise a passage
Saving Throw: None
Casting Time: 1 round plus 1 round segment per level of the caster.

This spell enables the spell caster to seal off a tunnel or passage, while completely disguising this blockade from non-magical detection by other creatures (Stone races are an exception, dwarves not!!). The Spellcaster can seal off a tunnel area of up to 40 square feet per level. Thus, a 7th level Spellcaster could seal off a passageway of up to 280 square feet—say, 20 feet wide by up to 14 feet high. The difference of this spell from others which might appear to give a similar result (e.g., Wall of Stone) lies in the disguise affected. Both surfaces of the stone created by the Spellcaster appear absolutely identical to the surrounding stone (actually it grows from that stone during the casting time after 1 round). While the stone created is but 1 inch thick, it responds to all normal tests (rapping with a hammer, etc.) as if it was solid rock. Only attempts to smash it down or work it with tools, or the usage of a spell such as Detect magic will reveal the Stone door for what it is. The Stone Door created at the rate of 40 square feet per level of the caster, but any excess that would normally occur, will not become into existence, thus not adding to the thickness either. Finally, the Spellcaster only can pass through the stone door for a period of time after the spell casting as if it were a normal door (taking 1 round to "open" and 1 to "close"); this duration is 1 day per level of the Spellcaster. After this time, the Stone Door resists any bypassing. The Stone Door will always be as strong as the stone it was created from (the surrounding stone) in respect to the 1 inch thickness of the material. This means that although the rock appears to be a solid mass, it will collapse easily if soft stone or at least much more easily if harder stone.

Stoneskin _____ Earth Elementalists combined effort 899AC

4th level Alteration spell

Range: Touch
Duration; 3 rounds per level of the caster
Effect: Body becomes Armor Value 9
Saving Throw: None

This spell will give the recipient a supple stone like skin with an Armor Value of 9. The recipient will become immune to all sharp weapons (Magical weapons give minimum damage). And Blunt weapons will give minimum damage (if Magical normal). The creature under influence of this spell becomes extremely vulnerable for earth Elemental Bound spells an Magical effects, as such is the spell negated by a Stone to Flesh spell (no save). The creature is tripled in weight (influencing movement rates) and can't stay afloat in liquids even when he normally could swim. He will always sink like a rock. A character who takes a tumble while this spell is in effect upon him will suffer no abrasion damage as a result of the episode, but the act of tumbling will dispel the magic, whether or not the recipient would otherwise have suffered damage. The magic will also keep a character safe from injury in a hailstorm (the entire storm being considered as an "attack sequence"), but it will be dispelled when the hailstorm stops.

Stonegrip _____ Earth Elementalists combined effort 963AC

8th level Alteration spell

Range: Touch

Duration: Permanent

Area of Effect: One creature is attacked by earth.

Save: Special

Reading Time: 8

This spell can only be used when the target is on a stone surface or earth, be it tiles, or natural stone. This spell doesn't work on loose sand, or molten Stone. The caster touches the creature (by making a Hit roll) and exerts his will to cast the spell (this part of the spell takes 1 round segment only, the rest of the spell may be cast before hand, but no earlier than 1 round per level of the caster). Both caster and target roll 1d12, and the spell effects are as follows:

Target vs. Caster Effect on Target

3+ Completely unaffected. Spell lost.

2+ Slowed to half speed for 1d3 rounds, as the earth grasps to the feet of the target.

1+ Held at the spot touched by the earth (in effect similar as a Hold person spell).

0 Earth rises up to strike target once, doing 5d4 points of damage. Thrown down by the earth movement.

1- Struck by a fist of earth that rises up to do the caster's bidding for 1d4+1 rounds, striking for 5d4 damage per round at +2 to hit from the caster. Even if the fist misses, thrown to the ground by the convulsions of the ground underfoot. Spellcasting will be impossible during that round. Only creatures able to levitate or fly can escape the effects of moving earth—but the fist can reach up to 20' vertically to strike at them.

2- Cracks open in the earth and stone beneath target, trapping instantly as the fissure snaps shut again. Only the upper half of the target remains above ground. Immobilized unless it can dig free, change its form to escape, or use magic to free itself Immobilized targets can automatically be hit by others, twice per round. Effective Armor class becomes 20 minus magical bonuses.

3- Earth and stone opens up to swallow up target. Target takes 10d6 points of crushing damage and breaks 1d20+4 bones, and must save vs. spells to avoid death by suffocation and crushing. A successful save results in being imprisoned within the earth, alive in stasis, helpless unless freed by digging, natural forces, or a Dispel Magic cast on the spot followed by the character pulled out.

A caster can always choose to have a lesser effect than the usual result of the compared scores. Earth Elementals struck by an earth grip are instantly sent back to their Home Plane, exhausting the spell. This spell has effect on the normal earth and as thus gives a 150SFP per level of the caster.

Turn Boulder to Pebble _____ 1016AC created by Earth Elementalists.

Rare 3rd Alteration spell

Range: 50'

Duration: permanent

Area of Effect: Special

Saving Throw: None

This spell, Turn Pebble to Boulder, shrinks a boulder to the size of a pebble. It affects only naturally occurring rocks and can't be used to shrink a statue or a cut gemstone. The number of rocks that may be affected is equal to the number of experience levels of the caster. Boulders must not exceed 13 foot per level of the caster. Thus, a 10th level wizard could shrink 10 rocks, each of which is equal to or less than 103 cubic feet in size. All rocks are affected in the same round the spell is cast. Though they need not be touched, the boulders must be within 50 feet of the caster. Boulders that have been shrunk remain so until dispelled or exposed to anti-magic.

Turn Pebble to Boulder _____ 674AC taken from a Dwarf who claimed creation 2150 BC by Stonefolk, revealed publicly 843AC.

Rare 3rd Alteration spell

Range: Touch

Duration: 1 round per level of the caster

Area of Effect: Special

Saving Throw: None

At the culmination of this spell, the caster hurls a pebble which grows and increases in speed, becoming a deadly boulder that inflicts 3d6+8 points of damage if it strikes the target. The caster's hit roll is used to determine success and receives no penalty for range. The maximum range of attack is equal to 30' +5' /level of the caster. Only the caster may throw the pebble. The wizard can enchant one stone at 7th level and gains one stone per 3 levels of experience thereafter, see table. Only one pebble may be thrown per round, and pebbles must be hurled in consecutive rounds. The spell has a duration in rounds equal to the number of pebbles enchanted. Each pebble requires a separate attack roll. Pebbles may be thrown at different targets within range. The pebbles revert to normal size when the spell expires. If pressed stuck in a smaller area they remain pebble-sized as long as touched followed by the duration as normal. Then the sudden growth of the pebble will break almost any wood (0-95% chance,) bend most metals (0-60% +5% if soft metals), crack many rock harder than the boulder (0-25%), and any rock softer than the boulder. Living, magical or magmatic boulders will not be affected. Those within 5' per pebble used will suffer explosive shrapnel damage of 1d4/pebble, and a possible collapse, partial cave-in, or similar. Earth Elemental creatures are hindered by the spell's effects but suffer no damage. Earth Elementalists reduce the damage by 1 per dice for each circle they have above 1. They still are hindered and can't do anything else during the explosion and 1d4 rounds beyond.

Level	7+	10+	13+	16+	19+	22+	25+	28+	31+	34+
Boulders	1	2	4	5	6	7	8	9	10	11

Stone Drill _____ invented by the secret craft of Earth Elementalism 969AC

Rare 5th level Evocation spell

Range: 30 yards

Duration; 1 Round per level of the caster.

Effect: 5' diameter cylindrical tunnel.

Saving Throw: Special

Components; A twisted bar of iron or steel and 500gp worth of diamond chips.

The Stone Drill spell is a directed form of a Dig spell. This spell allows the caster to bore tunnels through both hard and soft rock, although it can't be used to move Earth, Sand, Mud, or softer materials, which will collapse. The spell drills through stone at the rate of 1' per round and removes 20 cubic feet of material per round. The removed material is crushed into fine gravel as well. Tunnels may be drilled in any direction (horizontally, Vertically, or even diagonal), but only straight lines can be drilled per casting of this spell. The spell doesn't drill fast enough to allow pits to be dug in front of creatures moving toward the caster. However, creatures within 10' of the drilling area will be pelted by gravel and stone cast out by the Magical drill, causing 2d4 points of damage. A save vs. spells for half damage is applicable, and creatures of earth and rock are unaffected. As wit Dig, tunnelling is possible as long there is enough space available for the removed material to pile up (other spells or hired help are needed to clean up the debris). The chance for a collapse also increases to 10% per 5'section unless the area is supported or braced. If used in combat, the spell is slightly more effective against creatures of earth and rock than the Dig spell, causing 5d6 points of damage. A successful save vs. Spells also reduces the damage to half. The caster is required to attack with this spell 2 consecutive rounds before any damage is done, due to the slow speed of the drilling effect.

Thorn Strike _____ copied from Fairies 947AC

Uncommon 1st level Evocation spell

Range: 150' /or special

Duration; 1 round/level

Effect: Creates 1 or more sprays of thorny missiles

Saving Throw: None

Partially prevented by Protection form evil/good/cold spell

After the spell is cast the caster's upper hands will grow 1d6+1 thorns per spray created and stay there until the Magic-User causes it to shoot or uses his hands in an melee attack. A Thorn strike is magically created and is a spray of tiny (2mm.) thorns, which inflicts 1d6+1 points of damage to any creature it strikes. When shot it will automatically hit any visible target. The thorns have a solid form when shot and therefore

Level	1	6	10	16	21	26	31	36
Spray	1	3	5	7	9	11	13	15

can be touched. A Thorn strike never misses its target and the target only gets a save if protected by an active Protection Spell. While the thorns reside on the caster's hands he is capable to inflict tremendous blows of damage. When hit by a Thorn strike punch the victim suffers damage equal to half the sprays and the damage will be adjusted by the Strength adjustment of the caster if any. The thorns remain on the Spellcaster until shot, made physical strike or the duration ends. For every 5 levels of the caster, more thorns are created by the same spell. See table. The various sprays may be shot at different Targets, but will be evenly spread over both hands. The damage will be lowered with half the Armor Value under normal circumstances (minimum damage per spray 1). All thorns may also be placed on the caster's back but then fist strike will be impossible, and the caster has to look backwards to release the thorn sprays onto visible targets. The benefit of this method, that any attack on the caster's back will give damage to the target as if made a fist attack.

Thorn Spray _____ invented by the secret craft of Earth Elementalism 999 AC

Uncommon 3rd level Evocation spell

Range: 60 yards + 10 yards per level of the caster.

Duration; Instantaneous

Effect: 1 or more creatures in a 10 foot cube of target area.

Saving Throw: None

Reading time; 6

Partially prevented by Protection form evil/good/cold spell

Like the Fire Elementalist and the Wizards of Glantri, Earth Elementalist have created a powerful version of the normal 1st level spell Thorn Strike, except that it can generate up to 18 missile, not just fifteen, A Thorn Spray, is a spray of tiny (2mm.) thorns, created and shot by Magic, which 1d6+1 thorns will hit and bring 1 points of damage per thorn hit to any creature it strikes (actually the same as a Magic Missile, it gives 1d6+1 damage, this damage reflects the thorns hit). After the spell is cast the thorns will appear next to the Spellcaster and hovers there until the Magic-User causes it to shoot. When shot it will automatically hit any visible target. The missiles will have solid form when shot and therefore can be touched. A Thorn Spray never misses its target and the target only gets a save if protected by an active Protection Spell. This save be made for each spray. It will move with the Spellcaster until shot or the duration ends. Wizards gain one spray every 2 experience levels past 1st level, contrary to the original spell. Thus a 6th level Magic user may create 3 spays. Spellcasters below 11th level would find this spell almost equal to the normal Thorn Strike spell, until the point at which they have 6 sprays at their disposal. The missiles may be shot at different Targets in sight. See table. Any Armor will negate ½ its Armor Value in points of damage under normal circumstances (minimum damage per missile 1). SFP; +1

Level	1	3	5	7	9	11	13	15	17
Torns	1	2	3	4	5	5	7	8	9
Level	19	21	23	25	27	29	31	33	35
Torns	10	11	12	13	14	15	16	17	18

Turn Rock _____ 1015AC created by Earth Elementalists. (stolen from Shadow Elves who knew it in 1655BC)

Rare 6th Alteration spell

Range: 30 feet
Duration: 1 Turn per level of the caster
Effect: Pushes all stone items away.
Saving Throw: Negates

This spell creates an invisible flat wall shaped wave of force, 120' long and 60' tall. Its midpoint can be created anywhere within 30' of the caster. This wave of force then immediately moves in one horizontal linear direction, as specified by the caster, at the rate of 10 feet per round. If the caster desires, he can stop the wave of force at any time, but can't thereafter move it again. All stone objects contacting or contacted by the wave of force become stuck to it and move with it. The wave of force continues moving until it reaches the maximum range of 360 feet, and stops there for the remainder of the spell duration. The items caught are not harmed by the effect, but stone weapons (clubs, pellets, tossed rocks, etc.) and Magical items (crystals, ioun stones, rods, etc.) can't be used while trapped in the effect. Once created, the wave of force does not require concentration. However, the caster may cause it to vanish before the duration ends by concentrating for one full round. This spell has many useful applications in cleaning up a cave area. It will not move permanent constructions (such as Buildings, including objects permanently attached to the such as doors) or other secured objects (such as stalactites and stalagmites). The force will however, swing/force those doors open if not held, barred or locked, the building will start to creak and twist and there is a 1% per level of the caster that the building will collapse into a large heap of loose debris. When the building or other construction holds, no objects behind it will be affected for as long as the obstruction remains intact. a secondary application can then affect the loose stone-mortar debris.

Wall of Blackstone _____ Originally Beholder Spell (dating 3055BC), discovered 1000AC by GSM research team

Rare 5th level Conjunction spell

Range: 5 yards per level of the caster
Duration: Permanent
Area of Effect: 1 cubic feet per level of the caster.
Saving Throw: None

This spell creates a quantity of black stone that the caster may crudely shape into any form he wishes. Spell casters may create 1 cubic foot of Blackstone per experience level. A single Wizard may cast Wall of Blackstone multiple times on the same general area to create a large seamless wall. Separate Wizards casting this on the same area, however, can't seamlessly join their Blackstone. The Magically created Blackstone possesses all the natural properties of natural rock. When exposed to a Dispel Magic spell or an Anti-Magic effect (Beholder central eye-ray, Rod of Cancellation), however, the Blackstone disappears for one round. Anyone unlucky to stand in an area of reappearing Blackstone will find himself encased in the rock. Encased creatures do not suffer any damage; however, they will starve to Death if not freed from the stone. Any objects resting on or against the stone when temporarily dispelled will fall to the ground and probably be wholly or partially encased in the reappearing stone (objects could be completely hidden from view, this way). Dispel Magic will temporarily eliminate 2 cubic feet of material per level of the caster. An anti-Magic effect will temporarily eliminate an area of stone equivalent to the Dimensions of the ray. The value of this stone in the construction of a Wizard's home or a Beholder's chamber is obvious—Blackstone portals insure the privacy of the caster from non-Magical persons and Magic wielding individuals of low level. It is also not uncommon for an evil Wizard to encase prisoners or enemies in knee-high (or more) blocks of Blackstone.

Wall of Sand and Dust _____ 995AC Caprionne Danguish from Adri Varma Plateaux sold to GSM 1009AC due debts to GSM.

Rare 4th level Conjunction Evocation spell

Range: 60'
Duration: Concentration
Effect: Causes 1200 square feet to move
Saving Throw: None

With this spell is cast a thin opaque barrier of rapidly moving Sand and Dust is created. It has any Dimensions, as determined by the caster, totalling 1200 square feet (for example, 10' x120' , 20' x60' , 30' x40' , etc.). The wall is opaque and will block sight. Creature of less than 4 HD can't break through the wall. Creatures of 4HD or more can break through but take 1d6 points of damage in the process. Any flying creatures or otherwise Air bound creatures take double damage if they break through. The wall can't be cast in a space occupied by another object. It lasts as long as the caster concentrates on it, without moving. This spell can only be made permanent by another spell-caster due to the concentration needed to sustain this spell SFP's +50. When this spell is cast in flammable conditions (forest fires, etc.) it will only affect 600 square feet, and thus preventing up to 2HD or less to pass.

-2EE8 Specimen Room

Height 13' , arched ceiling of irregular magically created stone.

Connected with; [-2EE2 Main Room](#) by standard door southeast.

Color/Material Theme; this room is created out of the harder stone like Basalt, Granite. The western wall has several irregular shaped holes 1' to 3' deep and wide, in which Earth Elemental Creatures are placed, or parts thereof. At the north-eastern wall is a rack with more parts or stuffed animals. Almost any Earth Elemental animal known (use all D&D and AD&D2 sources for examples) is enclosed within to be studied, be it whole or partially. The room however has also a nasty infestation;

Sand Flees; these tiny Earth Elemental creatures resemble insects in appearance and behaviour. They are up to an inch in size. Most people don't realize that sand fleas aren't actually insects. They're tiny Elemental crustaceans, but too little to boil and serve with melted butter. The term sand flea is often used incorrectly to describe a wide variety of insects because their bites and the after-effects are similar to that of many other biting and stinging pests such as fleas, biting gnats and midges. They leave an itchy, red welt that can be quite annoying. Sand fleas are commonly found in the Elemental Plane of Earth, but have spread on the Prime Plane due the regular use of Elementals, and can be found anywhere where clean sand and water meet. The good news is that they prefer their sandy habitat. The bad news is that the female can sometimes burrow under your skin and lay her eggs. The creatures also dine upon organic and Earth Elemental biological Matter, ruining any storage in the long time. They can jump up to 15 inches high to bite and dine upon a very low amount of your blood. Avoid scratching and supervise bite marks, if black you need to apply a healing spell to eradicate the infestation of eggs. Elementals are often infested with these creatures (all over their skin in niches and crevices (like armpits, eye corners, ears) but they do not hinder them in any way, that is one of the reason's they are common. Elemental Rulers and several other creatures are immune to them and some even dine upon the tiny critters; like Sandlings or Earth Weirds.



-3EE9 Cave Corridor

Height 13' , above ceiling/floor 2' thick

Connected with; [-2EE3 Training Room](#) by open arch, [-3EE10 Elemental Room](#) by open arch.

Color/Material Theme; This tunnel looks like a cave eroded by water with various steps going down. The walls are created out of the packed earth, petrified and solidified by Earth Elemental magic. Do not expect an easy stair; each step is different from the earlier ones, and varies in height, width, shape, and angle. One of the Elementalist's tests is to run up and down these steps up to Gate (-3EE11) and back. This enables them to learn a specific skill similar to Tree-walking of the Elves;

Rockrunning. A character with this skill can move among the Rocks, make jumps, assuming that the rocks are abundant in the area, at the same movement rate as if he were on the flat ground. He is balanced and poised when running along rocks and easily leaps from stone to stone. Characters with this skill don't need to roll in ordinary situations. The skill check is only necessary if the character is fighting or performing some other complex task while trying to move on rocks, or when the rocks are as per table. A character with this skill automatically gets the skill Jumping included with no bonus nor penalty. The skill is modified according the following table. This skill is however often forgotten in time as Earth Elementals dislike speed and haste, hence the penalties upon higher ranking. The usage of this skill takes one round of preparation time per Elementalist Rank due this, but further uses no time.

Rock state		Experience	
Huge irregular	+2	Level 1 to 3	-2
Large Irregular	+3	Level 4 to 7	-1
Large or Huge Regular	+1	Level 11 or higher	+1
Loose Matter, Cracks	-1	Elementalist Rank 1	+2
Weather Conditions		Elementalist Rank 2	+1
Snow/ice	-7	Elementalist Rank 3	0
Sleet	-4	Elementalist Rank 4	-2
Rain	-2	Elementalist Rank 5	-4

-3EE10 Elemental Room

Height 13' , above ceiling/floor 2' thick

Connected with; [-3EE9 Cave Corridor](#) by open arch up, [-3EE11 Gate to Plane of Earth](#) by open arch down, [-3EE12 Monster Room A, B, C, D](#) by barred gates.

Color/Material Theme; This rocklike cave came slowly into existence when the gate to the Elemental Plane of earth was opened. The effect radiates 40' in all directions; turning mud and rock into solid stone. The effect has however spread within the open area connecting the cave, turning the walls, floor and ceiling of the area into 3' to 5' thick stone. The room is shaped with huge wide steps like a stair of 1' high, going down the Elemental Gate (-3EE11) and up the Cave Corridor (-3EE9). The scent here is similar to that of rocks slammed against each other. There is some moisture from the air clinging to the cold walls dripping down, but never coagulating, but being reabsorbed by the environment. The temperature is here always 4 degrees Celsius. Unknown to the Gorevitch-Woszlany residence this room and the gate exist underneath the building, lowering the ambient temperature on the surface by 1 or 2 degrees. The same effect happens to the canal waters in this region, causing the waters to freeze here the first when winter frost settles in Glantri City.

The area is infested with a swarm of about 50 Earth Fundamentals (*see description; DMR-TSR2501-AD&D-Mystara-Monstrous Compendium page 44, statistics; AC9-TSR91273-D&D-Creature Catalog page 44 or DMR2-TSR9438-D&D-Mystara-Creature Catalog page 42*).

Garrabann, and Njogggghhh are two residing Earth Elemental friends of the Earth Elementals, and they mostly reside here or venture around in the **Glantrian Earth Elemental Stronghold** in the Plane of Earth.

Garrabann is a 21st level 18HD 55hp CG Earth Elemental Magic User, while Njogggghhh is a 24th level 20HD 60hp NN Earth Elemental Thief.

Elementals

Elemental*	Air Elemental, Fire Elemental, Water Elemental or Earth Elemental																																			
Monster Type:	Planar Monster, Enchanted																																			
Climate Terrain:	Own Plane or Prime Plane near Element Type.																																			
Frequency:	Prime Plane; Rare, Own Plane; Common																																			
Organization:	Prime Plane Mostly Solitary, mostly summoned; Own Plane as humans																																			
Activity Cycle:	Any																																			
Diet:	Fire; any combustible matter, Air; air, gasses, moisture Earth; Metals, gems, crystals, ores, any gas. Water; any liquid, heat.																																			
Alignment:	Neutral 80%, Lawful 10%, Chaotic 10%, true Neutral 93%, 2% evil, 5% good.																																			
Abilities:	Individual IN/WI variation as per Monster intelligence see Rules Cyclopeda table page 214.																																			
Fire	ST10(+2/4HD), IN 5(+1/6HD), WI9, DX13(+1/4HD), CO10(+1/4HD), CH11																																			
Air	ST10(+2/4HD), IN 6(+1/4HD), WI10, DX17(+1/4HD), CO10(+1/4HD), CH11																																			
Earth	ST20(+1/4HD), IN 4(+1/4HD), WI11, DX8 (+1/4HD), CO13(+1/4HD), CH11																																			
Water	ST14(+2/4HD), IN 5(+1/6HD), WI12, DX10(+1/4HD), CO13(+1/4HD), CH11																																			
Size:																																				
Fire;	swirling pillar of roaring flame; 1' tall and 1' in diameter for each Hit Die																																			
Air;	great whirlwind, 2' tall and 1/2" in diameter for each Hit Die																																			
Earth;	huge manlike figure, 1' tall for each Hit Die																																			
Water;	great wave of water, 1/2' tall and 2' in diameter for each Hit Die																																			
Weight:																																				
Fire;	4LBS x HD ²																																			
Air;	2LBS x HD ²																																			
Earth;	20 LBS x HD ³																																			
Water;	10 LBS x HD ³																																			
Move (Walking):	60' (20')																																			
Fire (Jumping):	120' (40')																																			
Air (Flying):	360' (120')																																			
Earth (Burrowing):	60' (120')																																			
Water (Swimming):	180' (60')																																			
Load:	Pack; 500 cn x HD at up to full speed, or 1,000 cn x HD at up to half speed. Draft; as Pack x3. Some protections may be needed (for example, against the heat of a fire elemental).																																			
No. Appearing:	1d6 of various age if freewilled or summoned, if conjured as by magic (on own Plane; 1d100 of various age)																																			
Age group	Child		Youngster		Teenager		Young Adult		Adult				Mature		Old																					
Age in years	0-1	1-2	2-4	4-6	6-8	8-10	10-13	13-16	16-19	19-21	21-24	24-27	27-30	30-33	33-36	36-39	39-42	42-45	45-48	48-51	51-54	54-57	57-60	60-63	63-66	66-69	69-72	72-75	75-78	78-81	81-84	84-87				
Hit Dice:	1(+*)	2(+*)	3(+*)	4(+*)	5(+*)	6(+*)	7(+*)	8(+*)	9(+*)	10(+*)	11(+*)	12(+*)	13(+*)	14(+*)	15(+*)	16(+*)	17(+*)	18(+*)	19(+*)	20(+*)	21(+*)	22(+*)	23(+*)	24(+*)	25(+*)	26(+*)	27(+*)	28(+*)	29(+*)	30(+*)	31(+*)	32(+*)				
Armor Class:	5																																			
Armor Value/AV;	4																																			
Attacks:	Fire 0, Air 0, Earth 4, Water 1.																																			
Damage:	1																																			
Special Abilities	Elemental Control on Prime Plane Elemental Control on Elemental Plane Elemental Control elsewhere Ruler attempt																																			
Special Weakness	A B C																																			
Save As:	level Fighter as per HD																																			
Morale:	9 (Conjured/Summoned 10)																																			
Treasure Type:	Variable (Prime Plane Conjured Summoned nil)																																			
XP Value	10	20	35	75	175	275	450	750	1250	1425	1600	1800	2000	2275	2400	2575	2750	2925	3150	3400	3650	3900	4175	4500	4800	5000	5250	5500	5750	6000	6250	6500	6750	7000	7250	
XP Value Home Plane (+*)	13	25	50	125	300	500	850	1750	2750	3225	3725	4275	4875	5525	6225	6975	7775	8625	9525	10475	11475	12525	13625	14775	15925	17175	18525	19975	21525	23175	24925	26775	28725	30775	32925	35275

An Elemental is a magical, enchanted creature that lives on another plane of existence (one of the Elemental planes). It can be harmed only by magic or magical weapons +2 or greater.

Staff Elementals (the weakest) 8 HD are conjured by a magic-user with a special staff. Device Elementals 12 HD are conjured with the use of a special miscellaneous magical item. Conjured Elementals are conjured by the casting of the 5th level magic-user spell. Though rarely done a caster may decide to use a Device or spell in a lower setting, lowering the effect to 8 or 12 HD conjuration. To conjure or summon an elemental, a character must have a large amount of the element nearby (such as open air, bare earth, a pool of water or a bonfire). When the Elemental arrives, it is hostile, and must be controlled by concentration at all times. The conjurer's concentration is broken if he takes damage or fails any saving throw. The summoner can move only up to half normal speed while concentrating. If the concentration is broken, the Elemental will attack him. Once lost, control cannot be regained. The Elemental can attack any creature between it and its summoner if it desires. If conjured in an area too small for it (see size notes below), an Elemental will fill the available area—sideways, for example—possibly damaging the summoner in the process (and thus breaking the conjurer's concentration). However, an Elemental cannot pass a protection from evil spell effect. An Elemental will vanish if it or its conjurer is slain, or when the Conjurer sends it back to its plane (which requires control), or if a Dispel Magic or Dispel Evil is cast upon it. Elementals have character classes like the humans; Worker (70%, uses 1d8 as hp/HD), Fighter (10%, uses 1d10 as hp/HD), Mage (4%, uses 1d4 as hp/HD), Cleric (7%, uses 1d6 as hp/HD), Scout (5%, uses 1d6 as hp/HD), Thief (4%, uses 1d4 as hp/HD), and these are not calculated along their HD like humans. They need similar amounts of experience to gain levels, and have equal abilities and restrictions, but keep in mind that each 2 levels of spell casting and each combat related ability gained by the character class is an asterisk influencing the elemental's XP value (The difference between XP Value & XP Value Home Plane in the table is the value of 1 asterisk.),

Appearance Air Elementals

Air Elementals can be conjured in any area of open air where gusts of wind are present. The common Air Elemental appears as an amorphous, shifting cloud when it answers its summons to the Prime Material plane. They rarely speak, but their language can be heard in the high-pitched shriek of a tornado or the low moan of a midnight storm. They prefer to spend their time on the Plane of Air, swooping and racing through the endless skies.

Although all Air Elementals of a similar size have identical statistics, the exact appearance of an Air Elemental in the Elemental Plane can vary wildly between individuals. One might be an animated vortex of wind and smoke, while another might be a smoky bird-like creature with glowing eyes and wind for wings.

Combat

While Air Elementals are not readily tangible to the inhabitants of planes other than its own, they can strike an opponent with a strong, focused blast of air that, like a giant, invisible fist, does damage as per HD. The high speeds at which these creatures can move make them very useful on vast battlefields or in extended aerial combat. In fact, the Air Elemental's mastery of its natural element gives it a strong advantage in combat above the ground. In aerial battles, they gain a +1 to hit and a +1d8 to the damage they inflict. An Air Elemental prefers to attack flying or otherwise airborne targets, not only because its mastery over flight gives it a slight advantage, but also because it detests the thought of having to touch the ground. An Air Elemental can move underwater, and although it is an Elemental and thus runs no risk of drowning, it drops to normal Movement speed when underwater.

Special Attacks

The most feared power of an Air Elemental is its ability to form a whirlwind upon command. Using this form, the Air Elemental appears as a truncated, reversed cone with a 2' tall and ½' in bottom diameter and 1½' top diameter for each HD of the elemental. An Air Elemental of 8 Hit Dice will produce a whirlwind standing 16' tall; a 12 Hit Dice Elemental produces a whirlwind standing 24' feet tall; and a 16 Hit Dice Elemental produces a whirlwind standing 32' tall. It takes one full round to form and dissipate this cone.

In combat, all victims of 2 HD or less hit by the whirlwind must make a saving throw vs. death ray or be swept away. The Elemental can engulf any creature fitting within its diameter on a successful hit roll of 4 greater than needed and kills all creatures under 3 Hit Dice in the area of its cone. The Elemental inflicts an extra 1d8 points of damage against any flying opponent, or to those in its whirlwind shape each round. Creatures trapped in the whirlwind cannot move except to go where the Elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind take a -4 penalty to Dexterity checks and attack rolls and remain inside unless succeeding a Dexterity check at -5 (-9 total!), check each round until success. The Elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be causing normal falling damage. A summoned Elemental always ejects trapped creatures before returning to the Plane of Air.

If, because of overhead obstructions, the whirlwind fails to reach its full height, it can only sweep up creatures under 2 HD and do ½ damage to all others in its cone.

Appearance Earth Elementals

Earth Elementals can be conjured in any area of earth or stone. This type of common Elemental appears on the Prime Material plane as a very large humanoid made of whatever types of dirt, stones, precious metals, and gems it was conjured from. It has a cold, expressionless face, and its two eyes sparkle like brilliant, multifaceted gems. Though it has a mouth-like opening in its face, an Earth Elemental will rarely speak. Their voices can be heard in the silence of deep tunnels, the rumblings of earthquakes, and the grinding of stone on stone.

On their Home Plane Earth Elementals are plodding, stubborn creatures made of living stone or earth. When utterly still, they resemble a heap of stone or a small hill. When an Earth Elemental lumbers into action, its actual appearance can vary, although its statistics remain identical to other Elementals of its size. Small Earth Elementals look like terrestrial animals made out of rock, earth, or even crystal, of ½' wide and long for each HD, with glowing gemstones for eyes. Larger Earth Elementals often have a stony humanoid appearance of 1' tall and 1/3rd wide for each HD. Bits of vegetation are frequently taken in the soil that makes up parts of an Earth Elemental's body. A burrowing Earth Elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. However, a Move Earth spell cast on an area containing a burrowing Earth Elemental always flings the Elemental back 1' per level of the caster, and then stunning the creature for 1 round unless it succeeds on a save vs. spells.

Combat

An Earth Elemental can move through matter not holding metal at normal burrowing speed. Though Earth Elementals travel very slowly, they are relentless in the fulfilment of their appointed tasks. An Earth Elemental can travel through solid ground or stone with no penalty to movement or dexterity. However, these Elementals cannot travel through water: they must either go around the body of water in their path or go under it, travelling in the ground. Earth Elementals prefer the latter as it keeps them moving, more or less, in a straight line toward their goal. An Earth Elemental cannot cross a water barrier wider than its height when moving on the surface. These Elementals do damage as per HD and inflicts an extra 1d8 points of damage against any opponent standing on the ground, because of their close alliance to the rock and earth. Earth Elementals will always try to fight on the ground and will only rarely be tricked into giving up that advantage.

Special attacks

Earth Elementals can trap creatures in its mass, or bury them underground where they may suffer suffocation (hold breath rules apply), unless they move within by a successful Strength check at -5 (check each round until success).

Against constructions with foundations in earth or stone, Earth Elementals do great damage, making them extremely useful for armies besieging a fortification. For example, a reinforced door, which might require a few rounds to shatter, using conventional methods, can be smashed with ease by an Earth Elemental. They can even level a small cottage in a few rounds. In game effect material damage is normally 1/5th of normal damage, but Earth Elementals their damage to structures is as given (+1d8 as the structures are ground bound). Each 8 points of damage done to a structure requires a material saving throw to prevent partial or complete collapse.

Appearance Fire Elementals

Fire Elementals can be conjured in any area containing a large open flame. To provide a Fire Elemental with an adequate shell of Prime Material flame, a fire built to house an Elemental should have a diameter of at least six feet and reach a minimum of four feet into the air. On the Prime Material Plane, a Fire Elemental appears as a swirling pillar of roaring flame 1' tall and diameter per HD. The Fire Elemental will always appear to have two armlike appendages, one on each side of its body. These arms seem to flicker back into the creature's flaming body, only to spring out from its sides seconds later. The only facial features of a Fire Elemental are two large glowing patches of brilliant blue fire, which seem to function as eyes for the elemental.

Like all common elementals, Fire Elementals rarely speak on the Prime Material plane, though their voices can be heard in the crackle and hiss of a large fire.

On their Elemental Plane Fire Elementals vary in appearance—they usually manifest as coiling serpentine forms made of smoke and flame, but some Fire Elementals take on shapes more akin to humans, demons, or other monsters, keeping roughly the same mass as 1' high and diameter. Features on a Fire Elemental's body are made by darker bits of flame or patches of semi-stable smoke, ash, and cinders.

Combat

Because they resent being conjured to this plane, Fire Elementals are fierce opponents who will attack their enemies directly and savagely, taking what joy they can in burning the weak creatures and objects of the Prime Material to ashes. In combat, a Fire Elemental lashes out with one of its ever-moving limbs, doing damage as per HD.

Fire Elementals mostly move normally, but they may also go into a jumping movement at 120' /40' with jumps as far as their height (and up to 1/3rd as high). The Elemental subtracts 1 point from each die of damage it does to creatures with some built-in resistance to flame-based attacks, creatures with innate fire-using abilities, like red dragons (to a minimum of 1 point of damage per die).

Special Attacks

Any flammable object struck by the Fire Elemental must save versus magical fire at a -2 or immediately begin to burn for 2d6 damage per round, or 3d6 per round the Elemental stays within contact. This Elemental inflicts +1d8 extra damage to cold based and insectoid creatures and flammable structures. Creatures touching the Elemental take 1d8 damage/round for 1d4 rounds (unless extinguished), combustible items burn until destroyed for as per RC page 116.

Fire Elementals do have some limitations on their actions in the Prime Material plane. They are unable to cross water or non-flammable liquids wider than their height, unless the water is covered with a flammable material (such as a layer of oil). Often, a quick dive into a nearby lake or stream is the only thing that can save a powerful party from certain death from a Fire Elemental.

Appearance Water Elementals

Water Elementals can be conjured in any area containing a large amount of water or watery liquid. At least one thousand cubic feet of liquid is required to create a shell for the Water Elemental to inhabit. Usually a large pool serves this purpose, but several large kegs of wine or ale will do just as well.

The Water Elemental may appear on the Prime Plane as a high-crested wave. The elemental's arms appear as smaller waves, thrusting outside of its main body. The arms ebb and flow, growing longer or shorter as the Elemental moves. Two orbs of deep green peer out of the front of the wave and serve the Elemental as eyes. Like all other common elementals, Water Elemental rarely speak on the Prime Plane, but their voices can be heard in the crashing of waves on rocky shores and the howl of an ocean gale.

As with other elementals, all Water Elementals have their own unique shapes and appearances on their home plane. Many appear as the described wave-like creatures with vaguely humanoid faces and smaller wave "arms" to either side. Other common forms are those of any aquatic creature, such as a shark or octopus, but made entirely out of water.

Combat

In combat, the Water Elemental is a dangerous adversary. It prefers to fight in a large body of water where it can constantly disappear beneath the waves and suddenly swell up behind its opponent. When the Elemental strikes, it lashes out with a huge wave-like arm, doing damage as per HD.

A Water Elemental is not able to move more than 60' from water. It inflicts an extra +1d8 points of damage against any opponent in water. May extinguish any fire for 1fp/HD each round, including magical fire at 6 point fire damage extinguished by every 1 water damage given.

Special Attacks

A Water Elemental can be a serious threat to a ship that crosses its path. An Elemental can easily overturn small craft (5 feet of length per HD of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed. Creatures trapped in the wave cannot move except to go where the Elemental carries them. To escape must have Swimming skill check at -5 (or Con check at -10) and apply drowning rules. Water Elementals can also create a vortex of 2' deep and diameter per HD. Creatures trapped in the vortex cannot move except to go where the Elemental carries them, which is down (the Water Elemental may decide to go down while in vortex shape at half movement rate. To escape they must have Swimming skill check at -5 (or Con check at -10) and apply drowning rules. While in the vortex creatures suffer also 1d8 damage each round due debris, impact waves, ground, etc. When outside the vortex in the Prime Plane creatures may suffer pressure damage and other nasty effects depending on the depth they find themselves in (see PC3-TSR9277-D&D-Mystara-Creature Crucible-The Sea People page 3)

Elementals can move along locations of other Elemental nature, but prefer not to. On the Prime Plane, their abilities are limited. The extra asterisk applies only to Elementals encountered on their own planes. Elementals are the dominant life forms on the Elemental planes, and refer to themselves as "people." Size may range from 1 to 32 Hit Dice, and the rulers are much larger (31HD at least, and often much higher). An Elemental takes double, normal, or minimal damage from certain attack forms. See table.

Type Elemental	Double Damage from;	Normal Damage from;	Minimal damage from
Air	Earth	Fire Air	Water
Earth	Fire	Water Earth	Air
Fire	Water	Air Fire	Earth
Water	Air	Earth Water	Fire
	Sv vs. Spells for normal damage	Continuous normal damage	minimal 1hp/die

Habitat/Society

Their system of rule is similar to that of human Dominions. Elemental Rulers will only be encountered on their respective Planes, unless special circumstances apply (see *Rules Cyclopedica* page 176, *TSR 9303 HWA1 Nightwail*, *TSR 9310 HWA2 Nightrage*, *TSR 9311 HWA3 Nightstorm*). These are in fact altered Elementals, rejuvenated and empowered by secret and unknown rituals or procedures.

Elementals usually distrust creatures from the Prime Plane (— 1 penalty to all reaction rolls). They can recognize such visitors by smell. However, when visitors appear in Elemental form, they do appreciate the effort (+ 1 bonus to reaction rolls, instead of - 1 penalty). In any event, they will not normally attack nor help visitors except in special circumstances.

Though most are of Neutral alignment, Lawful (ruling) and Chaotic (renegade) Elementals do exist. Some are even good or evil. Elementals live in towns and cities on their own worlds. Both the worlds and the building materials are made entirely of pure Elemental material, in solid, liquid, or gaseous form. In the universe of its own plane, each Elemental race occupies thousands of worlds. The Elemental races are far older than humankind, and more civilized in many ways. They have art forms for six senses. Some Elementals become clerics or magicusers in much the same ways as humans. However, an Elemental must be an adult of 9 or more Hit Dice before this knowledge can be learned. Many of the spells of the Elementals are entirely different, and some cannot be cast by humans except when in Elemental form.

Ecology

An elemental's normal Elemental form is a bloblike shape. It can create "arms" as needed; to a maximum of 1 per Hit Die, but can only attack with one blow per round (it can do other things with the other appendages). The elemental's material form is held together by its life force. The younger the elemental, the less material it can hold together. Thus, aging effects can change an elemental's size. Its normal life span is 30 to 35 Hit Dice.

Small Elementals are created when a large (16HD or more) Elemental splits itself. When this occurs, the "parent" Elemental divides into a number of parts equal to its Hit Dice; each new Elemental has 1 Hit Die. The Elementals are very secretive about the details of the process, and as to Prime Planar this does not occur frequently. In reality this is their normal reproductive system, keeping their number reasonably in balance, sometimes there will be a growth; sometimes there will be a decline in number.

Changing stages and Conjuraction Magic

Elementals have a few important stages in their life. At 8HD, 12 HD and 16 HD the Elemental goes through great changes. This year and HD is hard for them. Not only they learn to control new abilities, but their social Elemental life is changed. At 8 HD (Puberty) the change from a youngster stage to a teenager while gaining some control over its element, brings great changes in social responsibilities. This control can only be used to create structures, tools, and such, and this steers an Elemental further into its social Life. At 12 HD their control becomes stronger and their place in Elemental Social structure more clear. Keep in mind that these HD grow by age and NOT by experience. Elementals have character classes like the humans (Fighter, Mage, Cleric, Scout, Thief, Worker) and their levels can be higher than their HD (see *Gabbro at page 23 of TSR9303-HWA1-Nightwail who is a 12HD but 17!! Level cleric*). At 16 HD their ability even increases and they are able to use their magic even on other Planes. Their Final stage at 30HD enables them the chance to become an Elemental Ruler. If they succeed in this they in fact become a different Elemental with different abilities (see Rules Cyclopedia page 176), if they fail they can try once each year/HD.

The change is also a weakness stage for the Elementals, and this reveals itself in the nasty vulnerability to Conjure Elemental magic. It is these young inexperienced Elementals which thus can become the tools to some mage, and it is here they learn pain, and to be subjugated. Many also learn death, and violence, while the others just become an enslaved workforce. While being 8HD they can be conjured by a Staff of Elemental Control, an Elemental Device, or a Conjure Elemental spell. While being 12 HD they can be conjured only by an Elemental Device or a spell, at 16 HD they can only be conjured by the spell. Beyond 16HD and at the other HD they can't be conjured at all!!!...they may be summoned though (see the Summon Elemental spell).

Conjure/Summon Prime Planar *Created almost simultaneously on the Earth and Fire Elemental Plane, spread to the Air and Water Elemental Planes within a year; 993 AC.*

Uncommon 5th level Elemental Conjuraction spell

Range: 240'
Duration: Concentration
Effect: Summons one 9 HD/level Human or lower

Saving Throw: None
Casting time: If Conjure 5.....
If Summon up to 10

This spell is an Elemental version of the Conjure Elemental Spell and functions in the same manner, but can be cast only by Elementals on their own Plane, or on the Prime Plane. Painful and chaotic like the Conjure Elemental Spell this spell will tear the soul and life essence of the random subject of this spell literally from its body, but the body itself sustains no damage.

On the Elemental Plane a new body is created from the liquid, solid and gas forms of element of that plane (see table; Bones are solids, lungs are adapted to gaseous, blood and other liquids become dominant liquid form, flesh is soft version of solids, characters gain movement, and thrive on energy). The body will be a copy of its original but in Elemental form. This spell will be further exactly equal to the Conjure Elemental spell. The subject will get normal movement, breathing, immunity to harmful effects of that Plane, ability of drinking and feeding of that Plane, in addition to its natural abilities. (See table components). Fly is as per Fly spell, Dig is 60' /20' burrowing, Jump is 60' jumps per round, and Swim is 180' 90'swimming. The subject will suffer no environmental damage from the Plane in any circumstance. When summoned, any sustained damages will remain, and have to be cured normally or by magic.

If the subject dies or is dispelled, this will cause the Elemental substitute body to disintegrate and the soul to travel back to the Prime Plane trying to connect to its body, but the link is broken. Any healing magic within 1 day per constitution point of the subject will re-establish the link and revive the subject, otherwise the subject is dead. The subject will have no further damages when healed but is weak. In effect 4 constitution points are drained which restore in 6 hours per point (don't forget to add other lower constitution effects like less hp /HD). The subject will remember anything from while under effect of the spell, but like a Conjure Elemental Spell he had obey to the best of its abilities, especially the control, and disintegration will cause the subject to be very discontent. Any abilities/immunities gained by the spell will then be lost.

This spell can be blocked by an active Protection from Evil spell.

The Summon Prime Planar works similar to the Summon Elemental spell and is lawful, but also changes the subject partially to enable it to survive on the Plane.

When either variant of the spell is cast on the Prime Plane by an Elemental, it will function as a Teleport with Elemental adaptation (causing the subject to be adjusted to the element of the caster by immunities, movement, as above). When the spell ends the subject will always return to he location prior to the spell, but he/she will not suffer damage/weakness from being dispelled. Any damage received on the Prime Plane will remain and can be cured as normal.

Additional information; Chance to receive the following random Prime Planar Creature with Conjuring	
1d100	1-85 Human of HD of caster(max 9) or lower
	86-90 Random Small animals as many as HD caster or less
	91-93 Random Animal creature of HD caster or lower
	94-95 Dwarf, Elf, Humanoid, Halfling, or other Humanoid of HD caster or lower
	Conjuraction blocked by Protection from Evil spell and is delayed by 5 initiative segments (roll again 1d100 to locate another subject
	96-100

Components of Elemental Planes				
Type	Air	Earth	Fire	Water
Gaseous	Air	Gas or Dust	Plasma	Fog or Airy Water
Liquid	Airy Liquid= Fog or Clouds	Mud, Oil, Lava	Liquified Fire or Lava	Water or other Liquid
Solid	Solid Clouds or Invisible Solids	Soil, Earth or Stone	Embers or Solidified Fire	Ice or Snow
Energy	Electrical	Warmth	Heat	Warmth
Movement	Fly	Dig, Walk	Walk or Jump	Swim

Most Elemental Creatures have a forward Jumping fashion of moving (individual Height x4= Forward limit, Individual Height x1.2= Height limit) making jumps in a row to move in a direction. Some do fly (Fundamentals, Phoenix), some others walk (Salamanders, Fire Giants). The Jump spell (page 132) is mostly used here to create a similar movement. The duration of this spell is here as the Fly spell.

Protection from Conjuring Created by the legendary Garrongk and his Immortal; the Earth Elemaster (2976 BC)

Basic Clerical 3rd level Elemental Evocation spell

Range: 0 touch or caster

Duration: 24 hours (1 revulsion)

Effect: Protects one Sentient Elemental and caster from being conjured

Saving Throw: None

Casting time: 2

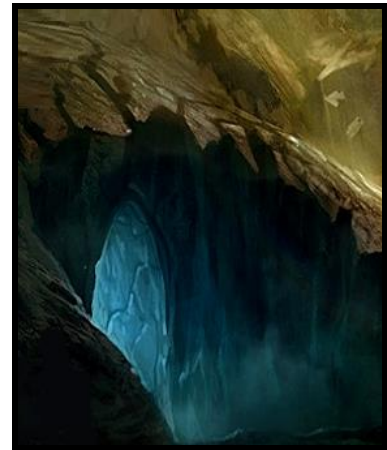
This Clerical Elemental spell creates a magical aura over the affected sentient touched Elemental and the caster of this spell that blocks any ongoing or upcoming conjuration magic. The caster may make a single touch within the casting time or 3 initiative segments thereafter on any Elemental (even one that is currently being sucked into the tiny conjuring vortex) and prevent it and itself from being called to the Prime Plane. Since this spell has only a casting time of 2, most conjurations may thus be blocked in time. The conjuration spell in it self does NOT falter, but seeks another unprotected Elemental elsewhere and is delayed by 5 initiative segments. The Elemental that already was sucked into a vortex suffers 1d4+ (1 per 4 levels caster conjuration spell rounded down) damage but remains on its own plane.

-3EE11 Gate to Plane of Earth

Height 13' , above ceiling/floor 2' thick

Connected with; [-3EE10 Elemental Room](#) by open arch, Elemental Plane of Earth by Elemental Gate in the **Glantrian Earth Elemental Stronghold** (see *Earth Elemental Plane map by Havard* http://pandius.com/erth_pln.html) after a distance of about 300 yards of cave-like tunnel.

Color/Material Theme; The vertical hole in the rock wall glows a little like as if a weak light spell has been cast on the area, but this is in fact a gate to the Elemental Plane of Earth. The scent here is like a fresh made concrete basement; a wet stony scent. Deep in the corridor sounds of breaking stone can be heard, which are caused by the miniature instabilities between the Prime Plane and the earth elemental Plane. The Gate radiates some minute amounts of Elemental Earth magic, which seems to affect the environment (*Gorevitch-Woszlany manor and canals above chamber are reduced in temperature -- Elemental Cave, also reduced, but also affected by turning packed earth into stone*), and increases Earth types of magic thus that the spells cast seem to be 3 levels higher in power within 30' from the gate (+2 levels within 50' and +1 level within 70').



-3EE12 Monster Room A, B, C, D

Height 13' , above ceiling/floor 2' thick

Connected with; [-3EE10 Elemental Room](#) by barred gate.

Color/Material Theme; This rocklike caves came slowly into existence when the gate to the Elemental Plane of earth was opened. The effect radiates 40' in all directions; turning mud and rock into solid stone. The effect has however spread within the open area connecting the cave, turning the walls, floor and ceiling of the area into 3' to 5' thick stone. The room is shaped with huge wide steps like a stair of 1' high, going down to [-3EE10 Elemental Room](#). The rooms are magically treated so these creatures remain inside, for various reasons. The Drake and the Erdeen, however, have some freedom, in that they may enter and leave if the desire thus, but in effect they don't, having their own reason to prolong their stay here.

A **Qutcho**, a tamed Xorn (<http://www.lomion.de/cmm/xorn.php> with readjusted to BECMI; HD7+7*, Morale 10, THAC0 12, Move/Burrowing: 90' -30' , Treasure; P, Q3, R, T, V, XP value 850)

B **Marrimba**, a female Earth Elemental Drake, who is befriended with the Earth Elementals (*DMR-TSR2501-AD&D-Mystara-Monstrous Compendium pages 34-35*)

C **Logistor Barrat**, a refugee Erdeen having "Political Asylum" (*DMR-TSR2501-AD&D-Mystara-Monstrous Compendium page 37*)

D 3 Earth Elemental Sandlings (<http://www.lomion.de/cmm/elekeart.php> with readjusted to BECMI; HD4*, Morale 4, THAC0 16, Move 120' -40' , Burrowing 60' -20' , XP value 125)

DM: Interplanar Politics

This adventure is for Earth Elementals who are experienced enough to enter the Plane of Earth. This difficult adventure revolves around the politics of the Elementals, Erdeen and other sentient creatures (see *Earth Elemental Plane map by Havard* http://pandius.com/erth_pln.html). There are issues like Prime Plane nations; espionage, intrigue, greed of goods, ores, knowledge, ground, power, or even relations. (see also the *Nightwail Trilogy* for ideas). The initial link to this adventure is *Logistor Barrat*, who requested political asylum for some (as yet unknown reason), but *Marrimba* would have her fingers in this plot too. An experienced DM could make an interesting adventure, with enough combat, but also stealth, secrecy and politics. Whatever the solution of this adventure; the neutral position of the Earth Elementals in their Stronghold is also at risk...and no Elemental would dare to incite a war between *Glantri* and the Elemental Plane...especially with a Gate to that Plane which is active continuously since its opening, and can't be closed due its importance to the secret craft of Earth Elementals themselves.

Courtyard; Ghoul Chambers

Hidden underneath the ancient Blackmoor “magical” stone (*concrete*) floor/foundations of the former Teacher’s Lodge (-1W11 Ruined Basement) the fire and earthquakes of the ages have created a breach within the outer wall. The tremendous amounts of Elemental water used to extinguish the great fire of 875 AC seeped through the earth and coalesced underneath these floor/foundations, until the water found a way out, through the crack in the outer wall. Over the last decades this has swept away a lot of earth and created a roughly 40’ x 30’ by 5’ to 10’ high cave-like chamber stuck between the Outer Wall, the floor/foundations and the deeper foundations. As the lower end of the crack is located at the bottom of the School Channel, it is an easy access for wandering Ghouls in the Channels. Decades of Ghouls fermentations and ecological bottom processes of the channels debris, since then have created enough gas to coalesce and thus creating an air bubble to push the water out. Later mosses and algae fed upon the carbon rich air, creating a more oxygen rich area, breathable (though still extremely stinking, filthy and putrefied) atmosphere.

Within this are live several (4 to 12) Ghouls, often remnants of necromantic experiments and creations, or those becoming victim of their hideous disease.

(http://pandius.com/Monster_Manual_4.pdf page 1177).

As Ghouls (*and Zombies or Skeletons*) can’t swim (or climb ladders) they walk on the bottom of the channels feeding upon any life they find. They do not breathe, but still have a basic human mindset, i.e.; the need for a place to rest, congregate, and eat undisturbed. They may have a lower intelligence than the average human, but they still are able to understand what is good for them and what not. Their hunting has spread their disease among the creatures living, and as such Ghoul Fish can be discovered in the Glantrian Channels

(http://pandius.com/Monster_Manual_4.pdf page 1187).



One interesting side note; *The typical Zombie movies always actually depict Ghouls instead of Zombies, as Ghouls are infectious undead, able to make vocal sounds and sometimes even words, and actually self-reliant (like as depicted in the movies), zombies in fact are only animated bodies without any sense of self (including self-preservation) functioning upon magically encoded orders, and do not reproduce by infection like Ghouls. For more on Ghouls and Zombies see Mystara Monster Manual Compilation Chapter Undead; http://pandius.com/Monster_Manual_4.pdf .*

As of 1013 AC within the Glantrian Canals there exist about 300 Ghouls and about 4000!! Ghoul fish, 3 Agarats, 15 Elder Ghouls, 21 Ghosts, and about 500 Elder Ghoul Fish. Most of these are still under control of some Necromancer or more Powerful Undead. When the Shield of Darkness will envelop the city, these ‘rulers’ gain more area to yield their horrific powers upon, and enabling them to venture on the surface. *All these ghouls (not Lacedon!!, as these exist only in salt water.) belong to the Canalmaster, a human 16th level mage with necromantic spells and Water Elemental items, (see GKoM page 77 and [Extra Locations: The Canals](#)) who has its own secret plans centred on the canals of Glantri.*

The GSM is aware of this undead lair, but the powerful Necromancers of the nation demanded it to be preserved instead exterminated. And as the canals are already filled with obscure entities, a few ghouls would not create a difference; as thus according to these Necromancers. Due their political power the GSM could only comply, yet they still keep an eye to this location. And any threat of spreading the infection or danger to Royalty will cause this lair to be cleared of any undead. Once in a while adventurous heroes slay the ghouls, but within a month or so new ghouls will have claimed the territory, doubting the non-Necromancer rulers if the danger is not already greater than expected. Often Necromancers visit this area to retrieve components for their secret spell Ghoul Touch.

Ghoul Touch *Unknown, exists since 877AC within the Secret Necromancers Craft (Brannart McGregor Klantyre is suggested)*

Uncommon 2nd level Necromantic spell

Range: Touch

Effect; Caster Only

Duration: 1d6+2 rounds

Casting Time: 1

Saving Throw: negates paralysis caused by touch

Material Component; A drop of Ghoul’s blood, small scrap of Ghoul cloth, ghoul lair dirt.

Imbuing the caster with the negative energy of a ghoul, this spell allows the caster to paralyze a single living humanoid (except Elves, and Fairies) for 1d6+2 rounds with a successful touch attack, unless the victim makes a successful save vs. Paralyzation. Additionally, the paralyzed subject exudes a carrion stench that causes all living creatures (except the caster, and creatures immune to poison are unaffected) in a 10-foot-radius spread to become sickened, and those character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill & ability checks (negated by a successful save vs. poison) due retching and nausea. A neutralize poison spell removes the effect from a sickened creature.

Extra locations; Silver Tower Inn

The upper levels of this public area are not detailed here, (to limit the already huge amount of information in this book), but only a general description of the rooms are given on the map. Expanding it further is up to the individual DM. As can be seen it has four floors underneath its slanted roof, of which the highest is actually an attic. The three underground levels are explained in further detail though, as they are part of the GSM underground structures and secrets.

From Gaz 3 page 40 #18; *The High Society of Glantri often meets here for leisurely luncheons. This classy inn is reserved for nobles, and seems much like a small palace. Dinner may cost from 10 to 100Dc per guest. The owner boasts he offers the best food and service in Glantri, and that any customer's wishes may be fulfilled. The night can be spent in a posh palace suite, for a minimum of 350Dc per person per night. Customers of the Silver Tower Inn gain some recognition from the local nobles.*

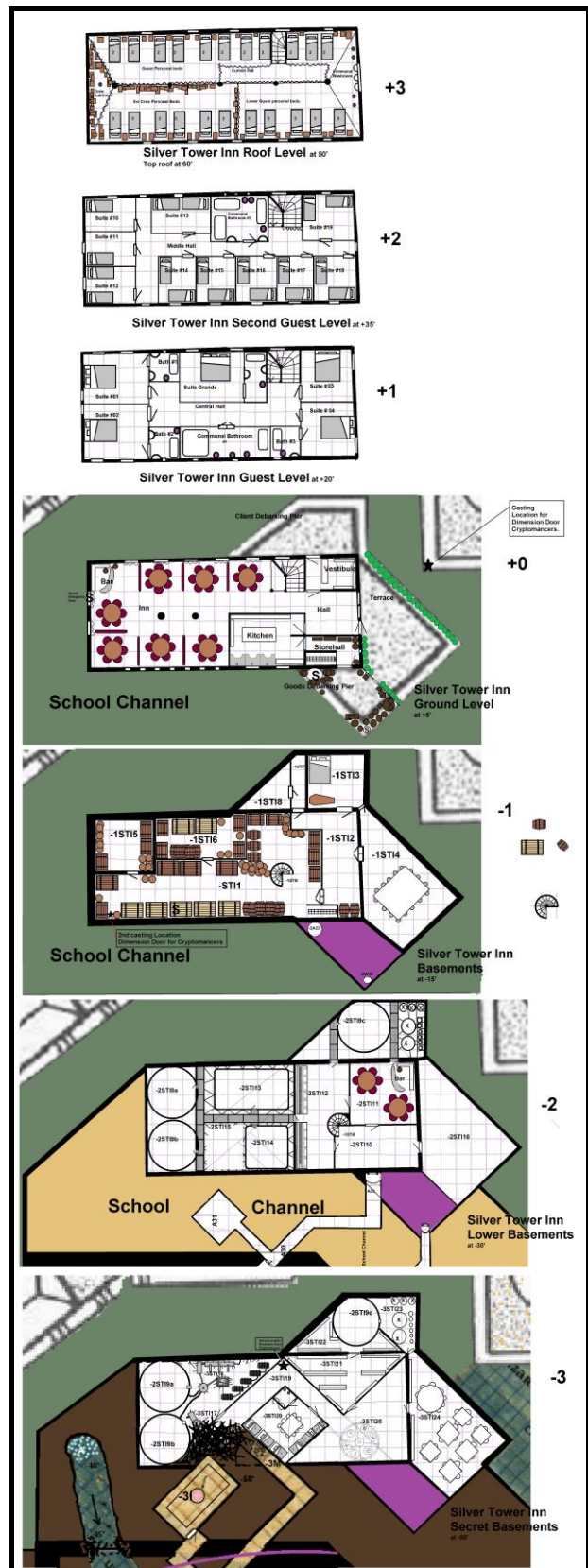
That any wishes may be fulfilled gives some leniency to rumours that the Fellowship of the Pouch and the Sisters of the Private Houses (Gaz 3 page 35) have powerful connections with this Inn. At least the Sisters (mostly female Seducers, see [the seducer class](#), but several male "Sisters" do exist too) will visit this location regularly.

This also means that the location has several secrets under its roof, not only secret rooms, but also political schemes, plans, spies, treason, smuggling, theft, bribery, etc.. Some of these illegal "legal" secrets will be revealed here and in the rooms [A31](#), [A30](#), [A32](#), [-2W18](#), together with the main use of the rooms depicted.

The area clearly has a secret or forgotten history with the FWA and GSM, as many structures and rooms were created and used underneath the Inn.

Price list Suites	Gp/person/night
Suite Grande + Bath	1500
Suite #01+Bath #1	800
Suite #02+Bath #2	800
Suite #03 + Communal Bathroom 1	600
Suite #04+ Bath #3	750
Suite #10 + Communal Bathroom 2	500
Suite #11 + Communal Bathroom 2	500
Suite #12 + Communal Bathroom 2	400
Suite #13 + Communal Bathroom 2	400
Suite #14 + Communal Bathroom 2	350
Suite #15 + Communal Bathroom 2	350
Suite #16 + Communal Bathroom 2	350
Suite #17 + Communal Bathroom 2	350
Suite #18 + Communal Bathroom 2	350
Suite #19 + Communal Bathroom 2	550
Guest Personnel Beds + Communal Washroom	15
Lower Guest personnel beds + Communal Washroom	5
In Crew Personnel + Private Latrine + Communal Washroom	na
Basement Deep Suite	800
Basement Cell	400
Basement Meeting Room	125

Staying guests are registered (maximum 6 days beforehand reservation possible), and must be paid for, but Seducers and short time guests are not. Those coming only for a meal are charged 35 gp a meal as at minimum (with higher rates depending on their choice of food).



The lower Levels have been the location of some kind of gas-related factory in the Blackmoor era. From level -1 and up the sections have been built upon the roof of the factory. It is these concrete sections which protected the lower sections from being totally destroyed with the Firestorm of Redfen in 3000BC. Not that the structures survived unscathed, the destruction was still devastating, yet the aluminium and steel structures remain reasonably intact. The walls of level -1 or lower were cooled by the water (existing already then around the structures), which prevented damage by the fire and water to occupy the lower regions.

The upper section was even more damaged, and literally blasted apart, deposited mostly in the bottom of the nearby water, disintegrated over aeons of time to muddy sand-like debris. Some debris was heaped on top, coagulating in a strange solid pink structure-like mud. This pink solid mud was the plastics and carbon fibres of the former Blackmoor structures on this location with some metals remaining within the molten burned and hardened goo. The pink mud also protected the lower sections from the fire, and from moisture over the centuries. Time, moisture and rust caused a further decline in the internal material integrity (more on this detailed in each separate room), making the vertical orientation dangerous to use. Several areas are tilted and no longer of any functional usage.

The current Tavern was created in 439 AC to house the workmen used for the creation of the FWA in Braejr. The debris and pink molten unknown materials were cut, burned and disintegrated (magically and manually), but soon the burning caused toxic fumes. Many workmen, and half the fish, birds, and other local animals perished. It was decreed that the material would be henceforth cut manually with axes in large chunks and dumped in the western corner of the basement, which was a deep pit (purple on the map), thus to protect the environment to become affected by the toxic material. The existing [-2A22](#) & [-2W18](#) metal shafts with an internal metal stair down, were incorporated in filling up the area, but as soon as the stone top layer was recreated, some workers/future Inn Keepers secretly dug the stairs free of purple debris, enabling contact with the lower regions of the FWA. The pink debris removed was later sold to two Alchemists, both of these created Golems out of it; the Alphantian Acid Golem (see http://pandius.com/Monster_Manual_5.pdf chapter; Constructs page 1454 and several Doll Golems at page 1466.

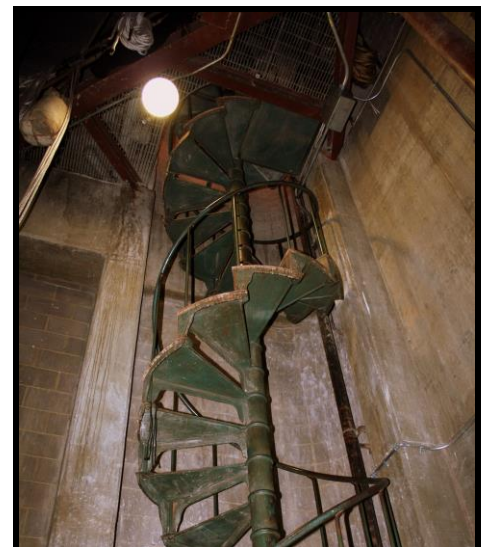
The upper structures were then created over the lower ones, and were constructed of the same grey granite bricks as the Dependance, and the FWA itself, yet its architecture was already influenced by the cultures of Mystara, less resembling a Flaemish origin. Only the way of bricklaying, and door/window frames were still in its original state, revealing its heritage. The roof was restored in 880 AC as it was affected by the Great Fire of 875 AC.



The Secret Stair shaft - 2A22

-1ST10 Metal Stairwell

Connected with; [-1ST11 Storage Hall](#) up and [-2ST10 Entry Hall](#) down. This metal stairwell is placed in the corner of the lower Entry Hall going up to the Storage Hall. It has only a metal railing, but in effect is open all the way up and down. The structure has been painted green by some weird near indestructible Blackmoor paint, which only after 4000 years began to show some signs of rust. Alchemists tried to copy this, but failed utterly and soon gave up. There is a single GSM light Globe giving light to the whole stairway and even the room below. This area is actually known by the Glantrian constabulary, but for various reasons not regularly inspected (some high-ranking officers, military and prices often gamble down here, and thus most investigations are postponed indefinitely to bar scrutiny).



-1ST11 Storage Hall

Height 13' , above ceiling/floor 2' thick

Connected with; [-1ST12 Special Guest Hall](#) by standard decorated door south, [-1ST16 Dry Storage](#) by standard door west, [-1ST15 Cold Storage](#) by standard sized but double thick oaken door with outside latch and hinges, Upper floor by ramp south, [-2ST10 Hall](#) by [-1ST10 Metal Stairwell](#) down, [-3ST119 Corridor of Sigils](#) by precise placed Dimension Door.

Color/Material Theme; Outer Walls are ancient Blackmoor "magical" stone (*armoured concrete*), inner walls and damaged topping are Grey Granite, bricks. The floor is also "magical" stone, but eroded by time and use to an almost flat polished surface. The ceiling is made of large granite beams (magically created long ago) placed over the basement structure as a foundation for the new upper structures. This area is commonly known and regularly used by personnel and guests.

All the chests, barrels contain normal objects, food stock and liquids normally found in Taverns and Inns, but of the best quality. One chest (marked "S") is placed over a hole in the floor of about 2' x3' , directly above the [crashed Techroom](#) 35' below. This hole was created as the Techroom broke from its connections, and crashed down, tearing a final connection (to the ceiling) down with its fall. The staff of the Inn investigated, but refrained from going down due the dangers.

-1STI2 Special Guest Hall

Height 13' , above ceiling/floor 2' thick

Connected with; [-1STI1 Storage Hall](#) by standard decorated door north, [-1STI3 Deep Suite](#) by standard door east, [-1STI4 Meeting Room](#) by double door north, [-1STI7 Corridor](#) by reinforced oaken door with external lock, hinges and double latch.

Color/Material Theme: Outer Walls are ancient Blackmoor "magical" stone (*armoured concrete*), inner walls and damaged topping are Grey Granite, bricks. The floor is covered with Creole Black and San Cristobal Ivory Cream half foot sized tiles placed in a diagonal checkerboard pattern. The ceiling is made of large granite beams (magically created long ago) placed over the basement structure as a foundation for the new upper structures. There are no flowers in this room, as to possible negative side effects to the special guests here.

The room is affected by a Nullscent spell in case of rotting scents produced by guests. And several scent related items are stored and used here. This is often due to the scent of Necromancers and undead remaining here, but has found several uses.

Odour (Nullscent) GSM 997 AC by Morphail Gorevitch-Woszlany

Rare 2nd level Alteration spell

Range: 240'

Duration: 1 Turn per level of the caster

Effect: One creature, one room of 5' x5' x5' per level of the caster or single object (and wearer)

Saving Throw: None

This spell will make any one creature, area of 5' x5' x5' per level of the caster or a single object having another scent. This may have any odour known by the caster, even those unknown, unnoticed (by common people) ordinarily. Such an affected person, item or area will become extra noticeable to those creatures with enhanced scent abilities (most animals, Orcs, Lycanthropes) and depending on the sort of smell might react accordingly. Invisibility will not cloak this scent, and although not seen, it will make the invisibility as if it is not working. When a creature becomes affected, all items carried and worn will be affected accordingly, until removed from the character. Any affected item used or worn will also affect the creature using or wearing it.

The reverse of this spell (Nullscent), will remove any scent for 1 Turn per level of the caster from the affected creature, area, item. Any affected room, item (including wearer) or person will be totally negated by predators hunting by scent. If used together with Invisibility the effect will mostly convene a total invisibility

When both versions are cast against each other the version of the caster with the highest level, wins. (In case of a draw both spells fail. There are natural brew, liquid, perfume, incense versions existing made by Druids and clerics; use the level of the maker where needed. If no such information is available roll 1d12+4 to assume a level.

Skunk spray, Skunk drops are seen as a caster of level 30!! The urine spray for many other animals are 5 times their HD.

Tomato-Vinegar functions as a Nullscent of a caster of 33rd level on a creature if it bathes at least 1 hours in the stuff, giving the affected a vinegar scent that is not as bothersome as stench instead. Smelling Salts, Scented Soap, incense are no more than 1d4+5 strength in Level at most.

Other magic affecting scents or magical scents are calculated similar; but Druid magic counts as 2 levels per level instead. Perfumes are no more than 1d4+8 strength in level. Gunk, goo and rotting debris is 10HD. If two scents are against each other the stronger will dominate, but will NOT remove the other.

Nullscent

This vapour created from various plants,

can be only applied in a sweatout, and on naked persons. A Vapor is intended to be inhaled, usually affects an area. The dry ingredients must be stirred into boiling water so the brew's recipient can breathe in the steam. Administration requires two Turns and a source of hot water. It will remove the personal scent of the person for a week if applied on the whole body. Clothing must be washed separately. Creatures with a smell ability will be unable to smell the person for 4 days, then at 10%, the next day 30%, the following day 70% and the next day the Vapor will have lost its use. The last also happens if the person is wholly or partially dipped in water or washed.

Dog Repellant

This poultice consists of a damp herbal bandaged, if kept on the sweat glands of the patient (ex. Armpits), The contents of the poultice soaks into the skin gradually. Applying a poultice takes 4 rounds; it can be applied only to an unresisting or grappled subject. It will ward of Dogs, Wolves, Direwolves, Gnolls, and Lupins. And Wights and Ghouls at a 10% chance, Lycanthropes are immune due their affliction. It functions for a day in warm or a week in cold areas, normally 48 hrs, and creates by scent a powerful fear of imminent death to Canines, and flesh eating Undead.

Skunk Drops

This perfume, a special, often expensive liquid, giving of a powerful scent, must be sprayed on the target to have a more continues effect. It will also affect those nearby 10' for 50% chance and smelling creatures are always able to track the patient. It is taken from the scent-spray glands of living normal or giant Skunks or even Ferrets. (in the last case strongly prepared (Time x2). Druid and sprayer will always get scented fingers unless protected with gloves.

Item	Terrain found	Search		Preparation		Application	Save	Expiration	Hedge Price
		Time	Check	Time	Check				
Dog Repellant	Grasslands, Roadsides	6 Hr	-5	4 Hr	-2	Poultice	none	1 moon	200 sp
Nullscent	Forests	3 Hr	-4	2 Hr	-3	Vapor (100cn)	none	mixing with water and/or alcohol and boiled	400 sp
Skunk Drops	Forest with Skunks	8 Hr	-8	4 Hr	-2	Perfume (25cn)	none	2 moons if kept close	250 sp
Smelling Salts	mountains on sea sides	8 Hr	-2	3 Hr	-1	Perfume (25cn)	none	1 year	75 sp
Tomato-Vinegar	Wine orchards, Hill, Vegetable Farmers summer or autumn only	4 Hr	-5	5 Hr	-4	Bath (500cn/50 Ltr)	none	1d4 moons	300 sp
Scented Soap	Animal fat; Butchers	24 Hr	-3	24hr	-4	with water (15cn)	none	1 year or 100 uses	100 to 300 sp

Smelling Salts

This perfume, a special, often expensive liquid, giving of a powerful scent. Must be sprayed on the target to have a more continues effect. It will also affect those nearby 10' for 50% chance and smelling creatures are always able to track the patient. It will revive an unconscious character by smell alone; it has literally hundreds of uses. Except if kept open for over 1 week.

Tomato-Vinegar

This produce must be used to bath in. it will remove all stains or scents (especially those of ferret or skunk) if bathed warmly for at least 1 hour. The patient will smell like tomatoes and vinegar instead for 4d10 hours.

Scented Soap**

Prevents the normal skin burn on sensitive areas caused by normal soap, and has many perfume variations. Charisma under Humans, Elves is increased by +1 for 4 to 8 hours, depending on temperature.

-1STI3 Deep Suite

Height 13' , above ceiling/floor 2' thick

Connected with; [-1STI2 Special Guest Hall](#), by standard door west [-1STI4 Meeting Room](#).

Color/Material Theme; Outer Walls are ancient Blackmoor "magical" stone (*armoured concrete*), inner walls and damaged topping are Grey Granite, bricks. The floor and walls are covered with are Creole Black 3 feet sized tiles. The ceiling is made of large granite beams (magically created long ago) placed over the basement structure as a foundation for the new upper structures. The room is richly decorated, including a walnut grave chest with purple Silk-spider Silk and Owlbear down for Vampires renting this room. There are also several candles. The room has been enchanted by a Necromancer long ago to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3). The Bed is covered with dark burgundy red Blankets, black silk-spider sheets, and Owlbear down filled silk pillows.



-1STI4 Meeting Room

Height 13' , above ceiling/floor 2' thick

Connected with; [-1STI2 Special Guest Hall](#),

Color/Material Theme; Outer Walls are ancient Blackmoor "magical" stone (*armoured concrete*), inner walls and damaged topping are Grey Granite, bricks. The floor is covered by Creole Black and San Cristobal Ivory Cream half foot sized tiles placed in a diagonal checkerboard pattern. The ceiling is made of large granite beams (magically created long ago) placed over the basement structure as a foundation for the new upper structures.

This room is used to be rent to groups needing a communal room to congregate together. There is a large central table with 16 chairs, but these can be expended with three benches of 8 seatings wide and two of 4 seatings wide on request. Use of this room is 125 Dc per person; benches are half price a person. Usage is never more than 8 hours, after which the room is cleaned, and prepared for the next. There is a waiting list of 1d20-2 eight hour time sections. Registering before is recommended and no group can legally take precedence. Registering can be done no more than 6 days in advance (*18 eight hour segments*) and if all segments are registered one needs to wait until 8 hours have past, or pay an extra (hefty and illegal) amount to enlist as soon as possible. The room can be enchanted to prevent magical scrying, but this normally can't prevent non-magical scrying...there exist listening holes and tubes to various locations in the tavern, servant are prone to blabbering, and the door to the special guest hallway does not block sounds and can be peered through the slits.

-1STI5 Cold Storage

Height 13' , above ceiling/floor 2' thick

Connected with; [-1STI1 Storage Hall](#)

Color/Material Theme; Outer Walls are ancient Blackmoor "magical" stone (*armoured concrete*), inner walls and damaged topping are Grey Granite, bricks. The floor and walls are covered with San Cristobal Ivory Cream 3 feet sized tiles. The ceiling is made of large granite beams (magically created long ago) placed over the basement structure as a foundation for the new upper structures. A Control Temperature spell permanently set the temperature at 5 degrees below freezing. Meat, fish and other food easily spoiled is stored here. The meat and large fish (and sometimes a corpse) hang on large hooks hung in rows of holes in the ceiling granite beams.

-1STI6 Dry Storage

Height 13' , above ceiling/floor 2' thick

Connected with; [-1STI1 Storage Hall](#)

Color/Material Theme; Outer Walls are ancient Blackmoor "magical" stone (*armoured concrete*), inner walls and damaged topping are Grey Granite, bricks. The ceiling is made of large granite beams (magically created long ago) placed over the basement structure as a foundation for the new upper structures. An Elvish spell named Dehydrate is made permanent here, making the room free of any moisture and protecting it thus from any Molds and most Insects. Organic objects stored here longer than one month; however, tend to become brittle and weak, easily damaged if used (DX check to use). This is the reason most objects are labelled by date. The room is sometimes used to illegally make scrolls appear older (dirty it, and then place several weeks here, and presto; a seemingly century old scroll.). This is seen as theft by falsification/false minting, and punishable by Glantrian Law.

-1STI7 Corridor

Height 13' , above ceiling/floor 2' thick

Connected with; [-1STI2 Special Guest Hall](#), [-1STI8 Cell](#) both by a reinforced wooden lockable door with external latches.

Color/Material Theme; Outer Walls are ancient Blackmoor "magical" stone (*armoured concrete*), inner walls and damaged topping are Grey Granite, bricks. The ceiling is made of large granite beams (magically created long ago) placed over the basement structure as a foundation for the new upper structures. When prisoners are in the cell, a guard is placed here, mostly a single muscular fighter belonging to the Thieves Guild (*Lvl 5+, ST 17+, CO17+, Wrestling and Boxing Skills*).

-1STI8 Cell

Height 13' , above ceiling/floor 2' thick

Connected with; [-1STI7 Corridor](#) by a standard reinforced oaken door wit external latch and lock.

Color/Material Theme; Outer Walls are ancient Blackmoor "magical" stone (*armoured concrete*), inner walls and damaged topping are Grey Granite, bricks, all painted dark brown. The ceiling is made of large granite beams (magically created long ago) placed over the basement structure as a foundation for the new upper structures. Burglars, thieves, squatters, and other vagrants land here, together with the unwanted persons from the gambling areas below. The Constabulary will come when notified, and take those without questioning, just reading the report. Only when the judge is needed, the report will be added with Inn personnel giving visible proof (magical called forth) if needed as decided by the judge.

-2STI9 Cylinders a, b, c & X

Height 13' , above ceiling/floor 2' thick

Connected with; a & b to [-2STI15 TechHall & Catwalk](#) by 2' high, 1' wide steel inward doors with a rotating metal locking handle and [-3STI18 Machine Room](#) by 2' x2' round door, c to [-2STI12 Strange table Room](#) by catwalk and 2' high, 1' wide steel inward doors with a rotating metal locking handle and [-3STI23 Minor Cylinder Area](#), X to [-2STI11 Gambling Room](#) by catwalk and small door, and [-3STI23 Minor Cylinder Area](#) by small (4"x4") hatch below.

Color/Material Theme; These Cylinders are mostly called "Vats of *unstable Magic Liquid*". They are 30 feet tall and 17' diameter, made of steel plates bolted together, enamel coated within. However after 4000 years both the enamel, and even steel has begun to deteriorate. Each individual cylinder has each year after 1013AC a 5% +1% cumulative chance per year to break open and spill the contents and each use, climb attempt give a +1% cumulative per attempt to do the same.

The cylinders were distillation instruments, where the gas was liquefied to be transported by various transport vessels of the Blackmoor era. As Tiusium gas has a natural magical component, this component was originally distilled out and further researched. Most of the cylinders were empty when the disaster of the Great Rain of Fire struck, due to a strike for better wages and environmental better circumstances. If they had been filled with the concentrated gasses, nothing of the region would have been saved, not even stone; everything would have been molten and burned. However, as these cylinders and the storage balls (the Glantrian examination area) were empty, some material and even some liquid gas remnant was saved in the cylinders. These amounts are however very low and tainted by oxidation processes. Each large cylinder has the equivalent of 150 potions of liquid; the smaller ones (X) have 50 potion amounts each. This liquid has a strong magical residue and even effects if consumed, however, as 4000 years of oxidation with the cylinders themselves, effects are taken random (see table) with effects resembling the spells in effect and control, but with different durations. It was this, what made the liquid unreliable, and abandoned by the FWA when discovered.

Liquid effects		
1d100	Effect	Duration
01-10	Featherfall	1d10r
11-15		1d30 r
16-18		2d6 T
19-20		1d4 Hr
21-30	Levitation	1d10r
31-35		1d30 r
36-38		2d6 T
39-40		1d4 Hr
41-50	Fly	1d10r
51-55		1d30 r
56-58		2d6 T
59-60		1d4 Hr
61-70	Teleport	1d10r
71-75		1d30 r
76-78		2d6 T
79-80		1d4 Hr
81-90	Weakness (ST/CO -2)	1 day
91-95	Sickness(abilities -1d6 each)	1 week
96-98	Poison X(-1hp/r)	Until death
99-00	Petrification	in 1d4 r

-2STI10 Entry Hall

Height 13' , above ceiling/floor 2' thick

Connected with; [-1STI0 Metal Stairwell](#) up, [-2STI12 Strange table Room](#) by northern by 4' wide and 5' high metal door labelled "Chemvat Control Room", [-2STI11 Gambling Room](#) by eastern 4' wide and 5' high metal door labelled "Batteries" [-2STI16 Arena room](#) by southern 4' wide and 5' high metal door labelled "Toilet & Showers". The labels are translated from ancient Blackmoorian, which seems somewhat equal to Thyatian, but most of the technical words themselves are unknown to most Mystara people.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*) painted mint green. The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of Metal including Locks, Handle & hinges painted crème. Stairwell is completely dark green (though corroded). This area is mostly guarded by two to six muscular fighters belonging to the Thieves Guild (*Fighters Lvl 9+, ST 17+, CO17+, Wrestling and Boxing Skills*). This is the area where guests are checked, pay their entry fees, and sometimes brutally beaten unconscious and secretly dumped in the canals outside. Illegal entries caught are however, placed in the cell to await the constabulary. This is a ruse to keep the image of a clean Inn standing, and to protect the name and fame of the visitors. Such ' visitors' are declared as burglars and as thus arrested. Whatever they say to explain their being there, will mostly never be listened to, not even in court. In prison these individuals will be further contacted by the Thieves Guild to do as they have been told, and/or to stay out of the Guild's business, or else bone-breaking or worse might follow.

-2STI11 Gambling Room

Height 13' , above ceiling/floor 2' thick Connected with; [-2STI10 Entry Hall](#) by western 4' wide and 5' high metal door, [-2STI12 Strange table Room](#) by northern by 4' wide and 5' high metal door labelled "Chemvat Control Room", [-2STI9 Cylinders X](#) by eastern 4' high 2' wide metal door.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*) painted mint green. The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of Metal including Locks, Handle

& hinges painted crème. Games played; **Backgammon, Blackjack, Poker, or Dice Bet;** betting on number rolled (1d30); 6, 8, 10,



12 or 16 (max) players, pay a preset amount (the more players the lower the amount). When a crown (30) is rolled all set amounts must be doubled. All set amounts are won by the lucky winner, or lost to the Thieves Guild when no winner is rolled. Or like **the Orc Drinking Game** Canon; each contestant pays a preset amount before, and rolls two d6. The low roller takes a drink. If a tie, both take a drink. Each character who took a drink must make a constitution check. Apply Alcohol rules as given here; [how does alcohol affect body](#). Each participant (whether he just drank or not) must do a dextrous feat (done in game terms by making a roll on the current Dexterity or less on 1d20). Feats include standing on one foot, balancing a stool on your palm, balancing a knife on your finger, etc. If one participant fails the dexterity check, record the failure and start over, until one has failed three checks or passed out. The participant to miss three dexterity rolls, vomit, or passes out, loses; pays for all the drinks, loses his preset amount (all within a week period or bone-breaking will follow. Very wealthy and/or foolhardy drinkers can make this in a group game, with several participants. However the first one to fail as described pays for ALL the drinks used to that moment. The last to remain wins all preset amounts, whether a group game or dual game. Those caught cheating lose, and suffer bone-breaking or worse. A saying of so-called righteous upper class citizens; *How terrible alike are all human rogueries, whether the scene be a street market in Glantri or the secret thimblorig of the upper class Silver Tower Inn.* *Thimblorig; another word for shell game. Verb; to cheat as by thimblorig.*

Another well known game is **The Forbidden Game**. It contains of a cloth with six markings Clover, Heart, Diamond, Spade at the corners, and Sun and Anchor in the middle. And 3 dices, owned by the bank, with the same symbols; each contestant places a self-chosen amount of money on it (often in a pouch or clip to identify the owner) and places this on one or more of the marked areas. Once all of the contestants have placed their money, the dice are rolled. All set amounts not rolled are taken by the bank. The bank pays out as follows; Clover, Heart, Diamond, Spade are rolled once = return set amount; Clover, Heart, Diamond, Spade are rolled twice= return set amount x2; Clover, Heart, Diamond, Spade are rolled thrice = return set amount x3. Sun or Anchor rolled once = return set amount x2; Sun or Anchor rolled twice = return set amount x3, Sun or Anchor rolled thrice = return set amount x4. When the three dices roll no square with a set amount, all current amounts must be doubled, and then rolled anew. If doubling or paying is refused or impossible; bone-breaking, looting, or worse might follow. *DM; use three d6 with each number designated by one of these symbols. Real Life information; this game was played worldwide, but often became forbidden by laws up to today. To play this game in a friendly more legal setting just rotate who is the bank each turn, and play with fake money.*



-2STI12 Strange table Room

Height 13' , above ceiling/floor 2' thick Connected with; [-2STI11 Gambling Room](#) by southern 4' wide and 5' high metal door labelled "Batteries", [-2STI9 Cylinders X](#) by eastern 4' high 2' wide metal door, [-2STI15 TechHall & Catwalk](#) by northern magically locked (but reopened) 3' wide, 5' high metal door labelled "Chemroom".

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*) painted mint green. The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of Metal including Locks, Handle & hinges painted crème. This room has two strange metal tables on the northern wall, with molten glass in square openings on the somewhat slanted higher section and square globs of molten grey stuff with threads of copper often found within on the horizontal section in front.



The horizontal section at the wall is the location where several Amulets of Magic Resistance (see [-1W8 Box Storage](#)) were found, most of them damaged, but some still intact, some of these might still be found (*DM; keep this number low, to prevent disruption of Game mechanics, game fun, NPC interactions, and campaign effects*). This area was originally the control room but nearly everything of glass, plastic, carbon fibres has been molten. The metal synthetic chairs have been long removed and probably dumped with the other pink stuff in the pink pit. This section was the control centre to investigate the deeper gasses drawn from deep underneath. Strange silver fabric humps are found, but aeons of decay only revealed that they must have been some clothing, as some sections seem to have a leg, arm or helm section. Experiments have shown however, these can't have been armor, as any weapon easily pierced it. They were dumped in the Pink Goo pit.

-2STI13 Techroom Large Tilted

Height 13' , above ceiling/floor 2' thick Connected with; [-2STI15 TechHall & Catwalk](#) by western 2.5' wide 5' high metal doors with a glass frame. The whole room is tilted one foot to the south, and vibrates with every step, as most connections to the south are worn out by rust of aeons.

Color/Material Theme; This rectangle shaped room, has rounded corners and edges, and literally hangs on cables attached to wall, ceiling and girders. The room is made of thin sheets of metal, coated with a dark mint green ceramic layer. On the sides directed to the catwalks are 4' wide 2' high windows with rounded corners set in rubber. Beside the wooden furniture there is strange machinery inside in the far right corner attached to a hole in the ceiling with a strange wheel with three flat curved spokes within (*DM; Ventilator*). The room is looted, all glassware, and usable material is taken away. A lot of the machinery we in the real world would find understandable (microwaves, oscillators, analyzers, computers, etc), are assumed to be strange constructed blocks of metal, chests or closets. All that remains are these metal rusted, corroded, and eroded materials, contents and chemical residue. The area has become toxic due to chemical effects and those within touching the material suffer a severe skin-rash and hair-loss after 1 Turn and from weakness, disorientation and nauseous (*ST-1, DX-2, CO-1*) after one hour. If breathing in the toxic air for longer than 1 Turn (*10 minutes*) dizziness and regurgitation (*DX-1, CO-1, initiative -3*) might follow for another Turn. Imbibing anything within causes all effects combined and a -1 hp loss each minute until death. A Remove poison, combined with a special drink (Milk and dissolved charcoal) will totally remove the toxins in 1 minute. Recovery of lost statistics takes another day per point (not per ability). Recovery/restoration of skin and hair-loss takes as long as normal growth processes 2 weeks to several weeks to months for the hair.

-2STI14 Techroom Small Tilted

Height 13' , above ceiling/floor 2' thick Connected with; [-2STI15 TechHall & Catwalk](#) by eastern 2.5' wide 5' high metal doors with a glass frame. This door is rusted shut, and after the disaster with the little Techroom in 845AC, nobody could or would try to open it. As thus all is still reasonably intact (*taking 4000 year of neglect into account*). The whole room is slanted 2 feet lower on the western side where many connections have been worn out.

Color/Material Theme; This rectangle shaped room, has rounded corners and edges, and literally hangs on cables attached to wall, ceiling and girders. The room is made of thin sheets of metal, coated with a dark grey ceramic layer. On the sides directed to the catwalks are 4' wide 2' high windows with rounded corners set in rubber. There is strange machinery inside in the far right corner attached to a hole in the ceiling with a strange wheel with three flat curved spokes within (*DM; Ventilator*). The room is not looted, thus beside the wooden furniture there is all glassware, and usable material still within. A lot of the machinery we in the real world would find understandable (*microwaves, oscillators, analyzers, computers, etc*), are assumed to be strange constructed blocks of metal, chests or closets. Contrary to the large Techroom no chemicals were dumped. There are only two main risque sources; Two steel gas containers (*of course not recognized as such never existed according local populace*).

Any fire longer than 2 minutes against these containers, or any magical fire affecting them of greater HD power than 6 will cause the containers to explode with a force equal to 32 HD fireball (32d8 damage in a 40' radius save only if standing at the door—the save constitutes jumping backwards, thus sustaining only half damage). This explosion will of course cause the techroom to crash down. Normal falling damage will apply; 20' fallen in less than 1 second = 2d6 damage, 1d3-1 breaks, and a con. Check +5 or die instantly, but materials inside and the room itself will also cause a 4d8 damage by crushing on/with the characters, causing 25%



Inside the Small Techroom tilted, with corroded and molten plastics, weird alchemical tools and 4000 years of dust.

chance an ongoing blood loss of 1d2 hp/round. And there is a 60% chance to become stuck. All this together will mostly cause doom to the characters, especially as the chemical effects as described in the large Techroom will come into effect with this crash, affecting the persons within, and those approaching the area the next decade or so. Freeing any body within is only 10% chance without the use of magic (*Disintegration, Strength, telekinesis, etc*).

-2STI15 TechHall & Catwalk

Height 13', above ceiling/floor 2' thick

Connected with; [-2STI13 Techroom Large Tilted](#) by eastern 2.5' wide 5' high metal doors with a glass frame, [-2STI14 Techroom Small Tilted](#) by western 2.5' wide 5' high metal doors with a glass frame, [-2STI19 Cylinders a, b](#) by northern 2' high, 1' wide steel inward doors with a rotating metal locking handle.

Color/Material Theme Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*) painted mint green. The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of Metal including Locks, Handle & hinges painted crème. This area is open to the roof of [-3STI18 Machine Room](#) (15' down) and the corridor [-3STI19 Corridor of Sigils](#). (30' down). Here was also located the Little Techroom, but this has fallen down on the lower areas due rust of the bearings and the activity within. This happened in 845 AC when some Eagle Dormitory students entered the room and came in conflict with some Vulture Dormitory students who already had laid claim to the area. None of the students survived. And when the GSM finally examined the location in 882AC, when the toxic gasses were gone, they discovered that the area [-3STI17 Crashed Techroom & Collapsed Area](#) completely blocked the GSM from this area due the destructive collapse. Only one body could be retrieved, the rest were obliterated in the disaster itself or buried under the tons of material. The Eagle/Vulture incident was the worst in dormitory conflicts, with the heaviest effects. The tensions can still be felt today between both dormitories. The GSM barred the door to this area with powerful Wizard Locks and after a few decades the location was literally forgotten and obscured in the documents nightmare of the Glantrian Bureaucratic library. It was some illegal gamblers who rediscovered the door and succeeded to open it in 917AC. They saw the danger due their experience, but also saw that the lower areas could still be used, however only be accessed by magic. When the Cryptomancers heard of their discovery (*through one of their research studies into the magic of sigils in gaming*) they secretly took control of the lower areas, accessed only by a well placed Dimension Door. This is needed as the area contains so much lead and other heavy metals that only on a few locations enable magical translocation possible to the areas within. As such only two locations to enter exist; one on the corner of the canals on the surface, which became the main entry location, and another, discovered in 930AC by accident; in the [-1STI1 Storage Hall](#). Any other attempt elsewhere will be blocked by the metals, causing the spell to become used without effect. It is this blocking by metal which caused the GSM teachers to ignore the possibility of gaining access to below. And the Cryptomancers have their own secret work and meeting area.

The catwalks can still be traversed, but each section has a 10% chance per 1000cn load (or a section thereof; making a 2300cn PC including equipment a 30% chance) of collapsing, and falling down. Any character causing a collapse must make a dexterity check at -2 per 100cn of load in excess of 1000cn to jump aside and prevent falling down 15' for 2d6 damage, 1d3-1 breaks and con. check at +5 or die if fail this.

-2STI16 Arena room

Height 13' , above ceiling/floor 2' thick

Connected with; [-2STI10 Entry Hall](#) by western 4' wide and 5' high metal door

Color/Material Theme:
Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*) painted crème beige with a brick like pattern. The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of Metal including Locks, Handle & hinges painted crème.

This room is used for various illegal gambling fights; mostly Cocks or Dogs (wardog breeds like



pit-bull), Slaves, and even students who are not allowed to fight in the arena or did and were not content with the public arena results. These fights here are magic free, and only physical damage is allowed. The most recent of these fights were two students who were almost equal in magical strength, but one stumbled and thus lost the opportunity to retaliate on time and was defeated. Both battled a week later here, where the loser proved to be a Werebear, causing the former winner to lose, and perish. In the public arena lycanthropy is forbidden, and frowned upon, causing various unwanted attention and social effects, here it is different; although most will now know the student to be a Lycanthrope, shapeshifter or else, the goal is to win a lot of money by betting correctly. Of course there is always the risk that someone blabbers about, but that risk is actually always at hand. It is also allowed to hire someone to fight for you, but the effects are the same, but the risk is on the fighters only. Fights may be between humans to first blood drawn, KO, defeat, or death.

There are also fights of characters, against pit-bull or other powerful animals, which were captured for not paying lost bets, betrayal, theft, cheating, or *thimblorig*. If they win, their debt is paid, if they lose ...bad for them, mostly they are dead, or must try again, wounded and untreated later. Remember; these are Thief guild rules. Any fight has an entrée fee of 50 Dc, but human fights may have additional fees as ordained by the Thieves Guild, making the entry fee as steep as 500 Dc. Any gambling is set on idea who is going to win the fight (rarely to the death; that is a law even the Thieves guild does not dare to cross, but it does happen still once a year or so). Minimum bets are double the entry fees. Losers must pay the amount or suffer Thieves guilds penalties (bone breaking or worse). Winners get 50% of all the collected money. Animals who lost often reappear at the rare dishes of the Silver Tower Inn, humans who die, are dumped (sometimes by teleportation) outside town, in an obscure region. Strange porcelain seats with a hole within were connected to the walls; most were broken by the workers, vandals or any other discovering them. Only two remain, and are covered with a wooden back and hinged seating board to make it into real seats, keeping money where no one can grab it, as you sit on it. (nobody knows these were toilets).

DM: A Corpse in the Woods

This adventure can happen anywhere in Glantri, but it is best to happen in the area of the PC's home grounds. In the woods, woodsmen discover a beaten up, and dead young human. Seeking help with the PC's to investigate what happened; The person is unknown, the woodsmen are innocent (though one has stolen a vulture dormitory amulet of the body), there are only tracks of the woodsmen indicating teleportation if detect magic is used. The body wears fabric of the Vulture Dormitory (something any student would recognize due the stitched vulture on breast, hips and shoulders). Further investigation (difficult enough) leads to the GSM, as the person was in a legal fight with an Eagle Dormitory member and a member of the Gorevitch-Woszlany family or the McGregor's about two weeks ago. This questioning awakes the Thieves Guild into knowing who and why is investigating the body, something they don't appreciate, and they will let it know by trickery, threat or even direct force. Alone this violence should give the PC's the hint that the Thieves Guild is connected or guilty of the crime. If they call the constabulary, they are ordered to investigate further (the constabulary is a gambling addict in the illegal combat arena under the Silver Tower Inn. The PC's should wonder why a person of the law would let civilians solve a crime. If the investigate him, they will find out that he goes and leaves the Silver Tower Inn every 3 days or so, but when going in, nobody can be found in the areas public. The rest is up to the DM; it is an adventure against thieves, so keep them reasonably equal in strength. They could well be going to gamble down below, be a pickpocket victim, unable to pay a doubling of their set fee in the Forbidden game, and forced to fight in the arena a few days later. If they solve the adventure, they would gain an enemy in the Thieves Guild, but the GSM teachers would be proud of the characters, especially if they used magic to find clues, and bring the culprit to law. It is not something the GSM is proud of but they know the tension between these dormitories going beyond the borders of the GSM influence. Strangely enough both dormitories are content with the arrest/defeat of the murderer, the Eagles due the loss of a "bad seed" and undesired attention, the Vultures as righteousness. And even the silver Tower Inn would be fine; the illegal area will be used anew in the same fashion several weeks later by the Thieves Guild, and the Inn would assume unawareness of this fact. The family of the captured student, however, would be very angry (whichever is chosen by the DM). This could well be a level 2 to 6 adventure if rightly designed by the DM, but as a beginning of the campaign presented as here in this book.

-3STI17 Crashed Techroom & Collapsed Area

No ceiling, open to higher areas.

Connected with; [-3STI19 Corridor of Sigils](#) and [-3STI18 Machine Room](#) and partially with corridor.

Color/Material Theme; Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*) painted mint green. The ceiling is made of large beams “magically” created long ago (*armoured concrete*). Doors are all of Metal including Locks, Handle & hinges painted crème. A large amount of bent steel plates, beams, and collapsed machinery, rusted, torn, warped and bent, covered in decades of dust and debris from the collapsed wall and corridors. In 845AC the Little Techroom broke free from its rusted bearings due activity within, and crashed here on this location. It broke through a section of the roof of the machine room, crashed into the dead-end of the corridor, and caused the western wall and corridor to the GSM itself to fully collapse. The whole area was filled with a gas layer of toxic chemicals. Both the blocking of access and the poison gas delayed the rescue attempts until the year 882AC, when the toxic gasses were gone. They discovered that the area [-3STI17 Crashed Techroom & Collapsed Area](#) completely blocked the GSM from this area due the destructive collapse. Only one body could be retrieved, just crushed by a large section of the collapsed western wall. If there were any more, they were either obliterated in the disaster itself or are still buried under the tons of material. After a further 28 years, no traces of any toxic remain, and any material can be touched without any risk.

So if PC's desire to investigate and retrieve any remains to please the respective families, they can do so. No undead of any kind were generated in this area. The dead characters could have had magical and valuable items with them, but all matter crushing them also damaged most items. Treat the valuables to be found as unguarded treasure as per Rules Cyclopedia page 261 in relation to the level of PC's of your game group. Remember moving any thing away will take very long, with arduous work. Most matter is crashed into each other, and force or magic are needed to separate them and reveal what is below it. To calculate this; imagine that removing all matter aside, will need a 40.000 man hours. Any spell will count as 1 man-hour per level of the caster. Any treasure or remains will need a minimum of 10.000 man-hours to be noticed, and can then be magically teleported (but not before it is seen). Anything brought to the respective families will earn the characters thanks and support, and depending on the social Rank of the dead bodies will earn them a reward. There were originally 5 Eagle Dormitory Members and 7 Vulture class members (of which one was retrieved in 882AC), only three of each dormitory can be retrieved, it is up to the DM to imagine which family they belong too. Read [Main Building Level 4](#) to learn more on the dormitories. This is not an adventure, but something happening between adventures, but could lead to respect, help and trust further in their campaign.

-3STI18 Machine Room

Height 14.5' , above ceiling ½' thick, above which it is open.

Connected with; [-3STI17 Crashed Techroom & Collapsed Area](#) in NW corner, [-3STI19 Corridor of Sigils](#) by steel door Southwest, [-2STI9 Cylinders a, b](#) each by 2' x2' round steel door with turning handle,

Color/Material Theme; Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*) painted mint green. The ceiling is made of large beams “magically” created long ago (*armoured concrete*). Doors are all of Metal including Locks, Handle & hinges painted crème.

Several large machines are placed in the room, some pushed aside by the crash from above. All are attached to whole and broken-off tubes, pipes, threads and metals. All are heavily corroded, some to the point of



disintegration, making it unknown what each machine was or ever had done (*DM; these were special technological philtre machines from the Blackmoor era to analyze gasses and liquids drawn from deep below in the earth, controlled by the computers in the Control room (-2STI12 Strange table Room)*). None of these function, and never will, they can't be repaired, and nobody knows if, how they ever functioned. The only thing that eventually could be discovered by analyzing ALL remnants of machinery underneath the GSM using magic (like Lore Spells), with great difficulty, is that the people who build this factory, were on the brink of learning to know the planet is a living creature.

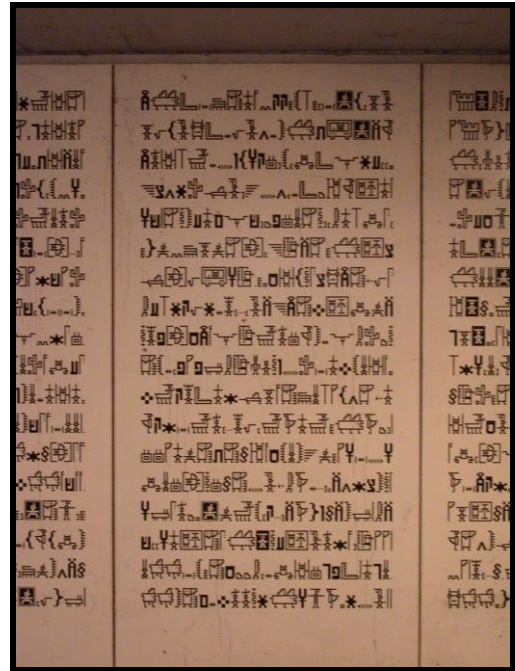
The room is filthy and sticky from dust, leaked liquids and a battalion of brown rats which infested the whole region below. These rats have dug tunnels towards the Wizard warrens and spread from there through the whole underground GSM. In this room are 150 common rats (*see My Mystara monster Manual Compilation book chapter animals page 444-445 <http://pandius.com/Monster Manual 2.pdf>*).

-3STI19 Corridor of Sigils

Height 14.5' , above ceiling ½' thick, the southern part of the ceiling is actually the floor of the upper regions and this is 14' high and 1' thick, the other part is its own ceiling above which it is open.

Connected with;-3STI15 [TechHall & Catwalk](#) by open ceiling, -3STI17 [Crashed Techroom & Collapsed Area](#) northwest, (formerly also connected with corridor and Hallway to Wizard Warrens, now blocked by crashed Little Techroom and caved-in walls),-3STI18 [Machine Room](#) by steel 2' wide 5' high door northeast, -3STI20 [Residence Cryptomancers](#) by steel 2' wide 5' high door west, -3STI24 [Secret Cryptomancer Testroom](#) by open arch southwest, -3M [Dead end](#) by digging months through mass of collapsed stone, metal, rocks northeast. In the corner is the only access point where precisely directed Dimension Doors can be targeted from the two only possible sources above ([-1STI1 Storage Hall](#), and on the surface).

Color/Material Theme; Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*) painted mint green. The ceiling is made of large beams “magically” created long ago (*armoured concrete*). Doors are all of Metal including Locks, Handle & hinges, and painted crème. There are remains of a short rail track into this Hall between the Machine room and the Cryptomancer Testroom. The whole hall way is covered with large Marfil crème Marble plates 6' tall and 2.5' wide inscribed with hundreds of various glyphs, symbols, runes, and other figures. There is only a section of 2 tiles wall not covered net to the door to the Machine room, and the last tile is only half filled. In fact all these tiles contain ALL the glyphs ever created by the Cryptomancers, but listed here without any magical charge, in a way to create a permanent sort of Glyph Library. As there is no explanation of any glyph portrayed here, further research is needed, to be able to use the glyph yourself. When the Cryptomancers are forced to leave, they will move the library, but will not remove the plates. Any Cryptomancer’s home or library has a section where all these are copied. This room has several small glyphs on the upper parts of the walls blocking any sound from below, to keep the area a secret.



-3STI20 Residence Cryptomancers

Height 14.5' , above ceiling ½' thick, the southern part of the ceiling is actually the floor of the upper regions and this is 14' high and 1' thick, the other part is its own ceiling above which it is open.

Connected with;-3STI19 [Corridor of Sigils](#) by steel 2' wide 5' high door southeast.

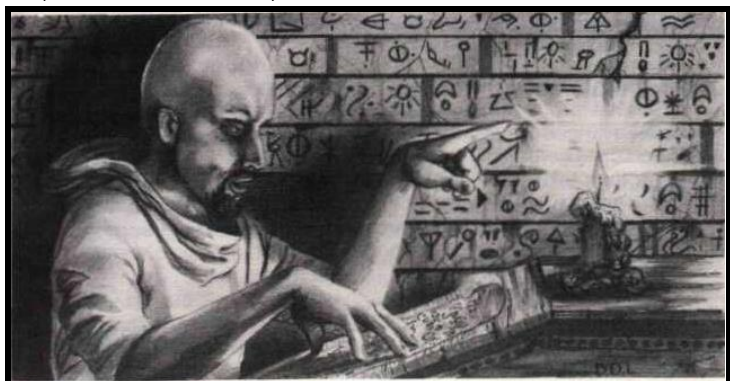
Color/Material Theme; Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*) painted mint green. The ceiling is made of large beams “magically” created long ago (*armoured concrete*). Doors are all of Metal including Locks, Handle & hinges painted crème. The room is filled with 6 three-tiered bunk beds, a middle table with seats, and a latrine (secretly attached to the nearby canal). Canal water flows through the pipes to flush any debris, but it is cleaned by a Purify Food Water spell made permanently in the pipes. This very Spartan room is only used to sleep between studies. There is no kitchen or food available, and those hungry must leave the area. If and when the debris of the fallen Techroom is removed and the corridor to the wizard warrens is made accessible again, it will be closed by a secret do (with wards of course) or to enable easier access to the GSM and the Dining Hall.

-3STI21 Secret Cryptomancer Library

Height 14, above ceiling 1' thick, ceiling is actually the floor of the upper regions.

Connected with;-3STI24 [Secret Cryptomancer Workroom](#) by steel 2' wide 5' high door northeast, and -3STI22 [Great Cylinder room \(Secondary Library\)](#) by steel 2' wide 5' high door east.

Color/Material Theme; Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*) painted mint green. The ceiling is made of large beams “magically” created long ago (*armoured concrete*). Doors are all of Metal including Locks, Handle & hinges painted crème. This room has lots of ancient and old books, tomes and replications of inscriptions found in ancient dungeons worldwide; all to be used in the study and research of new Glyphs. This room was originally fully filled with millions of hanging wires of copper; enough to create 15 copper statues out of it and 1 copper golem (used in the Dragon Wars). All is now removed, giving room to its new function as library.



-3STI22 Great Cylinder room (Secondary Library)

Height 14.5' , above ceiling ½' thick, the western part of the ceiling is actually the floor of the upper regions and this is 14' high and 1' thick, the other part is its own ceiling above which it is open.

Connected with; [-3STI21 Secret Cryptomancer Library](#) by steel 2' wide 5' high door west

Color/Material Theme; Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*) painted mint green. The ceiling is made of large beams “magically” created long ago (*armoured concrete*). Doors are all of Metal including Locks, Handle & hinges painted crème. This room has lots of ancient and old books, tomes and replications of inscriptions found in ancient dungeons worldwide; all to be used in the study and research of new Glyphs. This room was originally fully filled with millions of hanging wires of copper; enough to create another 12 copper statues out of it and 3 copper golem (used in the Dragon Wars). All is now removed, giving room to its new function as library.



-3STI23 Minor Cylinder Area

No ceiling open to

Connected with; [-2STI9 Cylinders c & X](#) by open ceiling, [-3STI25 Secret Cryptomancer Workroom](#) by steel 2' wide 5' high door southeast. It is here cylinders c and X can be accessed. The cylinders X are too small to do this from above. See contents at -2STI9.

Color/Material Theme; Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*) painted mint green. The ceiling is made of large beams “magically” created long ago (*armoured concrete*). Doors are all of Metal including Locks, Handle & hinges.

-3STI24 Secret Cryptomancer Testroom



Height 14' , above ceiling 1' thick, and actually the floor of the upper regions

Connected with; [-3STI23 Minor Cylinder Area](#) by steel 2' wide 5' high door northeast, [-3STI25 Secret Cryptomancer Workroom](#) by steel 2' wide 5' high door north.

Color/Material Theme; Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*). The ceiling is made of large beams “magically” created long ago (*armoured concrete*). Doors are all of Metal including Locks, Handle & hinges. There are the remains of a short rail track into this room from the Hall of Sigils.

Learn more on Cryptomancers in Gaz3 page 75 (Master of the Runes) some additional information can be gained from GKoM pages 103-105. Additional information follows here.

All Cryptomancers are also Scribes, but not all scribes are cryptomancers. First circle cryptomancers are called Chirographer, 2nd circle Scriveners, 3rd circle Scholar, 4th circle Limner, and 5th circle Atlar. The High Atlar is the leader of the craft, and there is no other high Atlar within 500 miles. Scribes not associated with Cryptomancy are called by their main work; Clerk (writing anything down), Amanuensis (administrative function), Illuminator (maker of heraldry shields), Cartography (map & card makers), or Scribe if they work with magical documents, texts, and scrolls. Master Scribes are the leaders of Scribe guilds, yet often these are also Cryptomancers of 3rd circle or higher.

Cryptomancers combine extraordinary craftsmanship with a mastery of the social and magical use of language and symbols. Most make their livings as scribe; servants to courts or large merchant companies, although a few do free-lance work in large cities. Most are keen students and collectors of maps, codes, fragments of lost languages, armorial bearings, signs, runes, and glyphs. The breadth of views and ideas to which they are exposed leads most to be of neutral-oriented alignments. Their work and studies are too time-consuming to allow for irrelevant training. Few cryptomancers advance beyond the level of Scholar, and fewer still attain the title of Limner. Atlars are rare indeed.

Note: Occasionally, some refer to glyphs as "runes" and Glyphmasters as "rune masters". While this is not wrong, it tends to confuse people, for Clerics in the Northern Reaches of the Known World use runic Magic completely unrelated to the Cryptomancy of Glantri. Cryptomancers know Rune magic, may identify specific runes, and often even know its powers, but due the Immortal ingredient/influence within it are unable to master it. Glyphs are much more detailed than simple linear lines like used in common writing and in Runes. Any glyph drawn or used

Requirements:

Membership to the craft of Cryptomancy, head office located in Glantri City. Abilities limited to 300 miles from Glantri City. After Radiance explodes unlimited, but slow in spreading. Reading and Writing skill, extra Languages advised

Benefits:

Special spells can be memorized twice and counted as one, if able to memorize the spell at all.

There are currently about 513 Cryptomancers, from which a 128 live outside Glantri. This number remains almost constant not rising, not becoming less.

The current High Atlar (1021 AC): 5th circle Princess Carlolina Erewan of Erewan, Marchioness of Ellerovyn

Other well known Cryptomancers are: 4th circle Limner Lady Eleesea of Erewan
 4th circle Limner Sir Rembrandt Stolwijck
 4th circle Limner Lady Norelia of Erewan
 4th circle Limner Lady Bethys of Erewan
 3rd circle Scholar Herr Franz Lowenroth

Cryptomancers can cast any spell from scroll, even if it not their own class, craft or specialty, without the use of a Read Magic spell. They can Cast Read Magic at will when becoming Chirographer.

All scribes (including cryptomancers) have the ability to draft and execute records, letters, and documents of accepted local style and form, and to design motifs, armorial bearings, and illustrations acceptable as regards style and content, in local (and trading) society. They are wordsmiths and artists; their work is always of good quality, and often contains codes, hidden messages, and symbolism, either at the request of a client or out of a craftsman's pride in his work. If a tutor is available, a scribe or Cryptomancer may acquire mastery of one written (not spoken) language per point of intelligence, in addition to the tongues already known. If many inscriptions of some length are available, they may through study achieve a mastery of the written (not spoken) form of a language — including codes and secret languages. This mastery, unless improved by a tutor, will begin at 1d4x10% accuracy and increase by 2 % for every level the scribe attains thereafter.

Cryptomancer/Scribe Ability succes chance												
Cryptomancer Level												
Ability	1	2	3	4	5	6	7	8-9	10-13	14-20	21-30	31-36
A	25	33	42	52	63	75	88	99	100			
B	15	25	35	45	55	65	75	85	95	99		
C	5	12	19	26	33	40	52	64	76	88	90	96
D	7	13	20	28	37	47	58	70	83	97	99	

Special ability A: They can copy inscriptions and script (regardless of whether these are in a language known to the scribe) and all symbols or representations (including protective circles, runes, glyphs, and the like). This includes spell formulae; unless such are cursed or trapped in such a way as to preclude a complete visual examination of them, or are concealed by a magic spell. Each page takes 45-level of the scribe/Cryptomancer in man-hours. The DM may imply bonuses or penalties of up to 20% both on chance and time needed depending on the script, erosion, damages, and circumstances.

Special ability B: They can counterfeit the script and presentation of an original (given the necessary ingredients to match colours of ink, and so on), increasing the chance of fooling or convincing an individual familiar with the original. Note that a copy can contain errors or omissions and still fool an individual who is familiar with the original. A DM can also use this ability to govern situations where a scribe sketches a portrait of an individual to show to others, wanting to know if other persons have seen the individual in question. A successful result indicated on an attempt like this means the scribe has composed a clear, unmistakable likeness of the person. Each page takes 45-level of the scribe/Cryptomancer in man-hours. The DM may imply bonuses or penalties of up to 20% both on chance and time needed depending on the script, erosion, damages, and circumstances.

Special ability C: They are illustrators of exceptional skill, and with experience they can master perspective, proportion, and the ability to capture the likeness of a being, even from memory. From practice of these faculties they gain the ability to correctly judge distances and sizes (area and volume), merely from quick visual examination. The accuracy of such judgements increases with advancement in levels.

Special ability D: They have the ability to recognize "at a glance" that symbols or script are magical in nature. With experience, they perfect the ability to identify the precise nature of a particular specimen or specimens. They can tell whether a certain inscription is a spell formula, but not what spell it is, unless the scribe is familiar with that spell. A scribe can tell whether a piece of script or a written design is cursed, guarded by explosive runes; whether it is illusionary script or not; whether a particular rune is a symbol or a glyph of warding or not (and if so, what its particular nature is, if the spell in question is familiar), and so on. This identification, if successfully attempted, will not trigger any release of magic connected with the symbol or script. Only one attempt per specimen can be made by a Cryptomancer or scribe. If unsuccessful, they may not try again on that particular inscription until he attains a new level. An unsuccessful attempt may also (at the DM's option) unleash any magic contained in protective or "trap" spells upon the unfortunate scribe.

The cost to a customer for the creation of a scroll will always be at least equal to the prescribed gold piece sale value for that scroll, unless special circumstances prevail. Much of their time is spent executing letters and documents, for they are masters of the etiquette of both local society and international politics and trade communications. Such mundane work earns most cryptomancers and scribes their bread and butter. Most seek employment with a sage or spell-caster, preferring that over working for a court or a wealthy patron, and in turn preferring that second alternative over free-lance work, which tends to bring assignments either too tedious or too difficult to undertake at the payment offered.

Cryptomancers and scribes also gain experience points through the practice of his craft: the perfect execution of a difficult portrait or design, or the development of innovations in the format and content, or accomplishment of a task. Determination of an innovation or an exceptional or "perfect" execution is governed by the DM, and may be found by rolling percentile dice every time a scribe applies his skills to a task of moderate (or greater) complexity. A modified score of 96 or higher denotes such an occurrence. The dice roll is modified by +01 for each week spent on the project (such time being considered as more or less continuous work on the project, the scribe's attention being divided only between this work and his minimum physical needs), Each such successful innovation or exceptional execution is worth a base value of 500 experience points, or 1000xp per spell level, modified by plus or minus 200 points at the DM's discretion (taking into account the circumstances and nature of the task, prior experience of the scribe in the particular field, and other variables).

Craft Magic Tattoo

2nd Circle Cryptomancer ability

Range: Touch
 Duration: Permanent or one use
 Area of Effect: 1 speaking creature or object
 Saving Throw: none
 Activation time 3

Cryptomancers can create magical tattoos that duplicate the effects of a single spell, or which mimic magical items (costs study and creation at normal chances as per Rules Cyclopedia Making Magical Items (page 250+) giving magical effects to the wearer. These tattoos can be temporary as by having charges, or permanent as items are. They have the same magical charge as the normal magical item would have had. The tattoo is created to emulate the effects of a single spell as if it were a spell-like ability. The base price for a tattoo of this nature is spell level x caster level x 400 gp. Crafting a magic tattoo takes one day for each 1000gp of its base price. The creator must also use up raw materials costing half of the base price. The power of the tattoo can only be used once each day. The caster level is based on the level of the caster at the moment of finalizing the ability. A magic tattoo can be removed using a Remove Curse cast at one level higher than the caster of the spell tattoo. The act of casting Remove Curse only takes away the magic. The tattoo itself remains until removed through mundane methods, or a Bleach spell. The tattoo is treated as a Miscellaneous Magic Item for all other intents and purposes.

- The artist sets the choices needed in making the magical effect. The bearer of the tattoo is the only one who can activate it and is always the target of the spell. Activating a tattoo requires the creature to touch the tattoo with either hand (the hand does not need to be empty).
- The Cryptomancer using Tattoos must have an artist skill and make a successful roll for every 8 hours of work, and any interruption. Unlike normal magical items, tattooing can be interrupted to give the artist and the recipient rest to recover the pain. This is never less than 2 weeks.
- Contrary to magical items, magical tattoos have no weight, but take considerable time to apply. Each 100gp value is equal to 1 man hour of applying the tattoo (and this is not included in the time creating the magical effect, that time is used for making the design, ink and magic beforehand).
 Following the <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=15838&start=50#p206042> rules, other magical items giving an equal effect will not work, except when its effects are stronger. However, as a tattoo can't be temporarily removed, its magical power will continue to affect the wearer, even if its powers are suppressed. That means if there is an active AC+3 tattoo on the body, and a +4 armor is worn; the wearer has a +7 magical charge



Body Slot	
Scalp	IN/WI +
Brow	As any Helm
Eyes	Vision
Neck	As any necklace, Medallion, Amulet
Back	As any Cloak
Torso	As any Armor
Waist	As any belt
Arms	As any bracer, wristband
Fingers	As any ring
Feet	As any boot

- Tattoos can be used to increase weapon effects caused by the wearer's natural weapons, or the wearers Armor Class. This is the reason many Mystic's wear tattoos, further enhancing their abilities, as they are not allowed to own items.
- A magic tattoo with charges or limited uses fully disappears when the final charge is expended.
- A magic tattoo can be suppressed for 1d4 rounds (or dispelled, if a one-use tattoo) by the Erase spell.
- Tattoos are tied to the life-force of the wearer. If the wearer dies, all tattoos on the body are rendered inert. If the body is intact and resurrected, remaining tattoos once again function. A magic tattoo can never be resold or reused. Techniques that salvage the power of magic items may still work if used while the wearer is alive.
- Read magic will identify a magic tattoo, as can a Cryptomancer. This can be done at up to 30ft. distance. Since a magic tattoo must be uncovered in order to work, this is a practical possibility.
- Magic tattoos can be temporarily disabled by cutting or scarring. This does not happen as a normal side effect in combat; it must be made as a deliberate action. Specifically attacking a tattoo gives a -4 attack penalty and halves any damage inflicted (the attacker is out to flay rather than slay), but any damage disables the tattoo. Such scarring lasts until the wearer is next completely healed.
- Magic tattoos can also be permanently removed by cutting of the body part or flaying the skin, a slow and very painful process that requires a helpless victim and irrecoverably destroys the tattoo. A severed body part that is regenerated from scratch loses any magic tattoos it once held.
- There are some example tattoos described below; more can be created. The chance of failure is checked as normal by 1d100 rolling and 01 is the result, but this is done only at the creation of the Tattoo, not with its usage. If a tattoo loses its power due a severe failure as per Gaz3/GKoM rules, all tattoos will dissipate leaving no trace behind.

Special Magical Tattoos

These enchantments are specific to magic tattoos.

Tattoo of Fidelity

Placed on the arm or breast, this tattoo spells out the name of a specific individual. Once per day, the wearer can communicate by a verbal and facial illusion between the named individual and the tattoo-bearer only. Commonly used by seafarers and other long-time travellers. The communication can cross Planar borders as per Table. 2850 gp Plus additional costs

Tattoo artist Cryptomancer Circle				
1	2	3	4	5
Ethereal Plane	Elemental Planes	Three Planar Borders crossed	Five Planar Borders crossed	Eight Planar Borders crossed
+500gp	+5000gp	+15.000gp	+45.000gp	+80.000gp

Tattoo Monster

Placed on an arm or leg, these monsters can detach and fight on behalf of the user, functioning as a Create Normal Monsters spell, calling the specific creature depicted. Available both as reusable and one-use enchantments that never return to tattoo form. Creatures created will dissipate after two Turns (20 minutes). The cost of this tattoo is 1000+2000gp/HD+400/* of the creature, + 500gp if reusable. Recharging time is always 8 hours minimum.

Tattoo of Recall

Often depicting an anchor, the tattoo of recall can be placed on the chest or arm. When activated, it functions as a Teleport spell, transferring the wearer and up to three human-sized or less creatures touching the tattoo to an area designated when the tattoo is drawn. One use only, cannot be made permanent, disappears when used. The Transportation can cross Planar borders as per Table. 1650 gp + additional costs.

Favoured Spells for Cryptomancers (RC=Rules Cyclopedica, GKoM= Glantri Kingdom of Magic, DE=Dawn of the Emperors Alphatia book, most "see below" were drawn and adapted to BECM style from AD&D2 rulebooks)

The spell Read Magic Cryptomancers have continuously, and do not need to learn anymore after entering the first circle.

1st level; Bleach (DE21-22), Copy (see below), Read Languages (Slightly readjusted, see below, from RC45), Comprehend/Confuse Languages (See Below), Draw forth the Truth (GKoM 83), Sorcerous Transcription (GKoM83-84), Erase (see below), Swiftly Devour the written Word (GKoM 84)

2nd Level; Color (DE22 + addition below), Knock (RC46), Wizard Lock (RC48), Wizard Mark (see below)

3rd Level; Explosive Runes (see below), Illusionary script (see below), Landscape of Spelllore (GKoM 87), Secret Page (see below), Sepia Snake Sigil (see below) Wall of Paper (see below)

4th level; Warding Against Subtle Enchantment (GKoM 88)

5th level; Jaggar's Strengthened Bastion (GKoM 88),

7th level; Consume the Wealth of Wisdom (GKoM92), Lore (RC55), Power Word Stun (Spoken Strike) (RC55),

8th level; Power Word Blind (Syllables of Sight's End) (RC58), Symbol (Expanded from RC58 see below),

9th level; Power Word Kill (Life's last Utterance) (RC60)



Analyze Also known as an Earth bound, Fairy or Elven spell.

Basic 1st level Divination spell

Range: Touch only

Duration: 1 round

Effect: Analyzes Magic on one Item

Saving Throw: None

A Spellcaster using this spell can handle one item and learn some from the enchantment on it. Helms must be put on the Spellcaster head, Swords held in his hands, Bracelets put on his wrists, etc. for this spell to work. Any consequences of this action (for example, from cursed or booby-trapped items) fall upon the Spellcaster, though he gets his usual saving throws. The Spellcaster has a chance of 15% +5%/level to determine one Magical characteristic of the item: if the item is nonmagical, his chance is to reveal that fact. This spell doesn't provide much precise information. It will characterize a weapon's Attack bonus (or Penalty) as many or few, will estimate the number of charges of an item within 25% of the actual number. It doesn't work on Potions, Beings, Golems, Statues, Ointments, Greater objects (like walls, doors, etc.) or on Artifacts, etc. The charges it will reveal not as an accurate number but in a sense of how powerful the Item is charged (see table). The use of this spell temporarily reduces Constitution due to the enormous strain on the body of the caster. This will not occur when cast from a scroll with this spell on it. This spell can't be made permanent!!! If the Constitution ever drops below 0 due to the reduction the caster will faint and the recovery rate will be halved. The caster can't be awakened by any way short of a Wish Spell. The caster will awake when his Constitution climbs to half (round up) the normal Constitution. When the caster awakes he will have the knowledge he was able to extract. He will still be under the influence of the item if any, except when the item is taken from him by others (maybe with the use of a Dispel Magic Spell).

A special ink is needed to write the spell on paper and enable it to be used as a Magical scroll. Upon casting the scroll the ink will cause the writings of the scroll to disappear from the paper and change into writings explaining some information of the item the holder of the scroll holds and intends to analyze, this will drain the Constitution from the reader of the scroll just as normal, without the right of any saving throw.

Charged Item	Weapon or Armor	Con.strain	Recovery rate
81%-100% Filled	Total 5+ attack adjustment or 4+ with special powers	-8	1 per 2 Hours
61%-80% Filled	Total 4 to 5 attack adjustment or 3 with special powers	-4	1 per Hour
41%-60% Filled	Total 3 to 4 attack adjustment or 2 with special powers	-2	1 per 3 Turns
6%-40% Filled	Total 2 to 3 attack adjustments or 1 with special powers	-1	1 per Turn
0%-5% Filled	Total 1 attack adjustment	-0	-----



Recipe for Magic scroll ink for the Analyze Spell to enable the spell being cast from scroll.

1 Ounce Giant Octopus Ink 1 Clump of Honey Fungus Plant 1 Bunch of Fennel
 1 Fist-Sized Piece of Rose Quartz 1 Drop of Holy Water 1 Saffron Plant 1 Small, Flawless Diamond

Bottle the Octopus Ink in a Silver Vial, Take it to the Woods at Night.

Live Honey Fungus is found on Rotting Bark
 And is readily identified by its Pale Green Glow.

Pluck it from the Bark and Submerge it straightaway in the Vial,
 Add the Drop of Holy Water immediately afterward.

Cap the Vial and warm it in a Small Fire.

Meanwhile, crush and slice the Fennel and Saffron into a Bowl of Water,
 Powder the Rose Quartz.

Add the Powder to the Silver Vial and shake.

Then take the Vial from the Fire,

Allow it to cool in a Dark Place.

Place the Bowl over the Fire.

Let the Water boil away.

Powder the Diamond,

Add it to the Water during Boiling.

Add the Residue to the Silver Vial,

Seal, and place under Pure Fast-Running Spring Water for at least Six Days.

Store the Ink in the Silver Vial when not in use.

This will be enough for Three to Six Analyze Scrolls.

The Ink will dry in Heat or when exposed to Air over a Prolonged Duration.

Comprehend Languages Confuse Languages *Invented 496AC by Flaemish Army.*

Uncommon 1st level Alteration Divination spell
Range: Touch
Duration: 5 rounds/level
Area of Effect: 1 speaking creature or object
Saving Throw: none
Reading time: 7

When a Wizard casts Comprehend Languages, he can understand the spoken words of a creature or read an otherwise incomprehensible written messages (such as writings in a foreign language and seldom even the Codes on Treasure maps). The caster must touch the creature or writing he wishes to comprehend. Note that the ability to read doesn't necessarily impart full understanding (use of this spell, for example, might yield a baffling clue such as "the moon rises at dawn"). Nor can the caster suddenly understand or read an entire language he did not know before. He also can't speak or write the language. The caster can read written material at the rate of one page (or the equivalent of about 1 square foot) per minute. He can't read Magical writing or runes (though he can tell it's Magical or runes). Success is not guaranteed. Certain warding Magic can foil this spell. Further, Comprehend Languages doesn't reveal messages concealed in otherwise normal text.

Recipe for Magic Scroll Ink for the Comprehend Languages Spell

1 Ounce Giant Squid Sepia 1 Fresh Tongue from any Mammal
The Brain of a Sage 1 Medium Sard (Onyx) or Powdered Sard of Equivalent Amount
The Sard should be crushed into a Powder If it is not already in that Form.

The Brain should be placed in a Crucible and boiled,
While the Preparer sprinkles the Powdered Sard into the Fluid thus produced.
The Tongue and any Parts of the Brain not reduced to Liquid,
Should be put whole into the Heart of a Fire,
Perhaps suspended in a Metal Pot or otherwise Contained
The Ashes of those Ingredients must be kept separate from the Ashes of the Fire's Fuel.
When the Fire burns down, The Ashes should be stirred into the Fluid first obtained.

Allow this Mixture to stand for 13 Hours,
then pour it into a Flask containing the Sepia.

Place the Flask over a Fire,
Bring the Mixture slowly to a boil-Do not stir.
When the Rising Vapours Darken from Red to Black,
Take the Flask away from the Heat

Seal the Contents from the Air until use.

Note: Some Users report that the Brain of Any Intelligent Creature that uses and comprehends languages may be used with success.

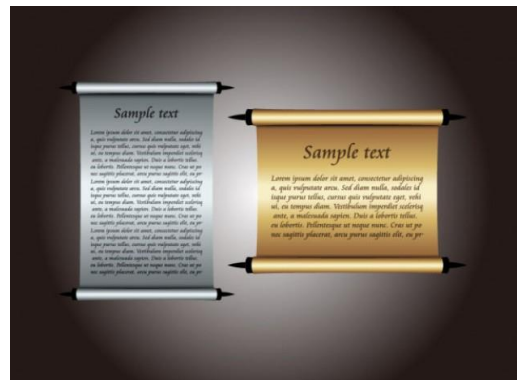
Any text written with this ink will be subject to a Confuse Languages spell,
Radiate minor Alteration Magic,
And can be subjected to a Comprehend Languages as per spell.

The Confuse Languages spell cancels Comprehend languages or renders writing or a creature's speech incomprehensible for the whole duration. This spell can be made permanent by placing a Permanency Spell over the person or object affected by Confuse Languages, it is itself cancelled by a Comprehend Languages, but NOT by a Dispel Magic. If subjected to Anti Magic, the text will be permanently lost. This spell was invented by the Flaemish Army to send classified documents thus they could not be read, during the Dragon Wars 490-500 AC.

Copy *Created by Ronassic of Sigil— 1016 AC*

Uncommon 1st level Evocation spell
Range: Special
Duration: Instantaneous
Area of Effect: One object
Saving Throw: Special
Casting Time: 1 round

Copy enables the caster to make a perfect copy of a map, letter, or any other written or drawn document. The caster must have a blank parchment or a book with blank pages of sufficient size to hold the copy, or the spell will write on the wall or ground, and this can only be copied manually not by use of magic (even normal text written as thus). The caster holds the blank object over the object to be copied, then casts the spell; the copy immediately appears on the formerly blank object. The copy is permanent and is a perfect duplicate of the original. Copy can also be used to copy spells from a new spell book into the caster's spell book, assuming the caster's spell book is of sufficient size to contain the new spells. The caster must first roll to see if he can learn the new spells; if so, he can cast copy to instantly copy them into his spell book.



Erase GSM 988AC

Uncommon 1st level Alteration spell

Range: 30'

Duration: Permanent

Effect: Removes any chemical (ink/paint) writing

Saving Throw: None

When cast, this spell will remove any writings Magical or normal as long as the amount doesn't exceed 1 scroll, 2 pages, or a total of 2 square feet. This spell doesn't affect Magical items other than scrolls. Magical writings created by a caster of a level equal to or lower than the caster of the Erase Spell are automatically and immediately destroyed. Writings created by a higher level Spellcaster might not be affected. The chance of failure is 5% per level-difference between the Spellcasters. For example: a 7th level Mage trying to erase a scroll written/cast by a 9th level cleric has a 10% chance of failure. The writings will totally disappear from the surface were written, without affecting this surface in any way. The inks or paints used for the writings evaporate and will give a strong odor. Normal inks will smell like alcohol, ether, urine or animal scents, Magical inks would smell completely different and could even produce unwanted side effects (ex: poisoning the air). But the smell would fill a 10' cube in 1 round and then evaporate harmlessly. Beings within this area must save vs. poison to prevent any effects whole or partially (All side effects; DM). When this spell is used from a scroll (as with following recipe) it will erase the amount of writings according to the creator of the scroll. This spell will also remove magical writings, but only if touched by the caster of the Erase spell. The basic chance will be 30%, and again with 5% per level difference between the caster and the original caster of the magical writing. Magical writings created by Scribes are much more difficult to be erased and so do not have the basic 30% chance, but further functions as per normal spell use. It doesn't affect inscriptions or descriptions in any way other than removing the inks/paints from it.

Recipe for Magic Scroll Ink for the Erase Spell

1 Ounce Giant Squid Sepia, 1 Ounce Sulphuric Acid, 3 Dozen Caraway Seeds, Crushed
1 Chrysolite, 1 Pearl (preferably black or colored), 1 Drop Sweat of the Creator

The Gems must be placed Whole into the Acid

Allow them to dissolve. This can take up to Two Days.

When the Last Trace of the Gems is gone,

There must be no Precipitant

Then the Acid should be boiled,

And while it is boiling vigorously,

The Caraway should be added.

Add the drop of sweat. This will neutralize the Acid

And leave the resulting liquid slightly colored,

With a small amount of the new Precipitant Matter.

This Liquid must be allowed to cool slowly,

And then stirred into the Sepia with a Rod or Cold Iron.

This Ink is Shock and Lightproof

But not resistant against Temperature Changes, Store in a furred tube

Read Languages Also known and used as Fairy or Elven spell

Basic 1st level Divination spell

Range: caster

Duration: 2 Turn=20 Minutes=200 Rounds=1200 Initiative Segments

Effect: Caster only

Saving Throw: None

This spell will allow the spell caster to read, not speak, any unknown languages or codes, including treasure maps, secret symbols, and so forth, until the duration ends. Remember that reading a text or scroll takes time and this can very easily pass beyond the limits of the duration of the spell. Books or multiple pages of text will almost always fall in this category. To understand these several Read Languages spells must be cast after each other while studying the texts. This will take several hours at the least and up to several weeks at the most. An average would be: 1 scroll =1 Turn, 1 page =5 Rounds, 1 book =2d12 Turns/page, 1 square foot of writing =5 Rounds. These numbers will be lowered by 1 Round per Int. bonus (or raised by 2 round per Int. penalty). This ancient spell existed already in the Blackmoor era, and can't break Confuse Language texts.

Read Magic Also known and used as Fairy or Elven spell

Basic 1st level Divination spell

Range: Caster

Duration: 1 Turn=10 Minutes=100 Rounds=600 Initiative Segments

Effect: Caster only

Saving Throw: None

This is always the first spell learned by a mage, it will allow the caster to read, not speak, any Magical words or runes, such as those found on Magic scrolls and other items. Unfamiliar Magic writings can't be understood without using this spell. However, once a caster reads a scroll or runes with this spell, that Magic can be read or spoken later (without) using a spell. All spell books are written in Magical words, and only their owners may read them without this spell. Remember that reading a text or scroll takes time and this can very easily pass beyond the limits of the duration of the spell. Books or multiple pages of text will almost always fall in this category.

To understand these several read Magic spells must be cast after each other while studying the texts. This will take several hours at the least and up to several weeks at the most. An average would be: 1 scroll=1 Turn, 1 page=5 Rounds, 1 book=2d12 Turns per page, 1 square foot of writing=5 Rounds. These numbers will be lowered by 1 Round per Intelligence bonus (or raised by 2 round per int. penalty). This is also the reason that the earliest Magic items were enchanted with this spell, to improve the reading time. If using such an item use only 2d4 Turns per page. Other duration's are not changed, because it is not necessary any more to cast the spell between readings.

Recipe for Magic Ink for the Spell Scroll Read Magic

1 Ounce Giant Squid Sepia, 1 Large Bleu Sapphire, Powdered, 1 Sprinkle of Water
 1 Pinch of Earth, 1 Drop of the Caster's Blood, 1 Medium Carbuncle, Powdered
 or substitute the Carbuncle with: 1 Large Rock Crystal and 1 Eagle Eye
 or 1 Bleu Quartz equal in Size to a Man's Fist and 2 Eyes from a Black Falcon.

Powder the Rocks and Gems in a Mortar,
 And to them add the Blood, the Earth, and the Water.

Stir with a Finger or a Stick

Or anything else, so long as it is not Metal

And mix into the Paste. Put this into a Crucible,

Pass it into the Tongue of an Open Flame.

If Eyes are used, Hold these in the Flame just above the Open Crucible

Allow them to be consumed,

So that any Ash or Juices produced will fall into the Crucible.

Allow the Crucible to cool in a Dark Place.

Then, under the Light of a Waxing or Full Moon,

Pour the Brew into a Flask or Vial

Stir in the Sepia with a Finger or other Non-Metallic Object.

Any contact with any Metal will instantly disturb the Magic caught within,

Even after it is written.

In that Case will the Ink turn from a Deep Purple to Rusty Red Brown.

The Normal Color will be a Reddish Bleu.

To write with this Ink use always a Wooden Pen Or at best a Goose Featherpen.

Inscribe the spell on any scroll.

It is now available to all who can cast magic (not clerical)

Color _____ (additional information)

Just because a character can lie down color with this spell doesn't make him good at it. To be truly artistic with the use of this spell, a character must have some sort of Artisan skill. Someone without the Artisan will be able to lay down color just like anyone with no artistic ability.

Wizard Mark _____ by Olgi Frost Mage and his apprentices (8)

Uncommon 2nd level Divination spell

Range: Touch

Duration: Permanent

Effect: Up to 1 square foot

Saving Throw: None

Components: A diamond of at least 100 gp in value.

This spell will inscribe a visible or invisible mark and up to 6 smaller characters on stone, Ice or any metal except lead and gold. Any invisible writings will be revealed by a glow (blueish-coldly) if Detect Magic is cast. The words can only be read by the caster or a Read Magic spell. Until removed by the caster or an Erase spell, this can't be dispelled in any way, except a wish. Further, as it uses a different magic source, it is not affected by the Day of Dread.

Illusionary Script **FWA 489AC**

Rare 3rd level Illusion spell

Range: touch

Duration: 1 day per level of the caster

Effect: Script reader

Saving Throw: special

Reading time: special

Components: A lead based ink that requires special manufacture by an Alchemist or Sage, at a cost of not less than 300 gp per usage.

This spell enables the wizard to write instructions or other information on parchment, paper, etc. The illusionary script appears to be some form of foreign or magical writing. Only the person (or people) who the wizard desires to read the writing can do so. An Illusionist recognizes it for Illusionary script, though. Unauthorized creatures glancing at the script must roll saving throws vs. spell. A successful save means the creature can look away with only mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by the caster at the time the Illusionary Script spell was cast. The suggestion can't require more than three turns to carry out.

The suggestion could be to close the book and leave, or to forget the existence of the book, for example. A successful attempt erases all the writing. The hidden writings can be read by a combination of the Treusight spell and either Read Magic or Comprehend Languages spell, as applicable. A sage is the only character who can read the spell after a successful saving throw when not intended in the spell by the caster of it.

Sepia Snake Sigil **FWA 554AC**

Rare 3rd level Conjunction spell

Range: 5 yards
Duration: special
Area of Effect: 1 sigil
Save: None.
Component; 100gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

When cast, a small written symbol appears in the text of any written work. When read, the so-called Sepia Snake springs into being and strikes at the nearest living creature (but doesn't attack the wizard who cast the spell). Its attack is made as if it were a monster of Hit dice equal to the level of the caster. If it strikes successfully, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until released, either at the caster's command or until a time equal to 1d4+1 day per level of the caster has elapsed. Until then, nothing can get at the victim, moving the shimmering force surrounding around him, or otherwise affect him. The victim doesn't age, grow hungry, sleep, or regain spells while in this state. He is not aware of his surroundings. If the Sepia Snake Sigil misses its target, it is dissipated in a flash of brown light, with a loud noise and a puff of dun-colored smoke that is 10 feet in diameter and lasts for one round. The spell can't be detected by normal observation, and Detect magic reveals only that the entire text is magical. A Dispel Magic can remove it. An Erase spell destroys the entire page of text. It can be cast in combination with other spells that hide or garble text.

Wall of Paper **GSM 1000AC**

Uncommon 3rd level Conjunction spell

Range: 5 yards per level of the caster
Duration: Permanent
Effect: 10 square feet per level of the caster
Saving Throw: None
Casting time; 5
Components; A bit of Parchment, vellum, rice-paper, papyrus, etc. (whichever type of type of Wall is created).

This spell brings into existence a gigantic mass of free-standing parchment, papyrus, rice-paper, or vellum (Component depending). It can be created across a gap (for example, to block a corridor or span a pit), in which case it will attach itself to the designated surfaces, or it can be rolled-up for later use. It is possible to mark on the Wall of Paper with any sort of ink or paint, for its surface is smooth and absorbent. The Wall of Paper is twice as sturdy as normal paper, but weighs half as much. Nonmagical writing, drawing, and painting on this paper takes place at twice the usual speed and can't be smeared, smudged, or erased by nonmagical means except as desired by the inscribing Wizard. The paper also tears sharply and folds in accordance to verbal commands from the caster, and can be used to enclose packages, form itself into envelopes or sheets of any Dimensions, attach itself to walls or flagpoles, etc. Once created the paper is permanent (i.e. a Dispel Magic can't destroy it), but it is otherwise normal paper, and can be destroyed by flame, electricity, acid, immersion in water (or other liquids), and heavy or Magical wind and precipitation. (Santa Claus (a mortal Mage Identity of Odin) also uses this spell. In combination with the Color spell).

Guardian Seal

Uncommon 4th level Evocation spell

Range: Touch
Duration; Special
Effect: One portal
Saving Throw: Special
Reading time; 8
Casting Time; 7

This spell allows the caster to Magically seal a door, window, box, etc. against one type of creature (Ghouls, Bears, Elves, etc.). The seal is effective against any such creature whose Hit Dice are equal to or less than the caster. More powerful creatures will shatter the seal. In addition all Magical and enchanted creatures can't pass the sealed portal, nor are their Magical abilities effective against it. Other creatures can try to physically destroy the door, box lid, etc. The warding Magic will inflict one-quarter damage (round up) caused to the closure back upon the creature trying to break through. The seal lasts until the portal is opened.



Guards and Wards

Rare 7th level Alteration Evocation Abjuration spell

Range: touch

Duration: 1 Hour per level of the caster

Effect: maximum 400' x400' total floor area

Saving Throw: none

Casting Time; 1 Turn

This spell causes several things to happen in a maximum area of 1600 square feet of floor. This includes stairs, corridors, rooms, niches and crevasses, but not those with an elevation above the affected ground area of higher than the caster. Although the effects itself will always affect a height of 10 feet minimum, the other magical effects will never go any higher than 10 feet. The things happening are listen in order of appearance 1 Turn after each other.

- *All the corridors become misty with only 10'sight.*
- *All outdoor exits become Wizard locked.*
- *All corridor wall's become web-filled (ethereal not spider) which will regrow in 1 Turn*
- *At all side passages or crossways there is a permanent confusion effect which works 50% on each individual.*
- *All in view will radiate magic, thus making magical items virtually impossible to detect.*
- *1 door per level of the caster will appear to be a wall equal to the wall adjacent to it at the choice of the caster.*
- *2 Magic Mouth, 2 Cloud Kill, 1 Gust of Wind and 4 Phantasmal Force spells may be placed in the affected area.*
- *Dispel magic will remove only one effect in range per spell used. Remove Curse spells will not work*

-3STI25 Secret Cryptomancer Workroom

Height 13' , above ceiling/floor 2' thick

Connected with; [-3STI24 Secret](#)

[Cryptomancer Testroom](#) by steel 2' wide 5'

high door north, [-3STI23 Minor Cylinder Area](#)

by steel 2' wide 5' high door northeast.

Color/Material Theme; Inner walls are

ancient Blackmoor "magical" stone

(*armoured concrete*). The ceiling is made of

large beams "magically" created long ago

(*armoured concrete*). Doors are all of Metal

including Locks, Handle & hinges. This

area has a few tables with each several

chairs. On each table are candle boards (*a*

metal plate where several lit candles are placed

on) or oil lamps. The room is out of tradition

never magically lit. On the table are several

cookie jars with sweets, cookies, and

stacks of prepared sandwiches (often a bit

dry and stale due prolonged lying around),

and on the walls are a few bookracks; used

to store the work of cryptomancers when

they go eat, sleep or just go elsewhere. It

is also tradition and respect for the other

not to disturb these collections; as even the

order in which some papers are stacked

may be important to the writer. The room has a strong scent of unwashed men (*Cryptomancers often work*

continuously for several days until they can't go further, and even then resume as soon as possible where they left, often

forgetting basic necessities like food, drink, washing and sleep), mixed with the scent of various inks, vellum, and paper.

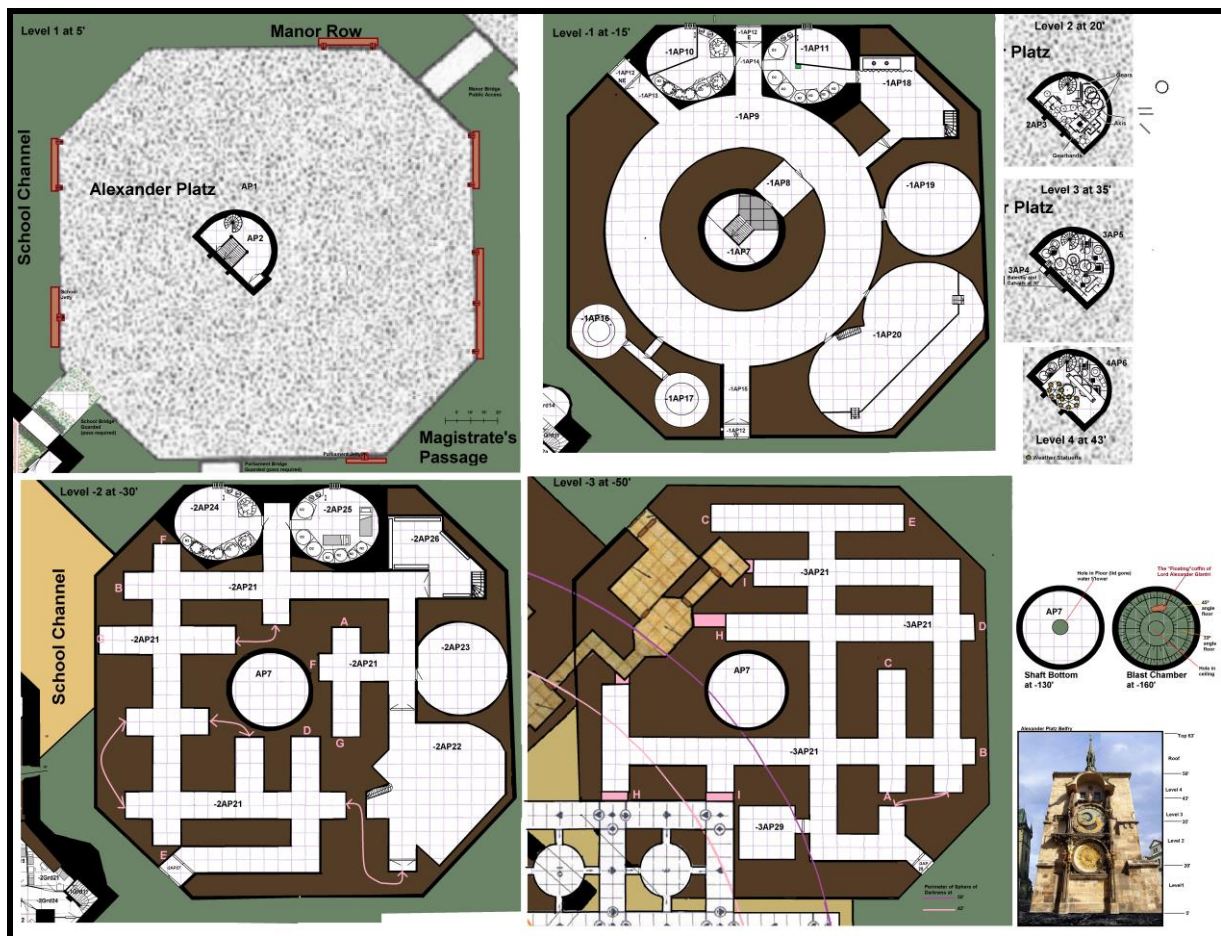
At the bottom are ceramic jars used to urinate (*to be flushed later*) and glass flasks of water, cold tea or other non-

alcoholical beverages. (*Cryptomancers rarely consume alcohol as it clouds the mind*).



Footnote of the author; *this is also how I felt sometimes while creating this document; searching, compiling, writing, drawing, creating; a few sandwiches or other small food-snacks in between and a large flask of milk beside me, working till morning, sleep a little and work again. How cruel is it to be a creator/compiler/artist, and D&D gamer. :)*

Extra Locations; Alexander Plaza



From Gaz 3 page 39 #3; *Alexander Platz*, this area is a large, smooth, bare plaza made of Black Marble. Many noble and wealthy people made it their favourite place for a relaxing stroll before going to the parliament. In the centre of the plaza is the City Belfry, actually a mausoleum dedicated to Lord Alexander Glantri, a hero of Glantrian History. It contains the hero's remains in a crypt, as well as a magical mechanism that rings every hour. Depending on the predicted weather, various statues come out near the top wearing garb appropriate to the expected weather. The tower is made of brownish Pink Marble with Red Veins in the stone. No door to the tower exists. Alexander Platz has covered bridges that arch over the waterways to the Parliament, the Great School of Magic and the Southern end of Manor row. The Bridges to the school and parliament are guarded (a proper pass is necessary to enter). Many stairs and jetties around the plaza allow visitors to get on and off gondolas. The straight side of the Belfry is directed towards the North-western corner of the Plaza between the entry bridges of the Parliament Building and the GSM. As central location in Glantri this area harbours several secrets, which are displayed here (partially based on the *Astronomical Clock of Prague*).

History of this specific area

- 3500 BC Worldwide Update. Blackmoor Empire is flourishing. Blackmoor's priests declare holy war against the Borean Beastmen. Blackmoor hunts down Beastmen (3500 BC–3200 BC, but even until 3000 BC skirmishes did exist).
- 3094 BC The Blackmoor government begins the construction of a nuclear missile site (to be used against any offending nations) in Redfen on the location what later became the Alexander Plaza.
- 3065 BC **Redfen village** foundry notices the gas bubbles become depleted; many small quakes cause damages to the local structures. Lower sections were closed off either by government, or by nature. The locals have begun to use the local area for produce of food. The missile site is abandoned; the missile itself (safe and unfinished) has never been placed, although most preparations were finished to do so.
- 3000 BC 1 Nuwmont: **The Great Rain of Fire.** Some Blackmoor prototype matter/antimatter engines explode, shifting the world's axis 45 degrees anti-clockwise. **Redfen** is ruined and burned in the blaze miles afar, all remaining gas from below the cause. Only a few stone structures remain, much of the remaining metal corroded away in the centuries following or was plundered and all other material literally burned away. The unfinished missile was destroyed in the blast, on the location where it was stored (just outside its silo).
- Between 1100 BC & 1000 BC. A primitive Human and mixed humanoid species suffering from the Wasting Disease group together in the ruins of former Redfen. They form a cult of Stodos the Frog Immortal. They have the great rock as centre of their evil cult. They use the original deep launch shaft as a place for religious sacrifices. Tossed down in the deep pit, these victims are "joining the Frog", where aeons of rain water has accumulated. With no ability to go up, they eventually drown. Several small and larger statues of frogs are created and placed on the rock. The most prominent is a 20' tall giant frog-shaped stairway placed next to the pit.

- Here the sacrificial "lambs" are enforced (drugged or charmed) to jump down and "Join the Frog". The whole sides of the Rock is embossed with Frog figures in relief.
- Between 395 AC & 470 AC The Flaems found settlements. The ruins of Redfen are discovered, a threatening tribe of evil barbarian/humanoid mixture of Stodos is almost eradicated. Horrendous sacrifices are discovered, and the Great Rock with the shaft is covered with stone. However, some of the human followers of Stodos succeed to remain hidden, and later mix with the local populace, unnoticed. They restart spreading their words of evil. The slow removal of often strange molten and burned debris all over the region has begun. People settle to help, and these become the first new settlers of Braejr in 450AC. One of these was an ancestor of Alexander Glantri brought his family to the Highlands. They became most famous and respected Thyatian family, the founders of the Thyatian colony and the leaders of the struggle with the Flaems at first, then against the Alphatian later. Between 450 and 470 AC the church of Stodos is known to exist, and found to be evil. Political measures are beginning to be set.
- 450 AC; **Braejr Built.** At the urging of the Fire Wizards, the Flaems build the city of Braejr at the confluence of the Aalban (*now Vesubian*) and Areste (*now Isoile*) Rivers in the Highlands, on the elevated stone ruins of the former city of **Redfen**. The canals like today and were fully filled with mud and regularly flooded by raised river levels. The city contains the Archduke's Palace (later *the Parliament Building, and Alexander Plaza*). After several attempts of a political coup the last secret members of the evil frog cult of Stodos are killed. Any statues of frogs are subjected to disintegration spells.
- 497 AC Early Summer Byen Kalestraan and 4 other fire wizard's polymorph into dragons, assault the royal palace in Braejr, kill 40 guards and assassinate King Jherridan. They are then killed as the Dragonlord destroys their magic amplifying crystal which collapses the roof and destroys a quarter of the palace. The other 13 Senior Fire Wizards involved in the plot use magic to flee the Academy.
- 550 AC Dracology is formalized as a Secret Craft by the Flaemish wizards.
- 631 AC The Flaemish family of the van Agts manages to seize High Mastery of Dracology.
- 701 AC The last remnants of the former Palace are removed, and almost in the middle of the large area a pit filled with water is revealed. As it was rumoured that the former owners of the Palace used it to discard/drown opponents, it is now chosen to investigate this.
- 704 AC A beaverdam in the Isoile River greatly lowers the water level in Braejr City. The streets become dry mud, and many structures are dislocated. A political decision is made, which results in the removal of all mud and make the city's lower regions (temporary) accessible. Great metal doors are revealed on many locations, when the canals are recreated. These seem to be air locks; those underneath the Parliament building, the FWA are leading to dry regions underneath these buildings are if they weren't used before, are now taken to be used. The metal doors underneath the former palace ruins (later Alexander Plaza), when opened released large amounts of water from the airlocks; this led to the assumption that the region beyond was fully inundated by aeons of time. The investigation a few years earlier revealed already that the central pit was a very deep hole made of metal. Thousands of embossed reliefs of Frogs are discovered to be cut in the side walls of the Great Rock. It was decided that whatever is underneath must be discovered; maybe something useful can come out of it, or at least the last trace (if any) of the evil cult removed. Several adventurers enter the airlocks to go beyond and discover that the region is abandoned and forgotten, a great fire must have wrought the area to ruins long before the water came in.
- 704-707 AC With the discovery of the flooded area the rulers decide it must be emptied to be investigated before it can be used. Workers and mages cooperate to remove the water from the revealed inundated area. First the central pit is emptied and a wooden stairway is build to reach the metal platform 20' below. But soon it is discovered that water keeps pouring in from the damaged but closed side-door behind the platform. Probably this was also the way how the water came in. With the regular opening and closing the airlocks, the water level of the upper buried region is lowered. With the removal of water from the shaft hundreds of bones are revealed in the ball-shaped deep chamber, most hold fist-sized frog statuettes, or have frog-shaped jewellery. Several of these have become undead, and are defeated, before the area is fully dried. No more water comes in the shaft, yet there are still some weird chambers around it where stairs down are enveloped by water. Clerics start consecrating the ground to remove any evil influence of this Evil Immortal. Since this moment undead have a unpleasant feeling when walking on the Alexander Plaza, but are further unhindered by it.
- 25th Watermont 707AC The removal of the water and the corrosion of metals caused cylinder-shaped metal pillars in the [1AP10 Blasted Poison Room](#) to crack open. Something came out; and all those on the underground level died due asphyxiation. Attempts to rescue failed utterly as a spark caused a tremendous hot fire, which in effect destroyed the last of the inside cylinders. All these cylinders have been Nitrogen, Oxygen, and Hydrogen gas containers used as propellant for the intended missile. Yet this is unknown to the people there. They all die. The project is abandoned temporarily due the risks.
- 708 AC The beaverdam is carefully removed to re-enable vessels going up and down the river. In 704 AC it deemed to bring more fertile grounds around the lake thus created, but this did not bring the profits expected. With the removal of the dam (and a law which counts to today to hunt any beavers attempting to do the same anew) water re-entered the city flooding the dug pits, thus creating the uneven floor of the canals. All attempts to investigate further were officially abandoned, but many did so secretly, and this is how the forgotten areas below have become secret areas.
- 730 AC The von Drachenfels family remained in control of the Secret Craft of Dracology until the death of Prince Friedrich von Drachenfels in 886 AC, whose heirs had no magical aptitude. Knowledge of Dracology passes from the van Agts to the Hattians, Elves and Alphatians.
- 788-828 AC **The Forty Years War** causes most discoveries to be either forgotten, or kept more secret than before.
- Between 820 AC & 828 AC The scion of the old famous and respected Thyatian family Glantri; Lord Alexander Glantri wins the respect of the resistance to Halzunthram's regime by speaking of the people of Braejr instead of their ethnicities, and because a big part of the population already considered Glantri their leader. He changes tactics from ambushing Alphatians to sabotaging their economy – destroying mines and farms, and stealing livestock.

835 AC

Alexander Glantri died in a Council meeting at the end of AC 835 at the age of 47. The Alphatian member of the Council, Vortram, suddenly blasted him to the ashes with his spell. Birkai Virayana was also killed in the ensuing fight before Vortram was captured. For some obscure reasons the three remaining members, Morphail, Frederick Vlaardoen and Wilhelm von Drachenfels didn't want to go any deeper into the matter and executed Vortram the day after. Lucchino di Sfonti, Matteo's fourth son, succeeded Alexander in Council. The following week Council passed a law in memoriam of Alexander Glantri and the land was officially renamed Republic of Glantri.



They also decided to bury his remains in the useless shaft, assumed to be still protected by the poison of 707AC. Deep below in the round chamber there, they prepared a vaulted trapdoor, and placed the burial chest within this room under magical enchantments to float in the exact middle. The Shaft itself is also magically affected. The whole plaza area above is covered with plates of Black Marble, but the pit itself is closed by creating a tower belfry atop the deep shaft in the plaza. The shaft and belfry thus becomes his mausoleum, the round chamber below his Tomb. With the use of Levitation and Telekinesis, his chest is lowered, within are

what remained of his body (*ashes, a skull, hipbone and some other major bones*), his armor, sword and some personal jewellery items. When it finally is placed in the tomb below, the shaft is abandoned. The Belfry made of a double wall of *brownish Pink Marble stones with Red Veins* with in-between a sheet of lead, which wards off even mages from entering. The Headmaster of the GSM (Ettienne D' Ambreville) became the one in control of the Mausoleum and Belfry, and this continues up to today.

888 AC

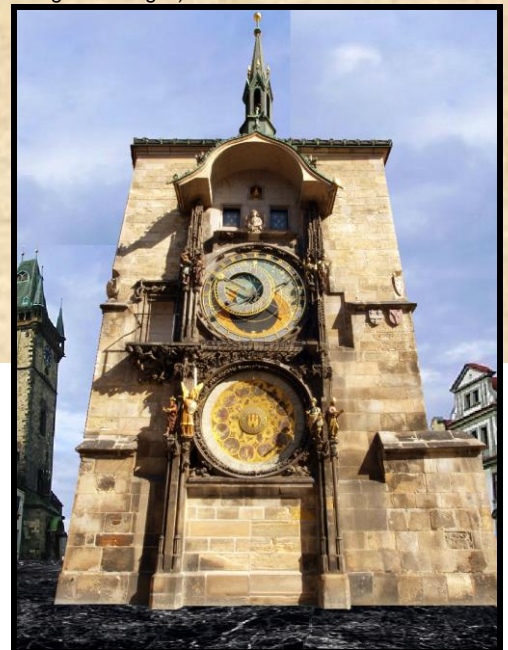
An ambitious Dracologist from Klantyre, Lord Conan McDougall, Count of Glenargyll, achieved High Mastery of Dragons. High Master Conan was a Red Dragon Master, and had discovered the possibility to attaining the Rulership of Dragons belonging to one alignment through the most powerful Dracology powers. Unable to see the risks of such an endeavour, Lord Conan transformed into the Moon Dragon, but was immediately discovered and challenged by the true Lesser Ruler of chaotic Dragons, Pearl. Conan was a formidable wizard, but he was not strong enough to defeat the Immortal Dragon, who destroyed him. The news of High Master's death by a powerful draconic creature from the Outer Planes spread like fire among the Secret Craft. The dracologists of the higher circles became fearful of achieving too much power and attracting the attention of extraplanar beings, and for a time no Dracologist claimed the High Mastery of the craft.

925 AC

Jaggar von Drachenfels his gryphon dies in full flight in approach of landing on the Plaza (old age & heart-failure). He luckily falls down in Manor Row instead on the Plaza. While in the water he stumbles upon the forgotten airlock doors. A week later he returns secretly, opens the doors, and enters within. New water has accumulated over the years into a two feet deep layer. Wading through the murky water he discovers that it entered the building through several pipes leading to the outside walls. No water has penetrated to the Mausoleum as before, he learns later from Ettienne D' Ambreville. His research continued, he calls for help from a group of adventurers. These use magic to investigate, and eventually even discover the submerged lower areas, though have to battle several immaterial undead (created due the evil act of Sacrifice before 395 AC). In the following years a gate towards the Elemental Plane of Water is opened, causing most water to lower within a half year. The rest of the water is removed by secretly using the system of "Drippin Noses" from the Glantrian Fire Fighters ([-2Grd25 Lower Entry Hall](#)) dispersing the water into the canals. Finally in 927AC all lower areas are dry. The adventurers promised to keep everything a secret, and Jaggar (already a high ranking Dracologist) invited the members to these areas soon thereafter.

928 AC

The von Drachenfels family, under Jaggar's rule, reclaims High Mastery of Dracology. [History of Dragons](#), and dictate the use of the lower regions for the first circle Dracologists. Higher ranking dracologists decide to keep their own secret areas as per type of dragon chosen, but agree that the area is best used for the initial procedures and communal teachings. Tensions between the various Dragon-type based groups (as per Gaz 3 page 71/GKoM page 105-107) is thus removed, but mutual interests are taken care off. As soon as an ability used reveals the color chosen, the Dracologist is allowed to enter its new secret location where only other Dracologists are of their own color or even type.



The central tower belfry of Alexander Glantri at the black marble Alexander Plaza in Glantri City, with city buildings on the background. [Alexander-Plaza](#)

AP1 Alexander Plaza

Connected with; Glantri City, [AP2 Belfry Base Chamber](#) by secret location for Dimension Door. Color/Material Theme; The Nero Marquina marble of the plaza contain high amounts of lead, which greatly hinders magic from penetrating (*only 7% chance of success, and 33% chance of damage or worse*).

The only safe way to reach the lower chambers is going underwater in the canals and use the hidden airlocks there. These give entry to the initial secret chambers of the secret craft of Dracology. Those who do succeed in entering the belfry itself can use the stair to reach the shaft down which has become the mausoleum of Alexander Glantri. His coffin is however, much lower, in the tomb (Blast) chamber. There are several Jetties publicly accessible, but the School and Parliament Jetty are only for visitors/deliveries allowed here.

AP2 Belfry Base Chamber

Connected with; [-1AP7 Mausoleum](#) and by small door Stairs down Southwest, [2AP3 Mechanism Room 1](#) by circular stairway up. Formerly connected to [AP1 Alexander Plaza](#) by bricked-up lead sheeted Brownish Pink Marble. Color/Material Theme; Walls are rough brownish Pink Marble with Red Veins in the stone, Floor, support beams and ceiling are grey granite beams. Stairway is wood on a metal frame. There was an entry right under the lowest external clockwork, but this is filled with the same stone bricks and lead sheet within when the Mausoleum below was closed. Behind is a steep 60° stairway down. You can enter the Plaza invisible, and with use of magic maybe even silently, but you can't cast any spell to go through the stone, as this would make you visible (unless you are Immortal or a Fairy), and thus noticed by the many guards. *There are a total of 12 guards patrolling the area in groups of three. The few 'fools' who did try to enter and were captured, all perished in the prison cells they were kept in or disappeared to be never heard or seen from again.*

2AP3 Mechanism Room 1

Connected with; [AP2 Belfry Base Chamber](#) by circular stairway down, [3AP5 Mechanism Room 2](#) by circular stairway up. Color/Material Theme; Walls are rough brownish Pink Marble with Red Veins in the stone, Floor, support beams and ceiling are grey granite beams. Walls are fully covered with lead sheets. Stairway is wood on a metal frame. The room is packed with a seemingly impossible and impassable mess of gears, chains, latches, thick metal gears, gear-bands, staffs, gear-bearings, connectors, latches, hooks, and other turning, clicking, rotating, whirling, clicking, and even hopping stuff. The outside of the belfry tower has from the ground up a circular yearly calendar, showing date, month, main event (or person that day is named after) on its outer ring, then an inner ring with images befitting the season, then a central ring with the twelve astrological signs. There is a Clockwork swordsmen or Mechanical Golem protecting the area; (*Mechanical Golem [Monster Manual 5.pdf](#) page 1477, Clockwork swordsmen 1430-1431*) this is decided by the DM in line with the adventure "[The Ring of Glantri](#)" [-6AP27 Tomb \(Blast Chamber\)](#). (*For more on [Mystara Astrology](#), and [Mystara-Starmap](#)*).



3AP4 Master Balcony

This area, together with a ladder-like catwalk, is outside the structure, beside the clockworks, at 30' height. Connected with; [3AP5 Mechanism Room 2](#) by secret wall section untreated by Lead (thus passable by dimension Door) and a small stair. Only the Head Master of the GSM is aware of this and can access the inner rooms by using his special "*Dimension-on-Call*" door entering inside just behind the balcony. This is only done to inspect the tomb, and to repair the mechanism of the bell tower and weather statues (*repairs are done by the Master Clockmaker of Glantri Alphonse De Beveraar and the GSM Headmaster*). The only other way is using magic to bypass the stone, yet this is very difficult, as not only there are many guards wandering around here, many people walk here too. It is near to impossible to cast a spell, creating its effects, and enter the mausoleum unnoticed. Color/Material Theme; Walls are rough brownish Pink Marble with Red Veins in the stone, Floor, support beams and ceiling are grey granite beams. Stairway is wood on a metal frame. The balcony and catwalk are also used by the Master Clockmaker, to monthly inspect the external machinery of the tower belfry (he does not need the GSM Headmaster in these cases, but still he has to do his work in the official registered time, and only has his tools and ladder). If he finds necessities which have to be repaired inside he notifies the GSM Headmaster, and within 24 hours he will enable the Master Clockmaker to do his job. Doves regularly nest on this area. From spring to autumn a 3d4 nests can be found in this relative small area. These animals are accepted as being representations of the spirit of Lord Alexander. As such the area is cleaned just before winter from bird-droppings, nest material, dead doves, etc by students who have earned too much demerits.

3AP5 Mechanism Room 2

Connected with; [4AP6 Puppet Room](#) by circular stairway up, [2AP3 Mechanism Room 1](#) by circular stairway down, [3AP4 Master Balcony](#) by secret wall section untreated by Lead (thus passable by dimension Door), Color/Material Theme; Walls are rough brownish Pink Marble with Red Veins in the stone, Floor, support beams and ceiling are grey granite beams. Walls are fully covered with lead sheets. Stairway is wood on a metal frame. The room is packed with a seemingly impossible and impassable mess of gears, chains, latches, thick metal gears, gear-bands, staffs, gear-bearings, connectors, latches, hooks, and other turning, clicking, rotating, whirling, clicking, and even hopping stuff. The outside of the belfry tower its second clockwork is an astronomical clock showing the current star sign, month, and day of the month, lunar stage, amongst others (*for more detail on this structures see https://en.wikipedia.org/wiki/Prague_astronomical_clock#/media/File:Schema_Orloj_en.png*). Beside this one are four figures flanking the clock are set in motion on the hour, and represent four things that were part of the local population at the time of the clock's making. *From left to right in the picture of the Belfry, the first is a dainty Flaemish Prince, represented by a figure admiring himself in a mirror. Next, the Merchant holding a bag of gold represents commerce. Across the clock stands a skeleton that strikes the time upon the hour, he represents the existence of Undeath amongst the population. Finally there is a figure of a Thyatian Bard. All these worked together to create Glantri. On the hour, the skeleton rings the bell and immediately all other figures turn their heads, side to side, looking around, to signify the need to look and learn.*

4AP6 Puppet Room

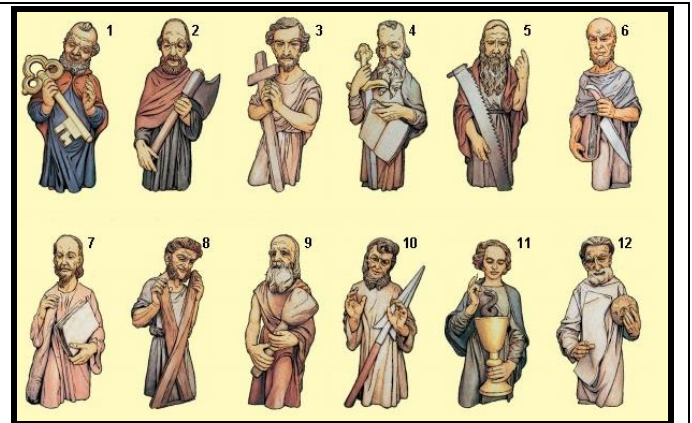
Connected with; [3AP5 Mechanism Room 2](#) by circular stairway down and open space down.

Color/Material Theme; Walls are rough brownish Pink Marble with Red Veins in the stone, support beams and ceiling are grey granite beams. Walls and ceiling are fully covered with lead sheets. Stairway is wood on a metal frame. The floor of this area is a metal frame with grey lacquered wood. On the outside above the clockwork you see a stone statue of Lord Alexander Glantri with Angelic Wings, two small doors, and a golden Rooster which starts to crow at exactly 11:42 midday. This rooster is the only magical item known to have survived the Firestorm of 3000BC unscathed and harbours great magical powers predated many Immortals. It is presumed to be an Artifact but other than timekeeping on a seemingly awkward moment and its indestructibility it has never revealed any other power or anything of its origin.

(DM; the awkward time may seem to be off, but this was actually the original morning time (6:00) in Redfen before the Great Rain of Fire and the shifting of Mystara's axis happened). As this Artifact is further not detailed other than that it is set with Time, this opens up to create its history, reason, Immortal and powers. It might be a time immortal active with work, or something similar; if you do create more background; please share this on <http://www.thepiazza.org.uk/bb/viewforum.php?f=3>)

The two windows allowing the weather statuettes to enter or leave are only 1.5 feet in height by 1 foot in width, and can't be open from outside, and even when somehow entered you will be noticed by the several Alarm spells active within. The Headmaster of the GSM will come almost directly, together with a contingency of mages and guards. There are no other entries, and all the walls are lead-treated. Only the small balcony is not lead-bricked up, but only the headmaster of the GSM knows this, and will surely keep it a secret.

The two windows each always reveal a figure representing the kind of weather coming and the other going. Any weather coming within 4 hours will be magically detected and magically mechanically displayed (unless summoned weather, which is forbidden within Glantri City by Law, or weather spawned as a side-effect of a spell, Artifact or such). There are a total of 12 figures.



1= Key=Happiness=>	Good weather (some moisture)
2=Axe=Wisdom=>	Storm or Strong Wind
3=Wood Cross=>Skill carpentry=>	Cold or Frost
4=Sword & Open Book=Confusion=>	rapid changing weather
5=Saw=Preparation=>	Thunderstorm
6=Closed Book & Dagger=>Knowledge=>Bad Weather (some sun)	
7=Stick & Closed Book=Relax=>	Warmth
8=Two planks=Carefulness=>	Sleet
9=Urn=Storing=>	Snow
10=Spear=Preparation=>	Rain
11=Gold Urn & Snake=Vileness=>	Hail
12=Scroll & Skull=Death=>	Frost

-1AP7 Mausoleum (Launch Silo)

Connected with; [AP2 Belfry Base Chamber](#) by stairway up, [-1AP8 Work Room](#) by rusted shut 3' x3' 2' thick metal door, [-5AP25 Tomb](#) 130'straight down (no ladder, or stair, but unstable rusted metal). *The floor is covered with sharp pieces of metal causing an extra 2d12 damage if falling on it, and cause tetanus disease (see [diseases and healing](#), page 19, but also read page 4-5). This disease is also caused by any wound in the area when coming in touch with the floor, wall or rusted metals.*

Color/Material Theme; Grey 'magical' Blackmoor stone, with severe corroded metal bars, ladders, and other unknown function metal parts. This 90' deep shaft is empty except the metal parts, ladder and such attached to the walls. All metals are heavily corroded, and prone to breaking 25% chance per 10' traversed, +5% per 100cn over 2000cn, causing the person attached to make an instant dexterity check at-5(-



1/100cn load over 2000) or fall down. The DM must keep track of each character's actual altitude in this shaft. *The rocket has never been placed in this shaft, and thus the shaft has never actually been used. Due to the firestorm in 3000BC the original lid of the shaft has been blasted away, allowing water to enter, and eventually inundating all lower regions. When the water was removed in 925AC, the metals protected by 'dead' water became affected by the air destructive oxidation. The chaos bubble here came to be soon after the water was removed. The room has a single rare unknown magical effect used as protection; **A Chaos bubble;** Chaos bubbles are about 4' diameter orange globes of Radiance charged Antimagical energy, bouncing off the walls. They typically rise, fall and fold similar to a lava-lamp (<https://media.giphy.com/media/TChoAaA4eGYoM/giphy.gif>), dispelling any active magic permanently, and suppressing any magic item for 1d4 rounds (artifacts are not affected, but their magic might). This effect is 3 feet away from its outer surface in all directions (even inside). Chaos Bubbles do only exist underground where Radiance magic is produced in great amounts, and are a natural by-effect of producing Radiance magic on Mystara. When the Radiance is destroyed they will cease to exist. Chaos bubbles cannot pass through solid matter, but are unaffected by any magic (instant dispel), matter, air, liquid, but release their content on contact with electricity (natural only as magical will be dispelled). Its effects can pass through (max 3 feet as normal). They move 20' round up by kinetic energy storage, releasing the area on effect or after 4 rounds of immobility (i.e. against the ceiling), then sink down at 20' round. On the floor they stay 2 rounds restoring energy to begin a new cycle. They can't be controlled, steered, or otherwise directed. It will always follow the same routine. If exposed to 8 hours prolonged Sunlight it will be dispelled and cease to be.*

-1AP8 Work Room

Connected with; [-1AP7 Mausoleum](#) by rusted shut 3' x3' 2' thick metal door (1 inch ajar), [-1AP9 Circular Draconic Viewing Hall](#) by rusted 2' x6' metal door (15 inch ajar).

Color/Material Theme; Grey 'magical' Blackmoor stone, with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes. There are several tools, unknown, and some barely recognizable. Nothing in this room survived the aeons of inundation and decay. There is nothing of use in this room, and as such it is still, even after the area has been investigated when the water was removed. *The floor is covered with sharp pieces of metal causing tetanus disease, see [-1AP7 Mausoleum](#). The corrosion is thus heavy here that nothing can be removed, doors can't be opened any further than already, and items may fracture if moved or shoved. The stench here is thus awful, that even rats do not want to linger around. It causes a nausea after 4 rounds due unknown chemicals (CO-4, dizziness, and prone to regurgitation) continuing 4 rounds after leaving this area if drinking some fresh clean water (else 8-CO adjustment hours).*

-1AP9 Circular Draconic Viewing Hall (Main Access Hall)



Connected with; [-1AP13 Airlock Hall NE](#), [-1AP14 Airlock Hall E](#), and [-1AP15 Airlock Hall W](#) by open arch, [-1AP8 Work Room](#) by rusted 2' x6' metal door (15 inch ajar), [-1AP16 Dented Ball Room](#) and [-1AP17 Empty Cylinder](#) by small corridor and three! 3' x 5' 1foot thick (blast) doors, [-1AP18 Tools Room](#) by corridor and corroded metal 3' x 6' door, [-1AP19 Copper Room](#), by corroded metal 3' x 6' door, [-1AP20 Initial Chamber of Dragon Masters](#) by two corroded metal 3' x 6' doors.

Color/Material Theme; Grey 'magical' Blackmoor stone, with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes.

This large room (actually a very wide corridor) has a floor which is especially enchanted to be a sort of planar glass surface looking into the Draconic Planes from above. The viewed location is not static, and resolves rather quickly over the various landscapes (as if it were flying 720' per round), even hopping between the four Planes at random intervals. There is no actual visibility between the Prime and the Draconic Planes, but any illusions summoned within this hall will automatically conform to three-dimensional images hovering on the floor, reflecting what could be seen in the Draconic Plane. The aura of Immortal Dragons or Guardians disturbs the planar window and redirects the location elsewhere on the Draconic Plane before it can be discovered by them.

This effect can be used to study Dragon energy (for more on Dragon Planes and Dragon Souls & Guardians read Dragon 170; From Hatchling to Immortal Guardian by Bruce Heard). And it is here that students learn how harvest the energy within these seemingly random shapes of energy.

Only recently (1008AC) it is discovered that these are Dragon Souls, not flocks of Draconic Energy as it was expected to be before Jaggar made his discoveries. Since this discovery the three branches of Dracology (Lawful, Neutral and Chaotic) are in dispute how to treat the Dragon Souls. There is no agreement made, and since 1000AC, the number of Dracologists dropped drastically (hunted by Dragons), making the chaotic survivors more eager to hold on to 'their' power. The Lawfuls refrain as much as possible from affecting any Dragon Soul, trying to get a grasp on the Draconic Circles as a possible means of acquiring new Dragon Energy, but not using Dragon Souls. The Neutrals are as always in-between, undecided, and don't agree with any of the other resolutions. They have lowered their usage of Dragon Souls some degree, but refuse to go as far as the Lawfuls, by trying to fully abandon this awesome magic.

Draconic Nexus Point; *When in the future (somewhere after 1020AC) it is discovered that Dragon Magic is unaffected by the Days of Dread, it are the Neutrals who soon thereafter discover that Dragon Magic can also be drawn from Nexus points to the Draconic Planes. This discovery will forever change the use of Dracology. A Nexus point of Dragons is where a Dragon assumed Immortality, and this created a permanent magical location connected to the Draconic Planes (see article Bruce Heard Dragon 170). The infinite energy generated by the Planes enables all Dracologist to use the same abilities as before. It is a question however, how many Dragon Masters will benefit from this discovery in the future, as their numbers drop every year.*

The benefits are that Dracomancers are no longer bound to Glantri City (and its Radiance) but can use their draconic magic within 80 miles of any Dragon Nexus. A new Dragon Master ability will be devised in the years thereafter.

Detect Dragon Nexus (First Circle ability): with this ability Dracomancers are able to detect if they come within range of a Draconic Nexus. This they will feel if they succeed an intelligence check when within the 80 miles range of such a location. If memorizing for more than 1 Turn, Dracomancers will be able to detect the direction of the nearest Dragon Nexus if not already within range, on a successful intelligence check. Dragons will be no longer inclined to slay any Dracomancer as no dragon souls are used, but some tension between the two still remains. Some chaotic Dracomancers are still able to use Dragon Souls instead using a Nexus, and certainly will do so.

-1AP10 Blasted Poison Room (Propellant Terminal1)

Connected with; [-1AP14 Airlock Hall E](#) by 3' x 5' 1 foot thick (blast) door, [-2AP24 Lower Blasted Room](#) by ladder down, This area is greatly damaged by the gas explosion, and even the ladder 15' downstairs is damaged in such a way it has a 25% per usage to collapse with those on it.

Color/Material Theme; Grey 'magical' Blackmoor stone, with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes. Liquid oxygen is dangerous to use in an enclosed space, such as a missile silo, and cannot be stored for long periods in booster oxidizer tanks.

The removal of the water and the corrosion of metals in 707AC caused the cylinder-shaped metal pillars in room to crack open. Something came out; and all those on the underground level died due asphyxiation. Attempts to rescue failed utterly as a spark caused a tremendous hot fire, which in effect destroyed the last of the inside cylinders. All these cylinders have been Nitrogen, Oxygen, and Hydrogen gas containers used as propellant for the intended missile. Yet this is unknown to the people there at the moment. They all died. The project was abandoned thereafter. The doors to this room have several warning texts which are explained as followed; Danger High Pressure=do not push hard to objects, Propellant Terminal=unknown, work center code 62330=this room was a work centre...the code is not understood, Buddy System at all times=apparently only friends and family worked here.



-1AP11 Empty Poison Room (Propellant Terminal 2)

Connected with; [-1AP14 Airlock Hall E](#), by 3' x 5' 1 foot thick (blast) door, [-1AP18 Tools Room](#) by 3' x 5' 1 foot thick (blast) door, [-2AP25 Lower Empty Room](#) by ladder down.

Color/Material Theme; Grey 'magical' Blackmoor stone, with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes. There are large cylinder-shaped metal pillars in the room, and because they are equal as to the [Blasted Poison Room](#). It was suggested they would harbour the same gasses, which might be called forth and used. Several months of research followed, before trying to open the cylinders, only to reveal they all are (and probably always were) empty. *The only functional item here is the "Eye healing shower" (Green Square on map). This weird contraption reveals minor conjuration magic and some probably clerical magic. It looks like a copper chest and two copper tubes attached to half-rounded hollow globes as large as a human eye. If placed both eyes on the corresponding globes a spray of fresh water together with a clerical remove Blindness spell is triggered. Any eye condition will be cured in one to ten treatments of each 1 minute (no more than 1 per 8 hours) depending on the severity (gauged out eyes will be restored in 10 treatments, pink eye in 2, a black eye in 3, irritating waste in 1 treatment, cataract in 6 treatments, wounded eyes in 7 to 9 treatments. Even magical conditions will be washed away (like the permanent fixture of magical eye lenses like Eyes of the Undead) in 5 to 8 treatments. The item is however attached to the room and cant be removed without destroying it...(they tried in the [Blasted Poison Room](#) causing another of these ancient Blackmoor items to be lost forever).* It is possible to find these showers on more set locations of the Redfen Foundry (current GSM), but this is the only one known to be functional.

-1AP12 Airlock (NE, E, W)

The following information counts for all Airlocks on all levels.

Connected with; outside underwater in canal, [-1AP13 Airlock Hall NE](#) (School Channel), [-1AP14 Airlock Hall E](#) (Manor Row) or [-1AP15 Airlock Hall W](#) (Magistrate's Passage-hidden underneath the Parliament bridge), all by double iron doors, different from most doors, since they obviously slide open on metal tracks rather than pivoting on hinges, which despite signs of age, lots of rust, appear operational. *Due age and disuse the doors to this area do require some effort to open (2r +St Check).*

Color/Material Theme; Grey 'magical' Blackmoor stone (tainted by lots of water to a grey amber color), with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes. Engraved on the outside of doors to the Halls, with great deal of style and skill, message in ornate lettering, which explains this is an airlock and warns that only strong swimmers will be able to make it to the surface, other must discover the secret of breathing water. The letters are placed in a shape of an arrow to the right. *Here is a small secret stone, hiding 1d4 ceramic flasks (1ltr each); each flask holds enough for four human or human-sized creatures to drink enabling them to breathe underwater for a full hour plus 1d10 minutes in addition to their normal breathing. An inscription in the back of the compartment says; "Please put back what you do not use, and replenish if able".*

Within the rooms are rusty grates in the floor to both sides and a single lever. If the lever is pushed it will lock both sets of doors and allow water to flow in (5 minutes), then the outer doors open. On the outside is a similar lever hidden to the right, if used it will do the same. If inside the lever is pulled instead of pushed, it will close the outer doors, cause water to flow away (5 minutes) and then release the inner doors...it will automatically do this after 3turns (30 minutes) even if nobody is using the lever. All without a potion must check drowning rules as per Rules Cyclopedia page 89-90, before they are able to make it to the surface and receive help from others. (The RC is in contradiction to ToD as PC's do NOT suffer 1d6 damage from drowning). Remember that swimming speed of most Demihumans is 30' /10' , thus making any 10' going up needing a full round.

-1AP13 Airlock Hall NE

Connected with; [-1AP12 Airlock \(NE\)](#) by double iron doors northeast, different from most doors, since they obviously slide open on metal tracks rather than pivoting on hinges, which despite signs of age, lots of rust, appear quite operational, [-1AP9 Circular Draconic Viewing Hall](#) by open arch southwest.

Color/Material Theme; tube-shaped Grey "magical" Blackmoor stone (tainted by lots of water to a grey amber color), making a round corridor with a flat floor, with severe corroded metal bars, and other unknown function metal parts.



-1AP14 Airlock Hall E

Connected with; [-1AP12 Airlock \(E\)](#) by double iron doors east, different from most doors, since they obviously slide open on metal tracks rather than pivoting on hinges, which despite signs of age, lots of rust, appear quite operational, [-1AP9 Circular Draconic Viewing Hall](#) by open arch west, [-1AP10 Blasted Poison Room](#) and [-1AP11 Empty Poison Room](#) both by 3' x 5' 1 foot thick (blast) doors north & south.

Color/Material Theme; tube-shaped Grey "magical" Blackmoor stone (tainted by lots of water to a grey amber color), making a round corridor with a flat floor, with severe corroded metal bars, and other unknown function metal parts. This airlock was originally the main entry to the structure.

An Airlock Hall is a round tunnel-like corridor ending in a set of double iron doors able to slide to the side, giving access to the Airlock itself.

-1AP15 Airlock Hall W

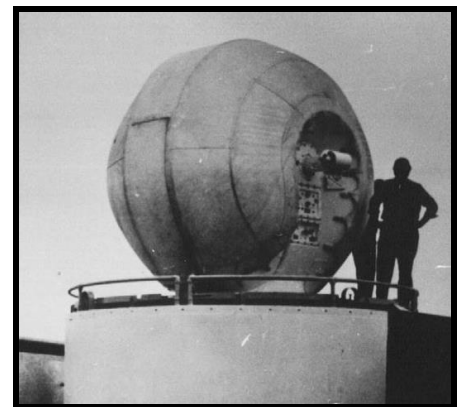
Connected with; [-1AP12 Airlock \(W\)](#) by double iron doors west, different from most doors, since they obviously slide open on metal tracks rather than pivoting on hinges, which despite signs of age, lots of rust, appear quite operational, [-1AP9 Circular Draconic Viewing Hall](#) by open arch east.

Color/Material Theme; tube-shaped Grey "magical" Blackmoor stone (tainted by lots of water to a grey amber color), making a round corridor with a flat floor, with severe corroded metal bars, and other unknown function metal parts.

-1AP16 Dented Ball Room (Antenna Room1)

Connected with; [-1AP9 Circular Draconic Viewing Hall \(Main Access Hall\)](#) by small corridor northwest to northeast and southwest, and three! 3' x 5' 1foot thick (blast) doors

Color/Material Theme; Grey "magical" Blackmoor stone (tainted by lots of water to a grey amber color), with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes. Within this room is a 2' high round pedestal on which is located a 6' diameter round ball, almost pressed against the metal ceiling. This ball is attached to several cables and a large section is constructed thus, it is like as if the ball has suffered a severe dent. This awkward section is though clearly constructed and made of an unknown metal. The roof of this room seems to have been able to be opened, yet the oxidation due the inundation made this impossible to achieve now. Also the machinery underneath the cylinder itself, to enable this has long corroded to debris, and the cylinder on which the ball rests can thus no longer be worked up and out. And even if these factors were not included, the fact that the roof, was covered by dirt for ages, and is covered by 3 to 5' feet of stone and Black marble of the Alexander Plaza itself would make any attempt in opening the roof impossible. The metal of the roof also contains many particles to prevent any magic from affecting or bypassing it.



The ball-shaped radome antenna in Blackmoor times was able to reach the surface.

-1AP17 Empty Cylinder (Antenna Room 2)

Connected with; [-1AP9 Circular Draconic Viewing Hall \(Main Access Hall\)](#) by small corridor northwest to northeast and southwest, and three! 3' x 5' 1foot thick (blast) doors

Color/Material Theme; Grey ' magical" Blackmoor stone (tainted by lots of water to a grey amber color), with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes. This room is in all aspects equal to [-1AP16 Dented Ball Room \(Antenna Room1\)](#) but contains ball-like object upon its cylinder.

-1AP18 Tools Room (Equipment Terminal -1)

Connected with;[-2AP26 Draconic Library \(Toolroom 2\)](#) by stairs down, [-1AP9 Circular Draconic Viewing Hall \(Main Access Hall\)](#) by small corridor and 3' x 5' door southeast.

Color/Material Theme; Grey ' magical" Blackmoor stone (tainted by lots of water to a grey amber color), with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes. The room holds behind the curtain in the east a 2' high pedestal with two 5'square white marble latrines and underneath are buckets of water charged with a "Foul to Fresh" spell (*These rare buckets are enchanted with a permanent Transmute Foul to Fresh where only the components need to be refreshed after each 4 hours*). The remnants are then tossed in the canals through an airlock once a day.

-1AP19 Copper Room (Powerhouse 1)

Connected with; [-1AP9 Circular Draconic Viewing Hall \(Main Access Hall\)](#) by small corridor and 3' x 5' door south.

Color/Material Theme; Grey ' magical" Blackmoor stone (tainted by lots of water to a grey amber color), with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes. Whatever was located in this room, the inundation and corrosion of the metals and their acid contents caused the water to turn to acid, and this literally dissolved most matter long before the room was discovered. And in the ages following more water slowly lowered the acidity to a bearable (non-damaging) degree sinking to the lower level, covered by water. The floor was covered in a thick morass of metal oxides. These were removed manually, mixed and used in various products from fertilizer for produce grounds to spell components. First when removed a stone door was revealed in the floor. When this door was opened, a black unknown liquid was seen. It took weeks before Alchemists analyzed the weird liquid and deemed it safe, and even consumable (if treated correctly).

-1AP20 Initial Chamber of Dragon Masters (Control Center-1)

Connected with; [-1AP9 Circular Draconic Viewing Hall \(Main Access Hall\)](#) by two 3' x 5' doors northeast, [-2AP22 Congregation Room Dragon Masters \(Control Room -2\)](#) by stairway down.

Color/Material Theme; Grey ' magical" Blackmoor stone (tainted by lots of water to a grey amber color), with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes. When this area was first rediscovered after aeons of inundation, the investigators were astounded by the size of the room, and the many objects they could not understand. 15 large tables of heavily corroded metal, with a gazillion rectangular block floating against the ceiling, now lying everywhere. These small cubes are hollow on one side and the opposite site often reveals faded runes or letters. The material is warm like wood although it is something completely different. Most of these have molten together, with other objects of the same material in to irregular clumps.

Important remark; GKoM suggest physical changes to the Dracologist going through the circles. But they also give pictures and statistics of Dracologists without these changes. For example The High Master of Dracology Jaggar von Drachenfels has in no way elongated, scale features, or a lowered charisma (see picture GKoM page 17). So these changes will be less visible/effective than suggested in GKoM. I would suggest to keep these changes minimal, or removable (without removing the acquired abilities), to keep a character playable in a social/political context in Glantri.

Their number is declining rapidly (as can be seen in the numbers between 1000 and 1016AC), especially in the chaotic line. Dragons nowadays take every way to slay all Dragon masters they can (or are allowed to). This is also the reason that this craft (or sect as Dragons call it) slowly becomes extinct, until the knowledge will either be lost or controlled (by the Dragons).

The current High Master (1021 AC):

5th circle Lawful "Star Dragon" Prinz Jaggar von Drachenfels of Aalban
There are no Dragon High Masters from the other alignments, as of yet.

Other known Dracologists are:

3 rd circle Lawful	Gold Dragon	Marquis Lord Eachainn McDougall of Dunvegan
2 nd circle Neutral	White Dragon	Fraulein Helgar von Drachenfels
2 nd circle Chaotic	Black Dragon	Viscount Sire Ezechiel Naramis of Nathrat
2 nd circle Neutral	Bleu Dragon	Etheriam alias Sir Miguelito Belcadiz

Current Number of Dracologists (1016 AC)					1000 AC
25 Lawful	5 Gold	2 Crystal	12 Sapphire	6 Ruby	126 Lawful
15 Neutral	2 Blue	3 Jade	7 White	3 Onyx	167 Neutral
9 Chaotic	3 Black	2 Red	1 Amber	3 Green	376 Chaotic

2nd circle Neutral Bleu Dragon Countess Lady Aliana Nyraviel of Soth-Kabree
 1st circle Neutral Jade Dragon Lord Ambassador Sire Galadin of Alfheim (in Exile)

Some of the abilities in Gaz3/GKoM are clarified and/or expanded here. Those not mentioned are as per these sources ([Gaz3 page 71 \(Master of the Dragons\)](#)) some additional information can be gained from [GKoM pages 105-107](#)

Second circle:

Dragon Tooth

With this ability can the Dracomancers materialize shadow fangs and cause them to attack up to 20' away. In melee, the fangs cause damage equal to a Dragon bite. If the Dracomancer has a number of levels (plus attack ranks for Elves) equal or superior to that of the Dragon color he has chosen, the damage will be of this specific type and size of Dragon. If the Dracomancer is of insufficient level they bring only 2d6 point of damage. See following Table. The effect ends after five successful attacks and does not require concentration. The Wizards THAC0 doesn't change.

Size HD as level	Small	Large	Huge
Dracomancer	Fang damage		
White, Crystal	3HD=2d8	9HD=2d8+4	12HD=2d8+8
Black, Onyx	7HD=2d10	10HD=2d10+4	14HD=2d10+8
Green, Jade	8HD=3d8	12HD=3d8+4	16HD=3d8+8
Bleu, Sapphire	9HD=3d10	13HD=3d10+4	18HD=3d10+8
Red, Ruby	10HD=4d8	15HD=4d8+4	20HD=4d8+8
Gold, Amber/Brown	11HD=6d6	16HD=6d6+4	22HD=6d6+8

Dragon Eye

This ability enables to the Dracologist to recognize any Dragon or Draconic being (like Drakes) in polymorphed form, unless the Dragon has more Hit Dice than the Dracomancer has levels. This power includes all forms of illusions and tricks that the Dragons use to conceal their appearance. They also can see clearly up to 1 mile distance as if 100 feet for as long as the ability lasts. This ability lasts for one round per level of the Dracomancer attacks and does not require concentration.

Dragon Paw/Claw

This ability allows a Dracomancer to change one or both of their hands into Dragon claws. If the Dracomancer has a number of levels (plus attack ranks for Elves) equal or superior to that of the Dragon color he has chosen, the damage will be of this specific type and size of Dragon. If the Dracomancer is of insufficient level the damage will be only 1d3 per claw. The Wizards THAC0 doesn't change. The effect lasts one round per experience level attacks and does not require concentration.

Size HD as level	Small	Large	Huge
Dracomancer	Paw/Claw damage		
White, Crystal	3HD=1d4	9HD=1d6+1	12HD=1d8+2
Black, Onyx	7HD=1d4+1	10HD=1d6+2	14HD=1d8+3
Green, Jade	8HD=1d6	12HD=1d8+1	16HD=1d10+2
Bleu, Sapphire	9HD=1d6+1	13HD=1d8+2	18HD=1d10+3
Red, Ruby	10HD=1d8	15HD=1d10+1	20HD=1d12+2
Gold, Amber/Brown	11HD=2d4	16HD=3d4	22HD=4d4

Dragon Scale

The Dracomancer can make scales appear on his skin: If the Dracomancer has a number of levels (plus attack ranks for Elves) equal or superior to that of the Dragon color he has chosen, his Armor Value (AV) will be of this specific type and size of Dragon. If the Dracomancer is of insufficient level the Armor Value will be only 4. The power lasts for one round per level of the Dracomancer attacks and does not require concentration. The power doesn't affect Armor Class in any way it only improves the resistance of the skin according to the scales they can let appear. *For more on Armor Value see GAZ0-TSR1037-Dawn of the Emperors Boxed Set book Thyatis page 29-31. Serthos the Drake (as depicted in GKoM page 125), is most certainly NOT a mixed race as suggested there (these do not exist on Mystara as per canon rules), but he is most certainly very interested in Dragons, and desires to be or is already a Dragon master with the Dragon Scale ability or a mimicked imagery using Polymorph spells. He however does not hide his draconic powers/image and thus would easily become prone to Draconic retaliation.*

Size HD as level	Small	Large	Huge
Dracomancer	Armor Value		
White, Crystal	3HD=6	9HD=8	12HD=10
Black, Onyx	7HD=7	10HD=9	14HD=11
Green, Jade	8HD=8	12HD=10	16HD=12
Bleu, Sapphire	9HD=9	13HD=11	18HD=13
Red, Ruby	10HD=10	15HD=12	20HD=14
Gold, Amber/Brown	11HD=11	16HD=13	22HD=15

From 1020AC the new Draconic first Circle Ability; **Detect Dragon Nexus**, can be learned; read [-1AP9 Circular Draconic Viewing Hall](#) for more information.

Third circle:

Dragon Breath

This allows the Dracomancer to use his chosen Dragons breath weapon, with the appropriate effects and damage (based on the Magic-User's own hit points). If the Dracologist is of insufficient level, his breath weapon will be cone-shaped, and inflict only non-specific (blast of Air) damage equal to half (round down) his hit points. This ability allows three breath weapons per 24 Hours. No special Gem-Dragon or undead breath types can ever be gained.

Keep in mind that Dragon Breath may have after effects; read more here; <http://pandius.com/drgnbrth.html>

White, Crystal	Cone shaped Blast of Intense Cold.
Black, Onyx	Line shaped Goat of Acid
Green, Jade	Cloud shaped Burst of Chlorine Gas
Bleu, Sapphire	Line shaped Blast of Lightning
Red, Ruby	Cone shaped Blast of Fire
Gold, Amber/Brown	as Green/Jade or Red/Ruby



Fourth circle:

Dragon Might

The Dracomancer can charm a total of Dragon HD equal to his level. He creates a mental link and commands them by simple concentration. This allows him to ride a Dragon without fear of falling off. If concentration is broken (he casts a spell, or else) the Dragon(s) keep doing what they were asked to do. The effect lasts a turn per level of the caster, but the Dragon receives a saving throw to avoid the effect. It is unable for a Dracomancer to know if this ability works if the Dragon fakes it. This is a good way to bring the Dracomancer in circumstances where his abilities are out-powered. Or throw him off when high enough and without adequate spells to negate a fast rushing Death. Many Dragons got away with "nasty" Dracomancers using this method.

-2(3)AP21 Minor Access Halls

Connected with; [-2AP27 Airlock -2](#), [-3AP28 Airlock -3](#), [-2AP22 Congregation Room Dragon Masters](#) by double doors west and east, [-2AP23 Cola's Room](#) by, [-2AP24 Lower Blasted Room](#) & [-2AP25 Lower Empty Room](#) by, [-2AP26 Draconic Library](#) by double doors, [-3AP29 Lower Tools Room](#)

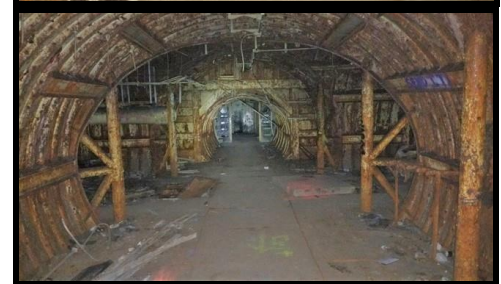
Color/Material Theme; Grey 'magical' Blackmoor stone (tainted by lots of water to a grey amber color), with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes. This area is located at level -2 AND level -3. Both these areas are nothing more than tunnels leading through the lower regions connecting the various areas, with only cable/tubes and maintenance as original purpose. The new Dracologists decided to use these corridors to train the wannabee and 1st level Dracologists, soon after their draining of water. In this they created a system of magical doorways in the many dead-ends as if they are continuing. On the map these connections are shown as either letters or arrows. When approaching such a location, it looks like the corridor continues, but in fact the vision through the magical translocation field is also transported, making compass orientation more difficult. The labelled translocation portals are connecting 2nd or 3rd floor areas as per these; A2=A3, B2=B3, C3=C3, D2=D3, E3=E2, F3=F2, G2=G2, H3=H3, I3=I3. It does not matter from which end you approach, the corridor seems to continue as if really existing as thus. If a detect Magic is active, the area reveals a vertical shield of Translocation Magic located at the end of the corridors.

Location H and I were originally intended by the Redfen Foundry People to connect the launch site with the gas storage chambers (the current examination area on level -3). But although the corridors are created and almost interlinked, it was decided out of safety to make no connection. The Dracologist have since recent discovered the possibility to make the connection, and thoughts have come up to expand the examination area. And although the area on their side must be prepared, up to 1014AC they still think it could eventually become beneficial to the school (they probably lose this area to their craft, but they feel the craft is disintegrating into various alignment orientated crafts anyway, making the area less functional in the long end.

The pink corridors to the -3 main map do not exist anymore, closed when the lower corridors were drawn into the Launch site instead remaining conduits for the gas storage to the Airlocks. These sections were intended to be reopened anew; however, the Sphere of Darkness stopped these plans. When the sphere has grown to give vision underground again, the plans may be completed. However it is more likely, that this region then will no longer be claimed by the Dragonmasters, but Undead and Necromancers instead. See more here; [Future of the Radiance](#).



The Upper Halls at -2; somewhat cleaner



The Lower halls at -3; more rust and erosion

-2AP22 Congregation Room Dragon Masters (Control Room -2)

Connected with; [-2\(3\)AP21 Minor Access Halls](#) by double doors East and west, [-1AP20 Initial Chamber of Dragon Masters](#) by stairway up.

Color/Material Theme; Grey 'magical' Blackmoor stone (tainted by lots of water to a grey amber color), with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes. When this area was first rediscovered after aeons of inundation, the investigators were astounded by the size of the room, and the many objects they could not understand. 15 large tables of heavily corroded metal, with a gazillion rectangular block floating against the ceiling, now lying everywhere. These small cubes are hollow on one side and the opposite site often reveals faded runes or letters. The material is warm like wood although it is something completely different. Most of these have molten together, with other objects of the same material in to irregular clumps. Some funny items have been recovered; a Mug of ceramic with embossed text ' I L o e l o u ♥', a magic wand of infinite blue ink, and thumbtacks (not known in those days). All walls were covered with large rectangular sheets of glass, with behind the glass, wires and incomprehensible other gadgets. As none of these were of any use or function, they were removed, and dumped in the purple goo pit underneath the Silver Tower Inn. The funny items are still in use. The mug is used by the highest ranking Dragonmaster available, the wand is currently owned by Prince Jaggar, and the thumbtacks are copied and found their use all over Mystara.

-2AP23 Cola's Room (Powerhouse-2)

Connected with; [-2\(3\)AP21 Minor Access Halls](#) by , [-1AP19 Copper Room](#) stairway up. Color/Material Theme; Grey ' magical" Blackmoor stone (tainted by lots of water to a grey amber color), with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes.



*Whatever was originally located in this room, the inundation and corrosion of the metals and their acid contents caused the water to turn to acid, and this literally dissolved most matter long before the room was discovered. In the ages following more water slowly lowered the acidity to a bearable (non-damaging) degree. The strange remaining black liquid, floating within this closed room was found having several use, and was stored in barrels, mixed with sugar and herbs, and named after an ages old illustration of a similar black liquid found in the primitive rooms upstairs called **Cola**. The liquid was later copied and improved by Alchemists and even used in the invention of Ardraken; **the Ardraken's Refreshment Simulacrum**, which were copied and spread out over the Known World by mages with a twist (see AC11-*

TSR9220-D&D-Mystara-The Book of Wondrous Inventions page 5).As a remembrance of this moment, one of these is placed here (it works fine 85% of the time, as it fears the mages



Ardraken's Refreshment Simulacrum

-2AP24 Lower Blasted Room (Propellant Terminal1)

Connected with; [-1AP10 Blasted Poison Room](#) by stairs up, [-2\(3\)AP21 Minor Access Halls](#) by 3' x 5' 1 foot thick (blast) door. This area is greatly damaged by the gas explosion, and even the ladder 15' upstairs is damaged in such a way it has a 25% per usage to collapse with those on it.

Color/Material Theme; Grey ' magical" Blackmoor stone, with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes. Liquid oxygen is dangerous to use in an enclosed space, such as a missile silo, and cannot be stored for long periods in booster oxidizer tanks. The room has not found a new use. As such it is a great hiding place for persons or goods, if remaining silent and discrete. See more [-1AP10 Blasted Poison Room](#).

-2AP25 Lower Empty Room (Propellant Terminal 2)

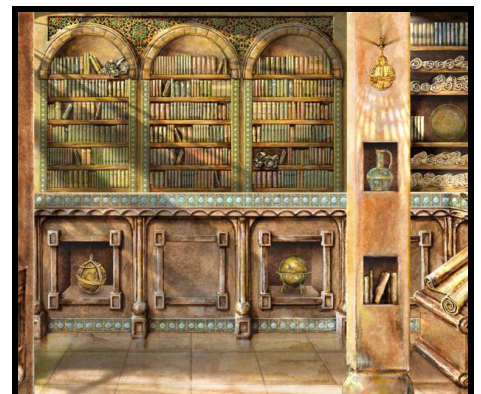
Connected with; [-1AP11 Empty Poison Room](#) by stairs up, [-2\(3\)AP21 Minor Access Halls](#) by 3' x 5' 1 foot thick (blast) door. Color/Material Theme; Grey ' magical" Blackmoor stone, with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes. Liquid oxygen is dangerous to use in an enclosed space, such as a missile silo, and cannot be stored for long periods in booster oxidizer tanks. The room has found a new usage, as eye healing centre. Afflicted friends of Dracologist are secretly brought here to be able to use the Eye Healing Shower. As such there are two beds placed in this room to help patients recover. When healed they will be removed in secrecy. See more [-1AP11 Empty Poison Room](#)

-2AP26 Draconic Library (Toolroom 2)

Connected with; [-1AP18 Tools Room](#) by stairway up, [-2\(3\)AP21 Minor Access Halls](#) by double doors.

Color/Material Theme; Grey ' magical" Blackmoor stone, with severe corroded metal bars, and other unknown function metal parts. The floor is covered by Podol Rosy marble. The walls are most covered with bookcases.

Study tables holding other interesting objects of Draconic nature are stored herein, as well as in the few pillars with rectangle holes. All visible wall surfaces are covered with boards, chalked and painted in a soft muddy color. Whatever was in this room, it is completely removed. This is now Glantrian's most complete library of knowledge of Dragon species, identities and history. Knowledge on other draconic creatures is also stored here. *As this is an official Library, books, scrolls and such stored here can be officially accessed by those requesting this information. However, a bureaucratic system in between will delay this to be accessible in no less than 4 weeks. Mostly the requested material will mostly appear in one of the other libraries at that moment (and be "rediscovered" here, but "lost" soon afterwards usage). Some requests are an interest to the Dracologists, and the student/teacher making the request could be invited into this room, but secrecy, and the difficulty of the trip here will make it not only remarkable, and unable to follow to the student/teacher in question, but also heavily scrutinized by the dragon Masters (who hide behind cloaks and hoods of their color).*



-2AP27 Airlock -2

Connected with; outside (School Channel) by double iron doors northwest, different from most doors, since they obviously slide open on metal tracks rather than pivoting on hinges, which despite signs of age, lots of rust, appear quite operational, [-2\(3\)AP21 Minor Access Halls](#) by open arch southeast. See further; [-1AP12 Airlock \(NE, E, W\)](#).

-3AP28 Airlock -3

Connected with; outside (Magistrate's Passage) by double iron doors southwest, different from most doors, since they obviously slide open on metal tracks rather than pivoting on hinges, which despite signs of age, lots of rust, appear quite operational, [-2\(3\)AP21 Minor Access Halls](#) by open arch northeast. See further; [-1AP12 Airlock \(NE, E, W\)](#).

-3AP29 Lower Tools Room (Equipment Terminal -3)

Connected with; [-2\(3\)AP21 Minor Access Halls](#) by 3' x 5' steel door.

Color/Material Theme; Grey 'magical' Blackmoor stone (tainted by lots of water to a grey amber color), with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes.

-6AP27 Tomb (Blast Chamber)

Connected with; [-1AP7 Mausoleum](#) 130' deep down through central hole (originally intended for launch ejector intended rocket). (No ladder, or stair, but unstable rusted metal).

This spheroid chamber is 30' in diameter, making the bottom at -160'. It is filled with 25' of mildly acidic water (1d4 damage to organics per minute). The Mausoleum harbours indeed the Tomb (actually former blast chamber for the intended rocket) with the obsidian coffin with remains of Lord Alexander Glantri, but due the disintegration magic only the Skull, some bones, the armor, weapons and jewellery remain. And even these are beyond repair.

The floor giving access to the central opening is covered with sharp pieces of metal causing an extra 1d4-AV on failed Dex check round moving

around here, and cause tetanus disease (see [diseases and healing](#), age 19, but also read page 4-5). This disease is also caused by any wound in the area when coming in touch with the floor, wall or rusted metals.

Color/Material Theme; Grey 'magical' Blackmoor stone, with severe corroded metal bars and other unknown function metal parts. In 704-707 AC most undead have been destroyed here, but two powerful undead still exist here, but can't leave the area (the metals around prevent passing through the walls and the shaft from going up).

DM: The Ring of Glantri

This area can be a very dangerous adventure;. A descendant of Alexander Glantri needs the heraldic ring of his ancestor to prove his origin, and acquire a political chance to enter the prince's court (as per Gaz3). PC's are advised to be at least 8th level, compromise of 2 thieves, a mage, a cleric at minimum. The difficulty of entering this area as dictated by the respective rooms gives credence to an adventure with lots of dangers, but not much combat. The difficulty can be increased by more guards upstairs, around the headmaster's room, magical traps and more powerful undead below. (DM choose by party level from [MMMM4 Spectre](#); page 1229(use no more than 3), [Sacrol](#) page 1242(1 only), [Chaotic Ghost](#) page 1322(1 only), [Doomsphere](#) 1337(1 only)..

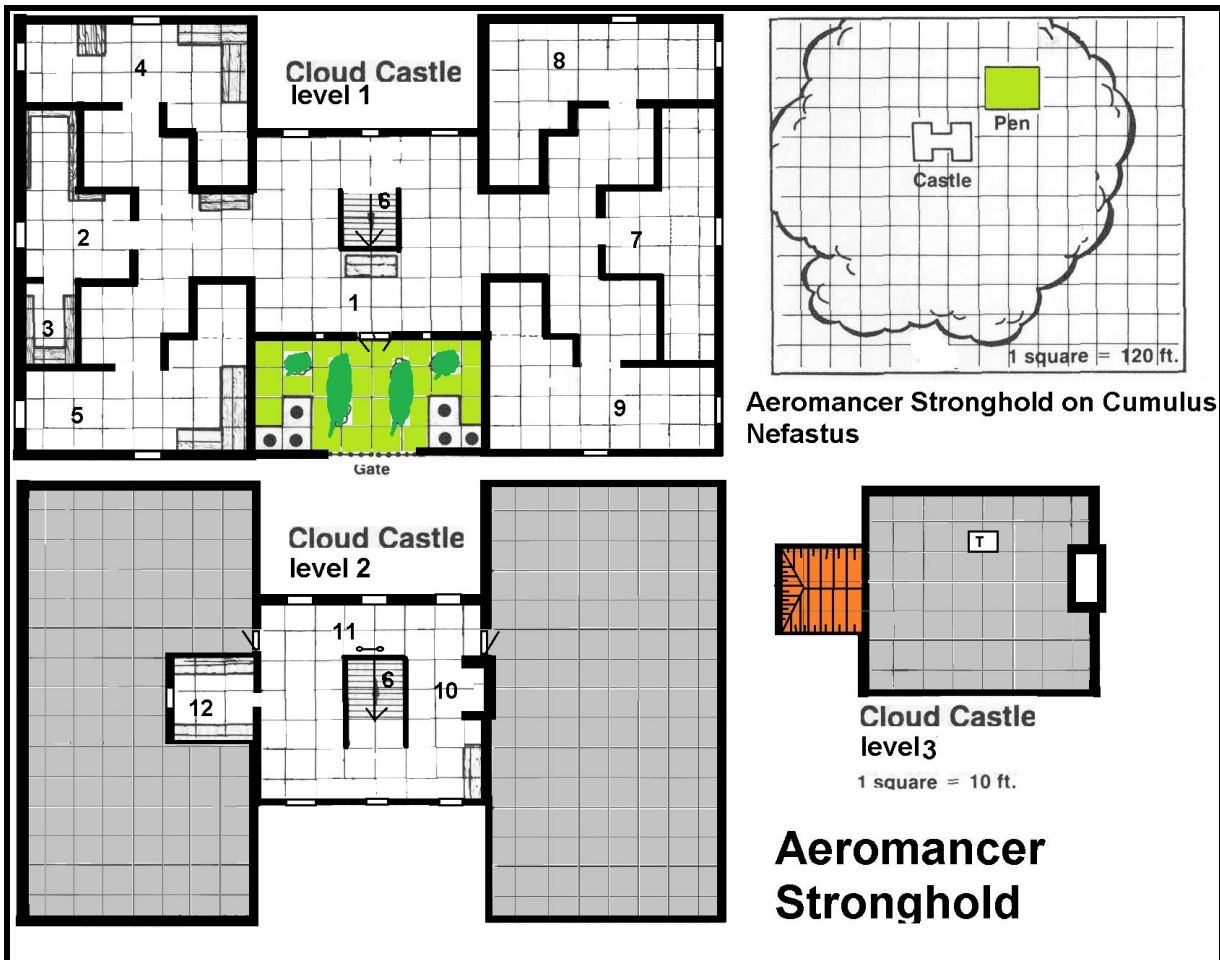
Remember; The adventure follows a begin location (a tavern or similar), investigate how to enter the Belfry, burglary in the Headmaster room, enter the Belfry, defeat the construct there, enter the shaft, enter the tomb, defeat the undead, access the coffin, take ring, leave area, leave Headmaster room, defeat political opponents, bring ring, and maybe even political combat in the Parliament. The higher the level of the PC's the more difficult these steps should be.

This adventure will bring the PC's deeply in the political influences; they might gain important enemies, and some friends depending on their actions.



The obsidian coffin of Lord Alexander Glantri floating magically in the acideous water in the tomb.

Extra Locations; Aeromancer Stronghold



In 973 AC Air Elementals discovered an abandoned Cloud Giant Castle near Mount De Glace. The cloud castle is created upon a Cumulus horizontalis like all Cloud Giant Castles, yet this was the first of these elemental clouds the Glantrians ever encountered (*Cloud Giant Castle Map adapted and extended from AC10-TSR9211-D&D-Mystara-Bestiary of Dragons and Giants*).

Cumulus horizontalis; a sturdy Elemental cloud which you can only traverse through on a horizontal plane (+/- 15% angle), any other direction the cloud is solid enough to build structures upon. This cloud is common in the Plane of Air, but rare on Mystara. These clouds are mostly occupied by Cloud Giants). Cloud Giants have long ago learnt to summon these clouds, but they still think they create them, except those few cloud giants who have visited the Plane of Air.

The cloud has been made invisible (including all traversing on top of it) by some adapted Mass invisibility cast, affecting the whole 1750' diameter cloud. Those on the cloud can see as normal, apparently due to the adaptation of the spell with Sight and Detect Invisibility. It is unknown who did create that spell, and though thoroughly examined, the workings are still not understood nor copied (*DM; this spell is actually a special Cloud Giant spell and if ever copied would be 1 level higher than Mass Invisibility, while remaining further as depicted here and to the normal spell.*).

The giants onboard all perished by the effects of some unknown disease. Now the castle drifted freely in the winds until stranded at Mount De Glace. The Giants turned to bones and the disease hopefully long gone, the Glantrians soon deemed it safe to take action. They confiscated it, and transported it through a Gate of the Plane of Air created above the GSM, and locked its location there in the Plane of Air (*see Harvard's excellent Planar map here; http://www.pandius.com/27802511093_0ebe6c633d_o.jpg* where it became the Aeromancer Stronghold. The Elemental Gate has some effects on the clouds on the same altitude, dispersing them to the side, which then can be seen from the Prime Plane as a hole in the clouds (*see picture*). The gate is too high up (1500') to be detected by magic.

Most people think the hole in the sky (as it is mentioned) it is a way to give good weather to the



city, but actually it has no effect on the weather at all. Investigators are mostly Aeromancers, and others are mostly held at bay by Air Elemental guards (mostly invisible).

As the stronghold is within the Elemental Plane it is effectively invisible, but if looked down from the Elemental Plane into the Prime through the portal; a clear view of the city of Glantri centred on the GSM is visible. The Elementalists did create the stronghold as a base to investigate, explore and trade. Here they created their secret Elemental chambers (*they had some rooms deep underground at 5th level before, but were absolutely discontent with the location—see history*). Inside they removed most of the giant Furniture (*remodelling it into stairs fit to the human size, to be build on the side of the giant stair-steps*), destroyed or sold everything too big too use (*remember a Cloud Giant is 19 to 25' tall, which is about 4 times larger than an average human, making everything 4 times as big*). One complete Cloud Giant skeleton is sold to the GSM (*which can be found in the [-4L Museum of Osteology: Humanoids](#)*), the rest as components for any interested mage. *More on Air Elementalists and their spell list see [Secret Crafts of Elementalism](#).*

Sheep Pen

On the clouds sorts of special algae followed by common mosses and grasses have grown. These find abundant resources on the Cumulus Nefastus, as these Elemental plant-like entities draw more than they can consume from the air, especially in the Prime Plane. Just outside the castle is a large pen that holds the cloud giants'sheep. The pen measures 100 feet by 250 feet and contains more than two hundred sheep. Sheep (200): AC 7; HD 1; MV 90' (30'); #AT 1; D 1; SaveF1: ML 5: ALN. The sheep are completely harmless if undisturbed, but if the PCs prod around in the pen long enough (more than a round or two), the herd makes a lot of noise. The herd magically replenishes, and those lost, killed, eaten etc will be replaced by new ones, those taken away from the cloud will not be replaced. This property only functions right outside the cloud castle, and any sheep returned to the ground will be normal in all respects. *This legend of regenerating sheep originates from the Nordic tales of Thor and his flesh-eating goats Tanngrisnir and Tanngrjotr (Toothgrinder and Toothgnasher). You could eat them, but must keep the bones whole (else the beast becomes misshapen, or does not regenerate at all). Also these goats are able to fly. It can thus be assumed that this regenerative factor is not an added magical spell, but could well be a genetic effect...and if so it might well be possible that these sheep and goat are indigenous Air Elemental Creatures, in all other aspects equal to normal goats and sheep. The sheep tend to be vegetarian eating plants growing on the Cumulus Nefastus clouds and possibly could fly by magic but rarely do. The goats can fly at 360' /120' and seem to be more carnivorous than omnivorous. If so; Tanngrisnir and Tanngrjotr could well have been captured by Thor in the air Elemental Plane.*



A0 Main Gate.

Connected with; cloud surface, open to the sky, [A1 Castle Main Hall](#) north by huge (26' x5' each) double doors, Outside the original main entrance 30' high 40' wide iron gate south. **As the cloud varies in compass orientation due rotation, we use directions as seen on the map, but keep in mind, this is only for the explanation, and not for directions when travelling. These might vary greatly; making map north something completely different.**

Color/Material Theme; 3' wide 5' high and 8' long grey-reddish granite bricks of Mountain Giant expertise (*thus no brickwork junctures between adjoining stones*)

A party member with Strength of 18 or greater can pull open the gate, as it is never locked, or one Air Elemental of 8HD+ would suffice. If there are any thieves present, they can climb the gate with the same percentage chance as if it were a wall, and drop a rope down to the rest of the party. Slim or small characters (like Halflings and Dwarves) are able to slip between the iron bars and can get past the gate rather easily. Just inside the gate are a few relatively well-groomed shrubs and two large swinging doors that lead into the castle.

A1 Castle Main Hall

Height 32' , above ceiling/floor 2' thick

Connected with; [A0 Main Gate.](#) by huge double doors south, [A2 Kitchen](#) west, [A4 Tavern](#) northwest, [A5 Work Room](#) southwest, [A6 Giant Stairs](#) up, [A7 Unused room](#) east, [A8 Drafty Classroom](#) northeast, [A9 Spell testing room](#) southeast.

Color/Material Theme; 3' wide 5' high and 8' long grey-reddish granite bricks of Mountain Giant expertise (*thus no brickwork junctures between adjoining stones*), floor; 5' x5' reddish granite tiles, ceiling; large oaken (2' x2') beams 2' apart spanning the smallest distances (placed as radiating from the central stairway to the opposite walls. Doorways; Oaken frame (1' x1'), with giant doors removed. Only one giant chest (19"x9' x9') is here. The front of the giant chest has gained a 3' wide by 7' tall wooden door in the middle, where items like weapons of guests are stored. This room has two small 4' x4' windows located at 18' height giving view to the main Gate, and three windows north (10' x5' twice and 6' x5' in the middle) located at 19' height. All these windows have metal frames and are barred (2' thick grid of 1.5' wide grids). The glass is a cloud giant creation and is in all effects equal to glassteel, but created manually by compressing special clouds. The end effect is glass as strong and heavy as steel, but giving 80% clarity glass with some cloud effects. The room has two large side rooms giving access to the other rooms.

A2 Library (Kitchen)

Height 32' , above ceiling/floor 2' thick

Connected with; [A1 Castle Main Hall](#) by open doorway east, [A3 Storage \(Pantry\)](#) by open doorway with curtain south.

Color/Material Theme; 3' wide 5' high and 8' long grey-reddish granite bricks of Mountain Giant expertise (*thus no brickwork junctures between adjoining stones*), floor; 5' x 5' reddish granite tiles, ceiling; large oaken (2' x 2') beams 2' apart spanning the smallest distances (placed as radiating from the central stairway to the opposite walls. Doorways; Oaken frame (1' x 1'), with giant doors removed. This area was formerly a Kitchen to the giants and now has become the Aeromancer library and study room. All furniture has been removed except the 8' high stone kitchen counter. This area has become the elevated bookstands, and the closets below have now locks where the rarer books, scrolls and tomes are stored. This room has a 10' x 5' windows located at 19' height. It has metal frames and is barred (2' thick grid of 1.5' wide grids). The glass is a cloud giant creation and is in all effects equal to glassteel, but created manually by compressing special clouds. The end effect is glass as strong and heavy as steel, but giving 80% clarity glass with some cloud effects. The room is lit by the familiar GSM continual light Globes which can be extinguished, dimmed or even centred upon command. There is always at least one Librarian/Aeromancer available, but mostly 3 to 12 students might study here at any moment.

A3 Storage (Pantry)

Height 32, above ceiling/floor 2' thick Connected with; [A2 Library \(Kitchen\)](#) by open doorway with curtain north.

Color/Material Theme; 3' wide 5' high and 8' long grey-reddish granite bricks of Mountain Giant expertise (*thus no brickwork junctures between adjoining stones*), floor; 5' x 5' reddish granite tiles, ceiling; large oaken (2' x 2') beams 2' apart spanning the smallest distances. Doorways; Oaken frame (1' x 1'), with giant doors removed. This area was formerly a Pantry to the giants and now has become the Aeromancer Storage. All furniture has been removed or restyled to become a huge closet and it is now used to store components and stuffed/preserved animals, plants and other stuff the Aeromancers did find in the Plane of Air. Unknown to the current residents of the stronghold, the room is also the living area of **a Notion** (see *TSR1017 - Set 5 Immortals Rules DM book page 44-45*). Though it is peaceful, this can change due various reasons, and affect the Aeromancers and their guests accordingly. *DM; as the XP calculations are changed between this the Immortal set edition and the Wrath of the Immortals (where this creature was not included); use the XP table in RC page 128 together with the advice as per WotI "Calculating Monster Experience" page 105 to recalculate XP. Keep in mind the statistics in the Immortal Rules DM book when applying these. Keep the HD of the Notion equal to the average party level +1 for each party member.*

A4 Tavern "Clouded Thoughts" (Bedroom)

Height 32' , above ceiling/floor 2' thick Connected with; [A1 Castle Main Hall](#) south.

Color/Material Theme; 3' wide 5' high and 8' long grey-reddish granite bricks of Mountain Giant expertise (*thus no brickwork junctures between adjoining stones*), floor; 5' x5' reddish granite tiles, ceiling; large oaken (2' x2') beams 2' apart spanning the smallest distances. Doorways; Oaken frame (1' x1'), with giant doors removed. This area was formerly a Bedroom to the giants and now has become the Local Tavern. All furniture has been removed or restyled to create a main room in the western section (with tables, seats, and even a bar). The eastern section has the former giant closet adapted into 32 beds with Sugar Fluff mattresses. The Tavern is controlled by a 35 year old Gyerian named Oswald Tupperin and his 7 years old Labrador Tummin.

Sugar Fluff; *Soft semi-solid Elemental clouds (light pink when new, blueish white when old) are used as sleep surface by the more solid creatures. These plant-like clouds are very common in the Plane of Air (like grass on the Prime Plane), and although they lose the ability to drift in the air when more than 100cn is placed upon them, they still can be used to make a very soft almost down mattress. They are in fact thus relaxing that they take 1 hour of 8 hours normal requested resting time to be able to memorize spells. These sugar fluffs have a scent of roses, and absorb sweat and dirt, and vermin refuses to enter them (so no bedbugs, fleas, lice). Their duration is about three years after which they disintegrate. As they are indigenous only to the Plane of Air, their price on Mystara is higher than expected; 1000 Dc per 10 cn (about mattress size). Sugar fluff is eaten by many Elemental Creatures especially sheep. Free roaming Sugar Fluff never has organic matter growing on it, except when affected by an Elemental disease, mould or similar.*

Lodging in this tavern is size dependant; Human size (4"-7') is 4gp/night, Dwarf & Halfling size (2' -4') is ½ that of humansized, Ogre size (8' -11') is 2.5 that of humansized, and Giant 6 times that of a Humansized person. Food prices follow the same scale; most food from http://www.pandius.com/What_can_be_Bought.pdf_page_18-22 and drinks (page 28) are available here at standard 50% higher prices. There are utensils available for all sizes, this due the fact of the man different Elementals visiting. There are always 3d4 Prime Planar creatures (Humans, elves, etc), but 5d4 various sized and species Air Elemental creatures. 25% of these guests reside here for up to 1d6 days. Most of these guests are neutral in behaviour, even if not all enjoy the company of Prime Planars.



Tummin the Tavern dog on a piece of older Sugar Fluff

A5 Work Room (Bedroom)

Height 32' , above ceiling/floor 2' thick Connected with; [A1 Castle Main Hall](#) North
Color/Material Theme; 3' wide 5' high and 8' long grey-reddish granite bricks of Mountain Giant expertise (*thus no brickwork junctures between adjoining stones*), floor; 5' x5' reddish granite tiles, ceiling; large oaken (2' x2') beams 2' apart spanning the smallest distances. Doorways; Oaken frame (1' x1'), with giant doors removed. This area was formerly a Bedroom to the giants and now has become a work room to create items. All furniture has been removed or restyled to create a long bench to make magical items. Several **Jars of Preserving** and **Amulets of Far Reaching** were created here and of each 1d8 can be found on any given day. They are normally used by Aeromancers or sold to visiting Air Elemental creatures or Prime Planars

Jar of Preserving: 1000Dc/ltr contents, 25 cn; *this piece of magical glassware is able to hold 1 to 4 litre of material depending on size. The round glass jar is equipped with a glass lid that is pressed into place with a ring of rubber in-between. Any organic matter placed within enters a form of suspended animation. Plants never wilt, living animals inside never move or age, nor do require food, water, air or any other material, and spell components thus never lose potency.*

Amulet of Far Reaching: 10.000Dc, 10cn; *When willed by the caster, increases the range of 1st level spells by 30%, 2nd level spells by 20%, and 3rd and 4th level spells by 10%. Fractions are completed up and down as normal to whole numbers. The amulet affects only range and does not affect any other aspect of the spell. The item can't affect spells with ranges of 0 or touch. A maximum of 1d10+4 spell levels can be affected by the amulet per 24 hours. Each amulet has its own individual limit, (as it is made by a different student), determined by the DM when it is found. If this limit is ever exceeded within a 24 hour period, the amulet shatters and is destroyed permanently, it takes 24 hours to recharge.*



A6 Giant Stairs

Height 32' , above ceiling/floor 2' thick

Connected with; [A1 Castle Main Hall](#) down, [A11 Portal Room](#) up.

Color/Material Theme; 3' wide 5' high and 8' long grey-reddish granite bricks of Mountain Giant expertise (*thus no brickwork junctures between adjoining stones*), Steps; 5' cube blocks of reddish granite, Leaning at 11' from steps; 1' diameter, at 3.3' from steps 2" diameter. As these 20' wide stairs were made for giants intermediate steps of 1' x 1' and 3' wide have been created to either side of a normal wooden stair, with in the middle still the giant steps for visiting large Creatures/Elementals. These steps have been created by using the giant furniture.

A7 Unused room (Common Room)

Height 32' , above ceiling/floor 2' thick

Connected with; [A1 Castle Main Hall](#) west.

Color/Material Theme; 3' wide 5' high and 8' long grey-reddish granite bricks of Mountain Giant expertise (*thus no brickwork junctures between adjoining stones*), floor; 5' x 5' reddish granite tiles, ceiling; large oaken (2' x 2') beams 2' apart spanning the smallest distances. Doorways; Oaken frame (1' x 1'), with giant doors removed. This area was formerly a common room for the giants and now has been used sometimes to house larger guests (Elemental and other). As such larger furniture still exists here.



A8 Drafty Classroom (Bedroom)

Height 32' , above ceiling/floor 2' thick Connected with; [A1 Castle Main Hall](#) south.

Color/Material Theme; 3' wide 5' high and 8' long grey-reddish granite bricks of Mountain Giant expertise (*thus no brickwork junctures between adjoining stones*), floor; 5' x5' reddish granite tiles, ceiling; large oaken (2' x2') beams 2' apart spanning the smallest distances. Doorways; Oaken frame (1' x1'), with giant doors removed. All furniture has been removed. This was formerly a bedroom to the giants and is now used to teach students (willing apprentices to the secret craft) of using Aeromancer abilities, and initial spell training. Most spell training, however, is done outside, to minimize damages.

A9 Spell testing room (Bedroom)

Height 32' , above ceiling/floor 2' thick Connected with; [A1 Castle Main Hall](#) north.

Color/Material Theme; 3' wide 5' high and 8' long grey-reddish granite bricks of Mountain Giant expertise (*thus no brickwork junctures between adjoining stones*), floor; 5' x5' reddish granite tiles, ceiling; large oaken (2' x2') beams 2' apart spanning the smallest distances. Doorways; Oaken frame (1' x1'), with giant doors removed. This area was formerly a Bedroom to the giants and now has become an area to test Aeromancer craft abilities or spells. All furniture has been removed and replaced with normal sized working tables placed against the walls.

Read [Secret Crafts of Elementalism](#) for full spell list and abilities. Most spells can be found in Champions of Mystara builder's book, Rules Cyclopedia, Dawn of the Emperors, Gaz 5 Elves of Alfheim, and Gaz 9 Minrothad Guilds, others are detailed here.

Arrow Strike

Uncommon 1st Evocation Spell

Range: 150' /or special
Duration: 1 round/level
Effect: Imbues existing arrows with Magic
Saving Throw: None Partially prevented by Protection from evil/good/cold spell

Level	1	6	10	16	21	26	31	36
Spray	1	3	5	7	9	11	13	15
DX check	-0	-1	-2	-3	-5	-7	-9	-11

An Arrow strike is a normal arrow or bolt charged by Magic. After the spell is cast the arrows/bolts remain charged until thrown by hand or shot by bow or crossbow. When shot it will automatically hit any visible target. The missiles are and remain solid when shot or thrown and therefore can be touched. But this will be difficult. An Arrow Strike never misses its target and the target only saves if protected by an active Shield Spell, each Arrow inflicts +1 points in addition to normal (including weapon Mastery) damage to any creature it strikes. When thrown the range will be 150,' when shot by bow or crossbow the range will be double the range capable of reaching with a nonmagical bow, crossbow. Any range reached with a Weapon Mastery Skill will be counted as a normal nonmagical range. For every 5 levels of experience, two more missiles can be charged by the same spell as seen in the Table. (Already Magical missiles of any kind can't be charged with this spell). To shoot multiple missiles at once a Dexterity series check is needed; Check for each additional 2 missiles until failed. The lower amount is shot, the other remain behind. Anybody capable of using bows and able to take hold of the missiles before being released or duration ending may use the missiles to any target they choose (even the caster). When shot by magical bows the missiles will not be affected by that magic in any way. The minimum damage per missile will always be 1 at least unless special protections/immunities do apply. Only half the available Armor Value (round up) is subtracted from the damage per each missile.

Feather fall FWA 498 AC

Common 1st level Alteration spell

Range: 10 yards per level of the caster
Duration: 1 rounds per level of the caster
Effect: special
Saving Throw: None

When this spell is cast, the creatures or objects affected assume the mass of a piece of down. The rate of falling is instantly changed to a mere 2' per second (20' /round), and no damage is incurred upon landing while the spell is in effect. However, when the spell duration ceases, a normal rate of falling occurs. The spell can be cast upon the Wizard or some other creature or object up to the maximum range and lasts for one round per level of the Wizard. The feather fall affects one or more object in a 10' cube, as long as the maximum weight of the objects or creatures doesn't exceed a combined total of 2000 cn + 2000 cn/level. For example, a 2nd level Wizard has a range of 20 yards, a duration of 2 rounds, and a weight limit of 6000 cn when casting this spell. The spell works only on free-falling, flying, or propelled objects (such as missiles). It doesn't affect a sword blow or a charging creature. This spell can effectively be combined with Gust of Wind and similar spells.

Lucid Vista Aeromancer Stronghold 977AC

Rare 1st level Alteration spell

Range: from caster
Duration: 1 rounds/level
Area of Effect: 10 feet per level
Saving Throw: None
Components: a shard of clear glass
Reading time: 2

When lucid vista is cast in foggy, murky, turbid, or smoky conditions (any conditions that limit vision other than natural or Magical darkness), an area of clear vision resolves the obscurity in the air or water around the caster. In this area of clear sight, obscuring particles or heavy mist are rendered transparent so that vision is unhindered. In dark conditions, a light source is necessary for normal vision and Magical darkness must first be dispelled before the effect of lucid vista is apparent. When the spell lapses, visibility quickly shrinks back to its original extent. Vision modifiers for depth and surface lighting in underwater conditions apply normally.

Orientation / Compass extended from Gaz11 Darokin Player booklet page 18 GSM 984AC

Uncommon 1st level Divination spell As a Darokin Merchant Spell
Range: Caster Caster
Duration: 12 Hours 12 Hours
Effect: sense magnetic north sense magnetic north
Saving Throw: None None
Reading time: 1 usable once per day

With the use of this spell a merchant is able to sense the direction of the magnetic north, and thus, determine his or her location with a chart. For those who are travelling and stricken with a long period of foul weather, the orientation spell can mean the difference between becoming lost in the wilderness and reaching your destination alive. Together with a sextant and accurate maps (extremely rare and expensive, since most are older than 5 years or more) the exact location can be calculated if the orientation skill is known. An orientation skill check must be rolled by the DM, Any failure to the character will result in a successful location for as far as the character sees it, but his real location will be the difference between failure and success of the orientation skill multiplied by 8 miles in a random chosen direction.

Resist Climate extended from Gaz11 Darokin Player book page 18 GSM 987AC

Uncommon 1st level Alteration spell As Darokin Merchants
Range: Special Special
Duration: 12 Hours 12 Hours
Area of Effect: Counters slowing effects of climate effects.
Saving Throw: None None, usable once a day

This spell allows a caravan or other road travellers to counter the slowing effects of cold, heat, storms, and similar ecological hazards. The use of this spell reduces any movement penalties by 1 mile per level of the caster. A merchant can only affect five pack animals or two wagons per level, while a Magic-User can affect the double of this amount. To illustrate, a 5th level merchant could employ this spell to reduce the negative effects of a thunderstorm on travel by 5 miles per day for as many as 25 pack animals or 10 wagons, and a Magic user of the same level could induce the same effects on 50 pack animals, 20 wagons, 25 pack animals and 10 wagons (or any other mixture: as long as 5 pack animals are counted as two wagons).

Wailing Wind GSM 1012ACUncommon 1st level Alteration spell

Range: 100 feet per level

Duration: 1 turn per level

Effect: Special

Saving Throw: None

This spell creates a Magical warning system. When any creature enters a guarded area of up to 10 cubic feet per level of the caster, a wailing whistling blast of wind blows from the guarded area toward the caster. The wind travels toward the caster regardless of intervening distance if the caster is on the same Plane as the guarded area (and will creep into structures if able and needed to reach the caster). The wind can reach up to 100 feet per level of the caster. The wailing wind has a distinctive tone and can be heard

by all creatures (except deaf ones). It transmits and magnifies any sounds (speech and movement) made by the triggering being at the time it is activated, and it can give any listener a clue as to what sort of intruder approaches. The spell can't be modified to be activated by only specific beings or types of creatures. Once the guarded area is entered and the wind rises, the spell is exhausted. The wind itself lasts for one round per level of the caster, although he may wish it to end sooner. Once ended, the wind can't be restarted except as follows: As the level of the caster increases, the number of activation's per single spell (the number of blasts of wind, occurring for different intruders at different times) is also increased. As following table.

Lvl	Blasts	Lvl	Blasts
1-2	1	19-20	10
3-4	2	21-22	11
5-6	3	23-24	12
7-8	4	25-26	13
9-10	5	27-28	14
11-12	6	29-30	15
13-14	7	31-32	16
15-16	8	33-34	17
17-18	9	35-36	18

Wake-up Call GSM 851 ACUncommon 1st level Evocation spell

Range: 30 yards

Duration: special

Effect: Special

Saving Throw: None

This enchantment will stir from sleep 2d10 HD creatures. The victims (and only the victims) hear loud noises such as clanging gongs, blaring trumpets, or worst of all, kazoos welcoming them back to the waking world. These creatures can be of any size and shape, subject only to the hit-dice limitation. All creatures are immediately aroused from even the deepest sleep—including a Magically-induced or poisoned slumber—and are awake and alert (though Yawning) immediately. The spell's recipients are able to take any action normal for them in the round after the spell is cast. Thereafter, poisoned and Magically slept creatures fall asleep again in the middle of whatever they are doing. Creatures awaking from a normal sleep are freewilled and may choose either to return to sleep (if unmolested), to attack the caster and his associates (if an antagonistic situation exists), or to proceed with some other business. Wake-up Call doesn't have any effect on the recipients' need to sleep—they will feel inclined to return to their bedrolls or nests as soon as they have dealt with whatever business presents itself (fending of an attack, or completing one they have initiated, for example). This waking up does disturb a night rest for remembering spells or concentrating for prayer or rituals for spells.

Blur Karo Mosta GSM Student by accident in attempt creating a Displacement Effect as a Displacer Beast 974ACCommon 2nd level Alteration Enchantment spell

Range: caster

Duration: 3 Rounds + 1 Round per level

Effect: Caster only

Saving Throw: None

When this spell is cast, the Magic-User causes the outline of his or her form to become blurred, shifting and wavery. This distortion causes all missile and melee combat attack to be made at -4 on the first attempt and -2 on all successive attacks. It also allows a +1 on the saving throw roll for any direct Magical attack. A Detect Invisible (or Second Sight) will not counter this effect, but a Treusight spell or similar magic will.

Fog Cloud FWA 464 ACCommon 2nd level Alteration spell

Range: 10'

Duration: 4 Rounds +1 Round per level

Effect: 20 cubic feet per level

Saving Throw: None

This spell will bring into existence 203' /level of normal fog or colored, smelly and heavier than air fog (as with a Cloudkill spell). The sight within will be only 2' . Any wind of Strength 5+ will dispel the fog in 1d4 rounds. Any wind of Strength 3 to 5 will halve the duration. The fog will break up after 20' into any vegetation. The fog cloud will be of a rounded shape in all directions. If cast near any wall, so that the shape will be distorted, it will penetrate (except when metallic, Magical, or more than 10' thick) and fill the places beyond it as far the spell originally would reach. If not able to penetrate, that part of the fog cloud is dispelled, because the magical fog could not reach that area and affect it accordingly.

Fog Wall FWA 472ACCommon 2nd level Alteration spell

Range: 30'

Duration: 2d4 Rounds +1 Round per level

Effect: 20 cubic feet + 10 cubic feet per level

Saving Throw: None

This spell will bring into existence 203' +103' /level of normal fog. The sight within will be only 2' . Any wind of Strength 5+ will dispel the fog in 1d4 rounds. Any wind of Strength 3 to 5 will halve the duration. The fog will break up after 20' into any vegetation. The fog will be of any shape intended, but must have a thickness of at least 10' . This spell is often used to fill a building or corridor from any obtrusion.

Predict Weather extended from RC page 41, Unknown creator from 1340BC

Common 2nd level Divination spell

Range: Caster only
Duration: 12 Hours
Effect: Gives knowledge of coming weather
Saving Throw: None
Casting Time: Variable

This spell enables the caster to learn the accurate weather to come for the next 12 hours. It affects an area of 1 mile in diameter per level of the caster; for example, a 20th level caster would learn the weather within a 20 mile diameter (10 mile radius). The spell doesn't give the caster any control over the weather; it merely predicts what to come. For more study, the caster has a chance to know the following weather, according to following table. When this spell is when the ship is becalmed, this spell gives knowledge of what direction the next winds are coming from and approximately how long before they arrive. But this use of the spell is only available to Merchants or casters of level 10 or higher. Frost Mages would have half failure chance to detect snowstorms, blizzards, temperatures below 30 degrees Fahrenheit, snowfall, hail, or sleet. Other sorts of weather would give them the normal chance of failure.

Study	% Failure each Hr predicted	Knows weather to come with a period of
1T	0%	0-12 Hr
1Hr	5%	12-24 Hr
2Hr	10%	24-36 Hr
4Hr	20%	36-48 Hr
8Hr	30%	48-60 Hr
16Hr	40%	60-72 Hr
32Hr	55%	72-84 Hr
64Hr	75%	84-96 Hr
128Hr	90%	96 Hr to 1 Year

(no more than 8hr pause per day during study!!!)

Wind Whisper Guilio McDermot 982AC

Uncommon 2nd level Conjunction spell

Range: 1 Mile per level of the caster
Duration: Up to 1 Turn per level of the caster
Effect: 1 whispered message
Saving Throw: None

This spell enables the caster to send a message of up to 25 words to, or cause some desired sound effect at a known location. The whispering wind can travel as many miles above ground as the Spellcaster has levels of experience, to a specific location within range that is familiar to the caster. The caster's spoken message is carried on the wind, gentle and unnoticed as a faint breeze. When the wind reaches the stated destination, it softly whispers the message whether or not there is someone there to hear it, and then dissipates. The wizard can prepare the spell to bear a message of up to 25 words, cause the spell to deliver other sounds for one round, or merely have the whispering wind seem to be a faint stirring in the air that has a susurrant sound. He can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as a mile per Turn. When the spell reaches its objective, it swirls and remains until the message is delivered. As with Magic Mouth, no spells can be cast via Wind Whisper spells. The whisper can be heard within a yard of the exact location the caster had in mind. The message can't be overheard on the wind before reaching its destination, nor can it be located and dispelled after it has been cast. But it can become inaudible, or even unnoticed in storms, or other loud or distracting surroundings. Remember that a magic user could know how a specific ship or other movable target would look like, but he can only be sure where it is, if it did not move before the whisper reaches its destination.

Continual Wind Madeline Jumano 977AC

Uncommon 2nd level Alteration spell

Range: 60 yards
Duration: Special
Effect: 20' x 20' x 60' long
Saving Throw: None
Components: A branch broken from a tree in a strong wind
Reading time: 3

A Continual Wind brings into existence, at a fixed and immobile point, a permanent breeze (about 20 mph). The caster determines the direction of the wind and the orientation of the area of effect upon casting, after which these parameters can't be altered. The spell moves local air only; it doesn't bring additional air into existence, and thus doesn't function in a vacuum. After blowing a distance of 60 feet, the wind dissipates. Except for its persistence, this spell acts like a normal wind: it shifts loose debris, it whines through small openings, it blows out candles and makes torches flicker (2-in-6 chance to extinguish). The spell functions at ¼ capacity underwater, creating a weak but persistent current in its area of effect. This spell doesn't add its force to other winds. A second spell can be cast to cancel an existing spell by setting its direction opposite the first casting, or by following the first spell making a long wind tunnel effect. This spell ends instantly if subjected to a wind of greater force. This spell can be made permanent, then the spell will become a bit stronger, it will no longer be destroyed by a wind of greater force, but it will be only temporary negated (1d20 rounds).

Ride the Wind Calvin Desputtio 1st year GSM rediscovered 997AC

Rare 2nd level Alteration spell

Range: 5 yards/level
Duration: 1 turn/level
Area of Effect: One creature/level
Saving Throw: Negates
Components: A small handful of straw and a dry leaf.

This spell allows creatures targeted by the caster to become virtually weightless and be lifted upon the wind. Affected creatures can control their altitude by rising or descending at a movement rate of 12, but are at the mercy of the wind for speed and direction. Recipients can stop forward movement only by grasping something to anchor them in place. If no wind is present, this spell has no effect. Unwilling targets are allowed a saving throw to resist the effect. Each subject and his equipment must weigh less than 100 pounds per level of the caster. Thus, a 6th level wizard could affect six creatures each weighing 600lbs. or less. This spell may be cast only on living creatures.

Skyhook Aeromancers 1007ACUncommon 2nd level Evocation spell

Range: 60 feet

Duration: 3 turns + 1 Turn per level of the caster

Effect: Special

Saving Throw: None

Components: A miniature metal fishhook

With this spell, the Wizard creates a solid hook of force, invisible to all but the caster, at a desired location. The hook need not be attached to anything, and indeed is usually created hanging in midair over a pit or chasm, but remains absolutely immobile. Creatures can hang onto it; ropes can be tied to or hooked over it, and so on. It supports weight of up to 650.000 cn. If the weight limit is exceeded, the Skyhook instantly vanishes. Otherwise, it lasts until the spell expires, fading out of the caster's view as a warning in the final two rounds of its existence. It is too small to stand on (to climb further, or cast spells or fire missile weapons from), but the hook is large enough to permit thick cables and many grasping hands to find purchase. A Skyhook, once created, can never move. Ropes secured to it appear to creatures other than the Spellcaster to be tied to nothing. The Skyhook is solid enough to harm creatures flying into it or striking it, can't itself physically harmed, and, aside from a Wish and such powerful Magic of the same sort, can only be affected by a Disintegrate spell which usually destroys a Skyhook instantly (the Skyhook saves as if it were its own caster). A Dispel Magic can only so affect it if the Skyhook fails a saving throw equal to its caster's save saving throw vs. spells with a +4 bonus. The caster of a Skyhook can will it out of existence instantly, but need not concentrate to maintain its existence. This spell can be made permanent as can the duration be extended. A structure could be build on several hooks, but it is not so that an amount of 2.600.000cn can be carried by the combined hooks safely. The amount safely lifted is lowered by 10% for each hook. So the total weight will lift 2.340.000 cn if equally divided among the hooks. When not so calculate the amount lowered by 10% for each hook differently.

Unseen Servant FWA 653ACCommon 2nd level Conjunction spell

Range: 1"

Duration: 1 Hour + 1 Turn per level

Area of Effect: 30' diameter area

Saving Throw: None

Components: a piece of string and a bit of wood.

This is a non visible mindless shape less force used to get and fetch, open non-stuck doors as well clean and mend. It is not strong but will obey to the command. It can carry 20 Lbs. or pull 40 Lbs. only. But it can carry several objects to this total at once. It can be easily dispelled or destroyed by giving it more than 6 points of Magical damage or if send out of range. This is a tool to make life of the Magic-User much easier than the average person.

Call Lightning Darokin 875AC extended from RC page 41 and Gaz 9 Minrothad page 20Uncommon 3rd level Evocation spell

As a Minrothad Merchant Spell

Range: 360 yards

360'

Duration: 1 Turn per level of the caster

1 Turn per level of the caster

Effect: Calls Lightning bolts from a storm.

Calls lightning bolts from a storm

Saving Throw: None

None

Reading time; 6

Doesn't exist on scroll

This spell can't be used unless a storm of some (any) type is within range of the caster. This doesn't mean that he must be within the spell's range of the storm cloud, but only that the stormy weather be taking place within 360 yards of him. If a storm is present, the caster may call 1 lightning bolt per Turn (10 minutes) to strike at any point within range. The lightning bolt descends from the sky, hitting an area 20 yards across. Each victim in the area takes 8d6 points of damage, but may save vs. spells to take half damage. The caster need not call the lightning every turn unless desired; it remains available until the duration or the storm ends. Any more spells will call just more bolts from the sky (2 spells=2 bolts called anywhere in a period of 1 Turn, 3 spells=3 bolts called anywhere in a period of 1 Turn, and so on). **Tactics:** used offensively in combat. This spell can't be cast under water, but the lightning bolts can reach 1 feet per level down. The magical lightning brought into existence by this spell is generally less lethal than natural lightning—but the chance of a character being hit by natural lightning is usually quite small, whereas a bolt of magical lightning will always hit a target within range of the area where it strikes, and will always do at least half damage. To an outside observer, magical lightning is indistinguishable from natural lightning in appearance; thus, a character or creature who witnesses it or is struck by it will not automatically know that the lightning was caused by an external force—but if more than one strike hits a target or targets within a relatively short time, witnesses may logically suspect that nature is not entirely to blame. Natural lightning can also occur during the duration of this spell, as long as conditions permit (i.e., a storm must be actually occurring and not simply about to happen, as might be the case under "hot and cloudy conditions").

Assume Gaseous Form 855-870AC unknown VampireUncommon 3rd Level alteration spell

Range: Touch

Duration: 1 turn per level of the caster

Effect: turns subject into a cloud of gas.

Saving Throw: Negates

This spell mimics the effects of a potion of gaseous form. It may be cast upon the spell caster himself or another creature; unwilling subjects are permitted a saving throw vs. spells. Anything the subject is wearing will fall through the gaseous body on the floor. The subject will keep control over his body, and can move through small holes in walls, chests, and so forth. A creature or character in gaseous form can't attack, but he has an AC of -2 and can't be harmed by non Magical weapons. An individual under the effect of this potion will take 3d10 points of damage if he is exposed to a gale-force winds, or will be killed outright if he is hit by hurricane-force winds or a tornado. Discovered from a defeated Vampire in the three volcanoes region 877 AC, estimated spell discovery 855AC due a magical affliction preventing the vampire becoming gaseous.

Cloudburst Bylyanalyll "serpentwood" Asquilea 687AC (Alfheim Elf).

Rare 3rd level Evocation spell

Range: 10 yards per level of the caster
Duration: 1 round
Effect: 30' diameter cylinder up to 60' high.
Saving Throw: None

This spell precipitates a rush of water out of the air, instantly drenching everything in the area of effect. Normal fires will be extinguished in the area. Permanent Magical fires will go out, but will re-light in 1d2 rounds (weapons 1 round). Fire-based spells of first and second power level (or component) are immediately negated. Fire-based spells of third or higher level are also negated, but will create a steam cloud of up to 120' diameter. Those within the cloud are scalded for 1d3 points of damage per round (double this if they are cold-based creatures, like Frost Mages, Frost Giants, etc.) The steam cloud lasts 1d4+1 rounds, half that in a breeze, and but one in a strong breeze (or worse). This spell has doubled effect in humid climates, causing a heavy dampness in arid climes, produces sleet and slush at temperatures near freezing, and creates up to 10 inches of snow if the temperature is below freezing.

Gust of Wind Stolen from Alpathian Mage in 1009AC, apparently discovered two centuries before Alpathian Landfall.

Common 3rd level Evocation spell

Range: 0
Duration: 1 Round
Effect: 10' wide path and 10' per level of the caster long
Saving Throw: None

This spell creates a sudden gust of wind with the speed of 30 miles per hour blown from the caster. The wind will extinguish candles, torches and unprotected small fires (2 EP/ Lvl caster). There is 5% per level of the caster it can also extinguish protected or Magical fires. It also blows away small flyers 1d6x10 yards away from the caster. The spell is able to hold man-sized beings; any attempt to move against it will slow them by 50% (+/-10% per Strength adjustment) for 1 round. This spell will blow over light objects, disperses vapours, blows away gasses, smoke or even gaseous beings. If cast under water will this spell create a current of half the normal size.

Hover Aeromancers 993AC

Uncommon 3rd level Alteration spell

Range: 10 feet per level of the caster
Duration: 4 rounds
Effect: one creature
Saving Throw: special
Casting Time: 1

By means of this spell, a Wizard can instantly arrest the movement of a falling, jumping, or flying creature within spell range (including the caster, stopping all motive movement for a short time. This allows the hovering creature to launch missile weapons, cast spells (the lack of mobility is an absolute fix), read scrolls, open locks, shout instructions, catch ropes or thrown items, and the like, as personal motion is still possible. The spell affects only one creature, of the caster's choice—and thus the magic can readily serve to separate a being riding an aerial steed from the (unaffected) mount. Willing or not, target creatures visualized or seen and concentrated upon by the caster of this spell are affected for one round. Thus a fleeing (flying, or jumping) monster could be halted to receive a round's worth of spells or missile weapons. On the next round, the creature (even if willing) receives a saving throw vs. spells; if successfully made, movements begin again, magically slowed for one round to Feather Fall rate, and there after continues normally. If the save failed, Hovering continues as long as the caster concentrates on it. However, the target gets a saving throw every round it is held, whether willing or not. No powers can affect these saving throws or the initial stoppage (even a Dispel Magic cast on itself by the affected creature), but creature able to become Astral, Ethereal, or Plane Shift may escape this spell in this way, Creatures wearing a ring of Free-action are halted for one round by the Hover spell, but are there after free to move normally without being slowed or affected in any way.

Any Dragon related creature (incl. Chameleonmen) will be immune to this spell, since the spell can't understand the basic principles of Dragon magic or Dragon Flight (which isn't just about flapping wings and gliding on air currents).

Solid Fog Copied from Cordo De Vine (Norwold) 977AC discovered according spell description 744AC.

Rare 4th level Alteration spell

Range: 30 yards
Duration: 2d4 rounds + 1 round per level of the caster.
Effect: 20 x 10 x 10 feet volume per level of the caster.
Saving Throw: None

This spell creates a billowing mass of misty vapours similar to a Wall of fog spell. The caster can create less vapours if desired, as long as a rectangular or cubic mass at least 10 feet on a side is formed. The fog obscures all sight, normal and infravision, beyond two feet. However, unlike normal fog, only a very strong wind (Strength 6+) can move these vapours, and any creature attempting to move through the Solid Fog progresses at a movement rate of 1 foot per round. A Gust of Wind spell can't affect for a long time.

Wall of Air GSM 817 AC lost in 829AC, rediscovered in 995AC

Rare 4th level Conjuraction Evocation spell

Range: 60'
Duration: Concentration
Effect: Causes 1200 square feet of air to move rapidly.
Saving Throw: None

With this spell is cast a thin blurry barrier of rapidly moving air is created. It has any Dimensions, as determined by the caster, totalling 1200 square feet (for example, 10' x120', 20' x60', 30' x40', etc.). The wall is opaque and will block sight. Creature of less than 4 HD can't break through the wall. Creatures of 4HD or more can break through but take 1d6 points of damage in the process. Aquatic or otherwise Water bound creatures take double damage if they break through. The wall can't be cast in a space occupied by another object. It lasts as long as the caster concentrates on it, without moving. This spell can only be made permanent by another spell-caster due to the concentration needed to sustain this spell. When this spell is cast underground it will affect only 600 square feet, and thus preventing up to 2HD or less to pass.

Control Winds _____ Extended from RC page 42 and Gaz 9 Minrothad page 21 (250BC first recorded use in Thyatis)

Uncommon 5th level Alteration spell

Range: 10 feet per level of the caster
Duration: 1 Turn per level of the caster
Effect: Calms or increases winds.
Saving Throw: Special
Casting Time: 1 full Turn

With this spell, the caster can cause all the air within range to behave as desired, either increasing to gale force or slowing to a dead calm. The caster must concentrate for one full Turn of concentration (can't move or attack) to change the wind completely (calm to gale, for example). Any higher level Spellcaster using the same spell can easily counter the spell. The effect moves with the caster. If the spell is cast against an air creature (such as an Elemental), the victim can make a saving throw vs. spells. If the victim fails its roll, the caster can slay or control the air creature by proper use of the wind force. The creature will only obey as long as the caster maintains concentration and while the spell is active; if the caster's concentration is broken or the spell's duration lapses, the creature will attack the caster. This spell has no effect when cast under water. When cast for the purpose of countering a control weather or control temperature spell, this magic completely negates the previously cast spell, reinstates the natural weather or temperature conditions that were in effect beforehand, and then creates a wind of the desired velocity. This wind does have the power to affect other naturally existing conditions, if it is strong enough (it will dissipate moderate or heavy fog, neutralize a sandstorm within the area of effect, and so forth) - and, unlike control weather, the natural weather will not necessarily resume when the spell duration expires: if a sandstorm, for instance, would have abated by the time this spell ends, then it will not resume. The spell does not have the power to change large-scale weather conditions; for instance, it cannot cause storm clouds to move rapidly away or come closer, because the area of effect is not nearly large enough to affect the upper atmosphere where these clouds are located.

Hold Vapor _____ Aeromancers 1007AC

Uncommon 5th level Conjunction spell

Range: 10 feet per level of the caster
Duration: Special
Effect: 20 feet +10 feet (per level of the caster) radius globe
Saving Throw: Special
Component: A balloon or bladder into which the caster blows

This spell allows a Wizard to halt or prevent the movement of any visible clouds or vapor in an given area distinct from the air around, such as a gaseous weapon, Fog Cloud, Fog Wall, Cloudkill or alike spells. Such enforced immobility may be continued for as long as the caster continues to chant and concentrate on holding the vapor. If such a hold is ever lost (through the caster being silenced for at least an entire round—the chant can be interrupted for short periods of time—or rendered unconscious, ceases concentration in any other way, casts another spell or read or studies something, etc.) it can never be regained except by use of another spell; the hold is broken and the magic expires. The hold prevents the gas clouds from altering shape, breaking up, or moving about in any way. Oxygen (that is a normal air mixture) may pass freely through and about such vapor, dissipating it if its formative magic expires, and allowing, for example a flammable vapor to burn or explode if it is held by Hold Vapor and attacked with fire. The hold is absolute, even in the face of natural gales or magical gusts of wind, unless these affect the chanting Wizard, not the vapor, enough to break the hold, as described above. If the Gaseous Form is that of an intelligent creature who is normally in control of personal movement, similar to a Vampire in Gaseous Form, the affected creature receives saving throws as follows; the hold is absolute in the 1st round of its existence, further use next table. If such a save is successful, the spell ends instantly, and the creature is free to move. Until the spell is so broken, a Gaseous-Form creature can't move even if it normally had the ability to do so. Note that Spectral, Ethereal and insubstantial forms (such as those of many Undead) that are not gaseous can't be affected by this spell. This spell can't be used to push or direct a vapor, or control it in any way, but only to halt and hold it. Note that a Gaseous creature can become substantial and thus escaping the effects of this spell, such a chance is never prevented.

Round	Save	Round	Save
1	nil	8	0
2	-6	9	+1
3	-5	10	+2
4	-4	11	+3
5	-3	12	+4
6	-2	13	+5
7	-1	14	+6

Chain Lightning _____ Aeromancers 1000AC, stolen a month later by Alphatian Spies, discovered using it in 1007AC+

Common 6th level Evocation spell

Range: 40 Yards + 5 yards per level of the caster
Duration: Instantaneous
Area of Effect: Lightning from caster 3' wide
Save: Halves damage done.

This spell creates a lightning bolt 3' wide, from the caster. If the bolt hits something it jumps to the nearest object not hit before. Each hit will lower the damage done by one Hit Dice, until it is completely depleted. The basic damage will be 1d6 points of damage per level of the caster (12d6 maximum). The spell can jump and bounce in such a way that it can hit the caster or his party. The spell will jump randomly in all directions (DM use compass dice for direction or choose nearest target not hit before!).

Weather Control _____ extended and detailed from as per RC page 45

Uncommon 6th level Basic Conjunction spell

Range: 0 (Caster only)
Duration: Concentration
Effect: All weather within 720 yards.
Saving Throw: None

This spell allows the caster to create one specific weather condition in the surrounding area (with a 240 yard radius). The caster may select the weather condition. The spell works only when the caster is completely outdoors, and the weather will affect all creatures in the area (including the caster). The effect moves as long as the caster concentrates, without moving; if the caster is being moved (for example, aboard a ship), the effect moves also. The spell's effects vary, but the following results are typical. Remember that if the natural weather is opposing the weather created, the Spellcaster will have to use all his concentration, even while it is more difficult (int. checks-1). The DM must interpret this spell description quite literally and somewhat conservatively, not allowing a character to get away with something that should not be possible. The spell "will not radically change the temperature" through a range of (for instance) 100 degrees or more - instead, a maximum range of 30 or 40 degrees in one direction or the other is recommended. Also, note that sweltering heat cannot be made hotter, and arctic cold cannot be made colder; when the actual current temperature is at one of these extremes, it can only be moved in one direction. This is true even of the druidic version of this spell, which can be used to move weather conditions two steps instead of just one.

When the spell duration expires, the weather conditions that existed before it was cast will be resumed, just as if the intervening time had not occurred. For instance, the use of this spell will not prevent characters on the seacoast from being in the path of an oncoming hurricane - but if they can move inland during the time that the control weather spell is in effect, they may be able to avoid the brunt of the storm.

Rain: -2 penalty to attack rolls applies to all missile fire. After three turns the ground becomes muddy, reducing movement to ½ normal rate.

Snow; Visibility (the distance a creature can see) is reduced to 20 yards; movement is reduced to ½ normal movement rate, rivers and streams may freeze over. Mud remains after the snow thaws, for the same movement penalty.

Fog; 20' visibility, ½ movement rate. Those within the fog might become lost, moving in the wrong direction.

Clear; This cancels Bad weather (rain, snow, and fog) but not secondary effects (such as Mud).

Intense Heat; Movement reduced to ½ normal. Excess water (from snow, rain, mud transmuted from rock, etc.) dries up.

High Winds; No normal Missile fire or flying is possible. Movement reduced to ½ normal. At sea, ships sailing with the wind move 50% faster. In the Desert, high winds create a sandstorm, for ½ normal movement and 20' visibility. In powder snow, High winds create a Blizzard, for ½ normal movement rate and only 20' visibility.

Tornado; This creates a whirlwind under the caster's control, attacking and moving as if it was a 12HD Air Elemental. At sea, treat the tornado as a storm or a gale.

Freezing Cold: Movement is reduced to ½ normal movement, and visibility is doubled. Creatures in the area must hibernate, or seek warmth as everything freezes over completely (up to 4 feet deep).

Glazed Frost; Movement is reduced to 1 tenth normal except by flying, All objects will be coated in a thick layer of ice doubling its weight, branches, or even trees will bend or break under the additional weight.

Wings _____ Shewwwhoooommm Air Elemental sorcerer (21HD) in an attempt to make friends with Prime Planars Sold to Aeromancers due gambling debt
Uncommon 7th level Alteration spell

Range: 30 yards + 10 yards per level of the caster

Duration: 3 Turns per level of the caster

Effect: One creature.

Saving Throw: Negates

This spell allows the caster to gift a creature otherwise unable to fly with a pair of usable wings. The wings always sprout from the creatures back, and the spell imparts the character with the natural ability and the know-how to use them. The target creature must have a clearly defined back for the spell to take effect. The wings are always comparable to the size of the creature. The creature can't have wings already; only one casting of this spell is effective on a creature at any time, although wings from a spell cast previously may be replaced by a new wing type. The caster must choose the desired wing type;

Once the spell has been cast, the subject must pass a Constitution check. Failure Indicates the body has rejected the wings, which fail to appear. However, the creature is otherwise unharmed. Unwilling creatures also receive a saving throw vs. spells as well as the Constitution check. The spell has no effect on polymorphed creatures. Finally, those affected by a Wings spell are subject to all the applicable rules of aerial combat. The above wing types all impart additional

Sort	Fly	MF	Advantage	Info
Butterfly	240/80'	1B	Flutter	This ability is always active for this wing type. The creature moves in such an erratic fashion that opponents trying to strike receive a -2 penalty on THAC0. Fortunately the winged creature knows exactly what it's doing and moves and attacks normally.
Dragon	300/100'	1B	Wing Buffet	The creature may use its wings to buffet opponents with a short burst of air. No damage is ever done, although opponents within 5' are knocked prone upon failing a Dexterity check with a +2 bonus. This ability has no effect on creatures of a size larger than that of the winged creature. The creature using this ability, must be grounded and can't be flying or otherwise attack.
Dragonfly	360/120'	3B	Dart/Hover	The creature may, after spending one round hovering, completely change direction and move at one-and-a-half times its normal flying speed for the next round(round fractions up). This ability can't be used more frequently than every three rounds and may be used only from a hovering position. Obviously the hover ability is needed for this ability to work.
Eagle	480/160'	½B	Dive	If the creature dives for more than 100', its speed is double its normal flying speed. At the end of the dive, the creature may use its natural abilities (claws, bite, sting, etc.)or weapon attacks at a +2 attack bonus and at double normal (not Magical) damage. Common sense should prevail in all cases where natural abilities would fail. The DM also modifies the chances to hit further for different situations (cover, concealment, size, etc.).
Hummingbird	360/120'	5B	Hover	The creature may hover in place for one round and change direction completely in the next round. This also allows the creature some versatility in performing tasks such as retrieving or placing stationary objects, attacking slow-moving aerial targets, or surveying the ground below. The creature may attack normally while hovering.

advantages other than flying movement and advanced manoeuvrability.

The wings vanish at the end of the spell's duration; however, airborne creatures are affected for 1d3+1 rounds by a Feather Fall spell. This is a small safeguard built into the spell that allows, in such cases where the caster is affected, for time to cast a new spell in order to maintain flight, select the best place for a landing, or make other preparations for the fall. Once the Feather Fall wears off, any non-flying creature then plummets to the ground, taking normal falling damage.

Corrosive Cloud of Mist _____ GSM 813AC, stolen by Broken Lands Humanoids 821AC, traded to Darokin Merchants 823AC as they could not understand it (let alone learn it), stored in Fort Hobart for research 833AC, stolen by several Hin 847AC who lost it to Alfheim Elves 877AC, which in their place sold it to Erendyl Elves 892AC who used it to pay fines and dues to the GSM 900AC.

Rare 8th level Evocation spell

Range: 30'

Duration: 6 turns

Effect: Creates a moving corrosive cloud of bubbles

Saving Throw: Prevents Paralysis

This spell creates a cloud of luminous green bubbles in a 20' radius globe. Anyone within the cloud must save vs. poison or be paralyzed from its poisonous effects. A new saving throw is required each round that a creature remains within the cloud. The bubbles burn any creature they come into contact with for 1 point of damage for each 2 levels of the caster (rounded down). The cloud rises at the rate of 60' per round. Underwater the Cloud functions as the 6th level Corrosive Cloud spell.

Whirlwind _____ Alrehm the Wind Wizard 986AC, shared with Aeromancers on visiting the Aeromancer Stronghold.

Uncommon 7th level Evocation spell

Range: 120 yards
Duration: 3+1d4 rounds
Effect: cone 30' x270' high
Saving Throw: special
Casting /Reading Time: 1 Turn

This spell creates damaging, gale-force winds, capable of destroying structures of less than the sturdiest stone structures. On land, The Whirlwind will appear as a Tornado; at sea it will appear as a Hurricane. The Whirlwind can only appear where there is enough room for it to fully form (even indoors) and its formation requires a full Turn. It automatically scatters unprotected creatures with up to 3 HD (save. Vs. Death ray or be killed), and grounds all flying creatures (save vs. Death ray or crash). Unprotected creatures with 4 or more HD will take 3d6 points of damage per round of exposure from buffeting, flying debris, etc. and can't move into the wind (in the cone all directions). All creatures struck by this Whirlwind must save vs. Dragon Breath or be spun around and around with dizzying speed, suffering additional 1d4 damage and losing all items held or carried. To avoid losing a particular item, a victim of the Whirlwind must concentrate on retaining it (thus, only one item may be saved), and save vs. Paralysis at -2 to do so. One or more items worn by the victim (such as scabbarded weapons or backpacks) will also tear free unless a second save vs. Dragon Breath is made. All items torn from a victim are hurled away in all directions by the Whirlwind's violent spinning action; any creature within 60' of the victim (except the caster or any creature directly behind him, and thus shielded by the force of the Whirlwind itself) must save vs. Dragon Breath or be struck by one or more of these unintentional missiles; small objects do 1d4 damage and larger ones (e.g., swords, packs, or staves do 1d6). Small moveable objects in the area of a Whirlwind effect will also be picked up and flung about; man-sized and larger or heavier(2000 cn) objects will only be shifted slightly, tumble or nothing at all. The Whirlwind moves at a rate of 30 to 60 yards per round, according to the desire of the caster, and the caster can vary its direction by up to 60 degrees per round. The caster must concentrate on the Whirlwind for a full round to change its speed or direction. The Whirlwind has the same effects as an Earth Quake on all structures except those made of solidly constructed stone.

Airball _____ GSM in conjunction with 2 Aeromancers during the Great War (1004-1008)

Rare 8th level Evocation spell

Range: caster
Duration: Instantaneous
Effect: 10' diameter sphere
Saving Throw: None

When this spell is cast, a boulder-sized sphere of air is created within a 100' radius of the caster. If cast in the air, the ball (which weighs about 5 Lbs.) immediately falls to the ground. If it has fallen 20' or more, the ball breaks into eight separate blasts of wind upon striking the ground, each equal to a Gust of Wind spell in all respects (winds of 30mph.) and each blowing in one of the compass directions from the point of impact (N,NE,E,SE,S,SW,W,NW). In addition, the wind stirs up all local dust and dirt for 1d4 rounds, limiting all vision to 10' in the areas of effect. If the Air ball lands on water, the spray blast has the same effect. The ball is a stormy blue in color and can't be moved, if it fails to burst, once it touches the ground. The ball is a stationary and permanent until broken. The sphere is AC6; any damage will penetrate its sensitive surface and set it off, although touching or pushing it won't do so. To cast this spell an open area of air is needed from which to draw the compressed air for the sphere. The minimum area of air necessary is one million cubic feet (an area 100' x100' x100'). Note that a vacuum is not created by the casting of this spell. Air next to the area will always rush in directly (with a wind Strength 4). And if cast in a closed area just big enough the ball will instantly explode as normal.

Windwar _____ Alrehm the Wind Wizard 996AC, shared with Aeromancers on visiting the Aeromancer Stronghold.

Rare 9th level Evocation spell

Range: 0
Duration: 1 Turn + 3 rounds per level of the caster
Effect: 1 mile radius sphere.
Saving Throw: Special
Reading time: 18

This spell brings forth a powerful tempest of thunder, lightning, wind and rain that may damage multiple targets in aerial combat with the caster. The primary effect of the spell is its turbulent winds. Winds continually buffet and whip all targets in the area of effect, tossing them through the air in various random directions. In order to simulate the swirling of wind in the area of effect, roll 1d8 for compass direction (1=N, 2=NE, 3=E, 4=SE, 5=S, 6=SW, 7=W, 8=NW) and 1d6x10 for the distance in yards that each target is flung in the air. However, the effects of the wind on aerial targets are variable according to the victim's sizes. Small targets of 2HD or less take 4d8 damage and are hurled twice the distance; attacking, defending and normal movement are impossible. Man-sized targets are buffeted, and take 2d8 points of damage, but otherwise move at half-speed and attack at -4 to hit. Larger-than-man sized creatures have their movement reduced by one-third, but they are not buffeted around and take no damage; Still larger beasts are totally unaffected (like Dragons). Creatures composed of air (Air Elementals, Aerial Servants (Haoou), etc.) are also completely unaffected, as are other creature with considerable power over the air.

Spells which generate gaseous effects, such as Cloudkill, Fog wall, are immediately disrupted by casting Windwar. Lightning also strikes out at targets in the area of effect; 1d10 single bolts of lightning affect randomly selected targets every 1d6 rounds as per normal Lightning Bolt spell. These bolts do 1d4 damage per level of the caster, and a save for half damage is still applicable (though the 2nd bolt hitting as single target receives a penalty of 1, and the 3rd a penalty of 2, and so on). The DM selects the targets randomly by throwing Dice. Metallic targets, high ground bound targets have a double chance to be hit by the bolts. So if a Fighter in full armor sits atop a high tree, he has a four times higher chance to be hit by lightning bolts than if he would walk on the ground at least 10 feet away from his metal armor. An amount of more than 100cn of metal carried already calls for this adjustment. In addition, thunderclaps sound every time the Lightning Bolts strike. All targets in the air must save vs. Petrification or be stunned for one round by the deafening thunder. Those affected are stunned and unable to act for the round. Flying creatures with less than 8HD must make a second save vs. Petrification to remain aloft, otherwise plummeting to the earth. The heavy, swirling rains also reduce visibility to 50% but cause no damage, except to those creature affected by water. As a general rule those creatures take 1d6 points of damage per round of effect. The rain also produces 1d6 extinguishing points to any fire. The caster must be airborne for the spell to work, and it will cease to function if he contacts the ground. The caster himself is never affected by the spell, save for the reduction of visibility and any mount he may be riding is likewise unaffected. The spell follows the caster wherever he flies and continues to affect all targets in the area regardless of his wishes.

A10 Teleport gate

Height 16' and 12' x9' diameter

Connected with; [A11 Portal Room](#) west, Elemental plane of Air.

Color/Material Theme; this was formerly the Giant's chimney and fireplace, this teleport portal which as an insult to the Fire Elementalists was made into a chimney. The portal reaches into (↓) and sometimes also out from (↑) the locations. Some locations are in the Prime Plane (PP) while most are in the Plane of Air (PA); Destinations include; Archon City (PA↑), Retebius Base (PA↑), Sky Gnome Aerial Base (PA↑), Fluttra the Faenare city (PA↑), Floating Ar island Skyreach (secret PP↓), and the Alexander Plaza Glantri City (secret PP↑). Before the sinking of the Alphatian continent it had also a secret location in the Grand Temple of Alphatia (PP↓) where pacifist followers of the Immortal Alphatia have made contact with the stronghold. With the Great War in 1004-1009AC against the Alphatian Empire, this secret but peaceful contact was broken off, and was obliterated with the destruction of the continent. As both being pacifists (Alphatia out of Religion there and Aeromancers out of Thought, being the dominant Sphere of their Plane) this was the only direct contact between both nations without tension.

A11 Portal Room (Master Bedroom)

Height 30' , above ceiling/floor 2' thick

Connected with; [A12 Aerie](#) west, [A10 Gate to Elemental Plane of Air](#) east, [A6 Giant Stairs](#) down.

Color/Material Theme; 3' wide 5' high and 8' long grey-reddish granite bricks of Mountain Giant expertise (*thus no brickwork junctures between adjoining stones*), floor; 5' x 5' reddish granite tiles, ceiling; large oaken (2' x 2') beams 2' apart spanning the smallest distances. Doorways; Oaken frame (1' x1'), with giant doors removed. This area was formerly a Bedroom to the giants and now has become the Local Tavern. Formerly the Master Bedroom, now it is more an entry than a room of silence, as in the chimney a Teleport gate to the Prime Plane and different locations in the Elemental Plane of Air is created. Almost all furniture has been removed or restyled to create a cosy setting for guests entering this way. There are mountains of Pillows in most corners, with tables of various sizes holding **Aerian**; a white wine created from Air Elemental Grapes (actually normal grapes, adapted magically, and planted against the Stronghold) of ap4 per glass (humansized) but also giving the imbiber a Float-in-Air ability when intoxicated as per spell. *See here for more details on Alcohol and spells set on Alcohol [how does alcohol affect body](#)*. There are always 1d10 flasks of ΨΥΧΡΟΛΟΥΙΑ available in this room. These may be rented for 100gp. The creatures will return here after use 90% chance in the Plane of Air, 55% in the Prime Plane. Due this risk a guarantee of 100gp is requested. This guarantee is placed in a special bag, which can only be magically activated by the ΨΥΧΡΟΛΟΥΙΑ magically linked to the bag, which in fact causes the bag and money to be teleported to the respective owner when it returns home. To set this trigger, several routines must be done, taking half an hour. Rarely these creatures are sold, but never lower than 500 Dc. For more on this creature see below.

A12 Aerie

Height 30' , above ceiling/floor 2' thick

Connected with; [A11 Portal Room](#) east, [A13 Roof](#) by rope ladder west.

Color/Material Theme; 3' wide 5' high and 8' long grey-reddish granite bricks of Mountain Giant expertise (*thus no brickwork junctures between adjoining stones*), floor; 5' x5' reddish granite tiles, ceiling; large oaken (2' x2') beams 2' apart spanning the smallest distances. Doorways; Oaken frame (1' x1'), with giant doors removed. There hangs a chain at 5' altitude with a sign; "Do not meddle with the birds!" This area serves as a roost to a trained flock of nine giant hawks. Each of the hawks is kept in finely made individual cages, and has been trained from hatching (the eggs were stolen from nests in the Glantrian Mountains). They have been brought here about 1011AC, to enable flight for those not able to do this magically or by themselves. Any cage that is opened or tampered with by unknown/untrained individuals may bring (55% chance) on an immediate attack from its occupant out of fear or self-preservation. *Giant hawks (9): see http://pandius.com/Monster_Manual_2.pdf page 117*. The hawk cages each have an encumbrance value of 1000 cn and are valued at 200Dc. The birds are fed on a daily basis with food brought in from the Prime Plane (kobolds, dwarf, pig, dog, wolf, etc), or from the regenerating sheep in the pen outside). Each bird needs a monthly upkeep of 500gp in food and other treatment.



A13 Roof

This area is used to test magic and flying capabilities as well as riding giant hawks. There are 11 Asplenium Trichomanes creatures functioning as guards on each roof, but they may fly anywhere within 300 yards.

The following new Air Elemental creatures are based on the comic named; *Isabel 4 De Ceintuur of Cassiopeia (Isabel, the Girdle of Cassiopeia)* by Will, Franquin, Delporte, & Macherot.

Asplenium trichomanes; Living lightning, statistics almost equal to Air Elementals. It is an Air Elemental native animal, though it appears somewhat humanlike, (electrical charged arm-shaped clouds, shoulders torso and a somewhat elongated simian head, on top of a vortex of half its size, weight 1LBS/HD). It will grow by collecting static electricity out of the air (1HD/year), and reproduce by splitting up like normal Elementals when reaching 8 HD. Its height is 1/2' per HD (diameter 1/4' /HD). This creature is as common in the Plane of air as a seagull is on Mystara, thus more common in one type of area and rare to non-existent in another. Though mostly solitary, it will congregate in flocks near energy sources, and up to 2d10 can be encountered in a flock. It prefers to stay in a flock also when trained (often used as a "guard dog"). Its intelligence is equal to a common dog (3-4), and if treated well can be almost as loyal as a housecat. Creatures with hair touching the creature in a non-offensive way are slowly charged by static electricity causing hairs to stand up, release tiny amounts of electricity after time by soft crepitating sound and miniature (2-3 mm) lightning, or a blueish glow for 3 Turns. Touching any grounded metal will cause an instant release and some pain but no damage. The same happens if touching another uncharged creature to both creatures. The Asplenium trichomanes can be killed instantly by any metal weapon/fist, but will release all its hit points as electricity to those holding the metal, no save. Can be easily controlled by a control animal spell or variant, but is immune to Charm spells. The creatures communicate by touch, crepitating sounds and nonverbal signatures as burned clouds (similar like dogs do with urinating). If forced to attack it has a +4 to initiative rolls, and It will do damage by transforming instantly in a lightning bolt ranging a maximum 60+10 yard/HD away, for a single attack of 1d4/HD damage (save vs. spells halves damage), then move the same distance away from the target preferring to hide within a cloud (transforming back to its natural shape), to flee further. The creature will bounce off any solids and cannot be contained within. The creature will only attack if threatened or controlled, but prefers to fly under all other circumstances (Mv 360' /120' flying or sprint 2 rounds at 1440' /480' as lightning, Diet ; static energy charges, Sv as F HDx2, Morale single 5, flock 7, controlled 9, (1HD=10XP, 2HD=20XP, 3HD=35XP, 4HD=75XP, 5HD=175XP, 6HD=275XP, 7HD=450XP, 8HD=1250XP), treasure; nil.



ΨΥΧΡΟΛΟΥΪΑ (Psychrolousia rapides; in English; "Cold Shower"); a friendly solid rain-cloud-like Air Elemental creature (with 2 tiny black eyes) often stored in a bottle in other Planes, that functions like a flying carpet. This cloud is semi-sentient and self aware (IN 8), but can only be slain with death "magic"; It can propel itself rapidly forward by raining for 8 Hours maximum. It is roughly 96+2d3 inch diameter when fully fed (and released from its container), and no more than a 2d3 inches when fully empty, as each hour travelling by rain propulsion it shrinks 12 inches. It must feed again (water or steam) one hour for each hour travelled. It can't attack, but is very bothersome to those below it. Its rain-propelled flying rate is 480' / 180' MF 3B, carrying anything that fits on its back, without being affected by weight/encumbrance, but its empty move (or non-water-expelling movement) is no more than MV/FL 60' /20' MF 1A, and it can't carry anything. It can be controlled easily by a Control Animal spell. As long it has some water it can remain alive in a closed bottle of less than 1 litre contents for up to a year (it will lose 1HD/2 months stored, unless regularly released and fed). Its life span is about 4 years maximum. It has no hp, nor HD, and thus no XP value. The water released will be cleaned of any pollution as part of its digestion process, and a benefit to plants. It can only reproduce in the Elemental Plane of Air in clouds or fogbanks.

Cumulus neffastus, or reverse rain cloud; This is a special cloud, not a creature (more like an elemental Plant), sometimes dragged in the Prime Plane when conjuring Air Elementals. It sucks up water causing upward rain, and then dispersing it in water vapour there (Breaks up on lightning). Especially on Prime Plane it is dangerous above water where it can rapidly grow into a huge storm. (For game purposes each Turn it above water it grows a HD, each HD lightning directed at it will break that away without other effect.) The cloud is able to cause great drought by emptying lakes, rivers, moors, bogs, swamps and any area within its diameter. Its diameter is roughly 100 yard per HD and it has no known limit. The accumulation of vapour on top of it, causes a static charge build-up after a few hours, creating a normal thunderstorm, however, any wind will have blown the cloud away from the area it depleted of water. Only seas and oceans or huge lakes will have no nasty side effect as when the thunderstorm is created and the lightning slowly disperses the cloud all water will fall down in the thunderstorm. The only thing noticeable is that the rain goes up for a few hours, creating a growing dark thunderstorm-like cloud, which then becomes a normal thunderstorm.



Extra Locations; The Canals



The canal waters are severely polluted, thus those living creatures within the waters have a 15% non-cumulative chance per exposure (or prolonged exposure periods of 8 hour each) to become infected by a random infection disease (*DM use* http://pandius.com/diseases_and_healing.pdf). There are also several monsters wandering about, and some might roam a region around a set location.

Airlocks

As per ToD on several locations and depths around the Alexander Plaza and another at the GSM level -3 at -50' depth in the North-western corner, see corresponding areas; [-1AP12 Airlock \(NE, E, W\)](#), [-3L Airlock \(nw,ne\)](#), [-2AP27 Airlock -2](#), [-3AP28 Airlock -3](#), [-3AP28 Airlock -3](#).

Ghoull Cave

In the School Channel at -30' depth between the Alexander Plaza and the GSM, See [Courtyard: Ghoull Chambers](#).

Kartouba Lair

There lives a Kartouba in these waters. An unknown mage in the FWA Era had summoned (or created??) this monster. It resides in the deepest regions of the canals feeding mostly on ghouls and larger fish, and rarely on the hapless gondolier, swimmer or person/animal walking by on the sideboard. It is totally afraid of Persiflex and since his arrival; the Kartouba stays in this corner of the canals near its lair. It has no shortage of food as the nearby canals deliver enough debris to feed upon and attract larger creatures feeding on them. It is this creature predominantly which prevents ghouls in the waters from feeding on the cities population, due feeding on it, keeping their numbers acceptable low. It also feeds on the other sentient aquatic races if in range, and this might be the reason for the half eaten Troll discovered 1014AC. For more on the Kartouba see http://www.pandius.com/Monster_Manual_3.pdf page 1016.

Solar Clock

Placed in the Chamberlain's Channel southwest of the GSM at -30' depth. This magical item intended to function as a Teleportation Device (*without failure, side-effects, and such*) to and from any object within the Planetary System of Mystara and the Inner Planes (*and maybe even beyond...DM decision!!*). The first and last time this item was used was in 1007 AC when a group of adventurers were teleported on the approaching meteor directed at Darokin City. Directly after the item was used the creator saw the active item becoming hotter with each passing minute and needed to cool the item as soon as possible, as he predicted great nastiness due to the massive amounts of Elemental magic and magic crystals used in the item. Since the item was tested near the [5N Turret Top SW](#) (where it was obscured from direct sight), the easiest way was to dump it over the ledge into the canals. With great efforts and severe burned hands as result, he succeeded and within a loud splash followed by a huge cloud of steam the item landed deep within the canal.



Unknown to the creator of this magical item, the item still functions, but it always needs continuous cooling when activated, else it will explode 3 Turns after each use or after 24 Hours (whatever comes first) in a 100 yard radius (at 20d8 Blast damage). Before the item is activated a location must be calculated using successful Astrology, Astronomy, AND Planar Geography knowledge skills by the same individual. Then the item must be activated vocally (which is impossible without spells enabling to speak underwater (*Water Breathing in itself is not enough, but usage of magic of water elemental adaptation will do. Just as being an indigenous underwater creature will be able to do*)). The teleportation will magically or elementally (undispellable) adapt the creatures teleported to survive on the intended location (*survival if there is no element available to be adapted to, Elemental adaptation (as the Rods) if there is such element*). This means no matter where creatures are teleported too, they are able to survive there, breathe the air, eat the food, drink the liquids the normal populace does if any, or be effected by the survival spell without needing to eat, drink or breathe. The characters are not affected in any other way. When the characters desire to return, they only need to think so and after 1d3 rounds they will be teleported back to Mystara, causing the active magical item to stop instantly. The item will work the other way too; by calling creatures from the intended location, adapting them to Mystara or elemental Nature. Each creature can then be teleported elsewhere by the item becoming adapted to that region as the item describes. If the item explodes any of the affected characters will notice this; from this moment the adaptation can be dispelled by any Dispel Magic at 15th level or higher, and will dispel after 24 hours in either case, and they must return/survive on their own accord. Some mages know this item, but only a few know it is able to function, but none dare due the risks involved.

Graveyard

This graveyard was the original graveyard of the first Blackmoorian Redfen inhabitants; as such these graves are from 3510 BC to 3495 BC, spanning 15 years. Most of these are local workmen (*rectangular stones*), some clergy (*cross shaped stones*), and some royalty (*house-shaped stones*). This graveyard was one of the first surfaces becoming inundated, and slowly sank even deeper in the ages following. 122 grave stones are accounted for, but the number of graves might be even larger. Several graves hold more chests, and many chests (*holding the poor or Elves*) are buried without a stone (*there has been a wooden marker on each, but these faded away in 4000 or so years*). As such the total estimated amount of graves is well over 250 to maximum 300. It is unknown if there are undead within the graves, but it is sure Entropic Magic will cling on the ancient remains.



Not much of value could be gained here, each grave might contain Treasure V (see RC page 225 and 226) but no organic, metal or magical item will have survived this long period. As special treasure is rolled; only rolls of 31-40, 91-95 will be still original, rolls of 96-00 will yield bottles of indigestible liquid which was once wine. Each of these items will still be valuable as dictated by the table. Other rolls are either completely eroded by time, or leave unusable item parts of no value at all. The DM may however use this graveyard as an energy source for Entropic energy, where each grave is equal to 1d8 spell levels of Entropic Energy to be used freely if so summoned. There is a 5% chance doing (per grave, cumulative if more graves are used such in the same time so will activate a **Minion of Chaos** (see [Monster Manual 4](#) page 1385-1386) which could alert a **Master of Chaos** (same link page 1387-1388) which could send a **Nightshade** to investigate, support or attack whatever is on that side (same link page 1347-1360), which will have devastating effects, whatever it is ordered to do.

DM: The Last Enemy

This could be a conclusion battle for adventurers following the suggested [The Great Organ of Thalia](#) campaign, just before they flee Glantri City for the last time, and flee beyond the range of the ENS. The Necromancers of the GSM in the last decades finally identified the identity of their nemesis; the PC's and the Grey Hero. Unknown of their plans but knowing the power of the underwater graveyard, they strike a deal with a Master of Chaos to send a Nightwalker to deal with the PC's forever. This thing tries to slay the PC's on their journey out of the city, and all who accompany them

Stone Lion Statue

Deep under water, at -90' depth in Manor Row, southeast next to Alexander Plaza, this object can be found. Bent wreckage of an early Dragonfly of Doom by Volospin (see [AC11-TSR9220-D&D-Mystara-The Book of Wondrous Inventions page 87](#) or [adventure Apocalypse Then Gaz3 page 88-89](#)) is found nearby. A large but crude Pillar with an primitive obsidian bowl on top, stands behind a 7' tall, 11' long, 4' wide statue of a lion. *Although lions have only become normal creatures after 120AC due import by Thyatian Arena handlers from captured examples from Davania, this statue predates even the Blackmoor era, in a time where none of these creatures could have roamed the region (as it was to near the Polar Ice). Unknown to anyone, this is a perfect depiction of a prehistoric lion which did exist in the region dominated by Brutemen. They had created the statue as a way to appease the creature which regularly hunted these early humans. As such the statue is about 6500 BC. If it is ever brought to the Brutemen in the Hollow World, they will herald it similar like they did before; the remnant of their traditions still desires this statue to be among them.*



DM: Bring it Back Home

A DM with PC's who have ever visited the Hollow World could have this task as a heavy adventure. Let them discover the item, and after GSM library research its history, then let them think how they would transport a 15.000cn stone statue secretly out of the canals, out of Glantri City, out of Glantri, out of the Known World and into the Hollow World. Of course this can't stay secret and officials and curious greedy others will demand to know why they transport what, and try to obtain the item if it is magical, valuable or powerful. The item is neither (other than maybe a holy object and as such a contact to the Brutemen if correctly prayed to) and the adventure will cost the PC's hundreds or even thousands of gold pieces, lots of dangers, and new enemies, just to bring this item there. Their benefit will be Honor, eternal Brutemen friendship (and remembrance for at least 5000 more years), and special crafted Brutemen items (of which some could be primitive magic befitting the culture and the Hollow World Magic rules.

Dragon Skeleton (East and south)



Unknown Small Blue Male Dragon, slain winter 766 AC.

Unknown Large Green Female Dragon, perished 888AC

722AC; an unknown almost large sized blue male dragon tried to enforce Serra the green dragon of Glantri into his pyramid of power instead of reversed. The battle was in the early morning; and the suburbs were already shrouded in the chlorine gas of Serra, several shack/s and houses burned due the lightning of the Blue Dragon. Twice both dragons crashed into the city below, causing massive damage, twice they rose up to the sky creating green clouds with lightning. Then finally the blue dragon fell down, and plummeted straight into the dead-end section of the Manor Row east of the Silver Tower Inn. Serra recovered soon thereafter and became a Large Green Dragon. When a [small chaotic Dragon](#) like Serra becomes a large Dragon, a violent storm hits the region, causing great fear. The storm raged for two weeks before it subsided. Great was the damage to roofs, trees and structures, but there were only 3 additional casualties. The remains of the Blue dragon today could be a resource for dragon components, but there is a 50% chance that specific parts (like the left lower fang for example) already have been removed. Most still to be found are, teeth, claws, bones, and a lot of scales.

DM: The search for Death

738AC; *Marcus Hasselblatt brought in a young green dragon to live and be studied on the tower of the GSM (now Administration Tower). She stayed a 150 years before it was sent away with a sufficient amount of treasure (see [Administration Tower](#) introduction). What nobody knows is what happened directly after she left. Serra needed time and several flights to collect her treasure and relocate it to her new lair in a hidden valley in the western part of the Dwarfgate Mountains; a valley called Nan Thau-ye Silleff by the Elves of Alfheim. Unbeknownst to her one of the items within her hoard was craved for by Prince Brannart McGregor. He placed himself secretly on the rooftops of the merchant houses south of Magistrate's Canal with several deadly spells. When Serra left her ruined tower for the last time, just before sunrise, she flew over the Alexander Plaza. With great surprise the destructive magic struck her fatally, and together with her last bags of treasure she tumbled down in the canal and perished. Brannart tried to collect what he desired but could not find it; either it was already in her new (location unknown to him) or it was nearby, hidden in the muck and goo of the canal. From that moment on Prince Brannart has hired adventurers to try to get the item (DM's choice).*

This adventure depends solely on the DM; make it easy and the item lies nearby the remains of Serra the dragon (thus only problems with the Canalmaster, some undead, and nearby critters), or be it hard and let them research where she went, how to get there, find the lair with many more opponents. Don't forget to read [How deep are the Canals](#) on licences.

Water Elemental Gates

Within the canals are several gates linked to the Elemental Plane of Water. These are always either incoming



Ingoing Water Elemental Gate (Bloated Bubble) Outgoing Water Elemental Gate (Whirlpool Vortex)

(From the Elemental Plane of Water into the Prime Plane) or outgoing (reversed). These gates are never both ways due to the temporal flow dominant in this element. These Gates have no direct contact with each Plane, but use waving vortices to connect each corresponding gate and hence the Planes. As these gates are located deep in the canals travel over them is always without problems, although gondoliers know the extra effort they need to steer away from these locations.

An incoming gate is a large bloated bubble of elemental water mixing with Prime Planar water, muck and air, and this gate tends to force objects away from the gate. An outgoing gate looks more like a Whirlpool, and actually is the Vortex penetrating a bit too deep into the Plane. As such these gates tend to draw objects towards the gate. As the power of these pushing/drawing forces are limited to about 10' active region from the gate, the current can still be affected by them. And light floating objects can enter the active region and be pulled into any outgoing Gate. Creatures tend to stay away from the active region of any gate as there is a strange unpleasant (though not harmful) feeling caused by them.

Often ingoing and outgoing gates are located near each other (to several hundred yards and cause a flow pattern between both. This is happening on both sides of the gate; in the Prime Plane and in the Elemental Plane. However, **the vortices** of nearby gates connect other gates to their locations, and thus it is near impossible to enter an outgoing gate to the Plane of Water and use a nearby Outgoing gate to the Prime Plane arriving near to the start; mostly this will lead to other locations; as such these gates (if one knows the locations, and precise destinations) can and will be used as an fast trustworthy way of travelling to other Prime Plane Locations. There is however a rumour of bifurcating vortices leading to two or even three locations, making some vortices unreliable to be used as a constant direct way of travel, unless one has means of controlling the flow INSIDE the vortex as desired.

The only known Vortex with entry and exit near to each other is the [Elemental river](#) underground the GSM. These are actually two vortices besides each other, twirling around the other, ending near to each other in the GSM on the Prime Plane and the Hydromancer Bastion on the Plane of Water.

The **Hydromancer Bastion** is a huge (500 yard diameter) Crystal of Ice 1 mile underwater in the Plane of Air, with hundreds of chambers embedded within stocked by the Hydromancers at will. There are currently no detailed DM/PC maps of this region. A DM needs to draw it himself, but must keep in mind that the structure is 3dimensional and inside locations should reflect that.

Known destinations are; Alpha Norwold, several locations on former Alpathia amongst one near Seashield, at least 12 locations in Undersea (some near Minrothad or Ierendi Isles), The Great Whirlpool in Norwold, a river on Vulture Peninsula on Davania is created by a large gate, and more of these elemental based rivers exist in the Skothar, Davanian and Brun Mountains leading to the oceans where outgoing gates exist. A DM could create a network of these gates between the Water Elemental Plane and the prime Plane as he sees fit, as such a network does exist.

Keep in mind that any gate affected by Antimagic or Dispel magic or Close Gate magic will close on that side alone and reform within 1d4 turns anywhere else. If such a spell or affect would be used inside a vortex the vortex will be destroyed and with it all connecting gates.

Sunken Vessels

Map	Type Vessel	Date Sunk	Information	Possible remaining Treasure
A	Large Gondola	12 Fyrmont 1008 AC	Contains 12 victims slain by an Alpathian attack during Great War.	Weapons, Items of war
B	Touring Gondola	3 Fyrmont 978 AC	Contains body of Kronдохar dignitary	Treasure, Body, Proof of Intent, few weapons, jewelry (personal)
C	Touring Gondola	11 Swiftmont 988 AC	Contains diverse goods for Silver Tower Inn	barrels, chests with goods of variant nature
D	Party Gondola	13 Ambyrmont 953 AC	Contains the Body of Lady Mertha vosizany and student Mirko de Vaal (who jumped off the 5 th floor railing on the vessel causing it to sink). Infested with Ghoul Fish	Luxury items, jewelry, coins, decorative magic, bodies
E	Large Gondola	15th- Yarthmont 1010 AC	Unknown, sunk at night 3 survivors desiring something (body or item(s) to be retrieved since then.	anything the DM desires
F	Party Gondola	13th Vattermont 1001 AC	Contains 3 victims (sunk by Master of Canals).	3 bodies, proof of intent, proof of culprit, some money, items
G	Merchant Vessel "Capra DiLuca"	11 th Swiftmont 877 AC	Contains remnants of 43 victims, and goods, infamous disaster where the vessel caught fire, and sunk in a Blaze.	some money, lots of bones, wood and other remnants, some cargo not harmed by fire nor water

Gondolas are depicted in Gazetteer 3 page 63, and the picture there from page 12 is large gondola, which in effect is a party gondola without seats and a chamber stretched to the max for storage of goods instead of people. Bodies are to be returned to the family for rewards, proof will have much greater impact depending on the act and if it gives identity of the Culprit. This could give far-reaching consequences for the PC's, and even Glantri.

DM: Treasure Diving

Each vessel may hold a small adventure based on the treasure and information; enemies are Undead (animated; skeletons or zombies at lower levels, to ghouls, elder ghouls, and Velya at higher levels. Variant kind of Ghoulfish (see MMMC4 page 1187) will be available at any level. Don't forget to read [How deep are the Canals](#) on licences. Keep in mind the water around vessel D is only 5° Celsius (see [-3EE11](#)) maximum and thus places a hefty penalty on the ability to stay below (con-50%).

Underwater Tunnel and Gallery

As per GkoM; The Canalmaster oversees the use and maintenance of the capital's waterways. This post, originally considered minor, has grown in importance over the years. The Canalmaster has become, in a sense, a keeper of secrets within the city.

No simple waterways, Glantri City's canals hide escape tunnels, entrances to dungeons, and monster lairs (only the region as mapped above is detailed, further in the city, there is much, much more secrecy and hidden underwater. The Unseen Hand and other killers stash corpses of victims beneath the surface. But to one person, the canals hold no secrets. The Canalmaster

(*NE, human Male, age about 45, clear overweight, narcissic, egocentric, delusional, wizard level 16*)—whose real name no one knows—has a small army of ghouls, ([MMMC4 page 1177-1179](#)), Lacedon (*see same link page 1181*), and Koalinth (*aquatic version Hobgoblin see [koalinth](#)*) hiding in the waterways to spy on all canal activities and explore every nook and cranny of the canals finding all the hidden caches and secret tunnels. His henchmen/lieutenants are Velya (Underwater vampire (*see [Monster Manual 4 link page 1302](#)*)). Using his ring of Elemental Command, Bowl of commanding Water elementals, he fills the canals with water-based creatures that serve him. His cloak of the Manta ray lets him travel the canals quickly and secretly. Maybe he was able to justify all this by claiming Alpathians were infiltrating the canals?

DM: A Betrayal Wet

This adventure resolves around the Gallery and the tunnel underneath the merchant houses south on the map. Don't forget to read [How deep are the Canals](#) on licences. Those wishing to find items in the water or in the secret underwater entrances to various spots in the city can attempt to bribe the Canalmaster. A visit to his Port Quarter office is an unforgettable one, for he relates poorly to the city's lad-dwellers. He mutters to himself constantly, responding to voices only he can hear—an insane creature even by Glantrian standards. He rarely seems interested in gold, but normally has some odd task for those wishing information, such as delivering a mysterious parcel or spying on a certain noble or city official. The Canal master's personal goals (if he has any) remain murky.

It is advised to use the Glantri City map as supplied in the GkoM and Gaz 3 books, as the adventure could weave itself all over the city canals. Upon need of the PC's for some information, the Canalmaster sends the PC's to investigate this area. The question is why them, and not his secret troop of Undead. This question the PC's may ask if they know of his secrets, but he'll never answer, resorting to his insanity, speaking to an imaginary friend. The PC's are enabled to discover a powerful Velya (Cambutrin) has betrayed the Canalmaster decades ago, and plays the slave, but in fact is the Master. With use of a powerful Feeblemind, Forget and Control Human spell combination, he is actually the one in control. This individual has learned of the Shell of Darkness and how it will bring power to the Undead and Necromancers, and he intends to be powerful enough to control Glantri City...or at the very least the canals. This is an adventure which could be used as a prelude of Darkness coming.



Ring of Statues



Within the School Channel, near the hidden airlock in the north-western corner of the GSM here is this strange circle of stone statues. This circle of stacked statues is in fact the larder and art project of Persiflex the Abbaton, and consists of naked bodies of Glantrian citizens petrified and real statues made by his waterblast eyepower placed on top of the petrified bodies.

Due to the real statues on top of the petrified bodies, investigators determined that they were not petrified bodies (using Stone to Flesh spells), and thus stated the whole circle of more an art project or a way to summon something within (due its direct

proximity to the GSM), and decreed to leave it alone. .

Persiflex the Abbaton is a normal Beholder and not an Aquatic Beholder. He is an abomination to other Beholders as he is different. The chaotic genome enabled this creature to be able to breath water AND air. As being rejected by all of its own kind it wandered about in search of Power and Magic. During the Great War it was summoned from its location in Alphatia by an Alphatian Mage to attack Glantrian soldiers in the city. He did so, but suddenly he was freed from the Controlling magic; when he turned around he saw a Glantrian soldier just had killed his summoner. He retreated into the canals not to be attacked by the multitude of enemies (*aka humans*) around, as he is just a Holvatt (*young adult of 29 years*).

Persiflex now lives already 5 years in the canals, and has mastered great knowledge about it. It still does not dare to approach the Water Elemental Gates, but if aware what these are, might decide to relocate and enter the Plane of Water to live there instead.

Persiflex is in all human appearances a common beholder, but in Beholder appearances he is completely different; he has almost no scales but his body seems to be more like flesh, with fused scales on non-moving parts. He is green like the canal waters (some camouflage adaptation which affects the creature slowly in a period of a month). Disdains the surface where each time he arose was attacked by magic and weapons, and thus decided to stay under water. He created a lair in a blocked tunnel and created a standard beholder home (*see back cover TSR 9522 - Eye of Pain with one difference the entry is horizontal and the whole lair is underwater, the back end opens up in the Slums north of the Main City and is rarely used, if at all*) within the old Blackmoor structures underneath the Malapietra Estates (*unknown to the occupants of the Estate; but guards and adventurers who have confronted Persiflex the Abbaton know it appeared there most often, and some rumours speak of a link*).

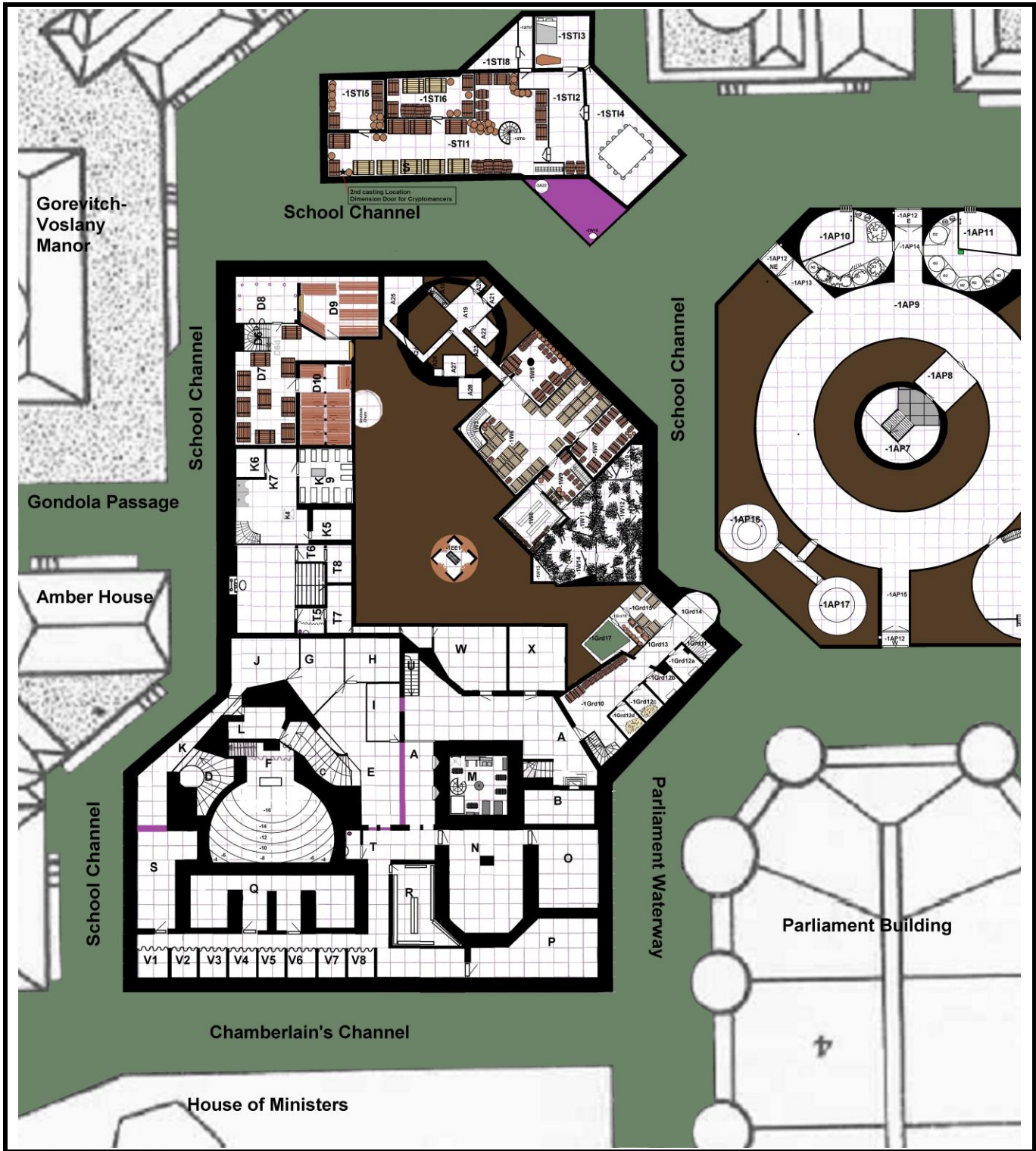
Persiflex the Abbaton is in statistics somewhat different to a standard Beholder; his Telekinesis is twice as strong (*and double this underwater*), has two Petrification stalks, and instead an eye of Disintegration this forcefully shoots a thin ray of water to the target causing massive damage negating any Armor (*thus no AV or lower full AC including magic as if armor does not exist*). His central eye is also different in that it does not nullify magic of 5th level or greater (*i.e. Elemental Gates*) but instead suppresses it for 3d10 turns at most, even active spells. In all other aspects use the standard statistics of a Beholder as per RC page 160.

DM: Horrific Art

This adventure could be played in the normal adventurers slaying monster sense, but it could also be used in a way more teasing (and difficult) in removing the danger by bringing it into the Plane of Water, enabling it there to live in relative peace. (Of course the creature could reproduce with itself or with Aquatic Beholders there; thus it would create a relative new Beholder race in time.



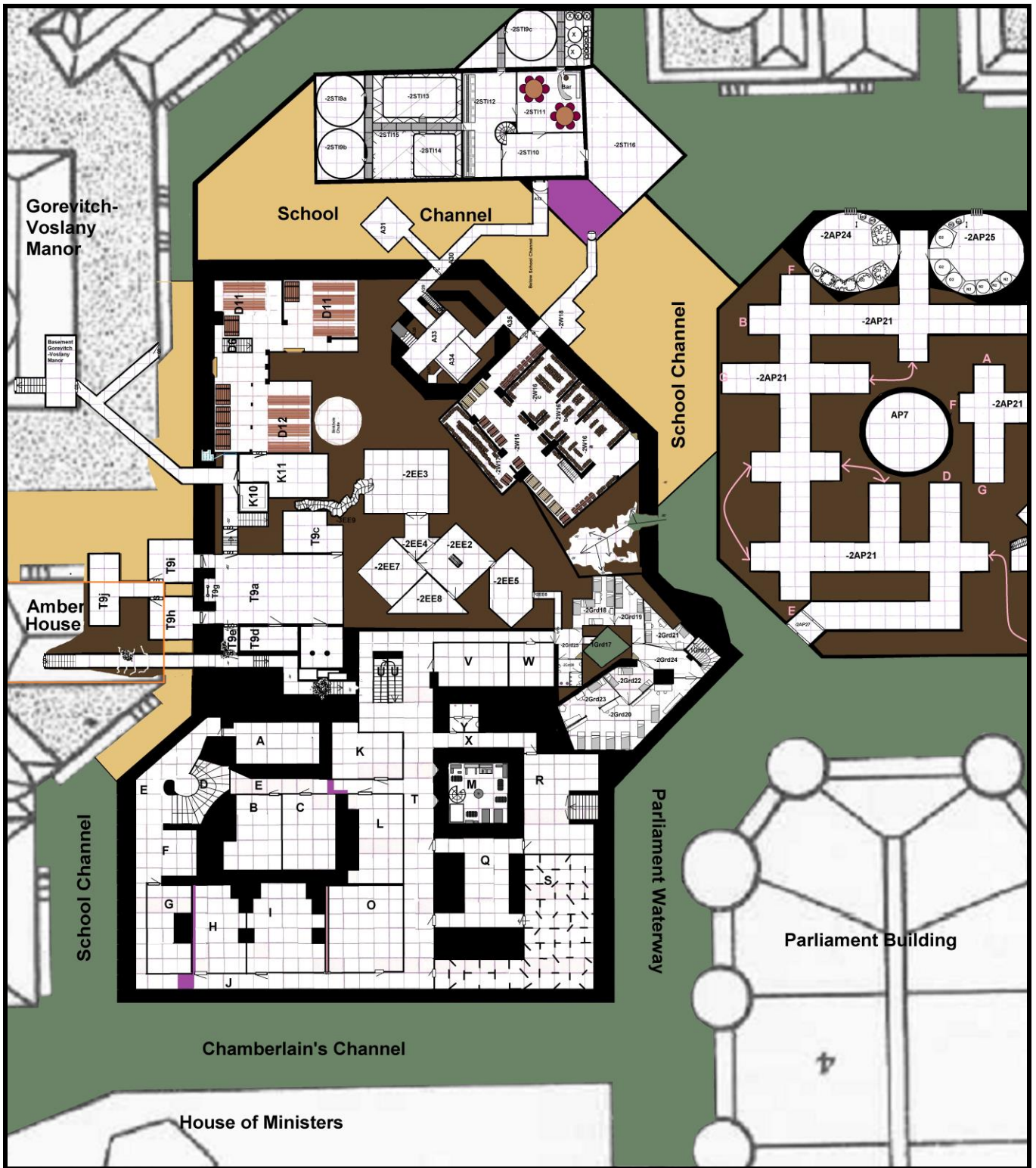
Eye	Location	Power	Range	effect	Saves
Central	Front	100% Anti Magic	140 yard/90° arc before Beholder	Nullifies active 1st to 4th level Magic Supresses inactive and 5th level + Magic	none none
1	Front	Telekinesis	60 yard thin ray	500 LBS manipulate	none
2	Front-Left	Charm Monster	60 yard thin ray	Charm	Negates
3	Left	Waterblast	20 yard thin ray	7d10 damage (drills away stone as sledgehammer)	halves damage
4	Mid Left	Death	40 yard thin ray	Kill Target	Negates after 1 r
5	Back Left	Fear	60 yard thin ray	run away 2d4 Turns	Negates after 1 r
6	Back	Slow	60 yard thin ray	Slowed 2d4 Turns	Negates after 1 r
7	Back Right	Flesh to Stone	60 yard thin ray	Petrification	1 r Delayed
8	Mid Right	Cause Serious Wounds	50 yard thin ray	2d6+2 damage+2 bloodloss/r	2 damage
9	Right	Flesh to Stone	30 yard thin ray	Petrification	1 r Delayed
10	Front-Right	Charm Person	60 yard thin ray	Charm	Negates



GSM Level -1 at -15'

In all these maps canal waters (polluted) and other (clean) waters are colored blue-green. Packed earth and natural stone are dark brown. Saturated earth is coloured yellow brown. Earth without stones is colored light brown. Structures not part of the GSM are not detailed. For direct link to these map; [Direct Map Links](#). Black are brickworks, magical stone or even steel. Pink are magical created stone. Purple is plastic debris.

Dating; 3469 BC: Sunk between 3458 BC and 3451 BC: located at: -15' below water level. Containing; Gasdrill tubing, material check-up chambers, former crew accommodations, Remnants of Launch area, Remnants of research laboratory. Later added functions are; lower Chambers FWA/GSM.



GSM Level -2 at -30'

Dating; 3451 BC: Sunk between 3451 BC and 3445 BC: located at: -30' below water level. Containing; Gasdrill tubing, material check-up chambers, Remnants of Launch area, former crew accommodations, Remnants of research laboratory. Later added functions are; lower Chambers FWA/GSM, secret craft rooms Earth Elementalism.

3rd Layer Basements; Wizard Warrens, Testing Grounds.



Dating; 3468 BC: Sunk between 3466 BC and 3470 BC: located at: -50' below water level (some areas are located some feet higher have a lower ceiling, others are a few feet lower, having a ceiling no higher than 15'). Containing; Gasdrill tubing, material check-up chambers, former crew accommodations, Later added functions are; lower Chambers FWA/GSM, incoming Elemental gate of water and river, Wizard warrens, Testing Grounds, secret craft rooms Water Elementalism.

The White room block in the south is the Graduation test as presented clearly in **Gazetteer 3 page 90-93**. It was originally the gas storage unit in the Blackmoor Redfen era (hence the round rooms). As such all walls, floors and domed ceilings are of the ancient Blackmoorian "magical" stone (*armoured concrete*). The domed corridors are 10' wide with a domed ceiling 10-13' high. Doors are standard GSM doors, as is the lighting; both were added here after the discovery of the area and readjusted for its new usage. The spheroid 20' diameter rooms, were originally the storage containers for the unknown gas, as can still be seen by the Metal on most walls (*some rooms the metal was thus corroded it was removed*) and the lid in the top centre of the ceiling, which is no longer functional. These rooms have been partially filled (4' to 5') with packed earth to level with the corridors, and then covered with Marfil Crème Marble, making the top of the ceiling at 15' -16' . The entrances to these spheroid rooms are 2.5' wide 5.5' high corridors with a continuous directional force in each (see arrows). All walls are colored light grey (*unless noted otherwise in the Gaz 3 descriptions.*), and filled with variable stuff for the graduation test. These rooms are no further detailed as their description in Gazetteer 3 is already very detailed.

The Graduation test has been postponed long enough due the war and its aftermath (restoration, recuperation, etc) for the Shell of darkness to penetrate this area unnoticed until 1013AC. No teacher thus far has checked this area, and when adventurers in Test of Darkness discover the Darkness, the GSM staff learns very soon thereafter, the darkness has affected greater areas than ever expected.

The rooms in the western section of the GSM are new additions and detailed here. This area was a workers area for geologists with devices of research and/or control (like computers), but the blast of fire literally burned all traces away, the few metal remaining have corroded by the ages, and precious metals have long been collected and removed (like copper wire, gold remnants of electronics, etc. only the metals within the walls still exist, though molten, and their use is unknown to the Glantrians, FWA, and even most Immortals. Rafiel and Asterius would know (as being from the Blackmoor era and/or being accustomed to technology like we in the real world), and recognize these remnants for what they were. But if becoming aware of this they would remain silent, and keep this knowledge a secret to themselves.

The Rooms in the South East (text marked grey) are those from the **Adventure Test of Darkness**, where the map is slightly modified here. Forget the older version; use this one instead, as this map takes the whole GSM into account, enabling all connections to be made. The rooms on the map will get additional notes here. This whole area was a gas/energy research laboratory in the Blackmoor Era, and some rooms still reflect this.

For all minor maps used in Test of Darkness use half the given scale (1square = 4' instead will be; = 2' , etc), and readjust the compass orientation (N=NW) on these maps as this is changed by tilting the map 45 degrees and attaching it accordingly with the GSM.

The other three areas: underneath Alexander Plaza, Silver Tower Inn and the Earth Elementalist caves in the north are detailed in their respective chapters; [Alexander Plaza](#), [Silver Tower Inn](#) and [Secret Chambers of Earth Elementarists](#).

Why is this level so different in layout and architecture? This mainly has to do with how the structure sections were used independently. There is the gas storage which has become the GSM graduation testing ground. The work tunnels -3AP21 underneath Alexander Plaza shape that region. The region remaining (*Wizard Warrens and GSM lower Chambers*) seem to be constructed on sections more separated than anywhere else in the upper sections of the GSM, yet still they can be designated to be separated in specific sections. The remaining are tunnels, fortified and were added later.

Clearly recognizable are -3J, -3N, -3K and the airlock as one section; most probably used as a docking region to load special vessels to transport refined gas to other Blackmoor regions. This would also clarify the tunnels and many pipes within the -3AP21 tunnels. The pink sections connecting the Alexander Plaza and the Warrens were originally connected to the docking region, but were later closed when that region became the Rocket Launch site.

Another typical location of the Warrens are the rooms -3C, -3D, -3E, -3F, -3G and -3H; clearly a rectangular structure within a compound of other structures. The exits of this area were later turned into enclosed corridors (-3E=SE, -3C=NW, and -3H=NE) As here are no pipes, tubes and only some minor cables in here, it is best to assume this region had another function within the compound. The cell suggests a safety or security control location; a police station so to say.

As the region under the current Silver Tower Inn was a factory/Refinery, the tunnels connecting these locations were probably originally streets or walkways, and with the sinking of the structures were walled off, and later even roofed, in an attempt to keep the factory and gas storage/delivery continuing as long as possible, until they were relocated to higher sections. Probably due the danger of gas a minor temple was build here nearby.

That makes the region in the north-west totally different, and if it were not connected by the elemental river, neither location had an impact on the other. This suggests this region had a totally different function, or group of functions; the region is dominated by the drilltower (*Old Keep*). There is a somewhat higher region (-3AN to -3AQ which could have been a sort of magic extraction facility), a southern region (-3AI to -3AM, which were probably crew compartments—even though other rooms elsewhere could all have been designated as have been such—-3AB, -3AC, -3W for example), and a large group of structures in a circle northwest of and attached to the Old Keep Drilling Tower. It is best to assume these chambers were copies of the lower similar rooms to be used in controlling the deep drill to the gas deep below (*in the current Radiance Chamber amongst others*). Unrefined gas was also sent away in special vessels using the airlock -3Lne.

The Stairway -3U was added while the structure sank and was the main access to the region. This can be determined by the slight variations in the "Magic" Blackmoor stone (*concrete*) and clear damaging the top of each layer before another layer was to be added, and also materials used in the stairs themselves.

The area to the Northeast did not have any structures in the time this level was created, but was used to dump stone, concrete from crashed structures (*and probably used as a dumpsite for other filth and debris*). This can be ascertained due minute item remnants to be found in the chaotic distributed compact earth here, together with lots of "magic stone" debris, crushed wood parts, and glass- and ceramic ware. This area was reclaimed later when the site expanded with higher and larger levels (*levels -1 and -2*).

As a conclusion we can say the area had the following ten dominant structures; [Drilling Control Area](#) in the NW, with a [Docking station](#) in the upper NW corner and a [Communal Living Area](#) SE of the Drill Tower. The [Gas Storage](#) was in several Globular areas in the south, distributed through tunnels East to another [Docking Station Area](#). The safety to all crew was guaranteed by a [Safety Control/police unit](#) in the middle of the compound, while the main [Research/Refinery](#) was in the East. Another specialist research location was the [Magic Extraction Area](#), where Blackmoorians tried to extract the magic from the gas or did other experiments with the magic. And of course the [Landfill/Dumpsite](#) in the NE.

Keep in mind that the FWA and GSM could have added rooms (like the Earth Elemental Chambers), altered doors, rooms and corridors, by changing parts or adding/replacing with new.

Elemental river

-47' to -53', 6' -10' deep water in complete darkness. The rough walls and ceiling are magically hardened stone to resist erosion.

Connections: Middle River; [-3A Shallow Pool \(former room\)](#) +Ledge, [-3AH Broken Hall](#) in ceiling 50' downstream. [-3T2 Inundated Aquatic Testing Rooms](#) by standard door (lower 1' open for water),

A; At this dead end the walls are moist, a dense fog clouds the area, and a constant warm rain is released from the ceiling. Within this foggy rain is the incoming gate from the Plane of Water. The entry of water seems slow and not great like a waterfall (like most incoming gates) but due its size and area the overall amount of incoming water is still enough to create a steady river underground. Any persons coming into the Prime Plane by using this gate, plummet 10' down suffer half



falling damage as normal when falling in water. The ceiling at averagely -30', the water level at -40' flowing down, and the bottom of this area at averagely -46', the tunnels is roughly 12' diameter, varying in all directions, depending on the sturdiness of the walls and erosion. The descent is about 4' over a 20' distance, making the flow strong, and erosive. Water Elementalist in 1004 AC have kidnapped an Earth Elementalist to enforce the walls of this region from erosion. To help him in this process, a hefty reward was given to him afterwards, and the incoming gate from the Plane of Water was halted during his work. The final response of this stoic Earth Elementalist afterwards was typical; *“Dem waterdudes, know their powers dey say...nah...thus not...they forgot to include water erodes and gives shape to stone and earth. Luckily dey had at least one intelligent individual to get one of ours to help. I used my magics to strengthen the stones over a length of more than hundreds of feetz, below and above the waterz. My skin still itches due all the wetnezz, but the diamonds I got when I was released were worth the difficulty and secrecy. Still, I am very interested where this secret channel of theirz existed. The earth and stonez were equal to thozes in Glantri city, so somewhere there they must have thiz weird channel; going in and outz of the Prime Plane ...illogical and linear...typically water Elementalitzs. There waz also a ruined tower within of created stones of ages olde, similar to the stone of the Great School of Magic. Yet thiz is found all over Glantri City.”*

B: At this other end of the water tunnel, the current is very strong. Water comes in to this region not only from the tunnel river, but also seems to pour underneath the single door in this region. The area is roughly 15' diameter, with a whirlpool leading into the Plane of Water. The current is strong enough to pull an adult man from his feet and draw him into the Plane of Water.

Both the entry and exit gates take 3d4 rounds passing through vortices before exiting in the other Plane. Those unprepared for that Plane's ecology, atmosphere will suffer the consequences (Drought, or drowning). The locations of these gates in the Plane of Water can be seen on Harvard's excellent map of the Elemental Plane of Water here; http://pandius.com/28308734860_f5ebda4ce6_o.jpg. The gate going IN to the Prime Plane is located 1 mile north of the Hydromancer's Bastion; the gate going out of the Prime Plane is within the Hydromancer's Bastion. The Bastion itself is a huge clump of Ice, floating on the surface of the watery Planet in the full saturated wet air. This gate also absorbs the water coming in the GSM at this level through the damaged [-3L Airlock \(ne\)](#) doors, preventing flooding, more than it has done thus far. All water passes underneath all doors into the Gate.

C; This location is where the elemental water breached the ancient magical Blackmoor stone (*armoured concrete*). The stones were damaged here by earthquakes and water passing eroded the original cracks into a large tunnel passing through the structure. Debris from erosion further up the river is deposited here. The metal foundation within the stone has corroded away, yet remnants sticking up may bring great harm to those attempting to pass. This can be assumed to be a natural trap and thus detected by Find Trap ability or the Detect Trap spell. Careful moving along would thus be removing the trap. When however unsuccessful, or unknown, the *sharp pieces of metal cause an 1d6 damage if cut by it, and causes tetanus disease (see http://www.pandius.com/diseases_and_healing.pdf page 19, but also read page 4-5). This disease is also caused by any wound in the area when coming in touch with the floor, wall or rusted metals.*

This was originally an important section of the original drilling tower, but as the structure began sinking into the ground the Blackmoor Redfen residents had strengthened and raised the tower. They added several levels over time. This is the main reason the tower is thus sturdy, magic resistant, and massive, and when measured from the original ground actually very high.

The Red circle is where the PC's land after crashing down as per Test of Darkness page 17; *“A Watery Landing”*. It is advisable to read PC3 The Sea People Rulebook page 4 to 6 to know more of adventuring underwater (i.e. into the Plane of Water).

Keep in mind that large sections of this level are enveloped by the Shell of Darkness. Between 1013AC and 1015AC.

Wandering Monsters in this river are limited to;

0-50%;	3d4 3" to 12" large slugs (<i>harmless, inedible to humans, elves, treat to ghouls, dwarves and humanoids</i>),
51-70%;	1d4 Poisonous water snakes (<i>HD2+1, THAC0 19, AT1 bite +3d4 poison damage at 3/round or save vs. poison for 3 damage at 1/round</i>), these creatures work on scent/taste. And are unhindered by the darkness.
71-75%;	2d3 Water Fundamental (see; AC9-TSR91273-D&D-Creature Catalog page 24, or DMR2-TSR9438-D&D-Mystara-Creature Catalog page 42, or DMR-TSR2501-AD&D2-Mystara-Monstrous Compendium page 44-45), these creatures travel in or above the water and are confused as being accidentally arriving here.
75-80%;	1d2 Water Weirds (see; AC9-TSR91273-D&D-Creature Catalog page 80), these creatures travel in or above the water and are confused as being accidentally arriving here.
81-85%;	1d6 Travelling Water Elementals (<i>DM decide number, reason, level as per Party</i>)
86-88%;	1d2 Water Elementals (see Elementals), these creatures travel in or above the water and are mostly somewhat confused as being accidentally arriving here.
89-00%;	Other dangers; like loose rocks which might entrap travellers under water, deep sections (5-8' deeper than normal). Falling stones(1d6-AV damage, save vs. TS or KO for 2d20+ damage-Constitution rounds, flow away and maybe even drown.

All elemental creatures will eventually find the Gate to the Plane of Water and leave the area within a few hours at worst.

Shell of Darkness Effects as per ToD

The darkness feels numbingly cold, consumes the light from natural Light sources instantly, and magical Light within 1 round. It also prevents any ability giving visual information (like Detect Magic, Infravision, etc.). The Darkness has no other ill effects. Moving is difficult and when moving at normal speed dexterity checks must be made every round (penalized up to 5 by the DM if there are obstructions, or pits in range) or will trip, fall or walk in to walls/objects. They do not normally receive damage, but are stunned one round, and if fallen are also prone (save -4, THAC0 -2, AC+4, MV 0, 1r to get up). Reading books or scrolls is impossible unless these are tactile (like a bead spellbook, or an Earth Elementalist Fulgurite staff). Locating dropped items, or stuff inside a bag takes twice as long or even more depending on circumstances by DM.

DM's must limit the information the PC's receive out of their respective senses. Mapping is not allowed, or at best must be done by the player blinded (use blindfold, or do it under the table) using the DM's information. Do not forget using scent and sound, the standard scent and sounds will be given here. Attacks are made as if blinded (save-4, THAC0 -6, AC +4, MV 1/3rd, Sv Dr to locate target by sound). Thief abilities are penalized by 20% or more depending on situation. Ability/skill/profession checks involving sight have a penalty of -2 or greater.

Keep in mind that characters wandering around in the darkness into a well-lit area will suffer the same of penalties at least 8 rounds—Constitution adjustment in rounds as to be able to readjust to the light. The Shell of Darkness will hold all of its effects during Day(s) of Dread.

Beyond the Shell, within the Sphere other rules apply; All magic and light sources can be used again, except those mimicking Sunlight. Light intensity is reduced by 50% and thus also radius effects of spells/items/sources. A 30' Light spell will shed its normal light 15' and half intensity till 30'. A candle will shed light 5"full intensity, and another 5' half intensity. Any Darkness created can't be dispelled by adding Magical Light. Turning Undead is severely hampered by a penalty of 6 Levels of the Turner. Temperatures rise no higher than 40 degrees Fahrenheit, except very near to flame. Any Holy Items (Holy Water, Weapons, Spells) will lose this effect, as if disconnected from the source of holiness. Clerics, Paladins, and such can not pray for spells within the Sphere. Contact Outer Plane and Commune spells do not work, except to Limbo, and the Sphere of Death. This level is affected by the Radiance in the first degree of the [The Wasting Disease](#) One benefit of this Shell is that no external Divination spells will work within, which means no Crystal Balls, Detect Evil, Detect Magic cast or used outside the Sphere will reveal anything within. The other way around and within the Sphere they work as normal.



-3A Shallow Pool (former room) +Ledge

Height 15' , above ceiling/floor 5' thick ---see ToD page 17-18

Connected with; [Elemental river](#) up (north) and down (Southwest), [-3C Skeleton Trap](#) by corridor Southeast, [-3D Fire pit room](#) by corridor and standard door northeast, [-3B Old Storeroom](#) by short corridor northeast.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams of the same stone. Doors are all of reinforced wood with metal locks, handle & hinges. This room has been severely damaged by the eroding water. The whole north-western section has collapsed, and even most of the floor has been flushed away, creating a shallow pool of 5.5' depth (causing wading characters going down if unexpected). Only the remnant of the old "magical" Blackmoor stone wall remains, and is about a foot underwater. There are two poisonous water snakes (*statistics see wandering monsters*). Several large slugs will crawl on the walls of this region as these are attracted to chemical compounds unknown which left a desirable scent/taste or even food to them. Even though the snakes might have been defeated if the ToD adventure is resolved, this ecological niche will rapidly refill itself with similar snakes and slugs. Though this area and the river have been discovered, these were not explored any further by the investigators following the conclusion of ToD. As such the other access points are still unknown.

-3B Old Storeroom

Height 15' , above ceiling/floor 5' thick ---see ToD page 18. Connected with; [-3A Shallow Pool \(former room\) +Ledge](#) by short corridor southwest. Color/Material Theme; This room was a living room for the security agents residing here in the Blackmoor Era. Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*). The ceiling is made of large beams of the same stone. Doors are all of reinforced wood with metal locks, handle & hinges. There are several wooden tables with tools, wall shelves with jars & bottles, containers, wooden crates (cloth, rotting food (bags flour, sugar, grain, cornmeal). There is an alcove opposite door 3' from floor, 2' deep, and 5' wide & high, it contains a scroll Burning Hands & Detect magic and a potion of healing. (These items might be taken if the ToD adventure is resolved).

-3C Skeleton Trap (former wizards testing room)

Height 15' , above ceiling/floor 5' thick ---see ToD page 20. Connected with; [-3A Shallow Pool \(former room\) +Ledge](#) by corridor northwest, [-3E Menagerie](#) by double doors southeast, [-3D Fire pit room](#) by corridor and standard door northeast. Color/Material Theme; This room was a cantina, conference room for the security agents residing here in the Blackmoor Era. Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*). The ceiling is made of large beams of the same stone. Doors are all of reinforced wood with metal locks, handle & hinges. The western corner has either collapsed a few decades ago, in an earthquake, or it was in the same period a beginning digging attempt cut short very soon, to connect this area with the corridor between [-3AM Forgotten Storage](#) and Laboratory. The animated skeletons in this room might be defeated if the ToD adventure is resolved, leaving heaps of battered and bruised bones behind).

-3D Fire pit room (Into the maze)

Height 15' , above ceiling/floor 5' thick ---see ToD page 18-19. Connected with; Corridor to [-3A Shallow Pool \(former room\) +Ledge](#) and [-3C Skeleton Trap](#) by standard door, [-3H Crossroads](#) by open end southeast. Color/Material Theme; Color/Material Theme; This room was a shooting lane for the security agents residing here in the Blackmoor Era. Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*). The ceiling is made of large beams of the same stone. Doors are all of reinforced wood with metal locks, handle & hinges. In the middle of the room is a 10' deep fire pit; falling in it causes 1d6 damage; on the bottom are soot, ash, coal, and a human corpse (wizard robes, pouch 13 gp, dagger, golden brooch 50 gp)There is one carrion crawler (using smell instead sight, thus unhindered by the darkness—has rank fetid odour—disliking soot/ash). Both the items on the corpse as the carrion crawler might be no longer available if ToD adventure is resolved. When the crawler is defeated it remains here as a heap of organic waste and a damaged chitinous shell.

DM information; The corpse was Master Tedosius, a teacher in animal lore and assumed magical properties. In 1009AC he accidentally teleporting (*too low, luckily survived by arriving in a room instead of solid matter*), inside this long abandoned and forgotten room. Glad he did survive he directly began exploring the area and discovered the elemental river going downstream, where he noticed the ruined remnants of a structure breaking through the ceiling of packed earth and stone. A well aimed disintegration spell at the ceiling allowed him to enter that region (*with great difficulty as it was located significantly higher and he did not have access to a Levitation or Fly spell then*). Here he discovered this was tunnel leading towards a door next to a Grandfather Plaque Gargoyle (*see more -3AH Broken Hall*). When he opened the door carefully, he discovered it ended in the main stairway up and down, with the door secret on the stairway side. He decided to make use of this and return and explore the area he arrived initially later (*as there was a powerful guard on the other end of the corridor; some fiend or such, he didn't dare to attempt to defeat*). Using a fly spell he could easily fly from the broken hall into the river tunnel towards the warrens. There he found some areas of use, and soon began transporting his laboratory, books, equipment and furniture to go beyond the school rules in exploration. After a few months working, the Sphere of Darkness penetrated the floor, and enveloped the whole area between 1011 and 1013AC. Somewhere in this darkness he tried to continue his experiments but fell into the fire pit someday and perished by burning. ToD is assumed to follow this set of events a few weeks to 3 months at most later.

-3E Menagerie

Height 15' , above ceiling/floor 5' thick ---see ToD page 20-21. Connected with; [-3C Skeleton Trap](#) by double doors northwest, [-3F Laboratory](#) by standard door northeast, corridor to [-3J Haunting](#) by standard door southeast. Color/Material Theme; This room was the public area for the security agents residing here in the Blackmoor Era. Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*). The ceiling is made of large beams of the same stone. Doors are all of reinforced wood with metal locks, handle & hinges. The room was a pathetic menagerie where various animals and monsters were kept for study. There might be skittering noise, and the room is cluttered with cages of various sizes (most hold dead decayed animals with corresponding stench. Many creatures were devoured by Giant Rats (see http://pandius.com/Monster_Manual_2.pdf page 447+). Both the cages, as well as the rats might be no longer available if ToD adventure is resolved. Either way this room will be cleared by the investigators of the GSM afterwards. One of the earlier escaped creatures was the carrion Crawler from area [-3D Fire pit room \(Into the maze\)](#).

-3F Laboratory

Height 15' , above ceiling/floor 5' thick ---see ToD page 21-22. Connected with; [-3E Menagerie](#) by standard door southwest, [-3H Crossroads](#) by open arch northeast. Color/Material Theme; This room was an interrogation room for the security agents residing here in the Blackmoor Era. Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*). The ceiling is made of large beams of the same stone. Doors are all of reinforced wood with metal locks, handle & hinges. Strong chemical scent, one table knocked over, lots of shards of glass on floor, incomplete flesh golem, (*half hp normal, Att once/round half damage. Suffer harm from nonmagical weapons, move slow, (one leg half attached==AC9, AV0, HD9*, HP20, THAC0 11, Att1*, 1d8/fist1/r), immune to all spells but electricity=heal (1d4hp/HD), fire/cold slow for 2d6 r (as spell)...clumsily violently sv dr 2r or 1hp damage.* Amid the clutter of the laboratory 3 potions, (*speed, poisonx2 =1d10 damage 1hp/r*) book magic creations 400n, 200Dc value, and a “Dungeon Key” can be found. Depending on how ToD is resolved the Golem might be defeated and destroyed, or still inactive, and the items may have been taken away. All equipment and the remains of the golem will have been removed by the investigators of the GSM afterwards ToD. The debris, glass and lots of clutter will remain; cleaning is a menial task not suitable for mages

-3G Dungeon

Height 15' , above ceiling/floor 5' thick ---see ToD page 22-24. Connected with; [-3H Crossroads](#) northwest by stairway up, lower Cell downstairs. Color/Material Theme; This area was a prison cell for miscreants in the Blackmoor Era. Inner walls are ancient Blackmoor “magical” stone. The ceiling is made of large beams of the same stone. Doors are all of reinforced wood with metal locks, handle & hinges. This area is due sinking actually located on level -4, and originally had an access to [-4N Museum of Osteology: \(Former Safety Control Incarceration\)](#), but as it sunk irregular, and broke away it has no access to that level anymore (a former door still reveals it did earlier), it is described here as per ToD. A floor trigger trap is located halfway the stairs (*Firing magically an arrow at 4' above ground level with a THAC018 for 1d6 dm, retrigger each new step on, 30 arrows on stock*). Bottom stairs magical trap; triggering an Audible Glamer outside above the stairs whimpering in fear, begging for help. In the prison cell is a prisoner locked Lamasu (creature from another Plane). When ToD is resolved the Lamasu will no longer be found here, leaving the prison open and empty. He will be freed by either the PC's or soon thereafter by investigators. As the traps are magical, they will still be active.

This creature with clerical abilities, named Zairadon was brought here by “A Summon one Dares not Deny” spell cast by Tedosius in an attempt to find help fighting the Darkness. Tedosius often traded with Yrris Guth, and was even invited here once within this hidden domain by use of the airlock (*Thus making the area feel as if totally hidden and unattached to the GSM*). Soon thereafter Tedosius perished, leaving Zairadon unaware of this. When he no longer attended his class, the headmaster instantly abandoned his rarely followed course, and accepted Tedosius as to be no longer alive or uninterested in continuing this course (*he had only 3 students interesting, and the Museum of Monsterlore was less chaotic and better as resource*). Yrris was interested in what had happened though and secretly passed the airlock with some guards and fighters, but was barred by the slowly encroaching darkness. At the same time Zairadon discovered Yrris entering through the airlock without Tedosius, but with man of arms. Even though aware, Yrris still succeeded into surprising and capturing the Lamasu and imprisoned him in the Dungeon where magic can't breach due the high amounts of lead in the walls and doors. By doing this Yrris became an enemy of Zairadon and the GSM. She decided to make use of the area she had learned earlier as best she could, but never retrieved Tedosius due to the weird darkness.

-3H Crossroads

Height 15' , above ceiling/floor 5' thick ---see ToD page 19-20. Connected with; [-3D Into the maze](#) by open arch northwest, [-3F Laboratory](#) by open corridor southwest, [-3G Dungeon](#) by stairway down southeast, corridor northeast to [-3O Crashed wooden Stairs](#) by open arch. Color/Material Theme; This room was a the front end of the shooting lane for the security agents in the Blackmoor Era. Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*). The ceiling is made of large beams of the same stone. Doors are all of reinforced wood with metal locks, handle & hinges. When ToD is resolved this area will not have been examined further. The GSM mages investigating stopped moving beyond the crossroads.

-3I Haven of light

Height 18' , above ceiling/floor 2' thick ---see ToD page 25. Connected with; corridor to [-3O Crashed wooden Stairs](#) and [-3M Dead end](#) by standard door. Color/Material Theme; This room has been created in the Blackmoor Era and probably had a religious function. This walls of this room were built around the natural crystal growing out of the stone floor in the early years of the GSM (unknown but between 845AC and 875 AC). In those days it was only a few feet tall, and according to current geomancers a reaction upon pollution, and growing due the Radiance. Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*). The ceiling is made of large beams of the same stone. Doors are all of reinforced wood with metal locks, handle & hinges. As the picture dictates there are arches to the sides of 4' wide and 5' high (*on the map given as a line*). The walls are decorated with stones, wooden beams and white chalk to resemble a half-timbered house. The room is lit by 2 standard continual light globes with white light, and a reddish glow from the 9' tall six sided crystal obelisk permeating as far as its 3' diameter 2' high pedestal, combined these lights give the room a girly pink atmosphere.



(Although ToD text states the obelisk has 4 sides, the accompanying art clearly dictates otherwise, making a 5 or even a 6 sided obelisk more logical when seen in 3D geometric patterns). The structure around the obelisk was placed here long ago by GSM masters (restore memory cast spells 1/week/character touch = Caster is aware of this). The origin of the Obelisk is forgotten, but rumours indicate it is an ancient structure from a forgotten culture predating the Great Rain of Fire. How the obelisk got into Glantri is also unknown, but even here rumours give a possibility; the underground secret dungeon of the mage Barimoor. Unknown to the PC's this is a single natural crystal, decorated by Blackmoor mages a few centuries before the Rain of Fire. When ToD is resolved this area will not have been examined further. The GSM mages investigating stopped moving beyond the crossroads.

-3J Haunting

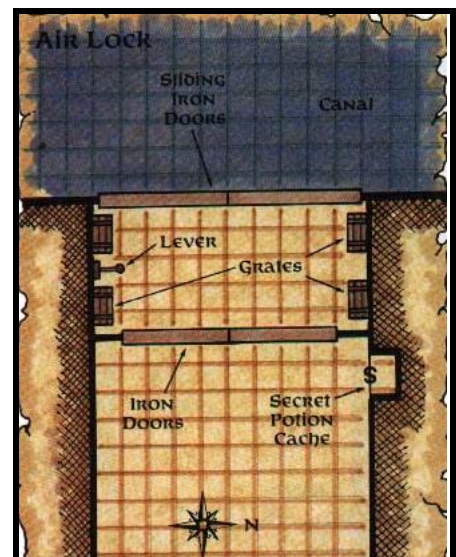
Height 15' , above ceiling/floor 5' thick ---see ToD page 26-27. Connected with; [-3N Airlock Hall](#) by standard door northeast, [-3K Study](#) by standard door, short corridor and another standard door southeast, [-3E Menagerie](#) by corridor to by standard door northwest. Color/Material Theme; This area belonged to the launch site in the Blackmoor Era and had a corridor south to [-2\(3\)AP21 Minor Access Halls](#). The rooms have more metal and the corridors are curved instead square or domed. Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of metal arched filled with beams of the same stone. Doors are all of reinforced wood with metal locks, handle & hinges. Large ample living quarters powerful wizard, old beat-up wooden bed, table, rickety couch, few broken chairs. See ToD When ToD is resolved this area will no longer have the Haunt being here. The resolution of the adventure has put it to eternal rest. The large scorpion might still be here or within the corridor. It might even have laid some (1d3) eggs which could hatch anytime. as the creature is not indigenous it must fit in the biological niche, and have ample space to roam and hunt. As the investigators have opened all doors, this will be the case, enabling this creature to be a wandering monster in all chambers accessed by the GSM investigators.

-3K Study

Height 15' , above ceiling/floor 5' thick ---see ToD page 28. Connected with; [-3J Haunting](#) by short corridor and another standard door northwest. Color/Material Theme; This area belonged to the launch site in the Blackmoor Era and had a corridor south to [-2\(3\)AP21 Minor Access Halls](#). The rooms have more metal and the corridors are curved instead square or domed. Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of metal arched filled with beams of the same stone. Doors are all of reinforced wood with metal locks, handle & hinges. Smell rotting wood, dampness area, table, number of chairs, filled with old rotting books, bound manuscripts and scrolls litter floor, and wooden bookcases still holding a number of tomes cover the walls. One case has fallen over and lies smashed on the floor, probably source books on floor. Crumble to dust when used or clogged together. Behind bookcase small compartment tiny alcove watertight tube silver 25gp, map warrens section. This room was used by Master Tedosius as a study. When ToD is resolved this area will be empty as all books and other items will be taken to investigate further. The furniture however remains.

-3L Airlock (nw,ne)

Height 15' , above ceiling/floor 5' thick ---see ToD page 29-30. Connected with; [-3N Airlock Hall](#) by double doors southwest, out to School Channel by double doors northeast. Color/Material Theme; Grey 'magical' Blackmoor stone, with severe corroded metal bars, and other unknown function metal parts. There are the remnants of various tubes and hoses, collapsed, and vegetated to a near liquid state. Some sturdier sections remain, revealing its usage; attached to the wall or floor metal pipes. Engraved on the doors to the Halls, with great deal of style and skill, message in ornate lettering, which explains this is an airlock and warns that only strong swimmers will be able to make it to the surface, others must discover the secret of breathing water. The letters are placed in a shape of an arrow to the right. Here is a small secret stone, hiding 4 ceramic flasks (1ltr each); each flask holds doses enough for four human or human-sized creatures to drink enabling them to breathe underwater for a full hour plus 1d10 minutes in addition to their normal breathing. An inscription in the back of the compartment says; "Please put back what you do not use, and restore if able". Within the room are rusty grates to both sides and a single lever. If the lever is pushed it will lock both sets of doors and allow water to flow in (5 minutes), then the outer doors open. On the outside is a similar lever hidden to the right, if used it will do the same. If inside the lever is pulled instead of pushed, it will close the outer doors, cause water to flow away (5 minutes) and then release the inner doors...it will automatically do this after 3turns (30 minutes) even if nobody is using the lever. All without a potion must check drowning rules as per Rules Cyclopeda page 89-90, before they are able to make it to the surface and receive help from others. (The RC is in contradiction to ToD as they do NOT suffer 1d6 damage from drowning). Water pours in through both sets of special doors, causing flooding in the rooms beyond. Only due the exiting Water Elemental Gate ([Elemental river C](#)) this level (and probably all others below and up to -1) isn't completely flooded. When this gate is eventually discovered by GSM personnel from the outside, a Wall of Stone will be placed in front of it to prevent this from happening. Until that moment (estimated somewhere during the [The Great Organ of Thalia adventure in the Future](#)) adventurers with an affiliation to the Hydromancers are allowed to use this passage. *Three Hydrax guard this room; Cleggsomm, Arkihaarr, Bribberbil. Arkihaarr is the highest HD; the others are 3 HD lower.*



-3M Dead end

Height 15' , above ceiling/floor 5' thick ---see ToD page 24-25. Connected with; corridor to [-3O Crashed wooden Stairs](#) and light southwest going northwest, [-3ST119 Corridor of Sigils](#) by digging months through mass of collapsed stone, metal, rocks northeast.

Color/Material Theme; This area was the main conduit to the Factory/Research are in the Blackmoor Era. Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. When ToD is resolved the shadow if slain (*keep in mind shadows are not undead!!*) will have reformed as a wraith and still roams this area. The GSM mages investigating stopped moving beyond the crossroads; as such this area will not have been examined further. The corridor is still stuck with huge blocks of stone; metal and such sticking together like being one.



-3N Airlock Hall

Height 15' , above ceiling/floor 5' thick ---see ToD page 28-29. Connected with; [-3L Airlock \(ne\)](#) by special double doors northeast, [-3J Haunting](#) by standard door. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large concrete beams (magically created long ago). Doors are all of reinforced wood with metal locks, handle & hinges. When ToD is resolved this area will be occupied by 3 Glantrian Constabulary, with at least one Arrest Rod (see page 182). Passage is no longer allowed unless with a special clearance pass, to allow the dangerous darkness to be investigated. All without such a pass will be arrested. The doors to the airlock will be wide open and held with a large beam of wood in-between (thus disabling the use of the airlock). When investigators with a pass will come they will knock on the doors with a piece of metal to alert the guards to remove the wooden beam and allow the airlock to be used as normal. As such there are two beds added to this room, and the bones will be removed. There is food for three persons for at least a week (when the guards will be exchanged). The morale of these guards is uninterested, and they might be easily bribed, or forced...they will however never remain silent about anything as is their duty to report. And thus might break any promises or bribes not doing so.

-3O Crashed wooden Stairs

Height 15' , above ceiling/floor 5' thick. Connected with; [-3AI Forgotten Hall](#) by corridor northeast, [-3M Dead end](#) by corridor southeast, [-3H Crossroads](#) by corridor southwest, and up through the hole in the ceiling of the crashed stairs to [-2A36 Stairs Down](#). However this hole is obscured by the darkness.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large concrete beams (magically created long ago). Doors are all of reinforced wood with metal locks, handle & hinges. The floor is covered with a large heap of rotten wooden remains. There is a 15% change rummaging around here will cause a person to be harmed by a long rusty nail for 1d3 points of damage (-AV) and a chance to contract tetanus. The stairs might be repaired later giving back access to this area, but the current GSM staff refrains from doing so. The future undead staff when the Sphere of Darkness has enveloped the GSM whole and even the city might decide otherwise, making this area useful for more Necromancers.

DM: Gaining access through the past

*The PC adventurers using the main quest adventure in this book (see [The Great Organ of Thalia](#)) will at least once need to enter the GSM secretly while being scrutinized severely. The only way they know (if they also did ToD in their past) to do this is by using the wizard warrens as such. The DM can insert several mages, Necromancers, guards and undead in their way, in combination with several (magical) traps. When they finally reach safe ground ([-3U Stairways](#), for example) or the water elemental chambers, this adventure can be resolved, as there it can be "proven" by "witnesses" (in fact secret helping hands), they were there before any happenings in the wizard warrens. **DM**; please take care that the sort of hinders, traps, creatures and opponents correspond with the general era, GSM populace and use of these rooms (see [Future of the Radiance](#) as a guideline) as well as the general party level.*

-3P Forgotten Old keep Shaft

Height 15' , above ceiling/floor 5' thick Connected with; -4 Forgotten Old Keep Shaft by stairway down, [-2M Old Keep Lower Machine Hall](#) by stairway up. The original metal exit door to the central area at this level is completely blocked by packed earth, debris and is actually part of location [Elemental river location C](#), and as thus from this side completely inaccessible (even by magic, as the metal itself and within the stone debris contains too much lead to bypass) unless opened up from the river side (*which will probably never been done as there is nothing of any interest beyond...at least as far as known and suspected by those on that side*).

Color/Material Theme; Bare "magical" stone of the Blackmoor era (*armoured concrete*). With ancient burn marks as if a fire passed through here long ago (*which in fact it did in 3000BC when the gas chamber did burst into flame, incinerating the whole surface*). All metal here is partially molten and unusable. *The steel ladder in the shaft is partially molten, but still usable. Several steps are missing or are contorted, preventing those on it to move too fast and fall (2d6 damage); advised speed is 2 steps per round. This room can't be accessed by teleportation as the wall contains a high concentration of lead and gold particles and was treated with Gorgon's Blood making it impassable with magic.*

-3R Main Hall Wizard Warrens

Height 15' , above ceiling/floor 5' thick

Connected with; [-3U Stairways](#) up and down, [-3AA Cantina](#) by standard door north, [-3S1 Laboratory Water Elementalists](#) by standard secret door west, [-3AR Public Latrines](#) by standard door west.

Color/Material Theme: Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large "magically" created beams (also concrete). Doors are all of reinforced wood with metal locks, handle & hinges. This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. The room is painted in an amber color on ceiling and walls. Up to 3.5' the walls are covered with vertical tiles of Slivenec Grey Marble (1' wide x3.5'). The floor is covered with square Connemara tiles (2' x2') placed in a diagonal pattern. The rim on the wall tiles is also Connemara Marble. Though deep in the underground this area is regularly traversed by teachers, students and guards alike, and the GSM crew maintains the area daily as those above ground. The walls here are often adorned with posters of courses, student study groups, and school news. This is more a tradition than logic, as these posters and such are less concentrated on one spot on the higher levels but can be seen in any general area (Halls, toilets, libraries).

-3Q Forgotten Old Keep Elevator

Height 15' , above ceiling/floor 5' thick

Connected with; [-2M Old Keep Lower Machine Hall](#) up, [-4AX Forgotten Old Keep Main Shaft](#) down. The original metal exit door to the central area at this level is completely blocked by packed earth, debris and is actually part of location [Elemental river location C](#), and as thus from this side completely inaccessible (even by magic, as the metal itself and within the stone debris contains too much lead to bypass) unless opened up from the river side (*which will probably never been done as there is nothing of any interest beyond...at least as far as known and suspected by those on that side*).



Color/Material Theme: Bare "magical" stone of the Blackmoor era (*armoured concrete*). With ancient burn marks as if a fire passed through here long ago (*which in fact it did in3000BC when the gas chamber did burst into flame, incinerating the whole surface*). All metal here are partially molten and unusable. This room can't be accessed by teleportation as the wall contains a high concentration of lead and gold particles and was treated with Gorgon's Blood making it impassable with magic.

This was originally part of the original drilling tower, but as the structure began sinking into the ground the Blackmoor Redfen residents had strengthened and raised the tower. They added several levels on top of this level. The elevator itself has probably been modified with ach new extension but in the Great Fire it was destroyed. As thus this area is nothing more than a very deep shaft, there is however a (very unsafe) wall ladder here. Each 20 steps has a 25% chance of breaking one off, causing the one using it to make a dexterity check to prevent falling and grabbing onto another step (causing a new % breaking roll of that step). A character using his/her climb wall ability lowers the breaking chance to 30% for each 20 steps per successful roll. A thief may guide others in climbing more safely and this provides them a Climb Wall ability of 30(+Dex adjustment) at best, but the thief must succeed an intelligence check to succeed in this attempt. Only one intelligence check is needed per character guided, but each additional character lowers the chance of success by 1 for all characters included. The best way to prevent falling is to secure a rope to the sides of the ladder, but a clever climber needs an int.check to know this. One can also use levitation or Flying to go up or down. Levitation speed 20' /round, flying no more than 60' /round

-3S1 Laboratory Water Elementalists

Height 15' , above ceiling/floor 5' thick **Connected** with; [-3R Main Hall Wizard Warrens](#) by standard secret door east, [-3T1 Aquatic Testing Rooms](#) by standard door, corridor and another standard door west, [-3AS Secret Water Elemental Latrines](#) by standard door north.

Color/Material Theme: Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large "magically" created beams (also concrete). Doors are all of reinforced wood with metal locks, handle & hinges. This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. The room is painted in wavy light blue patters and a darker blue background. The floor and lower 4' of the walls are covered in a mosaic of various colors of ceramic tiles. As the dominant colors are bleu, lightblue, bleugreen the overall feel is similar to that of a real world swimming pool. This mosaic does not reflect distinctive patterns, though. These chambers are no longer in use since the war, and other delays, and thus the Sphere of Darkness is still unknown to them.

There is a strange connection of cooperation and conflict between the Water Elementalists and the Earth Elementalists. They both don't hate each other, and although conflicts exists, there are always notifications of some cooperation, like the strengthening of the Elemental river, but also in discovery and research; It were the earth Elementalists who discovered ancient rooms and artifacts underneath the burning sands of Ylaruam. Amongst these were ancient Ointments which all had traces of Water Elemental Magic. These items were given to the Hydromancers, and even the gemstones needed for the jars themselves are still sold to the Hydromancers. And the Hydromancers sometimes are used by the Earth Elementalists to create holes in stones or create an erosion effect; they can't do even with their stone-shaping skills.

As potions can get diluted in the Elemental Plane of Water, ointments are much better, and can even be used if the target is unconscious. To the standard ointments from the RC page 241 (Blessing, Healing, Poison, Scarring, Soothing, Tanning) are added several other Ointments, some (re-)created here by Hydromancers, some are from old recipes and examples gained by Earth Elementalists. Of each of the following ointments 1d3 can be found in this room (restock once a month).

Courtesan's Cream; 7500Dc, 10cn; Application Time; 3 This magical ointment is applied to the wearer's body and has an exotic, pleasant smell. Each application of the cream lasts for 2d6 hours and enhances the wearer's Charisma. The amount of Charisma gained depends on the wearer's normal Charisma, is noted in the chart below. The cream will not work together with magical spells, although it will function simultaneously with items such as a rod of splendour. One jar contains enough cream for three applications. Only one dose of cream can affect a target at a time.

Natural CH	Bonus	Max score
less than 3	no effect	no effect
03-11	+2d4	16
12-15	+1d6	19



Ointment of Far Seeing; Value: 50.000Dc, 15 cn; Application Time; 3, These salves allow characters who put a drop of the salve into each eye to see as well as they would on a brightly lit day on the Prime Plane. The proper salve also serves as a protection against blindness on planes where protection is necessary. Several types of salves exist for the different Elemental and Outer Planes. The salves do not affect normal or magical blindness. The salves are found in small metal containers made of precious metals. A container contains 4dl2 drops of salve. One drop in each eye bestows the magical property for one day. A drop must be placed in every usable eye for the magic to work. A different salve exists for each plane where these salves are required, and each has a distinct look and feel. The table lists the planes that limit sight and the color and texture of each respective salve. The salves function only on their respective planes.



Plane	Color	Texture
Elemental Plane of Water	Bright Blue	Smooth
Elemental Plane of Earth	Antracit	Thick Grainy
Elemental Plane of Fire	Red-Orange	Warm Fluid
Outer Plane of River Oceanus	White	Opaque liquid
Outer Plane of Muspelheim	Clear	Cold Liquid
Outer Plane of Svartalfheim	Ashen	Grainy Liquid
Outer Plane of Svergheim	Golden	Smooth
Outer Plane of Niflheim	Gray	Rubbery
Outer Plane of Jotunheim	Silver	Grainy Sticky
Outer Plane of Nidavellir	Black	Dry Sandy
Outer Planes of the Abyss	Black-Red	Grainy Cold
Outer Planes of Hell	Gray	Grainy Hot
Outer Planes of Tartarus	Copper	Crispy Dry
Limbo	White	Soft Cold
Outer Planes of Seven Heavens	Brown	Soft Rubbery
Outer Plane of Ice	Bluish white	Thick Sharp

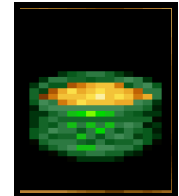
Ointment of Scar Removal; Value: 1200Dc; 10-20cn; Application Time; 3, A thick, creamy concoction, oily to the touch, this salve may be found in virtually any type of container. If a quantity is used to cover a scar, within a few days the scar sloughs off and the skin appears to be exactly like the skin around it. This ointment is much sought after by the vain "upper crust" and ladies of Glantri and is fairly common, because it is difficult to avoid getting scars from childhood diseases or from the blades of armed adversaries. This ointment has enough for 20 inch long (1/2 inch wide) scars. As the ointment loses efficiency one hour after being exposed to moonlight or sunlight most are freshly in 4 hours made by Alchemists, Apothecary, or Hydromancers knowing the recipe and having access to a average or better laboratory.



Salve of Flying, Value; 7500Dc, 25cn; Application Time; 3This ointment allows an individual to fly (like the fly spell); the duration is 1d4+5 turns. The ointment must be smeared over the recipient's naked body to work.

Ointment of Recovery; Value: 6500Dc, 20cn; Application Time; 3, Restores 1d12 hit points at the rate of 1/round. Restores even negative hit points (between 0 and -10)

Keoghtom's Ointment; 10.000Dc, 20cn; Application Time; 3.This sovereign salve is useful for drawing poison, curing disease, or healing wounds. A gem stone jar of the ointment is small—perhaps 3 inches in diameter and one inch deep—but contains 5 applications. If placed upon a poisoned wound (or if it is swallowed), it detoxifies any poison or disease. If rubbed on the body, the ointment heals 1d4+8 points of damage. Generally, 1d3 jars will be found stacked together. This item was discovered by the ancient inhabitants of Ylaruam (Nithians) and the ointment can't spoil; as many are found in ancient Nithian tombs still functioning. It even does not dry out, collect dust or dirt. **DM;** Keoghtom was a noted healer of the region in those days, and some of his recipes have survived the spell of Oblivion, the destruction of Nithia and the time thereafter. Earth Elementalists discovered these and gave them to the Hydromancer, who create them since in the same fashion (to Earth Elementalists amongst others). The empty gem stone jars are valued at 150Dc if whole.



Salve of Mage Smelling value; 7500Dc, 10cn; Application Time; 3, The secret formula for this herbal lotion has only recently been committed to writing, and was passed down orally from master to initiate for generations (1560BC first reference use). When rubbed on the nose of a mage, it bestows the ability to detect the exact number of spells held within another Spellcaster's mind. A mage must practice five times with the ointment before being able to use it properly. Only mages, because of their years of experience, can use this ointment to its fullest potential. The user senses the magical force stored when a mage has memorized a spell. It doesn't detect devices, spells stored because of a ring of wizardry or spell storing, items like a Book of Spells, or innate magical abilities. It also cannot distinguish between types of spells, although a mage can decide the number of spell levels the smelled character has, within a range of 2d4. For instance, a targeted mage with one 4th level, two 3rd level, three 2nd level, and four 1st level spells (a total of 20 spell levels) will be sniffed out by a mage as having 15+2d4 levels (20 being the centre point of the 2d4 range, reached by adding 15 to 5, the mean of a 2d4 roll).A minimum of 1 spell level is always detected. The ointment detects only current stored spells. A 18th level mage who has cast all but three 1st level spells, shows up as a weak Spellcaster. Ointment of mage smelling is found in small gourds. If tasted, it acts as a mild poison (save at +4 or be nauseated and unable to attack or defend for one round). Any mage recognizes it at once if allowed to sniff the substance. Enough is usually found (if in a treasure hoard) for 5+1d20 applications. Each application lasts for six turns. It takes one full minute (6 rounds) for a mage using this method, and the user must get within 30 feet of the mage to smell anything (DM may apply penalties of 1 to 10 in feet due other scents nearby (a spring meadow/sea coast =-2, a city market =-4, a tavern=-7, a butcher/Meat market/fishmonger=-8, a sewer=-10). Ranges underwater are doubled by affecting taste instead of scent. When there are more mages within range the user can only smell how many spells are available, not who has them, unless he has a natural smelling instinct from being a Rakasta, Lupin, Lycanthrope (not in human form) or similar, who can identify the accompanying personal scent.



-3S2 Inundated Laboratory Water Elementalists

Height 15' , above ceiling/floor 5' thick Connected with; [-3T1 Aquatic Testing Rooms](#) by standard door east, [-3T2 Inundated Aquatic Testing Rooms](#) by standard door west, [Elemental river](#) location B by standard door.

Color/Material Theme: Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large "magically" created beams (also concrete). Doors are all of reinforced wood with metal locks, handle & hinges. This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. The room is painted in wavy light blue patters and a darker blue background. The floor and lower 4' of the walls are covered in a mosaic of various colors of ceramic tiles. As the dominant colors are bleu, lightblue, bleugreen the overall feel is similar to that of a real world swimming pool. This mosaic does not reflect distinctive patterns, though. The water here originates from the damaged [-3L Airlock \(nw\)](#) doors and flows away into the exiting Water Elemental Gate nearby. As can be seen this room is 3' deeper than the dry rooms, and thus 2 to 2.5' deep water. This Room is used to create *Potion of Water Breathing*, *Potion of Water Walking*, *Potion of Swimming*, *Potion of Water Elemental Form*, *Potions of Defense (+1 to +5)*, *Potions of Speed*, *Rings of Water Adaptation*, *(all in RC or X7 War Rafts of Kron)*, *Lenses of Dark Vision(PC3 The Sea People page 22)*, and *Potions of pressure resistances*, *Potions of Pressure Resistance (100' -1000' , 250' -2000' , 400' -4000' , 550-5000' , 700' -6000' , 850' -8000' , 900-10.000' , 1000' -20.000') these rare potions allow the imbiber to travel freely up and down between these ranges as if the pressure is equal to the lower number. Going beyond these ranges, or when the potion loses efficiency; pressure damage will apply (1d8/Turn) as normal when going up or down. Only one of these potions can be used at the same time. A side effect of this potion is that even on the surface one can't suffer crushing damage. These potions have a duration of 1d6+1 Turn/1000' max pressure.*

-3T1 Aquatic Testing Rooms

Height 15' , above ceiling/floor 5' thick Connected with; [-3S1 Laboratory Water Elementalists](#) by standard door, corridor and another standard door east, [-3S2 Inundated Laboratory Water Elementalists](#) by standard door and steps down west, [-3X Aquatic Classroom](#) by standard double doors north, [-3W Library](#) by standard lockable door south.

Color/Material Theme: Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large "magically" created beams (also concrete). Doors are all of reinforced wood with metal locks, handle & hinges. This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. The room is painted in wavy light blue patters and a darker blue background. The floor and lower 4' of the walls are covered in a mosaic of various colors of ceramic tiles. As the dominant colors are bleu, lightblue, bleugreen the overall feel is similar to that of a real world swimming pool. This mosaic does not reflect distinctive patterns, though. *This area is also the domain of a Snuivelaar (see below) under loose control of the current High Master Water Elementalism; Prince Harald Haaskinz of Sablestone, Baron of Kern and Current Grand Master of the Great School of Magic.*

-3T2 Inundated Aquatic Testing Rooms

Height 15' , above ceiling/floor 5' thick Connected with; [-3S2 Inundated Laboratory Water Elementalists](#), by standard door east [Elemental river location B](#) by door south, [-3Y Inundated Classroom](#) by standard double door north.

Color/Material Theme: Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large "magically" created beams (also concrete). Doors are all of reinforced wood with metal locks, handle & hinges. This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. The room is painted in wavy light blue patters and a darker blue background. The floor and lower 4' of the walls are covered in a mosaic of various colors of ceramic tiles. As the dominant colors are bleu, lightblue, bleugreen the overall feel is similar to that of a real world swimming pool. This mosaic does not reflect distinctive patterns, though. This room is where spells and items are tested. The water here originates from the damaged [-3L Airlock \(nw\)](#) doors and flows away into the exiting Water Elemental Gate nearby. As can be seen this room is 3' deeper than the dry rooms, and thus 2 to 2.5' deep water. Most of the Hydromancer rooms are well lit by several orbs of continual light, but the 49' thick Shell of Darkness prevents showing this most of 1013AC to 1015AC. These chambers are due their proximity to the vertical axis of the sphere the first to be able to use light again, see [Future of the Radiance](#). A Xiphoid Xebec is forgotten in the removal of item due the encroaching darkness (see AC04 Book of Marvellous Magic page 72).

-3U Stairways

Height 15' , above ceiling/floor 5' thick Connected with; [-2U Stairways Hall](#) up, [-4A Stairways](#) down, [-3AH Broken Hall](#) by secret door south, [-3R Main Hall Wizard Warrens](#) by open arch west. Color/Material Theme: The Stairways Hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of yellow veined brown marble, and above that amber colored plaster. The stairways themselves are 5' wide average stairway with threads of Crema Marfil Crème colored marble and Connemara serpentine marble rises, with clear signs of erosion by thousands of feet in the years they exist. Broken pieces are glued on, or a new piece made to measure is glued on instead. The walls are bricks of clay (FWA era), the magical stone (Blackmoor Era) and are sometimes covered up to the higher floor with a lattice strips framework The railing is made of Ivory Cream San Cristobal Marble, but even here wear and tear has set in. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs go straight down 10 feet to a middle platform and turn around 180 degrees, and go for another 10 feet down until it reaches the lower floor. The process repeats itself further down. As the stairway walls are open inside and on floor levels arriving or going, there is a good view in this deep shaft of stairs. As the steps are reasonably wide, this still is an easy stairway, however, one can trip and fall. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is a soft airflow up, due the open connection with the Deep Hall on Level 1, and warm interior air rises, as such; the air is fresh, especially when the front doors on level 1 are wide open.

Snuivelaar (Sniffer) Depexos crinibus Anguis;

Snuivelaar/Sniffer	Normal
Type	Water Elemental snake
Organization	Solitary
Activity Cycle	Mostly Day
Basic Era	Cretaceous to today
Frequency	Uncommon
Diet	Carnivore, Insectivore, Ovipavore (eggs)
AL	CN
Languages	0
Spell casting limits	na
NA	1d2
Size	M; 12'-24'
ST	17
IN/WI/CH	6
DX/CO	16
AC	6
AV	0
HD	3+2
HP	3d8+2
MV	90'(30')
CL	30'/10' at 45%
SW	60'(30')
THACO	17
Attacks	1 Bite
Damage	1
Special Attacks;	Constrict or Entangle 1d3
Special Defenses;	0
Immune to;	Electricity
Extra Vulnerable to;	Sticky stuff
AM	0
Save as;	F3
ML	7
XP	50
TT	nil
Body Weight	200 to 400LBS

This is a haired water elemental snake (breath water and air), with semi intelligence. Sniffers are long, sinuous, legless elemental reptiles. Due their Elemental adaptation they have become immune to cold, but suffer double damage from fire and heat.

They wrap around their prey and squeeze it to death (they can bite, too, for some damage, and a chance to contract an infection). Unlike normal reptiles or snakes with ectothermic, amniote vertebrates covered in overlapping scales, these creatures have developed hairs protruding from their skin instead scales. They have multi jointed skulls enabling them to swallow prey much larger than their heads with their highly mobile jaws.

Snuivelaars do not usually attack unless surprised or threatened. Most snakes are carnivores but prefer prey small enough for them to eat; when dining, they unhinge their jaws and swallow their prey whole, but very slowly. Snakes fear fire and will retreat from open flames, suffering a -6 morale modifier when flames are used against them. The basically two types of snakes appear in all manner of sizes. Snuivelaars sleep for days after eating. They do molt their fur in a continuous pattern, leaving some hairs everywhere they go. These hairs can be used as spell component. Snuivelaars suffer no ill effects from cold. Snuivelaars exist since the cretaceous era and already became as they are today in the end of this era. They are rumoured to be a Prime Planar-Air Plane contamination which adapted and found a niche in Air Elemental ecology. Today they have fully adapted into being elemental creatures, although they are still oviparous and need to mate to reproduce, unlike most elemental creatures.

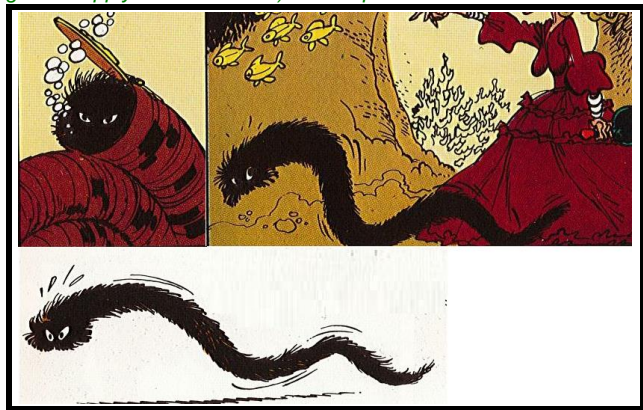
Senses; Snuivelaars their vision is adequate although not sharp, and allows them to track movements; they have binocular vision, with both eyes capable of focusing on the same point. They also have infravision, at 60' range. Snuivelaars, like snakes, use smell to track their prey. They smell by using their forked tongues to collect air/waterborne particles, then passing them to the mouth for examination. The fork in the tongue gives snakes a sort of directional sense of smell and taste simultaneously. They keep their tongues constantly in motion, sampling particles from the air, ground, and water, analyzing the chemicals found, and determining the presence of prey or predators in the local environment. The vibration sensitive hairs of the Snuivelaar also relay information about movement around the creature. Due this they can't be surprised and notice any movement (up to heartbeats) within 40' . This sense is also handy if any part of the body is in direct contact with the ground very sensitive to vibration; thus, a snake can sense

other animals approaching by detecting faint vibrations in the ground to 20' distance (DM; double these ranges for harsh/loud movements and/or vibrations). Overall Senses medium, Tremorsense matter 20' Air/Water 40' .

Snuivelaars hide in the branches of trees and other plants, waiting patiently until they can slowly lower themselves or suddenly drop onto their unsuspecting victims. Once they strike, the victim is constricted automatically, suffering damage every round. They can also entangle themselves around the legs of a target. Constricted or Entangled humanoid creatures can escape their coils with a successful open doors roll (at a -1 penalty). Anyone who attempts to free a captive by hacking at the creature has a 20% chance of striking the victim instead (roll normal damage and apply it to the victim). Area spells like fireball will likewise affect both combatants, but target-specific spells like Charm Monster and Magic Missile are more precise.

These creatures are often used as pet or controlled animal by Hags and wizards. When controlled they are immune to Charm, Summon, Conjure, and Control magic. Its life span is about 4 years maximum. These creatures use large circumnutated shells as sleeping place (similar to a hermit crab, but travel without. A controller owning such a shell and topping this with a golden lid will no longer need to cast Control Animal/Monster spells each to keep control of the creature.

Main Predator, Elementals, Asplenium Trichomanes, Human (oid), (prime Plane; any larger Predator, **Main Prey;** Young Water Elementals, any fish).



-3V New Aquatic Room Dig site

Height 15' , above ceiling/floor 5' thick Connected with; [-3X Aquatic Classroom](#) by corridor east.

Color/Material Theme: Inner walls, ceiling and floor are of compact rocky earth. The hallway to this room is painted in wavy light blue patters and a darker blue background. The floor and lower 4' of the walls are covered in a mosaic of various colors of ceramic tiles, but have become dirty due loose earth. As the dominant colors are bleu, lightblue, bleugreen the overall feel is similar to that of a real world swimming pool. This mosaic does not reflect distinctive patterns, though. The area (originally a dead end corridor intended to reach a later planned room) is now (1011AC-1018AC) silently under construction to make a 20' x15'storage chamber and/or residential chamber for Elemental guests, connecting also [-3S2 Inundated Laboratory Water Elementarlists](#) or [-3T2 Inundated Aquatic Testing Rooms](#), but this hasn't been decided yet. There are several spades, buckets, but no picks, hammers or such noisy tools. The soil is removed here by water blasts alone, and deposited secretly in the garden aka [Courtyard/Duelling Grounds](#).

-3W Hydromancer Library

Height 15' , above ceiling/floor 5' thick Connected with; [-3T1 Aquatic Testing Rooms](#) by corridor and standard door north. **Color/Material Theme:** Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large "magically" created beams (also concrete). Doors are all of reinforced wood with metal locks, handle & hinges. This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. The room is painted in wavy light blue patters and a darker blue background. The floor and lower 4' of the walls are covered in a mosaic of various colors of ceramic tiles. As the dominant colors are bleu, lightblue, bleugreen the overall feel is similar to that of a real world swimming pool. This mosaic does not reflect distinctive patterns, though. *This room contains no ordinary books, but slates of shells stacked and bound together, or strings with variable different beads on attached strings of different color and length; both of these are forms of Aquatic Spellbooks. It is hard to non-aquatics to recognize the "stringbooks" as being a spellbook, especially as they seldom are magically charged themselves and of unknown "writing". And even if a PC recognizes such a book as thus, the variety, size, color, order of beads and length of side strings enforce a Read Magic to be able to read the material. Like spellbooks have their own hazards of destruction (Mold, Insects, getting it lost, Fire, etc) these "string books" can be damaged by wear and tear, losing a section of string can disrupt memorization of spells just as easily as a bookworm. To prevent this, a copy is always stored in a secret place or the book can be treated with a Prime Planar non-aquatic spell to prevent damage like Prevent Rot (see; [List of Libraries](#)).*

More on [Water Elementalists](#) and their full spell list see [Secret Crafts of Elementalism](#), new and adapted spells are listed here.

Acid Arrow _____ Duchess Lady Margaret (of) Hillsbury of Fenswick 977AC

Common 2nd Level Evocation spell

Range: 180 Yards
Duration: Special
Effect: One target
Saving Throw: Special

This spell will make the caster regurgitate his or her own stomach acid in such an explosive ray forward that it can affect any one target. This target will sustain 2d4 damage and all objects carried by the target must make a save vs. Acid. Any failure will result in 1 round of Magic reduction (-1 or -1d8 charges per round), and other wise destroy most common items. With ever three levels of experience the acid will last effective 1 round more, and bringing the same amount of damage again. This acid will be neutralized by lots of water or other liquids (at least 1 quart/hp damage done) or when the duration is passed.

Air Breathing _____ Unknown creator, known to exist in Sunlit Sea 766BC, brought to GSM by Hamish McGregor 1003AC

Common 2nd Level Alteration spell

Range: 30'
Duration: 1 Day
Effect: 1 Air breathing creature
Saving Throw: None

This spell allows the water breathing recipient to breathe air up to normal pressure(at 15.000 feet or higher breathing will become difficult due to the lack of pressure). This spell temporary creates lungs in the recipient. It doesn't affect movement in any way, nor does it interfere with the breathing of water. Also it doesn't protect against polluted or poisoned air. The recipient doesn't need to drink water while under influence of this spell and under water.

Acid Web _____ Duchess Lady Margaret (of) Hillsbury of Fenswick 991AC

Uncommon 2nd Level Conjuration spell

Range: 10'
Duration: 24 Turns (4 Hours)
Effect: a volume of 10' x 10' x 10'
Saving Throw: None

This spell creates a mass of sticky strands which are difficult to destroy except with flame or water. It usually blocks the area affected. Flames (from a torch, for example) will destroy the web in 2 rounds, but all creatures within the web will be burned for 1d6 points of damage. If used on a siege weapon it will render it useless for the whole duration. Strength can also be used to break free and the stronger the easier the web will be broken. See table. The web can't be dissolved with acid, but only with lots of water (up to 1liter per level of the caster) or fire. Any being in the web will be

burned by the acid for 1 point per round. If someone else touches the web he will sustain 1 point of acid damage also. The acid will stay active for 1d3 rounds after contact, but any water applied to it will stop this "biting" process immediately. Any body in the web can be killed with a single stroke of a sharp or pointed weapon. Any fire used against the web will damage them for half the normal damage done, as if applied directly to them. A siege weapon will be disabled permanently by use of this spell, when the Acid Web resides on the weapon for more than 1 Turn. When the spell ends a the strands will slowly dissolve on themselves into a puddle of lowest strength acid.

Strength (inc. magical induced)	Break Free in;
24+	destroy Web as if isn't there
22-23	1 round
20-21	2 rounds
18-19	4 rounds
16-17	1 Turn
13-15	1d4 Turns
9-12	2d4 Turns
6-8	2 Hours
5 or lower	can't

Ascent _____ (extended information) Unknown creator, known to exist in Sunlit Sea 155AC, brought to GSM by Hamish McGregor 1004AC

Common 2nd Level Evocation Spell

Range: caster
Duration: 6 turns + 1 Turn per level of the caster.
Area of Effect: The spell caster only
Saving Throw: None

When this spell is cast, the Magic user is able to ascend or dive down through water at double movement rate. This spell doesn't, however, allow the Magic-User to move from side to side with this speed improvement. For example, a Magic-User could ascend to a ships bottom, and then could move sideways by pushing and pulling. The spell can't be cast on another person or object. The Magic-User may carry a normal amount of weight of non-bulky items while levitating. Any creature smaller than man-size can be carried, unless exceeding 2000cn. This spell has no effect on Outer Planes as it loses a dimension, a Rapid Swimming spell however would also lose a dimension becoming an Ascent spell instead.

Bloat Viscountess Lady Arbana Jerbat 998AC

Rare 8th Level Conjunction spell

Range: 60 yards

Duration: special

Effect: 15' radius sphere

Saving Throw: Special

Components: a pint of water and a small funnel forged of platinum (500gp value)

Casting/Reading Time; 8 (Water Elementalists or Elementals 1)

The Bloat spell causes the fleshy tissues of the recipient creatures to expand and swell with lethal amounts of fluid (always a salty water) over a period of four rounds. The Bloat spell affects a number of creatures in a 15 feet radius whose combined levels or Hit Dice do not exceed the level of the caster. The caster can centre the spell on a specific creature, as the first to be affected; otherwise, creatures with the lowest Hit Dice are affected first. Creatures without fleshy tissues are not affected by this spell. (this includes all Elementals and Elemental related creatures). A creature making a successful saving throw vs. spells is only partially affected, takes 2d8 points of damage as its skin bulges and tears with excessive water. Those failing the saving throw are immediately incapacitated and take 2d8+2 points of damage. The second and third round, victims swell from the hydraulic force of their own flesh, taking 1d8+1 point of damage each round. At the end of the fourth round, creatures still affected by this spell bursts from the internal pressure. A successful Dispel Magic cast before death counters the Bloat spell. The caster can also cancel the effect prematurely on a creature-by-creature basis as he will. Creatures killed in this way are difficult to revive due to massive tissue disruption—a Raise Dead spell or ability must be preceded with a Heal or a Cure-All spell. A Raise Dead Fully spell will function as a Raise Dead spell normally would.

Continual Current Unknown creator, known to exist in Sunlit Sea 855AC, brought to GSM by Hamish McGregor 1004AC

Uncommon 2nd Level Alteration spell

Range: 60 yards

Duration: Special

Effect: 20' x 20' x 60' long

Saving Throw: None

Components: A frond torn from a frond bank in a strong current

Reading time; 3

A Continual Current brings into existence, at a fixed and immobile point, a permanent current (about 20 mph). The caster determines the direction of the stream and the orientation of the area of effect upon casting, after which these parameters can't be altered. The spell moves local water only; it doesn't bring additional water into existence, and thus doesn't function in a vacuum. After streaming a distance of 60 feet, the current dissipates. Except for its persistence, Continual Current acts like a normal current: it shifts loose debris, it whines through small openings, and dislocates items attached loosely to another object or person (2-in-6 chance of dropping items). The spell functions at one fourth capacity above water, creating a weak but persistent wind in its area of effect. The Continual Current doesn't add its force to other currents. A second Continual Current spell can be cast to cancel an existing spell by setting its direction opposite the first casting, or by following the first spell making a long water tunnel effect. The Continual Current spell ends instantly if subjected to a stream water of greater force. This spell can be made permanent, then the spell will become a bit stronger, it will no longer be destroyed by a stream water of greater force, but it will be only temporary negated (1d20 rounds).

Control Currents Hamish McGregor 1000AC

Uncommon 5th Level Alteration spell

Range: 10 feet per level of the caster

Duration: 1 Turn per level of the caster

Effect: Calms or increases water currents

Saving Throw: Special

Casting Time: 1 full Turn

With this spell, the caster can cause all the water within range to behave as desired, either increasing to waterfall force or slowing to a dead calm. The caster must concentrate for one full Turn of concentration (can't move or attack) to change the wind completely (calm to gale, for example). Any higher level Spellcaster using the same spell can easily counter the spell. The effect moves with the caster. If the spell is cast against an Water creature (such as an Elemental), the victim can make a saving throw vs. spells. If the victim fails its roll, the caster can slay or control the Water creature by proper use of the water force. The creature will only obey as long as the caster maintains concentration and while the spell is active; if the caster's concentration is broken or the spell's duration lapses, the creature will him.

Corrosive Cloud Unknown creator, known to exist in Sunlit Sea 355AC, brought to GSM by Hamish McGregor 1002AC

Uncommon 6th Level Conjunction spell

Range: 1'

Duration: 6 Turns

Effect: Creates moving corrosive cloud

Saving Throw: prevents Death

This spell creates a circular cloud of acid vapor, 30' across and 20' tall, which appears next to the Spellcaster. It moves away at the rate of 60' per round in any one direction (with the wind if any, otherwise, in the direction chosen by the caster). This cloud is heavier than air and will sink when possible (going down holes in the floor, sliding downhill, etc.). The cloud will be destroyed if it hits trees or other thick vegetation (it is absorbed in the trees killing them). If cast in a small area (such as a 10' wide and high corridor), the cloud may be smaller than normal size (it is not reshaped according the volume). All living creatures within the round take 1 point of damage per round through inhaling and 1d4 points through corporal contact. Any victim of less than 5HD must make a save vs. Poison or be killed in 1d3 rounds. When this spell is created underwater, it causes a mass of sickly-green acid bubbles spring up in the area of effect and rise to the surface at 60' per round. The water will dilute the acid, but it is so potent that it will kill all normal fish(up to 2HD) instantly in an area of 300' x300' x300' or when flowing down a river, up to 30 miles of river and double this number for all creatures of 1 HD or less. Other creatures drinking the water will get stomach cramps and an overall dizziness (-1 to any concentration act-spellcasting) for 1d4 days, without any further negative effects. Trolls will smell the poisonous water from afar and mostly flee from it. A troll gets double damage from this acid and can't regenerate it.

Create Water _____ Ylari Refugee Mage brought this spell to the GSM in 815AC; it existed already in 2300BC, exact date creation unknown.

Common 3rd Level Evocation spell

Range: 10'
Duration; 6 Turns
Effect: creates one magical spring
Saving Throw: None

This spell summons forth an enchanted spring from the ground or a wall, from a single drop of water. The spring will flow for an hour, creating enough water for 12 men and their mounts (about 50 gallons=400 pints=228 litres). For each of the Fairy's experience levels above 8, water for twelve additional mounts is created (the flow rate is doubled, not the duration!!); thus a 10th level Fairy could create water for 36 men and horses. The Fairy doesn't have to create the maximum amount of water if he doesn't wish to. He might wish to create a spring which will flow for half an hour, or a few minutes; the player need only tell the DM how many gallons he wants to create, up to the spell's maximum. Fairies use less water than all other (human sized creatures) and as thus triple the amount of Fairies and their mounts could be watered. Obviously, a life-saver when the party runs out of water in the desert or any other waterless environment. But remember two important points: You can't take it with you unless you have something to carry it in, and you can't make water unless you have at least a drop of water to begin with. (Urine, Saliva, Blood or Perspiration don't qualify as the water drop material component.)

Drop of Slime _____ Humanoids Broken Land invented this spell in 975 AC. Through torture GSM gained this Knowledge in 984AC.

Rare 2nd Level Evocation spell

Range: 10 yards per level of the caster
Duration; 1 round per level of the caster
Effect: One target
Saving Throw: Special

The Drop of Slime is a tiny black, sticky sphere that strikes a target using the caster's THAC0. The Target may count only Dexterity and Magical item modifiers, not Physical Armor or Magical effects for determining Armor Class. The Drop of Slime splashes over the target's body, sticking to possessions, limbs, weapons, and armor. The slime is acidic and slowly eats away leather, metal or wooden possessions and skin, inflicting one point of damage every round (a successful save vs. poison indicates no damage each round). Most clothing is destroyed after only 2 points of damage, padded or leather and metal armor loses 1 AV for each 5 points of damage lost. The slime can be removed by 2 flasks of any oil within a single round; lamp oil works fine, but Greek Fire takes an extra round. The slime is also flammable and may be burned off, although the Flame inflicts 4d4 points of damage to the target and his possessions in the process. A successful Dispel Magic removes it immediately. Although the Drop of Slime damages any size creature, a single drop is enough to cover a medium sized being (Human) or smaller. If a larger creature is hit, not all of his possessions are affected. Assume a drop has 50% chance of affecting any particular item held by a large (Ogre) sized creature, a 25% chance of affecting an item held by a Huge sized creature (Small Giant), and a 10% chance of touching Giant creatures. The slime will also disable Swimming or flying feathered or hairy animals to swim or fly. If others touch the victim they will not be affected, but also can't scrape it off.

Elemental Protection _____ Unknown creator, known in Sunlit Sea 535AC, brought to GSM by Hamish McGregor 1004AC

Uncommon 5th Level Evocation spell (Extended Information)

Range: 0(Caster only)
Duration; 12 Turns
Effect: Protects the caster from water based attacks.
Saving Throw: None

A character protected by this spell suffers only half damage from any attack involving water or ice, Against any attack which allows a saving throw; a successful save means the caster takes no damage at all. A saving throw is allowed against attack forms which do not normally allow a save. If successful, the caster is either unaffected, or takes half damage (if the spell causes damage). Creatures from the Elemental Plane of Water can attack the recipient of the spell only if they themselves are first attacked. Any damage they cause is automatically halved. The caster can also move through strong currents and stormy seas as though they were calm water.

Elemental Protection 10' radius _____ Unknown creator, known in Sunlit Sea 622AC, brought to GSM by Hamish McGregor 1004AC

Uncommon 6th Level Evocation spell (Extended Information)

Range: 0(Caster only)
Duration; 12 Turns
Effect: Protects an area and from water based attacks
Saving Throw: None

A character protected by this spell suffers only half damage from any attack involving water or ice, Against any attack which allows a save; a successful save means the caster takes no damage at all. A save is allowed against attack forms which do not normally allow a save. If successful, the caster is either unaffected, or takes half damage (if the spell causes damage). Creatures from the Elemental Plane of Water can attack the recipient of the spell only if they themselves are first attacked. Any damage they cause is automatically halved. The caster can also move through strong currents and stormy seas as though they were calm water.

Growth of Fish _____ Unknown creator, known to exist in Sunlit Sea 1205BC, brought to GSM by Hamish McGregor 1002AC

Uncommon 4th Alteration spell

Range: 120 yards (indoors 120 feet)
Duration; 12 Turns
Effect: Doubles the size of one animal
Saving Throw: None
Reading time; 6

This spell doubles the size of one normal or giant Fish or other aquatic creature. The animal then has twice its normal Strength and inflicts double damage. It may also carry twice its normal encumbrance. This spell doesn't change an animal's behaviour, Armor Class, or hit points, and doesn't affect intelligent animal races or fantastic creatures. To catch a Grown fish one needs a hook that is able to catch a fish of the doubled size, often this is two or three sizes higher.

Gelatinous Form Discovered 882AC by the sect of Slime Mages and Wokani Followers of Jammudaru the Slime lord and the Dragonrouge society. The use of this spell publicly in 885AC was the reason for the obliteration of the now illegal society in 895AC, and the GSM acquiring their magic.

Very Rare 4th level Alteration

Range: Caster

Duration: 1 Turn per 3 levels of the caster

Area of Effect: the caster

Save: None

When this spell is cast, the caster's composition changes to that of a fluid gelatine. The caster may keep his or her own form, change form to any other creature of the same size, or become a shapeless blob. Each change requires one round of concentration and can be disrupted as spellcasting (with the same risks, but the caster can make another attempt the next round). The caster can't duplicate an individual. In fact, the race of the desired form can barely be discerned; only the general shape with regards to limbs and appendages. In the shapeless blob form, the caster moves like a Black pudding, with the ability to creep under doors or through small cracks. The caster can't mimic the magical properties of any creatures. He can strike as a Black pudding by extending a Blunt pseudopod, but the damage is only 1d2. While the spell is in effect, the caster suffers one less point of damage from any weapons or natural attacks, since his resilient body absorbs some of the attack. The caster is unable to cast spells except when in his natural form. The weapons that are specially designed to harm or destroy Amorphous Lifeforms will be normal effective on the caster also.

Hydrax Sir Neal McGregor 886AC

Uncommon 6th Conjuration spell

Range: caster only

Duration: Until Mission is accomplished

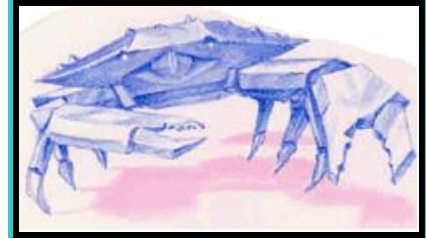
Effect: Summons one creature

Saving Throw: None

Reading Time: Extremely rare, 15

Casting Time: 7

This spell summons an Hydrax ("Schar" in its own tongue) which will perform one task for the caster. An Hydrax is a Magical crab-like monster from the Elemental Plane of Water. The creature will serve the caster regardless of time or distance involved, until the task is completed or until the creature is slain or dispelled, at which moment it will return to its own Plane (it can only be slain on the Elemental Plane of Water, not destroyed anywhere else). If the summoned Hydrax is given a simple task that is clear and can be swiftly completed, it will obey promptly. If the task is complex or lengthy, the creature will try to distort the intent while obeying the command literal command. For example, if ordered to guard a treasure for longer than a week, the Hydrax may take it away to its own Plane of existence and guard it there forever, and a simple command such as "keep me safe from all harm" may result in the Hydrax carrying the Conjurer back to the Elemental Plane of Water and leave him there in a well hidden location. An Hydrax is most often used to track and slay enemies. It is Highly intelligent, and a faultless tracker (it can detect any trail less than a day old. If a Victim can't Detect Invisible things, the Hydrax will surprise on a roll 1-5 on a 1d6. A creature with the ability to detect invisible things receives a +4 bonus to when attacking an Hydrax. Hydraxes are a species unwillingly transplanted to the Prime Plane. They are slaves whose terms of servitude dominate their brief stays. They are at best, an unwilling servant. It resents any task assigned to it, although brief, uncomplicated labours may be seen as something as a diversion and thus undertaken with little resentment. Those who have been subjected to great hardship, assigned very difficult tasks, or who have faced death at the hands of humanoids, tend to retain a distrust or outright hatred of them. Those that had an easy time during past periods of service or who are first time arrivals on the Prime Plane may be easier to deal with. Such feelings may influence encounters with Humanoids in the Aquatic Plane. Anyone who has befriended an Hydrax in the past will find that voyages through the Plane of Water are far less hazardous than they might otherwise have been. Hydraxes obey only those who actually summon them and few Wizards can be commissioned to summon such a being on another's behalf. Some mercenary Wizards have been able to construct the necessary summons onto scrolls that are usable by others. These sell for between 5000 and 10.000 gp and are very dangerous to use. Even the slightest error can cause users of such scrolls to come to a tragic end. A Dispel Evil/Good spell will force the creature to return to its own Plane, but this doesn't imply that they are evil or good, only that this spell removes the control effect. Statistics of the Hydrax can be found on RC page 187 or TR2501-Mystara-Monstrous Compendium page 32.



Icicle 1002AC by Olgi Frost Mage and his apprentices (8)

Uncommon 1st level Evocation spell

Range: 150' /or special

Duration: 1 round/level

Effect: Creates 1+ thin ice shards floating in mid air

Saving Throw: None Partially prevented by Protection from evil/good/cold spell

An Icicle a thin foot long sharp shard of ice created and shot by Magic, which inflicts 1d6+1 points of damage to any creature it strikes. After the spell is cast the Icicles will appear next to the Spellcaster and hovers there until the Magic-User causes it to shoot. When shot it will automatically hit any visible target. The missile will has a solid form when shot or thrown and therefore can be touched, but this person will contract all damage without being able to lessen this damage by armor value, in effect any armoured glove will be pierced by the ice even if solid material (iron, steel, stone, etc.). An Icicle never misses its target and the target only gets a save if protected by an active Protection Spell. It will move with the Spellcaster until shot or the duration ends. For every 5 levels of the caster, 2 more Icicles are created by the same spell Thus a 6th level Magic user may create 3 icicles. The Icicles may be shot at different Targets. See table. The damaged will be lowered with ½ the Armor Value under normal circumstances (minimum damage per missile 1). Each icicle will leave 10 oz. of water when melted; This water is 100% pure and therefore can't be used to drink without the same risk of being poisoned as drinking salt water. The effect will be: more thirst and dehydration, no natural, nor Magical healing will be possible until this effect will be removed or healed. A bit of sand or even minute amounts of salt can make this water drinkable.

Level	1	6	11	16	21	26	31	36
Missiles	1	3	5	7	9	11	13	15

Improved Icicle 1003AC by Olgi Frost Mage and his apprentices (8)

Uncommon 3rd level Evocation spell

Range: 60 yards + 10 yards per level of the caster.

Duration: Instantaneous

Effect: 1 or more creatures in a 10 foot cube of target area.

Saving Throw: None

Reading Time; 6 Partially prevented by Protection from evil/good/cold spell

This spell functions as the 1st level Water Elemental spell Icicle, except that it can generate up to 18 Ice shards, not just 15. An Icicle is a thin foot long sharp shard of ice created and shot by Magic, which inflicts 1d6+1 points of damage to any creature it strikes. After the spell is cast the Icicles will appear next to the Spellcaster and hovers there until the Magic-User causes it to shoot. When shot it will automatically hit any visible target. The missile will have a solid form when shot or thrown and therefore can be touched, but this person will contract all damage without being able to lessen this damage by armor value, in effect any armoured glove will be pierced by the ice even if solid material(iron, steel, stone, etc.). An Icicle never misses its target and the target only gets a saving throw if protected by an active Protection Spell. It will move with the Spellcaster until shot or the duration ends. Wizards gain one Icicle every 2 experience levels past 1st level, contrary to the original spell. Thus a 6th level Magic user may create 3 Icicles. Spellcasters below 11th level would find this spell almost equal to the normal Icicle spell. (the point at which they have 6 Icicles at their disposal). The Icicles may be shot at different Targets. See table. The damaged will be lowered with ½ the Armor Value under normal circumstances (minimum damage per Icicle is 1). Each icicle will leave 10 oz. of water when melted; this water is 100% pure and therefore can't be used to drink without the same risk of being poisoned as drinking salt water. The effect will be: more thirst and dehydration, no natural, nor Magical healing will be possible until this effect will be removed or healed. A bit of sand or even minute amounts of salt can make this water drinkable. Each Icicle fallen on the ground (or floating to the surface) after impact has a 2% chance per level of the caster to stay intact if the surrounding temperature is below 30 degrees Fahrenheit, and can be used as an improved dagger for 1d3 damage (15% breakage+10% per AV hit) for 1/3rd level of the caster in rounds (Round down; minimum 1).

Level	1	3	5	7	9	11	13	15	17
Icicles	1	2	3	4	5	5	7	8	9
Level	19	21	23	25	27	29	31	33	35
Icicles	10	11	12	13	14	15	16	17	18

Laeral's Aqueous Column 764 AC Laeral rediscovered in Egg, stolen and copied 1002AC by GSM

Rare 4th Level Alteration Evocation spell

Range: 10 feet per level of the caster

Duration; 10 rounds per level of the caster

Effect: 10' diameter cylinder, 10 feet long per level of the caster.

Saving Throw: None

Casting Time; 2 rounds

Components: A hair from any sort of creature and a drop of water, spittle, dew, juice, sap or a tear.

By means of this spell, a Wizard can transmute the air in a particular area into water; a free standing volume of 10 feet in diameter is created. It will be pure water, either fresh or salty as the caster decrees in casting, and will circulate within itself, drawing oxygen into itself to support any marine life inside it. The internal water will move slowly, as if a normal current, inside the column gravity still functions, up is up and down is down. The water is held in a cylindrical shape by the spell's dweomer, the cylinder expanding lengthwise with an increasing area of effect—10 feet /level caster. Multiple spells (cast by the same or other Spellcasters) can be used to extend the cylinder even further. The column can run horizontally, vertically, at an angle, or even make turns as desired, but once it has established its location can't change. Any object will fall through (or in) the Aqueous Column according to the gravitational pull, except when it is able to float, then it will slide over the surface of the pillar according to the gravitational pull and the internal currents. This means that a branch falling on a horizontal Column will slid down to the down side of the column, while it moves with the current in one way or another. When it reaches the lower side, it will fall to the ground, if it weighs more than 50 cn. Else it remains floating on the surface of the water victim to the currents of the column. This spell is also used as a transportation device in the village of Egg (Near North pole), but mostly only for non living goods.

Liquid Orb Discovered 880AC by the sect of Slime Mages and Wokani Followers of Jammudaru the Slime lord and the Dragonrouge society. GSM gained this by eradicating the now illegal society in 895AC.

Very Rare 7th level Conjunction spell.

Range: touch

Duration: 1 Turn +1 round/level

Effect: 1 pint per level

Saving Throw: None

Components: a drop of water

When the spell is cast, an orb of non-flammable liquid comes into existence in the caster's palm and is held by the Mage through a Magical increase in the sphere's tension. The liquid maintains its spherical shape until released by the caster or until the end of the spell's duration. The temperature of the sphere is always that of the surrounding air (which must be above freezing 33°Fahrenheit and below 70°Fahrenheit) and may not be altered except through normal means. The sphere may be thrown, but its accuracy is very poor, (30' range, -2 to hit) and it does no damage to non-fiery creatures. The sphere may be used to put out fires covering up to four square feet per pint (4 extinguishing points per pint). The orb does 1d4 hp damage per gallon (8pints) to any fire based creatures such as fire Elementals, fire salamanders, etc. The caster may not make a called shot with the sphere, and the liquids can't be used to blind opponents. This spell may be used to supply the caster with small amounts of fresh drinking water, nonmagical ink, clothing dye, fruit juice, cider, soup, or any other known non-flammable liquid that causes no damage to normal creatures (thus excluding acids, poisons, and alike);be creative !! The spell has an absolute limit of four gallons—a sphere the size of a small beach ball.

Lucid Vista (see Air Elementalists)

Part Water Kobalt the Enlighted (Blue Dragon Mage) 704AC

Uncommon 7th Level Alteration

Range: 0
Duration: concentration
Area of Effect: Special
Save: Special
Components: piece of inorganic soap

This spell, enables a Wizard to cause water or similar liquid to move apart, thus forming a 20' wide trough. The depth and length of the trough are dependant upon the level of the wizard, and a trough of 3' deep and 10 yards long is created per level of the caster. For example, a 12th level caster would part water 36' deep by 20' wide and 120 yards long. The trough remains as long as the spell lasts or until the wizard who cast it opts to end its effects. If cast underwater, this spell creates an air cylinder of appropriate length and diameter. If cast directly on an Water Elemental or other water based creature, the creature receives 4d8 damage and must roll a successful save vs. spells or flee in panic for 3d4 rounds. The spell components enlarge themselves during the casting of the spell, and thus part the water. If the area to be split is longer than the spell could part, it will immediately fill in again. If the area is deeper, the water level will be lowered respectively according to the Spellcaster's limits. When the water rushes in while there are still creatures within the area "opened", they suffer 2d6 damage per foot depth over 5' washed over them due to the impact. They will also drown as the currents are too strong to be conquered, even water breathing creatures will die, by the stirred up bottom, water and air mixture, unless they save vs. Death Ray. Then they will fall to unconsciousness for 1d100 rounds and are seriously fatigued.

Power Word: Liquefy Water Elementals 1005 AC as new weapon vs. Alphasians in the Great War

Rare 9th Level Evocation spell

Range: 5 yards per 2 levels of the caster.
Duration: Permanent
Effect: 10' radius
Saving Throw: Negates
Casting Time: 1

Upon casting this powerful spell, one or more creatures in the affected area are instantly turned to a liquid state (it looks like water) if they fail vs. spells. The spell affect creatures of any type as per Power Word: Kill, and it liquefies one creature with up to 60 hp, or two or more with 10 or fewer hp, up to a maximum of 120hp. The option to liquefy one or more creatures, the spell range, and area of effect must all be stated before casting. The current hit points of all creatures are also used in the calculations. If the spell is cast under water, the volume of all creatures causes no displacement and the liquid (normally) disperses in the following rounds. The estimated volume of all creatures' acts as normal liquids, possibly filling dungeon areas, soaking into the ground, running downhill, or filling empty containers nearby (fountains or pools). Creatures affected are forever slain and unlike the Power Word: Kill can't be restored except by a Wish spell or an act of the Immortals. A slight variation is known of this spell to create Slithering Trackers. An Intelligence check and an Constitution check are then needed for the victim to remain conscious and in control of its body. Any failure results the victim in becoming a liquid as per normal Power Word: Liquefy.

Rapid Swim Unknown creator, known to exist in Sunlit Sea 289BC, brought to GSM by Hamish McGregor 1004AC

Common 3rd Level Alteration spell

Range: Touch
Duration: 1d6 Turns + 1 Turn per level of the caster
Effect: One Creature may swim at triple normal movement rate.
Saving Throw: None

This spell allows the recipient (possible the caster) to swim by concentration at triple normal movement rate. The spell will permit movement in any direction and at any speed up to 360' /120' by mere concentration. The recipient is also able to hover at one point (as the Levitation spell) which doesn't require concentration. Only in this position is the recipient able to cast spells or act in other ways—requiring any form of concentration—without sinking or rising or the need to land. In the Outer planes this spell loses a dimension and becomes a Ascend" spell instead.

Resist Slime Humanoids Broken Land invented this spell in 982AC. Through torture GSM gained this Knowledge in 984AC.

Rare 2nd Level Abjuration

Range: Touch
Duration: 1 Turn per level of the caster
Area of Effect: One target
Save: None
Component: a tiny glass shield (which can be reused)

The subject of a Resist Slime is better able to defend against amorphous creatures. Creatures that exude a corrosive acid (such as a Ochre Jelly, Gray Ooze, and other related creatures) find that the target's skin is tougher to dissolve than expected. The target skin Armor Value considered 4 points better, and any saves made against such attacks are improved by +2. Anyone affected by the spell essentially feels an extra layer of skin over his own. The target's own skin itches and burns underneath the mystical coating. While the effect is certainly preferable to being dissolved by acid, many people are unwilling to subject themselves to it often. The itching causes no hit points or ability scores loss, but it might make the target irritable (CH-4).

Sea Sickness Aquatic Elves knew this spell already in 1750BC, sold to Thyatian/Minrothad/Ierendi merchants 861AC for goods needed, GSM acquired spell in 901AC.

Uncommon 1st Level Evocation spell

Range: Touch
Duration: 1 Hour per level
Effect: Gives seasickness and gives decreased balance on deck
Saving Throw: None

This spell will cause the target of the spell to make a Dexterity check at the beginning of every round when he moves or attack. Failure means the character falls down. Another Dexterity check is required to stand up. Even when the character doesn't move will this spell have an unusual effect: the caster will feel very sick and almost unable to orientate. Also he will have great difficulties to keep his food inside, even the general idea of food requires a Constitution check to be made with a penalty of 4, if this fails he will regurgitate all inside his stomach negating all benefits of eating food.

Shark Bolt _____ Sir Dominick Haaskinz 1003AC

Rare 2nd Level Evocation spell

Range: 50 yards + 10 yards per level

Duration: 2 Rounds per level

Effect: One target per bolt

Saving Throw: None

Components: a pinch of salt, 3 whole shark's teeth, and a dram of water (+squid or octopus ink to add coloration).

Casting Time: 5

Use of this spell creates one or more bolts of water, each the size and the shape of a small shark (size S). Once the spell is cast, each shark bolt "swims" directly from the caster's hand through the air or water to bite the indicated target. The bolt moves at the rate of 240' per round and strikes as a 6 HD monster (THACO 14), doing 2d4 points bite damage per bolt. Each bolt continues to pursue its designated target until striking or until travelling beyond the range of the spell. Concentration is unnecessary; the bolts pursue targets as long as the targets were visible to the caster at the spell's casting and do not go invisible, Teleport, or similar escape by mundane or Magical means. The bolt may be attacked and reduced in Strength. The bolt is AC 4; if successfully struck by a physical weapon of any sort, it loses some of its volume, causing it to attack as a smaller shark. The bolt still pursue its target, but it strikes only as a 3 HD shark (THACO 17) doing 1d4 points if struck once. Each bolt dissipates if struck a second time. Normal initiative is checked with a different initiative for each bolt. The spell creates a number of bolts equal to half the level of the caster (rounded down), to a maximum of 10. The components are totally consumed in casting this spell. The ink component may be omitted for underwater casting, making each bolt effectively invisible (AC0).

Slime Growth _____ Humanoids Broken Land invented this spell in 984 AC. Through torture GSM gained this Knowledge in 984AC.

Very Rare 5th Level Alteration spell

Range: 5 yards per level of the caster

Duration: 1 round per 2 levels of the caster

Area of Effect: one amorphous creature

Save: None

This spell causes an amorphous creature to double in size, affecting Hit dice and hit points but not necessarily damage. Creatures that strike with a pseudopod do not benefit from additional damage. Creatures that attack by enveloping or touching an enemy with as much of their bodies as possible (such as Green Slimes) cause double damage. In either event, the increase in Hit Dice doesn't affect THACO. At the end of the spell's duration, the creature reverts to its original size. Damage inflicted on the creature remains, however, and might be sufficient to kill it outright if the damage exceeds the creature's original hit point total.

Slippery Skin _____ Discovered 883AC by the sect of Slime Mages and Wokani Followers of Jammudaru the Slime lord and the Dragonrouge society. GSM gained this by eradicating the now illegal society in 895AC.

Very Rare 2nd Level Alteration spell

Range: Touch

Duration: 1 Turn per level of the caster

Effect: 1 target

Saving Throw: None

Components: a piece of skin from an Amphibian

The creature affected by Slippery Skin exudes a slippery chemical that quickly coats both skin and clothing. Attempts to grapple or constrict the creature are made at -4 penalty. Attacks affected by the spell include those of constricting snakes, wrestling, Trappers, Lurkers, and other creatures or magical items (such as a rope of constricting) that attempt to bind or constrain the creature. Saving throws or Dexterity checks for avoiding entrapment are made at a +4 (or 20%) bonus. The character also gains a +4 (+20%) bonus to escape from bonds or shackles or to squeeze through tight places. (in fact the character can crawl through small places 1 inch smaller than his width). He will move unhindered by himself, unaffected thus by this spell. But on a Slip spell area he can't get up at all.

Slime Guardian _____ Discovered 882AC by the sect of Slime Mages and Wokani Followers of Jammudaru the Slime lord and the Dragonrouge society. GSM gained this by eradicating the now illegal society in 895AC.

Very Rare 4th Level Conjuration spell

Range: caster

Duration: 1 rounds per level of the caster

Area of Effect: The caster

Save: None

Component: a small jar of ointment specially prepared (see recipe)

The spell causes the skin and clothing of the caster to begin to glisten with a chromatic sheen, like a soap bubble in the sun. The wizard is actually covered with a symbiotic slime creature (from an Outer Plane), protecting him or her from any touch attacks and reducing physical damage from weapons or natural attack by one point. Any touch attacks aimed at the caster affects the slime creature instead, including level drains from the Undead, Petrifying ouch of a Cockatrice, and touch dependant spells (like touch curses or kisses or Shocking Grasps). The Guardian is considered to have one hit point per level of the caster and has 1 Hit Dice per 3 levels of the caster (round Down). If it suffers the effects of Petrification or similar life destroying effects, it crumbles away from the caster, its benefits forever negated. The Slime Guardian doesn't protect against Disintegrate and other such deadly area-effect spell. If the Guardian is killed, it crumbles to small particles which will become liquid and then evaporate (even with temperatures of 100 minus Fahrenheit). Otherwise it can't be removed unless the spell is dispelled. Area of effects spells might destroy the creature prematurely, although the caster is subjected to an area spell and makes his or her saving throw, the Guardian is supposed to save also (as ½ fighter according to HD).

Slush Unknown Adventurer; Perished in the three volcanoes region; with this spell in spellbook, dated 987AC.

Rare 5th Level Alteration spell

Range: 120'

Duration: 3d6 days

Effect: liquefies 3000 square feet ice or snow

Saving Throw: Prevents sinking in the area liquefied

This spell changes a volume of ice or snow to a morass of slush (mass of small particles of ice in water). An area of 10' deep or thick is affected, and may be up to 3000 square feet in surface area. The victim may get mired and become unable to move. The caster may choose the exact width and length (20' x150', or 30' x 100', etc.) but not the depth or height, and the entire area of effect must be within 120' of the caster. Creatures entering the slush are slowed to 10% of their original movement rate at best, and may become stuck. The semi-liquid will slowly form to a total equal level. This slush moves depending on the angle of the area beneath it with a speed of 3' /1' to 3000' /1000' (DM).

Steam Blast Sir Quentin McGregor 983AC

Uncommon 3^d Level Evocation Spell

Range: caster

Duration: round per 2levels of the caster

Effect: Special

Saving Throw: Halves Damage

Components: Two tea leaves and a pinch of wet, powdered sulphur or a drop of red Dragon spittle,

The Steam Blast spell creates a billowing cloud of scalding water vapor. The blast forms a cone 40' long that is 10' wide at its terminus. The scalding vapours immediately cause 1d6 hp damage per level of the caster (to a maximum of 10d6). Besides this damage, the steam also causes heat and water damage to exposed items, requiring a saving throw vs. normal fire to determine if they are harmed. Items in the possession of those victims making a successful saving throw for half damage are unaffected. All air-breathing creatures are blinded for as long as they remain in the vapor and for 1d2+1 rounds after leaving its area. Those inside the vapor area must save vs. Breath weapon or pass out for 3d4 rounds from choking. Those who pass out continue to take 1 hp drowning damage every round until received or removed from the area of the vapor. The vapor surges forward from the open arms of the caster and fills the entire area immediately. The spell causes half damage to Elemental Creatures composed of water or air such as Water Elementals, Water Weirids, Air Elementals and Aerial Servants. A successful save from such creatures results in only one-quarter damage. No damage is caused against creatures composed of mist or fog, such as Crystal Mists, Crimson Deaths, Vampiric Mists, Incorporeal Undead, or Ethereal Beings. Creatures not otherwise resistant or immune to heat or water take full damage. Characters protected by spells and Magical items that give some resistance to heat(Resist Fire, Ring of Fire Resistance, et.) receive a +2 bonus to their saving throws and reduce damage as detailed in each spell or item description. Spells that give protection from non-Magical weather conditions (such as Endure Heat) impart no added protection from this spell. The spell functions in underwater conditions, although the steam dissipates immediately after the spell is cast.

Swimming Doom Unknown creator, known to exist in Sunlit Sea 337AC, brought to GSM by Hamish McGregor 1001AC

Uncommon 7th Level Conjuraton spell

Range: 120 feet

Duration: 1 Round per level of the caster

Effect: Creates a 20 feet by 20 feet shrimp horde.

Saving Throw: Negates

This spell Magically creates a huge swarm of 1000 stinging and biting shrimps, appearing anywhere within 120 feet of the caster (as chosen by the caster). They fill an area at least 20' x20' and can be ordered to fill an area of 60' x60' . The Swimming Doom can move at up to 60' (20") if the caste remains within 120 feet of any part of the swarm. They vanish after the duration ends, or whenever the caster moves more than 120 feet away. The shrimps always attack everyone and everything in their path, inflicting 1 point of damage per 10 shrimps, a total of 100 points per round to each creature caught in the effect (no save). Normal attacks (such as fire) can damage the horde slightly, but even an Ice Storm spell will only slay 100 of them (reducing the damage accordingly). The Swimming Doom can be destroyed by a Dispel Magic spell (at normal success), but it can penetrate a Protection from (Evil/Good/Cold/Warmth) effect, and can move over most obstacles at the normal movement rate. The shrimps Conjured are always crawling like Ants, and so on, non of them are able to fly (they can, however, "jump" up to 4 feet, and climb nearly all surfaces with ease). This spell has no effect when cast above water.

Transmorphose Liquids Water Elementalists 832AC

Rare 1st Level Alteration spell

Range: Touch

Duration: Permanent

Area of Effect: 1' -cube/level

Saving Throw: Special

Casting Time: 1 round

This spell transmutes one type of liquid into an equal amount of a known different, nonmagical fluid (water, wine, blood, oil, apple cider, etc.). The caster must touch the fluid itself (not simply its container) for the spell to take effect. Magical liquids (such as potions, Mitaq) receive a saving throw vs. disintegration with a +3 bonus to avoid the spell's effect. Fluids can be transmuted only into nonmagical liquids; it is not possible to change a magical liquid into another type of magical liquid. Poisons may be rendered harmless through use of this spell, but the spell has no effect on poisons already consumed. Living creatures are unaffected by the spell, excluding those from the elemental plane of water. Such creatures are allowed a saving throw vs. spell. Failure results in 1d4 points of damage per level of the caster, while success indicates half damage. Only one creature can be affected by a single casting of this spell, regardless of the creature's size. Creating poisons through use of this spell is especially dangerous and a chaotic act.

Tidal Wave _____ Prince Harald Haaskinz 983ACSpecial 9th level Evocation spell (or Conjuraton)

Range: 240'

Duration: Instantaneous

Area of Effect: Creates four or eight waves

Save: Halves

This spell creates either 4 or 8 Waves (at caster's choice). Each Wave can be aimed at a different target within range, up to 10 feet away from the shore over land if wanted. Each Wave slams into its target at any one creature and explodes like a Fire Ball (affecting all creatures within a 20' radius). If the caster creates four Waves, each strikes for 8d6 points of damage and then swats for 8d6 points of fire damage. If the caster creates eight smaller Waves, each strikes for 4d6 points of damage and then swats for 4d6 points of fire damage. Note that if the Waves are aimed accurately, a victim or area might find itself within overlapping blasts and thus take swatting damage multiple times, The Player rolls damage for each strike and blast separately. Any victim struck by a Wave takes full "strike" damage with no saving throw. Each victim within the blast area may make a saving throw vs. spells per Swat to take only half of the given swat damage. Even water resistant and water or cold using creatures are fully affected by strikes of a Tidal Wave, although they might be resistant to the tremendous swats. A separate saving throw must be made for each swat the character contacts, penalized by 1 for each swat after the first. This spell is one of the most destructive spells there exist. When cast indoors all walls, floors, and ceilings must make a saving throw vs. magical fire-2 to remain intact. All item standing within quadruple the swat radius must save vs. Blow or be thrown to the edge of the quadruple area effect heavily damaged or even destroyed. Items worn by characters affected by the strikes must save vs. Blow at -8 and for the Swats a save vs. magical fire at -2 (and -1 for each cumulative blast after the first) or be destroyed. The after effects of this spell include, but are not limited to: A Great flood, Cave-ins, Droughts, Malnutrition of the ground, Disease or infections, Magical Disturbances, Great Disturbance to the Seismic Force Point balance (in the form mostly of minor or greater Earth Shocks, etc.). This spell can also be cast from afar a shore a giant Tidal Wave. In this manner the wave will move with a speed of 720' per round toward the coast, from a distance of 100 yards per level of the caster away. The wave will be 10 yards per level of the caster in width, but the height will be dependent on the depth of the ground before the coast. If the bottom is more than half the level of the caster deep, the wave will be only 1 foot per 3 levels of the caster. If the bottom is between half the level of the caster and ¼ the height of the wave will be 1 foot per level of the caster. If the depth is even less the height will even be able to reach a height three times as high as the level of the caster. The height also affects how far the water can reach inland (except when there are hills or alike). The height multiplied by four is the distance the wave reaches inland, lowered by 1 for each foot altitude gained away from the shore. The damage will be 1 point per foot height of the wave at the moment it strikes a target. When the target is a construct or building it will suffer damage according the following table. The water will slowly flush back and sweep with it 50% of all floatable and 25% of all non-floatable loose objects over a distance as great as the wave was plus 10 feet per foot of altitude the area is higher than the shore. This means that the water can flush materials, creatures and objects back into the water after the wave crashed into the shore. The water will move with a speed of 360' per round on the shore while crashing into it, but on the shore while flushing back it will move with a speed of 120' per round or even slower. Lower area will be filled with water that could drain away with great difficulty. The ground will become clogged and muddy afterwards.

Wood Structure	1 per 2 points
Stone Structure	1 per 5 points
Earth Structure	1 per 3 points
Other stacked materials	1 per 4 points

Transport Through Kelp _____ Unknown creator, known to exist in Sunlit Sea 716BC, brought to GSM by Hamish McGregor 1004ACSpecial 7th Level Alteration spell

Range: Infinite

Duration: Instantaneous

Effect: Long range Teleport.

Saving Throw: None

Reading time; 12

Casting Time; 8

This spell may be used a maximum of once per day. The caster must be near Kelp (of any size, species or form), and must either choose a general location or a specific known kelp elsewhere. After casting the spell, the caster enters the nearby kelp and steps out of a kelp at the destination (if the caster did not specify the exact kelp, he appears from a randomly kelp (determined by the DM)). There is no limit to the range, but the kelps must both be living for the spell to work, and must be on the same Plane of existence. If either kelp is dead, the spell fails. Otherwise, the caster immediately appears at the new location. The caster can transport 2 willing creatures. The caster can't reside in the kelps mentioned; he just steps in and out in a single motion. The caster can use instead of Kelp also shells, but the transportation will function only from kelp to kelp, or from shell to shell.

Viperout _____ Sir Sean McGregor 983AC (rumoured he stole it from a Water elemental Mage; first notice use in Plane of Water 155 BC)Rare 7th Level Conjuraton spell

Range: caster

Duration: 5 rounds + 1 round per level of the caster

Effect: special

Saving Throw: None

Component; A piece of snakeskin (or a portion of a dead snake)

By means of this magic, the casting of which involves a piece of snakeskin or a portion of a dead snake which is consumed by the magic, the caster instantly teleports snakes to his or her current location. These living snakes appear in the caster's mouth, and are vomiting out. They do not choke or otherwise harm the caster, and never attack the caster either. Until the spell expires, they serve the caster, fighting to the death. The snakes are normal, not giant varieties, and may be both venomous and constrictors. One snake appears for every three levels of the caster (round down); a maximum of six serpents can issue from a caster's mouth in any one round. Until all of them have been expelled from the caster's mouth, speech, spellcasting, or pronunciation of magical item activation words on the caster's part will be impossible. The caster can breathe normally, can swallow without affecting the arrival of the snakes, and can freely engage in movement and combat. Summoned snakes range in Armor Class from 9 to 6, move 120' /40' to 150' /50', have up to 2+2 HD, and attack by biting for 1d2 points of damage (plus, if venomous, poison of insinuate types E, F, G, AAA, BB, CC, DD, GG, HH, II, KK, LL, MM, OO, PP, UU, VV.) and constricting (if constrictors) for 1d4+1 point of damage per round (no more hit rolls needed). While the spell lasts, the caster's control of the snakes can't be broken by any means except slaying the caster or the snakes—Dispel Magic or any Charm Magic do not end or overcome the caster's control of the reptiles.

Controlled snakes attack or not as the caster wills, switch targets if desired, constrict without harming (or biting), use their coils and jaws to gnaw ropes or turn keys, carry wands to the caster or move small objects about, and engage in other non-combatant activities. However, a Vipergout doesn't enable a caster to empower a snake with special powers, increased Dexterity or Intelligence, or force a snake to attack itself. The snakes will always appear from a minimum of 1 mile away from the caster, thus it is unable for a caster to use this spell on snakes attacking or threatening the caster or his allies.

Volholm's Minute Missiles Volholm the wet Mage 872 AC

Very Rare 4th Level Evocation spell

Range: 60 yards + 10 yards per level of the caster

Duration: 1 Turn per level of the caster

Area of Effect: One target

Save: None

Component: A silver wand of at least 100gp (which can't be reused)

The spell utilizes the small wand to fire small balls of acid. The caster may not choose the rate of fire; he or she can only fire once each round (after releasing the spell in the duration until finished or the duration ended). The spell creates one ball per level of the caster, each striking for 1d4 points of damage on the first round and one the second (this damage will be halved underwater-round up!) The caster uses his own THACO when firing the missiles. The missiles also damage items struck. A single missile might destroy a piece of crockery, item of jewellery, book, article of clothing, or other small, light object. More missiles might damage weapons, armor, doors, furnishings, or larger objects. They must roll a successful saving vs. acid or be destroyed.

Volholm's Tentacle Arms Volholm the wet Mage 865AC

Very Rare 4th Level Alteration

Range: Caster Only

Duration: 1 round per level of the caster

Area of Effect: the caster only

Save: None

Components: A piece of Squid, Catfish, or Octopus

The Tentacle Arms spell allows the caster to choose from one of the three effects, which he must choose when memorizing the spell. This choice can't be changed at a later time not even by use of a Wish. This spell can't be made permanent, not even by casting the spell disturbed.

1 This most common effect turns the caster's arms into 6 feet long tentacles similar to those of an Giant Octopus. The tentacles have rough edges capable of inflicting 2d4 points of damage per strike. For purposes of manipulation, grappling, or feats of Strength, the tentacles have a Strength of 17 and a Dexterity of 7.

2 This variation of the spell turns the caster's arms into long, snaky tentacles of low Strength (8) but high coordination (Dexterity 18). The caster may manipulate objects up to 10 feet away with great precision. The tentacles do not cause damage on a strike, but they can wield weapons (at half distance). The caster could use them to effectively grapple, however, with a +2 on any attack rolls.

3 This option turns the caster's arms into 8 feet long tentacles that sometimes move on their own if the caster is not careful. These clumsy appendages may strike a target with little force, but their touch causes a target to move at half speed (as a Slow spell) effectively overbear targets with them making overbearing attacks at +1.

Regardless of the variation used, while the spell is in effect the caster can't cast somatic based spells (about 95% of all the existing spells). If the tentacles are severed, the caster's arms are similarly damaged when the spell ends (and it hurts the same). Attacks directed against the tentacles reduce the caster's hit points normally. The spell can't be used to cause any constricting damage.

Water Barrier Duke Gerrid Rientha 992AC

Rare 3rd Level Alteration Evocation spell

Range: 60'

Duration; Concentration

Effect: Causes 1200 square feet to move

Saving Throw: None

This spell can only be cast under water or on a large enough water surface. With this spell is cast a thin opaque barrier of rapidly moving water is created. It has any Dimensions, as determined by the caster, totalling 1200 square feet (for example, 10' x 120', 20' x 60', 30' x 40', etc.). The wall is opaque and will block sight. Creature of less than 4 HD can't break through the wall. Creatures of 4HD or more can break through but take 1d6 points of damage in the process. Fire-using creatures take double damage if they break through. The wall can't be cast in a space occupied by another object. It lasts as long as the caster concentrates on it, without moving. This spell can only be made permanent by another spell-caster due to the concentration needed to sustain this spell. When this spell is cast above water, it will only affect 600 square feet, and thus preventing up to 2HD or less to pass.

Water Current Unknown creator, known to exist in Sunlit Sea 509AC, brought to GSM by Hamish McGregor 1003AC

Rare 3rd Level Evocation spell

Range: 0

Duration; 1 Round

Effect: 10' wide path and 10' per level of the caster long

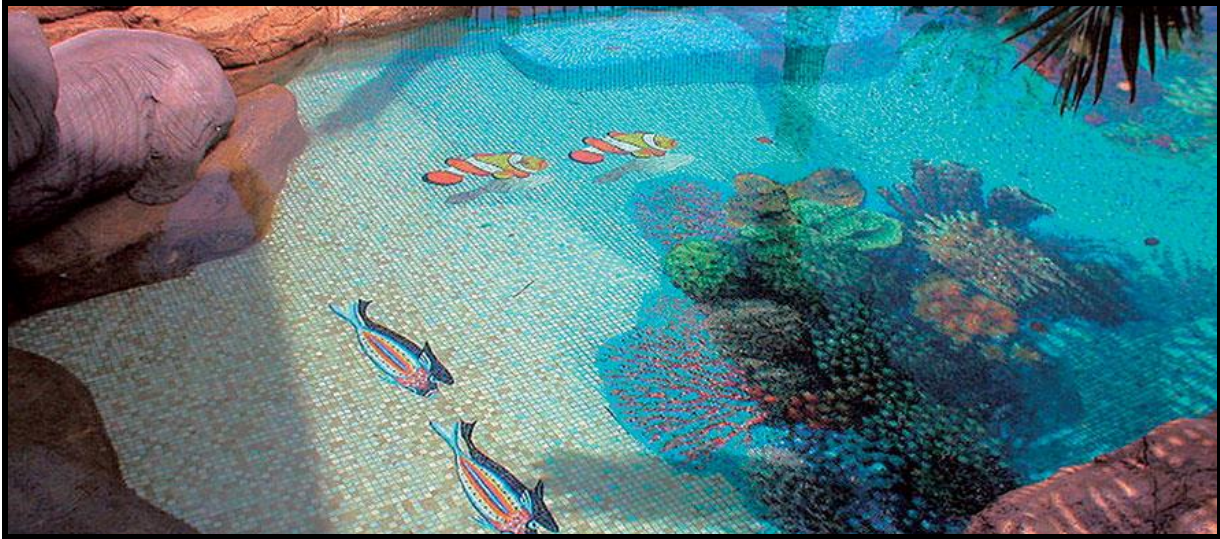
Saving Throw: None

Reading time; 6

This spell creates a sudden current of water with the speed of 30 miles per hour blown from the caster. It blows away small flyers 1d6x10 yards away from the caster. The spell is able to hold man-sized beings; any attempt to move against it will slow them by 50% (+/-10% per Strength adjustment) for 1 round. This spell will blow over light objects, disperses fluids, and blows away liquids, dust or even liquid beings. It will also cause 1d4 points of damage if directed as a water spout out of the water to any creature within range of the spell. The water spout will have half normal size of the normal spell.

-3X Aquatic Classroom

Height 15' , above ceiling/floor 5' thick Connected with; [-3T1 Aquatic Testing Rooms](#) by standard double door south, [-3V New Aquatic Room Dig site](#) by corridor west. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large "magically" created beams (also concrete). Doors are all of reinforced wood with metal locks, handle & hinges. This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. The room is painted in wavy light blue patters and a darker blue background. The floor and lower 4' of the walls are covered in a mosaic of various colors of ceramic tiles. As the dominant colors are bleu, lightblue, bleugreen the overall feel is similar to that of a real world swimming pool. Some nearby stones and depictions with plants, coral and fish and a wavy illusion over it, making it seemingly wet. An Economy Super-Was Laundromagic II and Melrond's Foolproof Dishwasher (*see AC11 Book of wondrous inventions*) are placed and used here. This classroom is for all Hydromancers and the teachers are higher circle Hydromancers. This classroom is used for Theoretics about The Elemental Plane of Water, and magic associated. This is in effect a standard classroom for 12 students, with benches, seats, standard light globes, a closet for tools and workbooks, etc.



-3Y Inundated Aquatic Classroom

Height 15' , above ceiling/floor 5' thick Connected with; [-3T2 Inundated Aquatic Testing Rooms](#) by double doors south, [-3Z Flushroom \(Airlock Hall\)](#) by door north. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large "magically" created beams (also concrete). Doors are all of reinforced wood with metal locks, handle & hinges. This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. The room is painted in wavy light blue patters and a darker blue background. The floor and lower 4' of the walls are covered in a mosaic of various colors of ceramic tiles. As the dominant colors are bleu, lightblue, bleugreen the overall feel is similar to that of a real world swimming pool. This mosaic does not reflect distinctive patterns, though. This classroom is for all Hydromancers and the teachers are higher circle Hydromancers. This classroom is used for Practics about The Elemental Plane of Water, and magic associated. The water here originates from the damaged [-3L Airlock \(nw\)](#) doors and flows away into the exiting Water Elemental Gate nearby. Like all inundated rooms, this one has a particular scent, known to flooded basements and funghi. All the biological matter (unless protected by magic or enclosed) will be affected by a white Mold (harmless, but dirty, and staining, and destroying all paper, soft wood, vellum, parchment etc.). This is in effect a standard classroom for 12 students, with benches, seats, standard light globes, a closet for tools and workbooks, etc.; of course these books are made of slates and shells. As can be seen this room is 3' deeper than the dry rooms, and thus 2 to 2.5' deep water.

-3Z Flushroom (Airlock Hall)

Height 15' , above ceiling/floor 5' thick Connected with; [-3L Airlock \(nw\)](#) by double doors north, [-3Y Inundated Classroom](#) by door south. Color/Material Theme; This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large concrete beams (magically created long ago). Doors are all of reinforced wood with metal locks, handle & hinges. This large Airlock Hall is sometimes used from the [-3Y Inundated Classroom](#) to practise spells which have some distance; like Shark Bolt. Due to this the Airlock here is jammed, and leaking. Water pours in through both sets of special doors, causing flooding in the rooms beyond. Only due the exiting Water Elemental Gate [Elemental river B](#) this level (*and probably all others below and up to -1*) isn't completely flooded. The water is polluted as the [The Canals](#), but Water Elementalists are immune to this kind of water-borne pollution when reaching the 2nd circle.

-3AA Cantina

Height 15' , above ceiling/floor 5' thick

Connected with; [-3R Main Hall Wizard Warrens](#) by standard door south, [-3AB Alchemy Library](#) by standard door west, [-3AC Component Storage](#) by standard door west, [-3AD Wall Hall](#) by standard door west, [-4AF Hidden Stairs of Stone and Bone](#) by 2.5' wide stone stairway up and secret door .

Color/Material Theme; This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large concrete beams (magically created long ago). Doors are all of reinforced wood with metal locks, handle & hinges. This section is actually equal to the [1D1 Dining Hall](#) yet is has no service station. This is done magically. There are three magical plates; (*Appetizer, Meal, Dinner*), and three magical taps (*Milk, Thee, Water*), which transport food from the Kitchen direct to the plate. You need your own plate, cutlery and mug/glass, as otherwise the food/drink will fall on the metal Plate below. If a dish is placed on the Plate--, or a vessel underneath the tap-- of choice, a signal is directed to the Kitchen. There is the same arrangement of plated and a decanter for each tap. When food is placed on the Plate it arrives here by a miniature Dimension Door. This plate is cleaned magically by a Finery and Freshness spell once every 4 hours. The personal plates, cutlery and mug or likewise will have to be cleaned by the owner himself, and remain on the Plates in the cantina during the order. Any order can take some time, and is sometimes even forgotten. There are no refunds by the Kitchen staff if such happens. Since the war this area is no longer in use, but it is not disallowed. Only a few investigative students ever go here. Staff, guards feel no interest going there, and thus the Sphere of Darkness is still unknown to most.

-3AB Alchemy Library

Height 15' , above ceiling/floor 5' thick

Connected with; [-3AA Cantina](#) by standard door east.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large concrete beams (magically created long ago). Doors are all of reinforced wood with metal locks, handles & hinges.

Color/Material Theme; This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. The Floor of the Alchemy Library is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets dark Emperador marble, and above that crème colored plaster, the ceiling is also covered by a gypsum arched fabric shaped into a faintly arched ceiling and colored crème. The room is reasonable lit by a single orb of continual light.

This room has 2 feet deep book closets on all walls. This room is used as a library for; **Apothecary, Alchemy, Fundamentals of Spell Transcription, Components, Healing & Medicine**. An old dusty paper and parchment smell lingers, sometimes tinged with the scent of the remnants of a recently Cloudkill spell against vermin. If everything is silent and dark, it is possible to hear nibbling of mice or Bookworms except the first week after the last Cloudkill cleaning. In that case the scent of dead organic matter can be found if not removed.

(55% of the sources here are books, 30% are scrolls, and the remaining 15% are other sources; Shells, skulls, plates, leaves, orbs, memory stones with recorded illusions, etc.)

Bookworms are a great menace in any library; more on these dangerous pests (*at least to your books, scrolls but also your spellbook*) can be found here; http://pandius.com/Monster_Manual_3.pdf page 1073.

-3AC Component Storage

Height 15' , above ceiling/floor 5' thick

Connected with; [-3AA Cantina](#) by standard door east. This door is locked by a difficult lock (-25% on chances to open), the key is kept by the Master of Servants, and by the headmasters.

Color/Material Theme; This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large concrete beams (magically created long ago). Doors are all of reinforced wood with metal locks, handle & hinges, the floor of this room is plain granite, but somewhat polished by time and use. This room is used for storage of alchemy components. This room is normally not lit, but can be lit by spell or by two bronze candleholders 6' high next to the door. Each component listed on http://pandius.com/What_can_be_Bought.pdf page 91-94 has a 25% chance of being available here, and has a 55% chance of being useful (due spoilage, rot, vermin etc.). They are replaced manually by teachers or students, and this may take several weeks or even months.

-3AD Wall Hall

Height 15' , above ceiling/floor 5' thick

Connected with; [-3AA Cantina](#) by standard door east, [-3AE Slanted Hall](#) by standard door west Color/Material Theme; This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large concrete beams (magically created long ago). Doors are all of reinforced wood with metal locks, handles & hinges. The floor is covered with Al-Andalus Red marble. The room can be lit with two standard orb of continual light, which can be increased to daylight intensity or turned off on command. As such it is often shrouded. The North-eastern wall is adorned with a single 10' wide canvas bench and a similar chair. Small 2' tables are placed conveniently near. The walls are covered up to 4' high from the floor with dark-purple colored wooden panelling topped with a rising ledge of 3 inch, and above that the wall is covered with patterned wallpaper (*mostly with books, magical creature, heroes, flowers and similar decorations*) in a single light color, but since the winter of 1003AC holding vague images. If viewed they don't seem to be something, however, if viewed through a set of Glasses, loupe, magnifying glass, or any other lens, they seem to form words. A Read Magic will only then under those circumstances reveal a very handy privacy spell (see [2S Library Hall](#)). This room is used by students currently not in class, on work duty, and thus free. Teachers can draw students away from here if wished so to do chores, if time on the student so permits. Within the north-western wall is something not found anywhere else on this or higher levels; the closed-up remnants of several windows. Apparently the more the structures sank into the ground but still somehow kept their intended purpose it was decided that doors and windows were no longer part of the original architecture, like seen on the lower two levels (-4 and -5). The closing of these windows was done with similar "magical" created stone (*armoured concrete*) and fully part of the wall. Water from the other side cannot pass this wall due an external layer of special concrete on any structural external walls.

The floor leading to the Slanted Hall has a large crack in the floor and wall at ground level this is due the tilting of the floor caused by the irregular sinking. The external walls are not affected in any way due this.

-3AE Slanted Hall

Height 15' , above ceiling/floor 5' thick

Connected with; [-3AF Classroom](#) by standard door south, [-3AG Teacher Room](#) by standard door west, [-3AD Wall Hall](#) by standard door north.

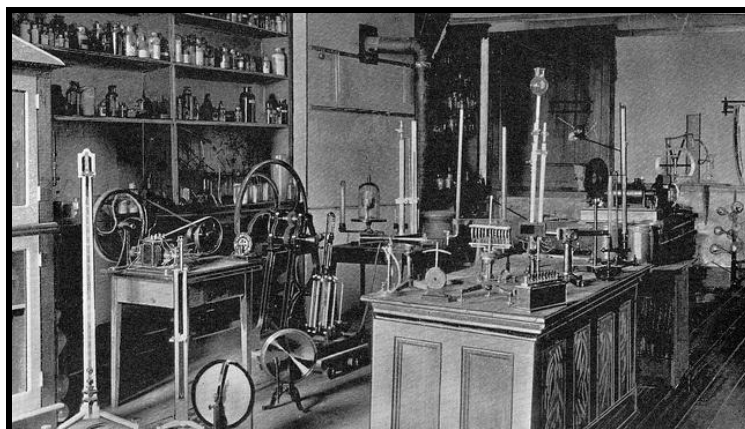
Color/Material Theme; This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handles & hinges. The floor is of the same material as the ceiling and walls, and would have been covered with slates of marbles as in most other rooms; however, due the tilt of this hall this is not done. The hall has wooden leanings to all sides as the floor has a nasty tilt of 1 foot lower at the northern end when reflected to its southern end. Along the whole southern wall is a crack in the floor of several millimetres width, but 5-12 inches difference in altitude. There are also several large cracks in the floor, which are filled up with debris of decades of use.

-3AF Alchemy Proper Tool use Classroom

Height 15' , above ceiling/floor 5' thick

Connected with; [-3AE Slanted Hall](#) by standard door north.

Color/Material Theme; This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor is covered with Al-Andalus Red marble. The room is mostly well lit with a standard orb of continual



light, which can be increased to daylight intensity or turned off on command, but this is absorbed by the Sphere of Darkness. The floor is covered with an oaken floor. The walls are covered up to 4' high from the floor with light-blue colored wooden panelling topped with a rising ledge of 3 inch, and above that the wall is covered with similar colored patterned wallpaper (*mostly with books, magical creature, heroes, flowers and similar decorations*) in a single light color, A chemical smell lingers, but this changes with each day (or after each class here).

-3AG Private Teacher Room

Height 15' , above ceiling/floor 5' thick Connected with; [-3AE Slanted Hall](#) by standard lockable door east. Color/Material Theme; This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*). The ceiling is made of large beams “magically” created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor is of the same material as the ceiling and walls, and is covered with slates of Costa Sol Bronze marble, however, due the tilt of this of the most northern section of this room, there is a large crack and depth variation in this room, and the northern part has a nasty tilt of 1 foot lower at the northern end when reflected to its southern end. As seen as continuation of the crack in the Slanted Hall floor (of several millimetres width, but 5-12 inches difference in altitude). There are also several large cracks in this section of the floor, which are filled up with debris of decades of use, and are mostly covered with a thick carpet. The 3' lowest area on the wall and pillars; above this the wall is wallpapered. This actual large, private room is divided in two sections by the stone pillars supporting the upper areas. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the outer hall door, while the private section is in the other half. This room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner). *The room was used before the war by Lady Lucrezia Fiola Master Alchemy, but even then sparingly.*

-3AH Broken Hall

Located at -40' Height 8' , above ceiling/floor 2' thick Connected with; halfway the [-3U Stairways](#) by secret (not on this side, but has spyhole within) door north, [-3AN Secret Forgotten Hall](#) by grandfather plaque gargoyle door east, “*Dimension-on Call*” door west (long time unused), [Elemental river](#) by disintegrated floor 7' -8' down, [-3AI Forgotten Hall](#) by stairway down across disintegrated floor and standard locked door south. This section is actually right underneath the room V on level -2. Color/Material Theme; This room was originally the main walkway between the former living and security area, and the Drilling Control Area. When the buildings slowly sank walls had been erected around the walkways until even these sank. Totally enclosed now by a concrete ceiling they became part of the underground areas of the current GSM. When discovered by the FWA anything of use has been removed as a source of material. It was the unsafety of this corridor and eventually its collapse in which became the reason to abandon the rooms of the former living areas in 845AC, and the political situation obscured the event in history. The Dragonrouge Society made the already camouflaged door into this area a fully secret door. Only a few did use this area to reach the chambers beyond, as the Society members used their own warded, secret door within this hall. The inner walls are ancient Blackmoor “magical” stone (*armoured concrete*). The ceiling is made of large beams “magically” created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor is covered with Al-Andalus Red marble, but much of it is damaged or even collapsed into the river below. The standard Orb of Continual Light is enveloped by the Sphere of Darkness. The sound of rushing water is very audible (including any sounds by NPC's and PC's in that region).

On the eastern wall, close to the secret door to the stairs (*with spyhole*) is a Grandmaster Plaque as explained in http://pandius.com/Monster_Manual_5.pdf page 1412-1413 (*do not forget to also read pages 1401-1402*). This Gargoyle variation created in 760AC, only 10 years after its discovery creation by other mages in 750AC, is 2' high, 1' wide and depicts a standard bearded mage with Flaemish facial character features, with maximum Hp. The gargoyle was attuned to Albion McDratt, and thus is unattached since McDratt was captured and perished in 893AC in the Tower of Sighs. The Gargoyle (*named Mister Ollongen by the Cult Members*) was created to protect the secret door (which it is part off) towards the hidden chambers of the Dragonrouge Society, and knows all members of the cult prior to 893AC.

DM: Mister Ollongen

*This adventure revolves around the discovery of this forgotten hall, and then the discovery of the Gargoyle. The goal of the adventure to succeed in bypassing the Gargoyle and enter the chambers beyond. This may be done by guile, trickery, deceit, giving Mister Ollongen a new Master (and this is much harder than can be expected as he is part of the structure below, and thus must actually be partially recreated elsewhere, needing severe magic, knowledgeable mages and a lot of trust), or by defeating the Gargoyle. The hardest part comes to communicate with this Gargoyle, as it is unattuned, and refuses to open the door (out of habit). Keep in mind that this gargoyle is very long alone. The last time it was used was 894AC, but soon no members survived to allow entrance. The last human he noticed passing by was Master Tedosius coming from the left (south) and going back and forth several days thereafter (see [-3D Fire pit room \(Into the maze\)](#)). Mister Ollongen is a mental wreck, he desires companionship, use and function, and currently prefers to complain, whine and similar; “My existence is meaningless without people to guard”, while trying to keep his last order in action; guard the room beyond. Keep in mind that *Dispel Magic*, *Anti-Magic*, *Day of Dread* effects will only cause the offensive powers of the gargoyle to be suppressed and NOT dispelled. Mister Ollongen is also a bit stronger than a normal Grandmaster Plaque in that he Wizard Locks the door as a 30th level wizard (all other abilities are as displayed in its statistics). If succeeding this adventure without destroying the sensitive, and actually friendly, though depressed gargoyle each PC attending individually receives the 750 xp the golem is valued at, and if he is destroyed the group receives only 750 xp to be shared amongst the members of the group. If he is whole, and with a new master—where-ever, as it might be difficult to remove the Gargoyle, it is still possible—he might be revealed as a great source in exploring the Secret Cult and its members; He has a skill Knowledge of the Dragonrouge Society of 17. The teacher Tassi of Sound & Magic was one of its members until he disappeared in 897AC.*



-3AI Forgotten Hall

Height 15' , above ceiling/floor 5' thick

Connected with; [-3AH Broken Hall](#) by stairway up across disintegrated floor and standard locked door north, [-3AL Forgotten Laboratory of Tassi](#) by corridor and standard door north, [-3AM Forgotten Storage](#) by corridor and standard door south. Color/Material Theme; Inner walls are ancient Blackmoor "magical" sound dulling stone (*armoured concrete which somehow does reflect sounds less*), and is a faintly arched ceiling also covered with fur. The ceiling is made of large beams of the same "magically" created long ago (*armoured concrete*). Doors are all of wood with wooden, handle & metal hinges. The floor is covered with cork tiles of an inch thick, and a tapestry covering most of the floor. The fur is rotten and damaged on many spots due neglect, time and moisture. The room is well lit by several orbs of continual light, but the 49' thick Shell of Darkness prevents showing this most of 1013AC to 1015AC. These chambers are due their proximity to the vertical axis of the sphere the first to be able to use light again, see [Future of the Radiance](#). This hall section is actually the a closed of section of the [-3AH Broken Hall](#) going down to the somewhat wider hall here, and originally was part of the living area of the crew working in the Drilling control area or Magic extraction area. When the FWA arrived here, there was nothing remaining which could reveal its original use. This hall since its rediscovery had been a regular use, as the chambers beyond had their importance to the FWA and later GSM in research of Bard magic and spells, due to the sound dulling stone used in this area. This effect was further enhanced by covering the walls, floor, and even ceiling with 2" thick furry tapestries, dulling any sound. Due this no sound made here will pass beyond any room or door, unless it is directly targeted, and even then only 10' .

When the area and the rooms beyond became ' dislodged' from the GSM due the collapse of the Broken Hall in 845AC, only an illusionary guard was placed by its original teacher Tassi to protect what was stored within. This powerful illusion reflects any single monster the DM desires, but kept in balance to the total Party level with a maximum limit of 30HD, and logically fits within the 5' wide, 10' high corridor. The illusion will be activated by a magical trigger on top of the stairs very near the collapsed floor (always land on the trigger by jumping) and always directly appears to open the lower door and walk up the stairs to attack the PC's, but this is all a very complex and difficult illusion (in fact the door is never opened). The illusion uses sound, scent, and even tactile triggers, and can even repeat single nouns spoken by the PC bonded with an angry toned "What..." attached to the word. It can be active in the whole [-3AH Broken Hall](#) and all the rooms attached to this hall. All of this makes the illusion very realistic, and impossible to ignore on the first encounter. Any damages will feel, and seem to be real, and equally painful, yet any healing magic used or cast will have no effect on these wounds (as there is no damage), and even death will seem real to any other. Only after 24 hours of "being dead" the characters will awake with no damage remaining (except the memory of the event and the pain). A secondary appearance of the illusion will be able to be disbelieved and bypassed without any harm on a successful intelligence check (any failure will again resolve in imaginary damage). Each other appearance will give the intelligence check a bonus of +4. Defeating the illusion will give the group of PC's the experience of the creature used by the DM as per RC rules (or any creature from any chapter of <http://pandius.com/mnstrmnl.html>)

-3AJ Forgotten Classroom Music & Sounds

Height 15' , above ceiling/floor 5' thick Connected with; [-3AI Forgotten Hall](#) by standard door west, [-3AK Forgotten Library Magic & Sound](#) by standard lockable door south. Color/Material Theme; Inner walls are ancient Blackmoor "magical" sound dulling stone (*armoured concrete which somehow does reflect sounds less*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. This area originally was the living area of the crew working in the Drilling control area or Magic extraction area. This larger room of the area originally had been the cantina of the Blackmoor crew members). When the FWA arrived here, there was nothing remaining which could reveal its original use. This area had been a classroom by the FWA and the GSM in research of Bard magic and spells, due to the sound dulling stone used in this area. This effect was further enhanced by covering the walls, and even ceiling with 2" thick furry tapestries, laying a 1' cortiled floor with thick tapestries on top, dulling any sound. Due this no sound made here will pass beyond any room or door, unless it is directly targeted, and even then only 10' . The following four spells are detailed on fur-covered slates (not spell scroll, but resource only) on the wall.

Warning Trumpet *Discovered by Tassi (or her Students) in 801AC*

Rare 4th level Evocation spell

Range: Touch (1 Creature or an area up to 10 square feet or cubic feet in extent).

Duration; Permanent until dispelled, activated, or the Death of the Caster occurs.

Effect: Warning Trumpet sounds if activated.

Saving Throw: Negates

Reading time; 8

This spell creates a Magical alarm or warning system; if the object on which it is

cast moves or is moved more than its own length in location, or changes its state (e.g. a closed door opening, a drawn weapon being sheathed, a knot being untied, any object being broken, a Magical item being activated), or upon a certain intelligent being (who must be named in the spellcasting) approaching the object within 10' ; the Warning Trumpet will sound. This trumpet is a single warning note, rising and then falling and dying away, that is audible to all beings within 30' of the protected object or area when it is activated. Beyond 30' , it is audible only to the Spellcaster (and not creatures reading, or linked, to the caster's thoughts). It can only be cast on non-living material (if cast on a corpse that is subsequently revived, the Magic will be dispelled without the Trumpet sounding, and can be dispelled. Any object so protected will be revealed as such by a Detect Magic spell. A Warning Trumpet can be cast on clothing worn by a creature to reveal the creature's movement. The caster need not concentrate to maintain the Trumpet, and will hear it regardless of distance if on the same Plane as the guarded object when the Trumpet is activated. The Death of the caster will negate any outstanding Trumpets, even if he or she is subsequently raised. A caster may have multiple Warning Trumpets in effect but not yet triggered—but as a Magic-User gains another Trumpet "tone" every 7 experience levels (see table)—the caster will probably not know which one of the various objects is affected, unless a high enough level to set the Various Trumpets at different tones. This spell is most often used by powerful Wizards to protect their spellbooks, so they can Teleport back to the books from afar to prevent theft.

Level	1-7	8-14	15-21	22-28	29-36
Tones	1	2	3	4	5

Tassi's Shriek Discovered 777AC By Tassi the Wonderful

Rare 1st level Evocation spell

Range: 10 feet
Duration; 1 round per level
Area of Effect: Hearing range
Saving Throw: Special

This specialized form of an audible Glamer spell is released by the caster with only minimal utterance. Thus, casting it is all but silent, untraceable, and requires a minimal concentration (enabling it to be cast during melee or when the caster is in pain, constrained, or the like). The Magic causes a shrieking, crying, shouting, or other verbal utterance. The caster must emit all these sounds while memorizing (not casting) the spell, and he can't subsequently alter them, and are limited to those produced by the caster's voice (although mimicry is possible). They are typically used to produce shouted warnings or the presence of unseen intruders, so as to distract opponents of the caster. Once cast, the sounds can't be ended before the spell expiration.

Shout Discovered by Traldar approximately 1500BC, discovered by unknown mages in the FWA era, lost to the known world several decades later (there are some scriptures describing the effect), rediscovered by Tassi the Wonderful in 792AC (also discovered in ancient Karameikan (Traldar) valley by adventurers in between 1000-1005AC).

Rare 4th level Evocation spell

Range: caster
Duration; Instantaneous
Effect: 10' x30' cone.
Saving Throw: Special

This spell will cause the voice of the caster to increase a thousand fold. All creatures within the cone are instantly deaf for 2d6 rounds and sustain 2d6 points of damage (this results in 1d6+1 Turns bleeding ears and noses, and a bouncing headache for 2 days). A saving throw vs. spells is allowed only when the victims actually see the caster preparing to shout and protect their ears in time, then the deafness will be negated and the damage will be halved(round up), the creature who saved will still hear an irritant buzzing in his head for 20 minus his Constitution in turns. This buzzing can disturb any concentration and each attempt at such activity needs an extra Intelligence check. Any brittle or fragile objects of glass or crystal are shattered if they fail a saving throw vs. falling. Any creatures deafened are more easily surprised; miscast any spells at 20%. This spell doesn't penetrate any Silence spell effects. The creatures can easily prevent deafening by stuffing their ears with cloth, wax or cotton (just holding your hands on your ears wont help). The caster can only shout every 24 hours or he suffers the same risk at becoming deaf as its targets. The shout can be heard the Constitution of the caster in miles far away. A specially trained "Shouter" (like with the ancient Traldar) will have a extraordinary grown chest and his shouts will reach a distance of 10 times normal. These "Shouters" ("Vocals" called by the Traldar) are only able to cast this spell—less powerful—but they are able to shout each round, and they have no risk of becoming deaf, because their body is adapted through the ages by the multiple uses of this spell. For more on Traldar Vocals see B10-TSR9149-D&D-Mystara-Night's Dark Terror, AC9-TSR91273-D&D-Creature Catalog page 41. Tassi the wonderful became a Master in Magic & Sound due the discovery of this spell, and remained until her death in 894AC, when she along her students was imprisoned for the (later proved unjust) fact she was a member of the Dragonrouge Society. This most probably had been a misunderstanding as she (and her students) used the same corridor, as all members did.

Shout of Ruin Discovered by unknown student of Master Tassi in 843AC

Very Rare 6th level Evocation spell

Range: caster
Duration; Instantaneous
Area of Effect: Cone 50 feet long 20 feet diameter at the end
Saving Throw: Special

This spell is similar to the 4th level Shout spell, but more powerful; booming forth a Shout of Ruin spell creates a powerful wave of violently destructive sonic force that issues from the mouth of the caster like the bass toll of doom. The sonic blast is channelled from the mouth of the caster in the shape of a cone with a length of 50 feet and at the end a diameter of 20 feet. Beyond the area of effect, the deep boom is painfully audible (up to a distance of 2 miles per point Constitution of the caster and can be heard clearly at the double distance). In the area of effect, the sound stuns creatures for 2 rounds, deafens for 4 rounds, and inflicts 2d6 points of damage. A successful save vs. spells take half damage, are deafened for 2 rounds, and are not stunned at all. Objects of lesser sturdiness and Strength than stone walls of 6 inch thickness or wooden walls of 1 foot thickness must make a saving throw vs. crushing blow or be destroyed. Normal doors are blown apart and even reinforced or barred doors of normal size are blown open. Objects not subject to immediate destruction are damaged—the sound cracks and splinters most surfaces to some degree. Persistent application of this spell will slowly erode even the stoutest of barriers at a rate (DM).Diamond and Steel walls are not affected, 6" thick Iron walls take up to 500 applications, other materials take less time depending upon its thickness). A solid object of sturdy construction and at least 3 inches thick that survives a Shout of Ruin can completely shield an individual taking total cover behind it from stunning and damage but not deafness. Directing this spell at a large window, on the other hand, will cause it to shatter in a lethal spray of glass shrapnel away from the caster, with potential damage to those caught in the area for a maximum of 2d6 points of damage. The spell is debilitating. The Mage must pass an immediate system shock (con. check) after casting a Shout or be rendered unconsciousness for 2d8 Turns and unable to speak for the same number of days. It may well be that the experiment with this spell caused the [-3AH Broken Hall](#) to collapse, but there is no record of any experiment, only the finishing of the spell was date recorded on the same day the hall collapsed, yet a lot of documentation is missing from this slate, and this spell is never recorded elsewhere.

Shatter discovered by Tassi 839AC

Very Rare 2nd level Alteration spell

Range: 30 yards + 10 yards per level of the caster
Duration; Permanent
Effect: 1 object
Saving Throw: Objects only, Negates.

The Shatter spell is a sound based spell that affects non-Magical objects of crystal, glass, ceramic, or porcelain such as vials, bottles, flasks, jugs, widows, mirrors, etc. All such objects within a 3 foot radius of the centre of the spell are shattered into dozens of pieces by the spell. This will take 2 seconds. Objects weighing more than 100 cn. per level of the caster are not affected, but all other objects must save vs. Crushing blow or be shattered. Alternatively, the spell can be focused against a single item of up to 100 cn per level of the caster. Crystalline creatures usually suffer 1d6 points of damage per level of the caster to a maximum of 6d6, with a saving throw vs. spells for half damage.

-3AK Forgotten Library Magic and Sound

Height 15' , above ceiling/floor 5' thick

Connected with; [-3AJ Forgotten Classroom](#) by standard lockable door north.

Color/Material Theme; This area originally was the living area of the crew working in the Drilling control area or Magic extraction area. The small room was a two-person chambers (and in fact all chambers shaped similar on this level have been living areas of local Blackmoor crew members). The niche in any of these rooms had been harbouring a heating/cooking unit, which was destroyed by; time, the firestorm, or plunder. When the FWA arrived here, there was nothing remaining which could reveal its original use. Each room now gained another designation in line with the new function. This hall since its rediscovery had been a regular use, as the chambers beyond had their importance to the FWA and later GSM. This area had been by the FWA and the GSM in research of Bard magic and spells, due to the sound dulling stone used in this area. This effect was further enhanced by covering the walls, floor, and even ceiling with 2" thick furry tapestries, dulling any sound. Due this no sound made here will pass beyond any room or door, unless the door is open and even then only 10' . Inner walls are ancient Blackmoor "magical" sound dulling stone (*armoured concrete which somehow does reflect sounds less*), and is a faintly arched ceiling also covered with fur. The ceiling is made of large beams of the same "magically" created stone long ago (*armoured concrete*). Doors are all of wood with wooden, handle & metal hinges. The floor is covered with cork tiles of an inch thick, and a tapestry covering most of the floor. The fur is rotten and damaged on many spots due neglect, time and moisture. The room is well lit by several orbs of continual light, but the 49' thick Shell of Darkness prevents showing this most of 1013AC to 1015AC. These chambers are due their proximity to the vertical axis of the sphere the first to be able to use light again, see [Future of the Radiance](#). This room has 2 feet deep fur-covered book closets with heavy curtains on all walls. This room is used as a library for; **Magic & Sound**. And most items resolve around this subject. An old dusty paper, parchment and rotting furs smell lingers. 80% of the sources here are books, 9% are scrolls, and the remaining 11% are other sources; Shells, skulls, plates, leaves, orbs, memory stones with recorded illusions, etc. Bookworms are a great menace in any library, and this library suffers greatly under these pests; 75% of any item in here is damaged 1d10%; more on these dangerous pests (*at least to your books, scrolls but also your spellbook*); http://pandius.com/Monster_Manual_3.pdf_page_1073.

-3AL Forgotten Laboratory of Tassi

Height 15' , above ceiling/floor 5' thick

Connected with; [-3AI Forgotten Hall](#) by corridor and standard door south.

Color/Material Theme; This area originally was the living area of the crew working in the Drilling control area or Magic extraction area. The small room was a two-person chambers (and in fact all chambers shaped similar on this level have been living areas of local Blackmoor crew members). The niche in any of these rooms had been harbouring a heating/cooking unit, which was destroyed by; time, the firestorm, or plunder. When the FWA arrived here, there was nothing remaining which could reveal its original use. Each room now gained another designation in line with the new function. This hall since its rediscovery had been a regular use, as the chambers beyond had their importance to the FWA and later GSM. This area had been by the FWA and the GSM in research of Bard magic and spells, due to the sound dulling stone used in this area. This effect was further enhanced by covering the walls, floor, and even ceiling with 2" thick furry tapestries, dulling any sound. Due this no sound made here will pass beyond any room or door, unless the door is open and even then only 10' . Inner walls are ancient Blackmoor "magical" sound dulling stone (*armoured concrete which somehow does reflect sounds less*), and is a faintly arched ceiling also covered with fur. The ceiling is made of large beams of the same "magically" created stone long ago (*armoured concrete*). Doors are all of wood with wooden, handle & metal hinges. The floor is covered with cork tiles of an inch thick, and a tapestry covering most of the floor. The fur is rotten and damaged on many spots due neglect, time and moisture. The room is well lit by several orbs of continual light, but the 49' thick Shell of Darkness prevents showing this most of 1013AC to 1015AC. These chambers are due their proximity to the vertical axis of the sphere the first to be able to use light again, see [Future of the Radiance](#).

The room was the location of the Magic user variation of a Silence (or Silence individual) spell, but this became lost again due an attempt of theft where the spell was dropped in the canals and dissolved all written ink. Any research to attempt to rediscover this spell would need information about the clerical version (*see RC page 35*), and the Silence spell of the Elves (*see GAZ5-TSR9223-D&D-Mystara-The Elves of Alfheim page 66*).

Some rare vocal components are found here (inside vocal storage crystals) which might have been used and thus can be used anew; The footfall of a shadow, a sun in the morrow, the hoot of an owl, the laughter of a fowl, the shriek of a mushroom, a cry of doom, the whisper of a mother, the date with another, the steps of a cat, the cribbling of a rat, the curse of betrayal, the words of denial, the door in becoming out, the unnerving doubt, crawling remorse, running of a horse, a tear falling, an emotion stalling, a new house, the death of a mouse, and a weird echo.

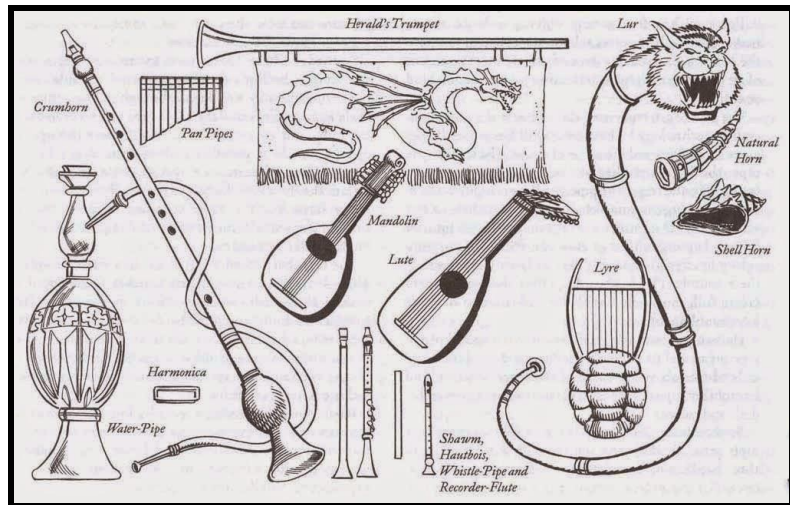
Sound storing crystals are a natural occurrence in some underground mines; these 3' diameter crystal multigonal "balls" will record any sound made within 20' , even those normally unheard. These sounds can be replayed (and increased in volume) by stroking the top and bottom respectively with a wet finger. These crystals are rare, but when found more will be found. When sold they are valued at 50Dc each. The sound stored will be removed by flooding the gem, exposing it to *Dispel Magic* (it is immune to *Day of Dread* effects) thus enabling it to restore a new sound (10 seconds max) after it has dried up naturally (depending on temperature, but 3 turns to 2 hours are normal. To prevent storing anything, it is easy to keep it moist.

-3AM Forgotten Storage

Height 15' , above ceiling/floor 5' thick

Connected with; [-3AI Forgotten Hall](#) by corridor and standard door north.

Color/Material Theme; Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*). The ceiling is made of large beams “magically” created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The room is well lit by several orbs of continual light, but the 49' thick Shell of Darkness prevents showing this most of 1013AC to 1015AC. These chambers are due their proximity to the vertical axis of the sphere the first to be able to use light again, see [Future of the Radiance](#). This area originally was the living area of the crew working in the Drilling control area or Magic extraction area. The small rooms were all two-person chambers (and in fact all chambers shaped similar on this level have been living areas of local Blackmoor crew members). The niche in any of these rooms had been harbouring a heating/cooking unit, which was destroyed by; time, the firestorm, or plunder. When the FWA arrived here, there was nothing remaining which could reveal its original use. Each room now gained another designation in line with the new function. This hall since its rediscovery had been a regular use, as the chambers beyond had their importance to the FWA and later GSM. This area had been by the FWA and the GSM in research of Bard magic and spells, due to the sound dulling stone used in this area. This effect was further enhanced by covering the walls, floor, and even ceiling with 2” thick furry tapestries, dulling any sound. Due this no sound made here will pass beyond any room or door, unless the door is open and even then only 10' . *There are several musical instruments stored in the fur covered closets, including 21 different magical versions; see AC04 Book of Marvellous Magic page 5-6 table 11A-D, and further detailing in this source. There will be never more than one of each example here.*



-3AR Public Latrines

Height 10', above ceiling/floor 5' thick

Connected with; [-3R Main Hall Wizard Warrens](#) by standard door east.

Color/Material Theme; Floor; Al-Andalus Red Marble The walls are covered up to 4' high from the floor with dark grey marble panelling topped with a black marble rising ledge of 3 inch, and above that amber colored plaster.

The room holds two 5'square white marble latrines, with below a 1' deep chute and a permanent miniature Dimension Door underneath the Latrine, reappearing on the ceiling of the Pudding chamber below 1D. A bottle of fragrance can't completely hide the stench of the waste of students in the room.

Glantrians do not use toilet paper, or leaves like most of the world, but instead use to sponge on a stick, like the Thyatians do, which is then rinsed in a bucket of water charged with a “Foul to Fresh” spell (*These rare buckets are enchanted with a permanent Transmute Foul to Fresh where only the components need to be refreshed after each 4 hours*). The remnants are then tossed in the hole of the latrine. A normal water tube (mostly lead, sometimes copper or ceramic) attached to a higher source of water, is located in each latrine to flush and rinse, and to give water in the two small basins in between, each with a small tap. As thus there is always a large bowl with crushed Lilacs, sprinkled with Talcum and Green Slime making the room smell like fresh flowers and fruits.

-3AS Secret Water Elemental Latrines

Height 10', above ceiling/floor 2' thick

Connected with; [-3S1 Laboratory Water Elementals](#) by standard door south.

Color/Material Theme; Floor; Al-Andalus Red Marble The walls are covered up to 4' high from the floor with dark grey marble panelling topped with a black marble rising ledge of 3 inch, and above that amber colored plaster.

The room holds two 5'square white marble latrines, with below a 1' deep chute and a permanent miniature Dimension Door underneath the Latrine, reappearing on the ceiling of the Pudding chamber below 1D. A bottle of fragrance can't completely hide the stench of the waste of students in the room.

Glantrians do not use toilet paper, or leaves like most of the world, but instead use to sponge on a stick, like the Thyatians do, which is then rinsed in a bucket of water charged with a “Foul to Fresh” spell (*These rare buckets are enchanted with a permanent Transmute Foul to Fresh where only the components need to be refreshed after each 4 hours*). The remnants are then tossed in the hole of the latrine. A normal water tube (mostly lead, sometimes copper or ceramic) attached to a higher source of water, is located in each latrine to flush and rinse, and to give water in the two small basins in between, each with a small tap. As thus there is always a large bowl with crushed Lilacs, sprinkled with Talcum and Green Slime making the room smell like fresh flowers and fruits.

-3AN Secret Forgotten Hall

Located at -41' , Height 15' , above ceiling/floor 5' thick. This room belongs to the secret rooms of the Dragonrouge Society which originally were magic extracting rooms in the Blackmoor Era. Connected with; [-3AH Broken Hall](#) by from this side standard stone door west., [-3AO Secret Forgotten Hall](#) by standard door north which bears a magical light lock (7 hourly variant figures are shown in the lighted circle rotating counter-clockwise, and the three correct ones must be chosen (these are secret symbols as in the illustration below). This light can't be seen in the Sphere of Darkness, and thus the door can't be opened. The door is immune to any spell except disintegration. The walls are immune to all magic. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created stone long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor and walls are covered with a variant of Nero Marquina Black Marble, where the white is bioluminescent green. The doors and ceiling are painted black (especially within the Sphere of Darkness it is impossible to orientate). There is nothing else in this room.

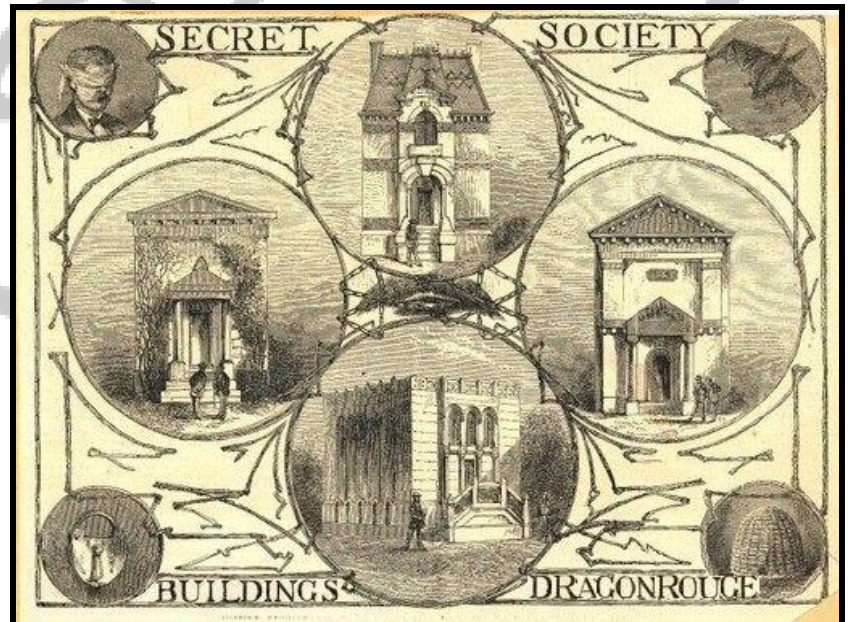


-3AO Secret Forgotten Hall

Located at -42' , Height 15' , above ceiling/floor 5' thick. This room belongs to the secret rooms of the Dragonrouge Society which originally were magic extracting rooms in the Blackmoor Era. Connected with; [-3AN Secret Forgotten Hall](#) by standard door south, [-3AP Secret Forgotten Initiation Room](#) by standard door north. which bears a magical light lock (17 hourly variant images of buildings are shown in the lighted circle rotating counter-clockwise, and the four correct ones must be chosen (these are secret buildings as in the illustration below). This light can't be seen in the Sphere of Darkness, and thus the door can't be opened. The door is immune to any spell except disintegration. The walls are immune to all magic. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created stone long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor and walls are covered with a variant of Nero Marquina Black Marble, where the white is bioluminescent green. The doors and ceiling are painted black (especially within the Sphere of Darkness it is impossible to orientate). There are some 1' deep wooden, black-painted benches along the long walls (at 28inches height), but further there is nothing. There has been an magical automated vocal recording, but this faded away over time.

-3AP Secret Forgotten Initiation Room

Located at -43' , Height 15' , above ceiling/floor 5' thick. This room belongs to the secret rooms of the Dragonrouge Society which originally were magic extracting rooms in the Blackmoor Era. Connected with; [-3AO Secret Forgotten Intermediate Hall](#) by standard door south, [-3AQ Secret Forgotten Society Room](#) by standard locked (3 locks) door north. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling and floor are made of "magically" stone created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The walls are covered with a variant of Nero Marquina Black Marble, where the white is bioluminescent green. The doors and ceiling are painted black (especially within the Sphere of Darkness it is impossible to orientate). There are some 1' deep wooden, padded, black-painted benches along the long walls (at 28inches height). On the eastern wall is located the illustration depicted here. The picture reveals some unidentified buildings, and other images.



DM Knowledge: The secret buildings are; **Top;** House Secret Leader, **Left;** Graveyard Hall, **Right;** Temple of Jammadaru , **Bottom;** Wolf's Head Hall. The secret symbols are; **Top-left;** Blindfold= Trust, **Top-right;** Bat=Secrecy, **Bottom-left;** Padlock=Safety, **Bottom-right;** Beehive; Activity, **Centre;** Heap of Straw=Vulnerability, **Centre;** Chains=Strength by Craft.

A DM may place these buildings anywhere in any of the larger towns or cities in Glantri, except Glantri City itself (as these secret chambers are the central and main location), and even in-between other non-aligned structures, as these were not taken in the drawings. None of these locations has any contact to others due the hunt on their members. The discovery these chambers and release of the illustration will again incite a man-hunt for Dragonrouge members. A DM can make any Necromancer, Lycanthrope or other non Secret Craft mage a member if they are direct descendants of former members.

-3AQ Secret Forgotten Society Room

Located at -45,' Height 15' , above ceiling/floor 5' thick. This room belongs to the secret 5 rooms of the Dragonrouge Society which originally were magic extracting rooms in the Blackmoor Era.

Connected with; [-3AP Secret Forgotten Initiation Room](#) by standard locked door south.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges.

This secret society was more like a religious cult, in that the members all acknowledged Jammadaru the Slime lord. The Cult arose in the early FWA years, and at that time it was only a society for the rich and obscure Necromancers and Lycanthropes. In those days most members were not even mages, and included fighters, thieves, and even clerics. Suffering severe losses in the 40 years war, new members were sought for in the new Great School of Magic, in the decades thereafter. Then in the year 845AC Albion McDratt became a student in the School. He was a social reject, yet still offspring of an important Princely family. Unbeknown to the parliament and the commoners, many of this family were clerics of an obscure Humanoid Immortal growing in power; Jammadaru the Slime Lord. With ingenuity he gave the McDratt family and other followers the ability to learn new spells (*he also did this with humanoids in the Broken Lands but these took much more time to grow in*



importance and use, that even today, they aren't well recognized as being important), and become dual classed Cleric and Mage, a blasphemy in the eyes of the Glantrians, if they would know. Albion created Dragonrouge society in the same year he entered the GSM. He used knowledge of the secret chambers to be used as a base for all interested members, and created several other locations. Intrigue, political division, theft, violence, and even outright murder gave these members open places in the Glantrian Political system. Albion McDratt learned both magical and clerical magic, and became a powerful Prince and secretly the head of the Dragonrouge society; a society where only power was important. This became the way for the society to rule, and in public life, politics, and beyond, the followers used this power openly and in secret to attempt to gain what they desired. The employed weird initiation rituals were blood and violence, and most heinous of acts were allowed by the higher members. All women for example were nothing more than slaves and toys.

Until that specific day in 885AC, when some viewers discovered the magic some of the more important members were not magic, but clerical instead. They reported this to the local authorities. The Princes opposing the political members of the society saw this as a great opportunity to suppress these violent powerhungry idiots (*as such being recorded in files*). One by one they were killed, arrested, tortured or magically drained of information of other members. In the year 895AC all powerful members and their cult one by one disappeared. All their secrets forgotten, or stolen by the Great school of Magic (*like aquatic spells of the Slimelord or the (in)-famous Volholm the wet Mage see Hydromancer spells*). It is unknown if there are still some members alive, but if so, they are in utmost secrecy, low in number and without any real power, and a dreaded desire to remain hidden since there is a death sentence upon being member of this society, due being destructive to the safety, and social, and political environment of the Principalities of Glantri.

A note from the writer; this cult is mimicked on the variant cults of the Yale University (Skulls & Bones, ΔKE, Scroll & Key, Wolf's Head and ΨE) and dangerous sects (like all Real World religions were in the beginning, but mostly the Branch Davidians, Jonestown, Scientology) where I merged these together as one. Yet the same secrecy, political intrigue and mischief are happening here like in the real world examples.

DM: A PC's Legacy

In this adventure the PC's discover the corridor and Gargoyle. In their research to open the door, they discover that one of them is related to one of the more important members of this secret society. Or that PC learns this, and must now decide if and how to tell this to his friends, how to relate this with his family...do they know this themselves, are they still active (and utterly secret) doing their illegal stuff. How do the PC, his friends handle this subject. And how does the law handle with them if becoming aware of this...and they will...eventually...as no secret remains a secret in the GSM.

DM: The Secret Still Lingers

A continuing or separate adventure is that the PC's were lured to find this location, open it and allow the Society again to attempt controlling the Glantrian politics, twisting it to their own goals. Another variant might be that the PC's learn of the secret locations, and discover that there are still some Dragonrouge members hiding in the shadows trying to do their worst...and they might target the PC's for meddling in their business, and/or taking away what is theirs, or stirring the pot of cult member hunt anew.

Both these adventures bring combat, secrecy and intrigue, but are mainly adventures with a personal not of consciousness, responsibility, Honor and guilt. A good DM can make this part of influence in the whole campaign. Keep in mind that this cult does not desire to become known, nor that the Radiance becomes ended, as they desire to have this source of magic in their control—thus they will be an enemy to PC's following the [The Great Organ of Thalia](#) campaign, even if they are related.

2nd layer Basements-The Dark Level



Dating; 3495 BC: Sunk between 3494 BC and 3445 BC: located at: -70' below water level. Containing; Gasdrill tubing, material check-up chambers, residential area, crashed secondary drill tower and control buildings, safety structure, lower access gas storage. Later added functions are; lower Chambers FWA/GSM, Most of this area is actually the 2nd floor of the first structures build in Redfen, with some minor changes and additions when these structures sank into the ground (*even though they had vertical log foundations*). The entrances, for example, originally located on the ground floor (*aka 1st level = -5 level*) became unable to be used due the sinking, caused by the drilling and the swampy area (*thus making the overall area slowly lowering, but also the soft ground being unable to support structures*), hence new doors were created, where windows existed first.

The sinking was rapidly noticed, and soon wooden and metal stairs were erected and new entrances on the second floor were created. As the usage of the first floor did not stop, windows were blocked by bricks pasted over with cement, or even just nailing them down with wooden boards. When eventually the second floor became thus threatened, due the continuous sinking, some new foundations were created and most older structures were used as foundations for new constructions on top of these (which became the 3rd level).

The sinking has caused many floors or even complete rooms to become tilted or sunk several inches or even feet in respect to the general level of the area. Regular river flooding with new soil and vegetation deposits, continuously altered the region, filling up flooded regions, and as the river (*current canals*) through this area became more important for the transport vessels, the Redfen inhabitants often (*irregularly in time and location*) deepened these waters, created earth dams, (*later stone dams--which later became the walls*) but also filling up sunken ground where possible by debris/earth taken from the river/canals. Keep in mind that not all areas had the same sinking speed, some areas were sinking faster, other slower; this caused structures to tilt, crash, or break, and this can be clearly seen on these two lowest levels of the whole area of the current GSM where the sinking had its greatest speed.

The earth/debris dams were altered becoming Stone Dams—which later became the foundation for the curtain walls of the GSM and the main source upon which the final 5' stone foundation was laid upon which was the base for all current surface structures. This functioning principle of creating dams is repeated on other locations a few years to decades after this one. It is this principle which created the basis of the former city of Braejr and the current city of Glantri; all surfaces within the city walls are actually sunken structures enclosed with stone walls build upon stone dams which were erected on earthen dams, topped with a 2' to 5' thick concrete top-layer, upon which the current existing surface structures were raised. The "Old Keep" is the only structure which goes deeper and higher; as the sinking caused the drilling mechanisms less space this area was continuously raised, as it went deeper and deeper. It is possible that the drilling in combination with the weak swampy underground caused the tower to sink straight. The earthquakes caused by the drilling would have had great effect too, causing section to sink several feet in mere hours.

In 3452BC the second Drill tower collapsed due the instability of the ground and tremors, causing a great fire, collapse of several buildings, hundreds of wounded and dead. As restoration was impossible, the Redfen people tossed earth over the remains and erected new (lower) structures over it. Thus the remnants of this tower form the foundation for the later [Administration Tower](#). As the structures on which it cashed down upon did not collapse completely, many were rediscovered later by the FWA, and used for obscure rituals. Up to this date the area is used for this by the secret craft of Necromancy. The area is a maze of caved in ceilings, bends and twists, and stairs going up and down. Not to speak of the many undead created here and wandering about. It is said that this is the source for the spreading of Ghoul, Wight, Wraith and even Spectre Undead. The Alchemist have found a place in the older offices around the first drill tower (the olde keep), and although they are called secret craft, due their more or less public services, no members are truly secret, and as such everybody knows where these chambers are, but are restricted from entering.

Near to all areas on this level are fully enveloped by the [Shell of Darkness](#) in 1012AC and first after 1014AC they can be used almost as normal, although they will then be shrouded, before this date these areas are not used. As such this level is called; **The Dark Level**

-4A Stairways

Height 15' , ceiling 5' thick Connected with; [-3U Stairways](#) up, [-5A Main Stairways Bottom](#) stairway down, [-4B Central Lower Hall](#) by open arch west. Color/Material Theme; The Stairways Hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of yellow veined brown marble, and above that amber colored plaster. The stairways themselves are 5' wide average stairway with threads of Crema Marfil Crème colored marble and Connemara serpentine marble rises, with clear signs of erosion by thousands of feet in the years they exist. Broken pieces are glued on, or a new piece made to measure is glued on instead. The walls are bricks of clay (FWA era), the magical stone (Blackmoor Era) and are sometimes covered up to the higher floor with a lattice strips framework The railing is made of Ivory Cream San Cristobal Marble, but even here wear and tear has set in. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs go straight down 10 feet to a middle platform and turn around 180 degrees, and go for another 10 feet down until it reaches the lower floor. The process repeats itself further down. As the stairway walls are open inside and on floor levels arriving or going, there is a good view in this deep shaft of stairs. As the steps are reasonably wide, this still is an easy stairway, however, one can trip and fall. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is a soft airflow up, due the open connection with the Deep Hall on Level 1, and warm interior air rises, as such; the air is fresh, especially when the front doors on level 1 are wide open.

-4B Central Lower Hall (Former Connecting Hall).

Located at -70,' Height 15' , Connected with; [-4A Stairways](#) by open arch east, [-4C Latrines](#) by standard locked door east, [-4D Classroom](#) by standard door south, [-4AD Study Chamber Alchemists](#) by standard locked door west, [-4AQ Classroom/Laboratory Alchemists](#) by standard locked door west, [-4AC Classroom Alchemy](#) by standard door north, [-4AB Classroom For Rent](#) by standard door east. There is also a Dimension-on-Call door in this hall.

Color/Material Theme; This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large concrete beams (magically created long ago). Doors are all of reinforced wood with metal locks, handles & hinges. The floor is covered with Al-Andalus Red marble. The room can be lit with two standard orb of continual light, which can be increased to daylight intensity or turned off on command. As such it is often shrouded.

-4C Latrines and Bathroom

Located at -70,' Height 15' ,

Connected with; [-4B Central Lower Hall](#) by standard door west.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Floor; Al-Andalus Red Marble. The walls are covered up to 4' high from the floor with dark grey marble panelling topped with a black marble rising ledge of 3 inch, and above that amber colored plaster.

The room holds three 5'square white marble latrines, a 9' long 4' wide bathtub, and three washbasins with below a 1' deep chute and a permanent miniature Dimension Door underneath the Latrine, reappearing on the ceiling of the [-1B Pudding room](#). A bottle of fragrance can't completely hide the stench of the waste of students in the room. Glantrians do not use toilet paper, but instead use to sponge on a stick, like the Thyatians do, which is then rinsed in a bucket of water charged a "Foul to Fresh" spell (*These rare buckets are enchanted with a permanent Transmute Foul to Fresh where only the components need to be refreshed after each 4 hours*). The remnants are then tossed in the hole of the latrine. A normal water tube (mostly lead, sometimes copper or ceramic) attached to higher source of water in [6F Cistern bottom](#), is located in each latrine to flush and rinse, and to give water, each with a small tap. There is always a large bowl with crushed Lilacs, sprinkled with Talcum and Greenish Slime making the room smell like fresh flowers and fruits. There are several soaps (used and unused) next to the bath. The room is always wet due drying laundry, and flooding water, and has a strong soap or perfume scent, a bottle of fragrance hides the stench of the sweat/filth and waste of students in this room.

*There is one object in the room which is actually resulting of a strange (and unknown) cooperation of Alchemists and Necromancers; a **Economy Super-Wash Laundromagic II** together with **3 Cans of Gentile powder**, **2 Jars of Glitto powder** and **2 Barrels of Magicleene powder** (see AC11-TSR9220-The Book of Wondrous Inventions page 38), here undead control and alchemy come together in this common product. The residue is flushed into the Latrines where it eventually ends up into the Black Pudding in the Pudding room. It was in 998AC when it was discovered that the amount of undead in the water, and the amount of low life became thus high for the population to continue. It was per official city decree ordinance 72-999AC Wash2, that all residual water of a Laundromagic, its powders and water must be flushed into a Black Pudding garbage unit. Do not forget that for both units a license is needed, and that for a life pudding another license and enforced weekly control by a Pudding-Garbage controller must be done, and that any harm or damages caused by escaped puddings must be restituted by the owner of the Pudding Garbage unit. Any death caused will be fined by 500Dc and a full year Pudding-Garbage controller duty under the supervision of an experienced controller.*

Within the eastern wall are the closed-up remnants of a door normally leading to the outside and window. Apparently the more the structures sank into the ground but still somehow kept their intended purpose it was decided that windows and doors were no longer part of the original architecture. The closing of this door and window was done with similar "magical" created stone (*armoured concrete*) and fully part of the wall.

-4D Classroom Necromantic Osteology

Located at -70,' Height 15' ,

Connected with; [-4B Central Lower Hall](#) by standard locked door north, [-5Y Unused Area \(Possible Classroom\)](#) by stairway down, [-4E Training Classroom](#) by standard door south.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges.

Within the western wall is the blocked door normally leading to the outside. Apparently the more the structures sank into the ground but still somehow kept their intended purpose it was decided that doors and windows were no longer part of the original architecture. The closing of this door was done with lots of nails, and an extra layer of boards on the inside. The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3).

Standard Classroom and equipment, with a standard blackboard, a standard teachers table, a few standard book closets holding various books in numbers of 20, components, examples and other necessities for class. The standard classroom floor is covered with an oaken floor. The standard classroom walls are covered up to 4' high from the floor with wooden panelling topped with a rising ledge of 3 inch, and above that the wall is covered with wallpaper designated to the theme of the class. The colours used are dark grey above black boards. The scent here is formaldehyde. The standard classroom is lit with three standard orbs of continual light, which can be increased to daylight intensity or turned off on command.

In this specific classroom specifically stand or hang several skeletons or skulls of various creatures, or jars with organs in strong water. There is a small library of Necromancy. This faint scent of rot and formaldehyde gives this room (and its visitors) an unpleasant odour lingering long after they left the room (*visitors must wash or suffer a Charisma -1 penalty vs. Demihumans, and Humans (except Necromancers, grave robbers, undertakers) for a Turn long for each hour they spent within*). This room has a 22 student capacity. Teachers; *Mister Cal & Miss Jesal Demord or Sir Bertok Garn*.

-4E Training Classroom Necromantic Basic Training

Located at -70,' Height 15' ,

Connected with; [-4D Classroom](#) by standard door north, [-4F Training Hall of Pressed Ceilings](#) by standard locked door south, [-4G Vestibule](#) by standard door north.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3).

Within the east wall is the blocked door normally leading to the outside. Apparently the more the structures sank into the ground but still somehow kept their intended purpose it was decided that doors and windows were no longer part of the original architecture. The closing of this door was done with lots of nails, and an extra layer of boards on the inside.

Standard Classroom and equipment, with a standard blackboard, a standard teachers table, a few standard book closets holding various books in numbers of 20, components, examples and other necessities for class. The standard classroom floor is covered with an oaken floor. The standard classroom walls are covered up to 4' high from the floor with wooden panelling topped with a rising ledge of 3 inch, and above that the wall is covered with wallpaper designated to the theme of the class. The colours used are dark grey above black boards. The scent here is formaldehyde. The standard classroom is lit with three standard orbs of continual light, which can be increased to daylight intensity or turned off on command.

In this specific classroom specifically lay several (4d4) recently died animals, and sometimes even humanoid skeletons, to be used in animation techniques. Although illegal, there are sometimes human or even demihuman bodies here stolen from battlefields, graveyards. Mostly these are Ethengarian descent, as thus it is somewhat accepted. There is a 5% chance each week there are 1d4 of these human or demihuman corpses here. There is a small library of Necromancy. This faint scent of rot and formaldehyde gives this room (and its visitors) an unpleasant odour lingering long after they left the room (*visitors must wash or suffer a Charisma -1 penalty vs. Demihumans, and Humans (except Necromancers, grave robbers, undertakers) for a Turn long for each hour they spent within*). This room has a 15 student capacity. Teachers; *Sir Luwen Tigres, Sir Oswald Brute, Miss Daisy Donnart, Harald Haaskinz, Lady Simone.*

DM: Return the body of Moglai Kahn

This adventure (see Gaz 12 Golden Kahn of Ethengar page 45(Death of Moglai Kahn) can be played singly or in opposition to another player group in Ethengar playing Ethengarian PC's using the "Death of Moglai Kahn" adventure. With Onu, Barn Khan, Jaku the Render, and Okrai Khan plotting against Moglai Khan, it is possible that he may be assassinated and his body is placed in a death field near Glantri (know the Ethengarians do not bury their death but place them on pedestals to decay in the air). Here the body was placed to enable an excuse to incite a war with Glantri. However, the Glantrian Necromancers illegally stole the body to be a test subject. Instead as the adventure in Gaz 12 suggests the body is NOT destroyed or hidden in the Spirit World, the Ethengar adventure is further equal as suggested. It is to Glantrian students to discover the body in this training room, discover its identity and importance, animate or raise it from the dead—even with the use of vile Clerics--and use it to prevent the Glantri Campaign to come into effect, by returning it on time deep into Ethengar. Either way when the body of Moglai Kahn returns with the cause revealed as being assassination by Onu, Barn Khan, Jaku the Render, and Okrai Khan, or the body is an animation and controlled by Necromantic magic, or the Kahn is truly revived...either case will cause the tension to seize and Ethengarians think...instead of inciting a war.

-4F Training Hall of Pressed Ceilings (Former Main Access Gas Storage Units)

Located at -70,' Height 7' ,

Connected with; [-4E Training Classroom](#) by standard locked door north.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The spherical rooms have a convex ceiling which is only 4' high at its lowest point, with a closed tube (*closed by rust and layers of paint, originally used to fill the globes above it with gas taken from below*). The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3).

This room is used to train Necromancers in taking control over the undead. There are no immaterial or highly sentient undead here as they would be able to escape easily. The somewhat sentient undead (marked with *) are able to stray unto the next spherical room but not further. It is thus possible a mage will be attacked by more sides at once. A mage succeeding all ten rooms in one go is worth his powers. For more information on Undead (including rare versions) see http://pandius.com/Monster_Manual_4.pdf.

- | | |
|----|---|
| 1 | Two Skeletons, two Zombies |
| 2 | Two Zombies, two Ghouls* |
| 3 | Two Ghouls*, one Wight* |
| 4 | Three Wights*, one Bogmummy |
| 5 | Three Mummies*, one Greater Ghoul*, two Zombies |
| 6 | Three different Monster Zombies, one Mummy* |
| 7 | Four Mummies*, one rare undead |
| 8 | Three rare undead |
| 9 | Five different rare undead |
| 10 | Five different rare undead |

-4G Vestibule

Located at -70,' Height 15' ,

Connected with; [-4E Training Classroom](#) by standard door south, [-4H Private Room](#) by standard locked door north, [-4I Museum Entry Hall](#) by standard door east. There is a "Dimension-on-Call" door in this room, but none of these doors will enable direct entry into the Museum as it is affected by the same protective magic as the Administration Tower. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Within the southern wall are the closed-up remnants of a window. Apparently the more the structures sank into the ground but still somehow kept their intended purpose it was decided that windows and doors were no longer part of the original architecture. The closing of this window was done with similar "magical" created stone (*armoured concrete*) and fully part of the wall. On the wall is mounted a long wooden board with clothing hooks, and chests are placed below, where students must place their coats, bags, sacks and other stuff. Only a writing/drawing board, or book, and writing utensils are allowed to be taken into the Museum of Osteology. Too many students have used the museum as a free component gathering source, and many rare skeletons are now damaged, incomplete, or no longer functionally recognizable. There is a very hefty fine of 1000Dc per 1cn of bone taken from the Museum, or enforced replacement of the parts taken.

DM: You can't trust your classmates

This adventure revolves around friction between the PC student and another classmate (most probably from another Dormitory). In an attempt to harass the PC a bone of a very rare creature (DM's choice) is taken and placed within the belongings of the PC. The opposing student then secretly informs the school's masters, upon which the PC is captured, interrogated, and ordered to either pay the fine (which can be done by loans, theft, trade, etc. leading to other adventures) or find another bone (or creature) of the same species. This adventure can then become a group adventure, where the PC's together take care of the loan or else and any mischief following that, and this adventure can be resolved at any level. It is also a part of a longer animosity between the PC's dormitory, the PC and the opposing NPC and his/her Dormitory.

-4H Private Room Osteology Masters

Located at -70,' Height 15' , Connected with; [-4G Vestibule](#) by standard locked door south.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Within the eastern wall are the closed-up remnants of three windows. Apparently the more the structures sank into the ground but still somehow kept their intended purpose it was decided that windows and doors were no longer part of the original architecture. The closing of this window was done with similar "magical" created stone (*armoured concrete*) and fully part of the wall. The floor of this room has Costa Sol Bronze colored Marble, as are the 3' lowest area on the wall and pillars. This is a reasonably large private room. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the door, while the private section is deeper in the room. This room is mostly richly decorated with (*animated*) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (*as set by the owners*). The room is currently used by the married couple; *Mister Cal & Miss Demord, Masters Necromancy Osteology*.

-4I Museum Entry Hall (Former Access Hall)

Located at -70'slope-75' Height 10' ,

Connected with; [-4G Vestibule](#) by standard locked door west on top slope, [-4J Museum of Osteology; Large Creatures](#) by standard door on bottom slope.

Color/Material Theme; This room was originally part of the safety control area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large concrete beams (magically created long ago). Doors are all of reinforced wood with metal locks, handles & hinges. The floor is covered with Al-Andalus Red marble. The room can be lit with a standard orb of continual light (pressed against the ceiling), which can be increased to daylight intensity or turned off on command. As such it is brightly lit. The walls are decorated with amber colored wallpaper with golden skeletons of variant creatures. The ceiling is low and has a wooden panelling painted white.

All skeletons within the museum are placed on frames and the bones are wired and/or clued together as thought to be correct as 11% of the skeletons have bone misplacements; wrong orientation, wrong connection/function, or even less, or too much bones, and even wrong bones. A 1% of these creatures are thus flawed it does not even exist, and is actually a wrong composition of various bones. Since 1007AC (*paused by the war to 1011AC*) the GSM tries to remove all these flaws, and it is not uncommon for a group of students to be send to the original finding site in an attempt to discover any flaws. These voyages are done mostly by teleportation of a teacher who went there earlier and set a location to be transported too. As such the students rarely know where they are.

DM: Bonehunt

This adventure is one of these trips. The DM chooses a creature and location where these creatures exist, and a teacher, a group of 8 to 16 students (including PC's) and sent them to find the creature and study it...of course there can be any kind of danger, and this adventure can be part or the start of most official adventures, the difference is that this adventure only resolves if the PC's return with proof how the creature exists...any proof. The good thing is that this adventure can be repeated indefinitely, causing the PC's to wind up in many faraway adventures they normally would never reach, and the DM could twist any adventure around this one or added to this one, without many troubles.

-4J Museum of Osteology; Large Creatures (Former Safety Control Office 2)

Located at -75,' Height 20' ,
Connected with; [-4I Museum Entry Hall](#) by standard door west, [-4K Museum of Osteology: Medium Creatures](#) by glass in wood door northeast, [-4L Museum of Osteology: Humanoids](#) by glass in wood door southeast.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of wood with inset glass-in-lead panels, with metal locks, handle & hinges.

The first thing noticed is not the higher (20') ceiling, but the windows on both sides which appear to shed daylight into the room. This of course is a magical effect, as this whole area is far underground. These "windows" are actually boarded up sections covered by the GSM with magical glass panels. The glass panels are actually somewhat similar to today combined monitor screens. The light is transferred from the northern and southern railing on the 5th floor of the main building, by a rim of special Beholder Sphere Mirrors on the outside, but these do not reflect light, yet transport it towards the windows of this room. As this section exists in another angle the light orientation is not equal to its real orientation, yet it still mimics the current state of light outside, up to all its effects (this is done with somewhat variant technique of the Beholder Sphere Mirrors (see page 24), including harmful effects to undead, warmth, etc. The windows on the North-eastern wall are connected to the Southern Rim, and the windows on the south-western wall are connected to the Northern Rim. This will give the creatures within the feeling as if north is pointed to the southwest, and most will never know the truth unless researched. The light is needed to prevent the skeletons to become animated. Any sunlight is a spoiler in animation and even creation of undead; hence the light here is a great means to prevent misuse. At night this region is closed and off-limits.

Three Invisible Stalkers; Carlos (*+1HD, CN*), Gutchi (*DX18, CG*), and Illauminos (*MU3, CN*) guard this area at night (See page 162). During daytime they mostly reside in [-4P Crashed Round Room](#) which has become their living area. They receive a normal pay like any guard and are free on their own time (*as long as wearing their coats and obeying the law*), and might wander everywhere. They have befriended Mister Cal & Miss Demord. Within this room are placed skeletons of the many creatures over 6' in length or height. As there are more skeletons than space, smaller skeletons are placed between the larger ones (*often between the legs, body- or wingspan*). All creatures with a skeleton existing on Brun, Dawn, Sea of Dread Islands, and North Davania have a skeleton placed here.



-4K Museum of Osteology; Medium Creatures (Former Safety Control Hall)

Located at -75,' Height 20' ,
Connected with; [-4R Museum of Osteology: Expansion Area](#) by locked glass in wood door northeast, [-4J Museum of Osteology: Large Creatures](#) by glass in wood door southwest.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges.

The windows in this room (northwest and southeast) are much higher and smaller, , and also consists of a steel door panels placed over the original doors, but are equal magical windows as in [-4J Museum of Osteology: Large Creatures](#)

but the light is transferred from the western rim instead, and thus appears darker in the morning. The light is also transferred to BOTH glass panelled sides of the room.

Within this room are placed skeletons of the many creatures between 3' and 6' in length and/or height. As there are more skeletons than space, smaller skeletons are placed between the larger ones (*often between the legs, body- or wingspan*). There is a copper plaque (*severely corroded-but sufficiently cleaned to be read*) which tells the story of a great disaster where many were killed and wounded in the collapse of Drilling Tower 2 and a kingsdate (*calculated back to 3452BC*). Read more on the disaster in [-4P Crashed Round Room \(Former Great Drill Tower Main Room\)](#).



-4L Museum of Osteology; Humanoids (Former Safety Control Registration)

Located at -75,' Height 20' , Connected with; by [-4J Museum of Osteology; Large Creatures](#) by glass in wood door southeast, [-4M Museum of Osteology; Small Creatures](#) by glass in wood door northeast, [-5AQ Museum of Osteology Lower Archives](#) by stairway down.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. There is a "Dimension-on-Call" door exit in this room, but similar doors are redirected to the [-4AG Secret Dungeon of Alchemists Entry Hall](#) area instead any of the Museums rooms, this due the same spell warding the Administration Tower. Within this room are placed skeletons of the many known humanoids. As there are more skeletons than space, smaller skeletons are placed between the larger ones (*often between the legs, body- or wingspan*). All humanoid, demihuman and even human variations known with a skeleton existing on Brun, Dawn, Sea of Dread Islands, and North Davania have a skeleton placed here. These creatures might be offended if they see one of their kind placed here. There are even examples of creatures further away; like the small skeleton of an assumed young Diabolus (*recent discoveries however state that these creatures have a reversed aging process, making this creature very old instead of young*). There are not many giant creatures, except a Cloud Giant (gifted by the air Elementalists see [Extra Locations; Aeromancer Stronghold](#)), a Hill Giant, A Mountain Giant and Frost Giant (*killed in a mutual battle at Mount DeGlace*), and an ancient petrified Ettin (*from the Darokin-Ylaruam region bought for 1000gp*). The other existing and known Giants are placed here by huge pictures on the walls where their bones are imagined.

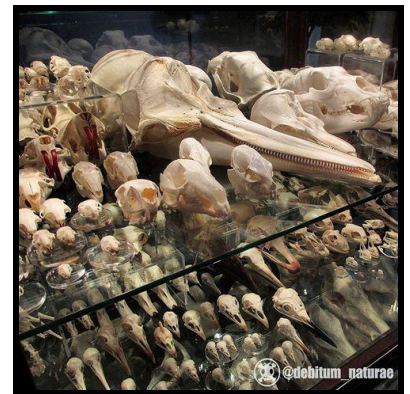


The Skeleton of an assumed young Diabolus.

-4M Museum of Osteology; Small Creatures (Former Safety Control Legal Office)

Located at -75,' Height 20' , Connected with; [-4L Museum of Osteology; Humanoids](#) by glass in wood door southwest, [-4N Museum of Osteology; Remnants](#) by glass in wood door southwest.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The north-western windows in this room are much higher and smaller, and also consists of a steel door panel placed over the original door, but all these are equal magical windows as in [-4J Museum of Osteology; Large Creatures](#) but the light is transferred from the western rim instead, and thus appears darker in the morning. Within this room are glass closets with skeletons of the many creatures smaller than 3' in length and/or height. As these skeletons have often very fragile or soft bones, many are incomplete, or unable to be set up as the creature. Often each creature is set in an enclosed box or only set up with its harder parts (*skull, claws, etc*).



-4N Museum of Osteology; Remnants (Former Safety Control Incarceration)

Located at -75,' Height 20' ,

Connected with; [-4M Museum of Osteology; Small Creatures](#) by glass in wood door southwest, [-4O Damaged Hall](#) by steel door northeast, [-5AT Museum of Osteology Stairway](#) by stairway down. Within the south-eastern wall are the closed-up remnants of a steel door with multiple latches and a sturdy lock and a window. This door was the actual entry to [-3G Dungeon](#) but area was broken of during irregular sinking. It then could only be reaccessed by digging down (*and saving the last prisoner within*) and creating a stairway up to [-3H Crossroads](#). The dungeon however remains at its current depth of -70' floor level, while the Museum is at -75' . Apparently the more the structures sank into the ground some still somehow kept their intended purpose. For these it was decided that windows and doors were no longer part of the original architecture. The closing of this door was done by breaking up the ceiling and walls, clogging it up, and corrosion. The window was done with "magical" created stone (*armoured concrete*) and is fully part of the wall.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. *This room holds enclosed chests, closets, boxes and crates with the mostly incomplete or damaged bones of a creature. As with the skeletons in the other rooms each is labelled, but these labels maybe flawed, and can often be overwritten with its assumed correct name. there is a 3' cube chest which radiates strong magic for example, which has been listed and relisted as a time-frozen gelatinous cube with rat-like skeleton, giving the wrong assumption that these creatures are related The real designation should have been; Gelatinous cube, petrified, with absorbed prey remains within. In this room is stored bone one near complete male adult Cloud Giant skeleton (right pinkie is missing); it has been laid down in almost correct position, yet has never been reassembled. This may be a year long student task as punishment and lesson at the same time.*

-4O Damaged Hall (Former Access passageway)

Located at -70,' Height 15' ,
Connected with; [-4N Museum of Osteology: Remnants](#) by steel door southwest, [-4P Crashed Round Room](#) north.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks handle & hinges.

How this hall (and similar passageways) did become corridors? As the structures sank, the passageways did not, as there was no additional weight on them other than some pavement. And even though this pavement slowly disappeared in the soft ground, this was more done by users than the sinking effect caused by weight. As the structures sank, the doors became more and more difficult to be used. At first the area in front of the door was lowered to the level of the door, but rain flooded the area in front of it. The whole passage way was then lowered, with low side walls and a primitive drainage system. Due the accumulated weight this lowered passageway with walls sank together with the attached structures (not always at the same speed), and the locals needed to raise the walls until the moment they needed to cover it up with an arched ceiling, to prevent it from loss of function as it sank deeper. Eventually these covered-up passageways disappeared in the ground, thus becoming true corridors, with only the primitive (and often not functioning) drainage in the middle. Some corridors have even covered these drains up to a flat surface, upon which the FWA/GSM placed real floors of wood, or stone. This corridor still has its partially functioning drainage (ending up in the gas chamber below), which is up to this day clogged and wet. As such mosquitoes have found their niche in this area to breed, and as such there is always a *double sized mosquito swarm* in this area. (See RC page 187 or [Monster Manual 3](#) page 727). *These creatures do venture out of this area on an individual basis in search of prey (males moisture and sugar, females blood) and as such can be found in the Museum of Osteology and all rooms of the ruined tower.*



-4P Crashed Round Room (Former Great Drill Tower Main Room)

Located at -70,' Height 7' , Connected with; [-4Q Caved-in Round Room](#) by steel door south, west, or climbing over central unit, [-4O Damaged Hall](#) by steel door south.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. *Similar in former function to the "Old Keep former drilling tower", but smaller, this tower was erected later in an attempt to reach another gas deposit deep in the ground with less difficulty. At first this tower was a great improvement, but the rapid depletion of the secondary gas deposit, also caused an increase in minor tremors, earthquakes, and even a reduction in the stability of the muddy surface. In effect it was the effectiveness of the tower which caused its collapse in 3452BC. It was already noticeable in the early morning, as the new drills could not be replaced (and still lie around up to 1014AC), the tower seemed to slant by the workers, and many minor tremors rocked the region. A few hours after midday the northern wall cracked, and the whole tower collapsed. It crashed down on the Drilling Control Area and partially on the Safety Control Area. And although these building were created of armoured concrete, like most buildings, they did collapse upon the weight and impact. All workers within the structures died on the impact or were trapped and wounded. As the drill broke in the disaster, gas was released in the air, and a spark ignited a fiery blaze. A little over a hundred workers, firemen, and helpers were killed in the blaze, and in the fight against the fire. For the persons trapped all help was lost. When the fire was killed by the use of elemental Earth magic the devastation was outright visible. More than a hundred men and women were wounded by or fighting the fire. This disaster was the initiation of the feeling the Elves had before, but was now in more humans than before; that this energy was flawed, dangerous, and not safe for the nature, environment, and people. A copper plaque was installed in the [-4K Former Safety Control Hall](#) which reminds of those fallen that nasty day and how.*

In the middle of this tower is the actual drill. The hollow pipe is bent, torn and partially molten, and severe fire damage is still visible. In this room, partially covered by debris and caved-in ceiling are several unused drill pipe sections (can be screwed together—if removed can be re-used to drill for water). As this drill section is only 5' in height due the collapse of the ceiling, there is a 2' -4' opening over which can be climbed.

Various metal constructions remain in this room, but these former drilling machines are severely damaged, by rust, fire, and compression by the ceiling, and can never be repaired. Between these a section is open, which is used by the Invisible Stalker guards of the Museum of Osteology (Carlos ([+1HD, CN](#)), Gutchi ([DX18, CG](#)), and Illauminos ([MU3, CN](#))) as their "living/bedroom". They are here from sun-rise to sunset, with an individual chance of 50% each two hours. When they are not available they are somewhere in the city, shopping, visiting friends, or even following lectures of the GSM. Some of their personal items can be found here, including clothing/cloaks to prevent being invisible.

DM: Invisible Light

The Stalker Illauminos has been a student of the GSM for the last two years, is a member of the Owl Dormitory, and is very interested in spells of light, color, darkness. His spells will reflect this interest. 1014 AC; he is on the brink of discovering an invisible light source (level 2 spell, further similar to a normal Light spell, which does not shed light, but transfers this invisible light instead which can be seen by those naturally imbued with seeing invisible, or Detect Invisible or Treusight magic, or even fairy/draconic second sight. As being a student this character might be a friendly, though awkward class member of the PC's. The PC's might be able to help him in this, making him a true friend. This low-level adventure will enable the PC's to get a friend when needed in the [The Great Organ of Thalia](#) adventure later in time.

-4Q Caved-in Round Room (Former Great Drill Tower Control Room)

Located at -70,' Height 15' ,

Connected with; [-4P Crashed Round Room](#) by steel door north, steel door east or climbing over central unit, [-4S Round Hall](#) by steel door west, -5 by stairway down.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Similarly caved-in like the [-4P Crashed Round Room](#) this room has not found a new usage other than a passageway or dump area for the stalkers. The bones found here are thus remnants of their food.

In the middle of this tower is the actual drill. The hollow pipe is bent, torn and partially molten, and severe fire damage is still visible. In this room, partially covered by debris and caved-in ceiling are several unused drill pipe sections (can be screwed together—if removed can be re-used to drill for water). As this drill section is only 5' in height due the collapse of the ceiling, there is a 2' -4' opening over which can be climbed. The stairway down is shrouded in the magical darkness here (a spell regularly cast here by the Invisible stalker Illauminos, by bringing in magical light, both the light and the darkness are dispelled. Another way to detect the stairs is falling a few steps into it (*1d6-Dx adjustment damage*).

-4R Museum of Osteology; Expansion Area (Former Safety Office 1)

Located at -70,' Height 15' ,

Connected with; [-4S Round Hall](#) by standard locked door east, [-4K Museum of Osteology: Medium Creatures](#) by locked glass in wood door southwest.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges.

This section of the former safety control area was originally an office. When the drilling tower collapsed, it fell partially on this side of the safety area structure, causing the north-eastern wall and ceiling coming down.

There is a strange ghost-like appearance visible within this debris, sticking its immaterial female head out of the structure. Not even the Necromancers succeeded making contact and magical translation of the words made no sense to the early FWA and later GSM investigators. The message is however repeated every day exactly at the same time; 14:23 and consists of the following words; "*do benn' n trilling' n registreerd op elfhunderdsuemtig tot naintig meter*" Translated; "*There are tremors registered at 1170 to 90 meter*". *The ghostlike appearance is no ghost at all, although this could well have been, as at least seven women died here while the stones came down, but these would have existed as such they also would have found eternal rest in four millennia. The sound is actual a holographic message sent from Chamber 0 where a worker detecting the tremors relayed the message by Holographic imaging. The message, was recorded, and stored, send automatically by the only receiver still functioning due the fact its source of energy is located in Chamber 0.*

-4S Round Hall (Secondary Access passageway)

Located at -71' east to -69' west, Height 7' to 9' , Connected with; [-4R Museum of Osteology: Expansion Area](#) by steel door west, [-4Q Caved-in Round Room](#) by steel door east.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*) colored brick-red due sedimentation pigments. The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Due the pressure of the collapsed structure this whole corridor is warped making it more or less cylindrical.

There are several large cracks in the one foot thick concrete, but the rigid armoury within enabled it to remain strong. With the GSM reusing this area, magic is used to reinforce this hall, to prevent collapsing. Today the structure is as strong as it was before the disaster, even though it still feels it would collapse any moment. There is ground water flowing through the cracks into this hall but other cracks enable it to flow in the sewer duct to end up in the gas chamber deep below.

This is up to this day clogged and wet. As such mosquitoes have found their niche in this area to breed, and as such there is always a double sized mosquito swarm in this area.

(*See RC page 187 or http://pandius.com/Monster_Manual_3.pdf, page 727*). *These creatures do venture out of this area on an individual basis in search of prey (males moisture and sugar, females blood) and as such can be found in the Museum of Osteology and all rooms of the ruined tower.*



-4T Secret Catacombs of the Necromancers Library

Located at -75,' Height 15' on the northern section, the room is broken in two sections by a large crack in the floor and ceiling, connected by a wooden ramp, the southern section is a 5' lower and a 6' ceiling only.

Connected with; [-4U Secret Catacombs of the Necromancers Classroom](#) by standard locked door west, [-4V Secret Catacombs of the Necromancers Component Storage](#) by standard door west, [-5AA Secret Catacombs of the Necromancers Lower Library](#) by stairway down. Color/Material Theme: Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3). This room is where the Craft of the Necromancers store their spells for all members to be studied. Contrary to the common belief, Necromancers are as social as any other, but only to those of their own or equal mindset. Several book closets are placed here. Like with the other crafts, Necromancers are not limited to the spells of Necromancy, and are able to use all other spells. They however prefer the spells used as mentioned in the list. Among these are spells from obscure regions, times and persons, shared by the Necromancers to increase their power on the world. It is important to note that none of these spells are restricted in any way to be learned by others, and the Glantrian political system is already thus affected by Necromancers that none of them have any legal restrictions other than common spells.

The spells listed with RC are to be found in the rules Cyclopedia, the GK in the Glantri Kingdom of Magic; those numbered are the page in this book where it can be found. Several spells are evil acts by casting them, and will thus affect the piety of the caster negatively (mostly -1d10 PiP per casting), except when cast by a caster not aligned to non-entropic Immortals. (see [breathofmystara](#)). There are several spells dating FWA755AC; these are from Flaemish Wizards who discovered several Tombs in the pass to Ylaruam east of Selenica (Darokin) towards Ylaruam and copied/stole the information. This was a major Necromantic Magic discovery, but also it ensued Ylari Hatred for Wizards...as these mages were absolutely not nice to the locals, to say the least.

There are 3 Skeletons of Human origin, 11 Orc, and 1 Skeleton Monster of an Ogre in this room. (see http://pandius.com/Monster_Manual_3.pdf for statistics). These help as tools in the Library commanded by any Necromancer.

Preferred Spell list for Necromancers		
Spells level 1	Spells level 3	Spells level 6
Analyze (RC)	Bone Club (323)	Blackmantle (332)
Animate Skeletons (316)	Control Undead	Control Death Tyrant (332)
Animate Zombies (316)	Delay Death (323)	Death spell (RC)
Bone Shards (316)	Dispel Magic (RC)	Dead Man's Eyes (332)
Chill Touch (316)	Feign Death (324)	Drain the Energy (332)
Corpse Visage (316)	Freezing Ray (324)	Lich Touch (333)
Cause Light Wounds (317)	Enervation (144)	Power Word: Stun (RC)
Comprehend Languages (RC)	Ghoul Production (324)	Reincarnation (RC)
Dance Macabre (317)	Hold Undead (324)	Spectre Production (333)
Darkness (RC)	Hovering Skull (325)	Spirit Wreck (333)
Detect Magic (RC)	Identify Species (376)	Undead Production (334)
Detect Good (318)	Prot. From Evil 10' (RC)	Vampire Production (334)
Detect Undead (318)	Prot. from Good 10' (RC)	Wall of Bone and Skull (334)
Detho's Delirium (317)	Ray of Paralysis (325)	Spells level 7
Feather Fall (256)	Undead Summoning (325)	Bone Blade (335)
Plant Death (318)	Vampiric Touch (325)	Bone Javelin (335)
Protection from Good (RC)	Spells level 4	Control Intelligent Undead (335)
Read Magic (RC)	Contagion (326)	Create/Destroy Crypt Thing (335)
Shield (RC)	Control Bats (325)	Death Chariot (336)
Unseen Servant (259)	Control Undead (327)	Defoliate (337)
Spells level 2	Dig (201)	Entropic Plane Protection (337)
Attract Ghouls (319)	Cause Fear (RC equal to Cleric)	Power Word: Kill (RC)
Blacklight (319)	Ghostly Musicians (326)	Repel Undead (337)
Blindness (319)	Ice Storm (RC)	Tombstone (338)
Continual Darkness (RC)	Massmorph (RC)	Simbul's Synostodweomer (337)
Choke (319)	Minor Curse (RC)	Zombie Double (337)
Death Recall (319)	Mummy Production (326)	Spells level 8
Death Armor(320)	Sense Life (327)	Clone/Simulacrum (RC)
Death Web (321)	Shadow Summoning (328)	Power Word: Blind (RC)
Ghoul Touch (321)	Wight Production (327)	Shadow Form (338)
Find Familiar (37)	Wraith Production (327)	Year Stealing (338-339)
Invisibility (RC)	Spells level 5	Spells level 9
Knock (RC)	Animate Dead (328)	Create Death Tyrant (339)
Living Pages (320)	Cause Serious Wounds (328)	Lichdom (340-341)
Magic Mouth (359)	Cloudkill (RC)	Limboitic Energy Drain (339)
Nightwatch (321)	Create Grave Elemental (329)	Life Force Exchange (340)
Past Life (321)	Force Shapechange (329)	Undead Immunity (339)
Prot. from Intoxication (322)	Ghost Production (330)	
Prot. from Disease (322)	Grimwald's Greymantle (330)	
Prot. from Paralysis (322)	Magic Jar (RC)	
Rot (322)	Mummy Rot (330)	
Sleep Theft (322)	Morphail's Unholy Blessing (GK)	
Spoil Food and Water (322)	Nulathoe's Ninemen (330)	
Song of the Dead (323)	Paralysis (331)	
Spectral Hand (323)	Power Word: Kill Rodents (331)	
Stinking Cloud (RC)	Strong Control Undead (331)	
Wizard Lock (RC)	Teleport (RC)	
Wizard Mark (235)	Throbbing Bones (331)	
	Wall of Bones (331)	

Animate Skeleton FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Uncommon 1st level Necromantic spell

Range; 30 feet +10 feet per level of the caster
Duration; Permanent
Effect: One skeleton/level
Saving Throw: None
Components: special salve
Casting Time: 2 rounds per skeleton

Animate skeleton is simply an animate dead spell that produces one skeleton for every level of the caster. The caster must prepare a special salve to rub on the bones to make the skeleton receptive. This takes one round per skeleton. The Magic to animate them then takes also one round to cast. He rubbed skeletons can be so animated anytime within 24 hours after their rdbdown. The salve costs 10gp per skeleton to prepare. **The Animation of Corpses is an Evil Act!!!**

Animate Zombie FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Uncommon 1st level Necromantic spell

Range; 50 feet +10 feet per level of the caster
Duration; Permanent
Effect: One Corpse
Saving Throw: None
Components: special salve
Casting Time: 2 rounds per Zombie

Animate zombie is simply an animate dead spell that produces one zombie for every level of the caster. The caster must prepare a special bath of special salts for 1 turn prior to the spell casting. Such a bath can soak ten corpses for a preparation cost of 200 gp. The corpses can then be animated in 2 rounds at a range of 50 +10 feet per level of the caster. **The Animation of Corpses is an Evil Act!!!**

Bone Shards FWA 471 AC but assumed to be existing thousands of years in primitive societies, as proof of former use of this spell is found in ancient cave-art, corpse remains, and recently revealed to be used in the Hollow World by Brutemen and Beastmen.

Rare 1st level Evocation spell

Range: 5 yards per level of the caster
Duration: Instantaneous
Area of Effect: 1 Creature
Saving Throw: Halves
Components: An undamaged skull of a large lizard, crocodile, bear, tiger, or other carnivorous animal

This spell must be cast while the caster holds the skull. Upon casting the spell the skull shatters and the pieces vanish, whereupon the target creature is bombarded with shards of bone and teeth. The target must be within range; otherwise the spell is wasted. The bone fragments cause 2d6 points of damage + 1 per level of the caster (halved on successful saving throw vs. spells). A failed saving throw also imposes a -1 penalty to the victim's attack and damage rolls until the embedded shards are removed (1 per round normally with the help of tweezers or such only), it suffers no further ill effects. The spell is not active against Undead or Constructs and Elementals.

Chill Touch FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Uncommon 1st level Necromantic spell.

Range: Touch
Duration: 1 Turn
Effect: creature
Saving Throw: Negates effect
Components: a drop of blood and a drop of glue
Reading time: 2

A Chill Touch encompasses the Mage's hand with a bleu glow. This energy attracts the life force (in the form of body heat) of any living thing upon which the Mage makes a successful melee attack. To reflect this, the creature suffers a -1 to its attack rolls for every other successful touch. This spell can be deadly when used in Ravenloft or when cast by Necromancers, doing 1d8 points of damage also. Not even a Frost Mage will be able to use this spell to cause damage. This spell was found in one of the stolen spellbook rings of Olgi the Frost Mage and his apprentices in the year 1014AC, so it is not wide spread among the Necromancers, although, the ones who know of its existence will surely try to obtain it. This spell has a special effect on Undead creatures. Undead touched by the cater suffer no damage or attack penalties, but they must save vs. spells or flee for 1d4 rounds +1 round per level of the caster. This spell can be used to treat a heatstroke victim by at least partially dressing him in metal armor and then discharging the chill metal spell on the armor. He will not suffer damage or disability such as the spell would normally cause, and the short duration will benefit him the same as if he had received normal treatment for a full hour.

Corpse Visage created by Aaron Allston of Alphatia Floating Continents of Ar—1006 AC Stolen by GSM in 1009AC

Rare 1st level Illusion, Necromancy spell

Range: Touch
Duration: 1 round/level
Area of Effect: Creature touched
Saving Throw: Negates

This spell transforms the caster's face or the face of any creature touched by the caster into the horrifying visage of a rotting corpse. The effect of this illusion is so startling that when it is viewed by opponents, the wizard's party adds a modifier of +2 to their surprise roll. Creatures with low Intelligence or higher (Intelligence of 5+) and with 1 HD or less (or who are 1st level or lower) must make a successful save when first viewing corpse visage or flee in terror for 1d4 rounds. Corpse visage doesn't distinguish between friend and foe, and all who view it are subject to its effects. If the spell is cast upon an unwilling victim, the victim is allowed a save to avoid the effect.

Cause Light Wounds FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Uncommon 1st level Necromantic spell.

Range: Touch

Duration: Instantaneous

Effect: 1 character

Saving Throw: None

Components: a special prepared paste

Reading time: can't be written on scroll and thus releasing the Magic.

A cause light wounds will inflict 1d6+1 points of damage if a successful touch is made on a victim's bare skin. The Mage must use a paste rubbed on his hands to activate the Magic. A word of command chosen by the caster at the moment of rubbing the paste then makes the hands for three rounds +1 round per Constitution bonus or until a touch has occurred.

Recipe for Magic Paste For the Cause Light Wounds Spell

Can be bought completely prepared at Magic Shops from 75 gp.

*Intestines of a Ghoul An Eye of a Corpse, buried no shorter than 3 Weeks A Drop of Blood
1 Handful of Living Maggot's 1 Pound of Rancid Butter A Bit of Grave Earth (from a Cemetery)*

Take a Wooden Bowl, Place within the Butter, Add the Drop of Blood, Stir Firmly

Place it on a Sturdy Spot under the Light of a Full Moon.

Let the Morning Dew reside on the Paste, But remove any Vermin that has infested the Butter.

Make a Small Fire and place a Copper Pan on it, Heat the Pan so that Water evaporates within.

Cut the Intestines as small as possible and Boil them to a Semi-Liquid State.

Meanwhile Grind the Eye in a Granite Grinder, Squish the Maggots with Clean Hands.

Put them aside on a Clean (Grave) Stone. Pour the Intestine Brew in the Wooden Bowl

Add a Bit of Grave Earth from a Cemetery (not a Single Grave). Stir firmly.

Place the Squished Maggots in the Grinder with the Remnants of the Eye, Stir also:

Mix all Components and keep in a Cool Place.

This Paste will stay good for 1 Week to 5 Months (The warmer, the sooner spoiled).

This Amount will be enough for Three Applications.

When exposed to any Fire or Heat it will be spoiled immediately.

Dance Macabre FWA 509AC lost in 845AC, rediscovered 996AC

Rare 1st level Necromantic spell.

Range: 30'

Duration: 1 rounds/level

Effect: 1 corpse

Saving Throw: None

Components: a drop of blood

A low level version of the 5th level Wizard spell animate dead, dance macabre causes a single dead body to become animate, moving according to the caster's wishes, like a marionette. It can total no more than twice the caster's mass. The body's crude and clumsy movements do not allow it to attack, nor perform precise or delicate actions. However, it can lift and drop large objects with both hands. The corpse has 1d8 hit points and an armor class of 9 and armor value appropriate to its clothing or armor. A successful turning attempt vs. Zombies effectively dispels this enchantment, causing the corpse to drop to the ground. Many Wizards use Dance Macabre to animate a fallen member of hostile creatures unaccustomed to necromancy and intelligent enough to be frightened at the sight of one of their dead rising. This requires a morale check to determine if the creatures flee in fear. **The Animation of Corpses is an Evil Act!!!**

Detho's Delirium Alimar Detho 933AC

Uncommon 1st level Necromantic spell.

Range: Touch

Duration: 1 Round + 1 Round per level

Effect: one creature

Saving Throw: Negates

Components: a small silver or brass bell.

The caster of this spell touches a being that is drugged, drunken, sleeping, or unconscious, while speaking the mystic words and ringing a small silver or brass bell. The touches creature receives a save vs. Spell at -2; if the save fails, the creature begins to speak (a creature feigning drunkenness or unconsciousness can't be affected by this spell). The affected being speaks at random, in all languages known to it, and on random topics, rambling. It can't hear questions and can't be forced by mental or Magical control to give specific answers—any attempt to use such control is 96% likely to awake the creature. While the creature speaks, there is a 22% chance per round (not cumulative) that it will reveal names, treunames, passwords, words of activation, codes, directions, and other useful information. Note that the speaker can rarely identify such fragments of speech for what they truly are, and hearers must speculate themselves on meanings. Dreams, rumours, jokes, and fairy tales may be mumbled by a speaking creature, not merely factual information. The spell will be broken before its expiration if the creature is awakened in any way.

Detect Good *Stolen and adapted from Darokin Merchants 921 AC*
 Uncommon 1st level Divination spell *As Darokin Merchants*
 Range: caster only
 Duration: 1 Turn
 Area of Effect: Everything within 30'
 Saving Throw: none
 Reading time: 2
 usable once per day

This spell is similar to the 1st level reversed clerical spell Detect Evil, except range and duration are reduced. Also there is no tell-tale glow for everyone to see, the caster merely receives a feeling that some where within range an evil presence takes place.

Detect Undead *FWA Created during the Years of Infamy (802-828AC) to find animated victims of the Plague*
 Uncommon 1st level Necromantic Divination spell.
 Range: Touch
 Duration: Instantaneous
 Effect: 1 map of an area of 100' x 100'
 Saving Throw: None
 Components: a map of the area or a blank piece of paper and a bit vampire dust or a bit of grave earth.
 Casting Time: 1 Turn

This spell displays on a map or blank piece of paper the assumed location of most Undead creatures on that map. In fact, this spell actually maps out an area of 100' x 100' around the caster and displays it on the map the caster must hold in front of him. Therefore must the caster perfectly know were he stands according the map, otherwise will Undead appear on wrong positions according this map. Also must the caster the same magnetic direction as the card displays in front of him for the same reason. Undead of corporeal form will appear as red dots; while noncorporeal will appear as bleu dots. Corpses will also be displayed, but only as gray dots. This spell will not display Undead which reside in the ground, walls or other solid objects. This includes Undead locked in jewellery by Magic jar or alike effects. This spell will not penetrate solid stone, 1 yard of wood or packed earth or any coating of lead, gold or other true metal. Also can it be blocked by a shield or protection spell cast on those Undead.

Plant Death *GSM 1009AC as an attempt to destroy Alphantian crops and weaken that nation*
 Rare 1st level Necromantic spell.
 Range: 100 feet
 Duration: instantaneous
 Effect: 100 square feet
 Saving Throw: Special
 Components: a flask of special liquid
 Reading time: 2

A Plant Death requires a fine mist spray be applied to the plant(s) to be killed. A potion-sized bottle would cover 2000 square feet. Then upon the utterance of a word of command, the plants within 100 feet of the caster will die. Trees are allowed a saving throw of 11; Living mobile plants (such as Treants) are allowed that saving throw plus another as normal. Once killed, the plants wither and rot rapidly, and no new plants will grow in the area for a year.

Recipe for Magic Spray for the Plant Death spell

Can be bought completely prepared at Magic Shops from 200 gp.

*1 Flask of Rotting Flesh Juice, 1 Handful of Sulphur,
 1 Flask of Petroleum, 1 Handful of Saltpetre
 1 Flask of Acid, 1 Handful of Quicksilver, 1 Flask of Urine,
 1 Handful of Lead Powder, 1 Flask of Sewer Water
 1 Handful of Copper Dust, A Few Drops of Blood (any),
 A Plant died by the Breath of a Black or Onyx Dragon*

Take all Components and mix them in order together in a Wooden Barrel.

*Take the Mixture in a Large Pan
 and Boil until the Liquid is reduced to 25%.*

Take out the Residue and Mix this with Some more Drops of Blood and Petroleum.

Place this on a Red Hot Fire

and Catch the Damp in an Glass Tube.

Cool the Tube and Lead the Liquid in to a Metal Flask,

Close this Flask with a Sturdy Lid

and Heat the Flask in the Remaining Basic Liquid

Until It is almost completely evaporated.

Let the Flask cool and keep away from Bright Light, or New Heat.

This Liquid will remain under these Circumstances good for a Infinite Period.

If drunk, this will be a Poison Type II.

Attract Ghouls 973 AC Baron Yuri Ivanov of Palatinsk

Rare 2nd level Necromantic spell

Range: 100 yards per level of the caster

Duration: Permanent if fed regularly

Effect: 5d6 if a lair is provided else 1d3

Saving Throw: None

By means of this spell the caster attracts Ghouls from a distance of 100 yards per level of the caster. The spell will instantly affect any Ghouls in the area of effect, and urge them to come to the place of casting the spell. When a lair is provided will the spell be strengthened and call for more than 1d3 Ghouls. Instead it will call 5d6 Ghouls. The Ghouls summoned are not willingly to serve the caster unless it is fed regularly. "Loyalty" and obedience is gained at 1% per day of feeding and attention. A safe lair must always be provided (even when not available during the casting of the spell) or the percentage will not rise anymore. A check on that percentage has to be made to see if the Ghoul is willing to follow the order the Mage has given it. This percentage is raised by 25% if food is promised in the job, but lowered any further orders given there after if no food is acquired or the Ghoul was attacked or turned by a holy symbol in the process. If failed the Ghoul will react to its basic instincts normally for a Ghoul. It will not attack the caster unless provoked, attacked physically, mentally or magically, or set under the influence of any holy symbol or other effect.

Blacklight Unknown 3rd circle Necromancer 983AC

Rare 2nd level Alteration Illusion spell

Range: 10' per level of the caster

Duration: 1 round per level of the caster

Effect: 20 foot radius globe

Saving Throw: Negates

Components: A piece of coal and an eyeball (from any creature; it may be dried and preserved).

Reading time: 2

By means of this spell, a caster creates a stationary, temporary area of darkness. This darkness is total and impenetrable, foiling even infravision. Normal and Magical light is negated, unless Light or Continual Light, or a Dispel Magic is used to destroy the area of Blacklight. This spell is different from the usual Magical Darkness in that only the caster can see normally in the area of effect, seeing the spell effect only as a faint, smoky gray or blue haze. Thus the caster can move, attack, cast spells, and the like normally. Creatures within the area of effect are adversely affected in combat by the darkness, although a blind-fighting skill aids against this. Creatures in the area of effect of a Blacklight spell are allowed a saving throw vs. spells (at -3) for each round in which they remain in the area of effect; if successful they can see as well as the caster who casts the spell, for that round only (a saving throw must be made each round; if made one round and failed the next, a creature's blindness will return. This effect is due to the slow adaptation of the eyes to this special form of Magic). The caster of a Blacklight can end it at will, although continual concentration is not necessary to maintain its existence, and the caster may cast other spells after the Blacklight is created, without destroying it. Note that spells that depend upon victims seeing the spell effect will not work if the victims are blinded by the Blacklight.

Blindness Flaemish Mages before Reaching Mystara

Uncommon 2nd level Necromantic Alteration spell

Range: 30' + 10' /level

Duration: Until dispelled

Effect: One creature

Saving Throw: Negates

This spell will blind a creature if it fails its saving throw vs. Spells in such a way that it will only see a mass of greyness. This spell will last until dispelled or cured by clerical Magic vs. Blindness. A blinded creature will fall victim to all normal blindness penalties (mostly -4 to saves, THACO, Abilities).

Choke created by Ronassic of Sigil—1010 AC

Rare 2nd level Necromancy

Range: 30 yards

Duration: 1 round/level

Area of Effect: One creature

Saving Throw: ½ Damage

By means of choke, the caster causes a pair of ghostly hands to appear around the throat of a single victim. The victim must be a Demihuman-oid, and must be within 30 yards of the caster. The hands will choke and strangle the affected victim for the duration of the spell; each round, the victim suffers 1D4 damage from the choking hands. If the victim makes a successful save, he suffers ½ damage each round. Choke can be negated by Dispel Magic or a similar spell; the victim can't wrench the ethereal hands away from his neck. The victim makes all attack rolls at a -2 penalty while affected by choke.

Death Recall created by Ragimond, Deathmaster, Glantri—1013 AC

Rare 2nd level Necromancy, Divination spell

Range: Touch

Duration: Special

Area of Effect: One corpse

Saving Throw: None

Casting Time: 1 round

Components: A fragment from a shattered mirror

This spell enables the caster to visualize the final minutes of the life of any creature or person that died within the previous 24 hours. When the caster touches the subject's corpse, the caster goes into a trance. The caster then has a vision of the final 10 minutes of the subject's life as seen by the subject himself. The vision ends with the last scene the subject saw before he died, at which time the caster awakens from his trance and the spell is over.

Death Armor 1010AC Baron Piotr-Grygory Timenko of Kutchevski

Rare 2nd level Necromancy spell

Range: Touch

Duration: 1 hour per level of the caster until activation, then 1 round per level of the caster.

Effect: Special

Saving Throw: None

Casting time; 2 Turns (This spell and can't be written down to be released. Thus has no reading time)

Components: Death Armor Cream

This spell becomes active when a special cream is poured over the body of the target and rubbing it in, while chanting softly special incantations. This part of the spell takes a full two Turns. Then, anywhere within the next hour per effective level of the caster, the speaking of a command sentence will activate the armor coating. Any one touching the target with exposed flesh (perhaps to cast a spell, or any open hand attack from Mystics, and so on) must save vs. Spells or take 2d6 points of damage. This armor is effective for 1 round per level of the caster. Multiple touches will still harm the "attacker". Note: The spell is defensively only, and the Caster gains nothing by trying to touch someone, though he can position himself so that he must be touched for someone to get past him. Naturally, if a weapon hit occurs the "Death Armoured" one will take normal damage with no damage to the attacker (except when punch weapons are used, they hold a 50% chance of touching, unless gloves are worn). Any damage from a Mystic open hand attack or a monster's claw or bite attack will still be scored, of course. Any Natural Armor Value must be deducted from the given damage even when this results in no damage at all. Elementals, Rock Beings and Dragons are immune to this effect. The duration of the spell will be halved under water, in hot or dirty circumstances, and becomes a third when the "Death Armoured" one becomes immersed in salt water. Only a gout of vinegar will instantly negate this spell, by washing of the cream.

Recipe for Death Armor Cream

Can be bought completely prepared at Magic Shops from 100 gp.

*1 Flask of Fresh Goat Blood (still warm), 1 Pound of Fresh Butter, 1 Pound of Dead Gelatinous Cube
1 Glass of Poison Ivy Juice., 1 Vial of Blood from a Hanged Man, 1 Glass of Sugar Water.*

1 Flask of Warm Red Wine (so warm as just able to hold your Hand in it), 1 Vial of a Gorgon Blood

Mix all Components in a Cooled Container with a Wooden Spoon

Following above Order One by One.

Do not mix the Following Ingredient until..

the First have become a Semi-Liquid Substance.

When the Last Ingredient is added, Place the Container on a Hot Fire

Let all Remaining Water and Pure Liquids evaporate.

This will take about 3 to 6 Rounds!!

Beware not to dry the Cream all over Or It will turn into a Paste

Without any Function other than a Continues Burning Sensation,

And the loss of 1d4 Hit Points per Round until Cured or Death will follow.

Special Incantations should be added when pouring the Cream on a Body

To make it receptable to a Command Sentence.

Living Pages 991AC created by Viscount Jadzia of Essuria (student from Denagoth)

Very Rare 2nd level Alteration Necromancy spell.

Range: Touch

Duration: special

Effect: one book, scroll or loose piece of paper (from vegetable origin).

Saving Throw: None

Components: 5 HP worth of blood of the Spellcaster, him or herself. (recharging: only 1 HP).

This spell Turns paper from a dead product of processed plants into seemingly living, fleshy substance. The writing remains legible and the pages appear the same, but they feel warm when touched and, if a book so transformed is left open, the pages occasionally flutter and turn on their own. The benefit of this spell is that the paper affected by it makes saving throws as though it were leather, and the affected paper is not subject to the ravages of time or environment (as long as they don't normally affect the skin of living humans). The magic is charged with the caster's own blood. When casting the spell, the wizard must read portions of the manuscripts being enchanted while bleeding upon it for 5 points of damage. Upon completion of the spell, the blood is absorbed into the paper. The spell lasts for one decade per level of the caster, after which time it must be recharged with blood from any living Spellcaster. One hit point worth of blood is required per item. This spell actually binds a Lost Soul from Limbo to the written paper through the use of ancient Nithian Magic. The same basis is used in the creation of Mummies. The use of this spell is a chaotic and surely evil act. The Soul, when freed by destruction of the object, or the dissipation of the spell, will know all that has been written in the manuscript, when he enters final rest (See Pages of Virtue) or Reincarnates (mostly a Raise Dead spell will be out of the question). The writings will be remembered as if a faint or faraway picture, but will clearly be imbedded inside the brain of the Soul for all Time. This will also influence his alignment in his reincarnated body. When the writing was evil he will become chaotic, when it was Good he will become Lawful. Any other alignment will have no apparent effect, except maybe on the character traits, this according to the writings of the manuscript.

Death Web GSM 1011AC (alteration of a common web spell)

Rare 2nd level Necromantic spell

Range: 10'
Duration: 48 Turns
Effect: a volume of 10' x 10' x 10'
Saving Throw: None
Components: 1 strand of Shroud Spider web (see http://pandius.com/Monster_Manual_3.pdf page 585)

This spell creates a mass of sticky strands which are difficult to destroy except with flame. It usually blocks the area affected. Flames (from a torch, for example) will destroy the web in 2 rounds, but all creatures within the web will be burned for 1d6 points of damage. If used on a siege weapon it will render it useless for the whole duration. Strength can also be used to break free and the stronger the easier the web will be broken. See table. The web can also be dissolved with acid, but only those with a Strength greater than vinegar. Any being in the web will be paralyzed if it fails its save vs. Paralyzation (with 1/2 AV rounded up as bonus) or be paralyzed as long as there remains any contact with the web (even a few strands in the hair or somewhere on the body). Only one save has to be made, if successful if somehow doesn't affect the victim and he may free himself as indicated. If someone else touches the web he must save vs. Paralyzation also or be paralyzed for at least 1 round. Any body in the web and/or paralyzed can be killed with a single stroke of a sharp or pointed weapon. Any fire or acid used against the web will damage them for half the normal damage done, as if applied directly to them. Any Bless spell will remove the Paralyzation effect and restore the victims of it in 1d4 rounds (even if some strands remain). In fact a blessed person will not even notice the Paralyzation effects. After the spell ends the strands will remain, but cause no more than a numbing feeling (1round) if touched. Flames (from a torch, for example) will destroy the web in 2 rounds, but all creatures within the web will be burned for half the normal damage done, as if applied directly to them. If used on a siege weapon it will render it useless. Strength can also break free and the stronger the easier the web will be broken. See table. Remember this strength also include magical induced strengths. The web can also be dissolved with acid, but only those with a Strength greater than vinegar. Any being in the web can be killed with a single stroke of a sharp or pointed weapon, spiderbite or any other sharp pointed attack form. Any fire or acid used against the web will damage them for

Strength Creature Webbed	Duration to free by Strength	Strength Checks
24+ (Giants)	directly as if no web exists	none
22-22 (Giants)	1 round	1
20-21 (Giants)	2 rounds	1
18-19 (Ogres and Giants)	4 rounds	1
16-17	1 Turn	1
13-15	1d4 Turns	1
9-12	2d4 Turns	1
6-8	2 hours	1 per 2 Hr until succes
4-5	4 hours	1 per 4 Hr until succes
3 or lower	Impossible	0

Nightwatch Invented somewhere near 800AC in Ierendi/Minrothad. Stolen By GSM Mages in 822AC

Uncommon 2nd level Alteration spell

Range: Touch
Duration: Special
Effect: Allows one to see things at night as if it were day
Saving Throw: Negates
Reading time: Doesn't exist on scroll

The person whom this spell is cast perceives a dark scene as if it were daylight. This enhanced vision is only effective outdoors (as it functions on the natural resources of starlight and remaining daylight). The spell can be cast no more than two hours before sunset; the duration of the effect is from nightfall until sunrise. During that period, the recipient can see details clearly and manoeuvre as if in daylight, even though it is night. He suffers no penalties for darkness when fighting. Objects are clearly discernable up to 200 feet away, but beyond that things are fogged by a gray haze where the spell effect expires. The person affected by this spell is unable to see even a brightly-lit object, such as a burning ship, that is further away than 200 feet. Tactics: Usually cast on a night watchman so that he has clear view of things immediately on and around the ship. Such a watchman also has a partner, with normal vision, who can see beyond the 200 feet limit.

Past Life GSM 977AC rediscovered ancient spell by studying 16.000 year old cave scratches and paintings. Suggested to still be used by Hollow World Brutemen and/or Beastmen.

Very Rare 2nd level Divination
Range: Touch
Duration: Special
Area of Effect: One creature
Casting/Reading Time: 1 round
Saving Throw: None

By touching the remains of a dead creature, this spell allows a caster to gain a mental image of the deceased's former appearance. The remains can be of any age and only a tiny fragment is required, such as a bone splinter or a strand of hair. When cast by a wizard of at least 7th level, he is able to view the final minute of the subject's life from the subject's point of view. When cast by a wizard of at least 9th level, a personal possession (a ring, a favourite walking stick, etc.) may be substituted for bodily remains.

Protection From Intoxication 983AC by Baron Laszlo Wutyla of Mariksen

Rare 2nd level Abjuration
Range: Touch
Duration: 1 hour/level
Area of Effect: One person
Save: None
Casting Time: 1
Components: A drop of Alcohol

This spell causes the recipient to be immune to the effects of any kind of alcohol for the duration of the spell. It also grants immunity to the Seductress spell Kiss of Intoxication. It does not prevent any poison effects.

Protection From Disease 1012AC by Baron Laszlo Wutyla of Mariksen

Uncommon 2nd level Abjuration

Range: Touch
Duration: 1 turn/level
Area of Effect: Creature touched
Save: None

Component: a scoop of Mold (a generic form of penicillin).

By means of this spell, the wizard bestows total invulnerability to disease. The creature can't contract, become a carrier, or pass on any disease he/she may already have. This spell doesn't cure disease it merely prevents its transfer. When a person is subject to this spell, a glowing blueish light appears on the subject's forehead (shedding light 3" away, visible from 1 mile). This way you always see when the protection is on. Therefore, a person he/she can't say: "Let's have sex, I have the protection on.", while not having this spell active.

Protection From Paralysis 1011AC by Baron Laszlo Wutyla of Mariksen

Uncommon 2nd level Abjuration spell

Range: Touch
Duration: 1 turn/level
Area of Effect: One creature
Saving Throw: None

Component; A bit of cloth taken from a priest's robes.

The recipient of this spell receives total immunity to magical paralysis. Spells such as hold person and slow have no effect on the individual. This spell also provides protection against the paralysis attacks of monsters (a ghouls touch, for example). This spell offers no protection against physical damage.

Rot 1010AC by Baron Laszlo Wutyla of Mariksen

Uncommon 2nd level Alteration spell

Range: 360'
Duration: 1 Round per level
Effect: Causes wood, leather and cloth to rot and break
Saving Throw: None

This spell is cast on a single item chosen by the Spellcaster. The designated natural material (Wood, Leather, Cloth, Food, Fungi or other natural construction material, but not Undead) then begins to rot and decay. The spell affects 1 foot of rope or leather per level or 1 square foot soft material(Cloth, Fungi, Food) or 3 cubic inches of hard Natural Material(Fungi, Wood). An item may not completely decay, but enough damage is often done that the item becomes useless. In particular, sails, ropes, and masts or yardarms affected by the spell are likely to give way in the next strong wind. A sail in a full wind that rots is blown out and ripped at the weakest spot and the entire sail is made useless. Tactics: Used to disable sailing rigging on enemy ship.

Sleep Theft 722AC by Camaron De Schedel (former Flemish adventurer and enemy of Ylaruam, rumoured to be member of a underground mage cult there).

Rare 2nd level Necromantic

Range: Touch
Duration: Special
Area of Effect: Special
Save: None
Casting Time: Special
Component; a feather of down (not down itself)

This spell allows the caster to steal sleeping time from their target. The target can't fall asleep for one hour per caster level, to a maximum of 12 hours. The caster is refreshed just as if she had slept for that length of time, and can thus memorize spells as if he did really sleep. The victim on the other hand, is subject to normal Sleep Deprivation as per canon rules.

Song of the Dead 981AC discovered by Baron Laszlo Wutyla of Mariksen, but existed earlier in Nithian culture

Very Rare 2nd level Necromancy spell.

Range: 60 yards
Duration: special
Effect: 30' radius
Saving Throw: Negates

Components: A thighbone of a being that was once under the effect of an Animate Dead spell.

To cast this spell, the wizard must play a specific and complex melody (written as part of the spell) on a special prepared flute carved from the thighbone of a being that was once under the effect of an Animate Dead spell. Furthermore, the caster must make a successful musical instrument (flute) skill check (or a Intelligence check at -5) to cast the spell. All Undead in the area of effect must make a successful save vs. spell or else become transfixed, unable to take any action other than to sway gently with the rhythm of the melody. Non-intelligent Undead suffer a -3 penalty to the save, while those with an Intelligence of lower than 8 suffer a -2 penalty. The Undead remain under the influence of the spell as long as the caster plays the flute and they are within the spell's range (the caster may move at a rate of 30' /10' maximum, while his skill check is reduced by 1). However, if any of the Undead under the influence of the spell are attacked, the effect on all of them is broken.

When thus enraged, the Undead are turned with a penalty of -2, and they may attack with a +2 bonus. This spell was common among Nithians Mages, but with their disappearance the spell has long since passed into obscurity. The last notification of the spell was from the Compendium Imortale Magica Malifica, a book (9' by 13') made of human skin stretched across a frame and spine of human bone, with pages of vellum written with human blood. This book also contains recipes for those who want to become a Lich, be it Cleric or Mage.

Spoil Food and Water GSM 1009AC as an attempt to destroy Alphatian crops and weaken that nation

Very Rare 2nd level Alteration spell

Range: 10 feet

Duration: Permanent

Effect: Makes Food and Water unable to consume

Saving Throw: None

This spell will make food spoiled or poisoned and water unsafe safe and unusable. It will spoil one ration of preserved food, or six waterskins of water, enough food for a dozen people. If cast at water, the spell will cause the dirt to rise, leaving a pool of dirty mucky water. Any usage of the affected materials will result in stomach cramps, except when used to eat rotten/spoiled food and stagnant water (often Goblins). The spell will not affect any living creature. Tactics; Used on the food supply of enemy vessels or camps in covert operations.

Spectral Hand GSM 1010AC

Rare 2nd level Necromantic spell

Range: 30' + 5' per level of the caster

Duration: 2 round per level of the caster

Effect: 1 opponent

Saving Throw: None

Components: 1d4 hit points from the caster.

This spell causes a ghostly, glowing hand, shaped from the caster's own life force, to materialize within spell range and move as the caster desires. When the hand comes into existence the caster loses temporarily 1d4 hit points in the process, these are placed in the hand and will return to the caster when the spell ends, or is dismissed by the caster, but not when the hand is dispelled or attacked. Any touch attack spell of 5th level or less that is subsequently cast by the wizard can be delivered by the Spectral Hand. The spell gives the caster a +2 bonus to his attack roll. The caster can't perform any other actions when attacking with the hand; the hand returns to the caster and hovers if the caster takes other actions in the pose lastly taken (an offensive hand gesture with the hand will seem to be paralyzed). The hand lasts the full spell duration unless dismissed by the caster, and it is possible to use more than one touch attack with it. The hand receives back-attack bonuses if the caster is in a position to do so. The hand is vulnerable to magical attack but has an AC of -2. Any damage ends the spell and inflicts the caster with damage equal to the hit points put into the hand initially.

Delay Death created by Serran of the Great School of Magic, Glantri—1016 AC

Uncommon 3rd level Necromancy spell

Range: 30 yards

Duration: 1 turn/level

Area of Effect: One creature

Saving Throw: None

Casting Time: 1 round

This spell enables one person or creature to postpone death. If Delay Death is cast before the indicated creature or person reaches 0 hp, he is able to fight, cast spells, communicate, and take all other normal actions until he reaches -10 hp. However, from the time he reaches 0 hp until he is reduced to -10 hp, the affected person or creature makes all attack rolls and saves at a -2 penalty, and his movement rate is reduced by half. When the subject reaches -10 hp, he is dead and Delay Death is no longer in effect. Note that the spell has a limited duration; if the spell expires after the affected subject has reached 0 hp but before he has been reduced to -10 hp, the subject dies instantly. He can become subject to any healing magic or skills, however, at normal effect, thus nullifying the negative effects of this spell if healing beyond the negative below 0hp limit. A deceased subject previously under the effect of Delay Death can be raised normally by Raise Dead and similar spells.

Feign Death 835 AC by Balthazar Omicron his spell did not save him from Undead, as they are unaffected by illusions.

Common 3rd level Necromantic spell

Range: Touch

Duration: 1 Hour + 1 Turn per level of the caster or less at will

Effect: creature touched

Saving Throw: None

Casting Time; 1

By means of this spell the caster (or any other willing creature whose level or Hit dice do not exceed the caster's own level) "dies" of some internal injury (or external injury related to circumstances, and only on a successful Intelligence check), there will be no more heartbeat, breathing, respiration, minor movements or any other bodily function that could show the caster is still alive. The functions as thus do not stop but the spell covers them completely. Only a Sense Life spell will reveal any life in the "corpse". The recipient can smell, hear, and know what is going on, no feeling or sight of any sort are possible. Thus any wounding or mistreatment of the body can be felt and no reaction will occur (damage will be magically halved). Any poison injected or otherwise introduced into the body takes effect when the spell recipient is no longer under the influence of this spell, although a saving throw vs. the effect is then permitted. This spell can be cast on items (to affect the user of these items), can be prolonged, and can even be made permanent, but the spell will automatically cease after one round to exist when the affected person moves, speaks, casts spells, or acts in some other clearly alive way. The one round is the time for the bodily functions to start over again. Only Necromancers or Illusionists can use this spell to create the illusion of being dead for much longer periods. The "corpse" can seem to be decayed completely or even rotting away—to the point of a heap of bones—under the eyes of onlookers, as if the caster died after prolonging life, and time took its own course on the corpse. He will indeed rot away, complete with stench, rotting fluids seeping away, vermin feasting on the corpse, and so on. But as soon as he breaks the spell in the aforementioned way, he will be as if nothing happened (this takes 1 round-initiative segment). For a character or creature subjected to this spell, the effects of exposure (frostbite, heatstroke, etc.) accumulate only half as quickly as under normal circumstances. Thus, if a character knows that help is on the way and will arrive fairly soon, he may help to save his life or the life of another being by using feign death to partially protect the victim.

Freezing Ray By Olgi Frost Mage and his apprentices (8)

Rare 3rd level Necromancy spell

Range: 60 feet + 10 feet per level of the caster
Duration; 1 segment (1second)
Effect: Pencil thin ray
Saving Throw: Special
Reading time scroll; 6
Casting time: 1

This spell of the Frost Mage is a pencil-thin Blueish-white ray with a length of 60' and an additional 1' / level of the caster. When it is fired at a living figure, that figure is allowed a double save. The 1st is vs. Spells to see if the ray hits at all. If the saving throw is made, the ray misses but those in direct line behind or near the victim (especially those in nearby melee) might then be struck. If the ray does hit, the victim saves vs. Paralysis at -2. If this throw fails, the victim is Frozen for 3d12 rounds, unable to do anything, and could be killed easily. This spell doesn't work well against very large creatures. This is a Frost Magic spell and as such unaffected by the Days of Dread.

Ghoul Production FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Uncommon 3rd level Necromancy spell

Range: Touch
Duration; Permanent
Effect: Special
Saving Throw: None
Components: a corpse and special Ghoul infusion.
Casting time; 1 Turn

To create Ghoul one corpse is required. The Death Master or Necromancer can produce only one Ghoul per spell. The body must be infused with following special liquid. The process takes one hour to prepare the body (i.e. to leach it of all blood) and one turn to cast the spell. The Ghouls created with this spell can't "procreate", further they are like normal Ghouls in all respects. Only Magics like remove curse, wish, restore can remove the curse on the corpse, so that the chance of resurrection would become as normal. Be aware though that the time of Death counts according raise dead(fully) or reincarnation spells, and the longer the corpse is possessed, the harder it will be to bring it back to life, and the more chance there will be to permanent harm (system shock, and so on). . **The creation of Ghouls is an Evil Act!!!**

Hold Undead FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Rare 3rd level Necromantic spell

Range: 60 feet
Duration; 1d4 rounds + 1 round per level of the caster.
Effect: 1d3 Undead.
Saving Throw: Negates
Reading time; 5

This spell renders immobile 1d3 Undead creatures whose total Hit Dice are equal or less than the caster's level. No more than three Undead can be affected by a single spell. To cast, the wizard aims the spell at a point within range and the three Undead closest to this are considered being in the area of effect, provided all are within the field of vision and spell range of the caster. Undead of mindless nature (Skeletons, Zombies, etc.) are automatically affected. Other forms of Undead are allowed a saving throw to negate the effect. If the spell is successful, it renders the Undead immobile for the duration of the spell. When an Undead has more Hit Dice than the spell could affect, the Undead is not affected at all.

Hovering Skull created by Lothar Keltharmium (Lich Lord of??)—1012 AC

Rare 3rd level Necromancy spell

Range: Special
Duration: 2 rounds/level
Area of Effect: Special
Saving Throw: None
Casting Time: 3 rounds
Component; Human Skull

This spell creates a glowing human skull with sharp fangs. The skull hovers about a foot above the caster's shoulder; as the caster moves, the skull hovers along with him. If the caster stops moving and concentrates, he can mentally command the hovering skull to move in any direction within a 30' radius. The caster can see through the skull's eyes as if they were his own; for instance, the hovering skull could be ordered to investigate a dark cave or peek over a high wall. Additionally, the caster can order the hovering skull to attack victims with its razor-sharp teeth. If the caster's concentration is interrupted while controlling the skull, the skull immediately drops to the ground (but it takes no damage). If the caster resumes concentration, he can continue to command the skull. The hovering skull has the same statistics as the caster, except the skull has 3 hp and inflicts 1d6 damage with its bite. Attacks directed at the skull do not harm the caster, nor does damage directed at the caster affect the skull.

Ray of Paralysis FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Uncommon 3rd level Necromancy spell

Range: 60 feet + 10 feet per level of the caster
Duration; 1 segment (1 second)
Effect: Pencil thin ray
Saving Throw: Special
Reading time; 6
Casting time: 1

This main attack/Defense spell of the Death Master or Necromancer is a pencil-thin purple-black ray with a length of 60 feet and an additional 10 feet per level of the caster. When it is fired at a living figure, that figure is allowed a double saving throw. The first is vs. Spells to see if the ray hits at all. If the saving throw is made, the ray misses but those in direct line behind or near the victim (especially those in nearby melee) might then be struck. If the ray does hit, the victim saves vs. Paralysis at -2. If this throw fails, the victim is paralyzed for 3d12 rounds, unable to do anything, and could be killed easily.

Undead Summoning FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Uncommon 3rd level Necromancy spell

Range: 600 feet + 100 feet per level of the caster
Duration; 5d4 rounds
Effect: Attracts nearby skeletons and zombies.
Saving Throw: Special
Reading time; 6

This spell will attract nearby Skeletons and Zombies not already animated or controlled by the Death Master or Necromancer. 1d6+1 will arrive, even if they must abandon a place they were ordered to guard. They will arrive through Teleportation in 1d4 rounds and will fight until destroyed. If not destroyed before the end of the duration the Undead will be teleported back to their original place. The spell doesn't change the Skeletons or Zombies in any way.

Vampiric Touch FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Uncommon 3rd level Necromancy spell

Range: Touch
Duration; one instantaneous touch
Effect: caster only
Saving Throw: None
Casting Time; 3

By means of this spell the caster can touch an opponent in melee with a successful attack roll, the opponent loses 1d6 points for every 2 levels of the caster (6d6 maximum). The magic is expended when a successful touch is made or one turn passes after casting the spell. The stolen hit points are added to the caster's total, with any hit points over the caster's normal total are treated as temporary additional hit points. Any damage to the caster is subtracted from these additional hit points first. After one hour, any extra hit points above the caster's normal maximum are lost. The lost hit points by the victim can be regained normal or magical healing. Undead are unaffected by this spell. This spell can't be made permanent or be extended.

Control Bats GSM 956AC due a large bat infestation in Glantri City.

Uncommon 4th level Enchantment spell

Range: 40' radius globe about caster.
Duration; 1d4 Turns (DM!)+ 1 Round per level of the caster.
Effect: Allows control of 1-2 Giant or up to 10 normal Bats. or 1 Zargosian Bat
Saving Throw: Special
Reading time; 8

With this spell, the caster can control bats (including giant Vampiric Bats, but not Undead sorts or other creatures Shapechanged or Polymorphed into Bats) of the Giant or normal varieties. Giant Bats receive a saving throw vs. spells at -4 to avoid this Magic; normal bats get no saving throw if they are within range of the spell. The caster by will and gestures can direct the bats to attack specific creatures, dive at or batter certain locations, or swirl about in a blinding cloud in a particular spot. The Bats will obey without checking morale, regardless of possible danger. If 2 Giant Bats are controlled, the caster may also command the Bats to lift him or her and fly (such flight moving only 40' feet per round and lasting a maximum of 2 Turns before the Bats are exhausted) carrying the caster or another creature touched by the caster to so direct the Bats. Attempts with less than 2 Giant Bats will result in failure—and, of course a possible fall). 4 Giant Bats (though the use of more spells) can carry a Horse or other pack or riding animal; 1 Giant Bat can carry a Dwarf or other smaller-than-man-sized creature. Control over Giant Bats is broken if they are injured in the service of the caster down to their last 5 hp. Bats are dexterous enough to pluck, clutch and carry keys or rings of keys, potions, scrolls, and small light sacks or pouches.

While controlling, a user of this spell has no idea how long a spell will last, and learns only by observation that it has ceased. The Zargosian bat is normally only found in the Hollow World where this spell doesn't work. The rare Zargosian Bats found in the Outer World are located in the Giant Caves within the world crust and almost never in the open. A Zargosian Bat is much larger and stronger than a Giant Bat, and thus able to carry a Human-sized creature with some equipment on its own.

Contagion FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Rare 4th level Necromantic spell

Range: touch.
Duration; 1d3week+.
Effect: target stricken with immediate major disease effects
Saving Throw: none
Reading time; 8

This spell causes a major disease and weakness in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, Charisma, THAC0 are penalized by 2. The effect persists until the character receives a Cure Disease spell or spends 1d3 weeks taking a complete rest to recover. Characters ignoring the contagion for more than a day or so may be susceptible to worse diseases at the discretion of the caster.

Control Undead FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Rare 4th level Necromantic spell

Range: 60'
Duration: 1 Turn per level of the caster
Effect: 1d6 Undead or level of the caster x HD Undead
Saving Throw: Negates

This spell will affect 1d6 Undead or as many HD Undead equal to the level of the caster (whichever first). Undead up to three Hit Dice will be affected automatically. And those with higher Hit Dice may save vs. spells to negate the effects. The commands are by speech only, thus the Undead must be able to hear the caster. The Undead will not attack the caster or his party while under effect of this spell. The Undead will even go so far as to place themselves in immediate danger if they fail a second saving throw vs. spells (On the command spoken by the caster). When successful the Undead will simply refuse the task to be done.

Ghostly Musicians 966AC stolen from the Alphatian Royal Mage (an obscure title for a mage-butler-servant of the Empress Eriadna of Alphatia.

Rare 4th level Necromantic Illusion spell

Range: touch
Duration; permanent
Effect: one instrument
Saving Throw: None
Casting Time; 1 round

By means of this spell, the Mage causes any one non-magical musical instrument, even if damaged or broken no more than 50%, to play by itself. The instrument need not be the one the Mage knows how to play; he or she merely hums or whistles a short tune after the initial casting, while touching the instrument. When released, it glows with a faint, purple Faerie Fire, Levitates into position in it was released, not moving nor falling to the ground, and plays the tune, and at the same time creating an illusion of Ghostly images playing the instruments. These images can vary from skeletal solid to ghostly figures. When touched, the instrument stops playing and the images disappear, the instruments are set on the ground. The music will start again in 20 hour even if dispelled, and is permanent only if cast by 20+th level Mage. This spell was devised as a court entertainment by the Royal Mage of Alphatia. No known way has yet been devised to trigger it with other spells or barriers, to serve as a warning. Various magical means used to cause temporary silence mute the music normally without stopping the playing of an enspelled instrument. A caster with as music skill and can memorize the music from a music-note-sheet while casting and the instrument will then continually repeat the whole set of music. This way he can create a whole orchestra to play a whole symphony, when he lets the new additional instrument start at the beginning a musical play to synchronize all instruments.

Mummy Production FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Very Rare 4th level Necromancy

Range: Touch
Duration; Permanent
Effect: Special
Saving Throw: None
Components: a wrapped and correctly prepared corpse.

The casting of the spell will take but 4 turns. A curse will come into effect on the Mummy to be. A Soul-eater will be summoned from an Outer Plane, which will stalk the victims soul in the Plane of Limbo and drag it to the mummified body, to which it will be bound for 1d6 millennia or until it has accomplished a very specific task (initially unknown to the Mummy). If the Soul Eater is killed before it accomplishes it task, the victim will become a freewilled ghost. It will obey the Necromancer and do his bidding, but it is allowed a saving throw of 17 attempted daily to become independent of the Death Master or Necromancer's control. Only one single command can be given then, which the Mummy will obey. This task can be given in silence and the Mummy must first find out what the task is before it can fulfil it, to become free again. Whenever the Mummy succeeds in this or 1d6 millennia have passed (which ever first) he will become free and return to the Plane of Limbo to gain its deserved last trip to rest. Some times Nature mummifies corpses and these are receptable to the spell also. These Mummies are known as Bog Mummies, or Sand Mummies, an extremely rare version is the House Mummy. They may look different but are further exactly equal to a normal mummy. Bog mummies are beings died in peat-moors, and mostly died because they were hanged, or tortured before, and survived this predicament, so they were send in the moor to die there. The same replies to Sand mummies, they were driven in the desert for some crimes they have done there and died there. A House mummy is a rare one indeed, the air in the house, temple, and shrine must be scorch dry at first and even these mummies must have died because some ordeal has been done to them. There is even a rare chance that these mummies will be animated by the souls of the corpses themselves, to revenge there gruesome Deaths, but since they are always evil they will not rest before there revenge has brought down all related to the crime, and there descendants (some times even up to the seventh generation). This spell will place these mummies under the control of the Death Master or Necromancer as above with normal created Mummies. The Death Master or Necromancer must be at least 15th level to create Greater Mummies. There are rumours that animal mummies do exist (mostly Feline, or Ibis and but some Crocodile, Hyena, Sheep, Mule, Hawk are recorded in History), and they most probably use the same routines as depicted above, As thus (corresponding to these animals) are also found Mummies of the following Humanoids; Rakasta, Gatormen, Gnoll, Hutaakaan or Lupin, Goblin, Gyerian, and Nagpa. **The Creation of Mummies is an Evil Act!!!** See for more information on Mummies; http://pandius.com/Monster_Manual_4.pdf pages 1244 to 1259 (the spell is listed there as a necromancy 7 but it has to be 4).

Shadow Summoning 987AC found on ancient scrolls on single small islands Sea of Dread; like Teki-Nura-Ria, created by a long-eared race long gone.

Rare 4th level Necromancy Conjuraction spell

Range: 100 yards per level of the caster
Duration; 1d20 rounds after arrival.
Effect: Summons 1d6+1 shadows
Saving Throw: None

By casting this spell any normal Shadows (not Greater Shadows) within the range of the spell will come to the caster in 1d8 rounds where-ever he will be at that moment (except when crossing any planar or Dimensional border, this will dispel the spell instantly). They will stay and obey the Necromancer for 1d20 Rounds. Any clearly self destructive order will cause the control link to break immediately. For more on these non-undead see http://pandius.com/Monster_Manual_4.pdf Page 1113-1115.

Sense Life An unknown Elf mage dropped this spell in the GSM entry Hall in 973AC, it is unknown when and why it was created, but no records of earlier castings were found anywhere, as such it is assumed a recent (personal) discovery.

Rare 4th level Necromantic Divination spell

Range: 60'
Duration; 1 Hour (6 Turns)
Effect: One living Creature
Saving Throw: Halves damage
Casting Time; 1 minute

This spell will enable the caster to see whether a being is alive or not in a 60' range, or when there are life sources within items due to Magic Jar spells, Mirror of Trapping, Entrapment Symbols, etc. The caster must concentrate for at least a full round on the person or the item to see if there is a life source within. If there is a life source he will sense this by the sensation that he felt a soul touching his own. He can use this spell as often as desired on any items or beings as long as the duration of the spell lasts. Necromancers can use this spell to see all life sources within the area affected at once but then all energy of the spell is wasted.

Wight Production FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Uncommon 4th level Necromancy spell

Range: Touch
Duration: Permanent
Effect: Special

Saving Throw: None

Components: a corpse and a bone from a Wight or an Amulet of the Planes (which will not be consumed).

Reading time scroll: 4 Turns

Wight production requires a corpse and a bone from a Wight. If an Amulet of the Planes or similar device is available, the Wight bone is not required, since the Necromancer can then actually touch the Negative Planes to gain the necessary powers. For every Wight so produced, the Necromancer will lose 1 hit point permanently unless he saves vs. Death Ray. The Wight so produced will always have maximum hit points, and it can "procreate" itself and command those Wights to its service. Note that only the common Wight produced by the spell is "friendly" to the Death Master or Necromancer. Lesser Wights will attack the Necromancer if they fail the aforementioned saving throw (recall that an Undead will not attack a Necromancer unless it fails a Saving Throw of 8). One in five Wights produced by this spell (1-2 on 1d10) is atypical. It can't drain energy levels. Instead, it drains hit points permanently with its touch (normal damage 1d4/hit). This type of Wight will cause the living victim (except Elves, Dragons and Fairies) to fight at -1 per touch for 1 full hour after each touch. For example; consider a victim of 4th level with 30 hit points. On the first touch the victim take 5 points of damage. His hit points total will drop correspondingly to 25 and he will attack as a 3rd level for 1 hour. If the second touch occurs, for say 2 points of damage, his permanent hit points will fall to 23 and he will fight as 2nd level for the next hour and then is back to 4th level. The lost hit points can be gained back by a restore spell (clerical, so some faith is required by the victim) at the rate of 3d4 points per application of the spell. A wish can restore 3d6 points. No other Magic will restore lost hit points. This sort of atypical Wight can "procreate" lesser Undead with the same power. **The Creation of Wights is an Evil Act!!!**

Wraith Production FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Rare 4th level Necromancy spell

Range: Touch
Duration: Permanent
Effect: Special

Saving Throw: None

Components: a corpse and a bone from a Wight or an Amulet of the Planes (which will not be consumed).

Reading time scroll: 4 Turns

Wraith production requires a corpse and a bone from a Wight (It can't be from a Wraith, since they are immaterial, so a close related Undead is used instead!!). If an Amulet of the Planes or similar device is available, the Wight bone is not required, since the Necromancer can then actually touch the Negative Planes to gain the necessary powers. For every Wraith so produced, the Necromancer will lose 1 hit point permanently unless he saves vs. Death Ray. The Wraith so produced will always have maximum hit points, and it can "procreate" itself and command those Wraiths to its service. Note that only the common Wraith produced by the spell is "friendly" to the Necromancer. Lesser Wraiths will attack the Necromancer if they fail the aforementioned saving throw (recall that an Undead will not attack a Death Master or Necromancer unless it fails a Saving Throw of 8). One in seven Wraiths produced by this spell (1-3 on 1d20) is atypical. It can't drain energy levels. Instead, it drains hit points permanently with its touch (normal Damage 1d6/hit). This type of Wraith will cause the living victim (except Elves, Dragons and Fairies) to fight at -2 per touch for 1 full hour after each touch. For example; consider a victim of 5th level with 30 hit points. On the first touch the victim take 5 points of damage. His hit points total will drop correspondingly to 25 and he will attack as a 3rd level for 1 hour. If the second touch occurs, for say 2 points of damage, his permanent hit points will fall to 23 and he will fight as 1st level for the next hour and then is back to 5th level. The lost hit points can be gained back by a restore spell (clerical, so some faith is required) at the rate of 3d4 points per application of the spell. A wish can restore 3d6 points. No other Magic will restore lost hit points. This sort of atypical Wraith can "procreate" lesser Undead with the same power. **The Creation of Wraiths is an Evil Act!!!**

Animate Dead originating in Ancient Nithia, its use spread rapidly over the Known World.

Common 5th level Basic Necromantic spell (Expanded information from RC)

Range: 60'
Duration: Permanent
Area of Effect: creates zombies or skeletons
Saving Throw: None

This spell allows the caster to make animated skeletons or zombies from normal skeletons or dead bodies within range. These animated Undead creatures will obey the caster until they are destroyed by a Cleric or a Dispel Magic spell. For each level of the caster, 1 Hit Dice of Undead may be created. A Skeleton has the same HD as the original Creature, but the Zombie has one HD more than the original. Character levels are not counted (the remains of a 9th level thief would be animated as a Zombie with 4HD, since thieves have ½ HD per level to a maximum of 9 as all Humans). Animated creatures do not have any spells, but are immune to Sleep and Charm effect and poison. The souls of the victims still roam the Plane of Limbo to search for their Eternal Rest or return to their world or their body, the victims are just animated. For a resurrection attempt to succeed, a Skeleton or Zombie must first be slain without destruction (thus not a Clerics Turn Destruction ability to Undead when high enough level) and then a Raise Dead (Fully) applied to the corpse. **The Creation of Undead is an Evil Act!!!**

Cause Serious Wounds FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls
Rare 5th level Necromantic spell.

Range: Touch
Duration: Instantaneous
Effect: 1 character
Saving Throw: None
Components: a special prepared Liquid

Reading time scroll: can't be written on scroll and thus releasing the Magic.

A cause serious wounds will inflict 2d8+2 points of damage if a direct hit is made, while only a splash does 1d4+1 point of damage. The liquid can be thrown as a normal object in ranges of 10/20/30 feet (or yards outside) as with any normal tossed object. The liquid must then be placed in a small breakable glass or ceramic container. Bloodloss from the wound will be 2 respectively 1 if splashed.

Recipe for Magic Liquid

Can be bought completely prepared at Magic Shops from 2000 gp.

A Complete Ghoul or Ghast, An Eye of a Hanged Man, Buried no shorter than 3 Weeks

1 Handful of Living Maggot's and Rotgrubs, 1 Pound of Rancid Yak Butter

A Bit of Grave Earth (from a Cemetery), A Drop of Vampire or Nosferat Blood

1 Flask of Morning Urine of the Caster, 1 Gallon of Red Wine

Take a Wooden Bowl and place within the Butter,

Add the Drop of Blood to the Urine...Stir firmly

Place it on a Sturdy Spot under the Light of a Full Moon.

Let the Morning Dew reside on the Paste, Remove any Vermin that has infested the Butter.

Make a small Fire and place a Large Copper Pan on it,

Heat the Pan and boil the Ingredients to a Semi-Liquid State.

Meanwhile grind the Eye in a Granite Grinder

Squish the Maggots and the Rotgrubs with Clean Hands.

Put them aside on a Clean (Grave) Stone.

Cut the Ghoul or Ghast to Pieces no larger than a Cubic Inch

Add a Bit of Grave Earth from a Cemetery (not a Single Grave).

Boil the Remains from the Ghoul or Ghast for 24 Hours.

Stir firmly with the Squished Maggots and Rotgrubs and the Eye,

Stir also thoroughly with the Boiling Brew.

The remaining Liquid after exactly 24 Hours

Will be an Amount of 1 Vial per level of the Caster.

This Liquid will stay good for 1 full Day per level of the Caster.

Exposing the Liquid to testing (putting it in contact with the Air) will destroy it at once.

The Vial will not radiate Evil.

Ghost Production FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls
Very Rare 5th level Necromantic spell.

Range: Touch
Duration: 48 Hours
Effect: 1 ghost
Saving Throw: None
Components: a recently died person (sometimes even animal).

Reading time scroll: can't be written on scroll and thus releasing the Magic.

A Ghost Production is unlike other Death Master or Necromancer spells in that the Death Master or Necromancer will have no control over the ghost once it fully forms 48 hours after the spell is cast. The ghost so produced will nor know how it was created and will be free-willed. It would attack the Death Master or Necromancer if it met him again (if it failed the save of 8 allowed to the Death Master or Necromancer who created it). The victim must have had an Intelligence of 14 or more and have been at least 9th level in any class, or have more than 9 hit dice if monster or animal prior to Death. Hit points for such a ghost will be the maximum possible. Ghost which come into existence spontaneously or under the need of some unaccomplished task or urge don't need these requirements, and could be of any class, race, species, level or hit dice. The Creation of Ghosts is an Evil Act!!!

Create Grave Elemental GSM 1010AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Very Rare 5th level Necromantic Conjuraction spell

Range: 240'
Duration: Concentration
Effect: Summons one 16 HD Elemental
Saving Throw: None
Casting time: 10
Component: Onyx Gem

This spell allows the caster to summon any one Grave Elemental (AC-4, AV by sort, HD16, Damage 2x4d8, THACO 1, 25% chance to break 1d4 bones, thrown backwards 1' per 2 points of damage, don't forget falling damage if hit solid object). When a Magic-User casts this spell on the Prime Plane, the Magic opens a vortex on both Planes (both the Plane of Death and Decay and the Prime Plane) and creates a tiny wormhole connecting them. The wormhole is very small—less than an inch across—and it pulls a life force from the Elemental Plane through the vortex. The life force appears on the Prime Plane near the spell caster, and forms a new temporary body from material nearby. To form a new body, the Elemental life force can only use material its familiar with, thus a Grave Elemental needs a Graveyard or any other ground wherein are imbedded corpses (this includes Temples, Tombs, Battlefields, Catacombs, and even most Sewers, and sometimes even common streets or markets—where animal corpses are often found). When the Magic ends, the creature's life force may go back to its Plane through the still existing (on the same spot) wormhole, and the wormhole and both vortices disappear, but it often wants to remain on this Plane (especially when it has killed its Summoner) since each corpse will be added to its body and thus making it stronger (+1 HD per corpse). When seen from an Elemental Plane, the creature affected by the spell is slowly ripped painfully from its body and simply disappears. The material of its body suddenly dissipates and drifts, with no life force left to hold it together. When the life force returns, it immediately forms a new body, and resumes its "normal" life. The tiny wormhole can be detected by a Detect Evil or Detect Magic spell as a purple reddish-black glowing hole at the height of 6 feet above the ground. If a Close Gate is cast on the hole it will close, if an Dispel Magic is cast upon it, it will temporarily close (1 round per HD/level of the caster that he is higher than the Grave Elemental. Read the chapter about Elemental Planes for more information about Elemental effects and side effects. Only one of each type of Elemental can be summoned by the same caster in one day, thus he will be unable to cast any Conjure Elemental spell. The Elemental will perform any tasks within its power (carrying, attacking, etc.) as long as the caster maintains control by concentration. The caster can't fight, cast other spells, or move more than half speed, or the control is lost. If the control is lost, it can't be regained. An uncontrolled Elemental will try to slay its Summoner, and may attack anyone in its path while pursuing him. A controlled Elemental may be returned to its home Plane simply by concentration. An uncontrolled Elemental may also be sent back by the use of a Dispel Magic or Dispel Evil spell by the caster only, if someone else tries to Dispel the Grave Elemental he will find that his spell will fail utterly. The Create Grave Elemental spell can't be cast on any other Plane than the Prime or Outer Planes. On the Elemental Planes (and Outer Planes live more creatures (like Fundamentals, Elemental kin, and other beings) which will not be affected by the use of this spell. The spell always seeks its "target" from the dominant species. This spell can't be used in a lawful way as with the Conjure Elemental spell. Remember that an Elemental splits itself of form time to time to reproduce; this is also the end of the original Elemental (its "Death"). The caster will never know if the Elemental will split itself into smaller ones. But the stronger (in HD) the Grave Elemental becomes the greater the possibility that it will happen. When this happens while the Grave Elemental is still under control, all the smaller ones will remain under control as the original, thus making a small and powerful army for the Spellcaster if he can supply all of them with enough corpses to feed upon and giving them Strength. This spell can be Conjured underwater, but still needs its basic amount of related Elemental. Grave Elementals can thus only be created on the bottom and must stay in contact with them. Similar problems will arise underground, high up in the Air, or in great fires or volcanoes, but as long as a Graveyard or similar area of Death and Decay is available the Grave Elemental will come into existence. To instantly create an Grave Elemental freely the caster needs an Onyx gem in the casting, and wait what happens. He has 1-10% chance towards a positive reaction, 11-20% a neutral reaction, and 21-00% a "normal" chaotic reaction. If the reaction is positive or neutral, then the caster doesn't need to control the Grave Elemental, but instead can bargain with it (any offer made toward the positive reacting Grave Elemental will be taken as long as 1 onyx or corpse is paid per HD the Elemental possesses at the moment of the creation. A Neutral reacting Elemental will need at least double this amount and could need a long conversation to bring it so far to fulfil the requests of the Spellcaster. In other words it isn't easy to work together with a Grave Elemental. A Grave Elemental can bring more damage if its victim is prone or he succeeds to make a hit at least 4 more than needed (instead 4d8 he will now bring 4d12 points of damage with each fist). He can only be harmed with magical weapons and can hide itself in any ground (be it rock or stone) as any Earth Elemental. All other statistics are also equal to an Earth Elemental, except that he is basically Chaotic Evil. A Grave Elemental is composed out of Earth, Stone, Bones, Blood, Tombstones and all other objects that can be found in the ground of Graveyards. Its knuckles are often Skulls or even Tombstones when big enough. Its Armor value is equal to common stone (9). A Grave Elemental can easily be asked to guard a place as he likes this (it likes to smash opponents, who trespass in its territory, be it the one asked to guard or its "natural" home; the Graveyard, Tomb, or similar area.) **The Creation of an Grave Elemental is always seen as an Evil Act.** For more on Grave elementals see http://pandius.com/Monster_Manual_4.pdf Page 1394-1395.

Force Shapechange 1013AC created by Laszlo Belasco of Glantri

Rare 5th level Necromancy spell
Range: 10 yards/level
Duration: Instantaneous
Area of Effect: One creature/level
Saving Throw: ½ damage
Casting Time: 1

With this spell, the caster can force any shapechanger or magic-wielder using any form of a shapechanging spell to instantly revert to his true form (or his most common form). To use the spell, the caster points at creatures he knows or believes to be Shapechangers. If the creatures are indeed shapechangers, they must make a save or immediately revert to their true form and suffer 3d10 damage from the wracking pain caused by the forced change. The change takes a full round, during which time a victim can take no other actions. If the save was successful, the victim doesn't change form, but still suffers half damage.

Grimwald's Greymantle 855AC by the Great Mage Grimwald, held in secrecy by family until 982AC.

Rare 5th level Necromantic spell

Range: "touch" (see below)

Duration: 1 round per level of the caster

Effect: one creature

Saving Throw: Negates

Component; a bone or a small animal skeleton

When a Wizard casts this spell, a silvery-gray Radiance is produced about the material component. If it is touched to a target creature (hit roll needed), the Radiance leaves the component (which vanishes harmlessly) and expands to envelop the target in an aura, or mantle. This shimmering Radiance takes effect on the round following the touch, and lasts for one round per level of the caster. While it is in effect, curative spells, healing, and regeneration of either natural or magical origins are not effective within the confines of the Radiance, thus a Troll would not regenerate, a ring of regeneration would not operate, and no spell or potion of healing would have any effect, and so forth. The Greymantle may be magically dispelled, and fades away without effect if magic resistance or a saving throw vs. spells triumphs over it. At the expiration of the spell any curative forces still active will take effect immediately—but any such powers that were expanded upon the victim while the Greymantle was in effect are forever lost. A cure Wounds or Heal spell will be lost while a regeneration effect will start regenerating directly after the spell ends. If the caster doesn't successfully hit a target in the round of casting or the round directly after that, the Greymantle spreads from the component 10 yards around the target for the full duration. This effect can be dispelled normally to bring the bad effect to a halt within the area of effect. Once the spell is cast and the mantle has covered a target, the duration and effects of the Mantle are not under the caster's control. Creatures of any size can be affected. Note that use of this spell is not basically a good act, and the spell must be used with due consideration of the circumstances of the target by Wizards of Lawful, Neutral or Good alignment.

Mummy Rot GSM 1007AC

Rare 5th level Necromancy spell

Range: Touch

Duration: 1 round/level

Area of Effect: One victim

Saving Throw: Special

Casting Time: 5

Components: A piece of rotten fruit and a piece of a mummy's cloth wrapping.

This spell allows the caster to attack with a rotting touch similar to that of a mummy. If the caster touches a Demihuman-oid victim, the victim immediately receives a dark wound on the touched location, loses 2d6 hp and is infected with a rotting disease which is fatal in several months. For each month the rot progresses, the victim permanently loses 2 Charisma, when it reaches 0 the patient dies. While infected, the victim recovers lost hit points at 10% of his normal rate. The rotting disease can be cured only with a Cure Disease spell; Cure Wounds has no effect. A Regenerate spell will restore damage but will not otherwise affect the course of the disease. If a victim makes a successful save, he is not infected, but he still suffers the dark wound and 2d6 damage. As this is a copy of normal Mummy Rot, the patient can be afflicted by normal Mummy Rot at the same time. The caster must take care not having wounds on the casting hand, or he can become subject to the same affliction.

Nulathoe's Ninemen 622AC by Nulathoe, an early Flaemish Necromancer, creator of the first Crawling Claw, disappeared in 641AC, spell rediscovered in the Great Library 1003AC

Rare 5th level Necromantic spell

Range: touch

Duration; Permanent

Effect: one corpse

Saving Throw: none

Reading Time scroll; 5

Component; Fresh blood of the creature of the same race as the subject and the dust or powder resulting from the crushing of a moonstone no less than 7 gp in value.

This spell serves to protect dead creatures of all sorts against normal decay, magically strengthening the joints of corpses or corpse limbs to keep them supple and usable. Its most prevalent use is to preserve dead comrades for placing atop a bier in a sepulchre, or in hopes that they may be raised. As the words of the spell are spoken, the most vital areas of the body (chest cavity, head and neck, joints of extremities) are sprinkled with a small amount of the blood, and the whole body is then sprinkled with the moonstone dust. The closing gesture of the spell is the touching of the corpse, when the spell will take immediate effect. Note that this spell doesn't heal wounds or staunch bleeding.

Paralysis 888AC by self-proclaimed Ghouling Gotchinka who ruled the ghouls in Glantri City.

Uncommon 5th level Necromantic spell

Range: touch (hit roll needed)

Duration; Special

Effect: Paralyzes one victim of less than 12 HD.

Saving Throw: after 1 Round will remove paralysis.

Reading time; 2

Casting Time; 1

This spell instantly halts and ruins spellcasting in the same round as it takes effect, and almost total paralyzes the victim, permitting breathing but not speech. Not even eye-movement will be possible (i.e. the victim can't redirect view, or focus). The first round the paralysis is automatic; thereafter, each round, the victim must save vs. Dragon Breath at -2, paralysis being broken whenever such a save is successful, here upon will the victim become immune to a further paralysis form that hand for 1d12 further rounds. Together with the spell Spectral Hand this is today a favoured combination by Necromancers.

Strong Control Undead FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Rare 5th level Necromancy spell

Range: 10 yards per level of the caster

Duration: Special

Effect: 1 Undead

Saving Throw: Negates

This spell will affect the Undead of lower than 5 HD (only one Hit Dice per level of the caster); it must make a save vs. Spells at -3 or obey the Death Master or Necromancer and perform some mission for him. The Undead's will not openly expose itself to destruction (a vampire will not go into open sunlight) and such an obvious order will instantly cancel the control. Once a specific order is fulfilled the control breaks automatically and the Undead are freewilled again. They know what they have done, and can, if they want to; take revenge on the caster of the spell. Some orders might take years to fulfil while others could be done easily. An order is always a simple sentence of 12 words or less as being reasonable within the normal possibilities of the Undead. A "get that object from my house" would only work if the location of the house is known and accessible to the Undead. An order impossible to fulfil by the Undead will also negate, but this will take 20- Intelligence of the Undead rounds. If the Undead is attacked by the caster or clearly related friends, family or partners the spell will be broken instantly and make the Undead freewilled again.

Throbbing Bones 1011AC by Sir Boris Gorevitch-Woszlany

Rare 5th level Necromancy spell

Range: 10 yards

Duration: 1 round/level

Area of Effect: One creature

Saving Throw: ½ damage

Casting Time: 3

Components: Both pieces of a small bone that has been snapped in half

This spell causes the bones of the affected creature to throb and pulsate inside his body. The spell can be cast upon any single living creature or person within the caster's range, providing the creature has a physical form and has bones inside its body; for instance, throbbing bones will not affect insects, ghosts, or worms. For the duration of the spell, the affected creature's AC by -2, its movement rate x ½, and THACO -2 penalty. Additionally, it suffers 1d4 damage/round; this damage is halved if the creature makes a successful save. However, a successful save has no effect on the movement, attack, and AC penalties.

Wall of Bones GSM 966AC after obscure readings of a "Bone & Skull Wall" spell described in old FWA notes.

Rare 5th level Conjuraton, Necromancy spell

Range: 60 yards

Duration: 1 turn

Area of Effect: 10'square/level; 96-inch thickness/level

Saving Throw: None

Casting Time: 1 round

Components: The branch of a withered tree taken from a cemetery

This spell causes a wall of bones to erupt from the earth in whatever shape the caster desires within the limits of the area of effect. The bones are mostly artificially created and never have been part of a body; any bones within 20' of the caster will be transported within the wall. The wall need not be vertical, but it must rest upon a firm foundation or it will collapse. Since the wall has many small openings and gaps, it provides only 50% cover. Missiles can easily be fired from behind the wall, and creatures of small size (less than 4' tall) can wriggle through openings in the wall at the rate of 10' /round. However, the wall has many sharp edges and creatures wriggling through it suffer 1D8 damage/10' travelled. If the spell is cast in an area occupied by creatures, the wall of bones appears everywhere except where the creatures stand. Creatures in the affected area suffer an immediate 2d8 damage when the wall appears. The wall can be smashed by creatures wielding blunt weapons with a Strength of 18 or greater. Every 10 damage causes a 5' x 5' x 6" section of the wall to collapse. The wall of bones is unaffected by Animate Dead.

Blackmantle 7895AC by the Great Mage Grimwald, held in secrecy by family until 982AC.

Rare 6th level Necromancy, Enchantment spell

Range: 60 yards

Duration: 1 turn/level

Area of Effect: 15' radius

Saving Throw: Negates

Casting Time: 1 round

Components: A small mummified animal, such as a mouse or a toad

Blackmantle creates a shimmering aura around all creatures within the affected area that negates all healing and regeneration, both natural and magical. For instance, a potion of healing has no effect on a creature under the influence of Blackmantle, a troll can't regenerate lost hit points, and any Cure spell is useless. Blackmantle is negated for any target creatures that make successful saves. Otherwise, it persists for 1 turn/level of the caster. If the creatures are still alive at the end of the spell's duration, any active curative forces will operate normally; for instance, a ring of regeneration will resume its function. However, consuming a potion of healing or applying a staff of curing while Blackmantle is in effect will have no effect when Blackmantle wears off, since these types of magic work instantly. In such cases, the dose of potion of healing and the charge from a staff of curing are not only wasted, but the aura generated by Blackmantle actually negates the potion of healing or the staff of curing, rendering it useless. If a potion of healing or staff of healing is applied after the spell wears off, the healing magic works normally.

Control Death Tyrant 1009AC by Ronassic of Sigil, Beholder Explorer, received by Inter-Planar Communications

Very Rare 6th level Necromantic spell

Range: 0
Duration: 1 Day
Area of Effect: 1 mile radius, 1d4 Death Tyrants.
Saving Throw: Negates
Component: One "Charm Monster Eyestalk" of a standard Beholder.

This powerful spell Magically commands the obedience of Death Tyrants within a 1 mile radius; the dweomer's intricacy is such that it requires a minimum Intelligence score of 16 to cast successfully. Wizards may use this spell against currently controlled, instructed, or uncontrolled Death Tyrants. However, Control Death Tyrant automatically fails against rogue Death Tyrants. All Death Tyrants within the area of effect must make a successful saving throw vs. Spells in order to resist the effect. An instructed or uncontrolled Death Tyrant receives a -4 penalty to its saving throw. A controlled Death Tyrant, however, doesn't receive a saving throw penalty. In addition, it makes its roll using its controller's saving throw chart. Once the Spellcaster gains control of a Death Tyrant, he is in constant telepathic contact with the Undead creature. Although he can't see through the Death Tyrant's eyes, the controlling Wizard knows the number and the location of all controlled Death Tyrants. The Spellcaster can control 1d4 Death Tyrants with this spell at the same time. The caster must consume the Beholder Eye before the spell can be cast.

Dead Man's Eyes 523AC by Rembrandt Apple, a Flaemish Necromancer and magical Artist.

Very Rare 6th level Necromancy spell

Range: Special
Duration: 1 round/level
Area of Effect: Special
Saving Throw: Special
Casting Time: 1 round

Dead Man's Eyes causes the whites of the caster's eyes to turn black and his pupils to reshape themselves into small white skulls. The caster can affect one victim per round, providing the victim is within 3' of the caster and meets his gaze. Victims are affected as follows:

Victims with 2 HD or fewer (or level 0/2) instantly die. No save is allowed.
Victims with 2+ to 5 HD (or level 3/5) instantly die unless they save vs. DR -2 to only get 2d6 damage.
Victims with 5 HD+ or more (or level 6+) suffer 2d6 damage unless they save vs. DR.
If the caster's gaze is reflected back on him (by a mirror, calm water, etc.), he must make a save vs. spells or suffer the same effects as a 5+ HD. At the end of the duration, there is 5% chance the caster will become blind for the next 1d6 + 4 hours.

Drain the Energy GSM 1006AC originally intended as a weapon in the Alphatian war.

Rare 6th level Necromantic spell

Range: touch
Duration: permanent
Area of Effect: special
Saving Throw: none!!

The Energy drain spell can be activated and will remain in the hands of the caster indefinitely until released by hand touch. In attack a hit roll must be successful to release the spell on exposed skin, the victim its Armor Class will only be affected by his Dexterity and fast movements (a Haste spell, etc.), thus not by magical modifications and so on. When the target is hit, it must roll 1d100 and consult the following table. Any losses can only be restored by magic spells like Wish, Restore and Cure All, but lost spells can't be restored in any way, except with rest and normal memorization. This restoration must be done in 100- the level of the caster days or it can never be restored, not even by a Wish. Drained magical item charges are also lost permanently, unless the item can be recharged.

1d100	effect
01-20	The victim is drained permanently of one level.
21-46	A memorized spell is lost from the mind of the target, if none, reroll. Spells drained are lost from memory, and the spell drained will always be the most powerful spell (if equally in power, power spells go before component spells and further it is determined randomly.
47-69	A carried magical item, if any, is drained. 2d4 charges from a chargeable magical item; 01 to 60% other items drained entirely 61 to 00% or nullified for 1d20 Turns, even Artifacts can be affected by this spell, becoming nullified for 1d2 Turns.
70-90	Loss of 1d12 hit points permanently!!
91-00	Loss of 1d4 hit points permanently, and faint (treated as an instant powerful sleep spell) for 1d4 rounds

Lich Touch 2BC by Lucinius Trezantenbium, 882AC discovered by Glantrian adventurers in his old Tower & Dungeon in Alphatia (see <http://pandius.com/tome/tomevol3/thyatis/thyatis2.html>).

Very Rare 6th level Necromancy spell

Range: Caster only
Duration: 1 round per level of the caster
Effect: special
Saving Throw: None

By using this spell, the caster gains both the Chill Touch of the Lich and the invulnerability to several Lich-like attacks and effects. The caster is immune to all forms of Paralysis and Fear, and his touch does 1d10 points of damage as well as paralyzing the target. Creatures not affected by paralysis are immune to this spell (like Elves, Fairies).

Spectre Production FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Rare 6th level Necromantic spell.

Range: Touch
Duration: up to 4 days.
Effect: 1 Spectre
Saving Throw: None

Reading time scroll: can't be written on scroll and thus releasing the Magic.

Components: a corpse (preferably Killed by damage from a Spectre) and some Spectre gas.

A Spectre Production will bind the soul of the corpse to the flesh again, giving it an eternal urge for and energy (in Fact will the corpse become like a natural Spectre, which are corrupted souls of evil beings whose hatred drove them back to the prime Plane or were sent by followers of Entropy to complete a Quest, and hate all that lives). Destroying these entities also eradicates there souls. They can follow the souls of their victims into Limbo. It will enter Limbo within 1d4 miles of its victim, and they can sense their general direction. The energy drain also functions also on Limbo, and a soul completely drained of all energy is forever destroyed. Any drained level/HD (On Limbo or the Prime Plane) will cure the Spectre for 1d4 hit points. In Limbo they are able to cast the following spell at will once per visit (Hold Person, Phantasmal Force, Web, Continual Darkness and Hallucinatory Terrain). If it catches the hunted soul, the Spectre can instead bind it to the victim's corpse, thus creating another Spectre. This is the same the caster of this spell has to do. The spell enables him to enter Limbo in the same sort of catatonic trance like state through inhaling some Spectre gas and acquire the same abilities of the Spectres (in fact they shortly become Spectre like beings). If the victim's soul can stay clear of the Spectre (or Death Master or Necromancer) for 4 Prime Plane days (up to 7 months in Limbo), the Spectre will give up the hunt. The Death Master or Necromancer may attempt a trance every 4 nights, which will last 1d4 hours in the Prime Plane, at which the Spectre's uncontrollable hunger for flesh, and energy awakens it, or the spell ceases the trance. Destroying the body of the Death Master or Necromancer on the prime Plane also destroys its soul. The Spectres thus created are not under control of the Death Master or Necromancer, and are instantly freewilled. **The Creation of Spectres is an Evil Act!!!**

Spirit Wreck 1012AC by Necromancer Craft members.

Rare 6th level Necromantic Abjuration Evocation spell.

Range: 10 feet + 10 feet per level of the caster
Duration: special
Effect: special
Saving Throw: special
Casting Time; Special

Components: an illuminated sheet of vellum, special inks made from powdered rubies, the ichor of a slain Demon, gold leaf ornamentation material (6000 gp).

A Spirit wreck is a very strong protection and punishment spell against high-up characters of the nether Planes. In order to employ the magic, the Spellcaster must know the True name of the target of the spell, Prior to actually uttering the spell, the wizard must prepare an illuminated sheet of vellum, carefully inscribing the spell and the target's name. He must use special inks made from powdered rubies and the ichor of a slain Tanar' ri, the ornament the vellum with gold leaf. This preparation requires 8 to 32 (1d4x8) hours and costs 6000 gp for each of the supplies. If an Outer Planar creature is present, the caster can begin the actual incantation. During each round of reading, the target has a 25% cumulative chance to concede without inducements. It takes three round to verbalize the spell. When the caster begins reading the document, the target creature becomes immobile unless it makes its magic resistance roll. If the roll succeeds, the monster is nevertheless wracked with pain and is likely to retreat to its own Plane if it can; Regardless of the roll's result the target is powerless to attack the wizard while he reads the spell. Reading the first part takes 1 round, with the target's discomfort increasing. During the second round, the creature loses one hit point per hit dice it possesses. At the end of this round, the target is at extreme pain. The third and last round of the reading reduces the creature's remaining hit points by 50%, causing horrible pain, and exiles the creature to its home Plane—imprisoned in pain for a number of years equal to the caster's level. Target creatures become the sworn foes of these wizards—a few Spellcasters care to contend with. Most wizards are likely to create the document and use it as an threat to force the creature into submission rather than actually cast or finish the spell. This spell is only of limited use on the Demon's Home Plane. Spirit Wreck is told to have originated on the Plane of Acheron, where it is used to coerce Demons into eternal warfare there. To the dismay of many demons, it has become much more widely known, even making its way to the Prime Material Plane. Wizards use this spell as a tool in making bargains with Demons—deals that might actually stick. Even the threat of the document can sometimes intimidate a Demon, but woe to those wizards who try such a bluff and fail.

Vampire Production FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Very Rare 6th level Necromantic spell.

Range: Touch
Duration: 48 Hours
Effect: 1 Vampire
Saving Throw: None
Reading time: can't be written on scroll and thus releasing the Magic.

Components: a recently killed person, and Vampire Eye Drops

A Vampire Production will prevent the soul of the corpse to enter Limbo and giving it an eternal urge for blood and energy. This is actually a Magical disease created by an Immortal of Entropy and brought to the Prime Plane in an attempt to spread sorrow and destruction. This spell actually creates with the use of the Vampire Eye Drops (2 drips in each eye) a temporary link to some unknown Outer Plane belonging to the Immortals who use this disease in their worlds and brings it to this world. The soul of the victim is forced to remain in the corpse to rise later. The corpse will not decay as if time has no more effect on it. When a Vampire is destroyed, its soul returns to Limbo to seek eternal rest. Vampires don't always begin as evil creatures, but the agonizing need for fresh blood eventually turns each of them evil or "insane" at the rate of 1 day/HD it has. This spell can also create Nosferati, then the spell must create an access-way to the Outer Plane of the Immortal Night. This Neutral Entropic Immortal is responsible to bring this not necessarily evil strain of Vampirism to the world, just to create a new species. There also exists an aquatic version of this spell with almost the same results, but the creatures created by that spell are called Velya (sea-vampire) or swamp-Velya (sweet water-vampire). The Vampires (or Nosferati) thus created are not under control of the caster, and are instantly freewilled. Vampire Eye Drops are made from the blood of Vampire bats or Vampire Dust mixed thoroughly with night dew. **The creation of a Vampire is an Evil Act, the creation of a Nosferat isn't necessarily.**

Undead Production FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Rare 6th level Necromantic spell.

Range: Touch
Duration: 48 Hours
Effect: 1 Undead
Saving Throw: None
Components: a corpse and some Undead Goo

Reading time scroll: can't be written on scroll and thus releasing the Magic.

A Undead Production is designed to produce the vast number of Undead "species" existing. Only one Undead, regardless of hit dice, can be so manufactured. That Undead mostly can't procreate itself (this is not the caster of the spell to choose, but depends of the acts of the Immortals), but will conform to all normal statistics and abilities, and this includes often some other means of reproduction. Its hit points will always be the maximum. The corpse to become an Undead must first be washed with Undead Goo, this is the layer of Molds, fungi, rotting residue, and so on residing on most zombies, or other (even normal) rotting corpses. The Undead, to rise from being a corpse must make a saving throw vs. Poison according to the lowest level of the species or the spell will fail. This spell is always the base to create Undead, but special preceding or following spells can be needed to create a specific Undead. Look at the Undead description. When nothing special is mentioned, only the use of this spell will succeed. **The Creation of Undead is mostly an Evil Act!!!.**

Agarats	Floating Death Heads	Living Walls	Undead Dwarfs
Animal Skeletons	Frost Zombies	Lord Zombies,	Undead Dragon
Blazing Bones	Ghoul-Fish	Mesmers	Undead Lake Monster
Bone Nagas	Giant Skeletons	Monster Zombies	Vampiric Mists
Crimson Death Mists	Greater Haunts	Phygoraxi	Vampiric Wolves
Darkhoods (Rophyrs)	Greater Wyrds	Possessions	Vapor Ghouls
Death Leeches	Heucevas	Sacrols	Warrior Skeleton
Desert Zombies	Image Phantoms	Sea Zombies	Wyrds
Doom Guards	Juju-Zombies	Shimmering Wraiths	Zombie Fish
Dread Wolves	Lesser Banshees	Topis	Zombie Wolves
Dreads	Lesser Haunts	Phantoms: (Apparitions, Shades, Visions)	
Elder Ghouls	Lesser Phantoms	Spirits: (Odics, Revenants, Druj)	
Flameskulls	Monster Skeletons	Haunts: (Poltergeists, Ghosts, Banshees)	

The Undead that can't be created by this spell (they often have their own creation spells) include but are not limited to:

Baneguards	Ghostly Hordes	Mummies	Wights
Baelnorns	Gray Philosophers	Nosferati	Wraiths
Beholder Ghosts(Doomspheres)	Greater Mummies	Skeletons	Zombies
Crypt Servants	Greater Lightning Zomb	Spectral Wizards	
Crypt Things	Ghouls	Spectres Vampires	
Death Knights	Lightning Zombies	Tuyewera	
Dracoliches	Nightshades: (Nightcrawlers, Nightwalkers, Nightwings)		

Wall of Bone and Skull 1562BC by unknown (probably Nithian) inhabitant of Denagoth. Discovered in 812AC in a grave tomb there. Stored in FWA Library, forgotten until 1011AC.

Rare 6th level Necromantic Conjuraction spell.

Range: 120'
Duration: Permanent
Effect: 500 square feet of Bones and Skulls
Saving Throw: None

This spell creates a vertical wall of Bones and Skulls exactly 2 feet thick. The bones are mostly artificially created and never have been part of a body; any bones within 20' of the caster will be transported within the wall. The magic-user may choose any length and width, but the total area must be 500 square feet or less (10' x50' , 20' x25' , etc.), and the entire wall must be within 120' feet of the caster. The caster must create the wall so it will rest on the ground or similar support. It can't be cast in a space occupied by another object. It lasts until dispelled, disintegrated, or physically broken (though it will resist all but Giant-sized physical attacks). Most other spell effects, including Fireball, Lightning Bolt, etc. have no effect on a Wall of Bone and Skull. If the wall is made to topple, it causes 10d10 points of damage to what ever it hits and then shatters. If the wall is attacked, it has a number of hit points equal to the level of the caster. The wall can only be damaged by battering. The casting of this spell is not necessarily an evil act, but most living people will not like the wall nor the caster for it. In effect the wall will chase most creatures from it. This effect ranges as far as 1 yards per level of the caster, for a week per level of the caster. Animals who like or don't care about the presence of Death are not affected at all (like Crows, Vultures, Rats, Wolves, Dogs, Cats, Mice, Undead, most Predators) and some—especially Dogs and Undead—will even be attracted to it. This effect has the same range as the fear effect and actually is the same effect, but the creatures react differently to it. This spell can be mad permanent with so much ease that the Permanence spell will affect the double amount of material. A Mage with a construction or building skill can use this spell to build a really horrific building (though the wall can never be any higher than 20feet without some internal sturdy support (Like existing stone walls). Several spell can easily be attached to each other. The wall will not prevent air or gas since it is made of loose components.

Bone Blade 1008AC recreated by Laszlo Wutyla of Mariksen but assumed to be existing thousands of years in primitive societies. Barbarian tribes on the continent know of this spell by millennia (even rumoured before the Rain of Fire)

Uncommon 7th level Necromantic Alteration Evocation spell

Range: touch
Duration: 1 round per level of the caster
Effect: Special
Saving throw: None
Components: a normal bladed weapon and a bone from any source

From a normal bladed weapon and a bone from any source (both consumed in the casting), this spell creates a temporary, but very effective weapon. A Bone Blade so created can be wielded by any being able to wield aged weapons. It is identical in size, weight, and damage to the blade weapon that served as a material component of the spell. The Bone Blade does normal damage with the following exceptions—it is unbreakable until it crumbles to dust at the spell's expiration, it counts as a +0 magical weapon for attack purposes, and it deals damage against Undead as a sword of Wounding. Any wounds it causes can't be healed by regeneration or magical means short of a Wish spell. Normal rest and time cure the wounds caused by a Bone Blade. Until such wounds are bandaged or one Turn passes, the victim loses 1 additional point per round, per wound, over and above the initial damage (a being hit for 4 points of damage suffers 1 additional point on the following round, the round after that, and so on).Against Undead, a Bone Blade does normal damage. If the Undead fails to save vs. Death Ray (once only on the first contact with that particular Bone Blade), it is immediately blasted out of existence together with the Blade. This effect will not work against Undead greater than 8 Hit Dice or levels.

Bone Javelin 1009AC recreated by Laszlo Wutyla of Mariksen but assumed to be existing thousands of years in primitive societies, as proof of former use of this spell is found in ancient cave-art, corpse remains, and recently revealed to be used in the Hollow World by Brutemen and Beastmen.

Uncommon 7th level Necromantic Alteration Evocation spell

Range: 10 feet per level of the caster
Duration: 1 round per level of the caster
Effect: Special
Saving throw: None
Components: a drop of the caster's blood, a tiny carved replica of a javelin fashioned from any organic material,

and a bone or bone fragment (greater than 5") A Javelin of Bone springs into being in the air above one of the caster's hands (caster's choice) and flashes at a speed of 300 feet per round in the direction pointed by the caster. The Javelin turns after striking a living creature or obstacle, or when it reaches its maximum range, then returns at the same speed to the caster. It then floats above the caster's hand until directed forth again. Spellcasting or other activities may be undertaken without unintentionally sending forth or dissipating the Javelin. A Bone Javelin strikes only once each round. A successful attack roll is required (all creatures in the Javelin's path are imperilled if the caster misses the target chosen by the caster). A Bone Javelin is AC -4, shatters if dealt at least 7 points of damage, and does 1 point of damage per level of the caster to the creatures it strikes. If a natural 20 is rolled the javelin passes literally through the target and bring double damage and a continuous bloodloss of 3 points per round until a Cure critical (or 3 Cure Light Wounds) or any better spell is applied to the victim, On a natural 19 it will bring maximum damage (no AV) and has a 1% chance per level of the victim to stick in to the victim, so it will not return as long it remains in the victim. As long as it sticks in the victim it weakens the victims bone structure to strengthen itself (the victim will be drained Constitution by 1 point per round (cured only by a Cure All or Heal spell per lost point). Each drained point will add 1 hp to the Blade. It can damage Ethereal, Undead, Other-Planar, and creatures of the Prime Plane alike. A Bone Javelin can twist and turn as necessary to overcome barriers and return to its caster.

Control Intelligent Undead 1012AC by Necromancer Craft members.

Very Rare 7th level Necromantic Enchantment spell

Range: 10 feet per level of the caster
Duration: Special
Effect: 1 Undead with an Intelligence of 9 or higher.
Saving Throw: Negates
Reading time: 8 rounds
Casting Time: 4 rounds

This spell will work only on those Undead having an Int. of 9 or higher. The Undead (only one target) must make a saving throw vs. spells or obey the caster and perform some mission for him. The Undead will not openly expose itself to destruction (a Vampire would not go into open sunlight), and any such order would break the control. Once a specific order is fulfilled the control breaks automatically, though some order might take years to fulfil. An order is a simple sentence of twelve words or less that is adjudicated as reasonable by the DM.

Create Crypt Thing FWA 755AC Reproduced from Ancient Nithian Hieroglyphs and scrolls

Very Rare 7th level Necromantic spell
Range: Touch
Duration: Permanent
Effect: 1 Corpse.
Saving Throw: None
Reading time: 2 rounds
Casting Time: 1 full round

This spell enables the caster to cause a single dead body to animate and assume the status of Crypt Thing. This spell can only be cast in the Tomb or grave area the Crypt Thing is to protect; the spell requires that the caster touch the skull of the subject body. Once animated, the Crypt Thing remains until destroyed. Only one Crypt Thing may guard a given tomb. A successful Dispel Magic spell returns the Crypt Thing to its original unanimated state. Attempts to restore the Crypt Thing before this is done fail for any Magic short of a Wish. **The Creation of a Crypt Thing is an Evil Act.**

For more on Crypt Things see; http://pandius.com/Monster_Manual_4.pdf page 1266-1267.

This reverse of this spell **Destroy Crypt Thing**, enables the caster to utterly annihilates any one such being as soon as it touched by the caster. The target is allowed a saving throw vs. Death Ray to avoid Destruction. Any other animated Undead (Zombies, Skeletons, etc.) are also destroyed by this spell, but they are not allowed a saving throw.

Defoliate 999AC by "Erill D' Easy" a GSM student from Wylon, and alleged Elfhater, but recently revealed as being a secret follower of the so-called Immortal Atzanteotl and being a Shadow Elf spy himself, His reasons for his spying are certainly national orientated, but the reason for the creation of this spell in his alias as a GSM student is still not understood. The spell was recovered as he lost his spellbook while fleeing for the Glantrian Law the same month he discovered the spell. Later it was suggested this magic in some form was cause for the demise of the Great Canolbarth Forest of Alfheim.

Rare 7th level Necromancy spell
Range: 30 yards
Duration: Special
Area of Effect: 50'square/level
Saving Throw: None
Casting Time: 1 round

By means of this spell, the caster causes all vegetation within the affected area to wither and die, crumbling into black ashes. All vegetation is affected, from the tallest tree to the tiniest blade of grass. Intelligent plant life, such as Treants, are also destroyed (no save). The power of a Wish or its equivalent is required to restore the destroyed vegetation; otherwise, nothing can grow in the defoliated area for a full year. Note that since Defoliate causes plants to crumble to ash, there is no danger of a creature being struck by a toppling tree; however, creatures hiding in trees will find themselves plummeting to the ground when this spell is cast. Druids will dislike this spell utterly and will do their bests to let it be "forgotten". They are working on a barrier for intelligent (Druidic) plants like Treants. There is a rumour Gakarak are unaffected somehow, but this is not sure.

Death Chariot 964AC by Necromancer Craft members.

Rare 7th level Necromantic Conjunction spell

Range: 25 feet

Duration: Special

Effect: Special

Saving Throw: None

Components: A bit of wood and a bone from a Horse and a Human

Several Necromancers spent years researching a spell to Conjure a Chariot that resembles the legendary Death Chariot legends of several nations. They must have cared for prestige and appearance—the Chariot doesn't seem very useful, considering the substantial power required to cast it. The spell creates a black wooden Chariot with golden (or copper) adornments (normally used for transport of the dead to a graveyard or alike). At 10 feet long by 8 feet wide, the chariot holds three to four passengers inside and eventually one seated passenger next to the driver on top. An amount of 10,000cn of equipment could be taken on the Chariot (4000cn under the deck sheets at the back and 6000cn on top). The Chariot is driven by a seemingly alive human dressed in a dark cloak (Charisma 8). (A nonmagical driver may be included, but is not part of the spell). This dark cloaked character speaks



seldom, knows nothing important (or doesn't reveal any information) and even Divination spells will not reveal any information about this character or the journey, the Chariot or its creator. The only information the character reveals are questions like: "Are you-name character?" "Enter, the master awaits!", "Hurry, there is not much time!", "We have a long journey ahead!", etc.. Its enchanted nature causes the craft to glow with a fearful Radiance most cultures find disconcerting and fearful.

The virtually indestructible Conjured Chariot moves over any area (except water, which it can't cross) so smoothly that it always travels as if riding on a road (speed reductions only by slowing down, or weather implements, barriers, and such). If the caster wants the Chariot to drive continuously on maximum speed it will do so. The Chariot is pulled by 2 or 4 Black Stallions, Skeletal Horses, or Nightmares (caster's choice). These creatures are Conjunctions as the Chariot and will disappear when the spell ends. The Chariot will have a basic movement of 120' /40' which can be increased by 10' per level of the caster. The Chariot is impervious to any attack, except holy water (although 10 +1 dose per level of the caster are needed), which will instantly dispel it. The Chariot will cause an eerie cold fog to appear in a radius of 1 mile per level of the caster, where all creatures will become anxious in such a way, they are less easily surprised(-1). The Chariot makes normal sound when heard from outside the Chariot, and outside sounds will penetrate normally to within, but inside sounds will not leave the Chariot. This effect doesn't affect the driver's seat or when any of the doors is opened.

The Chariot provides a luxurious and impressive way to be transported. A Vampire inside the Chariot doesn't have to be fearful for the light of the sun, as long as he keeps the curtains closed, it will not penetrate to within. The curtains will not open accidentally, or by movements of the Chariot. This also provides a dark and restful place for any within. If they sleep in the Chariot, they will be so relaxed that they heal naturally at double the normal rate. The caster can choose to negate this effect of the Chariot, if he intends to do; then the characters will have such a bumpy ride, that they are exhausted when finally leaving the Chariot. Under these circumstances will no natural healing take place, and the characters will (even if they slept the whole time) not be able to remember any spells.

The Chariot has a duration of 2 days per level of the caster, or until it reached its final destination or until the second new moon, whichever is first. The driver knows this and will always be hasty and impatient. When the Chariot is expired it will seem to be fading away in the mists. When dispelled, while it is driving, all on and within will fall to the ground and take 1d20 points of damage from the fall and abrasions and must make 2 Constitution checks (modified by Dexterity bonuses and penalties) to see if they have band how many broken bones. They will roll as many feet forward in the direction the Chariot went as the caster h of the Death Chariot has levels, and so can fall into a cliff, rock side, and so on, with further effects. This spell can be made permanent, but even then it will disappear after the normal duration has passed, but in this case will the chariot reappear when the caster (and only he) concentrates for one round on the reappearance of the chariot.

Every time the chariot appears or disappears, a large cloud of eerie cold fog will also come into existence with a radiance of 100 yards per level of the caster and a sight of 100-1 yard per level of the caster, so it does obstruct sight, but not like that of a Fog Cloud spell. The fog is not completely opaque. The fog will remain in existence for 1 unit per level of the caster. A unit lasts 1 Turn while the sun is shining (this means the very moment direct sunlight comes forth), and will take 3 Turns at night or during full moon (including the preceding and following days). Example: a 30th level Necromancer could create a fog bank of 3000 yards with a sight of 70yards maximum, which lasts for a total of 30 time units. If he did cast the spell 3 hour before sunrise, (this is 3x6 is 18 Turns at night, then from sunrise 6 time units being 14 Turns (14 time units while the sun shines). Which indicates that the fog will last for a two hours and two turns into day time. The appearance if the Chariot will vary slightly by each caster, as such no two chariots are alike. The appearance can't be changed ever once this spell is cast. As such each chariot can be recognized as to whom it belongs.

Entropic Plane Protection 1012AC by Necromancer Craft members.

Uncommon 7th level Necromantic Abjuration spell

Range: Touch
Duration; 1 turn per level of the caster
Effect: 1 creature
Saving Throw: None
Casting Time; 1
Components: three drops of the caster's blood plus one drop of blood from the creature to be protected.

By means of three drops of the caster's blood plus one drop of blood from the creature to be protected if it is not the caster, this spell protects against energy drains spells and Undead powers. The caster or any eligible creature touched by the caster is partially protected against one Undead attack per level of the caster. The protected creature must save vs. Death Ray to prevent any draining of levels, Strength, etc. If the save is failed, the drain will happen as normal. Shadow and Demon draining Attacks are also affected. The spell also prevents the transformation into an Undead form in the Plane of Death (see adventure M5 TSR9214 Talons of Night) and other planar effects in that Plane.

Repel Undead FWA 889AC as an attempt to limit the undead of the self-proclaimed Ghouling Gotchinka who ruled the ghouls in Glantri City.

Rare 7th level Necromancy Abjuration

Range: Touch
Duration: 1 round per level of the caster.
Area of Effect: Special
Save: Special
Casting Time: 4

Component: a magnet in bar form, wit a drop of the caster's blood placed on one end and a fragment of bone or tissue from any Undead to the other end.

This spell enables the caster to force away Undead. Repelled Undead move away at their top movement rate to the limit of the spell's range and can't move closer. If solid barriers prevent them from fleeing the spell range, the Undead are held against the barrier until the spell expires or the caster moves away. The spell effect remains centred and moves with the caster. Undead that are able to launch missile or spell attacks are free to do so, but even by magical means they can't approach creatures within this spell's range, regardless of further spellcasting, slumber, or unconsciousness on the part of the caster, and regardless of attacks made against the Undead. Undead who save vs. Spells at -3 may enter or remain in spell range and attack other creatures or otherwise take normal actions for one round, but they must save each and every round. On any round in which the save fails, the spell forces the Undead to move directly away from the caster at full movement rate. In places dedicated to Evil, the Undead affected save at -1 and an additional spell like Protection from Turning removes the penalty completely.

The Simbul's Synostodweomer 1009AC Sergeant Fortunato Illias, in an attempt to strengthen the magical Glantrian Army section with healing where no clerics existed.

Rare 7th level Necromantic Alteration spell

Range: touch
Duration; special
Effect: special
Saving Throw: None
Casting Time; 7

Similar to a power possessed only by the most powerful incantatrixes, this spell allows the cater to use the magical energy of any spell already memorized by the caster to heal the caster or any other being. The second spell must be cast in the round following the casting of the Synostodweomer; even if this subsequent casting is incomplete or interrupted, the Synostodweomer works. The second spell is lost from the caster's mind. And any material components are consumed in the normal manner—but rather than taking effect, the spell's energy is channelled into the caster, who can absorb its energy as healing or pass it on by directly touching another single being. Only if there is excess energy can the caster choose to more creatures. The first will be healed completely and the rest on the next (or self) touched, and so on. The healing occurs in the round following the infusion of spell energy. If the caster has extra energy but is unable to touch another injured creature during a time period of 20-1 round per Con. point of the caster, the extra energy will be lost. A spell used to heal by this means yields energy enough to heal 1d8 damage per level of the spell. Once this spell is cast whatever spell the caster casts in the following rounds is used to heal, regardless of the caster's subsequent wishes or the level of the spell unleashed. If no spell is cast in this round, the magic is lost and no healing occurs. Spells from scrolls and magical item effects, as well as spells cast by beings other than the Spellcaster of this spell can't be used for such healing.

Tombstone 1011AC by Necromancer Craft members as a variation on the Spell `Statue`

Very Rare 7th level Necromantic Alteration spell

Range: Caster only
Duration; 2 Turns per level of the caster
Effect: Allows the caster to turn to stone
Saving Throw: None
Reading time scroll; 9

This spell allows the Magic-User to change into a nameless Tombstone, along with all non-living equipment he carries, up to once per round (to or from Tombstone form) for the duration of the spell. The caster can concentrate on other spells while in Tombstone form, though he can cast no new spells while in this form. Although this spell doesn't give him immunity to "Turn to Stone" effects (from a Gorgon's attack), the caster may simply turn back to normal one round after becoming petrified. While in Tombstone form, the caster is Armor Class-4 and Armor Value 9, but can't move. He can't be damaged by cold or fire (whether normal or Magical) or by normal weapons. He doesn't breathe, and is thus immune to all gas attacks, drowning, etc. Magical weapons and other spells (such as Lightning Bolt) inflict normal damage on him. If a fire or cold spell is cast at the Magic-User while in normal form, the character need only to win initiative (roll with a +2 bonus) to turn into a Tombstone before the attacking spell strikes. Magma and Lava will destroy the Magic-User in 1d4 rounds if coming in contact with the statue the caster has turned into (instead instantly). The Ground the Tombstone rests upon becomes desecrated for the duration of the spell and all dead beings in or on the ground have a 25% to become mostly Skeletons or Zombies depending on their corporeal state (DM), rarely Ghouls or even more powerful (this only if the area is already infected by at least 6 Ghouls), this desecration is a natural process and can't be stopped, slowed, or negated. The Undead coming into existence this way will be freewilled and even may attack the caster of this spell if he is in normal shape.

Zombie Double 711AC by Bub the Zombie lord

Very Rare 7th level Necromancy Conjuraction spell

Range: 0
Duration: 1 turn/level
Area of Effect: Special
Saving Throw: None
Casting Time: 1 turn
Components: A bit of wax from a black candle and a lock of hair from the caster

This spell creates a Zombie duplicate of the caster. The Zombie Double has the same memories, consciousness, and alignment as the caster; essentially, the caster now exists in two bodies simultaneously. In all other respects, the Zombie Double is different to a normal Zombie (AC 6; MV 9; HD 3+12; #AT 1; Dmg 3-12; SA strike as a 6 HD monster; SD immune to all mind-affecting spells, illusions; immune to Sleep, Charm, Hold, Death Magic, Magic Missiles, Electricity, Poisons, and cold-based spells; edged and cleaving weapons inflict normal damage while blunt and piercing weapons inflict ½ damage; magical and normal fire inflicts ½ damage); THACO 16. The Zombie Double can't cast spells, but it can use any weapons that the caster can use. It is also able to climb walls as a thief (92 %). The Zombie Double can be turned as a Spectre. If it strays more than 30 yards from the caster, the Zombie-Double becomes inactive and collapses to the ground; it becomes active again the instant the caster moves within 30 yards. Whenever the caster is killed during the active phase of this spell (even when the Zombie-Double is out of range) it instantly becomes a Magic Jar effect storing the caster's soul until a new body can be controlled as per Magic Jar spell effects. The Zombie-Double does never become the new body of the caster, but he can control it indefinitely, until an adequate body (it's own preferable) is found.

Shadow Form 1010AC by Baron Youri Ivanov of Palatinsk

Rare 8th level Necromancy spell

Range: caster
Duration: 1 round/level
Area of Effect: The caster
Saving Throw: None
Casting Time: 1 round
Components: The shroud from a corpse at least 100 years old and a black glass marble.

By means of this spell, the caster temporarily changes himself into a shadow. The caster gains the movement rate, Armor Class, HD, and all abilities of a Shadow. His chilling touch (requiring a normal attack roll) inflicts 1d4+1 damage on his victims as well as draining 1 Strength. Lost Strength returns in 2d4 turns after being touched. If a Demihuman-oid is reduced to 0 hit points or 0 Strength by the caster in shadow form, the victim has lost all of his life force and becomes a shadow. All of the caster's weapons and equipment stay with him, but he is unable to use them while in Shadow form. He is also unable to cast spells while in shadow form, but he is immune to sleep, charm, and hold spells, and is unaffected by cold-based attacks. He is 90% undetectable in all but the brightest of surroundings. A Wizard in Shadow form can't be turned by priests. At the end of the spell's duration, there is a 5% chance that the caster will permanently remain as a Shadow. Nothing short of a Wish can return the caster to his normal form.

Year Stealing 3045 BC by unknown, Stolen by a group of adventurers from an obscure culture calling themselves; "Firelords of Quarik" in their hidden isolated valley near the north pole. Deemed as a lie or misconception, and the spell a creation by the group mage, or stolen from some Alphatian wizard.

Very Rare 8th level Necromantic spell

Range: special
Duration: special
Area of Effect: special
Save: halves

Component; Blood from victim and caster, a special prepared glass screen, water, a Unicorn horn, a black and a white candle

With this spell can a Necromancer steal years from a victim's life and add them to his or her own life, but draining of a life force demands special preparations. It is an arcane art, lost for hundreds of years. This spell is the reality behind the old wives' tales that a Demon or evil Mage could steal a man's life. Before attempting to steal years, the caster must gather blood (about a pint each) from the intended victim, which is mixed with the caster's own and water, then the liquid is placed in a special glass screen made for this purpose. The glass screen must be at least waist high, formed of two panels with a thin channel between, and a hole bored through the centre.

An unlit black candle is placed on the victim's side of the glass pane and a white candle is lit on the caster's side. This is reversed if the spell is reversed (then life is drained from the caster and added to the victim). An Unicorn's horn is stuck through the glass pane in the hole left for this reason, and this as a conduit for the magic. When the caster casts the spell, the glass screen glows with the light of the candle and the light builds in intensity until a flash of light envelopes all components, including the people. When the light recedes, the white candle has blackened and is blown out, while the unlit candle is now streaked with gray and burns with a blue flame. The caster becomes 2d6 years younger, and the victim the same amount older. The Unicorn horn turns to dust now useless. All other equipment can be reused. When this spell is expended the spell drains the double amount of magic from the victim. This spell can't be made permanent not even by a Wish.

Create Death Tyrant 1009AC by Ronassic of Sigil, Beholder Explorer, received by Inter-Planar Communications

Rare 9th level Necromantic spell

Range: 2 yards
Duration; Special
Area of Effect: Special (1 dead Beholder).
Saving Throw: None
Casting Time; 3 full Turns and 3 days ritualistic preparation
Components; A full list of rare and expensive components costing about 3000 gp. 1 dead beholder

This spell imbues a dead Beholder with energy from the Entropic Planes, transforming it into a Death Tyrant. In addition, the spell allows the Wizard to instruct the Death Tyrant as to how it will receive orders in the future. The Death Tyrant will obey the Spellcaster for 1d6 turn plus 1 turn per level of the caster. After that amount of time, the Spellcaster must use Control Death tyrant spell in order to maintain control of the Undead creature. The cost for the material components of this ritual averages 3000 gold pieces. **Most Wizards eschew the use of this spell, as creating a Death Tyrant is a purely evil action. Good aligned Wizards who cast this spell will mostly be severely punished by the Immortals.** The creation of a Death Tyrant requires an elaborate ritual.

Limboic Energy Drain 952AC by Necromancer Craft members.

Very Rare 9th level Necromantic spell

Range: touch
Duration: permanent
Effect: 1 creature
Saving Throw: None
Casting time: 1

By casting this spell, the caster opens a minute channel between the Plane he is in and the Plane of Limbo, becoming the conductor between the two Planes. As soon as he touches (hit roll needed) any living creature, the victim loses 2 levels or Hit Dice as if struck by a Spectre. These are lost permanently until regained through adventuring or special magic (often Clerical). Preparation of the spell requires mere moments upon touching the victim the caster speaks the triggering word, causing the spell to take effect instantly. The spell remains effective for only one single round. Creatures dying by usage of this spell become zombies under control of the caster (their souls venture to Limbo normally). The caster has always a 5% chance to be affected by the spell himself, losing one point of Constitution at the same time as the victim is drained. These are lost permanently until regained through adventuring or special magic (often Clerical). When the Constitution points lost equal the caster's original Constitution score, the caster dies and becomes a Ghost.

Undead Immunity 1011AC by Necromancer Craft members.

Rare 9th level Necromancy Abjuration Alteration spell

Range: caster
Duration: 1 round per level of the caster
Area of Effect: 40 feet radius globe
Save: None
Casting Time: 1 round

This spell creates a globe that moves with and is centred on the caster. The perimeter of this protected area glows with a very faint blue-white radiance, visible only in gloomy or dark surroundings. All creatures can freely pass into and out of the globe. Within the globe, all beings are rendered immune to energy draining attacks, Strength draining attacks, mental control, and all Undead powers that cause fear, Paralyzation, aging or death. A creature leaving the globe becomes normally vulnerable to Undead attacks but can regain protection by re-entering the globe any number of times before the spell expires. A being on the perimeter remains completely protected as long as any part of its body is in contact with the globe. Undead can freely enter or leave the globe, and their physical attacks do normal damage. Undead can be turned with the usual chances within the globe. Undead can't change form (like a vampire from gaseous to solid form or visa-versa), nor can Undead be animated by any creature or means within the globe. All hard to see Undead are clearly outlined while within the globe and are rendered vulnerable to all weapons. The caster can't end the spell's effects before the spell expires. Only Dispel Magic or any Anti Magic (like that of a Beholder) can destroy the Globe, by the caster of the Undead Immunity spell or by others.

Life Force Exchange /Revoke Life Force Exchange 11AC by obscure forgotten female mage, which lived on due this spell until 997AC when he was killed by a Thyatian Seductress which used her own Seductress magic, in a failed attempt to take her over. (for more on the Seductress Class see http://www.pandius.com/the_seducer_class.pdf). She sold this spell to the GSM for 125.000DC

Very Rare 9th level Necromantic spell

Range: 60 yds.
Duration: Special
Area of Effect: 2 creatures
Saving Throw: Negates

This spell permanently switches the life forces of two creatures (one of which may be the caster). Both subjects must be within range at the spell is completed, or it fails automatically. When employed correctly, both creatures are surrounded by a radiant green aura and must save vs. spell at -6 (if stunned, asleep, or KO -10) to avoid the effects (obviously, willing subjects may forego the save to consciously accept the effect). The spell functions properly only if both subjects fail their saves. If only one fails the save, then the one who made the save is automatically stunned (reeling and unable to take action) for 1 round. Meanwhile, the other (the one who failed the save) is stunned for 4 rounds. In the event of a successful transfer, both life forces retain all of their original mental abilities and behavioural patterns, although their physical abilities are limited (or possibly enhanced) by their new forms.

For instance, a decrepit Necromancer uses this spell to exchange bodies with a hale young warrior in the prime of his health. While the wizard gains a young and vigorous body (and all of the benefits that go with it), the unfortunate youth finds himself trapped in the withering shell of a dying old man. The Character's Statistics of Intelligence, Wisdom, Charisma, Spells, Level, Saves, Memories are transferred, Dexterity is lowered the difference between the bodies; the caster readjusts 2 lost Dx points per week, until it reaches the corporeal normal, while the victim does this at 1 point per 2 weeks. All other statistics are locked upon the body and remain there (AC, AV, HD, Hp, Body Sizes, wounds and afflictions,) Creatures unaccustomed to being shifted in this way are stunned for a minimum of 1 round after the transfer. The effects of this spell are permanent and can be reversed only by a Wish or by the reverse of this spell. If one of the bodies is slain before reversal can take place, the life force inhabiting that body departs. That spirit and its new body are dead, just as if the spirit was in the body that actually belonged to it in the first place. The life force originally belonging to the slain body is now irreversibly trapped in its new form. Short of expending two Wishes (one to restore the slain body, and the second to transfer the life force), the only actual way to now restore the subject to his or her rightful body is by cloning the original body and casting the reversed form. **The use of this spell to unwilling targets is an Utter Evil Act, Revoke Life Force Exchange**, undoes the effect of the spell. Actually there is no difference in the casting of either spell except the direction of the life force (or souls). There is only a minute difference in the casting of both spells, and as such this spell is equal in both versions.



-4U Secret Catacombs of the Necromancers Classroom

Located at -75,' Height 8' to 15' , Connected with; [-4T Secret Catacombs of the Necromancers Library](#) by standard locked door east, [-4V Secret Catacombs of the Necromancers Component Storage](#) by small broken corridor-ramp up and standard locked door south, [-4X Secret Catacombs of the Necromancers Room of Gore](#) by standard door and a few steps up west, [5AB Secret Catacombs of the Necromancers Experiments Tomb](#) by stairway down. There are 6 windows and one door in the northern and North-eastern wall, but these are bricked up and closed forever. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Like the other rooms belonging to the Necromancers, this room is damaged. The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3). A large section of wall, ceiling and debris is collapsed and unable to be removed or used. The ceiling is slanted down to the south. The room is further a standard classroom suitable for 20 students, although mostly there are less than 10 available. The room is slanted towards the northeast by 5" per 10 feet, making the SW area appearing to be very low. Although the map reveals the walls as being straight, they are actually all slanted in one direction or another. There is actually no surface level or straight. The Necromancers enjoy this crooked surrounding. The colours used on the walls are dark grey bare stone. The scent here is formaldehyde mixed with a basement moisture scent. The faint scent of rot and formaldehyde gives this room (and its visitors) an unpleasant odour lingering long after they left the room (*visitors must wash or suffer a Charisma -1 penalty vs. Demihumans, and Humans (except Necromancers, grave robbers, undertakers) for a Turn long for each hour they spent within*). *There are 2 Skeletons of Human origin, 1 Orc, 1 Kobold, and 2 Skeleton Monster of an Ogre in this room. (see http://pandius.com/Monster_Manual_3.pdf for statistics)*. These help as tools commanded by any Necromancer (but superseded by the craft ranking. There are always at least 3 ointments of healing available, am the teacher knows the spell Simbul's Synostodweomer. Due to the Darkness this room lost its actual use until the Shell of Darkness grows higher.

-4V Secret Catacombs of the Necromancers Component Storage

Located roughly at -70,' Height 4.5 to 9' Connected with; [-4T Secret Catacombs of the Necromancers Library](#) by standard locked door east, by standard locked door south, into the caved in debris by ancient partially open door, , [-4X Secret Catacombs of the Necromancers Room of Gore](#) by standard door west, [-4W Secret Catacombs of the Necromancers Storage Hall Down](#) by standard locked door south. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3). Most of this room, walls, ceiling is collapsed and unable to be removed or used. Three support pillars were created magically to prevent a full collapse (purple on map). The ceiling is slanted down to the south. The floor of this room is still level, but the walls are bend/caved down and inwards, making the whole area appearing to be unstable and very low. Although the map reveals the walls as being straight, they are actually all slanted in one direction or another. There is actually no surface level or straight. The Necromancers enjoy this crooked surrounding. This room is used to store components to be used for spells. If a special component is searched for, there is a 25% availability if it is inorganic (so buy somewhere else), 55% organic, and 76% if dead matter. These are placed all over in jars, baskets and small chests, and some might be hooked on ceiling or wall (*in dry or fresh, or rotting state*). The scent of decay is heavy here and gives this room (and its visitors) an unpleasant odour lingering long after they left the room (*visitors must wash or suffer a Charisma -1 penalty vs. Demihumans, and Humans (except Necromancers, grave robbers, undertakers) for a Turn long for each hour they spent within*). There is a 25% chance the components are spoiled by the normal brown rats living here. These rats will never attack, but flee on approaching steps within the debris. Necromancers often kill these pests, but within a month or so the nuisance will return. *There are 3 Zombies of Human origin, 1 Hobgoblin, 1 Kobold in this room. (see http://pandius.com/Monster_Manual_3.pdf for statistics)*. These help as tools commanded by any Necromancer.



-4W Secret Catacombs of the Necromancers Storage Hall Down

Located roughly at -70,' Height 5' -8' Connected with; [-4V Secret Catacombs of the Necromancers Component Storage](#) by standard locked door north, [-5AE Secret Catacombs of the Necromancers Skeleton Storage](#) by stairway down.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The ceiling is slanted down to the south. The floor of this room is still level, but the walls are bend/caved down and inwards, making the whole area appearing to be unstable and very low. Although the map reveals the walls as being straight, they are actually all slanted in one direction or another. There is actually no surface level or straight. The Necromancers enjoy this crooked surrounding. The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3).

This room is used to store components to be used for spells. If a special component is searched for, there is a 35% availability if it is inorganic (so buy somewhere else), 35% organic, and 45% if dead matter. These are placed all over in jars, baskets and small chests, and some might be hooked on ceiling or wall (in dry or fresh, or rotting state). There are always at least three corpses dead no longer than 1 month here. These are legally obtained from the Tower of Sighs and thus are always former criminals (*at least as according Glantrian Laws*).

There is a 25% chance the components are spoiled by the normal brown rats living here. These rats will never attack, but flee on approaching steps within the debris. Necromancers often kill these pests, but within a month or so the nuisance will return. *There are 1 Monster Zombie of a Lupin and 1 Skeleton of a Kobold in this room. (see http://pandius.com/Monster_Manual_3.pdf for statistics).* These help as tools commanded by any Necromancer.

The scent of decay is heavy here and gives this room (*and its visitors*) an unpleasant odour lingering long after they left the room (*visitors must wash or suffer a Charisma -1 penalty vs. Demihumans, and Humans (except Necromancers, grave robbers, undertakers) for a Turn long for each hour they spent within*).

DM: Family Bones

This adventure resolves around one family member of the PC's who was interred in the Tower of Sighs, and recently deceased. As such the body is sold to the GSM (actually the Necromancer Craft) to do experiments upon. For whatever reason (Dignity, burial, Raise the Dead, or even revenge the PC's must first discover the family member was interred in the Tower of Sighs, then attempt to visit him/her regularly, until the moment the person perishes. Then they have to retrace where and how the body is moved. Keep in mind that such an act is illegal in itself, thus the PC's must be very secretive and careful. When they eventually rediscovered the location where the body was sold to, they first must locate the region (the bill was made by the Museum of Osteology...but was brought to -4AB Classroom for Rent instead if they investigate). Then they have to enter the secret area, locate the body, do with it what they need, and disappear as soon and safe as possible. Many low level Necromancers (most students, will try to prevent this from happening, so they must NOT know which body it is, and they must be tricked or bypassed in some way to be successful. Several Animated Dead will be used by the Necromancers to prevent the PC's to commence. This adventure is especially difficult when the PC's are students of the GSM, and thus can't kill the Necromancer students, even if they wanted to.

-4X Secret Catacombs of the Necromancers Room of Gore

Located at -70,' Height 15' Connected with; [-4U Secret Catacombs of the Necromancers Classroom](#) by standard locked door east, [-4V Secret Catacombs of the Necromancers Component Storage](#) by standard door east, [-4AA Dug Tunnel](#) by open tunnel south, -5 by stairway down.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3).

Although this room is currently used more as a passage then something else, the stench of decay is extreme here and gives this room (*and its visitors*) an very unpleasant odour lingering long after they left the room (*visitors must wash or suffer a Charisma -1 penalty vs. Demihumans, and Humans (except Necromancers, grave robbers, undertakers) for a Turn long for each hour they spent within*). Non-Necromancers (or people used to the stench of rot) must make a constitution check each round or become severely nauseated, regurgitate any food or beverages on the spot, and suffer a general weakness due the nausea, resulting in a lowered constitution and strength, initiative and concentration of -2; for 30 minus current Constitution hours after leaving the scent of Rot. Anybody touching anything has a 25% chance to become affected by a random parasitic infestation (*see; http://pandius.com/diseases_and_healing.pdf page 6*).

All this is caused by the tendency of Necromancers to dump useless corporeal remains just outside their main work area (*i.e. The Classroom*). These remains rot slowly away or are eaten by the triple-sized pack of brown rats living here. Although not aggressive, these rats will attack any one passing through not wearing the scent of Formaldehyde (*like nearly all Necromancers have*), sensing it is new (*fresh and better*) food. All these rats are treated as diseased.

There are also Rot Grubs living in the filth, which affect anyone who has bare skin rummaging through the mess. (*Rotgrubs see http://pandius.com/Monster_Manual_3.pdf page 612-614*).

There is weird graffiti on the walls predating the Necromancers by centuries; they reveal this room has been used as a living area for a long time. No other traces can be found.

-4Y Secret Catacombs of the Necromancers Initiate Tomb

Located at -70,' Height 15' , Connected with; -4X Secret Catacombs of the Necromancers Room of Gore by standard locked door north, -4AA Dug Tunnel by open tunnel west. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3). This room has an awkward, almost metallic scent, and the floor is covered with a thick layer of brown-reddish to black dried substance. The scent is heavy here and gives this room (*and its visitors*) an awkward feeling of fear, the scent lingers on the persons which entered the room, long after they left the room (*visitors must wash or suffer a Charisma -1 penalty vs. Demihumans, and Humans (except Necromancers, grave robbers, undertakers) for a Turn long for each hour they spent within*). The substance covers the shoes and boots and lower clothing parts (like pants and skirts scraping against covered surfaces). This substance, is build up of several thin layers encrusted together, and breaks of in sections by walking over it, that much has been accumulated over the years. Examination reveals this is accumulated blood, spread out and dried. The blood is spread with each member gaining access to the Craft and gaining higher in the Ranking. It is a tradition, that the first time, so much blood is drained from the body, the initiate will faint; recover after several hours, lying within his own blood. When he/she is able to move, they travel as explained, before the bloodletting, further to reach the Classroom, where they will be happily accepted in the craft (and healed if need be). The few that fail to do so within 24 hours, are these days brought outside (before they were becoming components), and deposited before the house of a registered cleric or hospital. Higher circles do the bloodletting similar, but mostly know when to stop (which is the moment they become dizzy), and rarely need any healing when they reach the classroom. There is weird graffiti on the walls predating the Necromancers by centuries; they reveal this room has been used as a living area for a long time. No other traces can be found.

Poem created by Prince Morphail Gorevitz-Vozslany

in the beginning of his Third circle of the Death master Magic class.

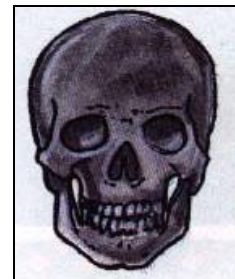
O Death, Destruction, Decay and the Afterlife, the Immortals, and the walking Undead, Immortality for us to grasp, Souls and Bodies will Rot and slowly disappear. Corpses, Zombies, Ghouls and Skeletons arise among the Living. The Agarats and Wolves howl and bring us all Fear and Paralysis. Reincarnation and slow Restoration, Lichdom and Raising the Dead, bring us the temptation and Strength of the deadly Immortality. Souleaters, Wights, Wraiths, Mummies, show us how. Topis become our Slaves. Deep within the Graves, Tombs, and Cemeteries we seek our deadly spell components. The Graveyards covered with a Low Dense Fog, Howling Wolves in the distance. The Vampires beckon us. The Fearful Black Skinned Giant Nightwalker, the one gigantic horrific Nightcrawler, and the silent cloud-like Nightwing are the Greatest Powers of the Dead we can summon. Under the Dead Trees hunts the Haunt and the Poltergeist. Decay and Destruction await. When the one of the Wyrds threatens your Afterlife, the Magic can make you one of the Undead, and again Immortality will hold your Soul, and protect your body. Underwater, the Sacrols, the Revenant, and thousands of drunken Corpses, have become Zombies hunting for the infernal life bringing it with fear the Paralysis, So that Reincarnation of your Ghost will leave far beyond the body, maybe they become Spirits, or Druj, or even the legendary Odic or Apparition. Eventually beyond Restoration, lies the Secret of Lichdom, the Ultimate Power of Magic and Death combined in this form of Immortality, Stronger than Raising the Dead. They control the Searing Haunting Souleaters, the Ghastly Vapor Ghouls, The Hungry Ghouls and Wights, the Dangerous Wraiths, and Everlasting Mummies. From all Graves, Tombs, Cemeteries, and Graveyards, hidden in the Low Fog, accompanied by Howling Wolves, under Dead Trees there we are.

O Death, Decay, and Destruction, Bring us powers from beyond Life, as strong as the Immortals, balancing the Undead, and Immortality, forever tempting our Souls, and aging our Bodies, we Rot and become Corpses or, Zombies.

We are the Necromancers and the Death Masters.

We are the Masters of Death and Decay.

The science of the Dead, or Necromancy has always been active in Glantrian history. Although a frightening power, all still recognize it as a legitimate form of magic and, therefore, consider its practice acceptable. Some countries outlaw any form of Death Magic, but the use of this magic has spread all over Mystara and even beyond. Other Planes, Planets, Dimensions also know the use of Death Magic. Generally, Necromancers are notoriously chaotic; rare individuals are neutrals less interested in powers of darkness than in their scientific value. Creating Undead is (mostly) both an evil and chaotic act. There are Necromancers in Glantri who have found access to the special powers of Death and created a Special secret Craft around it like the other secret crafts did. But not all Necromancers are part of this craft, most use only the spells and other powers related to Death, and still are true Necromancers.



The Necromancer is a very specialized Mage and are often also crypt-, cemetery-, tomb-keepers, or grave diggers. It is in Ancient Nithia were this form of Magic originated, but all knowledge of this race is lost, or obscured in forgotten tombs all over the Known World . Some say the Thotians on the Isle of Dawn are the last descendants of this lost Nithian Race. If these mages follow Immortals, these are mostly of Entropy (like Hel, Night, Thanatos, Alphaks, and others). Most Necromancers are warped people. Even those with the best intentions often go awry. Necromancers do not have the same attitudes toward life and Death than most people, because Death is his source of power. Even when he wants to do good, he is often shunned because the powers he wields are repellent to those who respect life. The Necromancer is comfortable, even dispassionate, about companions and activities unacceptable to others. Though a Necromancer's basic goals may be quite ordinary—power and knowledge—his methods distance him from society. Most Necromancers are so isolated from ordinary people that they have an imperfect understanding of human behaviour. Many of them grow resentful of this isolation; Necromancers are basically a misanthropic lot. The older and more experienced they get, the less human they become. A high level Necromancer who neglects his appearance and spends too much time in crypts may even possess the physical attributes usual to a corpse—shallow skin, clammy hands, a drawn, skull-like face, and so on. Individuals drawn to Death Magic or Necromancy are often troubled to begin with. Loneliness, starvation, and abuse are frequent components of a Necromancer's childhood; the young Necromancer has always felt no more than a step away from Death, and has grown to draw Strength from that closeness. Even as adults, Necromancers tend to retain this view of things. The majority of Necromancers are of Evil alignment; those who aren't usually have evil tendencies. A Necromancer is unable to use (and often being more vulnerable against) any nature bound Magic (i.e. Aquatic, Fairy, Elven, Rock Magic, Frost, Witch and Draconic Magic). Since all other Magic originates from after the Rain of Fire and is affected by the Radiance, other than nature, they are able to use those forms of Magic.



The Necromancer exhibits a fascination with life and death that borders on the obsessive. He is typically brooding, humourless, and withdrawn. Casual acquaintances consider him to be cold and hostile, but those who befriend the Necromancer may come to know him as a caring, complex individual whose emotions run deep. The Necromancer can be a valued and trustworthy companion, but he is also prone to bouts of depression so extreme that it becomes difficult for him to interact with others to any meaningful degree. Continual exposure to forces associated with undead creatures can have a corrupting effect on wizards with even the slightest inclinations toward evil.

Consequently, the number of evil-aligned Necromancers is rumoured to far outweigh the number of those of good alignment. Neutral Necromancers are virtually non-existent; in general, a Necromancer either has a will strong enough to resist the lure of darkness, or he submits to the corruption and devotes himself to a life of evil. Befriending a Necromancer will try the patience of even the most understanding character. Since Necromancers prefer solitude to companionship, and silence to conversation, it is little wonder that few of them have spouses; the best mate for a Necromancer is another Necromancer.



In spite of their reticence, most good-aligned Necromancers are unshakable in their determination to confront and extinguish evil and will join like-minded individuals to undertake these types of missions. Understandably, Necromancers make poor leaders, but they are valuable additions to adventuring parties. Not only do Necromancers wield unmatched power, their familiarity with the world's dark forces makes them virtually fearless.

On the other hand, much to a leader's chagrin, a Necromancer doesn't always follow orders automatically; a Necromancer who disagrees with his party's strategy may simply strike out on his own. Necromancers live as far from civilized regions as they can, establishing residences in ancient castles, deep caverns, or even abandoned crypts. They spend most of their time engaged in arcane research, reading, studying, and writing. Necromancers seldom have careers, though they occasionally earn money as teachers and mercenaries. High-level Necromancers simply order undead creatures to fetch them treasure when funds are low. Disciples of Necromancy learn to protect themselves from the Undead, as well as to control and to create them. When their experience of the world beyond improves, they gain the ability of recalling spirits to their dead bodies. The most impressive power is that of High Masters who learn the secret of Immortality itself—although a ghastly version of Immortality—by attaining Lichdom. A Necromancer doesn't need to be in the 5th circle to become a Lich, as there do exist spells and rituals to achieve this Ghastly goal in some other way, the way of the Necromantic circle is only the most sure way.

Requirements:

Neutral or Chaotic alignments only. A lawful person would never work with death magic or anything associated with death. Remember that only when a Necromancer enlists himself in the secret crafts of Necromancy in Glantri he enables him/herself to use the powers belonging to that circle. He can however stay a normal Necromancer without access to the Necromancer circle abilities.

Non Craft Benefits:

- 1 +1 on saves vs. Energy Drainers if any, +1 on saves vs. Necromantic Weapons.
- 2 +1 on saves vs. Necromantic spells and Undead abilities and opponents -1 on their saves against these from the Necromancer.
- 3 +1 spell per level if of their specialty.
- 4 At 17th level, he gains an additional +1 bonus when saving vs. Necromantic spells and Undead abilities. With his natural save modifier, this effectively raises his bonus to +2.

5 At 20th level, he gains the ability to cast a special form of *Speak with Dead* once per day. To cast the spell, the Necromancer must merely point to the subject and concentrate for one round; no verbal or material components are necessary. The spell enables the Necromancer to ask questions to that single dead creature and receive answers according to the knowledge of that creature. The creature can't have died more than 100 years ago, and the caster must be able to converse in a language that the dead creature formerly used. The Necromancer can converse with the dead creature for one full turn and can ask up to four questions. Regardless of the creature's level or alignment, it receives no saving throw against this spell. However, the creature will be as evasive as possible, tending to give brief and sometimes cryptic answers. Additionally, the creature's knowledge is usually confined to what it knew in life (it can't convey information about what may have happened to its body after its death, except what happened with its soul in Limbo).



Additional Craft Benefits:

- 1st circle 1 xp gained per grave dug.
Identify potion Undead control and double effect and duration if imbibed
Undead save at -1/circle ⇒ failure =they are unable to attack the Necromancer (except when attacked first)
10% resistance/circle vs. Sleep and charm spells, failure results in normal save needed if applied
- 2nd circle 2 xp gained per body buried.
- 3rd circle 3 xp gained per embalmed or animated body
Speak with Undead at will even if their basic language was/is different
Speak with dead once a day per body.
- 4th circle Immune to paralysis, Hold Magic, Undead touch effects, Regeneration rings become invisible if worn
- 5th circle Immune to level draining, Strength draining

Disadvantages:

- 1 Extra vulnerable against weapons vs. Undead, Fairy Magic, Druidic Magic, Holy Symbols/Holy Water (Always maximum damage on a failed save at -2)
- 2 The cost of learning these dark arts is high. A Necromancer's life force begins to withdraw with the practice of this magic, shrivelling the body and sapping physical Strength. At the fourth circle, the Wizard loses two points of Charisma due to appearance and personality changes—one can't master the dark arts without allowing the darkness to grow both within and without. When a Necromancer becomes an Undead, the characteristics change accordingly. Most Necromancers are warped people. Even those with the best intentions often go awry.
- 3 Any Necromancer has great difficulty in using spells of Enchantments and Illusions because his specialty is controlling the dead, not the living. He must make an intelligence check with a 3 penalty per level of the spell (even from items), but the ability to use "the real thing" makes this handicap irrelevant, as long as he doesn't have to sneak around
- 4 Necromancer craft abilities are limited to the Radiance sphere, (see distance from Glantri), on the Black Sands area of World Mountain in Ethengar, a variable few miles around the Hakomon areas in Ethengar, and finally within the Realm of Death. They draw their power or from the Radiance or from the Realm of Death and Limbo. The last two are barely known, and when, then not yet understood. In 1028 they will discover that they can readjust their magic to fully draw upon these realms and no longer from the Radiance, extending their range of effect to locations connecting these.
- 5 As low level Necromancers have not much powers to rely on in combat they recede in their towers, tombs and libraries or use spells they are able to use. A Kobold archer could easily kill a low level Necromancer and never get into range of a Chill-Touch attack.
- 6 Can use only Knives, Daggers, Sickles (all dagger variations), Staff, and Scythes (see http://pandius.com/What_can_be_Bought.pdf Daggers page 68, Scythe page 70)
- 7 Can only use rings, bracers, cloaks and jewellery as armor improvements
- 8 Can only use Protection, Levitation, Fire-resistance, Invisibility, Regeneration and Spell Turning rings
- 9 Can't walk on consecrated grounds without being affected by a Blight spell effect
- 10 Can't be affected by beneficial Clerical Magic (i.e. Healing).
- 11 Extra vulnerable against Illusions and enchantments (-2 to saves)

Calculated Level =Lvl +(Circle x 5)	Holy Water Damage	Holy Items damage
1-6	1	+0
7-12	2	
13-18	1d4	+1
19-24	1d6	
25-30	2d4	+2
31-36	2d6	
37-42	2d8	+3
43-48	3d6	
49-54	3d8	+4
55-61	4d10	+5

Learn more on Necromancers in Gaz3 page 74 (Master of Necromancy) some additional information can be gained from GKoM pages 112-114. Additional information follows here.

Necromancer Circle Table								
Circle	Cycle	Cost	Experience	Level	Success	#of uses	Experiment	Laboratory
1 st	14	400gp	6000xp	5 th	60+2/lvl%	3 a day	1d6 Hours	4000 gp
2 nd	28	900gp	18.000gp	7 th	50+2/lvl%	2 a day	2d6 Hours	8000 gp
3 rd	42	1300gp	36.000gp	10 th	40+2/lvl%	1 a day	3d6 Hours	16.000 gp
4 th	56	1800gp	72.000gp	15 th	30+2/lvl%	1 a week	4d6 Hours	32.000 gp
5 th	70	2100gp	144.000gp	20 th	20+2/lvl%	1 a month	5d6 Hours	64.000 gp

There are currently about 20.000 Necromancers in all of the Known World, from which a 2500 are from the original Glantrian secret craft of Necromancy, The number of craft Necromancers is rising rapidly since the craft is now open to all who want to use it.

The current High Master (1014 AC):	5 th circle	Prince Morphail Gorevitch-Woszlany of Boldavia, Baron of Igorov, Viceroy of Tchernovodsk
Other well known Necromancers are:	4 th circle	Prince Brannart McGregor of Klantyre, Viscount of Crownguard
	4 th circle	Sir Boris Gorevitch-Woszlany
	3 rd circle	Baron Youri Ivanov of Palatinsk
	3 rd circle	Viscount Jadzia of Essuria (Denagoth)
	2 nd circle	Baron Laszlo Wutyla of Mariksen
	2 nd circle	Baron Piotr-Grygory Timenko of Kutchevski

-4Z Secret Catacombs of the Necromancers Main Entry

Located at -70,' Height 15' , Connected with; [-4X Secret Catacombs of the Necromancers Room of Gore](#) by standard door east, [-4AA Dug Tunnel](#) by open tunnel south, [-5AF Secret Catacombs of the Necromancers Tomb of Walking Hands](#) by stairway down. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3). Doors are all of reinforced wood with metal locks, handle & hinges. Although this room is currently used more as the main passage then something else, the stench of decay from the Room of Gore is heavy here and gives this room (*and its visitors*) an unpleasant odour lingering long after they left the room (*visitors must wash or suffer a Charisma -1 penalty vs. Demihumans, and Humans (except Necromancers, grave robbers, undertakers) for a Turn long for each hour they spent within*).

-4AA Dug Tunnel

Located at -70,' the irregular corridor is 3 to 4 feet wide, and 4 to 5 feet high and is about 13 feet long until it splits against the western wall of [-4Z](#) and [-4Y](#), where it is about 8' high.

Connected with; [-4Z Secret Catacombs of the Necromancers Main Entry](#) by tunnel north, [-4Y Secret Catacombs of the Necromancers Initiate Tomb](#) by tunnel east, [-4AB Classroom for Rent](#) by tunnel and magical wall west (see -4AB).

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. This area consists of a dug tunnel, strengthened with a multitude of beams and wall covers of various materials (wood, steel, copper, "magical stone" parts (*armoured concrete*)). The tunnel is still in its original shape, except for the floor, which is flattened and covered with stones and irregular "magic" stone bricks.



-4AB Classroom for Rent

Located at -70,' Height 15' ,

Connected with; [-4B Central Lower Hall \(Former Connecting Hall\)](#) by standard door west, [-4AA Dug Tunnel](#) by tunnel and magical wall east.

The eastern wall is a large magical creation by the Necromancers. As this classroom is rarely used, they created a magical wall, with an ambient aura of alteration magic, but appearing to be similar to the "magical" stone (concrete) elsewhere used in the GSM (*in fact the material is compressed bone*). Each person touching the wall with a bone is able to create a temporary opening through the 1' thick wall and entering the areas beyond. There is a spyhole made of a metal tube within the structure next to where the door is created, which enables using the door from within secretly. The opening and closing of the door causes some sound similar to rolling gravel and takes 4 initiative segments. The door stays open as long as it is touched by a bone, when this is removed the door will close in 4 initiative segments. It is thus possible that an individual can become stuck in the wall. If such a thing happens; the victim stuck will suffer 1d8 points of damage due dehydration/tissue degeneration caused by the necromantic magic of the wall, and if the person is not released and dies, his/her bones become part of the wall and the person can't be raised anymore. The soul will travel to Limbo as with normal death. Non corporeal and non metallic items on the body will be expelled, others will be incorporated. This wall is an adapted version of the Wall of Bone and Skull spell, and in fact a magical item. The Day(s) of Dread will not dispel the wall, but suppresses the magic. During these moments the wall is nothing more than a common wall, and can't be opened, even if within the Sphere of Darkness.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges.

Within the southern wall is the blocked door normally leading to the outside and a window, and two windows on the northern wall. Apparently the more the structures sank into the ground but still somehow kept their intended purpose it was decided that doors and windows were no longer part of the original architecture. The closing of this door and windows was done with similar "magical" created stone (*armoured concrete*) and fully part of the wall.

This classroom is used by any teacher not being able to use a normal classroom dedicated to his main study. This can be his study is awkward and different from the regular studies or that he (or she) is a guest to the GSM and has no rights to use the common rooms. In these cases this classroom can be hired.

The only persons passing through on occasion are the Necromancers, who do this secretly. They also make use of a *vacancy spell* ([page 111](#)) to hide their passage. The magic of the spell reveals there is ambient magic available if a Detect Magic is used, and this ambient magic thus hides the magic of the Wall of Bone in the back.

The room has space for 26 students, and is furnished like a common classroom. The cost to rent the room is 50Dc per day, payable to the [1A2 Main Office](#) Administration. Since the war this room has not been used, and is dusty and neglected.

From an early undated excerpt of the Diary of Etienne D' Ambreville; (see also [Level 000 B Bedroom \(a, b, c\)](#) for continuation of this excerpt). This paper is found there too.

The following story was told to me by a ghost. It was in the year 3452 BC the second drill tower collapsed. Bodies and several lost persons could not be retrieved. There were still a few survivors clinging on the bare bones of life. Time passed on and these humans and elves had no chance to escape. Some of these men and women were clerics of a forgotten Immortal, and had just enough power and wisdom to create food and water and even light. Water was found on the lower level and seeping in the passageways and air came in through pipes and tubes in the concrete. It was this what saved them in the first year. There were only 13 men and 4 women in total which survived in the second year (though all wounded severely, and several lost limbs or parts thereof). On the surface everything was covered up and new structures were prepared to be build. The major disaster area was kept clear until much later. The concrete walls and ceiling prevented the survivors from digging up. As the cleric perished they were forced to consume those unlucky just to survive. They further lived on fungus, and rodents.

The Elves in the group having much greater longevity than the humans, suffered several hundred years later a tremendous temperature rise, many died. Airvents were closed, and molten lethal and other fabrics poured in through any existing cracks further closing them off from the outer world. They never knew what had happened outside (3000BC The Great rain of Fire).

Nine-hundred thirteen years later (It was the year 2087BC) three very old Elven women and men, offspring of the original survivors, still lived, breathing the air the mushrooms gave. One of these old Elven females had become pregnant, and although the birth of the child was difficult due her age, it was born healthy. It grew up in this closed environment, knowing nothing else. It learned to survive, collect water and food, and even learned some Elven magic. One by one his "family" died by old age, and combined mishaps due weakness by age.

The 387 year old child was alone in the year 1700BC when the ground shook anew (the Broken Lands disaster), tremors followed for several years. And it was one of these tremors which caused water to flow through cracks in the walls of western rooms. The water accumulated in the lower caves, killing of the fungal farms and rats breeding rooms. The child no longer had any food. It became anxious and sought for food, but did find only scraps... it knew it could not live long on water and scraps...the child knew it had to go elsewhere instinctively. This instinct drove the child towards where the water had come in, and it started to dig. The tremors had broken the walls of the rooms, the packed earth and debris broken, water from above flushed in but stopped very soon.

The child could not dig up; as the more was removed the more came down. Thus a more or less horizontal path was safer. After a total month of digging a wall was found, another barrier which the now weakened elf could not pass. It died by deprivation of food, water and probably even air. But this was not the end of the story.

The elf was thus strongly desired to escape, it returned from Limbo to where it perished, not knowing more time had passed than it existed in Limbo. It was already 548AC, and it could not go further, nor could it reanimate the bones of its former body. All it could was Wail... which became noticed on the other side of the wall. Flaems were investigating the underground ruins of a weird structure, knowing it somewhere held the Radiance, an immensely powerful source of magic. When they heard the wailing, they first thought of creatures or enclosed companions. They soon used tools and magic to break through the wall and discovered the bones in the tunnel and the ghost. They did never return, and thus the ghost remained locked on its remains and could stroll no further than a few hundred yards.

In the following years it met several other of these copper-skinned humans, but they always fled beyond its parameter. I was not afraid, but very inquisitive, and in search of the forgotten reason why the Fire Wizards Academy was created on this very spot, as written text suggested a secret reason. Greater Divinations also revealed a powerful source of Magic on the city of Glantri. I still have to get used to this name they gave twelve years ago.

I went deep into the underground of the ruins of the Academy, where found the tunnel, and the ghost used magic to understand the weird ancient language the Elven ghost used (Blackmoorian so I heard later) and learned of its fate, horror and fear, yet still it did not turn evil, like it was expected by most.

I pondered and decided to show the ghost some mercy by allowing it to take possession of my body to go to the surface and see the legendary sun which the ghost never had seen but was talked about to be the utter savoir. I moved back to the surface under control of the Ghost, where the remaining structures of the Fire Wizards Academy stood in full glory.

The Elven ghost was grateful, and returned me the control of my body, but did not leave me. In the following years the ghost helped me researching and explaining the lower areas as it was taught by its parents. Though this information was corrupted and incomplete, this was enough to lead me on the path to the source of power the Fire Wizards had known.

-4AC Classroom Alchemy Experimentation

Located at -70,' Height 15' , Connected with; [-4B Central Lower Hall \(Former Connecting Hall\)](#) by standard door locked south, [-4AQ Classroom/Laboratory Alchemists](#) by standard locked door west, [-4AE Private Teacher Room](#) by standard locked door west.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges.

This is a standard classroom, but all school benches have a Marfil Crème Marble cover of 1" thickness. The giant blackboard is 20' wide 7' high on the northern Wall, and still covers alchemese writings. The teachers table is double normal-sized with the same stone topping. The standard book closets contain all books written in alchemese on chemical and alchemical designations, processes and routines, another closet holds several basic components (75% not usable due deterioration/spoilage). On most desks, several beakers (with colored remains of former alchemicals) stand, giving proof of this class experiments together. The floor is covered with , the walls are covered up to 4' high from the floor with the same marble panelling topped with a rising ledge of 3 inch, and above that the wall is covered with undecorated lightblue wallpaper designated to the theme of the class. Many surfaces have chemical stains, especially the workplaces. The room has a 20 student capacity, although several student desks could have been added, but this was never done, as such this classroom is rather spacious. And the room's use was spread over the connected [-4AQ Classroom/Laboratory](#) as well, where the experiments were done fully, instead only the basics. The room has three orbs of continual light, but due the sphere of Darkness the seem not to work. *Since the war this room has not been used. The Alchemists and Necromancers on this Floor are aware of the Darkness, have studied it and decided to keep it a secret; both for their own purposes. As the Shell of the Sphere is only covering this level between 1011AC and 1014AC, the areas will become available later, and especially the areas occupied by the Secret Crafts will be used as soon as possible.*

-4AD Study Chamber Alchemists

Located at -70,' Height 15' , Connected with [-4B Central Lower Hall \(Former Connecting Hall\)](#) by standard locked door south, [-4AG Secret Dungeon of Alchemists Entry Hall](#) by secret door west, [-5D Rest Room](#) by stairway down.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). The floor has Costa Sol Bronze colored Marble plates. Doors are all of reinforced wood with metal locks, handle & hinges. This room has seven 5' wide benches on all sides, with small tables in between. On the tables are standard books about Alchemy or Chemistry, and a few pencils. Underneath the benches still lie several crumpled up scrolls an ripped parchments with (*mostly flawed*) designs of Alchemical Processes and spells. Among these is the following spell torn in pieces, as the student thought incorrectly his design was flawed. As such the spell is discovered and lost at the same time. Although a student could pretend to be the inventor of this spell, official research (*which is always done in cases of new discoveries*) will proof otherwise and the student might be sued for Fraud. The student might also be honest and reveal the spell publicly (he will be mentioned as the finder not creator) and receive a 500DC reward. Especially Alchemists will view the spell as interesting.

Dormancy 1006AC Created by unknown student (writing suspects a student Alchemist who died in the Alphetian war.)

Very Rare 1st level Alteration spell

Range: 10 yards per level of the caster

Duration: 1d4 turns

Area of Effect: 30' cube

Save: Negates

Dormancy causes Green Slimes to "sleep" for 1d4 Turns, ignoring the sensory triggers that normally cause it to drop on passing creatures. The slime "awakens" instantly if fire or extreme cold is applied to it. This spell can also be used on all animals that naturally hibernate (example; Bear, Frog, Toad, Mosquitoes, Bees, Wasp, Ants, Annelids, etc., but also Werebears) and will then last for only 1 Turn. This spell doesn't work on other slimes or animals.

-4AE Private Teacher Room

Located at -70,' Height 15' , Connected with; [-4AC Classroom Alchemy](#) by standard locked door east.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor has Costa Sol Bronze colored Marble plates.

Within the northern wall is a blocked window. Apparently the more the structures sank into the ground but still somehow kept their intended purpose it was decided that doors and windows were no longer part of the original architecture. The closing of this window was done with similar "magical" created stone (*armoured concrete*) and fully part of the wall. *This small room was the home of Alexander Perthold, a 35 year old master Alchemist. He perished in the Alphetian War in the fall of 1008AC. He had been a great teacher, Alchemist of the second circle, but was still also a student, he left behind a wife, 2 daughters of 10 and 11 (today possibly PC's??) and some unfinished experiments within the Secret Chambers. Though not rich, and more a common family, he has with his partner Esmerelda Conventant (age 32) they have build up enough money through their alchemy shop to allow their children to study on the GSM. They are a proud and decent family.*

-4AF Hidden Stairs of Stone and Bone

Located at -70,' Height 15' , Connected with; [-3AA Cantina](#) by 2.5' wide stone stairway up and secret door, [-5J Steps of Stone and Bone](#) by 2.5' wide stone stairway up.

Color/Material Theme; Inner walls are ancient Bricks, and mortar. The ceiling and floor are made of large beams of sandstone. The doors are all of reinforced wood with metal locks, handle & hinges, and the secret door is covered on the outside with a thin layer of the wall they are set in. It is important to know this section is totally different from any other locations in the GSM, other than the Secret Door in the Cantina.

This area has a strange history. As it was not created during the Blackmoor era but much later. Someone used powerful magic to force themselves through the walls of the cantina, and created a primitive dug tunnel down. This was done in the Blackmoor era, directly after the collapse of the secondary Drilling Tower in 3452BC, in a futile attempt to save those embedded within. The ground however was to loose, weak, wet and subject to collapse; the project was halted within a day or so. The hole however was never removed, and only barred with a large wooden board. It was in the early FWA days someone removed this board, found the collapsed tunnel behind it, and started digging manually and magically. He/she or they secretly moved all the bones, stones, earth, and other debris into the canals, and enforced the floor, walls and ceiling with stone and bricks to prevent collapse. The secret project lasted over a year, but others became aware something was happening below. The person (or persons) digging had to use powerful illusions to hide their business, and when the investigators disappeared without success, they decided to create a secret door of the same material as the walls. Within the debris found below, they retrieved a section of the same stone, which was cut to size. It was clever trickery which was used to hide the seams, and while secreted, they could continue digging further. And eventually came on a large "magical" stone (concrete) surface where large metal containers were bruised or flattened. These containers were removed, and reused to strengthen the walls of the area dug free. Strangely, in some of these containers were seats and a few even contained bones as if they had been used to sit in (unbeknown to these diggers these were metal automobiles, flattened by the sudden collapse of the tower, and in aeons absorbed into the ground). Whoever these diggers were, nobody knows anymore, they all perished in the Dragon wars. And the area was forgotten until 883AC a Witch stumbled upon the clever secret door by use of a Treusight spell. When she went down and found the areas created below, she was content, and it was decided amongst the Witches to use this area for their secret Craft. Their goal was to be as near as possible to the Radiance (which through research was to be located underneath the GSM), and to discern why it had altered/affected the magic in such a way to make it different than before the Blackmoor Era. This has become the most important quest for Witches and warlocks.



The Hidden Stairs of Stone and Bone

-4AG Secret Dungeon of Alchemists Entry Hall

Located at -70,' Height 15' ,

Connected with; [-4AD Study Chamber Alchemists](#) by standard Alchemist door east (*secret door on outside*), [-4AH Secret Dungeon of Alchemists Initiate Chamber](#) by standard Alchemist door south.

Alchemist Standard Doors; All doors in the secret dungeon of the Alchemists are ornate wooden bronze/copper painted frame, painted somewhat to resemble stone columns with marble in between (see picture [-4AK Secret Dungeon of Alchemists Main Laboratory](#)). These doors are magically enchanted with a Detect Poison, Detect Fire, and Detect Cold spell; if any of these are detected above the normal parameter, the marble-looking plates will color Green if there is Poisonous gas in the room, Red if there is a fire, and blue if there is deadly Cold. This is visible on both ends of the door. There is a hook with three wands (Green, Red and a Fire-Flushing Rod) next to all doors, but only one per door, which means the wands, can be placed on the opposite side.

Red Wand of Warmth, increasing temperature in the area by 50 degrees, preventing material/personal damage by ice, and thawing frozen surfaces and creatures safely (functions as a successful saving throw lowering the damage to 50%). The ice will turn to liquid state normally and flow away through pipes and a miniature Dimension door in the floor and to the same system as the Latrines.

Green Ventilation Wand; Beside the door is a special wand hanging on a hook (this "Ventilation Wand" is created by Air Elementalists as payment for desired experiments, and is able to create fresh air while sucking bad air out in to the Plane of Air; it functions 1 Hour per charge, and can be recharged by casting a Create Air spell on it—1 caster level is 1 charge). The wand has to be activated and thrown into the affected area, and will stop automatically when the area is normal air again.

Fire Flushing Rod; see page 188 (there is some spilt water underneath due drops spilt while hanging).

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there.

-4AH Secret Dungeon of Alchemists Initiate Chamber

Located at -70,' Height 15' ,
Connected with; [-4AG Secret Dungeon of Alchemists Entry Hall](#) by standard Alchemist door east, [-4AO Secret Dungeon of Alchemists Private Hall](#) by standard Alchemist door south, [-4AI Secret Dungeon of Alchemists 12th Circle Library/Storage](#) by standard Alchemist door west, [-4AK Secret Dungeon of Alchemists 1st & 2nd Circle Laboratory](#) by standard Alchemist door west.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there. (See more [Lower Chambers](#)).



This is the initiation room form prospecting Mages with Alchemy interests attempting to enter the "Secret" Craft of Alchemy (often guided here by a member). Here they must present 3 items, (a liquid (incl. Ethereal), a solid (incl. Crystalline) and a gas (including Volatile) possessing magical power—Magma, or Plasma constitutes for all three of these, due to the specialty of this stuff) and introduce a reasonable magical/alchemical process to make this power functional. It is not needed to do the actual experiment, but it is allowed, if it can be done within 8 hours, using the primitive laboratory here. At least three Alchemists of 3rd Circle will judge the items collected, and the process described or performed. It is not very difficult to be allowed, and this is the reason, the Craft is not as Secret as the other Secret Crafts.

Learn more on [Alchemists](#) in Gaz3 page 70 (Masters of Alchemy) some additional information can be gained from GKoM pages 100-102, I also mixed information from Best of Dragon magazine 2; Alchemist, to enhance the craft a bit more.

Alchemists are Magic-Users specialized in the use of rare ingredients and components, and the alteration of matter, energy or their own bodies.

Their abilities are not spells but experiments requiring a laboratory. The Secret craft of Alchemist is the latest addition to the Secret Crafts of Glantri, and the one with the least secrecy. The craft is still secret, but Alchemists are a legal and important craft over Mystara, and especially Glantri, as they always have been. Rumours set the first Alchemists back before the Rain of Fire (3000BC), and their resurface somewhere around 500AC. The whole importance to them of their "secret" craft, is to have a legal place to do secret research, do new experiments, and study other effects of magic and Alchemy(Chemistry/Physics) unknown, or interpreted otherwise by others. The Alchemist will eventually reveal the rebirth of magic as it was centuries before the Rain of Fire, together with the Witches.

Experiments must be absolutely uninterrupted to succeed or suffer a -5% per minor interruption on the chance to success; any major disturbance (i.e. more than 4+/Intelligence bonus rounds) will bring the experiment to a failure. Only one experiment can be attempted at a time. An Alchemist laboratory costs 5000gp per circle complete with beakers, retorts, balloons, crucibles, components, powders, liquids, crystals, balms, gases, ores, etc. Component replacement costs 500gp per month plus 1000gp per experiment conducted. An Alchemist spends 1d4 weeks per 1000gp to search for and purchase equipment and components (in Glantri City this will take only 1 week per 1000gp). In some countries this will even double (Ylaruam, Sind, etc.). In "field conditions" (dungeons and wilderness) an Alchemist can use "field laboratory" consisting of miniature equipment and a limited supply of basic alchemical substances. Such equipment costs 3000gp per circle and is usable up to the 3rd circle powers. It comes in a chest a person can easily carry. It can be used ten times before running out of components. Components cost 500gp to replace. A field laboratory allows the same experiments as with a full laboratory, but the chances of success are halved (rounded down). Alchemy craft magic abilities and creations are NOT limited by the Radiance as it uses minute amounts of Radiance that can be found everywhere, and thus can be found globally. Many individuals call themselves Alchemists, these people—experts in chemistry and physics—mostly merely dabbled in Magic and Magical item creation. Very often, powerful Wizards employed them to help create items and perform other chores. These characters were (are) not members of the Secret Craft of Alchemy from Glantri. Disciples of this craft often refer to themselves as "True Alchemists" to distinguish the difference between themselves and these "Charlatans." Nowadays, even common Alchemists are able to use the skills originally belonging to the Secret Craft in Glantri, but at lower chances of success. Due to this the fifth circle ability is no longer limited to only a single person, and all Alchemists are able to reach all abilities through (Self) study. To reach the title of national High Master still involves challenging and defeating the current national High Master in a duel. As Alchemy is so easily spread on Mystara, it is still affected by the Day of Dread. The Craft of Alchemists works together with the Corporation of Alchemists (see Gaz3 page 32) in order to prevent secret recipes being sold, they are aware however, that their secret is actually no longer a secret when one tattoos a blue star on the forehead, as such the tattoos are removed, and actions are taken to keep a sort of regulation on Alchemy knowledge...however..it is like Pandora's box, once opened, it can't be closed. As such the Corporation must adapt or disappear.



One of these steps is that in Glantri must all Alchemists be licensed by the Great school of Magic to legally perform their craft. The purpose of their corporation is to compile knowledge pertaining to their science (they failed to remain secret, but still think it is necessary). There have been cases of Alchemists eliminated for openly selling recipes and secrets belonging to the guild. Licensed Alchemists are easily recognizable by the bleu star stamped on their foreheads. To become licensed one has to pay an entrance fee of 135gp and a monthly due of 18gp, and then you are member of the Corporation of Alchemists, a legal mercantile, scientific guild. Beware though: This corporation maintains strong ties with the guild of thugs, especially when one of their members is suspected of selling trade secrets. Other countries will also know of such specialized Alchemist guilds with relative equal prices and risks.

This is the only craft without debilitating or altering effects upon its users. Its only drawbacks seem to be the time and money required to perform experiments. They often become sickly and undernourished, perpetually on the verge of exhaustion because the devote practically all their time and money in their work.

Required skills; Alchemy, Alternate Magics, Magical Engineering (other useful skills Fire-building, Science, or Knowledge. (see [Special skills taught at the GSM](#)).

Save modifiers: None.

Benefits: Special Alchemist skills and abilities.

Disadvantages: Unlike other specialization's, Alchemy doesn't have any directly debilitating or mind-altering effect upon its users. Its only drawbacks seem to be the time and money required to perform experiments. Because Alchemists devote practically all their time and money to work, they often become sickly and undernourished, perpetually on the verge of exhaustion. Their living expenses are very squalid and seldom use more money than 3 gp per month.

There are currently about 15.000 Alchemists in all of the Known World, form which a 756 are from the original Glantrian Guild, The number of Alchemists is rising rapidly since the craft is now open to all who want to use it.

The current High Master (1014 AC): **5th circle Comtesse de Touraine, Dame Genevieve de Sephora**

Other well known Alchemists are: **4th circle** Viscount Herr Rolf von Graustein, of Blofeld
4th circle Sire Malachie du Marais of Morlay-Malinbois, Baron de Morlay

4th circle Dame Isabelle d' Ambreville **4th circle** Jissel de Gheyn (Leader of the Followers of Fire Guild)

3rd circle Sire Guillaume **3rd circle** Viscount Antonio di Tarento of Castelbianco

3rd circle Master Jakar Daron **3rd circle** Lady Lucretia Fiola

3rd circle Sir Oswald Brute **3rd circle** Vicomtesse Dame Diane de Moriamis

1 Alchemists make the most complex pottery, glassware, poisons/Antidotes, potions, and even golems.

2 Alchemists can't wear magic armor of any type (as it hinders their activity in creation); including bracers of Defense, but items that are for protection (cloaks and rings) may be used.

3 Alchemists rarely use weapons, but they sometimes learn the use of two; the dagger (never thrown), the staff, the walking stick (=club-1), or the dart. They will never obtain weapon mastery higher than basic, as the training for this hinders their work and study.

4 All Alchemists are **lawful** in alignment, due the strict rules of their craft; 80% will be lawful neutral, 10% lawful evil, and 10% lawful good. It is possible for low-level Alchemists to have other alignments, but they all will have inevitable change to lawfulness by the time they reach 2nd circle.

5 Alchemists can begin to make potions at 4th level (other mages at 9th level), but the chance of misconcoction at that level is quite high. Some potions, as mentioned earlier, are beyond the intelligence of some Alchemists and thus are doomed to failure.

Circle	Craft Accuracy		Potion Identification			Manufacture Poisons				Manufacture Potions				Explosion (4d4)
	Pottery	Glass	1% test	Analysis known	Analysis unknown	Mild	Toxic	Lethal	Destructive	1st	2nd	3rd	4th	
none	38	33	27	18	14	15	8	6	3	35	15	10	5	10%
1	43	39	35	27	23	25	16	12	8	41	37	33	24	10%
2	48	45	42	36	33	35	24	18	13	47	42	37	27	8%
3	53	51	49	45	43	45	32	24	18	53	47	41	30	6%
4	58	57	56	54	53	55	40	30	22	59	52	45	33	4%
5	63	63	63	63	63	63	48	36	27	63	57	49	36	2%

The chance of success is the given number as per circle + the current level of the Alchemist + his intelligence adjustment.

6 Alchemists increase their abilities upon reaching the various circles and their own level. This means that a mage or Alchemist without circle abilities of level 30 and no intelligence bonus has a 40% to make potions of the 3rd difficulty (Lvl30+10%+0%=40%) and a circle Alchemist without intelligence bonus can do this at the same chance of success at 7th level (Lvl7+33%+0%=40%).

DO NOT FORGET TO LOOK at page [4K Classroom Laboratory Techniques & Apothecary](#)

Craft Accuracy; An Alchemist can craft pottery used by the Alchemist to heat, stir, grind and store items. He learns how to tend for the hearth. Each pot must be made from scratch. This process will take at least 48 hours, including baking, enamelling, and decorating. The percentage chance given in the abilities chart is for a successful crafting. Failure means the pot will be useless. An Alchemist has no knowledge of this whatsoever. Pottery sells for from 1-100 sp per unit, depending on size of the item, and will vary according to the Alchemist's expertise.

An Alchemist can make beakers, flasks and other glass items used in the laboratory. Working this craft will take from 1d6+2 hours per piece. Glass items sell for 6-600 sp per item. The amount of pottery and glass needed for any experiment will be determined by the DM. Alchemists often have a number of novices working for them so that they do not have to make pots and glassware themselves.

Both Potters and Glassblowers might go on in those trades and never take up further Alchemist studies, and as such all potters and glassblowers are actually non-craft Alchemists of low level.



1% Test; Alchemists are taught trial-and-error potion identification, commonly called the "1% test." In any such analysis, 1% of the potion is consumed/used. Mostly potions will reveal a minor effect similar to the potion effect if fully imbibed; a Potion of Haste will give the imbiber the feeling as if everything around him seems to slow down a few rounds, a potion of healing will feel the imbiber a bit better, etc. A list of potions so tested must be kept for each Alchemist as he progresses in rank. Only potions that are fully understood through prior testing can be examined and identified by this 1% imbibing. The Alchemist learns to examine the reaction of the liquid and to look for taste, smell, or color, in each attempt to identify the potion. Potions never tested before will be unknown to the Alchemist but will add to his knowledge. Alchemists charge 40Dc for this service, and 10Dc may be added per level of the Alchemist for this test due to the better accuracy achieved at higher levels. Graduates eventually learn analysis techniques of potion identification so that imbibing is not necessary. Without the text of the prescription in the Alchemist's book, he is likely to misidentify the potion (+25% to roll). With the prescription, the chance for misidentification is as given in the table. The charge for such an analysis is 150 gp.

Explosion; Any analysis except imbibing has a basic 10% chance to produce an explosion. Check for this chance before determining if the analysis was a success or not. The chance of explosion is reduced by 2% per circle above 1st so a 5th circle Alchemist is only 4% likely to have his lab explode. The explosion so produced will deal out 4d4 points of damage, and has 25% chance to ignite other combustibles individually(check ALL!).

Manufacture Potions; An Alchemist learns ways of preparing various compounds by boiling and mixing ingredients. Potions can be attempted in this way, but failure will produce a potion that has the opposite result. Animal control will cause the animal to feel blind rage. Climbing will cause the figure to be pushed away from the surface being climbed. Levitation will cause the figure to plunge as if he weighed twice as much, thus damage will be double and saving throws for items will be at -1. Sweet water will pollute the sample even more and turn it into a mild poison (2d4 damage). Skeleton/zombie control will cause those monsters to attack the imbiber, foregoing all other victims. Any cleric within 20 feet of the imbiber will be unable to turn or destroy these monsters. Water breathing will cause the figure to gag and cough and double the rate of drowning. Dust of appearance will fail so that invisible objects will not be revealed. All adverse results of making such a potion will initially not be evident, causing the Brewer or imbiber to believe the potion is correct. A defect in an improperly prepared potion is detectable by the 10% test or by regular analysis, but at -30% to the normal chance for proper identification. Alchemists are 75% likely to know how to brew beer, ale and/or malt liquors. They often prepare these liquids for extra money if their master will allow such "nonsense."



An Alchemist is able to perform various steps in potion manufacture. He is taught the first elements in the Alchemist's written language, Alchemese. Unless a Comprehend language is available, another figure cannot read an Alchemist's prescription on how to make a potion. Magic-users can learn this language (using a language slot) so that they no longer need an Alchemist to make a potion. Failure in making potions will produce specific results from this circle on. Roll percentile dice and consult the following table to determine success or possible after-effects of a potion that fails.

Potion creation Failure effects		
	Alchemist	Mage
Complete Failure (no effect)	01-35	01-25
Explosion (6d4)	36-45	26-50
Half Efficiency	46-60	51-64
Opposite effect	61-70	65-79
Mild Poison (5d4 at 1/r)	71-90	80-90
Toxic Poison (5d6 at 2/r)	91-96	91-96
Lethal Poison (4d6 at 4/r or death after -4hp/r if save fails)	97-00	97-00

Example Potions listed by difficulty:

This list tells what potions can be made by prescriptions written in Alchemese (the special language of Alchemists). Alchemists who do not have the proper intelligence cannot make potions of greater difficulty than their intelligence will allow.

For those potions, ointments, salves, philtres, oils, smokes, scents, and such not listed in this table use the level of the spell with a similar effect, as this is mostly used in creating the item.

1st difficulty Intelligence 10+	2nd difficulty Intelligence 12+	3rd difficulty Intelligence 14+	4th difficulty Intelligence 16+
Equal to Spells lvl 1	Equal to Spells lvl 2-3	Equal to Spells lvl 4-6	Equal to Spells lvl 7-9
Animal control	Clairaudience	ESP	Dragon control
Climbing	Clairvoyance	Extra healing	Heroism
Delusion	Diminution	Flying	Human control
Levitation	Fire resistance	Gaseous form	Invulnerability
Sweet Water	Heating	Invisibility	Oil of etherealness
Skeleton/Zombie control	Oil of slipperiness	Longevity	Super-heroism
Water breathing	Philter of love	Philter of persuasiveness	Treasure finding
Dust of appearance	Poison	Plant control	Ghost/Vampire/Spectre control
	Speed	Polymorph self	Keoghtom's ointment
	Ghoul/Ghost control	Wight/Wraith/Shadow control	Nohur's marvellous pigments
		Dust of disappearance	
		Dust of sneezing or choking	

The Alchemists at 5th circle have probed the secrets of Alchemy to such a degree that they can prepare potions of some clerical powers. These spells are the: cure light wounds, cure moderate wounds, cure serious wounds, cure critical wounds, slow poison, neutralise poison, poison, remove disease, cure blindness/disease, restoration. When considering the cost, time and skill necessary to brew such potions, these spells are considered to be double the level that they are in the cleric spell list.

Manufacture Poisons; The Alchemist has the knowledge to make poisons. He can make poisons in four stages: mild, toxic, lethal, and destructive. His chance of success is measured in detail as per table. Half-efficacy poisons do the same damage as if there were a successful saving throw vs. poison on a full-strength poison. If the saving throw vs. a half-efficacy poison is made, there is no damage whatsoever. These poison types conform, roughly, to the list given on as per [http://pandius.com/What can be Bought.pdf](http://pandius.com/What_can_be_Bought.pdf) Page 66.

Modifiers to Manufacture result dice roll; Subtract 2 from the roll for each level of the Alchemist, Subtract only 1 from the die roll for each level of a magic-user. Magic-users just do not make poisons as well as Alchemists do. In fact, you might wish to forbid magic-users from making poison altogether. The cost of the various poisons is given in the link above. Some items might be bought by Alchemists when obtained by a party. The items can be traded for potions or for a reduced price in buying/making/testing a potion. Alchemists, since they are such poor fighters and since they mostly have so few useful combat spells, will rarely go on an adventure, even if some important raw material might be obtained. Alchemist henchmen, of any level, will go on a trip only if there is ample protection and they do not have to go into danger themselves. Alchemist henchmen will give their bosses a slight discount on the cost of any potion they make. After all the boss is providing room and board and perhaps even raw materials. Alchemists like to hire from 3-10 helper/ novices to help in the lab. They would like their mentors to pay for these hirelings. Alchemists, who have set up shop in a town, will have hirelings, including guards of various types. This overhead will mean that potion & testing prices will be as much as 40% to 100% more than the listed prices.

Poison Creation succes			
	Success	Failure	1/2 efficiency
A, AA, Regular antidote A-P, V	01-70	71-90	91-00
B, BB	01-65	66-88	89-00
C, CC	01-55	56-92	93-00
D, DD	01-48	49-84	85-00
E, EE	01-40	41-84	85-00
F, FF	01-37	38-84	85-00
G, GG	01-36	37-75	76-00
H, HH	01-27	28-78	79-00
I, II	01-27	28-68	69-00
J, JJ	01-26	27-65	66-00
K, KK	01-25	26-60	61-00
M, LL, MM	01-23	24-55	56-00
P, NN, OO, PP	01-21	22-50	51-00
S	01-55	56-80	81-00
V, QQ, RR, SS, TT, UU, VV	01-19	20-50	51-00
X, WW, YY, ZZ	01-15	16-65	66-00
Sleep Antidote	01-60	61-75	76-00
X Antidote	01-10	11-90	91-00
Other Antidote	as poison-5%	as poison +5%	as poison

-4AI Secret Dungeon of Alchemists 1st Circle Library/Storage

Located at -70,' Height 15' , Connected with; [-4AK Secret Dungeon of Alchemists 1st & 2nd Circle Laboratory](#) by standard Alchemist door north, [-4AJ Secret Dungeon of Alchemists 2nd Circle Storage](#) by standard Alchemist door west, [-4AH Secret Dungeon of Alchemists Initiate Chamber](#) by standard Alchemist door east, There is a stairway coming from below([-5R Secret Dungeon of Alchemists 3rd Circle Library](#)), but this is covered with a one-way trapdoor opened only from below. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there.

Unlike any other Library or Laboratory, the Alchemists have installed all in levels according to the power of the Circles. As such, spells, components, experiments, spells and anything else remains limited to the Circle the character is in or others in higher Circles. A character must succeed specified tests for each Circle upgrade. If successful, they are allowed all materials from those libraries, laboratories, storage or lower. A 3rd Circle character may use 1st, 2nd, and 3rd Laboratory, Library, Storage, but no 4th or 5th Circle. This also means Specific Alchemist spells will be only listed according the Circle and Level they are. Only the 1st and 2nd Circle Library, Storage, Spells, and Laboratory have no limit and are free to use by all Alchemist members. Only Alchemist spells (recognizable by the title and date of creation, or Yellow in the Table) are limited available, other spells preferred by Alchemists are not, as these can be learned elsewhere.

Level 1	Cost	Level 2	Cost	Level 3	Cost	Level 4	Cost
Alchemist Mending (355)	40% item value	Affect Normal Fires (310)	10Dc	Alchemist Freeze/Heat Metal	50Dc	Dispel Magic (RC)	700Dc
Analyze(RC)	50Dc	Alchemese Write (356)	200Dc/level	Haste/Slow (RC)	na	Find Familiar(36)	na
Comprehend Languages(RC)	45Dc	Create Water (287)	20Dc/gallon	Identify Poison	75Dc	Find Plants	125Dc
Detect Magic(RC)	150Dc	Identify Plant (356)	50Dc	Infravision (RC)	250Dc	Fool's Copper	500Dc
Erase (233)	80DC	Knock (RC)	100Dc Legal	Protection from Poison	na	Fool's Gold	200Dc
Faerie Fire (3554)	150Dc		500+Dc illegal	Slow Poison	200Dc / level	Identify Species	500Dc
Floating Disc (RC)	100Dc	Leomund's Trap (357)	125Dc			Minor Extension	na
Identify Minerals (3554)	125Dc	Levitate (RC)	na			Polymorph Self (RC)	na
Identify Potion (355)	80 Dc	Locate object (RC)	300Dc			Polymorph Other (RC)	na
Light/Darkness (RC)	15Dc	Magic Mouth (357)	145Dc			Stoneshape (207)	400Dc
Purify water (355)	100Dc	Preserve (357)	150Dc				
Stir (356)	15DC	Produce Fire (170)	5Dc	Level 5	Cost		
Wizard Glue (356)	225Dc / level	Shatter (301)	200Dc	Neutralize Poison	500Dc		
		Shrink (358)	300Dc	Telekinesis (RC)	na		
		Unseen Servant (258)	na	Transmute Rock to Ore	150Dc+10 % ore value		
		Wizard Lock (RC)	200Dc				

Alchemist Spells

Alchemists have their own preferred spell-lists, and even some of their own spells. As Alchemists are not restricted to these spells, none of these spells are restricted to their class also, and although some of these new spells invented by Alchemists (marked yellow) are known to none-Alchemists, they are rarely used by them. As Alchemists sell their expertise and thus also their spell use, the spells listed here have their own customer cost to cast the spell (see table above). Often this is cheaper than trying to learn the spell oneself, and it is common for mages to hire Alchemists in their personal research. Alchemists often make use of the skill Spell Combination (see [Special skills GSM](#)), as there are no favoured spells by Alchemists above 5th level (they are still able to cast higher level spells if memorized, but mostly they refrain from this, going by the old saying; **“Don’t Underestimate the First Level Spell”**). Alchemists can and will use other magic user spells if they know these and desire to do so. The given numbers are where these spells can be found in this document.

Alchemist Mending GSM Alchemists 874AC

Rare 1st Level Alteration spell

Range: 3”
Duration; Permanent
Effect: 1 item in pieces
Saving Throw: none
Casting Time; 1 minute (6rounds) per level of the caster
Components: 2 small magnets of any type (lodestone in all likelihood) can be reused

Alchemist Mending will only work on pottery and glass. These objects with multiple breaks can be invisible rejoined to be as strong as new. A piece broken into a number of pieces (not fragmented to minor shards or dust) can be put back together and mend automatically within 1 minute per level of the caster. If a piece is missing or turned to minor shards or dust, it is too small to be controlled and mend correctly. Such a section will thus become missing in the item, with all effects like leaking. This spell will not repair Magic items of any kind because the intricate fabrics of the Magical energies can’t be repaired by this spell.

Faerie Fire about 800BC by Alfheim Elves shortly or before the creation of the Canolbarth Forest, bought by FWA Alchemist Johnson De Cama in 788AC

Common 1st Level Evocation spell

Range: 60’ (Visible up to 300’ away)
Duration: 1 Round/level
Area of Effect: Illuminates creatures or objects
Saving Throw: none

With this spell, one or more creatures or objects can be outlined with a pale, flickering greenish fire, which doesn’t inflict any damage. The objects or creatures need only be detected in some way to be the object of this spell. All attacks against the outlined creature or object gain a +2 to hit with missile weapons, as it is more easily seen. The caster can outline 1 man-sized creature (about 12’ of fire) for each 5 levels. Thus, at 20th Level, 48’ of fire can be produced (outlining 1 Small Dragon-, 2 horse-, or 4 man-sized creatures). Beings must be completely covered or the light will be dispelled immediately.

Identify Minerals GSM Alchemists 882AC

Uncommon 1st Level Evocation Spell

Range: caster
Duration; 1 turn per effective level of the Alchemist
Effect: will cover an area of 10 feet by 10 feet to a depth of 60 feet
Saving Throw: none

Identify minerals can determine if an outcropping contains a specific mineral the caster is seeking. The mineral must be named prior to spell casting. Minerals can be complex or simple. Man-made structures as well as any plant or plant by-products will foil the detection. Once a metal is smelted it cannot be detected, since the spell only locates minerals in their natural state.

Identify Potion FWA Alchemists 812AC

Uncommon 1st level Evocation Spell

Range: caster
Duration; 1 round per 2levels of the caster
Effect: Special
Saving Throw: Halves Damage

Components: Identify potion is a spell that uses 1% of the potion in question as the material component. The potion does not have to be imbibed but it must at least be touched (bare skin in the liquid sample). It increases the accuracy of the “1% test” by 2% per effective level of the Alchemist (instead of 1). Unknown potions cannot be identified except by the analysis method also described herein. This spell adds 7% per effective level of the alchemist to that test. Finally, the spell adds 3% to the mixture test also described herein. The duration would be that of the appropriate test with casting time equalling duration. Identification includes the main components (not the Recipy), and possible effects on Dem-Human-oids.



Purify Water GSM Alchemists 912AC

This rare 1st level spell is exactly equal to the clerical variant of the spell as per RC page 35 but affects only water.

Stir GSM Alchemists 907AC

Uncommon 1st Level Evocation Spell

Range: caster
Duration: 1 hour per level of the caster
Effect: Special
Saving Throw: none
Components: natural stick or stirring rod and a container

Stir is a simple spell that employs any natural stick or rod as a stirring device so that the Alchemist can do something else. Stirring can be set to any pace and for any duration up to 1 hour per effective level of the Alchemist. Casting time is one round as the Alchemist physically duplicates the speed and tempo of the stirring stroke with the stick or rod. The stirring will then continue by itself. The Alchemist can command the stirring to stop and begin again as long as the duration permits.

Wizard Glue FWA Alchemists 809AC

Rare 1st Level Evocation Spell

Range: caster
Duration: permanent until broken
Effect: Special
Saving Throw: Halves Damage
Components: Honey (enough to coat both surfaces intended to be joined)

Wizard glue is the creation of a bond that will hold one relatively flat substance to another: a picture to a wall, a mirror to a door, a rug to the floor, a light fixture to a ceiling, etc. The glue is quite strong if not overtaxed, but it can only support 5 pounds per level of the Alchemist. Brittle items, like a mirror, would break if they were forced from the wall when being held by wizard glue. The component is honey, which must be applied to both surfaces before they are joined (this takes 1 round per square foot). When the spell is cast the honey remaining on the hands of the caster will not become glue, unless he is disturbed and fails an intelligence check. It takes only one initiative segment to cast the spell. If a living thing is held in or by the glue its body weight dictates if it will support the spell; if it exceeds the person will drop down without damage. If a person is glued and torn free he will sustain damage in the amount of 1 point for each 10 LBS short of the maximum bond to be released; a 100Lbs person held by a wizard glue cast by a 20th level caster (max 140LBS) will thus sustain 4 points of damage. Dispel magic will unglue the item/person, leaving a stickiness like normal honey. The area to be closed or held cannot exceed 10 square feet per level of the Alchemist. Doors can be glued shut, as well as chests, etc., but once the bond is broken the glue no longer adheres. Strength in excess of a given bond is needed to break one. Bonds stronger than 140 pounds cannot be created.

Combined Strength needed to break	
5Lbs bond	7+
10Lbs bond	9+
20Lbs bond	10+
30Lbs bond	11+
40Lbs bond	12+
50Lbs bond	13+
60Lbs bond	14+
70Lbs bond	15+
80Lbs bond	16+
90Lbs bond	17+
100Lbs bond	18+
110Lbs bond	19+
120Lbs bond	20+
140Lbs bond	21+

Alchemese Write FWA Alchemists 622AC

Uncommon 2nd Level Evocation Spell

Range: caster
Duration: 1 Minute (6 rounds) per 2 levels of the caster
Effect: Special
Saving Throw: none
Components: 1 quill and inkwell and sufficient scrolls. Write can be used to copy texts written in Alchemese. It can also be used to translate magic-user text to Alchemese if used in conduction with Read Magic. It can not be used to write a spell in the magic-user language. The caster holds the quill, inkwell and scrolls in hand when casting the spell, and can then dictate the words which will be written down by the spell on the scrolls. If ink or scrolls are insufficient, the spell dispels itself, but can be recast to continue. Alchemese normally uses letters of 3/4 of an inch in size, but diagrams can be of any size, like detailed illustrations. The quill will always write in the normal handwriting, speed as that of the caster, and will continue pronunciation including flaws. This spell can't be combined with any other magic.

Identify Plants GSM Alchemists 902AC

Uncommon 2nd Level Divination Spell

Range: up to 120 feet from caster
Duration: 1 round per level of the caster
Effect: 60' diameter circle.
Saving Throw: none
Casting Time: 1 round
Component: the leaf of any tree

Identify plants gives the Alchemist the ability to identify any one species of plant. The caster can recognize the Order; Family; Tribe; Genus the plant belongs too, its average age/maturity, and its main components or use, sentience, and its scientific name (Greek/Latin as in our Real World) as far as registered. Unknown plants will thus not be name identified other than their main Order; Family; Tribe; Genus; Species as far as this could be researched by a specialist, its suggested use and components. Example; an Wild Crab Apple will be recognized as Order; Rosales, Family; Rosacea, Tribe; Maleae, Genus; Malus. Species Malus sylvestris; and will have components edible, and usable. An unknown cactus could be Angiosperms Eudicots of the Order: Caryophyllales, family: Cactaceae, that it contains moisture and its needles may be of use; that is may have a high citric or acidic content but nothing more. The Dm with the intent to detail this could best use a Flora, Dendronomicon, Wikipedia (Typical Mystara Plants can also be found in the Mystara Monster Manual Compilation Lowlife <http://pandius.com/Monster Manual 3.pdf>) to give these details, and restrict the information which is unknown. The spell is linked with the **Ultimate Tome of Mystarae Flora** in Great Glantrian Library (a 6' high, 4' wide and 2' thick tome) and details not listed but known locally where the plants is found will not be known. The more common a plant the more is known about it, its components and use and as thus written in this immense tome. New plants or increased discovery of plants will have to be manually written down in the tome; and most Alchemists will comply to this habit, to help other Alchemists. It is up to a DM what information is known locally and what is written down in the Tome. This spell will also work in other planes, but ill have a reduced chance of success of 10% for each planar border crossed. Failure will reveal nothing, instead of false information.

Leomund's Trap 986AC by Leomund D' Ostrich an GSM Alchemist.

Uncommon 2nd level Illusion spell

Range: touch
Duration; Permanent
Effect: Object touched
Saving Throw: None
Casting/Reading time: 3 rounds
Component; A piece of iron pyrite and a special dust requiring costing 200 gp to prepare.

This false trap is designed to fool a thief or other character attempting to pilfer the Spellcaster's goods. The Wizard places the spell upon any small mechanism or device, such as a lock, hinge, hasp, screw-on cap, ratchet, etc. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a trap exists. Of course, the spell is illusory and nothing happens if the trap is sprung; its primary purpose is to frighten away thieves or make them waste precious time. A piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring costing 200 gp to prepare. If another Leomund's Trap exists within 50 feet when this spell is cast, the casting of the last one fails. The trap will be sprung if the object is moved in any way. Thus it will be impossible to have more Leomund's Traps in an area of 50 feet.

Magic Mouth Nithian mages 1660BC, spread thereafter by Taymoran Empire and Dwarven Plunderers.

Common 2nd level Alteration spell

Range: Special (10yards)
Duration; Special
Effect: 1 Object
Saving Throw: None
Reading time: 3
Component: A bit of honeycomb

When this spell is cast, the Magic-User empowers the chosen object with an enchanted mouth which suddenly appears from the matter it was cast upon and speaks the message which the spell caster imparted upon the occurrence of a specified event. The Magic Mouth can speak any message of 25 words or less in a language known by the caster, over a 1 Turn period from start to finish. It can't speak Magic spells. The mouth moves to the words articulated, so it can be placed upon a statue, for example, the mouth of the statue would actually move and appear to speak. Of course, the Magic Mouth can be placed upon a tree, rock, door, wall or any other object excluding intelligent members of the animal or vegetable kingdoms. The spell will function upon specific occurrence according to the command of the spell caster, i.e. speak to the first creature touching you—or the first creature that passes within 30'. Command can be as general or specific and detailed as desired, such as the following: "speak only when an octogenarian female Human carrying a sack of great clusters who sits cross-legged within 1 foot." Command range is ½ feet per level of the caster, so a 6th level Mage can command the Magic Mouth to speak at a maximum encounter range of 3 feet, i.e. "Speak when a winged creature comes within 3 feet". Until the speak command can be fulfilled, the Magic Mouth will remain in effect, thus the spell duration is variable. A Magic Mouth can't distinguish invisible creatures, alignments, level or hit dice, nor class, except by external garb. This spell can serve for an amusing bit of misdirection.



When placed on a broad arrowhead, a large stone, or the like, it may be hurled near anyone you wish to distract. It can be triggered by the sound of its own impact, if sufficient noise is generated, or by the presence of beings. It can say things like, "Guards, over here!" or "Turn and meet your doom!" A Magic Mouth on a robed, animated skeleton enhances its resemblance to a Lich. Multiple castings on an object (like a Mirror for example) can make the object to appear to be an oracular item. The spells may be set to respond to certain questions or questioners with vague or specific answers. Magic Mouth is one of the Oldest spells sold usage by the Alchemists, to anybody having the money; as thus the spell can be found regularly in dungeons, tombs, wizard towers, Cities of Glantri. One most known usage is to scream "Cleric" if it witnesses clerical Magic within 30'. These alarm Magic Mouth are since the allowance of registered and limited clerics due the Alpatian war slowly removed, but they can still be found on almost all major markets, city gates and important locales of any of the Glantrian Cities. SFP; +1

Preserve GSM Alchemists 973AC

Rare 2nd Level Abjuration Spell

Range: Touch
Duration; special
Effect: 1 potion or 100cn ingredients
Saving Throw: none
Casting Time: 1 round

Preserve is a spell cast upon a unfinished or finished potion to insure that it will remain unchanged and to protect it from exposure to normal air, moisture, shaking, rotting and normal temperature variations (thus not against other gasses, light, falling, prolonged or strong heat/fire/cold. The spell will have a duration against these effects until the liquid or/item is mixed, cut or imbibed. Time sometimes will destroy a potion's efficacy; this spell will prevent this for 1 day per level of the caster. One preserve spell can affect only one potion. The spell is also used to preserve ingredients like spell components (eye of basilisk, horn of Ki-rin, troll blood, and so forth) if they are less than 2 feet in length or 1cubic foot in size, so that they will not deteriorate.

Shrink GSM Alchemists 976AC

Very Rare 2nd Level Alteration Spell

Range: Touch

Duration: special

Effect: 1 object (of 10cubic feet/level caster)

Saving Throw: none

Casting Time: 1

Component: A pinch of iron

This spell will only work on items and objects touched.

Crystals, Gems, and living materials are unaffected by this spell, but former living materials (pearls, mother of pearl, wood, bone, flesh, etc) can be affected. Magical effects are not affected by this spell; an +1 weapon will still be a +1 weapon. Only size, weight and mass are affected. The object loses a percentage of its original size and weight as per table. A shrinking object may damage weaker materials affixed to it, but an object will shrink only as long as the object itself will not be damaged. Any damage will instantly stop the process. Any Dispel Magic or Antimagic will reverse the condition, which could cause harm to its surrounding if it exceeds the size or weight requirements it needs to exist there without causing harm. A small object will cause never more than 1 point of structural or corporeal damage per 10% size reduced (round down), if it returns to normal shape. It will not affect objects of stronger materials in this returning to normal size, but inflict material damage on itself instead. Weapons which are reduced, the damage it causes to real sized creatures are reduced by the Size/weight percentage if used.

Level	Size/Weight	Level	Size/Weight	Level	Size/Weight
2	10%	14	73%	26	88%
3	20%	15	75%	27	89%
4	30%	16	77%	28	90%
5	40%	17	79%	29	91%
6	45%	18	80%	30	92%
7	50%	19	81%	31	93%
8	55%	20	82%	32	94%
9	60%	21	83%	33	95%
10	65%	22	84%	34	96%
11	67%	23	85%	35	96%
12	69%	24	86%	36	97%
13	71%	25	87%		

-4AJ Secret Dungeon of Alchemists 2nd Circle Storage

Located at -70,' Height 15' , Connected with; [-4AK Secret Dungeon of Alchemists 1st & 2nd Circle Laboratory](#) by standard Alchemist door north, [-4AI Secret Dungeon of Alchemists 1st & 2nd Circle Library/Storage](#) by standard Alchemist door east. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there. *The following two magical items can be found here both 1d4 times (restock 50% chance per month)between many non-magical alchemy equipment as described here; [Laboratory Techniques & Apothecary](#)*

Crucible of Melting Value 4000Dc (50-350cn). Casting Time; 1 Turn (=10 minutes/60 rounds)



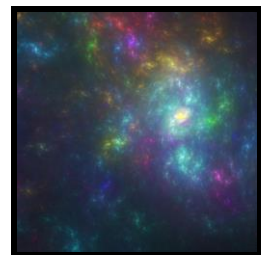
A crucible is a small bowl, usually made of fired Clay, Glass, Porcelain, or more rarely of some other materials (see table). the bowl is usually placed on a furnace using Blacksmith thongs. The Crucible of Melting, however, requires no furnace. it melts any metals placed within it when the command word is spoken. It takes 1 minute per 100 degrees of the melting temperature to bring the crucible to sufficient temperature to melt that metal placed within it (see table [melting temperature metals](#)). It has no effect on substances other than metals, either than igniting them, and turning them to ash. The average Crucible of Melting can hold up to 1 cubic foot of metal. note that magical items are allowed an item save vs. magical fire to avoid destruction. These items are only found in the laboratories of wizards, Alchemists and sometimes apothecaries, particularly

Crucible	Save
Fired Clay	12
Bone	13
Ivory	14
Glass	15
Porcelain	16
Crystal	17
Stone	18

enchanters who specialize in the construction of magical devices. When a Crucible of Melting is used, there is a standard 5% chance of a Mishap resulting in a spatter of molten metal in a 10' radius, inflicting 3d10 points of damage to all creatures, unless resistant to fire or heat. A saving throw vs. Wands is allowed if expecting the damage, indicating half damage on a successful roll. The crucible is then allowed a special save (see table) based on their material if it fails it shatters in the mishap, if successful, it is unharmed and can be used again another time. Crucibles remain hot for a period of time; unless a command word is spoken to cancel the heat (only 50% of the crucibles have this secondary command word). Touching a heated Crucible without blacksmith thongs or a Resist Fire/Heat spell causes a burn of 1d8 damage per round it is hot.

Powder of Magic Detection 1000Dc (5cn). Casting Time; 3

This ordinary-looking powder is in fact an extremely fine powder of minute crystalline granules found naturally in Mystara's crust on a multitude of locations. The location; so-called crystal Fields can be distinguished on my Mystara 1 mile hex maps under the Hex symbol Crystal Growth. It is important to notice that not all these locations yield similar crystals, and that many variations exist. Some are mentioned and detailed on/with these maps. <https://6inchnails.deviantart.com/gallery/> or in the Piazza posts attached to these maps. (Crystal Miners are a special profession on Mystara, with lots of difficulties and dangers) When this powder contacts a source of magic, the crystals absorb some of the magic and spark and flash with a rainbow of colors. This effect does not reveal the nature or intensity of the magic, only that the item is magical. A small pinch is needed for each use, no matter how large or small the object. Each packet contains 1d10+10 pinches. Powder that is placed, sprinkled or blown upon a non magical item yields no effect and can't be reused. However, if any magic will touch the crystals at a later time the powder will still reveal the same effect. The effect will last for 3 rounds minimum to 3 minutes when the crystals combined with minute amounts of magic turn to light and sound energy, releasing the magic back in the world. It is noted that any Radiance magic (item or effect), will be cleansed of Radiance and could function within its duration in a Day of Dread, but not in any Anti-magic area or if it is dispelled. A powder's area of effect can be a 5' radius circle around the user, or it can be blown through a tube, creating a 10' cone that is 1' wide at the tube and 5' wide at the end. Powders also can be blown from the hand, but this application affects just an area of 5' diameter sphere no more than 5' in front of the user.



-4AK Secret Dungeon of Alchemists 1st & 2nd Circle Laboratory

Located at -70,' Height 15' , Connected with; [-4AL Secret Dungeon of Alchemists 2nd Circle Access](#) by standard Alchemist door with special lock east, [-4AH Secret Dungeon of Alchemists Initiate Chamber](#) by standard Alchemist door east, [-4AI Secret Dungeon of Alchemists 1st & 2nd Circle Library/Storage](#) by standard Alchemist door south, [-4AJ Secret Dungeon of Alchemists 2nd Circle Storage](#) by standard Alchemist door south. Color/Material Theme; Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*). The ceiling is made of large beams “magically” created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor “magical” stone (*armoured concrete*), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there.



Within the northern wall is the blocked door normally leading to the outside and a window. Apparently the more the structures sank into the ground but still somehow kept their intended purpose it was decided that doors and windows were no longer part of the original architecture. The closing of this door and window was done with similar “magical” created stone (*armoured concrete*), and an ornate wooden bronze/copper painted frame was created on these locations, similarly to the Alchemist ordinary doors. *This room is filled with many tables and Alchemical equipment, stacks of books and other materials the Alchemists use. There is always at least one Alchemist at work at any time, but the average number is 1d6 per 8 hour period. These are 0-60% chance being 1st Circle 61-90% 2nd circle and 91-00% higher, NPC levels are 6+(their circle x1d6). Ongoing experiments here mostly are amongst the creation of low level potions and ointments. (Cure Light Wounds, Levitation, Invisibility, Defense, Heroism, etc). For the creation of Potions in Game it is best to use the following Excel program; <http://pandius.com/ptnguide.html> Use F9 button to change to get another potion option. For those desire to roll by dices, the tables are on sheet 2 and 3. This will give great variations (and individualism due variant Alchemist creations) to the standard potions.*

-4AL Secret Dungeon of Alchemists 3rd Circle Access

Located at -70,' Height 15' , Connected with; [-4AK Secret Dungeon of Alchemists 1st & 2nd Circle Laboratory](#) by standard Alchemist door west, [-5Z Hole in the Wall](#) by stairway down. Color/Material Theme; Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*). The ceiling is made of large beams “magically” created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor “magical” stone (*armoured concrete*), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there. Within the northern wall is the blocked door normally leading to the outside. Apparently the more the structures sank into the ground but still somehow kept their intended purpose it was decided that doors and windows were no longer part of the original architecture. The closing of this door was done with similar “magical” created stone (*armoured concrete*) and fully part of the wall. *The only way to pass through this door is creating the secret formula which needs to be poured into the magical lock. The liquid has 5 different components of which one is a solid, another a gas. The difficulty lies within the exact balance of the components. The clue (3=1 to form a trinity) is written in Alchemese on the door. (he must have achieved the XP necessary to allow entry in the 3rd Circle); when he succeeds, he will be allowed entry in the 4th Circle, when failed he will be revived (unless perished), to try again later with new components. The use of magic spells to traverse or bypass the door is not accepted, and this is noted beforehand. It must be done with Alchemy.*

-4AM Secret Dungeon of Alchemists 5th Circle Laboratory

Located at -70,' Height 15' , Connected with; [-4AN Secret Dungeon of Alchemists 5th Circle Library/Storage](#) by standard Alchemist door west, [-5U Secret Dungeon of Alchemists 4th Circle Laboratory](#) by stairway down.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there.

Within the northern wall is the blocked door normally leading to the outside and a window, and the southern wall two windows. Apparently the more the structures sank into the ground but still somehow kept their intended purpose it was decided that doors and windows were no longer part of the original architecture. The closing of these windows and door were done with similar "magical" created stone (*armoured concrete*) and fully part of the wall. *This room is filled with many tables and Alchemical equipment, stacks of books and other materials the Alchemists use. There is 55% chance at least one Alchemist is at work, but the average number is 1d3 per 36 hour period. These are always of 5th Circle and thus are 6+(their circle x1d6)=11 to 36. Ongoing experiments here mostly are amongst the creation of various Golems, Creature alterations or more intense and difficult matter. This laboratory is used to do the preparation of the final work, as these mostly need a laboratory special designed to that single purpose. Components created here are mostly teleported towards the area where they' re needed, but it is not uncommon to transport these manually (or by a licensed Floating Disc), especially when the components are too awkward to be used by others, or need a special transport to prevent disturbance.*

DM: Bring me my Liquid

This adventure revolves around a specific Liquid created by a 5th Circle Alchemist which must be transported to his Tower/Castle/Home/Laboratory. He or she succeeded to transport the liquid out of the secret area, but needs daredevils with intelligence and bravery (or just fools with a high enough need for money and at least some intelligence) to bring the liquid out of the GSM and onto a wagon/vessel or else. The voyage should be at least a 100 miles, and competition would of course try to steal the liquid. The liquid in its current form is dangerous and explosive (or would create undead, poison an environment, slay thousands, etc) if it would be shaken, (Read [nitroglycerine](#)) for an idea on the difficulty and dangers) There are several solutions; aspiring low ranked Alchemists or Wizards could invent a substance which would be added and removed later to stabilize the liquid during transport. Then the transportation would be much easier. Otherwise they must invent a system to transport the large bottle (as big as an acid bottle 50 litres) without allowing it to be shaken. This is something the PC's must invent themselves. Of course the DM, can tease the PC's , making it as difficult for them to add natural (like wear-and-tear or chemicals which must be replenished, sifted out and renewed, etc) and human sabotage like wagon malfunctions, combat situations, road blockades, etc.. This is up to the DM who can make this as difficult as possible. The adventure is resolved when the liquid is delivered safely. Rewards will be befitting the dangers and level of the PC's, and can be monetary or created items (potions/salves/ointments/etc).



These bottles are 2 to 3 feet diameter holding 100-175liters of acid, weighing 3000 to 4000cn

-4AN Secret Dungeon of Alchemists 5th Circle Library/Storage

Located at -70,' Height 15' ,

Connected with; [-4AM Secret Dungeon of Alchemists 5th Circle Laboratory](#) by standard Alchemist door east.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there.

Within the southern wall is the blocked door normally leading to the outside and a window. Apparently the more the structures sank into the ground but still somehow kept their intended purpose it was decided that doors and windows were no longer part of the original architecture. The closing of this door and window was done with similar "magical" created stone (*armoured concrete*) and fully part of the wall.

Many Transmutation/Alteration spells can be found here, amongst which the following very recent additions.

The following Neutralize Poison spell and three other poison-related spells (see [-5R](#)) are all products of the war with Alphatia, and as such unknown for several years to non-Glantrians. Estimate discovery of these spells elsewhere is 1015AC to 1025 AC, but espionage, illegal selling could place this moment earlier.

Neutralize Poison 1012AC Combined Alchemist creation
 Uncommon 5th level Alteration spell
 Range: Touch
 Duration; Permanent
 Effect: A Creature is depoisoned.
 Saving Throw: None
 Reading time; 7

This spell is similar to the 4th level clerical spell, and will make poison harmless either in a creature, a plant, a container (such as a bottle), one object (such as a chest), or on a victim of animal, vegetable or chemical poisoning. This spell will make poison harmless either in a creature, it will even revive a victim slain by poison if cast within 10 rounds of the poisoning!! (Note: many poisons have an incubation period longer than 10 rounds!!). The spell will affect any and all poisons present at the time it is cast, but doesn't cure any damage (and thus doesn't revive a poisoned victim who has died of wounds). A revived person will be as if the poisoning did not take place at all. This spell can, unlike the Clerical 4th level spell with the same name, not be reversed. It can never be used to cause damage.

Transmute Rock to Ore 1013AC Combined Alchemist creation
 Rare 5th Level Transmutation Spell
 Range: caster
 Duration; round per 2levels of the caster
 Effect: Special
 Saving Throw: Halves Damage
 Components: Ore-Bearing Rock

Transmute Rock to Ore will turn Ore-bearing Rock into pure ore in any form the Alchemist desires, ("form" being powder, solid, crystal, liquid, gaseous, etc., and not implying the final shape of the ore). The spell takes one hour to cast, and interrupting the casting will negate the spell completely, causing the process on that ore to be undone. A magnitude of one ton of rock can be reduced to the ore within it via this spell. Worked rock will not be affected. Earth Elementalists and Elementals would love this spell, but 1013AC, they are still unaware of this magic. Especially Earth Elementals like this, as it functions to them as a food improvement; most elementals eat 1LBS (10cn) of Ore-bearing Rock per HD, and need only to eat 1cn of purified Ore/HD. The amount of Ore created from a ton of Rock varies per Ore; the harder the Ore the less can be transmuted from the Ore-bearing Rock; 4% is normal for lead, 3% copper, 2% Iron, 1% electrum, ½% silver, ¼% gold or platinum, gemstones 1% to 1/10%.



-4AO Secret Dungeon of Alchemists Private Hall

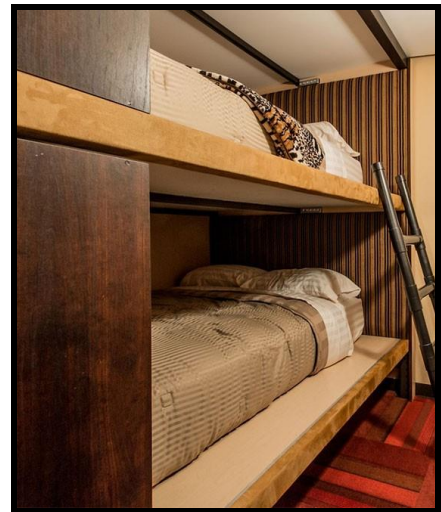
Located at -70,' Height 15' , Connected with; [-4AH Secret Dungeon of Alchemists Initiate Chamber](#) by standard Alchemist door north, [-4AP Secret Dungeon of Alchemists Chamber of Slumbering](#) by open arch west, blocked entry to the Drill tower east. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*). Within the southern wall is the blocked door which in ancient times leading to the outside. Apparently the more the structures sank into the ground but still somehow kept their intended purpose it was decided that doors and windows were no longer part of the original architecture. The closing of this door was done with similar "magical" created stone (*armoured concrete*) and fully part of the wall. The eastern steel door to the original drilling tower is blocked by the massive load of earth, debris and stone. The metal door to the east is blocked from within and molten/rusted and can't even be opened by a Knock spell. It is however possible that someone removes the door, and digs a tunnel within, although this chance is very slim to ever happen.

Glass of Preserved Words. 2000Dc. Casting Time; 3. This magical magnifying glass has a band of silver around the lens and an ivory handle carved into the likeness of a human right hand. The glass has the ability to make illegible written words readable. Words that were carved into stone but worn away through time, inked letters blurred through moisture, messages clouded by magic, and magical and normal writings all become clear when read through the activated glass. The actual words remain as they were; they are not altered in any way. Only a character looking at them through the glass can read them, but use a Translate spell or similar to enable to understand the written words (or symbols). The glass does not protect the reader from any harmful effects as a result of a cursed scroll or trapped writings, nor does it make cryptically worded or coded messages understandable. When not activated the lens merely magnifies the object looked upon a 50 times, which can be useful in discovering minute traces, biological traces or build-up, and thus functions like a normal magnifying glass. As with all reading sufficient light must be applied to effectively use the glass. The activation words are written on the band or the handle, have a activation/casting time of 3, functioning as long as 24 hours or when laid down, whichever happens first. It recharches every 8 hours.



-4AP Secret Dungeon of Alchemists Chamber of Slumbering

Located at -70,' Height 15' , Connected with; [-4AO Secret Dungeon of Alchemists Private Hall](#) by open arch east. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*). Within the southern and northern walls is the blocked window. Apparently the more the structures sank into the ground but still somehow kept their intended purpose it was decided that doors and windows were no longer part of the original architecture. The closing of these windows was done with similar "magical" created stone (*armoured concrete*) and fully part of the wall. This small room has two bunk beds enabling a bed for 4 Alchemists in total. There is a table with 3 chairs. On the table is a simple oil lamp, a decanter of crystal clear water (*magical; fills a glass with crystal clear well water per pouring no more than 3 pourings a minute*), and a box with cold iron rations, hard tack and biscuits, and 25% chance some fruits. *It is common for Alchemists to be teetering on the brink of deprivation (see RC page 150)and it is not uncommon for them to be even suffering some starvation and/or dehydration effects. The reason for this is their in-depth concentration on their crafts.*



-4AQ Classroom/Laboratory Alchemists; Constructs

Located at -70,' Height 15' , Connected with; [-4AC Classroom Alchemy](#) by standard locked door east, [-4B Central Lower Hall](#) by standard Alchemist door east, [-5E Component Storage](#) by stairway down.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there. The stairway is made of grey granite slabs, and the wall is decorated with large bricks. The stairway is severely spoiled due spills from various liquids (and other weird substances). This c



-4AX Forgotten Old Keep Main Shaft

Located at -90,' Height 15' , Connected with; [-3R Main Hall Wizard Warrens](#) & [-3Q Forgotten Old Keep Elevator](#) up and [-5X Forgotten Old Keep Main Shaft](#) down. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The stair and elevator parts are of severely damaged (burned/molten/rusted) metal. The hole down in the main shaft seems unending. There are no exits on this level, the metal doors are blocked and molten/rusted and can't even be opened by a Knock spell. It is however possible that someone digs a tunnel from [-4AO Secret Dungeon of Alchemists Private Hall](#) and reaches this area, although this chance is very slim to ever happen. *This was originally part of the original drilling tower, but as the structure began sinking into the ground the Blackmoor Redfen residents had strengthened and raised the tower. They added several levels on top of this level. The elevator itself has probably been modified with ach new extension but in the Great Fire it was destroyed. As thus this area is nothing more than a very deep elevator shaft, there is however a (very unsafe) wall ladder here. Each 20 steps has a 25% chance of breaking one off, causing the one using it to make a dexterity check to prevent falling and grabbing onto another step (causing a new % breaking roll of that step). A character using his/her climb wall ability lowers the breaking chance to 30% for each 20 steps per successful roll. A thief may guide others in climbing more safely and this provides them a Climb Wall ability of 30(+Dex adjustment) at best, but the thief must succeed an intelligence check to succeed in this attempt. Only one intelligence check is needed per character guided, but each additional character lowers the chance of success by 1 for all characters included. The best way to prevent falling is to secure a rope to the sides of the ladder, but a clever climber needs an int.check to know this. The steel ladder in the stairway shaft is partially molten, but still usable. Several steps are missing or are contorted, preventing those on it to move too fast and fall (2d6 damage); advised speed is 2 steps per round. This room can't be accessed by teleportation as the wall contains a high concentration of lead and gold particles and was treated with Gorgon's Blood making it impassable with magic. One can also use levitation or Flying to go up or down. Levitation speed 20' /round, flying no more than 60' /round.*

1st layer Basements-The Shrouded Level



Dating; 3500BC: Sunk between 3500BC and 3445 BC: located at: -90' below water level. Containing; Gasdrill tubing, material check-up chambers, one control room, residential area (33 large and spread chambers +17 ruined). This level is called the Shrouded Level because it is fully enveloped within the Sphere of Darkness, underneath the [Shell of Darkness](#).

Like the level above this one, this is created of the same building, yet the structures (as being actual ground level structures) are somewhat sturdier, and the damage from the collapsing second drilling tower is less extreme as on level -4. that's not to say there is no damage, the impact did crush ceilings, warp walls, and fill up any area in between the buildings. Several of the rooms underneath this collapsed tower, reveal signs of a former fungal farm, but this perished long before the current residents have taken over in secrecy. This area is at the bottom of the accessible areas of the GSM, and former FWA. It has not been used publicly a lot, nor has it been truly investigated. As such the areas are limited to the common public, and harbour many secrets.

It is rumoured that the Undead wandering here originate from the Secret Craft of Necromancers, while the several Golems clearly are creations of the not-so secret Craft of Alchemists. There are also several signs that Witches have held their practices here, but nobody knows where.

The most dangerous place is in the basement of the old crashed tower, where giants spiders feed upon the undead which wander around here. As such the lower sections of the Museum of Osteology are not an advised place to go, let alone to stroll

around unaided by knowledge, spell and weapon (a cleric would be useful here, but these are targeted first by any undead and mage wandering here.

All the areas underneath the collapsed tower and in the western section are former areas connected with the drilling towers located there. Most of the machinery and furniture of the Blackmoor era have been damaged in the Fire Blaze of 3000BC, by rust and decay centuries thereafter, or removed to make use of the room when the FWA examined the rooms. Anything of use (mostly only material, like shards of steel) have been reused as materials (most were transformed into tools and weapons. Some materials have been used as spell components or for research and as such have become fully depleted far before the GSM could investigate. Only the secondary Drilling Tower still has some (severely rusted, molten, burned) materials left, often hidden underneath the collapsed "magical" stone (Concrete). Only the former safety control areas (currently the Museum of Osteology) and the secret (but abandoned) chambers of the Witches did not have a function towards the drilling towers. The safety control area was used to hold check to any safety issues, from work related dangers to intruders, battle with Beastmen, Dragons, Giants) and other. The Witches secret area was created much later in the GSM era.

In 1010AC The Nucleus of Spheres is altered "permanently" by an "Old One" to draw upon negative energy of the Sphere of Entropy, and no longer from the Sphere of Energy. At this very moment the Shell of Darkness appears at 86' depth, (4' above the average floor level of level -5). It is as thick as the width of a hair, yet functions as the [Shell of Darkness Effects](#), creating a shrouded sphere within itself. After a week of no magic, the Immortals somehow replenish the Nucleus of Spheres, to a level before multiple Days of Dread. The Witches, Alchemists and Necromancers discover this strange phenomenon first. The same year the thickness of the Shell 14' expanded outwards in two jumps of 7' thickness, enveloping most of the 5th level in darkness.

-5A Main Stairways Bottom

Located at -90,' Height 15' ,

Connected with; [-4A Stairways](#) up, [-5C Main Bottom Hall](#) by open arch west. *Under the stair is a secret teleport circle with a destination to the [F-1 Secret Entry Covenchamber of Witchcraft](#) in the *De Vinck Basements of the GSM Dependance*. This was originally created by the Witches, but was forgotten to be dispelled. If made public, or used without discretion, the Witches will dispel it 50% chance each following week.*

Color/Material Theme; The Stairways Hall is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets of yellow veined brown marble, and above that amber colored plaster. The stairways themselves are 5' wide average stairway with threads of Crema Marfil Crème colored marble and Connemara serpentine marble rises, with clear signs of erosion by thousands of feet in the years they exist. Broken pieces are glued on, or a new piece made to measure is glued on instead. The walls are bricks of clay (FWA era), the magical stone (Blackmoor Era) and are sometimes covered up to the higher floor with a lattice strips framework The railing is made of Ivory Cream San Cristobal Marble, but even here wear and tear has set in. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below. These stairs go straight up 10 feet to a middle platform and turn around 180 degrees, and go for another 10 feet up until it reaches the upper floor. The process repeats itself further up. As the stairway walls are open inside and on floor levels arriving or going, there is a good view in this deep shaft of stairs. As the steps are reasonably wide, this still is an easy stairway, however, one can trip and fall. Especially when going down this can be dangerous (1d6-AV damage), going up is as normal tripping and falling (1d3-AV damage). There is a soft airflow up, due the open connection with the Deep Hall, and warm interior air rises, as such; the incoming air is fresh, especially when the front doors on level 1 are wide open. The atmosphere is cold and damp like an abandoned basement. The scent is mildew, moisture, some faint rotting, and some faint chemical, but these scents dissipate already when reaching level -4.

-5B Latrines and Bathroom

Located at -90,' Height 15' , Connected with; [-5C Main Bottom Hall](#) by standard door west.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Floor; Al-Andalus Red Marble. The walls are covered up to 4' high from the floor with dark grey marble panelling topped with a black marble rising ledge of 3 inch, and above that amber colored plaster.

The room holds three 5'square white marble latrines, a 9' long 4' wide bathtub, and three washbasins with below a 1' deep chute and a permanent miniature Dimension Door underneath the Latrine, reappearing on the ceiling of the [-1B Pudding room](#). The stench of urine and faecal matter, and decay is very strong here, and there is nothing to remove or hide the stench of the old waste in the room. Glantrians do not use toilet paper, but instead use to sponge on a stick, like the Thyatians do, which is then rinsed in a bucket of water charged by a "Foul to Fresh" spell (*The buckets here are long dispelled by Day of Dread effects and not replenished*). The remnants are then tossed in the hole of the latrine. A normal water tube (mostly lead, sometimes copper or ceramic) attached to higher source of water in [6F Cistern bottom](#), is located in each latrine to flush and rinse, and to give water, each with a small tap, but these are encrusted with rust and chalk. There is a large bowl which should hold crushed Lilacs, sprinkled with Talcum and Greenish Slime, but these have long been depleted, or used fully, any soaps have long been taken away, and nothing is replenished. The room is always wet due remaining moisture caused by flooding water. This room seldom sees users since the Glantrian War, and as such is not cleaned at all. This maybe restored when this area is actively used again. Though very dirty, the latrines are still in use by the Alchemists, the Necromancers have their own, and the Witches have moved away.

-5C Main Bottom Hall (Deep Hall)

Located at -90,' Height 15' , Connected with; [-5A Main Stairways Bottom](#) by open arch east, [-5B Latrines and Bathroom](#) by standard door east, [-5Y Unused Area \(Possible Classroom\)](#) by standard door south(mostly locked), [-5D Rest Room](#) by standard decorated door west, [-5F Deep Cantina](#) by standard door north. Color/Material Theme; This room was originally part of the Drilling Control Area, but all equipment has been burned away in the Great Fire or has been removed anytime thereafter as a source of material. Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large concrete beams (magically created long ago). Doors are all of reinforced wood with metal locks, handles & hinges. the floor of the History Hall is decorated by roughly half a foot sized polished marble tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*) like the other halls, but the hall was never finished and as such there is no coverage on the walls, leaving them bare grey "magical" stone. The room can be lit with two standard orb of continual light, which can be increased to daylight intensity or turned off on command. As such it is often shrouded.

-5D Rest Room

Located at -90,' Height 15' , Connected with; [-5C Main Bottom Hall](#) by standard door west, [-4AD Study Chamber Alchemists](#) by stairway up. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor has Costa Sol Bronze colored Marble plates. There are five 6' long, and one 7' long beds in this room to be used by any student as a place to rest without the direct need to return to his own Dormitory. As such there are no closets, and most sleep here in the clothing they happen to be wearing. There is one table with three seats where some relaxing reading can be done. There is a globe of continual light in this room above the table, which standard radiates just enough light to read, but it can be set brighter. There is one interesting read on the table; **Handbook of Ritual Power** (*based partially on real world discovery; old-Egyptian-book-of-spells*) which allegedly harbours many spells of an old race in the Ylari region. (*This is a Nithian book explaining the use of Pyramid power as in the HWR2-TSR9339-D&D-Mystara-Kingdom of Nithia set*)...it is up to the DM to decide if this can still be used. Don't forget to read [magic locations](#). *if the DM decides this is not the case; the book is a mere transcript of a so-called investigator (adventurer) trying to make some money on rumours. If the DM decides the book is real; it might hold discussions and debates on research of Leylines, Magical Locations, Pyramid Power and how to access and use it. Either way, the book has been read, and made fun of, most people will find the idea ridiculous (due the immortals mentioned or the planet being alive; two things most Glantrians think are impossible, fake, dangerous or just rumours). As such the book is more a entertainment to most than anything else. As such much of the book is tainted by scribbles, riddles, torn sections, drawings, and smudges, making it a difficult read if truly interested (minimum 300 reading hours).*

-5E Component Storage

Located at -90,' Height 15' , Connected with; [-4AQ Classroom/Laboratory Alchemists: Constructs](#) by stairway up. This room originally also had a door to [-5F Deep Cantina](#) by a original door east, but this was removed, bricked up and covered with wallpaper, marble and closets; it can no longer be used. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*). The room is crowded with shelved open closets of mahogany, decorated with alchemical symbols. Each shelf is labelled in Alchemese, and has a jar, lid, box, or pure component stored upon it in singles or multitudes. *It has 65% chance common components, 55% chance basic components, 45% uncommon components, 25% rare components and a 2% a very rare component can be found here. Items taken must be replenished, either by the one taking it on a later moment, the GSM crew, or the "secret" Alchemist craft. There is also a 25% chance that any component is not replenished as of yet. Which means, the component should have been stored here according the labels, but has not been replenished as of yet; common component are replenished every day, basic once a week, uncommon once a 2 weeks, rare once a month, and very rare only a 25% each year!!*

-5F Deep Cantina

Located at -90,' Height 15' , Connected with; [-5G Private Teacher room](#) by standard locked door west, [-5C Main Bottom Hall](#) by standard door south. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*), but some remnants of a thin fabric with internal linen can be found underneath the metal remnants. It is assumed a strange flat waterproof floor did exist on the magical stone, but was consumed mostly in the fire, except where it could not reach. *This area must have been a cantina even before the GSM or FWA used the structure, as the former chaos of metal tables and chairs, and a long serving table with metal pans seems to proof. However, the area has never been used since its abandonment aeons ago. And after the cleaning not even the GSM or FWA have had moments of interest in this level (other than the secret crafts) as better locations are placed at better places....however, this might eventually change, with the Growing Sphere of Darkness, when it envelopes more of the GSM, disables other locations, and encompasses more within the Sphere. (See [Shell of Darkness Effects as per ToD and Future of the Radiance](#)). One interesting notice to the remaining metallic furniture however, it is clear that it has eroded, rusted over thousands of years, but it is also clear that some impressive heat must have past his area (like the whole GSM) those days, as no organics(like wood) can be found, and the glass has totally melted to a glassy crystalline goo. This room reveals up to this day how immense this fire must have been. The other traces in the GSM have been eroded away or removed, or reused. The glass crystalline goo can be used to create a glass golem like has been done in [5A Great Hall of Music](#). There is enough of the material to create 5 human-sided golems.*

-5G Private Teacher room

Located at -90,' Height 15' , Connected with; [-5F Deep Cantina](#) by standard locked door east.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor of this room has Costa Sol Bronze colored Marble, as are the 3' lowest area on the walls. This is a small private room. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the door, while the private section is deeper in the room. This room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner). The room was recently used by *Sir Oswald Brute*; *Master Formula Analysis* (3rd Circle Alchemist), but since the Shell of Darkness appeared he moved out.

-5H Secret Hall of Witches

Located at -90,' Height 15' , Connected with; [-5J Steps of Stone and Bone](#) by standard door west, [-5I Secret Prime Room of Witches](#) by standard door southwest. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor is a mahogany parquet of 2 feet long 3 inches wide sections set in a semi-stone bandage motive.

Sentient Floor

*Magical Witch Construct; 1HD/square foot, 6+3Hp/HD, save as F HD, THACO as per HD, XP as per standard rules HD***** AC 5 (AV 5), ST 20, IN 10, WI 5, DX16, CO18, CH 5, AL CN (Here HD, Hp, Save as F, THACO, XP value)Like any construct immune to Turning, Hold, Paralysis, Death, Cause Wounds, Poison, Disease, Petrification, Control, Charm, and Disintegration, Level Draining, Fear, Cold, and Time spells and effects. It is also immune to Divination magic, and if used against it, only static energy will be revealed (like a TV).*

The Sentient floor is probably one of the most mysterious entities of the GSM. It is said to be some sort of Witch experiment that went out of control. The construct is actually a mutual Witch creation (enabled by the more or less open resources of Alchemists on this level), created by 21 cooperating Witches. It is thus able to understand Sylaire, Alchemese, Thyatian, Elvish, Tharian, and most other common language spoken in Glantri, as all these were known by the creating Witches. It can't communicate in any way however. Yet it will never attack a Witch, but it will remember any former offenders. It is always used to protect an area from intrusion and thus enabling others somewhat further away to prepare or flee. A sentient floor exists in the Prime Plane and Ethereal Plane simultaneously. Prime Planar objects used to attack will not affect the Ethereal target, however the force animating these items will be giving 2d6 damage on a successful hit.

Though appearing to be a normal floor it has peculiar abilities which resemble a Poltergeist (which most people will believe it to be, and it is what this construct is based upon.)

Light: Upon touching the floor without being a Witch it will move its wooden sections slightly, revealing an eerie dim 30' light which successfully penetrates even the darkness of the Shell of Darkness, making it appear much more powerful—the light is in fact light generated from the Ethereal Plane.).

Animate Objects: Each round the Sentient floor can levitate up to 10 objects that weigh individually no more than 50 Lbs (500cn) within 60' of it. These objects are raised up to 20' and are under control (remaining at that location or hovering somewhat up and down, turning around its vertical axis) until it drops one of these objects at will. If one of these objects is held or worn by another creature, the creature must succeed on a Strength or Dexterity check against the construct to keep the object from moving up. Either way that person is unable to do anything else that round.

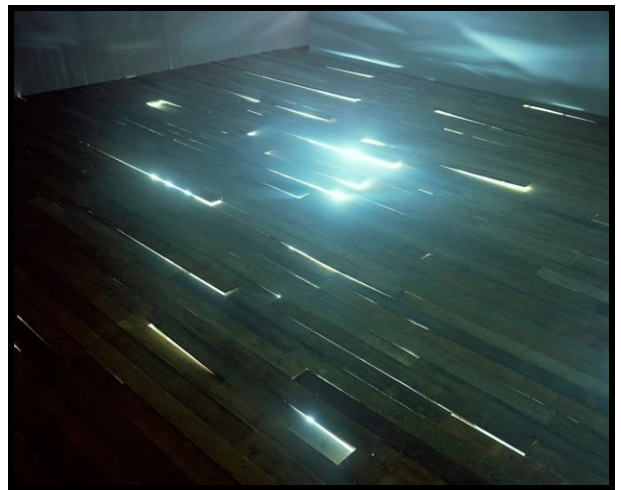
Throw object: A Sentient floor can hurl one or more of the telekined objects under its control at a creature within 30' . The target creature receives as according the table depending on weight and sort of the object.

Telekinesis: The Sentient floor can throw a creature with a total weight of 2000cn (200LBS) within 30' of it, and throw it up to 30' in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10' moved. And it will take falling damage (as per [Falling Damage Table](#)).

It can also choose to throw an object instead and use it as a throw it up to 30' in any direction, and using it a missile weapon, attacking one creature along the object's path (using normal THACO to hit) and dealing double the Throw Object damage (see table) on a hit, as it is now intelligently used to target.

Cause Fear: Once per encounter the Sentient floor can create the image of a skeletal, ghost-like humanoid (Like in the movie [Poltergeist](#)). All Creatures within 30' must make a save vs. magic to avoid becoming affected by fear (like the spell Cause Fear). A creature that successfully saves is immune to the fear effect for 24 hours.

Restoration: When Sentient floor is destroyed or dispelled (or affected by a Day of Dread, or Anti-Magic effect) it only remains destroyed for 2d4 days. After this time, the Sentient floor reforms where it was destroyed, fully healed. The only way to permanently destroy a Sentient floor is by the use of a Wish spell. Although it is always created of hundreds of small planks, it is not combustible; it will receive fire damage as normal, but it will never ignite into a fire. A Sentient floor can be collected, transported to any other similar sized area. When it is thrown on a heap it will reshape itself in 2d4 days to fit the new room. It weighs 5cn/hp, so a large version will need a large wagon to move, and several man-hours to collect, transport en deposit.



Weight	Sharp sides	Blunt sides	Break-able	Soft
0-10cn (0-1LBS)	1d4	1d3	1d3	1
10-20cn (1-2LBS)	1d6	1d6	1d4	1d2
20-30cn (2-3LBS)	1d8	1d6+1	1d4+1	1d3
30-50cn (3-5LBS)	2d6	1d10	1d8	1d4
50cn + (5LBS +)	3d6	2d8	3d4	1d6

DM: What did happen here?

On the floor lies a human body, the body decayed to an almost skeletal state. It must have been a fighter belonging to the guards, as it is dressed in the tattered remains and chain mail armor of a GSM guard. It lies in an outstretched shape with one arm reaching forward, and several object (broken or whole) next to it, Its sword lies three feet in front of the outstretched had as if it desired to reach for it. The person discovered this area on one of his patrols in 1010AC, when the Witches were moving their stuff from the area. When the Witches were gone he entered the secret stairs, and entered the room. Unbeknownst to him he was under control of a Possession (http://pandius.com/Monster_Manual_4.pdf Page 1241) harbouring his richly decorated short sword, which desired his death for reasons unknown. The PC's were send by his family who read in his dairy what he discovered and intended to investigate further. There was also a sentence he felt as if he was send or steered here, but could not confirm it. It is up to the PC's to follow his meagre trails of information, discover the secret stairs in the [-3AA Cantina](#), and eventually find his body. The problem lies not in defeating the sentient Floor, nor the discovery of his body and returning it, but in the sword; it harbours great ill will to any fighter (especially to members of the Followers of the Claymore (Gaz 3 page33); as it was the spirit of a Glantrian Necromancer of the McGregor Family, deprived, robbed, insulted, defamed and eventually killed by the fighter the PC's discover. Its intend is discovering and killing all members of the Claymore. The fighter itself was slain by the actions of the Sentient Floor and this caused the Possession to have to wait until it will be rediscovered. It is up to the DM what will happen with the sword and the PC's, but make it sure hardship will fall upon them, by their "own" choices and suggestions (in fact made by the Possession).

-5I Secret Prime Room of Witches

Located at -90,' Height 15' , Connected with; [-5H Secret Hall of Witches](#) by standard door northeast, [-5K Steel Room](#) by steel double-doors with steel special design latches, [-5O Library and communal room Witches](#) by standard door south.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor is a mahogany parquet of 2 feet long 3 inches wide sections set in a semi-stone bandage motive.

Broom of Animated Attack 3000Dc. Casting Time; 3

Activation time 3. This broom is indistinguishable from a normal broom, except by means of detection of its magic. It is identical to a Broom of Flying by all tests short of attempted use. using it reveals that a Broom of Animated Attack is a very nasty item. if a command word (fly, soar, etc.) is spoken, the broom does a loop-the-loop with its hopeful rider, dumping him on the ground from 1d4+5 feet of the ground head first, causing falling damage(-AV of any helm) and stunning (co check- damage received=KO). the broom then attacks the stunned or Knocked out victim swatting the face with the straw/twig end to blind and beating with the handle end. the broom gets two attacks each round with each end(two with the handle and two with the straw end) always having initiative (1st attack straw at 6, 2nd handle at 5, 3rd handle at 4, 4th straw at 3). it attacks with THAC0 15. the straw causes blindness for 1 round if it hits. the other end causes 1d4+3 points of damage when it hits negating any magical protection and Armor (AC and AV). The broom is AC7 if cornered or PC has initiative 6 too, else it has an AC of 5 due its high speed 360' /120' . it has AV3 and takes 18 hp to destroy, it is combustibile as any broom and any fire will burn to give 1d6 points of damage each following round, unless it gets wet or frozen.(which will double any damage/ or blindness +1d3 damage.). The broom is nullified by any Antimagic, but must save vs. spells against a Dispel Magic which will cause it to become immobile for 6 rounds. As it is a sort of construct it is immune to all control , hold, charm, Petrification, poison, Blindness, deafness, mental attacks. It targets by magical detection.



Broom of Serving 4000Dc. Casting Time; 3

This apparently normal broom functions magically only while indoors and only if commanded by a wizard. Upon command, it grows arms. It can carry up to 500 pounds and is able to grow up to six arms, as needed, to perform its duties. It may be commanded to sweep and can clean a 10' x10' area of dust and grime in six rounds. It follows its master within 30' , if not instructed otherwise, or it remains where it is told within a castle or a room. A second command causes it to cease work and turn back into its original, armless form. The animated broom is AC 5, has 20 hp, and can be damaged only by Fire or Magic. Wrong application of other spells might cause the broom to duplicate (especially if harmed). These duplicates all have the same task the original broom was given, and disappear when the second command is pronounced or by use of area wide destruction affecting all brooms at once. (based on the Movie Phantasia by Disney).



Broom of Sweeping 600Dc. Casting Time; 2

For obvious convenience, the broom of sweeping was developed. It can sweep a 10-foot-square area clean of loose dust and small items in a turn. The sweepings are left in a neat pile.

Improved Broom of Sweeping 700Dc. Casting Time; 2

This is a straw broom of normal appearance. Upon the utterance of the proper command word (written in Common on the end of the handle), it sweeps out the room it occupies. It does not operate outdoors. It will attempt to sweep out all unprocessed organic material such as dirt, leaves, and living and dead animals and insects, even humans. The reverse of the command word, or completion of the task, stops it.



Broom of Flying (variable price). Casting Time; 3

Brooms can have saddlebags, saddle blankets, holdings and hand rests. Each of these adds 10% to the Price and weight. Additional seats double the price per seat, footholds add 50% of cost, both add 25% to the weight. For more information on MF (Manoeuvring Factor) see Dawn of the Emperors Boxed Set Thyatis book page 27. The following additional abilities work on special commands or automatically. (Standard Broom is depicted in RC page239). [-5I Secret Prime Room of Witches](#)

Auto Sweep is that is able to sweep a 10' area clean of dust, sand and other minor loose debris in 1 Turn/10 square feet. **1 mile distance activation** is that it can be summoned to fly on itself to or from user 1 mile distance. **Protection from Normal Missiles, Invisibility or Blink**; this is equal to the spell with the same name. A **Master Broom** can cause 3d4 **Slave brooms** to follow in its same path. In open sky, they follow in a group, in narrow/confined areas in a single file. **Scroll of Shelter effect**; as Scroll of Shelter, but only when Broom is not in flight, and standing up. When broom is no longer standing up, all inside will be expelled. **Create Atmosphere** as the spell works automatically in locations without atmosphere. A **Void Broom** can fly extra-ordinary speeds as suggested in Champions of Mystara Builders book page 33-35. The Colors depict rarity; Blue=Very Common, Light Green= Common, Midgreen=Uncommon, Red=Rare, Yellow=Very Rare (orange=uncommon , yet part of Master Broom, being useless without.



Various Brooms of Flying						
Name	Branch Broom	Oaken Branch	Home Tree Branch	Elm Broom	Improved Elm Broom	Home Broom
Stick	Chaotic Branch	Chaotic Oaken Branch	Chaotic Hometree Branch	Straight Elm Stick	Straight Elm Stick	Straight Pine Stick
End	Bound Twigs	Bound Twigs	Bound Twigs	Bound Twigs	Bound Straw	Flat Bound Reeds
Weight (cn)	45	50	55	50	50	45
FL (0-50% load)	150/50'	180/60'	210/70'	180/60'	240/80'	180/60'
FL (51-100% load)	75/ 25'	90/30'	105/35'	90/30'	120/40'	90/30'
MF (0-50% load)	3A	3A	3A	3A	3A	3A
MF (51-100% load)	5A	5A	5A	5A	5A	5A
Max Load (cn incl passenger)	1800	2000	2200	2000	2000	2000
Passengers	1	1	1	1	1	1
Average Buying cost (gp)	5000	6000	25,000	8000	11,000	12,000
Making Cost (gp)	3000	4000	16,500	4800	7260	8000
Durability (use in Hr)	(1+1d4)x1000	(1+1d4)x1500	(1+1d4)x10,000	(1+1d4)x2000	(1+1d4)x2000	(1+1d4)x1000
Extra abilities (on Command)	none	none	none	Auto Sweep	Auto Sweep	Auto Sweep
Name	Standard Broom	Mages Broom	Witches Broom	Messenger Broom	Speed Broom	High Speed Broom
Stick	Various Shapes and Wooden Stick	"Straight" Branch (Various)	Chaotic Branch (various)	Straight Mahogany Stick	Shaped Birch Stick with Seat & Foot Holds	Shaped Birch Stick with Seat & Foot Holds
End	Bound Twigs/Straw	Flat Bound Straw	Bound Weeping Willow Twigs	Flat Bound Grab Grass Straw	Shaped Bound Reeds	Shaped Bound Reeds
Weight (cn)	65	50	45-55	75	80	90
FL (0-50% load)	240/80'	240/80'	360/120'	360/120'	450/150'	480/160'
FL (51-100% load)	120/40'	270/90'	180/60'	180/60'	225/75'	240/80'
MF (0-50% load)	3A	3A	3A	3A	3A	3A
MF (51-100% load)	5A	5A	5A	5A	5A	5A
Max Load (cn incl passenger)	4000	4000	4500	5000	2000	2000
Passengers	1-2	1-2	1-2	1	1	1
Average Buying cost (gp)	10,000	15,000	20,000	33,000	60,000	90,000
Making Cost (gp)	6666	10,000	13200	22,000	40,000	60,000
Durability (use in Hr)	4d4x1000	4d4x1100	4d4x1300	4d10x1000	(1+1d4)x1000	(1d4)x1000
Extra abilities (on Command)	none	5% chance Invisibility	1 mile distance activation	Bag of Holding	5% chance Blink	25% chance Blink
Name	Long Flight Broom	Battle Broom	Master Broom	Slave Broom	Travelers Broom	Void Broom
Stick	Straight Willow Stick with Seat	Straight Beech Stick with Seat	Straight Dragon Bone	Straight Dragon Bone	Straight Willow Stick with Seat	Shaped Steel Stick (Covered) with Seat & Footholds
End	Flat Bound Straw	Bound Horse Hair	Bound Dragon Fibres	Bound Reeds	Flat Bound Straw	Gold covered Steel Wires
Weight (cn)	100	120	80	65	80	150
FL (0-50% load)	150/50'	150/50'	150/50'	150/50'	150/50'	150/50' +special
FL (51-100% load)	75/ 25'	75/ 25'	75/ 25'	75/ 25'	75/ 25'	75/ 25' +special
MF (0-50% load)	3A	1/2A	1A	as Master	5A	3A (10A)
MF (51-100% load)	5A	1A	3A	as Master	5A	5A (10A)
Max Load (cn incl passenger)	4000	3500	3000	2000	5000	6000
Passengers	1-2	1-2	1	1	1-2	1-2
Average Buying cost (gp)	10,000	50,000	45,000	5000	25,000	100,000
Making Cost (gp)	6666	33,000	30,000	3000	16,500	66,666
Durability (use in Hr)	4d4x1000	4d4x1100	4d4x1200	1d6x100	2d6 x25,000	2d6x100,000
Extra abilities (on Command)	Alarm	Proection from Normal Missiles	Control over 3d4 Slave Brooms	no control	Scroll of Shelter Effect	Create Atmosphere

This room was used for incantations, and as such held several magic circles, locations to heat kettles and cauldrons. When the Witches left this area in 1010AC, they removed everything here; only traces can be found (Chalk and Salt used to make magic circles, soot above cauldron locations and burned/scarred wood by cauldron heating locations. Even the tiles used to protect the floor from the fires used, have been removed.

There are however several magical Brooms which have been left behind; 1 Broom of Animated Attack, 1 Broom of Serving, 2 Brooms of Improved Sweeping, 4 Brooms of Sweeping, and 1 Standard Flying Broom, and 2 Witches Brooms. None of the other magical brooms mentioned in the Table are found here, yet it is amongst Witches these can be found at best. If intending to buy these a Shop of Magical Items like the Magic Shop (34 on the City Map of Glantri) on page 42 of Gaz3, they have the given values (not counting any eventual profits. To make these yourself (if having information how to) read Gaz 3 pages 64-66 using the prices given here. Remember these prices are for each attempt at creating, as failures must be fully paid anew. Selling these items (licensed of course) will bring no more than 30+(1d3x10)% of the given Buying Cost, and any profit made is subject to the normal Taxations (10% to 50% of any profit in total).

-5J Steps of Stone and Bone

Located at -90,' Height 15' , Connected with; [-4AF Hidden Stairs of Stone and Bone](#) up, [-5H Secret Hall of Witches](#) by standard door down east. Color/Material Theme; Inner walls are ancient Bricks, and mortar. The ceiling and floor are made of large beams of sandstone. The doors are all of reinforced wood with metal locks, handle & hinges, and the secret door is covered on the outside with a thin layer of the wall they are set in. It is important to know this section is totally different from any other locations in the GSM, other than the Secret Door in the Cantina. *Also read the description at [-4AF Hidden Stairs of Stone and Bone](#).*

-5K Steel Room (Former Truck)

Located at -90,' Height 15' , Connected with; [-5I Secret Prime Room of Witches](#) by steel double-doors with steel special design latches northwest, if closed, can't be opened from this side except by use of a Knock spell, [-5L Clogged Corner of Debris](#) by 1' x2'small door northeast.

Color/Material Theme; This room is completely different from any other area found on the GSM location. It is a heavy steel based floor, with a strong steel frame shaped like a cage on top of it. The walls are feeling completely alien, and can't be affected by fire, or sharp objects. It is as if the material is invulnerable, yet the paint that was originally applied on it has been burned and eroded away. The heavy loads of crashed stone, "magical" stone, debris, and aeons of erosion caused the material to break on many locations, revealing it was made from black spider-like fibres woven into a pattern. In the ground underneath the steel floor are more large shapes of steel, corroded together in a massive clump of rust, yet it also reveals hollow steel wheels with remnants of a strange semiflexible mass with a lot of steel wires mixed within around it. There are several doors; the double door is of steel, in steel hinges, with a single strange lock (which is copied in Glantri by Witches) of a long vertical bar with perpendicular hooks, and a rotatable handle with a hole in it. The hooks grip around a vertical bar on the other door, and into the frame around the doors, when the handle is rotated, it falls into a steel hook with also a hole in it. These two holes overlap enabling a padlock to be hooked through the holes effectively closing of both doors. The other door was discovered only after entering the "room" and is a very small door locked with similar, but smaller latches; this had sprung open due the pressure above it, and could be opened further by use of magic. The witches who excavated this area and discovered this weird object, succeeded in opening the doors. *Here they discovered lots of strange items and components, which were used or sold to create other items. Amongst these were at least three chests filled with Amulets of Magic Resistance as seen here; [-1W8 Box Storage](#). Soon they discovered it was man-made, but never discovered it origin and how and why it was thus far underground; they suggested it must have been some sort of magical digging device left by the Dwarves before they were chased out of Glantri in the Plague Years. The Witches never knew how wrong they were in anything of this, but have used both the area and anything within it to the best use they could find; either by selling it or using it in creation or research. The Amulets of Magic Resistance however proved bothersome in the beginning, although they absolutely had their benefits; It were these amulets which lead the Witches to sources of magic unaffected by the Day(s) of Dread, and eventually to the rediscovery of pure natural magic in the upcoming years. Most Witches will have such an amulet in their possession, but not always on their body, or even in use. The room was until recently used to store items, and components. DM; the room is actual an ancient Blackmoor Truck, with carbon-fibre covering, which was caught in the collapse of the second drilling tower in the year 3452BC, and sank into the ground buried underneath all the material in the following years. Completely separated from the other structures, it was protected from the infernal firestorm of 3000BC, from rust as there was no air to combine steel and air into rust. The overall shape of both the cabin as well as the wagon was only saved due its heavy steel cage-frame and carbon-fibre covering. It was only harmed by the immense pressure of the materials on top of it, and the initial fire explosion when its energy tank ruptured in the disaster. Hence the item is reasonably intact. The [-5M Chamber of Desk seats](#) is actually the cabin of the truck. The Truck was just a transport to deliver several equipment used in the Drilling Towers, and in the Missile location constructed within the Rock (today [Extra Locations: Alexander Plaza](#)), hence several items and magical items were inside of it. The driver perished in the collapsed when the cabin was crushed together or in the fire caused at the same moment. After aeons his bones have turned to a blackened stone, almost looking inhuman, still in the position of holding the steering wheel. To the Witches it appeared the individual was praying and must have perished in the Rain of Fire. In a weird and twisted way they think the Immortals (or nature) took revenge upon a somehow forgotten but faulty human nation, and to them the Great Rain of Fire was the event doing this, They do not know how the fire affected someone thus deep underground.*



-5L Clogged Corner of Debris (Aka Hag Corner)

Located at -90,' Height 15' , Connected with; -5K Steel Room by 1' x2'small door southwest. Color/Material Theme; One wall of this area is the steel room, the other "walls" and ceiling of this area are large chunks of ancient Blackmoor "magical" stone (*armoured concrete*). The floor is a strange black tar-like but hard substance of several inches thick (broken here and there) containing stones and other particles, but being flat at the top layer. This was actually the only area completely cut-off from its surroundings in the disaster of 3425BC, and it was created by the convenient position of the steel room (*Truck*). *There are 2 skeletal bodies here, and there is proof that a ghost has lingered here aeons ago. Research reveals this, but also that even a ghost does not exist for thousands of years. Both bodies suffer from crushing or heavy impact damage, and date from the disaster. They were male and adult. The clothing is gone, but shoes still exist. Though no ghost exists, nobody feels very content in this area, as if they will be crushed to death any moment. Witches who offended the general principle of Nature, disregarding the positive side of the pure force and turning (or already are) evil, must reside in this area for several hours to contemplate. When after a maximum of 48 hours the have not reconsidered and apologized, they are subjected to a Forget spell and send away and become shunted. No other Witch desired to become affiliated with these evil Witches, which desire only revenge, hate and power over others, live in hardship lorded by a Demon.*

The discussion about Evil Witches and Hags

Witches are (in real life too) often seen as all being evil persons, often selling their soul to a devil or demon, or at the very least being in cahoots with them, but this is absolutely not the case. It is religious doctrine which caused these mostly free-living and intelligent women who did not desire to be subjected to a controlling religion and forfeiting their freedom of personality, intelligence and power in order to do so. It is religion who could not understand their powers, nor their refusal to conform. The reality is that in real life it was more the religion bearing evil, greed, and desire for power and control (over their flock of followers), while in fact Witches battled against the forces of evil; in the case of Mystara this is the same. Just like any other human there is a chance of being Lawful, Neutral, Chaotic, but also being Good, Neutral or Evil. The chance for evil is as slim as in any other human, and as such you can't say all Witches are evil. That is not to say, they aren't chaotic; many chaotic female humans able to wield magic desire to become Witches or are taught thus by heritage and teaching. And indeed some Witches are evil (or have slowly regressed towards evil, often by the lure of satisfaction of negative ideas being fulfilled; greed, hate, revenge, power, death, etc). It doesn't help a Witch being able to contact sources of Evil, temptation and trickery lurks around the corner. It is these Witches who eventually may become Hags. These creatures are more than simply Witches; Hags are a different breed of creature entirely—demented female monsters, corrupted by evil magic. Women who have been cruelly ostracized from their homes, abducted by Hags themselves or Witches who delved too deep in the mysteries of evil have all become Hags, aligning them more with the forces of night and the darker evil aspects of nature. The arcane Demonic magic they summoned keeps them from aging more than middle-age stage, at which point the passage of time does nothing but make her more powerful and more deeply attuned to the evil power. Hags have become 10' tall ugly old women, with long, sharp teeth, and a skin adjusted to their new environment. Hags are deeply hateful individuals, despising any Human, Demihuman or Humanoid race (and sometimes other races too), and preying on them whenever opportunity permits. They often adorn themselves with remains of their former victims.

To become a Hag a Witch mostly investigated some source of evil, which infested a region of the world (mostly these are Demons from the Lower Realms, but sometimes these are evil Entropic Immortals, or evil fairies) and here they are taunted upon their own weaknesses and lured the prophecy of immense power, and (near) immortality. Many Witches leave the region but those who have weaknesses in the personality or history, have a chance to become evil. If they are or have become evil by the evil powers, the learn new rituals to access their new evil source of power. The start with a diet of strange (entropic) fruits and herbs, raw fish, poisonous berries, sea gull heads, fungal tea and other nasty concoctions to begin the metamorphosis. Step by step the Witch is infused with more of the evil entropic energy, and by the time she reaches middle age, she has mastered the witch 5th craft power; Hag Form, and is ready to perform the transformation ritual. In the mean time she is still a normal Witch using any of the powers and abilities she has access too, being evil she desires to stay in hiding, which increases her disposition in becoming evil. It is this intent which always causes dissension among her coven sisters (and any other) and eventually banishment from that group. This emotional stress together with the entropic magic of the activated 5th circle ability Hag Form coursing through their bodies causes the final transformation. The literally shed their human skin, while growing into 10' tall Hags (see picture).

As being Hags they might have access to all Witch spells and abilities they ever learned. For every 100 years following through experimentation they can one by one discover craft abilities as of yet unknown(or formerly known and forgotten in the Hag Form change). Witches transforming to Hags living in the woods or mountains turn to Black Hags (also called Annis), Witches living on islands, or near the ocean become Sea Hags. Other Hags rumoured to exist coming to be in circumstances befitting their name, but these are extremely rare on Mystara; less than 3 of each will exist. Final conclusion; The Hags are the evil fairy tale Witches of D&D.

They can only reproduce by stealing human babies, raising it as their own, guiding it to evil and Hag Form; they are fully infertile. Some Hag children grow up with their Hag mothers. Others are returned to their original parents to freak them out. Hags have vast knowledge about magic, dark rituals and forbidden Entropic Lore. They are willing to sell these goods in exchange for something precious, which makes a Hag and interesting NPC. They hate beautiful creatures and sometimes transform them into something ugly out of spite. Hags don't necessarily like one another, but respect each other. They exchange knowledge and a Hag that announces its presence when entering another Hag's territory won't be harmed (hags can sense one another in a distance of 500 yards per HD of the Hag detected. Hags also form covens. These covens always consist of three Hags of any type. Together, each of them can cast a bunch of additional spells equal to a 12th level mage. A coven can also create a Hag Eye, a magical item that allows the Hags to see through it. It's often carried by a loyal minion as a mobile security camera (with night vision!). A Hag coven can only have one eye at a time, and when it's destroyed, the viewing Hag takes 3d10 damage and is blinded for 24h. Sounds like a good way to soften up a coven before and attack.

It should be noted that the more powerful a Hag is, the better it's ability to disguise itself. Black Hags have true Shapeshifting, while other Hags can only give the illusion that they look like something else. Sea Hags are even more imperfect. They can only give the illusion that they look like another humanoid and even then they still have to look ugly. So the Night Hag can pretty itself up, the Green Hag can look pretty even though it's not. The Sea Hag can hide it's a Hag but it will always be ugly. For more on Mystara Hags see RC page 182. Hags are to Witches more than just an enemy, they are a true danger of exposing them as being Hags themselves and performing Atraciously acts, by bigotic others, while in fact they may be chaotic



-5M Chamber of Desk seats (former Truck Cabin)

Located at -90,' Height 15' , Connected with; [-5N Room of Seperation](#) by high placed 2' wide, 4' tall steel door with a glass(broken, bend but still solid) 22"x 22"window southwest.

Color/Material Theme; The rooms of this elevates tiny room are varied; the construction was made of steel, with a large glass frame on one side. Both these have been crushed on the south and eastern sides. The glass has turned into thousands of tiny glass crystals. And large chunks of ancient Blackmoor "magical" stone (*armoured concrete*) poke through the opening. There was a sort of desk below this window, and an internal wheel. The desk contains the same weird scales and buttons like many desks found (and mostly removed) in the GSM. Their function is unknown. The wheel was pressed into the abdomen of the person on the seat, and has molten there. There are two seats, which are made of wires, and spring wires. It is assumed these have been covered by some fabric, but this has eroded away by time. There are some handles between the seats, and in front of the petrified body on the ground, but they can't be moved. The northern room has a small intact window in the middle, but this reveals only debris and earth, with "magical" stone particles. Everything is rusted, bend and twisted in one way or another, yet the overall shape remained intact. *There has been a fire here, a long time ago (possibly at the same time the room was crushed by these stones) yet it did not burn long. The Witches assume the fire was extinguished when the room sank below the ground. The only important thing is a twenty-sided diced hanging on a steel chain on a small mirror on the ceiling, and a silver-framed picture revealing a family portrait etched in brass, and covered with glass. Only these two items can be retrieved from the wreckage, as the Witches refrained from doing so out of respect or seeing no use in taking these.* The room is now used to meditate, and as thus the free seat (*the other holds the body of the cursed one -see [-5K Steel Room \(Former Truck\)](#)*) is covered by a new velvet pillow.

-5N Room of Seperation

Located at -90,' Height 15' , Connected with; [-5M Chamber of Desk seats](#) by low placed 2' wide, 4' tall steel door with a glass(broken, bend but still solid) 22"x 22"window northeast, [-5O Library and communal room Witches](#) by standard door west. Color/Material Theme; the room is on the northern and eastern side part of the steel walls of [-5K Steel Room \(Former Truck\)](#) and on the other locations large chunks of ancient Blackmoor "magical" stone (*armoured concrete*) bricked up with large bricks and cement. Doors are all of reinforced wood with metal locks, handle & hinges, except the one to the [-5M Chamber of Desk seats](#) which is of steel. The floor here are large slabs of cut granite cut in 2' x4' blocks. The small room has several dusty pillows spread all over. The room has been used as a location to meditate, before creating items, spells, using abilities or even memorizing spells. Due its separation from the rest of the Witches rooms, disturbance was minimal. Currently he room is abandoned, only the pillows, a pentacle summoning circle and a few old shoes and low boots (most with wooden high heels) next to the door remain.

They all have upturned noses and are of black(mostly dirty or tarnished and clearly worn for a long time) and all of them seem to be a female design yet some of them have a size thus large, it would normally belong to men.

There is only one pair of Black leather boots with a red velvet shaft, which is undamaged in any way. A Detect Magic reveals these as being magical; they are in fact Boots of Travelling and Leaping in a size EU40/UK7/US9. This boot is detailed in the Rules Cyclopedia page 239.



-5O Library and communal room Witches

Located at -90,' Height 12-14' Connected with; [-5N Room of Seperation](#) by standard door east, [-5I Secret Prime Room of Witches](#) by standard door north.

Color/Material Theme; This room appears more like a conventional assembly room, than anything else. The wall the Witches have erected here are covered with a brown-yellow chalk (or it was white turning this color by the many vapours whispering through the air here). The floor made of 2' cubic granite bricks covered with a thin layer of earth and a Ylari tapestry. The somewhat curved ceiling has two large magical paintings;



The one nearest to the Desk displays the Rain of Fire with people trying to escape. The other displays several Witches working in nature, restoring it, and living of it. On the edge of this one, however, approaching armies can be seen of Humanoids, Knights, Dragons, and weird golem-like things.

Several oak seating benches in two rows stand towards a wide desk with an elevated centre. The desk has two seats; one large Mahogany wooden richly decorated, adorned with soft horse leather stuffed material, another normal Elm wood to the right. Three yellow windows adorned with a red Dirk (sort Dagger) form the background and shed a pleasant light. There is always at least one Globe of light active, the ones above the benches (4) can be lit, at will, as normal GSM spheres. To either side of the benches and main desk are empty open closets; nothing remains within this room. *The only thing of interest remaining in this room is forgotten underneath the thick leather writing flap (it is easier to write on paper laid on such a thing than on bare wood). This is a piece of parchment with the Glantrian seal of Justice, The seal of the GSM, at least 15 Princely seals and the seal of all the Secret Crafts, legal offices of Glantri except the Necromancers. The flattened parchment reveals the following spell and legal issues when to use it.*

Sexchange

Ver Rare 5th Level Alteration spell

Range: 5 yards per level of the caster
 Duration: Permanent
 Effect: one creature becomes the opposite sex
 Saving Throw: Negates
 Casting Time; 5 rounds
 Component; A golden ring of at least 5000 gp value

Rape is a Felony in Glantri (see Gaz 3 page 51) and is punishable by magical sexchange for a year, permanent by repeat offenders. This spell is created by the Witches (who are the worst opponents of sexual deviant criminals) enables the caster to change the sex of an opponent in range of the spell. When the spell is completed the victim may make a saving throw vs. spells to negate the effects. The change will take 1 full turn, and only in this time will a Dispel Magic work to negate the spell. After this period must the victim make a saving throw on his Intelligence (that is 1d20 equal to or higher than the Intelligence of the victim) daily until failed or no longer wish to return to the original sex. The victim will now think and act accordingly to its new sex, including habits and traits as if they already existed. Abilities do not change, nor does experience, skills, class or anything else. The character will have to check out what its new size, weight, and other body statistics will be (DM will help). The body will be changed undetectable (not even a Treusight will reveal this, but a Fairy or Draconic Second Sight might do). Only magic of a caster at least 1 level higher than the Sexchange caster at the moment of casting can return the body to the original sex and body. This spell is sold by the Witches all over the Known world, but most countries refrain from this "in their opinion very harsh" punishment; currently only Glantri and Alpathian countries have access to the spell, where it is used on those performing any sexual deviant crime as a form of punishment.

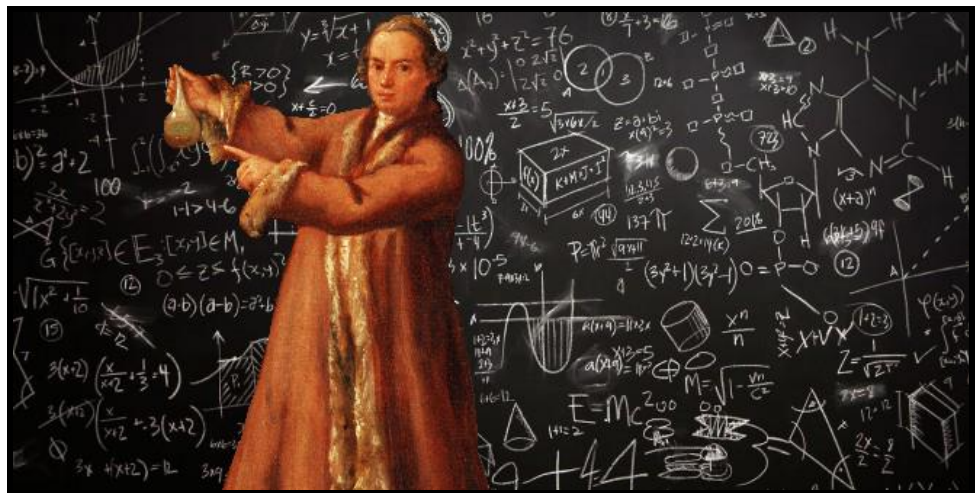
-5P Secret Dungeon of Alchemists Lower Private Hall

Located at -90,' Height 15' ,

Connected with; [-5W Secret Dungeon of Alchemists lower Chamber of Slumbering](#) by open arched corridor west, [-5Q Secret Dungeon of Alchemists 3rd Circle Access](#) by standard door north. There is also a steel door to the east, but this leads through 5' thick walls underneath the Old Keep to an area packed with stone, debris, and molten metal.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large stone beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (armoured concrete), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath

a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there. There is often the sound of snoring people heard here, coming from the Chamber of Slumbering. There is also the faint scent of



sweat. The walls are painted school black and filled with thousands of formulae and such written in alchemese. These do often change, depending on used or not used, and needing a space to write.

Any Alchemist can devise 1d3 potions from these scribbles of information after studying them for 15 hours. (**DM**; *It is best to use the following Excel program ; <http://pandius.com/ptnguide.html> Use F9 button to change to get another random potion option. For those desire to roll by dices or to choose, the tables are on sheet 2 and 3. This will give great variations (and individualism due variant Alchemist creations) to the standard potions.*

-5Q Secret Dungeon of Alchemists 3rd Circle Classroom

Located at -90,' Height 15' ,

Connected with; [-5Z Hole in the Wall](#) by standard (more recent) wall and door northeast in niche, [-4AL Secret Dungeon of Alchemists 3rd Circle Access](#) by stairway up, [-5R Secret Dungeon of Alchemists 3rd Circle Library](#) by standard door west.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there. This room is currently used as a Classroom where higher Circle Alchemist explain the difficulties they will encounter in their research and how to battle these.

The "Ring"; The niche and northern wall have been created only a few decades ago, when an accidental Teleportation ended up in the current -5U 4th Circle Laboratory. At that time the area was undiscovered and unused. The mage who arrived here accidentally by a flawed teleport spell (probably due bad memorization) was very lucky to be still alive; he could have materialized in solid matter at the same chance or even more. However, he appeared in this dark area, tumbled over forgotten furniture, tools and Blackmoor machinery. There was no light, and this student had not memorized any light spell, and even though he did have his spellbook on his body, he could not sleep and memorize spells in the morning as there was no light. The only thing he could do is tear pieces from his spellbook and use a single source of fire to set it aflame, hoping he did not need to burn everything to find a way out. Page by page the book turned to ashes; turn by turn he investigated the area, only to find it had no exit at all. All former doors and windows had been closed off by ancient Blackmoor "magical" stone (armoured concrete). Their was no way to escape. And then the darkness returned as his last shred of paper extinguished. Four days he screamed, cursed and cried. In thirst and hunger he found a moment of utter shame, he turned to pray at the Immortals, he had seen his non-mage friends do so often. If it was a reaction of the Immortals or just coincidence, nobody will ever know, yet in less than an hour, one of his friends suddenly came upon a Ring of Human Detection on the Market. Not knowing what it was he or she sought for an Alchemist.

The Alchemist took the ring to investigate out of curiosity, as no Analyze spell could or would reveal what it was and did magically. The next morning this Alchemist went in this room (which at that time was the 3rd Circle Library and laboratory, and the other rooms beyond were the 4th and 5th). It took him 15 hours of research to find the command word. Together with a higher ranking Circle member the word was cast while the ring was not even worn. An illusion appeared above the ring, revealing hundreds of human figures, all moving slowly, most of them on horizontal lines. It took them several more Turns to discover that these were students walking on all floors within a radius of 500' , for the few images in the centre moved like they did, and the human corpse next to them did not show.

After another turn they noticed a image lying on their horizontal Plane...in a location they never suspected a space where a human could or even would be alive. Calculating the distance they discovered it was within reach of a Dimension Door. As none had memorized this spell, and the ring's illusion suddenly stopped, and could no longer be activated, they decided to try again the next morning. After 12 hours they succeeded to reactivate the ring, and with a fresh memorized Dimension Door and light and Divination spells the 4th circle Alchemist transported himself to the location. Within a few moment he discovered the mage, who already had collapsed out of water deprivation. Another Dimension Door and some muscles were needed to transport the hapless fellow back to the room. Here they transported him as fast as possible to the Infirmary.

The following days the alchemists forgot the ring, but travelled back and forth between the discovered area. Several Dig, and Disintegrate spells were needed to create a more permanent passageway...but from this moment on the Alchemists had enough space for each circle to work with. The hapless mage and the friends returned later and asked the Alchemist about the ring, yet it could not be retrieved, it has disappeared fully. The Alchemist suggested it somehow landed in the waste removed, a pity as the magic of the ring was very interesting. To the friends the saving of the mage his life, was however, much more important than the strange ring, and they departed happily. In 995AC the new areas were completed as they are today. All materials found, and the debris dug free was used in the creation of golems, or was transported elsewhere without being discovered or intervened (nobody desires to examine the waste of "failed experiments" of Alchemists).

Unbeknownst to any here the ring was sent here by an Immortal as he/she had important plans with this group of friends. And soon thereafter a baby was born in the group of adventurers. This baby could have been one of the PC's if the DM so desires. The ring can be used by the same immortal again to help important humans to be found and helped; Once a 24 hours it penetrates all matter and even magical shielding of mortal power up to a radius of 500' and within this sphere it reveals all living demi-human-oids as a small images in their overall shape and activity in a 20' diameter sphere illusion. No other species can be thus detected. The ring can be worn, yet will never be activated in that state. Only if it is laid down on a horizontal surface and the command word is spoken it will reveal the holographic illusion for up to 6 Turn or until the ring is moved. This plain steel ring was originally an item used by miners to see where they are, and thus could be a dwarven creation, or be much, much older; being a Blackmoor invention survived the aeons. This is up to the DM.



-5R Secret Dungeon of Alchemists 3rd Circle Library

Located at -90,' Height 15' , Connected with; [-5Q Secret Dungeon of Alchemists 3rd Circle Classroom](#) by standard door east, [-5S Secret Dungeon of Alchemists 3rd Circle Storage](#) by standard door west, [-4AI Secret Dungeon of Alchemists 1st Circle Library/Storage](#) by stairway up), this is covered with a one-way trapdoor opened only from below and a forcefield preventing passage in that direction, [-5T Secret Dungeon of Alchemists 3rd Circle Laboratory](#) by swivelling door covered with library closets.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there. The following spells can be found in the library (open or hidden).

Alchemist Freeze / Heat Metal 945AC GSM Alchemists discovered by researching Glantrian Blacksmith, using Heat Metal magic

Rare 3rd Level Evocation Spell

Range: touch
 Duration: 1 hour (or less) per level of the caster
 Effect: warms or cools one metal object
 Saving Throw: none

Alchemist Freeze/Heat Metal is similar to the Druid spell, but is used in making potions and does not have a good application to combat situations. The amount of metal affected is only 5cn weight per level of the Alchemist. It can be used in combat, but the target would have plenty of time to remove his armor, before it is going to give any damage. The spell can have some uses as a trap if time is on the side of the caster. Maximum freezing/heating occurs at the midpoint of the spell duration, and the searing heat or frigid cold will cause leather, wood, paper, skin and other liquid containing objects in contact with the metal to break. If the object is being held when heated or frozen, the temperature causes damage to the wielder: see table. The holder gets no Save, but resistance against heat or cold negates all such damage. The character can drop the item any time, of course, and creatures of low Intelligence are 80% likely to do so (check each round). Once the spell is been cast, the caster no longer needs to concentrate; the warming up and cooling down proceed automatically. A Dispel Magic can stop the effect, but normal means (immersion in water, etc.) will not. The heat or cold causes no damage to Magical items. If the spell is used on an item imbedded in an opponent (such as a dagger, or arrow), the opponent may remove the item but loses initiative that round, and takes the appropriate heat damage for that round as well. Damage disrupts concentration; the victim can't cast spells in rounds in which he sustains damage from this spell. Alchemist use this spell mostly in a non-combative way, to break matter into smaller pieces or separate them from impurities, as a preparation to infuse magic in the item, or with the creation of Potions, ointments and such.. The only way to hold items affected by the spell is with Blacksmith thongs. The spell is used as such mostly on an anvil (or similar near-stationary heavy strong and solid object) and items are placed on it to be affected by the temperature as desired. The caster may reduce the duration as he/she desires, but a duration of 7 rounds is the minimum. A successful intelligence check is required to enable this

Duration	Damage per round
0-11%	0
12-22%	1
23-33%	2
34-49%	4
50-65%	8
66-77%	4
78-88%	2
89-99%	1

The following three spells and the Neutralize Poison spell are all products of the war with Alphatia, and as such unknown for several years to non-Glantrians. Estimate discovery of these spells elsewhere is 1015AC to 1025 AC, but espionage, illegal selling could place this moment earlier. These spells are dispersed over the Library in variant books and may be used to create a remedy to the poison Corridor in [-5Z Hole in the Wall](#) to the 4th Circle.

Identify Poison 1003AC Combined GSM Alchemist Secret creation

Very Rare 3rd Level Divination Spell

Range: 100 feet
 Duration: 2 rounds per level of the caster
 Effect: one poison
 Saving Throw: none
 Casting time: 8

Identify poison merely tells if a specific sample is poisonous to the caster's species or has been poisoned. It is infallible in that regard, but the strength of the poison is not determined. However the caster can concentrate for 1 round per level of the caster and determine the strength and origin of the poison as per [What can be Bought.pdf](#) page 66 up to one letter in the given table per level of the caster (i.e. an 12th level caster after 12 rounds of concentration could thus identify 12 letters, enabling poisons lower than M, MM to be correctly identified, (and stronger poisons no more than just being stronger).



Protection from Poison 1012AC Combined GSM Alchemist Secret creation

Rare 3rd Level Alteration spells

Range: Touch
 Duration: 1 Turn per level of the caster
 Effect: Gives one creature immunity to all poison.
 Saving Throw: None
 Reading time: 6

For the duration of this spell, the recipient is completely immune to the effects of poisons of all types, including gas traps and Cloudkill spells. This protection extends to items carried (thus protecting food, water, potions, etc., against a spirit's poisonous presence, for example). Furthermore, the recipient gains a +4 bonus on saving throws vs. poisonous breath weapons (such as Green Dragon Breath), but not Petrification Breath (such as a Gorgon's).

Slow Poison 1008AC Combined GSM Alchemist Secret creation

Rare 3rd level Abjuration spell

Range: Touch
 Duration: 1 round (cumulative) / level
 Casting Time: 3
 Effect: Character touched
 Components: a bud of garlic crushed and smeared on the wound, or eaten if the poison was ingested
 Save: None

This spell is similar as the 2nd level clerical spell with the same name. It slows the effects of any poison for a limited Time. When the spell dissipates the victim suffers the poison's full effect unless a Neutralize Poison spell is cast. The spell duration increases by 1 round cumulative per level of the caster. (level 1 = 1 round, level 2= 3 rounds, level 3 = 6 rounds, etc.). Even High level Paladins or Avengers can cast Slow poison.

-5S Secret Dungeon of Alchemists 3rd Circle Storage

Located at -90,' Height 15' ,

Connected with; [-5R Secret Dungeon of Alchemists 3rd Circle Library](#) by standard door east, [-5T Secret Dungeon of Alchemists 3rd Circle Laboratory](#) by standard door north.

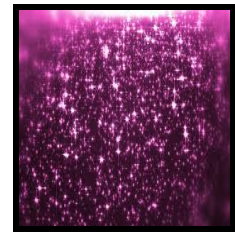
Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there.

Three large chest occupy the centre of the room, while 1 closed closet and several racks all over the remaining walls are cramped with all kind of components (all labelled in Alchemese of course). There are several containers containing magical dust and these are created in the 3rd Circle Laboratory as a sort of pre-exam test. All these are stored in the closed closet.

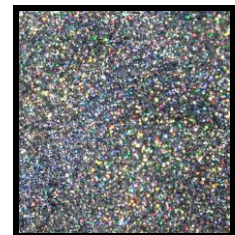
Dust of Tracelessness; 5000 DC Activation Time; 3 This normal-seeming dust (like found in homes—complete with dust mites, hairs, etc) is actually a highly magical powder that can be used to conceal the passage of its user and companions. Tossing a pinch of this dust into the air causes a chamber of up to 1000 square feet to become dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade. A single pinch of dust use outside sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for a mile back in the distance. Additional pinches will remove the same amount of men/horses on the same tract and distance. No magical radiation occurs from the use of this dust, as it loses all magic directly after using. The substance is typically found in a finely sewn pouch containing 1d12+12 pinches.



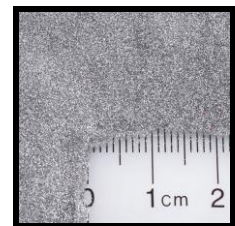
Dust of Mind dulling; 1000Dc Activation Time; 3 This harmless-looking dust is the bane of spellcasters. It is one of the oldest inventions made in the FWA era, by enforcing Alchemists to create it. The process is reasonably simple, and anyone with an intelligence of 16 or higher can successfully create the powder if a Recipy is at hand. The Recipy can not only be found here, but also in the offices of the official City Guards and GSM Guard (although they will only use the powder to capture a renegade or criminal mage). It is rumoured that the Followers of the Claymore also know how to make and use this fiendish powder. One pinch of this dust can be flung up to 30 feet from the user and will scatter to fill a 15' radius sphere. All spellcasters within the area must make a save vs. spell or find their minds dulled and their wits slowed. All casting times are increased as the wizards hesitate, trying to remember the procedures. Spells cast now require an additional 50% initiative segments to be effective. The dust persists in the area for 1 Turn (=10 minutes=60 rounds) unless somehow removed (e.g., a Gust of Wind, Fire Ball or similar natural or magical effect). Those affected by the dust are impaired in their spellcasting for 1d4+1 turns thereafter.



Dust of Disappearance; 20.000Dc Activation Time; 3. This fine powder appears like a any other dust unless a careful examination is conducted. This reveals it to be a very fine, very light, crystalline dust. All things touched by it reflect and bend light of all sorts (infrared and ultraviolet included), becoming effectively invisible. Normal sight can't see dusted creatures or objects, nor can they be detected by any normal detection or even magical means. Even Detect Invisible spells will not work, Dust of appearance, however, does reveal people and objects made invisible by dust of disappearance. Invisibility bestowed by the dust lasts for 1d10+10 Turns if sprinkled carefully upon an object. Attack while thus invisible is possible, with all benefits of being invisible as per standard rules. Unlike the Invisibility spell, Dust of Disappearance remains effective even after an attack is made. If the invisible creature contacts a wound, brushed along materials giving off, becomes wet, or similar, the powered will be less effective reveal all areas affected by the disturbance. The only vision seeing creatures effectively invisible by the dust is Fairy (and Dragon) Treusight. Dust of Disappearance is typically stored in small silk packets or hollow bone blow tubes. A packet can be shaken out to cover an area with a radius of 10' from the user (and thus the location of application will reveal invisible sections) A tube can be blown in a cone shape; 1' wide at the start, 15 at the end and 20' long. 5d10 containers are found in one place. This dust is a Nithian invention from 1600BC, and as thus can be found in the Hollow World. It has founds its major use in Warfare. The costs of making this dust are great and extensive use of grinded special crystals found naturally on the surface of barren regions is the source for this dust.



Dust of Appearance; 10.000DC, activation Time; 3. This fine powder appears like a any other dust unless a careful examination is conducted. This reveals it to be a very fine, very light, metallic dust. A single handful of this substance flung into the air coats all objects making them visible even if they are invisible, out of Phase, or Ethereal. The dust also reveals Mirror Images and Projected Images and other Illusions for what they are, and it likewise negates the effects of Displacement (like a Cloak of Displacement, Elven Cloak, Blending Robes or Potions or Displacer Beasts). The dust's effects lasts for 2d10 Turns or until it becomes wet, covered by other items or materials, and even after its effect it can still be found on the affected areas or persons unless washed of (or natural effects whichever first). Dust of Appearance is typically stored in small silk packets or hollow bone blow tubes. A packet can be shaken out to cover an area with a radius of 10' from the user (and thus the location of application will reveal invisible sections) A tube can be blown in a cone shape; 1' wide at the start, 15 at the end and 20' long. 5d10 containers are found in one place. This dust is a Nithian invention from 1580BC, and as thus can be found in the Hollow World. It has founds its major use in Warfare. The costs of making this dust are great and extensive use of grinded special crystals found naturally on the surface of barren regions is the source for this dust.



Rust Dust; 5000Dc Activation Time; 3 Rust dust looks like an orange-brown fine powder with tiny hairs within. The powder is actually created from Rust Monster prehensile Antennae, and Corporeal Hairs. Together with a large amount of dehydrated stomach contents of the creature (and hence the hibernating bacteria) and full rust in powder form, these components form the magical powder. (for more on the Rust Monster read; http://pandius.com/Monster_Manual_3.pdf Page 645-654). It is usually contained in small silk pouches for dispersal by hand, or in hollow bone tubes for spreading by blowing through the tube. If it is shaken out by hand, one pouch will cover a 10' radius area; dust blown from a tube will create a 20' long cone, 1' wide at the start and 15' wide at the end. Each such container has 1d10 uses. Any non-precious metallic materials within the area of effect of rust dust will rust (or otherwise deteriorate) and fall into useless scraps one round after being contacted by the dust. Precious metals (gold, platinum, and silver, for instance) are not affected. Objects of iron, steel, and similar metals or alloys thereof - including Mithril and adamantine - will be affected automatically if the item of which the metal is made is non-magical. There are some exceptions—Noble metals (Ruthenium, Rhodium, Palladium, Silver, Osmium, Iridium, Electrum, Platinum, and Gold) can't be oxidized and the lesser noble metals (Copper, Brass, Tin, Aluminium) are only covered with a thin layer of oxidized metal, and don't lose any consistency—they'll lose 0.1% of their weight when polished as new. Magic items (swords, armor, shields, rings of protection, etc.) have a 10% chance to withstand the dust for every plus of enchantment; thus, a +4 sword has a 40% chance of not corroding. Magical items or objects without a 'plus' rating, such as an iron flask, iron golem, or ring of spell storing; have a 10% chance to save against the dust. All such saving throws must be re-rolled every time a new dose of rust dust is encountered.



-5T Secret Dungeon of Alchemists 3rd Circle Laboratory

Located at -90,' Height 15' ,

Connected with; [-5S Secret Dungeon of Alchemists 3rd Circle Storage](#) by standard door south, [-5R Secret Dungeon of Alchemists 3rd Circle Library](#) by swivelling door covered with library closet.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there.

This room is filled with many tables and Alchemical equipment, stacks of books and other materials the Alchemists use. *There is always at least one Alchemist at work at any time, but the average number is 1d3 per 8 hour period. These are 0-60% chance being 3rd Circle and 61-00% higher, NPC levels are 6+(their circle x1d6) =9 to 24 for 3rd circle. Ongoing experiments here mostly are amongst the creation of high level potions and ointments). For the creation of Potions in Game it is best to use the following Excel program ; <http://pandius.com/ptnguide.html> Use F9 button to change to get another potion option. For those desire to roll by dices, the tables are on sheet 2 and 3. This will give great variations (and individualism due variant Alchemist creations) to the standard potions.*

-5U Secret Dungeon of Alchemists 4th Circle Laboratory

Located at -90,' Height 15' ,

Connected with; [-5Z Hole in the Wall](#) by gas filled corridor south (this gas is not affecting 4th and 5th Circle members as they have created an alchemical remedy—to other(who have arrived here by magic or else read there), [-5V Secret Dungeon of Alchemists 4th Circle Library/Storage](#) by standard door west, [-4AM Secret Dungeon of Alchemists 5th Circle Laboratory](#) by stairway; this stairway is a **Mechanical Golem* (Robotum animae Robotus)** in the shape of a curved steel stairway. The Alchemist must succeed in gaining alchemical control over the creation; else the creation will transform in 3 initiative segments into a more or less humanoid shape set in the ground, and prevent passage. It does not venture from its location but will bash anyone without control over it away; each 5 points of damage from any single attack will result in 5' thrown backwards for an additional 1d6 –AV damage). (*For more information on a mechanical Golem see Constructs http://pandius.com/Monster_Manual_5.pdf page 1477).this particular Mechanical Golem is created with Blackmoor machinery parts. and thus delivers an electrical shock on each attack. The creature will not attack an incapacitated opponent, and return to stairway shape in 1 minute.*

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there.

There is 50% chance there are 1d2 Alchemists at work at any time, per 8 hour period. These are 0-85% chance being 4th and 86-00% higher, NPC levels are 6+(their circle x1d6)=10 to 30 for 4th circle. Ongoing experiments here mostly are amongst the creation of magical items and beginning animation sequences Also the first attempts at creating life are made, enabling the creation of basic golems.

-5V Secret Dungeon of Alchemists 4th Circle Library/Storage

Located at -90,' Height 15' ,
Connected with; [-5U Secret Dungeon of Alchemists 4th Circle Laboratory](#) by standard door east, [-5AH Tunnel of Wisdom](#) by secret door in book closet west (most south section).

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor "magical" stone (*armoured concrete*), but precise Disintegration spells have created slits in the room going from the walls meeting together in a central slit, which ends up in a small pit (with metal gridlid) where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there.



This room is the storage of a hibernating Flesh Golem (*Constructs http://pandius.com/Monster_Manual_5.pdf page 1450-1454 and 1502-1514. it will become reanimated upon receiving any magical input or physical damage. Merely touching or using divination spells will not animate it.*

Three large chest occupy the centre of the room, while 1 closed closet and several racks all over the remaining walls are cramped with all kind of components (all labelled in Alchemese of course. The western wall is adorned with book closets where many books and scrolls written in alchemese can be found. Amongst the books the following spells are described;

Find Plants 801AC Combined Alchemist creation Uncommon 4th Level Divination Spell

Range: caster
Duration; 1 hour per level of the caster
Effect: Directional feeling to nearest target plant within 1 mile per level of the caster
Saving Throw: none
Components: a sample of the plant to be found

Find Plants allows the Alchemist to find a living plant anywhere within one mile per effective level if he has any sample of any part of that plant. Direction will be pointed out with a directional feeling to guide the Alchemist without error for a period of one hour per effective level, towards the target plant. It is not needed to know what plants it is, as the sample gives all data needed for the spell to work.

Fools' Copper 734AC Combined Alchemist creation Uncommon 4th level Illusion spell

Range: 10 yards
Duration; 1 Hour per level of the caster
Effect: 10 cubic inches per level of the caster
Saving Throw: Reveals Illusion

This spell is the reverse of Fools' Gold, making items appear less valuable to creatures viewing them. The disguise doesn't alter the nature of the item (gold is still gold, diamonds are still diamonds), but it lowers the perception of an item's quality. A jewel encrusted golden ring could look like a plain iron band with this spell, and a rune-carved long sword could appear as a rusty peasant blade. This spell will cover the material with the illusion of weight, smell, taste and appearance of invaluable materials. The persons who examine it, must roll a save vs. spell with a -1 penalty/level or HD of the caster higher than the examiner, or believe it to be a common invaluable material. The spell also has a chance of 100% -3%/ caster-level to reveal the original material partially, if struck or otherwise damaged. The damaged spot will show then the original material.

Fools' Gold 731AC Combined Alchemist creation Uncommon 4th level Illusion spell

Range: 10 yards
Duration; 1 Hour per level of the caster
Effect: 1000cn copper/brass per level of the caster will appear to be Gold
Saving Throw: Reveals Illusion

This spell will change the appearance of normal Copper or Brass and cover it with the illusion of weight, smell, taste and appearance of normal Gold. The persons who examine the "Gold" must roll a save vs. spell with a -1 penalty/level or HD of the caster higher than the examiner, or believe the material is indeed gold. The spell also has a chance of 100% -3% per level of the caster to reveal the original material partially if struck or otherwise damaged. The damaged spot will show then the original material.

Identify Species 1001AC Combined GSM Alchemist creation

Rare 4th Level Divination spell

Range: 10 feet per level of the caster
Duration: 1 Round per level of the caster
Effect: 1 creature/r race and species
Saving Throw: Negates
Casting Time: 3 Rounds

By using this spell, a Wizard can determine the race and species of a target creature or creatures. One creature can be examined per round while the spell remains in effect. A save is allowed only to creatures that realize a spell is being cast at them and that actively resists. The targets location must be known to the caster. If the spell works, the local or else best known (official) name of the target's species immediately comes to the caster's mind. This spell is useful when the caster deals with creatures in disguise, beings deformed by the effects of the Red curse (Savage Coast only) or unidentified monsters. The spell sees through Magical or normal disguises and deformations, including such spells as Polymorph Other. The caster can recognize the Order; Family; Tribe; Genus the animal belongs too, its average age/maturity, and its dietary behaviour, activity circle, sentience, and its scientific name (Greek/Latin as in our Real World) as far as registered. Unknown animals will thus not be named identified other than their main Order; Family; Tribe; Genus; Species as far as this could be researched by a specialist, its suggested use and components. Example; an Wild Cat will be recognized as Kingdom: Animalia, Phylum: Chordata, Class: Mammalia, Order: Carnivora, Suborder: Feliformia, Family: Felidae Genus: Felis Species: F. silvestris and will have components edible, and usable. An unknown cat-like creature could be as Kingdom: Animalia, Phylum: Chordata, Class: Mammalia, Order: Carnivora, Suborder: Feliformia, Family: Felidae Genus but nothing more.

The DM with the intent to detail this could best use a Faunara, Wikipedia (or use the Mystara Monster Manual Compilation chapters <http://pandius.com/mnstrmnl.html>) to give these details, and restrict the information which is unknown. The spell is linked with the **Ultimate Tome of Mystarae Fauna** in Great Glantrian Library (a 8' high, 5' wide and 2' thick tome)and details not listed but known locally where the plants is found will not be known. The more common an animal/creature, the more is known about it, its components and use and as thus written in this immense tome. New Animals or increased discovery of creatures will have to be manually written down in the tome; and most Alchemists will comply to this habit, to help other Alchemists. It is up to a DM what information is known locally and what is written down in the Tome. This spell will also work in other planes, but ill have a reduced chance of success of 10% for each planar border crossed. Failure will reveal nothing, instead of false information. (Ethereal Plane= 1 border=10%, Elemental Planes, Limbo, Fairy Realm 2 borders=20%, Astral Plane = 3 borders= 30%, Outer Plane +10% for each border crossed to reach it).

Minor Extension 1011AC Combined GSM Alchemist creation

Rare 4th level Evocation Alteration spell

Range: caster only
Duration: 1 round per level of the caster or until used
Effect: improves duration of next spell
Saving Throw: as per original spell
Reading time: 3+ 2x original spell
Casting Time: 2+ 2x original spell

This spell will prolong the duration of any spell cast within the duration of Minor Extension. The spell from which the duration is to be improved can be no higher than power or component level 3. The duration of the spell will be increased by 50%, and spells with an Instantaneous or permanent duration can't be extended. only one spell will be extended

The following Items can be found stored away (and refrained from using for several years, yet are placed here to be used as a reference to make these items themselves);

Lorloveim's Obsidian Mortar and Pestle; 5000Dc; activation time 1d4 rounds

This magical tool was invented by the late Lorloveim, a well-respected Alchemist of the highest Circle about a century ago. The item allows the wielder to grind even the harder materials into a fine powder. Rocks, metals, and even gemstones of all types may be ground to dust in as little as 1d4 rounds. Magical items pounded beneath the pestle are allowed a material saving throw vs. disintegration (except artifacts which are immune to any destruction that is not tailored to that artifacts by the Immortal who created it). If the save is successful the enchanted item cannot be destroyed in this fashion by this pestle. If the saving throw fails, the item is reduced to nonmagical powder. The user must steer manually objects larger than the chalice of the pestle into the chalice; a dagger or large crystal must be worked inside continuously as the pestle only grinds what is within its chalice. There is a danger for severe damage while doing this; fingers could be missing sections (which only heal by Regeneration magic) if they enter the chalice for a fraction of a second. The obsidian mortar is commonly used by wizards in the preparation of spell components and ingredients for magical items. Neither the mortar nor the pestle is effective without the other. The item can only grind to dust, and not anything larger. Due to the danger and the lack of sizing the dust, combined with the discovery of the Marmorisator (see page 192), the usage of this item is in a decline.



Skie's Locks and Bolts; 5000Dc; activation time 3

This device looks like a small ornate lock with a tiny silver key. When the key is turned clockwise all doors, windows and other portals within 50' of the item slam shut and become Wizard Locked as per spell of the same name. for purposes of opening them the Wizard Lock are all together equivalent of those cast by a wizard of 10+1d6 levels (this number is always the same for each use). The effects last until the key is twisted counter clockwise or the device is transported more than 50' away. This item is found in the homes of wealthy merchants, and secretive wizards. Only Alchemists know how to make one, as the Glantrian Alchemist/Jeweller Skie created the item in 983AC in Redstone (Glantri). Skie perished in the Meteor impact in 1007AC, together with his friends. The secret how to make his invention was shared before the disaster, and enabled his creation to be used in the far future.



-5W Secret Dungeon of Alchemists lower Chamber of Slumbering

Located at -90,' Height 15' , Connected with; [-5P Secret Dungeon of Alchemists Lower Private Hall](#) by open arch east. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor is made of ancient Blackmoor "magical" stone (*armoured concrete*), but several Ylari Tapestries are placed on top of it (and each other). There two bunk beds, enabling up to four people to sleep here. As the room is open to the corridor, the sound of snoring sleepers can be heard from outside the room. The scent of sweat of the sleepers is prominent. There is a 35% chance for each bed (roll separately) to have an occupant every 4 hour period (the absolute minimum needed to survive).

-5X Forgotten Old Keep Main Shaft

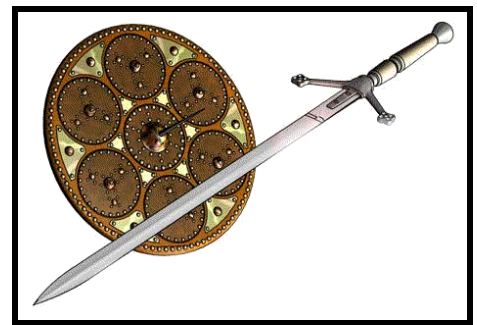
Located at -90,' Height 15' , Connected with; [-4AX Forgotten Old Keep Main Shaft](#) up and [Level 0 E1 Elevator Shaft](#) down. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The stair and elevator parts are of severely damaged (burned/molten/rusted) metal. The hole down in the main shaft seems unending. There are no exits on this level, the metal doors are blocked and molten/rusted and can't even be opened by a Knock spell. It is however possible that someone digs a tunnel from [-5P Secret Dungeon of Alchemists Lower Private Hall](#) and reaches this area; although this chance is very slim to ever happen. Both the elevator shaft as well as the stairway continues to go down.

This was originally part of the original drilling tower, but as the structure began sinking into the ground the Blackmoor Redfen residents had strengthened and raised the tower. They added several levels on top of this level. The elevator itself has probably been modified with each new extension but in the Great Fire it was destroyed. As thus this area is nothing more than a very deep elevator shaft, there is however a (very unsafe) wall ladder here. Each 20 steps has a 25% chance of breaking one off, causing the one using it to make a dexterity check to prevent falling and grabbing onto another step (causing a new % breaking roll of that step). A character using his/her climb wall ability lowers the breaking chance to 30% for each 20 steps per successful roll. A thief may guide others in climbing more safely and this provides them a Climb Wall ability of 30 % (+Dex adjustment) at best, but the thief must succeed an intelligence check to succeed in this attempt. Only one intelligence check is needed per character guided, but each additional character lowers the chance of success by 1 for all characters included. The best way to prevent falling is to secure a rope to the sides of the ladder, but a clever climber needs an int.check to know this.

The steel ladder in the stairway shaft is partially molten, but still usable. Several steps are missing or are contorted, preventing those on it to move too fast and fall (2d6 damage); advised speed is 2 steps per round. This room can't be accessed by teleportation as the wall contains a high concentration of lead and gold particles and was treated with Gorgon's Blood making it impassable with magic. One can also use levitation or Flying to go up or down. Levitation speed 20' /round, flying no more than 60' /round

-5Y Unused Area (Possible Classroom)

Located at -90,' Height 15' , Connected with; [-4D Classroom Necromantic Osteology](#) by stairway up, [-5C Main Bottom Hall](#) by standard door north, [-5AN Abandoned Library of the Teachers \(former Archives\)](#) by 5' wide double door. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor is made of ancient Blackmoor "magical" stone (*armoured concrete*). *The stairway up was obscured until the war with Alphatia ended (1010AC), and had been obscured with several large (Dragon or Giant) bones which were stuck in the shaft in an attempt to bring these to the lower section of the Museum of Osteology. As the shaft could no longer be used, it was further used to deposit pieces of junk, furthering the obstruction. When abandoned tapestries were added to the mass of junk (and the large bones) not even sound could pass. This was noticed by a wandering guard who secretly was a member of **the Followers of the Claymore** (Gaz 3 page 33/GkoM page79). The usefulness of the room became clear; very near to the mages, to view their plans, and secreted far below to be obscured..., at least for a while. The Followers of the Claymore abandoned the area just two days before their discovery, as a spy from the Parliament informed them the mages already had discovered their location, and intended to capture all those present. When the mages came, there was nobody. As the fighters only convened here, not even traces could be found; and most despicable; magic was used in removing any trace which did remain; (Transportation spells, Dispel Magic, Dust of Tracelessness, and a lot of cleaning). The only trace they eventually did discover were the magical emanation-remnants of a Teleportation Circle or such device. The illegal rebel group has fallen apart after the disappearance of Sir Bruce, and members have dispersed over Glantri. The secret leader Sir Duncan McGregor now schemes a way to strike at the wizards of Glantri, and has still contact with all remaining members. Their dispersion caused them to cooperate with the Free Fundamentalist Farmers, another illegal group (Gaz 3 page 33), that is thus secret, (and totally forgotten by the Mages in 1013AC) yet active everywhere, together they have a power to be accounted for. As soon as Magic will falter they will act (and each Day of Dread several mages will perish). These **Followers of the Claymore**. As most of the members of this secret and illegal group originate from the parallel world of Laterre (nation Scotland in particular), they have had a device, unknown clerical spell or -magic or even befriended mage who allowed them to transport freely between Laterre, their secret headquarters in Glenmoorloch, Klantyre. As their plan is to overthrow the mages ' absolute' control over the nation, and especially the undead mages, they plot to hinder where they are able, and in the end overthrow them. After decades of resentment, they have learned that not every mage is an evil narcissistic, egocentric bastard, and good ones do exist, which understand their resentment, agree, and sometimes even support these fighters. As such this group is the best friend PC's can have in the [The Great Organ of Thalia](#) adventure Quest. And when this adventure is resolved, and the remnants of former Glantri remain, they will have a very important hand in a true balance of Power. A nation broken up and being more for the people than for its rulers, ...that is the goal of the Followers of the Claymore. For more on these heroic fighters see [Claymore](#) but indeed replace the Christian connections with other religious faiths. It is much more logical that such a accusation of Satanism, was created out of greed, personal hatred, or otherwise, on the part of the other ("Christian") group.*

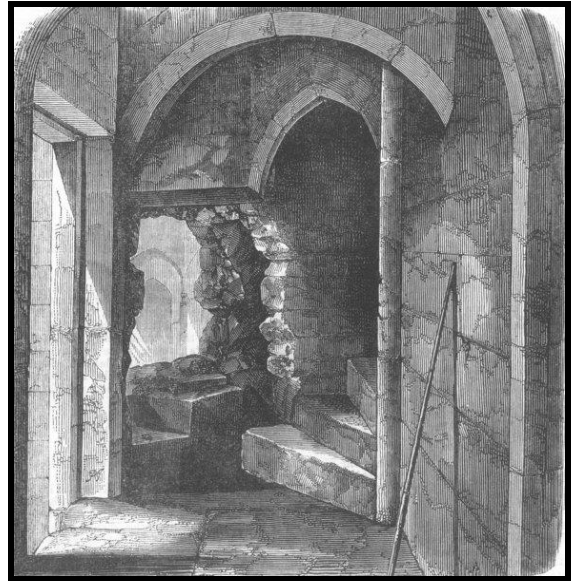


A Targe and Claymore; the main items of the Followers of the Claymore

-5Z Hole in the Wall

Located at -90,' Height 15' ,
Connected with; [-5Q Secret Dungeon of Alchemists 3rd Circle Classroom](#) by standard door and wall southwest, [-4AL Secret Dungeon of Alchemists 3rd Circle Access](#) by stairway up, [-5U Secret Dungeon of Alchemists 4th Circle Laboratory](#) by broken wall (opened 997AC) and corridor north.

Color/Material Theme; Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*). The ceiling is made of large beams “magically” created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The Floor is of bare ancient Blackmoor “magical” stone (*armoured concrete*). As this area was originally part of the [3rd Circle Classroom](#), it still has the slits in the room going from the N, E, W walls going underneath the new S and SW wall, ending up in a small pit (with metal gridlid) in that classroom where underneath a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave. This way any liquid waste ends up there. The corridor walls, floor and ceiling, dug free only a few decades ago, are now in itself a mixture between packed earth, original debris, and new magical stone to prevent any collapse. *The*



corridor is filled with a special permanent variation on the Necromantic spell Fog of Death. The corridor is closed in a continual Darkness, which under the Shroud of Darkness can't be dispelled by casting any light. (see [Shell of Darkness Effects](#)). The Alchemist must use all his skills to bypass the poison Fog within the darkness while walking (or crawling) through the corridor (he must have achieved the XP necessary to allow entry in the 4th Circle); when he/she succeeds he will be allowed entry in the 4th Circle, when failed he will be revived (unless perished), to try again later with new components. The use of magic spells to traverse or bypass the corridor is not accepted, and this is noted beforehand. It must be done with Alchemy by hand of scraps and notes (or by use of the personal discovery of any of the 3rd level spells vs. poison). When once discovered the PC will be immune to any Fog of Death spell effects for the rest of his corporeal life.

Fog of Death 966AC GSM Craft of Necromancers; Sold Publicly 995AC (Their opinion was the spell was not Necromantic enough).

6th Alteration Evocation spell

Range: 120 feet
Duration; 1d4 rounds + 1 per level of the caster.
Effect: 20 cubic feet per level of the caster.
Saving Throw: None
Casting Time: 6

This spell creates an area of fog that has the additional property of being highly acidic. The vapours are deadly to living things, so that vegetation exposed to them will die eventually—grass and similar small plants in 2 rounds, bushes and shrubs in 4, small trees in 8 and large trees in 16 or more rounds. Animal life not immune to acid suffers damage as long it is exposed to the vapours, as follows: 1st round: 1 point, 2nd round: 2 points, 3rd round: 4 points, 4th and each subsequent round: 8 points. The Death Fog otherwise resembles the 2nd level spell Fog Cloud: rolling and billowing vapours that can be moved only by a strong wind. Any creature attempting to move through the Death Fog progresses at a rate of 1 foot per round (double if hasted). A Gust of Wind can't affect it, but a Fireball, Flame Strike, Wall of Fire or any Fire of more than 12Hp damage can burn it away in a single round.

-5AA Secret Catacombs of the Necromancers Lower Library

Located at -90' on the northern end and height 15' and at 92' with 7' height at the southern end. Connected with; [-4T Secret Catacombs of the Necromancers Library](#) by worn stone stairway up, [-5AC Secret Catacombs of the Necromancers Dissection Laboratory](#) by open arch and step up west, [-5AB Secret Catacombs of the Necromancers Experiments Tomb](#) by standard door west.

Color/Material Theme; Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*). The ceiling is made of large beams “magically” created long ago (*armoured concrete*). The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3). Doors are all of reinforced wood with metal locks, handle & hinges. This hole room has been broken on the crash of the second drilling tower, which changed this area forever, together with the sinking of the structures. The southern end has a somewhat higher floor and massive lower ceiling. The floor is made of ancient Blackmoor “magical” stone (*armoured concrete*), but it is caked in blood, and other dried-up fluidic remains. This organic “filth” is found up to three feet from the floor where it is still almost like paint, above that height, the bare stone reveals that it is all drops of blood and gore, some of which even reach the ceiling. There are several book closets filled with books, scrolls and stone slabs. All these are also stained with blood, and many are even using skin as paper, and blood as ink. *The Tome of Necromancy is stored here, a book detailing many necromantic secrets (often of Nithian origin unknown to them); yet it holds the secret of Lichdom, an ultimate form of undead.*



Lichdom 512AC FWA rediscovered this ancient Morgrethian (2500BC?) spell in a forgotten tomb in Ylaruam, however, this spell is known to be used on several locations before 512AC, (Nithian Liches seemed to exist 1500 BC) and as such it is assumed, each Lich discovered the same spell individually by him/herself.

9th level Necromantic Spell

Range; caster only
 Duration; Permanent
 Effect; Special
 Saving Throw; None
 Casting time; 18 Hours
 Component; see recipe

Liches are high level Clerics or Magic Users who have become very special Undead. Before becoming a Lich, the caster must have been at least 20th level in life, although 21st level or higher is more common. Once a Lich is created, it might drop in level, but below 10th level one can't exist (the Lich to be just dies and the spell is failed). Preparation for Lichdom occurs while the figure is still alive and must be prepared before his first "Death". If he dies somewhere along the line and is resurrected, then he must start all over again. The Would-be Lich casts this spell, which is actually a combination of Magic Jar, Enchanted item, and a spell like effect called Trap the Soul. He also needs to make a special potion (recipe will follow) and something to jar into.

The Item into the Lich will "jar" is prepared by the first casting of thus spell which takes 3 hours to complete. The Item can't be of any common variety, but must be of high quality, solid, and at least 2000 gp in value per level of experience. The item must make a saving throw as if it were the person casting the spell. A Cleric would have the spell Magic Jar cast for him, since this part of the spell is impossible to cast for Clerics, and it is the contracted Magic User's level that would be used for the saving throw). The item can contain prior Magics, but wooden or living items are impossible. Organic items of other origin gain a bonus of +3 on their saving throw. If the item is then soul-receptive, the prepared candidate for the spell will cast the second part (or have cast) Magic Jar on it and enter the item. As soon as he enters the Jar he will lose a level—and corresponding hit points—at once. The hit points and soul are now stored in the jar. He then must return to his own body and must rest for 1d6+1 day. The ordeal is so demanding that his top three levels of spell memorized are erased and will not commune back (through prayer or reading) until the rest period is completed. During this time the Lich-to-be can't be analyzed by any Divination spell. The character just seems to be non-existent. Fairies and creatures like them don't even see the character.

The next time the character dies, regardless of circumstances, he will go into the jar, no matter how far away, and no matter what obstacles (including, Force fields, Lead boxes, Prismatic Walls etc.). To get out again, the Magic user/Cleric must have his (or another's) recently dead body within 90 feet of the jar. The body can be that of any recently killed creature, from a Mouse to an Ox. The corpse must fail its saving throw vs. magic to be possessed. The saving throw is that of a ½ Hit Dice figure for a normal man, animal, small monster, etc. regardless of alignment, if the figure had three or fewer Hit Dice in life. If it had four or more Hit Dice, it gains one of the following saving throws based on alignment as in life (see table saves).

Alignment and Tendency	Save as normal life;
Chaotic and Good	-2
Neutral and Good	-3
Lawful and Evil	-4
Neutral and Evil	-5
Chaotic and Evil	-6

The corpse can be dead no longer than 28 days (a full lunar cycle). If it makes its saving throw, it will never receive the Lich. The Magic user's/ Cleric's own corpse can be dead any length of time and is at -10 on the saving throw to receive him. He may attempt to enter his own corpse once each week until he succeeds. If the Lich enters another corpse, he will have the limited abilities of the corpse when it comes to physical Strength, Intelligence and Wisdom, and even Charisma will be his own, regardless of what the corpse had. It can have no more than 4 HD, and will behave as a Wight, but has no energy-raining ability. If the corpse could cast spells in life, then the possessed corpse may also do so—up to, but not beyond, 4th level of spell casting ability. The Wightish body will have telepathic abilities if the body it came from could speak when it was alive. In the Wightish body, the Lich will seek his own body and transport it to the location of the jar.

Destruction of its own body is possible only via the spell Disintegrate, and the body gets the normal Save vs. spell as if alive. Dismemberment or burning the body will not destroy it; the remains of the corpse will radiate an unlimited Locate objects spell (not dispellable) Naturally, it may be difficult for the Lich to obtain all these pieces or ashes, but that is another story. If and when the Whitish body find s the remains of the Lich's original body, it will eat them and after 1 week metamorphose into a humanoid body similar to its original body.

Once the Lich is back into his own body he will have the same spells he originally had in life and never has to Pray or Read or memorize for them again, except when adding any new spell. How many spells a Lich might have learned or knows he never can cast more than his respective level and class allows. It is important to know that a Lich mostly had a great deal of time to face magic the likes of which they have never seen. As a Lich, he can't never gain spells, use scrolls, or use magical items that require the touch of a living being. These include the Healing and Harm or spell with a casting distance of touch spells, there is however a possibility that the Lich learned how to use such spells without touching (then the casting time will be doubled).

Each time the Lich returns his life force to the jar, it always costs him a level of power. When he drops below 10th level of power, any subsequent return to the jar will destroy the Lich. The Lich will try to Teleport back to the jar, however, before he is "killed" (that is, before he goes to zero hit points). If he does go to zero hit points, (and is below 10th) he is destroyed forever. If he has a Teleport or similar spell ready, the Lich can transport his body, also, but just his "life force" goes back into the jar. He doesn't, however, need the Teleport spell to get just his life force back into the jar, although if he loses his body in this manner, he must start the search for it all over again. If his body is disintegrated then the Lich can be only a Wightish body unless he can find someone to cast a Wish for him to get the body back together again.

The jar must be on the Prime Plane or any Positive or Negative Plane, if he has a means of gaining access to the appropriate Plane in the first place. A living person will never radiate anything that he is prepared for Lichdom. No Charm or similar spell will ever make him tell this fact or where the jar is hidden. However a Charm could make him tell what the jar is. In like manner, a Locate object spell will not find a Lich's jar unless an Immortal rank figure is willing to cast the spell and its range is limited to 100 miles in only one Plane. The Lich must find a means of continual access if he places his jar on another Plane. Hirelings can be charmed, tricked, paid, or even forced to keep a supply of dead (less than 30 days) bodies at his disposal, but that is risky. A jar hidden too well may never offer a corpse for him to enter. A Lich may elect to commit suicide to save him a lot of trouble later on.

Preparing the body of the living figure (and this can be done by any Spellcaster, even a Dragon—though they use this spell rarely, a Dragon Lich is very rare indeed) is done via a special Potion. The potion is difficult to make and very time consuming. The potion can cause several things to occur.

The Lich may want to achieve true Immortality in the Sphere of Entropy, by transforming a huge area (up to the entire world) into a Horrific Playground for the Undead, or by serving an Entropic Immortal. Liches are master villains, coordinating armies and spy networks for the Undead. For more information on the Lich see <http://pandius.com/Monster Manual 4.pdf> pages 1361-1373.

1d100	Effect	Side Effect	Cure
01-10	somehow spoiled	All Hair Loss	none
11-40	Works!	coma for 1d6+1 days.	none
41-70	Works!	feeble minded, Drinker Unaware	Dispel Magic=10% death
71-90	Works!	paralyzed for 2d6+2 days +30% chance permanent loss of 1d6 Dex.	Wish only
91-96	Works!	01-33% permanently deaf	Wish only
		34-66% Permanently mute	Wish only
		67-100% permanently blind	Wish only
97-00	somehow spoiled	Death	Raise Dead

Blueprint for a Lich

Components that have to be acquired to be used in the preparation potion for Lichdom

Two Pinches of Pure Arsenic

One measure of a fresh Planar Spider be it living or dead, but less than thirty days of age.

One measure of fresh Wyvern venom, be it living or dead, but less than sixty days of age.

The unclod liquid, blood (and not Plasma) of a Humanoid killed by a Planar Spider.

The unclod liquid, blood (and not Plasma) of a Humanoid killed by a by a mixture of Arsenic and Belladonna.

The Beating heart of a Virgin Humanoid killed by a Wyvern venom.

One quart of unclod liquid blood from a Vampire

or a person (not animal) infected with Vampirism (of any kind).

The Ground-up reproductive glands of 7 Giant Moths, dead for no longer than sixty days.

The amounts of Blood must be at least 10 pints each

The "jar", solid, and of high quality and at least a 2000 pieces of gold in value.

The Recipy

Thou, must stand under ye light of a Full Moon colored red by yonder Ecliptic Shade of Mystara (or any other Planetarian Body, thou ar' t standing on) itself. Yonder Sky must be clear to conceive ye Powers called so forth. Place ye Object to become ye "Jar", in front of thee on a flat stony Surface. So that ye Lunar Shade falls on thee. Take a Bowel made of steel and heat it on a Fire blazing hot. One Quart of pure untainted Water must be poured in, and before it boils add the Arsenic. Let it heat but not boil. When Vapors come from it add ye Planar Spite, and heat anew. When Vapors come from it add ye Wyvern Venom, and heat anew. Before Vapors will come from it add ye Blood of a Humanoid killed by Spider Spite. Let the Liquid boil for an Hour in the Light of ye Moon. Then add ye Heart. Boil and cut until ye Flesh and ye Blood until it becomes a Paste. Add ye Vampiric blood and stir firmly. Heat do not boil. Add ye Glands one by one at the Moment ye Liquid almost boils, and stir firmly. Place ye Lid on ye Bowel and catch all ye Steam in an Tubular Device not cooled. Add more heat until no more Steam appears and the Bowel starts to glow. Ye Steam turns to Liquid. Catch ye Liquid in a Bottle of pure Bloodcrystal and cap with a Dried Human (oid) Eye. Let it cool and rest for seven Full Moons, one in Water, one in Sand, one in Ice, one in Mud, one in Air, one in Wind, and ye last in ye Hand. Ye Liquid may not be shaken in ye time passing between, and be kept in Dark all over. Then ye Potion of Lichdom is prepared, and staying potent for a full Lunar Phase. The Residue must be smeared on ye Body of the Lich to be.

Conquer Death and be on thy guard, for this Immortality is not an what it seems.

Heed these Words of Warning, and grow powerful.

-5AB Secret Catacombs of the Necromancers Experiments Tomb

Located at -90,' Height top 15' , Connected with; [-5AA Secret Catacombs of the Necromancers Lower Library](#) by standard door east, [-5AC Secret Catacombs of the Necromancers Dissection Laboratory](#) by open arch, stairway down and open arch, [-4U Secret Catacombs of the Necromancers Classroom](#) by stairway up, [-5AD Secret Catacombs of the Necromancers Zombie Storage](#) by standard door west.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*), with bricks on the outside, covered with more or less eroded chalk. The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3). The domed ceiling is made of bricks on a "magically" stone created long ago (*armoured concrete*), also covered with eroding chalk. Doors are all of reinforced wood with metal locks, handle & hinges.



The floor is ancient Blackmoor "magical" stone (*armoured concrete*). There is some damage on the southern ceiling and wall where large beams of metal and chunks of "magical" stone poke out. This has been repaired by adding cement. This room is where the Necromancers explore the limits of life, animating the dead in new ways ever so often. Though mostly this remains to be just the standard skeletons, zombies, rarely other animated undead are created here too. There is a 25% three different animated undead from (*as presented here*; http://www.pandius.com/Monster_Manual_4.pdf page 1134-1175 can be found here in addition to 1d10-1 skeletons, 1d6-1 zombies. Half of the time these are still attached to various equipment, and if incited to conflict must free themselves of this (taking 1d3 rounds and destroying the experiment materials).

Since the War with Alphatia, the appearing of the Shell of Darkness, a week of no magic, Alphatia's sinking, the Death of the Canolbarth Forest, a meteor impact destroying a great area of Glantri and devastating a much larger area the Necromancers felt threatened; it was as if their way of living was attacked (*which actually was*), but on so many ways, one after another (*which may have appeared to them, but was not aimed at them*). In an attempt to conquer the Shell of Darkness, the Necromancers dived within it and learned new magic; entropic magic they liked. One of the items they learned to create from draining zombies to the point of destruction was Zombie Blood and several new spells (*thus explaining the high amount of spells created between 1009-1013AC*).

Zombie blood 1200 gp This horrid potion can turn a normal person into a zombie for 1d4+1 days. It is colourless, odourless and tasteless, making it easy to slip into food or drink. The potion can be attuned to a single master if that person stirs the potion with a finger prior to giving it to the victim. Once consumed, the person becomes mentally a zombie, within 1 round after consuming it. The body is still alive, but he or she does nothing without explicit orders. If the potion was stirred, then the zombie obeys only that person, otherwise the new zombie obeys any order given. The victim does not even eat or sleep unless commanded. He or she cannot feel pain and has the same immunities as a zombie. In combat Hp, saves, are retained, but THAC0 and damages are the same as with a normal 2HD zombie. The character is still affected by physical damage and even poison. The character can be turned just like a zombie. If the turning attempt would destroy a normal zombie, the effects of the potion are instantly negated. When the individual really dies while under influence of the potion, he will become a normal zombie 1d4 rounds after his death and rises uncontrolled or controlled as before. Use of this potion is an evil act. (-100 Pip to most immortals non entropic).

-5AC Secret Catacombs of the Necromancers Dissection Laboratory

Located at -93,' Height top 12' Connected with; [-5AB Secret Catacombs of the Necromancers Experiments Tomb](#) by open arch, stairway up and open arch north, [-5AA Secret Catacombs of the Necromancers Lower Library](#) by open arch and step down east, [-5AE Secret Catacombs of the Necromancers Skeleton Storage](#) by standard door south, [-5AD Secret Catacombs of the Necromancers Zombie Storage](#) by standard door west.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*), with bricks on the outside, covered with more or less eroded chalk. The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3). The domed ceiling is made of bricks on a "magically" stone created long ago (*armoured concrete*), also covered with eroding chalk. Doors are all of reinforced wood with metal locks, handle & hinges. The floor is ancient Blackmoor "magical" stone (*armoured concrete*). There is some damage on the northern ceiling and wall where large beams of metal and chunks of "magical" stone poke out. This has been repaired by adding cement. The domed ceiling protected the area from collapsing in the disaster of 3452BC. This almost empty room has a basin (which opens through a metal gridlid into a miniature Dimension Door is similar to the latrines, but instead is directed to the former drillhole of the crashed secondary tower into the ground leading deeper down towards the first great cave.



This way any liquid waste ends up there. There is also a central fire pit in the room which is 5' deep and 5' x5'square. In the domed ceiling niches plates of steel can be hoisted down, and thus can be used as working tables. Many bodies of many creatures have been dissected, examined and investigated here, until eventually their remains were no more interesting and were burned, or flushed away.

-5AD Secret Catacombs of the Necromancers Zombie Storage

Located at -90,' Height 13' , Connected with; [-5AB Secret Catacombs of the Necromancers Experiments Tomb](#) by standard door east, [-5AC Secret Catacombs of the Necromancers Dissection Laboratory](#) by standard door east, [-5AF Secret Catacombs of the Necromancers Tomb of Walking Hands](#) by standard door west , - [5AG Secret Catacombs of the Necromancers Room of Troll Skulls](#) by standard door south.

Color/Material Theme; Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*), with bricks on the outside, covered with more or less eroded chalk. The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3). The domed ceiling is made of bricks on a “magically” stone created long ago (*armoured concrete*), also covered with eroding chalk. Doors are all of reinforced wood with metal locks, handle & hinges. The floor is ancient Blackmoor “magical” stone (*armoured concrete*). There are about 20 zombies in this room, encoded to stand in wait by the creation programming, until ordered to do something otherwise.



It is important to know **Zombies are NOT similar to Zombies in the movies; Zombies are soundless, do NOT eat (not even others), are not infectious (except infections by filth and such diseases), one bitten does not become a Zombie, and Zombies attack only according to their programming. The zombies in movies are in fact Ghouls, Ghosts or similar. The Zombies in this room stand here unmoving until ordered to do something. As Zombies continue to rot, and thus eventually (depending on moisture, temperature and vermin, between 1 year and 10 years, due the enchantment this is delayed) will turn into a Skeleton (with some corporeal remains on it), they will be send to do things near the end of their Zombie state where their specific abilities are required, before they become rattling bones. Or they will be send away to attack opponents, as they can be missed, and any damage handed out is a benefit to the Necromancers.**

-5AE Secret Catacombs of the Necromancers Skeleton Storage

Located at -95,' Height 9' Connected with; [-5AC Secret Catacombs of the Necromancers Dissection Laboratory](#) by standard door north, [-4W Secret Catacombs of the Necromancers Storage Hall](#) by severely damaged stairway up, [-5AI Secret Catacombs of the Necromancers Tunnel of Debris](#) by steel door west. Color/Material Theme; Inner walls are ancient Blackmoor “magical” stone (*armoured concrete*), with bricks on the outside, covered with more or less eroded chalk. The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3). The domed ceiling is made of bricks on a “magically” stone created long ago (*armoured concrete*), also covered with eroding chalk. Doors are all of reinforced wood with metal locks, handle & hinges. The floor is ancient Blackmoor “magical” stone (*armoured concrete*).

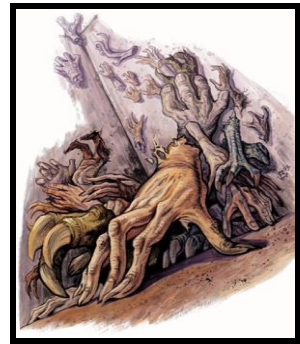


There is a latrine placed in this structure by the Necromancers. As they are not against filth normally, it was the amount of stench, urine, faecal matter, flies, and other infestation which greatly hampered their magical creations; as such a latrine was created. As this was not created at the same time as the original Latrine, the Dimension door underneath it does not lead directly to its intended target, but in the same drain as the [-5B Latrines and Bathroom](#). The whole room has suffered severely under the disaster of 3452BC, yet stayed reasonably intact due the solid thick sections. The stairway however begins at about 4' above the ground, as the structure sank on the massive impact; the stairway was torn from the ground, and literally hangs on the ceiling. There is a small desk with writing implements and several incomplete skeletons (not animated) tossed on a large pile.

Closet of Skeletal Storage; Another interesting feature here is the Closet of Skeletal Storage (pink on the map); this unique magical storage enables animated (and non animated) skeletons to be stored. This invention of the Museum of Osteology was an idea which seemed useful at first, yet proofed to be useless for the Museum and all students researching materials later. The Necromancers stole the closet later, and nobody complained. The closet functions as follows; a (near) complete human-demihuman-humanoid skeleton of less than 7' in height is placed less than 5; in front of it. The skull is placed on one of the shelves and the Flaemish command word (*Verzaemel-en-slaap*) is pronounced. Then the remaining bones are collected and placed in a Bag of Holding effect in the closet. Upon removing a single skull placing it less than 5' in front of the closet and uttering the command word in reverse, the skeleton will reappear in active mode if animated, or a heap of bones if not animated. Only the bones belonging to the skeleton can be stored or called upon, not bones belonging to several originals; a skeletal golem can thus never be stored, and bodies can never become mixed up. Each shelf can store up to 13 skulls and there are 7 shelves. The bottom shelf also contains other bones, and these are never called upon; however, these are sharpened, added with metal or stone parts to become weapons or tools for the animated skeletons if desired. Currently only animated skeletons are stored.

-5AF Secret Catacombs of the Necromancers Tomb of Walking Hands

Located at -90,' Height 13' , Connected with; [-4Z Secret Catacombs of the Necromancers Main Entry](#) by stairway up, [-5AD Secret Catacombs of the Necromancers Zombie Storage](#) by standard door east. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*), with bricks on the outside, covered with more or less eroded chalk. The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3). The domed ceiling is made of bricks on a "magically" stone created long ago (*armoured concrete*), also covered with eroding chalk. Doors are all of reinforced wood with metal locks, handle & hinges. The floor is ancient Blackmoor "magical" stone (*armoured concrete*). This small room is damaged on all but the eastern side; all walls and the domed ceiling are warped, cracked and several stones loosened from the "magical" stone they were set in. *As such the room has only use for passage, until 1006AC, the Necromancers created fifty Dread and fifty Crawling Claws (see here; http://www.pandius.com/Monster_Manual_4.pdf page 1153 and 1160) to be used as spies and saboteurs in the war with the Alphatians. Many of these were destroyed, but twenty-one Dread and thirteen Crawling Claws did eventually return. Knowing not what to do with these animated dead they were stored here. In effect the function as guards active in this room. They attack any non-Necromancer (easily identifiable by these creations due their entropic magic emanations—as such any Entropic spell on the wearer/target will prevent these things to attack that individual). This room was used as a Fungal Farm by the early survivors of the 3452BC disaster.*



-5AG Secret Catacombs of the Necromancers Room of Troll Skulls

Located at -90,' Height 13' , Connected with; [-5AD Secret Catacombs of the Necromancers Zombie Storage](#) by standard door north. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*), with bricks on the outside, covered with more or less eroded chalk. The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3).The domed ceiling is made of bricks on a "magically" stone created long ago (*armoured concrete*), also covered with eroding chalk. Doors are all of reinforced wood with metal locks, handle & hinges. The floor is ancient Blackmoor "magical" stone (*armoured concrete*).



Also a by-product of the war against Alphatia, the room is filled with hundred fifty one Troll Skulls. To create a ring of Regeneration, one needs the brain stem and centre of a Troll. Hundreds were killed in the Broken Lands (often several times) where these creatures were prominent along the trail to Darokin. These creatures heads were removed, (as the bodies do not regenerate without the head), and any new material was cut away until the specific brain matter was removed. With an average failure chance of 55%, sixty-eight of these rings were created, and delivered to the military where needed. As these skulls do not have the specific brain mass, they will not regenerate into a living Troll. This room was used as a Fungal Farm by the early survivors of the 3452BC disaster.

-5AI Secret Catacombs of the Necromancers Tunnel of Debris

Located at -94,' Height 10' to 13' , Connected with; [-5AE Secret Catacombs of the Necromancers Skeleton Storage](#) by steel door east, [-5AJ Recent Tunnel](#) by hidden 15" wide passages northwest, [-5AU Spider Haven](#) by open steel double door southeast. Color/Material Theme; The North-eastern and south-eastern walls are ancient Blackmoor "magical" stone (*armoured concrete*). The other walls are packed earth, with large pieces of metal and similar chunks of Blackmoor "magical" stone (*armoured concrete*) in between from the collapse of the second drill tower disaster in 3452BC. The ceiling is a large single somewhat curved slab of concrete, which though broken is strong enough to remain stable all those centuries. The doors are still the original steel doors, although the glass in the double door has been replaced. *This area was detected when some FWA mages opened the steel door west in 645AC—this was hard to do, even with several Knock spells, as it has suffered immense warping due heat, and centuries of oxidation (as such the door can't be completely closed anymore, and always remains open. The hidden passages west have been recently created from the other side, and due their lack of width, not deemed to be passages. The Necromancers (and any other) would see these as one of the many nooks, crannies and crevices in the debris eroded away, nothing more.*

-5AJ Recent Tunnel

Located at -90,' Height 15' , Connected with; [-5AI Secret Catacombs of the Necromancers Tunnel of Debris](#) by hidden 15" wide passages southeast, [-5AL Tunnel of Research](#) by opening southwest, [-5AK Lost Building](#) by special steel door west. Color/Material Theme; The North-eastern and south-eastern walls are packed earth, with large pieces of metal and similar chunks of Blackmoor "magical" stone (*armoured concrete*) in between from the collapse of the second drill tower disaster in 3452BC. The ceiling is a frame work of reinforced fresh oaken beams tarred, with perpendicular similar beams on top. *This tunnel is actually an extension of the [Tunnel of Research](#), see there for the background.*

-5AH Tunnel of Wisdom

Located at -90,' Height 9' , 8' wide. Connected with; 120 yards west, to middle chamber, here by stairway up to House of Ministers, or going further south and then on the other side of the Isoile River to a secret door in the basement of "Ointments for Blisters" an Alchemist shop in the Village of Coleham 3 miles straight south (from where a large ramp leads out to a darkened alley into the main street), [-5V Secret Dungeon of Alchemists 4th Circle Library/Storage](#) by secret door east. *This corridor is used by members of the Parliament to leave the city unnoticed. The tunnel towards the lower sections of the GSM is known, yet as agreed by diplomatic and secret agreement to the Alchemists, ignored. Only alchemists and their suppliers make*



use of this part of the tunnel, and the long end to the south is used by both people of the parliament and alchemists. If they meet in this tunnel; the agreement is greet and pass on, without any resistance or discussion. The members of the Parliament agreed on this, else the secret exit could no longer be used.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). The passage is old and holds many niches and since recently sewer ducts leading water which somehow leaked into this corridor away to the river outside by use of a Permanent Dimension Door. There is a 10' x10' chamber on the side of the tunnel each 100 yard (300 feet) of these tunnels (placed on either side). These are storage rooms for tools, yet there are also some simple beddings placed.

This tunnel is one of the 11 of such tunnels leading secretly out of the city of Glantri. Nine of these have a direct connection with the House of Ministers and Great Library, as these have been a Temple and House of Ruling in the Blackmoor era, their original usage is unclear to other Glantrians. The exits on the other end (outside the city) had to be dug manually, not very deep (5-10'), often through clumbs of "magical" stone (eroded reinforced concrete), else ending in a piece of eroded foundation of some unknown building.



DM knowledge only; these 11 tunnels have been channels for electricity, water, gas in the Blackmoor era—hence they tilt a bit upwards from the House of Ministers/Great Library, and eventually resurface where a structure had been created to enter these service shafts. These structures have been eroded away, by weather, time and plunder, causing the exit on these locations to collapse, and become hidden. When these tunnels were discovered in the FWA era, they reopened the exits, camouflaged them with a new building, and used them in many wars, and escape events. The two tunnels not from the above locations are similar, leading in a straight line out of the city, do not cross any of the other tunnels at the same height at any point, and are in the city between 70' and 30' placed. These have not been placed deliberately; a DM can use these to place where desired, befitting his/her campaign. Keep in mind they follow a near straight line radiating out of the city. Suggested entry points are;

- 1 Hostelry of the Unicorn** (40 gaz3 page 43) owned by the Sisters of the Private house (Gaz3 page 35). This is thus placed at 70' to 90' depth at the entry in the city; this tunnel could go east or southeast.
- 2** Any one house of the **Followers of the Fire** (gaz3 page 34); choose one of the families suggested there, this tunnel would lead far out of the city in any one direction and might have been extended already in the FWA era. These are thus placed at 70' to 90' depth at the entry in the city and might have spin-offs of the exiting end going various directions from there.
- 3 Fellowship of the Pouch** (Gaz 3, page 35) from their secret Headquarters (61 Gaz 3 page46) used for illegal transport of any kind, and escape route. These are thus placed at 70' to 90' depth at the entry in the city and could end in the hills north or in the slums, or to the west crossing the river, exiting in a ruined foundation hidden in bushes.
- 4 Beggar's Court** (Gaz 3 page 33) from their slums have broken in a tunnel from above into one of the side chambers, using it as an escape/trade tunnel (this is the same tunnel ending at the headquarters of the Fellowship of the Pouch, as there is some competition but still some respect between these two, as such the beggars use it secretly—yet may conflicts have been fought here between the two groups).
- 5 The Tower of Sighs.** There is some proof that the Tower of Sighs (6 Gaz 3 page 39) is similar like the shaft underneath the Alexander Plaza as explained in this book; being an unused rocket facility. As such underground structures similar would exist (with no remaining metals due oxidation over centuries), where at least one would be an access and service tunnel. This tunnel would begin at a depth between 100' and 160' tilt upward and lead south west into the Hills. Being tilting upward, the tunnel could be submerged (due centuries of water intake) at least within the city, as would all connecting chambers be, and the tunnel being unknown as of yet. It is possible some of these rooms have been emptied, used as cells, accessible from the tower above; opening the forgotten and hidden door with all water behind will prove to be difficult without causing a disaster.

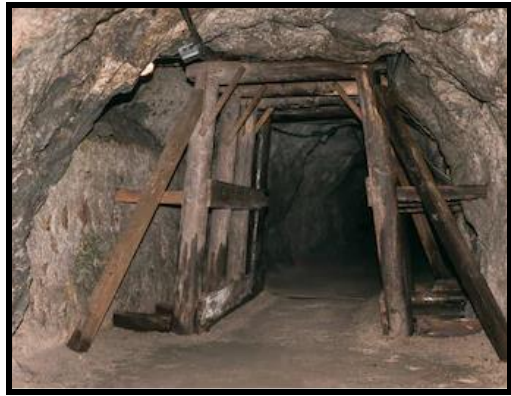
Choose two tunnels from these suggestions, refrain from adding more tunnels, as the city is not riddled with underground passages, and these former service ducts all have strait lines and former logical Blackmoor reasons, which

There are two other similar extreme long tunnels existing, which are created from the House of Gorevitch-Voszlany, and the Amber House. These are however created more recent (755AC, and 872AC respectively) by the respective owners as a easy getaway, and have been used in the war most recently to get troops behind the enemy lines. These are thus placed at only 30" depth in the city, might go up and down irregularly thereafter and are created with Dig, Walls of Stone and Stone Shape magic...these have no side rooms, or sewer connection like the other do. Both these tunnels end in a structure in the Slums north of the city.

These tunnels are important for the [The Great Organ of Thalia](#) quest line. They will enable the PC's to enter and leave the city secretly while being hunted, and trying to remain undiscovered. The tunnels here above suggested for the DM are the most important in this. As such the DM must choose these wisely beforehand if using [The Great Organ of Thalia](#) quest line.

-5AL Tunnel of Research

Located at -90,' 3' to 6' wide 4' to 5' high dug tunnel. Connected with; [-5AJ Recent Tunnel](#) by opening Northeast, [-5AM Corner of Discovery](#) by opening southwest. **Color/Material Theme**; The walls are packed earth, with large pieces of metal and similar chunks of Blackmoor "magical" stone (*armoured concrete*) in between from the collapse of the second drill tower disaster in 3452BC. The ceiling is a frame work of reinforced fresh oaken beams tarred, with perpendicular similar beams on top. It was 15th Swiftmont 1012AC when Archibald Verstaecken (a 3rd circle Alchemist) created a Rod of Treasure Finding (as the Potion RC page 234) as requested by some adventurers. Using Blood and scales and some back sinews of a Gold Dragon slain a year earlier he was successful; more than he expected. As soon as the intended gold coin was placed and the command word was spoken, and the Rod was



activated it almost sprung to life. The vibrations it gave when pointing it in the direction of the target treasure were very strong. Then another Alchemist accidentally bumped the table, toppling the treasure, yet the Rod continued to vibrate; logic ordained there had to be gold in that direction, yet the coin had moved, so either the Rod was awry, or there had to be a massive load of treasure in the same general direction to be detected from this distance. Following the vibrations of the Rod it had to be somewhere in the southeast. Together with other interested Alchemists they went up, through their rooms into the [Central Lower Hall](#), and into the room [Classroom Necromantic Osteology](#). Here they sensed the general direction had to be east of this room. They examined the Museum of Osteology, and the Rod gave here the northern direction as being strongest, and as before the angle suggested it to be on the 1st layer basement. They returned to the Osteology Classroom, going down the rarely used stairs, yet there was no door nor ever seemed to be in the direction the Rod vibrated strongest.

They could not reach the area the Rod directed, not even from the Museum of Osteology lower sections. After one hour the Rod stopped functioning, as intended. They had to wait 24 hours. The next day they returned, with FWA documents revealing other structures north of the current Museum of Osteology, yet further away (they never investigated these rooms as the map was severely damaged in their next actions). Their had to be some unmapped area in-between these other rooms, the museum and the [Unused Area](#) Severe calculations revealed the target being very near to the toilets, yet these could not be breached; the "magical stone" was too hard, and everybody could notice this, if they had to breach the wall.

They then discovered a weak wall section in the [Abandoned Library of the Teachers](#). As this area was almost never used, they successfully disintegrated that wall (something not easily done in the GSM due all the metals, and lead in most walls), and with the use of several Dig spells, and water combined with well placed Dimension Doors they created a Tunnel going Northeast towards the target. The water and debris was dumped through the Dimension Doors into the Canals, nobody would notice anything else than discoloration of the water. fearing a cave in they copied the tunnelling system used by Miners in former Redstone (as one of them originated from there), using several strong Oaken beams. This did cost them a lot of money and effort to keep it secret. After 5 weeks the tunnel reached a wall of the hardest "magical" stone they ever encountered in the GSM; it even had a steel coverage on the outside; protected by oxidation and the Rain of Fire due being fully buried. Two other weeks and they dug the [Recent Tunnel](#), to get around the sturdy obstruction, until; they discovered an unknown Vault Door. They were unable to open the door, by magic, craft, or even a hired thief (who was brought in and out by teleport), neither were they able to penetrate or bypass the walls. Then several Necromancers appeared in the Lower regions of the Museum, looking for something; the alchemists had to stop, unless risking detection.

-5AK Lost Building (former Vault)

Located at -90,' Height 15' , Connected with; [-5AJ Recent Tunnel](#) by special steel door east. **Color/Material Theme**; The walls of this special structure are ancient Blackmoor "magical" stone (*armoured concrete*) extra reinforced with internal steel, lead, and galvanised steel metal plating (1"thick) on both the internal and external surfaces.. The floor and ceiling are made of large beams "magically" created long ago (*armoured concrete*) extra reinforced with internal steel, lead, and galvanised steel metal plating (1"thick) on both the internal and external surfaces. The single door is a vault door of 7 inches thick steel with internal workings. This area is actually an extension of the [Tunnel of Research](#), see there for the background.

From the outside there is only a very intricate lock with 3 key slits, and a handled wheel with digits in between. There is a larger wheel in the centre. Neither of these can be opened by use of magic due the lead within. The door needs a successful opening by thief skills (each key hole gives a penalty of 125% on Open Locks due oxidation and intricacy, each attempt will consume 1 full hour—the wheel with digits is even harder and imposes a Hear Noise at -60%, combined with an Open Locks penalty of 150%. Remember if a Silence 15' is cast in [-5AJ Recent Tunnel](#) to prevent anybody else in [-5AI Secret Catacombs of the Necromancers](#) will make any Open Locks attempts suffering another 50% penalty. There are no traps on the vault door or within. Any success will impose the thief with 2500 personal XP due the difficulty. (in total a thief could earn 4 successes. Yet even then the door will not budge. The central wheel has to be turned, and due oxidation this requires a total strength of 28! As only one person can handle the wheel at the same time, there is no space to use a golem, Giant or such creature, or place machinery, magic is needed to give one person temporary the strength of a Storm Giant (which is 28).



The vault door from the inside

When the door is opened the room reveals a wall filled with 155 steel closets, each with two locks, and a central table of steel. These two locks impose only a 50% penalty on Open locks, but these must succeed together to enable opening. The doors can also be opened by explosion (like Fire Balls for all locks, or Magic missile for a single closet),

Disintegration(10% of closets in a circle wall surface), or brute force with a crowbar, large hammer, axe or such, yet these give a chance of destroying objects within; Explosion; 33% destroying any Liquid, combustible within, reducing valuables by 50%, Disintegration; 55% destroying anything within, Brute Force; 25% destroy breakables. To determine what is in the vaults use the [Mystara Treasure Generator](#) or roll separately as per tables RC page 225.

Important; DO NOT activate the options; "Use expanded spell list", or "Use AC4 the book of Marvellous magic" as these would generate spells or magic items the Blackmoorians did not know how to create (yet).

The contents of the first 10 closets combine a Treasure A, the next 15 combine a treasure B, the next 20 combine a treasure C, the next 25 combine a treasure D, the next 30 combine a treasure E, the next 35 combine a treasure F, and the remaining 20 combine a treasure G. Remove anything larger than the closets are only 4' x 1' x 2'. Remove any destroyed objects as due opening, perishables (including potions) and organics due time (this includes any wood like handles, missiles, but also any scrolls, papers, or Leather armor or bags). Any remaining weapons rolled have a percentage functional use equal to its magical charge; a +3 thus has 15% chance of still being functional; if no longer functional these weapons can still be used as a normal weapon. All the items which lost its functional use might still be recognizable what they were, yet no longer can be used, read, activated or else

Any wand, or rod generated by the generator or by using the tables will be exchanged with a 0-15% Wand of Sunflame, 16-30% random Death Egg, 31-45% Glow Wand, 46-60% Sword of Light, 61-75% Wand of Poisoned Dreams, 76-90% Wand of Pain, or 91-99% Farseers (see Adventure DA3 City of the Gods pages, 32-35); each these items with normally multiple uses has only 1d6 uses from its powerpack at maximum left, and each powerpack inside has a 25% chance to explode if handled causing a loud popp, 1d6 acid damage, and functional destruction of the item it is in.

A DM could additionally place a single lost Artifact or special magical item in one of these closets, and this could well be placed here by an Immortal in the Blackmoor Era which has disappeared since then. Keep in mind the item should reflect the era it was created in, and thus can't be anything created later.

DM: Open This Door Please...

This adventure is for a group of high level characters. (especially in a moment when a DM discovers he gave too little treasure to his group the last time). The group must have at least one muscled men (fighter), and at least one Thief as the difficulties are very strong, a level of 15+ and a good deal of stubbornness is needed, (higher is better). The group is contacted in any legal way, yet still holds an incredible amount of secrecy. The Necromancers, have discovered that the Alchemists have found something, yet do not know what and where. One thing is certain; they do not like it not being given to them. To find out what and where and to prevent that from passing by under their own rotten noses, they use guile and trickery, and magic to prevent the group from doing what they are hired for. However, as it is legal, they no longer can legally prevent it, or take it by themselves, so either they must be there BEFORE the PC's & Alchemists, or steal it afterwards. The vault is impervious to ANY magic due the high content of lead. Any PC's helping in opening this vault are each rewarded by the Alchemists with 1 item chosen at will and 1000gp, or 5% of the total value each as by personal choice, up to 25% if they are a group of 5 or more, the remaining treasure is taken by the Alchemists and to be used for their expensive experiments but also for taxes (including those of the PC's). The main reward will be a very good standing with the Alchemists, and a better one with the GSM. The adventure does not end here though. The Necromancers will continue to harass the PC's (and also the Necromancers) to acquire what they feel must belong to them. Like before the opening they will use the Assassin Guild, Thieves Guild, Beggars Guild and several undead sent to them, before attempting twice themselves by magic. If the PC's succeed in protecting themselves AND the Alchemists against the combined acts of the Necromancers over a period of 5 months; the Necromancers retreat, and let things be forgotten. Then the PCs are rewarded by any costs they had, and 10.000DC each (or 5000Dc and one magic Item to be made by the Alchemists). Experience gain is equal to the defeated opponents (any retreat, capture is valued at normal XP value).

-5AM Corner of Discovery

Located at -90', 16' wide by 11', 5' high dug tunnel Connected with; [-5AL Tunnel of Research](#) by opening northeast, [-5AN Abandoned Library of the Teachers](#) by magic door south.

Color/Material Theme; The western wall is ancient Blackmoor "magical" stone (*armoured concrete*). The southern wall is a magical Wall of Blackstone, which can be bypassed if subjected to any Antimagic (see page 209), the other walls are packed earth, with large pieces of metal and similar chunks of Blackmoor "magical" stone (*armoured concrete*) in between from the collapse of the second drill tower disaster in 3452BC. The ceiling is a frame work of reinforced fresh oaken beams tarred, with perpendicular similar beams on top. *This area is actually an extension of the [Tunnel of Research](#), see there for the background.*

-5AN Abandoned Library of the Teachers (former Archives)

Located at -90', Height 15', Connected with; [-5AM Corner of Discovery](#) by magic door north, [-5Y Unused Area](#) by standard door north, [-5AO Classroom of the Teachers](#) by steel double swivel door with glass northeast. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The Floor of this Library is made of ancient Blackmoor "magical" stone (*armoured concrete*) and is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered up to 4' high from the floor 3' wide 4' high rectangular sheets dark Emperador marble, and above that crême colored plaster, The ceiling is made of large beams "magically" created long ago (*armoured concrete*), still bare. Doors are all of reinforced wood with metal locks, handle & hinges. *Within this room are stored spells and items teachers confiscated from the students. As such all these are incomplete, flawed, or just only obnoxious or irritating. Many self flying paper planes, paper birds, pens which copy each others writings, fart pillows(with scent), itching powder (lasts a month) or other things from the list in [What can be Bought](#) page 91-100. There is also an abandoned **Teacher's Wand**; this item has several settings which can be used once per charge; Silence individual; as the Elven spell from Gaz 7 Alfheim, Tweak; target is pulled at neck or ear painfully, and can be directed to the door or corner room. Destroy item; up to 10 target items in the same round must save vs. Fire or be destroyed, when immune to fire it will be losing all magic for 1 day, and Abandon Classroom; this version of Dimension door removes the student out of the room, also infuses the target with an immunity to any transportation spell for 1 Hour. This wand is recharged with any spell caught. Any ongoing spell can be captured and transformed into energy; each spell level is equal to one charge (three Cantrips counts as one charge). **Only teachers are allowed this item, but almost no teacher does use these old items from the FWA or early GSM years anymore, as such most teacher's room may have such a disused item stored or framed (used as a memento or sign of being a teacher); of course it needs special commands to activate, and each teacher had its own commands.***

-5AO Classroom of the Teachers (former Conference Room)

Located at -90,' Height 15' , Connected with; [-5AN Abandoned Library of the Teachers](#) by steel double swivel door with glass northeast, [-5AP Area of the Speaker](#) by single metal frame door(contains some molten glass) above steel ladder up southeast and southwest, [-5AQ Museum of Osteology Lower Archives](#) by steel door with glass inset southeast and 4 steps stair down, [-5AS Museum of Osteology Corridor of Glass](#) by double door with glass inset northeast. There is a large panel of glass window on the north-eastern wall with two steel doors with glass inset. These were originally looking out on the inner garden, but was destroyed by fire, pressure from the packed earth, and are now nothing more than a wooden board with a similar glass illusion as in (originating from the outer wall southeast of the guardhouse. The former glass wall section in the south wall is now an open wall into [-5AP Area of the Speaker](#).

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*) covered up to 6' high with Dark Blue Shire Marble. The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor is made of ancient Blackmoor "magical" stone (*armoured concrete*) covered with Red Verona and Nero Marquina marble tiles laid down in a circular pattern of triangles which are smaller against the southern wall and axis of the circle pattern. The walls are covered with oaken panelling, colored bright white with square decorative lining, brass candle holders and faux pillars (movable). The ceiling has an illusion on it to appear higher. Everything is created to set up the attention direction towards the southern open wall section of [-5AP Area of the Speaker](#).



Even all the seats (*54 simple wooden seat with numbering—there is no number 13, that location is always empty*) are directed to that wall, where each row of seats are four inches higher from the row more south. This room is mostly used for conferences between teacher, mostly about GSM matters, but sometimes about dormitory problems, social problems with the city, and often neigh towards political statements and ordinances. The room is sometimes set for small performances; opera, magic, and theatre. The performer or speaker is thus located in the [-5AP Area of the Speaker](#) and best visible and audible to all in this room. The acoustic is thus that even whispers can be heard by the listeners, and thus speaking publicly here does not need to increase volume vocally nor magically. Teacher; *Harald Haaskinz*, and any *Guest Teacher*.

-5AP Area of the Speaker (former Monitor Room)

Located at -85,' Height 10' , Connected with; [-5AO Classroom of the Teachers](#) by single metal frame door (contains some molten glass) above below steel ladder down northeast and northwest. The former glass wall section in the north wall is now an open wall into [-5AP Area of the Speaker](#).

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor is made of ancient Blackmoor "magical" stone (*armoured concrete*). The strange table in the north with molten glass wall, molten glass globs and copper wires, warped and corroded steel and molten multicoloured things has been removed (*reused or dumped*). The remaining wall including the metal frame wall (*contains some molten glass*) northeast and northwest is now covered with white painted oak panels (3" wide 3' high), the upper section is open and thus is 5' -11' above the floor of the lower Classroom of the Teachers. The southern wall is covered from 3' up to the ceiling 7' higher with a gigantic blackboard. the lower section is also covered with white painted oak panels (3" wide 3' high).

This room or currently more a platform. Is used as a speakers corner (and sometimes for small theatrical performances for a closed group only). Opera, Theatre, Political Comedy, Parody, Bard entertainments, Political speakers, foreign speakers, teacher or GSM school crew debate teams , magical illuminative picture shows (more or less an order of pictures than a movie), or even projections from Crystal Balls (image projected and enlarged by illusionary magic).

-5AQ Museum of Osteology Lower Archives

Located at -90,' Height 15' , Connected with; [-5AO Classroom of the Teachers](#) by 4 steps stair up and steel door with glass inset northwest, [-5AR Museum of Osteology Locked room](#) by reinforced oaken door northeast (locked with bolt, lock and as of yet unbreakable Wizard Locks), [-4L Museum of Osteology: Humanoids](#) by stairway up.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor is made of ancient Blackmoor "magical" stone (*armoured concrete*).

This room is stocked with shelves storing skin based-scrolls, or sheets, bones and skulls with writing on them. An old dusty smell of decay lingers, faintly tinged with the scent of the remnants of a recently Cloudkill spell against vermin. If everything is silent and dark, it is possible to hear nibbling of mice or Bookworms (except the first week after the last Cloudkill cleaning. In that case the scent of dead organic matter can be found if not removed). 10% of the sources here are books, 69% are scrolls, and the remaining 21% are other sources; Skulls, plates, bones, etc. Bookworms are a great menace in any library; more on these dangerous pests (at least to your books, scrolls but also your spellbook) can be found here; [Monster Manual 3 page 1073](#). There is a 25% chance any paper/scroll is damaged to no use, and books miss pertinent information due these critters.

-5AR Museum of Osteology Lower Storage (former Cells)

Located at -90,' Height 15' , Connected with; [-5AT Museum of Osteology Stairway](#) by reinforced oaken door northeast (locked with bolt, lock and as of yet unbreakable Wizard Locks), [-5AQ Museum of Osteology Lower Archives](#) by reinforced oaken door southwest (locked with bolt, lock and as of yet unbreakable Wizard Locks).

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. . The floor is made of ancient Blackmoor "magical" stone (*armoured concrete*)

Until 1004AC this rarely used storage area was accessible normally (with use of the correct key of course), yet when the war with Alphatia started to grow, one of the former teachers (which one is unknown) went into panicky hoarding mode; It was his idea that the Alphatians would obliterate Glantri, and kill anybody walking around. He was in fear the same would happen as in the original Plane of Alphatia; where space was filled with air and the worlds obliterated in shards and remnant. His idea was the Alphatians worked again on the idea of destroy and rule the remnants. As being a Flaemish descendant, he was appalled by the idea and started prepping. Afraid all Flaemish (Glantrian) magic would be destroyed he chose this location as the most secretive and safe spot to store a hoard of magical items and books of spells. However he died before he could tell anyone about the hoard's location. It is up to the DM what is in this hoard, yet I is suggested all Fire Elementalist, Necromancer, Common Magic, spells all written on separate scrolls (not to cast, but to learn only). Many of the magical items mentioned in this book as well as common potions, scrolls, wands, rods and staves from the Rules Cyclopedia would have a single item stored herein. The area is protected by the high lead content of the surrounding walls, floor and ceiling, as well as powerful spells of locking (Guards and Wards, Wish, and magical Gnomish locks.

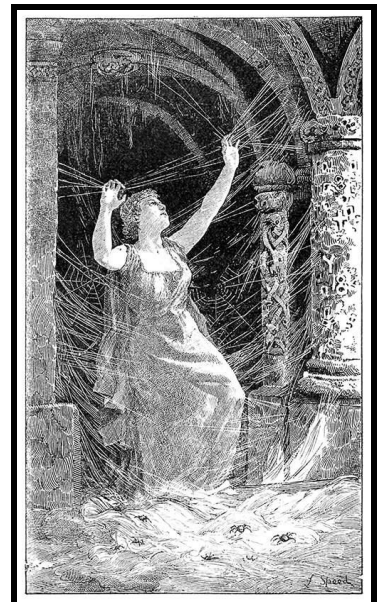
It is up to the DM how to breach these doors and locks of both the entry and the cells themselves. BE CAREFUL, however, such an sudden increase of magic could destroy your whole campaign and game balance between the PC's and the NPC's; it is thus suggested to part the PC's with most of these items for the benefit of the nation/population, and either by taxation, theft, sharing most items will be lost to the PC's. It is very important to keep this balance; if not the DM could also use the following information; [Nasty side effects of Magic](#).

-5AS Museum of Osteology Corridor of Glass

Located at -90,' Height 15' , Connected with; [-5AU Spider Haven](#) by secret door northeast and 6 steps down, [-5AO Classroom of the Teachers](#) by double door with glass inset southwest. There are several windows with their original frames within, yet no more glass. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor is made of ancient Blackmoor "magical" stone (*armoured concrete*) covered with a irregular layer of molten and rehardened amount of glass. As such the movement here must be done carefully else to fall and suffer 1d4 damage (-AV). It is however possible to glide in a single move forward if sprinting outside this room, with some oil on the feet, and a successful dexterity check at -2 to glide to the other end in 1 round. Any failure will result in a fall. This glass was thus interesting by the FWA who discovered it, that they used a Wish spell to make it indestructible. *The floor they have imbued with a specific illusion, which functions flawlessly up today. The magic creates an illusion in the warped molten glass of the surface as seen from 200 feet above looking down. The window frames are currently filled with mirrors, of which one is a damaged Mirror of Life Trapping active only between sunrise and sunset, and releasing everything during sunset and sunrise.*

-5AT Museum of Osteology Stairway

Was filled with thick layer of mud, debris, dug open with Disintegration spells in 755AC. Located at -90,' Height 15' , Connected with; [-5AR Museum of Osteology Locked Room](#) by reinforced oaken door southwest (locked with bolt, lock and as of yet unbreakable Wizard Locks), [-5AV Round Base / Spider Lair](#) by open corridor northeast, [-5AU Spider Haven](#) by open arch and 4 steps down northwest, [-4N Museum of Osteology: Remnants](#) by stairway up. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor is made of ancient Blackmoor "magical" stone (*armoured concrete*).*Everything is covered with old and new spider webbing, in which remnants of prey can be found .It is forbidden for anybody to enter this area, yet is not warded other than by a sign halfway the stairway. As such the room is used often to harvest spider web for spell creation, spell research, and component use (see picture). The room in itself is empty, yet prone to the following wandering monsters (1-2 on 6/turn or room). This table is also to be used in the -5AU Spider Haven, and -5AV Round Base / Spider Lair rooms.*



chance	creature	RC page	MMMC link	MMMC page
1-25	Rats	201	Monster Manual 2.pdf	444-445
26-45	Insect Swarm (flies)	187	Monster Manual 3.pdf	727
46-60	Giant Rat	201	Monster Manual 2.pdf	447
61-70	Skeleton	204	Monster Manual 4.pdf	1135-1137
71-80	Large Spider (young)	na	Monster Manual 3.pdf	574
81-90	Zombie	213	Monster Manual 4.pdf	1154-1155
91-00	Giant Spider (adult)	na	Monster Manual 3.pdf	575

-5AU Spider Haven

Was filled with thick layer of mud, debris, partially dug open with Disintegration spells in 761AC by early Necromancers sensing death in that direction; Located at -90,' Height 2' -9' , Connected with; [-5AV Round Base / Spider Lair](#) by partial obstructed tunnel east, [-5AT Museum of Osteology Stairway](#) by open arch and 4 steps up southeast, [-5AS Museum of Osteology Corridor of Glass](#) by secret door northeast and 6 steps up, [-5AI Secret Catacombs of the Necromancers Tunnel of Debris](#) by open steel double door northwest.

Color/Material Theme Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The whole north-eastern wall and ceiling have collapsed inward, and making the area a cramped and crowded space. The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. The floor is made of ancient Blackmoor "magical" stone (*armoured concrete*), yet fully inundated. Everything is covered with old and new spider webbing, in which remnants of prey and egg sacks can be found. It is forbidden for anybody to enter this area, yet is not warded other than by a sign halfway the stairway. As such the room is used often to harvest spider web for spell creation, spell research, and component use (see picture). The room is prone to the following wandering monsters (1-2 on 6/turn or room); yet three large spiders reside in this room (2 male at location A & B, and 1 larger female in



Strength (inc. magical induced)	Break Free in;
24+	destroy Web as if it isn't there
22-23	1 round
20-21	2 rounds
18-19	4 rounds
16-17	1 Turn
13-15	1d4 Turns
9-12	2d4 Turns
6-8	2 Hours
5 or lower	can't

the hole at location E). These giant spiders feed of rats, smaller spiders (yes spiders will eat their own offspring and partner if able), and wandering undead mainly, yet would not refrain themselves from dining upon the average PC. Such being said; the spiders are within their web at locations 85% of the time, wandering about 15%. As the smaller young and male ones are also preyed upon. It is best to assume the locations of eaten ones will be replaced in a day or so. The large spiders are given here as the young and are only wandering monsters, and the giant spiders as the adults which may appear as set monsters and wandering(use the table [-5AT Museum of Osteology Stairway](#)). Just for game convenience, assume any dead spider will be replaced within a week or so by a young one growing out into an adult in a 1d4 months. Keep in mind an entangled PC can't fight well, and is prone from further enrapping and a paralyzing bite. Single PC's will be eaten in 1d4 days, leaving a dried husk and bones behind.

-5AV Round Base / Spider Lair (former secondary Drill Tower)

Located at -90,' Height 15' , Connected with; [-5AU Spider Haven](#) by partial obstructed tunnel west, [-5AT Museum of Osteology Stairway](#) by open corridor southwest (Was filled with thick layer of mud, debris, dug open with Disintegration spells in 755AC), [Lower Chambers](#) by stairway and elevator shaft down.

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The ceiling is made of large beams "magically" created long ago (*armoured concrete*). Doors are all of reinforced wood with metal locks, handle & hinges. Some remaining former equipment is still visible yet without function due the fire and 400 years neglect and corrosion. The floor is made of ancient Blackmoor "magical" stone (*armoured concrete*). Everything is covered with old and new spider webbing, in which remnants of prey can be found .It is forbidden for anybody to enter this area, yet is not warded other than by a sign halfway the stairway. As such the room is used often to harvest spider web for spell creation, spell research, and component use (see picture). The room is prone to the following wandering monsters (1-2 on 6/turn or room); yet two large spiders reside in this room (2 male at location C and at location D). These giant spiders feed of rats, smaller spiders (yes spiders will eat their own offspring and partner if able), and wandering undead mainly, yet would not refrain themselves from dining upon the average PC. Such being said; the spiders are within their web at locations 65% of the time, wandering about 35%. As the smaller young and male ones are also preyed upon. It is best to assume the locations of eaten ones will be replaced in a day or so. The large spiders are given here as the young and are only wandering monsters, and the giant spiders as the adults which may appear as set monsters and wandering(use the table [-5AT Museum of Osteology Stairway](#)). Just for game convenience, assume any dead spider will be replaced within a week or so by a young one growing out into an adult in a 1d4 months. Keep in mind an entangled PC can't fight well, and is prone from further enrapping and a paralyzing bite. Single PC's will be eaten in 1d4 days, leaving a dried husk and bones behind.



The crashed corridor exiting this room to Spider Haven is mostly blocked by a well placed web which can hold a human like a web spell (see table above).

Lower Chambers

General Material/Theme Levels 0, 00, 000:

The rooms are actual large carbon-fibre steel framed containers placed here by Teleportation in the precise excavated area, and the readjusted by the Ubots. The walls of these rooms are 22 inch thick carbon-fibre over a steel frame, covered with a crème colored layer (special rust resisting waterproof layer of thin plastic). All corners have been rounded. The internal height is set at 12'. The corridor walls (blue on the map) are all egg shaped tunnels made of 5' large 15 inch thick steel sections attached against each other by Ubots, then covered with a special rust resisting waterproof layer of thin plastic.

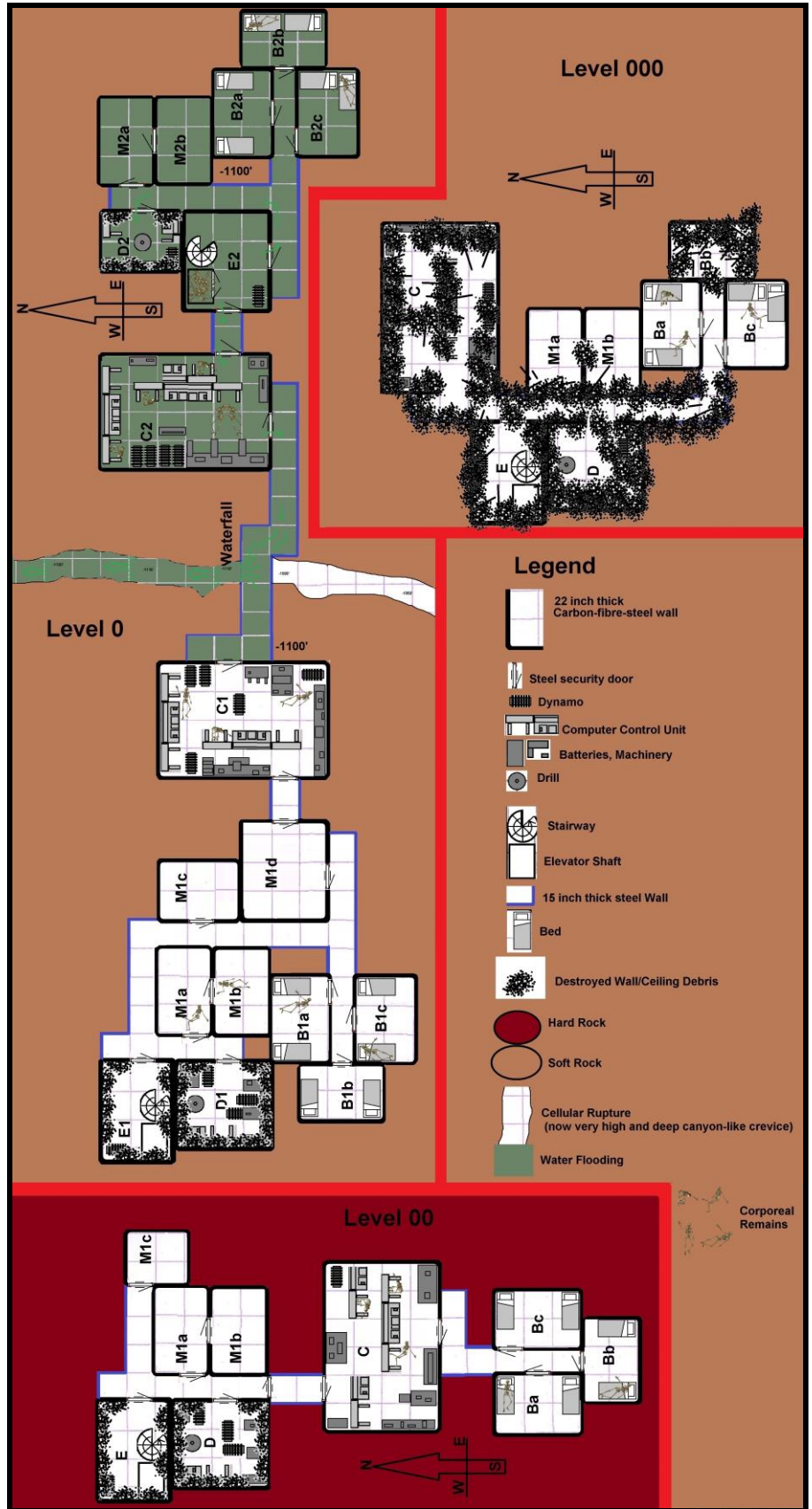
The corridors (8' tall, 8' wide) are created for internal access and withstand external pressure. They have a flat poured floor of "magical stone" (non-armoured concrete), upon which lies a black or white rubbery material. On the walls are sections of now obsolete technology (see [00 North Hall](#).)

The drill shafts down were drilled over time, and the stairway/elevator shafts were made by manual (Human and Ubot) and magical power (precise disintegration). The first section attaches to the first drilling location (now known as the "Olde Keep"). The second section attaches to the former secondary Drilling location devastated in the year 3452BC the stairway shaft crushed and blocked completely at -150' except by liquids. The Elevator shaft is severely damaged at the same height, and is accessible, but is populated halfway by a Giant Spider (see [5AV former secondary Drill Tower](#)) which often hunts on the inundated level 0.

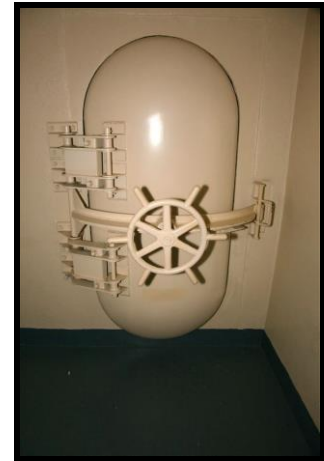
As water continually drains through cracks into these shafts, the second section is inundated by 1' deep water. Flushed in sand, debris, toxic waste from the Secret Craft of Elementalism all created a morass of slippery gunk in most of the rooms.

It is infested with rats and giant rats and fungi have taken root on remains, upon which the rats feast. This almost enclosed ecosystem is very small and active.

Any furniture is of steel, aluminium, or plastics. All steel is heavily corroded.



The doors in all these sections are very special; These are a combination of a fire door, a blast door and normal door. On both sides there is a wheel; this must be twisted three times clockwise on the round side, and counter clockwise on the hollow side, to release and the pulled open (pressed on the hollow side. It was common use to keep these doors closed at all times just for safety. The hinges, door and wheels of the hatch are all of 2 inch thick steel, painted with a special impact and corrosion resisting waterproof layer of thin plastic colored crème.



Level 0

This level is affected in the first degree of the [The Wasting Disease](#).

The average temperature is a constant 15 celsius/59 Fahrenheit.

Dating Level 0: Section 1; 3500 BC, Section 2; 3485 BC. **Damaged:** 3452 BC (2nd Drill tower disaster; Eastern secondary section abandoned), 3065 BC (quake damages to drill) and 3000 BC (Fire Blaze), 1750 BC (severe quake).

Level 00 Located at: -1100' just above gas chamber 1 (depleted 3445 BC). **Level 0 Containing:** two Gas drill tubing, six material chambers, two control rooms, two residential areas with 3 chambers, and two Elevator shafts.

Many rooms in the **western section** are vacuumized. This was a effect of the fire; it literally sucked all oxygen out of the ventilation system and hence out of all closed rooms. As the corridor is attached to the elevator shaft with an open door, this has suffered some damage, but still has air from the upper floors. All closed rooms have not, and can't be opened except by slow inlet as described with each such door.

Within these rooms it is possible to have (dried mummified) skeletal husks of human bodies of 4000 years old. Their clothing is intact, only all gas and moisture has been extracted from the corporeal remains in the fire blaze of 3000BC. They can be animated, but can't be raised as their souls have long passed on, reincarnated or else.

All rooms in the **eastern section** are flooded by 13" water and muddy muck. This waste water originates from the drains created originally in room [-4O](#) which until 3490 BC normally flooded into the canals. The GSM Alchemists later attached their sewer dimensional door system to these conduits.

As the structures sank (and collapsed in 3452BC) the water sought its own lower source; between the cracks in the concrete, through [-5AT](#), into the stairway- elevator-shafts of [-5AV](#) down to this level. The water, sand, filth kept seeping in and over centuries arose to a height of 3' in 1750 BC.

This whole area has long been used as a fungal farm for the forgotten survivors buried underneath the collapsed tower. They have had an entry to this section from [-5AI](#), through [-5AU](#) into [-5AV](#) down to this level. Until 755AC there was no functioning passageway out to [-5AT](#), nor [-5AS](#). These were either fully blocked or hidden.

All floors are thus covered with a 13' inch thick layer of muck. This muddy muck makes moving hard (1/3rd normal at best), and sheds an awful stench if the surface is broken. It is also impossible to move without sound, or invisible, due mud, the many mosquitoes, water moisture, and fungal spore all over. Even invisible, you' ll be invisible in 1 round again. There is however nothing said of camouflage or hiding, and rats and spiders will use this tactic to escape or attack. Spiders will also walk on the ceiling.

The fungi of those days still grow here; Most 99% are normal sized fungi, 50% is edible the other has some medicinal value. The only large fungi found here is the Lermon (aka Foodshroom) [Monster Manual 3](#) page 770. See [MMMMC3](#) page 760-761; and the rooms are infestated with Insect Swarms. Insects may swarm together if their area is disturbed; [MMMMC3](#) page 727, most insects are flies, feeding on the filth and fungi.

There is also a very rare creature to be found here which lives on oozes, fungi; the Green Slime Guzzler [MMMMC3](#) page 758.

Other creatures found known are Green Slimes ([MMMMC3](#) page 1011), Rats and mice (see [MMMMC2](#) pages 444 and 453 respectively), and spiders (as described in [-5AU](#)). Together they form a minor ecological group in balance. All these creatures can be encountered as Wandering Monster in the eastern section of Level 0.

In the year 1750BC a great seismic disaster rocked the known world as the RCC collider exploded (especially everything around the area now known as Broken Lands—including today Glantri), also affecting the under ground. Two major cells of the Planetary Megalith were disconnected and a deep canyon like rupture shaft was created between them. This caused tension on the steel tunnel between the two sections on level 0 tearing the central Hall way open on the northern side. Here the water continues to fall down. This water from there on has eroded a tunnel into the former now empty primary gas chamber. Here toxic waste (from the exiting miniature Dimension Door of the Alchemist sewer system), water, animals, spores, seeds and such drained down, combine, and regrow, creating its own ecosphere. The muck and water levels out at a depth of thirteen inches (the lowest height of the doors), but this is also the same depth PC's sink in or have to wade through. This room can't be accessed by teleportation as the wall contains a high concentration of lead and gold particles and was treated with Gorgon's Blood making it impassable with magic.

3000 BC 1 Nuwmont: The Great Rain of Fire. Some Blackmoor prototype matter/antimatter engines explode, shifting the world's axis. Large amounts of matter are propelled into the air falling back as hundreds of meteorites burning up in the sky. The same explosion creates a shockwave of energy to all connected machinery. As such these spark or explode. This causes the remaining gas in the tertiary gas chamber (the [Chamber of the Radiance](#) in current times) to ignite. The burning gas rapidly expands through the existing shafts (Elevator and Drill shafts), up into the levels above, rapidly consuming all oxygen in the lower chambers, first level 000, then a mere second later level 00 and the secondary partially filled gas chamber, followed by the 90% empty primary gas chamber, continuing upward through all shafts (including those of the secondary drill location). Here it either died out due lack of oxygen or it reached the surface where it became a fiery blaze. **Redfen** is ruined in the infernal blaze from the remaining gas of the three gas chambers. The pressure of the expanding burning gas causes severe tremors, resulting in a mass destruction. Only where there was no connection, or where air was burned out, sections survive of the Blackmoor factory and city Redfen. Everything else is from a later time.

Bodies found can't be cloned, or revived, raised or resurrected, but can be animated.

Level 0 Western Hallway

Connected with; [Level 0 E1 Elevator Shaft](#) by standard special door west, [Level 0 D1 Gas Drill Room](#) by standard special door west, [Level 0 M1a Material Room](#) west, south, then by standard special door east, [Level 0 M1c Material Room](#) by standard special door east, [Level 0 M1d Material Room](#) south, east then by standard special door north, [Level 0 B1 Bedroom \(a, b, c\)](#) south, west then by standard special doors north, west, south. The hallway is barren and empty. There are no scents, and traces of use. Almost all doors are closed, but can be opened from both sides.

Level 0 E1 Destroyed Elevator Shaft

Connected with; [Western Hallway](#) by open standard special door east, [-5X Forgotten Old Keep Main Shaft](#) by stairs up in stairway, or ladder up in elevator shaft, [Level 00 E Elevator Shaft](#) by stairs down in stairway, or ladder down in elevator shaft. Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The stair and elevator parts are of severely damaged (burned/molten/rusted) metal. The ceiling is warped, burned and molten, and lowered to 8' -9' . The hole down in the main shaft seems unending. *This was originally part of the original drilling tower, but as the structure began sinking into the ground the Blackmoor Redfen residents had strengthened and raised the tower. They added several levels on top of this level. The elevator itself has probably been modified with each new extension but in the Great Fire it was destroyed. As thus this area is nothing more than a very deep elevator shaft, there is however a (very unsafe) wall ladder here. Each 20 steps has a 25% chance of breaking one off, causing the one using it to make a dexterity check to prevent falling and grabbing onto another step (causing a new % breaking roll of that step). A character using his/her climb wall ability lowers the breaking chance to 30% for each 20 steps per successful roll. A thief may guide others in climbing more safely and this provides them a Climb Wall ability of 30 % (+Dex adjustment) at best, but the thief must succeed an intelligence check to succeed in this attempt. Only one intelligence check is needed per character guided, but each additional character lowers the chance of success by 1 for all characters included. The best way to prevent falling is to secure a rope to the sides of the ladder, but a clever climber needs an int.check to know this.*

The steel ladder in the stairway shaft is partially molten, but still usable. Several steps are missing or are contorted, preventing those on it to move too fast and fall (2d6 damage); advised speed is 2 steps per round. One can also use levitation or Flying to go up or down. Levitation speed 20' /round, flying no more than 60' /round

Level 0 D1 Destroyed Gas Drill Room

Connected with; [Western Hallway](#) by standard special door east. This room holds the main drilling shaft, the drill, and secondary control and motion machinery (primary was on surface). As such, extra generators, guidance and control machinery and computers were installed here. All these have suffered from severe fire damage coming from the shaft itself in 3000BC. Nothing is salvable or usable. Many sections of metal have been molten. The ceiling is warped, burned and molten, and lowered to 8' -9' . The hole down in the main shaft seems unending. As the blast door was closed in this area, lack of oxygen caused the fire to go out here. Much of the equipment can be recognized if acquainted with them, otherwise these are nothing more than partially molten steel closets in a burned and molten room.

Level 0 B1 Vacumized Bedroom (a, b, c)

When it is tried to open a door the first time, your air outside the door starts rushing in through the sides with a hiss, this takes 1 full turn, first then the suction on the door is released, and the door can be opened. Connected with; [Western Hallway](#) by standard special doors Within each of the rooms are two beds, a table and a chest underneath each bed. On the walls hang various sheets of paper with faded colours (women, and music posters). The rooms occupied by skeletons have had a fungal growth long ago, causing all organic matter to be a moment of the past. Nothing remains other than a moist slimy residue. This includes clothing, bedlinnen, blankets, tapestry, towels, floor, and bodies. *There are two skeletal remains total in these three rooms; a & b, room c is open and empty, there is no slime within, everything has long evaporated here. All of them seem to have been grasping their throat or trying to reach a door. Apparently the air here was removed in an instant. There is no active ventilation, making the slimy stench reactivated upon opening the door due new oxygen in room a & b horrible within a turn. These rooms have a weird crystalline plates radiating light upon movement in the room. The remain active for 1 Hour, but will reactivate upon new movement. These are magical crystals, cut to shape, which could be found on the continent Skothar in Blackmoor times. It is unsure if these crystal still exist. They seem to feed themselves on ambient Radiance or solar energy for their own energy. They are virtually immortal and will become active even after centuries of energy deprivation (several hours to days recharging).*

Level 0 C1 Vacumized Control Room

When it is tried to open a door the first time, your air outside the door starts rushing in through the sides with a hiss, this takes 1 full turn, first then the suction on the door is released, and the door can be opened. Connected with; [Level 0 M1d Material Room](#) by standard special door west + hallway + standard special door, [Waterfall](#) by standard special door east and hallway(door locked here, thus can't be opened from other side),. This large room is occupied with several steel tables with attached machinery and consoles. As this area is not affected by the fire, but only by the lack of air, everything seems to be in good order (except some instant fire rust). There are 5 generators which were used to give energy to this room. The generators were fuelled by the gas it drilled, and some other unknown source (this was energy from the RCC (Regressive Colliding Collector) in what is now the Broken lands (this item is detailed here; [voyage-of-discovery](#)), yet any conduit/cable is long gone after 4000 years and major disasters in between. *There are three dried mummified husks of human bodies within the room. All of them seem to have been grasping their throat or trying to reach a door. Apparently the air here was removed in an instant.*

There is a dormant Ubot in this room, which will become active when the doors are opened and new air flows in. If the characters are damaging anything in this room, the Ubot will try to repair it. If trying to attack the Ubot or trying to remove any of the dried husks of mummified bodies the Ubot will attack to defend itself or the body. The Ubot does not speak, and has energy left for 3 hours at most, since it was dormant and preserved due lack of air. The statistics for a Ubot can be found in adventure DA3 City of the Gods, and in [MMMMC 5](#) page 1570. Everything is out of order, and no longer functional. The bodies have either treasure U or V (RC 225) on them, but no special or magical treasure. Each body has 1d3-1 of the items in [MMMMC 5](#) page 1573-1578, but never more than 1 weapon, as this was a non-threatening area then.... DM choose with care. As the area was airless most items suffer no erosion or full depletion of energy.

Level 0 M1a Vacumized Material Room a

When it is tried to open a door the first time, your air outside the door starts rushing in through the sides with a hiss, this takes 1 full turn, first then the suction on the door is released, and the door can be opened. Connected with; [Western Hallway](#) by standard special door west, [Level 0 M1b Material Room](#) by standard special door south. This section contains special tools, and various drill sections. There is one corpse of a mummified human within. All of them seem to have been grasping their throat or trying to reach a door. Apparently the air here was removed in an instant. The body has 1d3-1 of the items in [MMMMC 5](#) page 1573-1578, and several awkward tools, but never more than 1 weapon, as this was a non-threatening area then.... DM choose with care. As the area was airless most items suffer full depletion of energy.

Level 0 M1b Vacumized Material Room b

When it is tried to open a door the first time, your air outside the door starts rushing in through the sides with a hiss, this takes 1 full turn, first then the suction on the door is released, and the door can be opened. Connected with; [Level 0 M1a Material Room](#) by standard special door north. This section contains special tools, and machinery parts. There is one corpse of a mummified human within. All of them seem to have been grasping their throat or trying to reach a door. Apparently the air here was removed in an instant. The body has 1d3-1 of the items in [MMMMC 5](#) page 1573-1578, and several awkward tools, but never more than 1 weapon, as this was a non-threatening area then.... DM choose with care. As the area was airless most items suffer full depletion of energy.

Level 0 M1c Vacumized Material Room c

When it is tried to open a door the first time, your air outside the door starts rushing in through the sides with a hiss, this takes 1 full turn, first then the suction on the door is released, and the door can be opened. Connected with; [Western Hallway](#) by standard special door west. This section contains special tools, and 6 non-functional Ubots and Ubot parts. There are 6 energy packs for items here with 2d10% max charge remaining. This room also has a workbench, and as such is used as a work room to make (unknown) things. There is a 0-50% a tool can be recognized as being a tool used in 1000AC, and a 51-00% the tool is an unknown obscure object of 3000BC. These can be used as improvised hammer, pick, or counterweight. As the area was airless most items suffer full depletion of energy. *This room has a weird crystalline plates radiating light upon movement in the room. The remain active for 1 Hour, but will reactivate upon new movement. These are magical crystals, cut to shape, which could be found on the continent Skothar in Blackmoor times. It is unsure if these crystal still exist. They seem to feed themselves on ambient Radiance or solar energy for their own energy. They are virtually immortal and will become active even after centuries of energy depravation (several hours to days recharging).*

Level 0 M1d Vacumized Material Room d

When it is tried to open a door the first time, your air outside the door starts rushing in through the sides with a hiss, this takes 1 full turn, first then the suction on the door is released, and the door can be opened. Connected with; [Western Hallway](#) by open standard special door south, [Level 0 C1 Control Room](#) by standard special door east + hallway + standard special door. This room is more a secondary work room than a Toolroom. The Ubot here worked with a variety of machinery and tools to repair items. None of these (including the Ubot) work, anymore. However, most manual tools known to PC's (hammer, saw, chisel, thongs, etc can be found here in a variety greater than known, and a quality of platinum standard. As such the 5000 cn load has a total value of 25.000Dc. As the area was airless most items suffer only some rust and full depletion of energy.

Level 0 Inundated Eastern Hallway

Connected with; [Level 0 M2a Material Room](#) by standard special door east, [Level 0 D2 Gas Drill Room](#) by pressed open standard special door due internal pressure west, [Level 0 E2 Elevator Shaft](#) west then by standard special door north, [Level 0 B2 Bedroom \(a, b, c\)](#) east then by standard special doors east, north, south. The hallway is muddy with a stream of water flowing north, there are traces of creatures everywhere, and the stench of the muck, dead animals, funghi and alchemical waste almost takes your breath away. There are no traces of human(oids) in this area, yet walls and ceiling are covered by a mixture of webbing and mushrooms. All doors are open, and no longer can be closed due oxidation. *There are several small and large funghi found here; from the harmless species of Trania to the more common versions. (All in the [MMMMC3](#)), and the rooms are infestated with Insect Swarms, or Insects may swarm together if their area is disturbed; [MMMMC3](#) page 727, most insects are flies, feeding on the filth and funghi. the Green Slime Guzzler [MMMMC3](#) page 758. Other creatures found here are Green Slimes ([MMMMC3](#) page 1011), Rats and Mice (see [MMMMC2](#) pages 444 and 453 respectively), and Large Spiders (as described in [-5AU](#)). Together they form a minor ecological group in balance. If not defeated; the Giant Spider mentioned in [-5AT](#) [-5AU](#) and [-5AV](#) will hunt here too.*

Level 0 E2 Inundated Elevator Shaft

Connected with; [Eastern Hallway](#) by standard special door, [Level 0 C2 Control Room](#) by standard special doors + hallway + standard special door, [-5AV Round Base / Spider Lair \(former secondary Drill Tower\)](#) by stairs up in stairway, or ladder up in elevator shaft. The former elevator fell down, and now lies fully disintegrated by the fire, fall and aeons of time and corrosion as a collection of rusted bend metal on the bottom of the shaft. *This whole room suffers from a continuous drop of water and muck; as such the floor is covered with a 13" layer of mud, with often weird colors and awful stench. There is one former generator, which has become a growing patch for fungi, as are all the walls, lower steps of the stairway, and the dryer sections of the floor near the walls. The water created two small gulleys in the mud where a clear stream pattern can be seen; directing outward of the open doors. On the bottom of the shaft lie the chitinous and bone remains of the Giant Spider above. These include human bones (mostly from zombies). This area is nothing more than a deep elevator shaft going up, without a functioning elevator. There is however a (very unsafe) wall ladder here. Each 20 steps has a 25% chance of breaking one off, causing the one using it to make a dexterity check to prevent falling and grabbing onto another step (causing a new % breaking roll of that step). A character using his/her climb wall ability lowers the breaking chance to 30% for each 20 steps per successful roll. A thief may guide others in climbing more safely and this provides them a Climb Wall ability of 30 % (+Dex adjustment) at best, but the thief must succeed an intelligence check to succeed in this attempt. Only one intelligence check is needed per character guided, but each additional character lowers the chance of success by 1 for all characters included. The best way to prevent falling is to secure a rope to the sides of the ladder, but a clever climber needs an int.check to know this. One can also use levitation or Flying to go up or down in the elevator shaft; .Levitation speed 20' /round, flying no more than 60' /round The steel ladder in the stairway shaft is partially molten, and on other locations in its shaft blocked with large chunks of debris, and is no longer usable. There are several small and large fungi found here; from the harmless species of Trania to the more common versions. (All in the [MMMMC3](#)), and the rooms are infested with Insect Swarms, or Insects may swarm together if their area is disturbed; [MMMMC3](#) page 727, most insects are flies, feeding on the filth and fungi. the Green Slime Guzzler [MMMMC3](#) page 758. Other creatures found here are Green Slimes ([MMMMC3](#) page 1011), Rats and Mice (see [MMMMC2](#) pages 444 and 453 respectively), and Large Spiders (as described in [-5AU](#)). Together they form a minor ecological group in balance. If not defeated; the Giant Spider mentioned in [-5AT -5AU](#) and [-5AV](#) will hunt here too.*

Level 0 D2 Inundated Gas Drill Room

Connected with; [Eastern Hallway](#) by pressed open standard special door due internal pressure. This room holds the main drilling shaft, the drill, and secondary control and motion machinery (primary was on surface). As such, extra generators, guidance and control machinery and computers were installed here. All these have suffered from severe fire damage coming from the shaft itself. Nothing is salvable or usable. Many sections of metal have been molten. As the blast door was open in this area, the 3000BC fire affected much of this area. However, as the upper section have been closed of due the collapse in 3452BC, the fire died off here, leaving original materials and areas, reasonably intact due lack of oxygen. Much of the equipment here can be recognized if acquainted with them, otherwise these are nothing more than partially molten steel closets in a burned and molten room. One of the equipment is a totally devastated Ubot. The ceiling is molten, and charcoaled, and lowered to 8' -9' . The shaft itself has been clogged with flushed-in debris, yet this was the initial way for upstairs water to flow down into the [Toxic Lake \(Former 1st Gas Chamber\)](#). This is the only room where it was visible that it once had been completely filled with water, until after a century or so (this is unknown) the door gave in and filled the rooms and halls beyond. As the shaft became clogged, water sought new ways to go down, being the stairway & elevator shaft which *There are several small and large fungi found here; from the harmless species of Trania to the more common versions. (All in the [MMMMC3](#)), and the rooms are infested with Insect Swarms, or Insects may swarm together if their area is disturbed; [MMMMC3](#) page 727, most insects are flies, feeding on the filth and fungi. the Green Slime Guzzler [MMMMC3](#) page 758. Other creatures found here are Green Slimes ([MMMMC3](#) page 1011), Rats and Mice (see [MMMMC2](#) pages 444 and 453 respectively), and Large Spiders (as described in [-5AU](#)). Together they form a minor ecological group in balance. If not defeated; the Giant Spider mentioned in [-5AT -5AU](#) and [-5AV](#) will hunt here too.*

Level 0 B2 Inundated Bedrooms (a, b, c)

Connected with; [Eastern Hallway](#) by standard special doors. Within the room are two beds, a table and a chest underneath each bed. On the walls hang various sheets of paper with faded colours (women, and music posters). The rooms occupied by skeletons have had a fungal growth long ago, causing all organic matter to be a moment of the past. Nothing remains other than a moist slimy residue. This includes clothing, bedlinnen, blankets, tapestry, towels, food, and bodies. *There are two skeletal remains total in these three rooms. There is no active ventilation, making the slimy stench horrible. The skeletons are positioned in a way as if they died by lack of air. There are several small and large fungi found here (both growing on the muddy ground as on the remaining bed frames covered with dirt); from the harmless species of Trania to the more common versions. (All in the [MMMMC3](#)), and the rooms are infested with Insect Swarms, or Insects may swarm together if their area is disturbed; [MMMMC3](#) page 727, most insects are flies, feeding on the filth and fungi. the Green Slime Guzzler [MMMMC3](#) page 758. Other creatures found here are Green Slimes ([MMMMC3](#) page 1011), Rats and Mice (see [MMMMC2](#) pages 444 and 453 respectively), and Large Spiders (as described in [-5AU](#)). Together they form a minor ecological group in balance. If not defeated; the Giant Spider mentioned in [-5AT -5AU](#) and [-5AV](#) will hunt here too. These rooms have a weird crystalline plates radiating light upon movement in the room. The remain active for 1 Hour, but will reactivate upon new movement. These are magical crystals, cut to shape, which could be found on the continent Skothar in Blackmoor times. It is unsure if these crystal still exist. They seem to feed themselves on ambient Radiance or solar energy for their own energy. They are virtually immortal and will become active even after centuries of energy deprivation (several hours to days recharging).*

Level 0 C2 Inundated Control Room

Connected with; [Level 0 E2 Elevator Shaft](#) by standard special door east + hallway + standard special door east, [Level 0 Waterfall](#) by standard special door south and hallway. This large room is occupied with several steel tables with attached machinery and consoles. As this area is not affected by the fire, but only by the lack of air, everything seems to be in pristine order. There are 4 generators which were used to give energy to this room. The generators were fuelled by the gas it drilled, and some other unknown source (this was energy from the RCC (Regressive Colliding Collector) in what is now the Broken lands (this item is detailed here; [voyage-of-discovery](#)



), yet any conduit/cable is long gone after 4000 years and major disasters in between. The room has rust and growth of fungi all over. And these allow used (inhaled-exhaled) water to drip from higher areas. The most typical in this room are two work desks (including Computer) which still shed light. The generator attached to desk has been reactivated by survivors of the 3452BC disaster but regularly inserting energy packs. They did this in hope to make contact with the outside world. However, the fire destroyed all conduits, and no contact was possible. This however did not withhold the survivors from continuously trying. The last energy packs were used in 1700 BC by the Elf, which later possessed Etienne D' Ambreville (see [-4AB](#)), repeating the act then in its last habitual attempt to make contact to someone he actually never knew.

There are five skeletal remains of human bodies within the room. There is an inactive heavily burned and corroded Ubot in this room. Everything is out of order, and no longer functional. The bodies have either treasure U or V (RC 225) on them, but no special or magical treasure. Each body has 1d3-1 of the items in [Monster Manual 5 Constructs](#) page 1573-1578, but never more than 1 weapon, as this was a non-threatening area then.... DM choose with care. Also the corrosion will have battery packs long have corroded, making the items useless. However, if no pack was inside the item (50% chance) the item may still be charged with a new pack inserted. No packs will be found here. There are several small and large fungi found here; from the harmless species of Trania to the more common versions. (All in the [MMMMC3](#)), and the rooms are infested with Insect Swarms, or Insects may swarm together if their area is disturbed; [MMMMC3](#) page 727, most insects are flies, feeding on the filth and fungi. the Green Slime Guzzler [MMMMC3](#) page 758. Other creatures found here are Green Slimes ([MMMMC3](#) page 1011), Rats and Mice (see [MMMMC2](#) pages 444 and 453 respectively), and Large Spiders (as described in [-5AU](#)). Together they form a minor ecological group in balance. If not defeated; the Giant Spider mentioned in [-5AT -5AU](#) and [-5AV](#) will hunt here too.

Level 0 M2a Inundated Material Room a

Connected with; [Eastern Hallway](#) by standard special door west, [Level 0 M2b Material Room](#) by standard special door south. This section contains special tools, and drill sections. Nothing more. *There are several small and large fungi found here; from the harmless species of Trania to the more common versions. (All in the [MMMMC3](#)), and the rooms are infested with Insect Swarms, or Insects may swarm together if their area is disturbed; [MMMMC3](#) page 727, most insects are flies, feeding on the filth and fungi. the Green Slime Guzzler [MMMMC3](#) page 758. Other creatures found here are Green Slimes ([MMMMC3](#) page 1011), Rats and Mice (see [MMMMC2](#) pages 444 and 453 respectively), and Large Spiders (as described in [-5AU](#)). Together they form a minor ecological group in balance. If not defeated; the Giant Spider mentioned in [-5AT -5AU](#) and [-5AV](#) will hunt here too.*

Level 0 M2b Inundated Material Room b

Connected with; [Level 0 M2a Material Room](#) by standard special door north. This room is more a work room than a Toolroom. The Ubot here worked with a variety of machinery and tools to repair items. None of these (including the Ubot) work, anymore. However, most manual tools known to PC's (hammer, saw, chisel, thongs, etc can be found here in a variety greater than known, and a quality of platinum standard. As such the 5000 cn load has a total value of 25.000Dc. This room also has a workbench, and as such is used as a work room to make (unknown) things. There is a 0-50% a tool can be recognized as being a tool used in 1000AC, and a 51-00% the tool is an unknown obscure object of 3000BC. These can be used as improvised hammer, pick, or counterweight.



There are several small and large fungi found here; from the harmless species of Trania to the more common versions. (All in the [MMMMC3](#)), and the rooms are infested with Insect Swarms, or Insects may swarm together if their area is disturbed; [MMMMC3](#) page 727, most insects are flies, feeding on the filth and fungi. the Green Slime Guzzler [MMMMC3](#) page 758. Other creatures found here are Green Slimes ([MMMMC3](#) page 1011), Rats and Mice (see [MMMMC2](#) pages 444 and 453 respectively), and Large Spiders (as described in [-5AU](#)). Together they form a minor ecological group in balance. If not defeated; the Giant Spider mentioned in [-5AT -5AU](#) and [-5AV](#) will hunt here too.

Level 0 Inundated Waterfall Hall

Connected with; [Level 0 C1 Control Room](#) standard special door and hallway west (door locked inside, thus can't be opened from this location), [Level 0 C2 Control Room](#) by standard special door and hallway west, [Toxic Lake \(Former 1st Gas Chamber\)](#) down and north, curving down after 550-600 yard to the northern shore of the toxic lake, down south going slowly up after 5 miles reaching surface hills southeast of Glantri City. The water is a slow flow (3' wide, 1' deep) falling 90' down where the cells still touch and the crevice bottom is reached; here the water continues its flow down north. *There are several small and large fungi found here; from the harmless species of Trania to the more common versions. (All in the MMMC3), and the rooms are infested with Insect Swarms, or Insects may swarm together if their area is disturbed; MMMC3 page 727, most insects are flies, feeding on the filth and fungi. the Green Slime Guzzler MMMC3 page 758. Other creatures found here are Green Slimes (MMMC3 page 1011), Rats and Mice (see MMMC2 pages 444 and 453 respectively), and Large Spiders (as described in -5AU). Together they form a minor ecological group in balance. If not defeated; the Giant Spider mentioned in -5AT -5AU and -5AV will hunt here too.*

Toxic Lake (Former 1st Gas Chamber)

Connected with; From here several passages came to be in all directions.

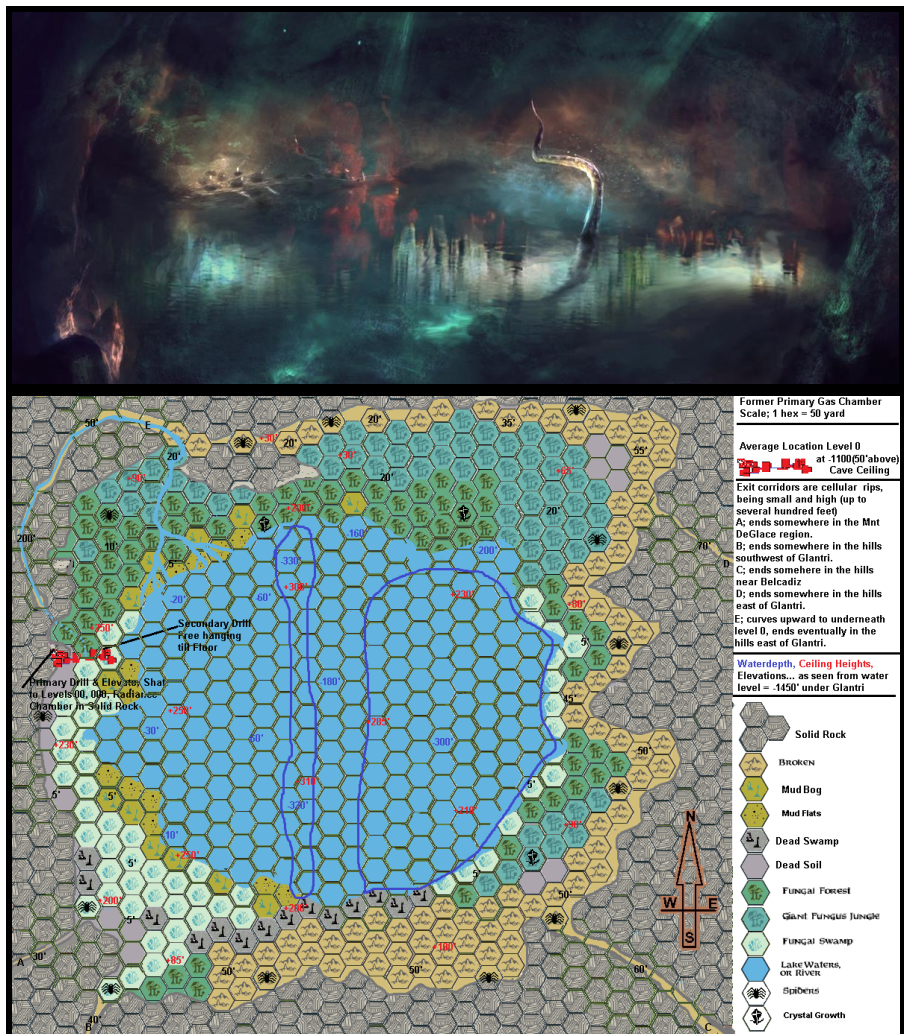
This cave has become a haven for all kinds of Oozes, Slimes, and similar slimy dangers. The cave is sometimes entered by other entrances to captured Black Puddings, Ochre Yellies, or to harvest Green Slime, Grey Ooze, and such. The most common entrance is a 3 mile long tunnel to the northern hills. There are other entrances rarely used, unknown, or unable to traverse for human-sized creatures through which Lowlife spread to the surface.

The lake is 1720' long, by 850' wide, with surface level at -1450' and a average depth on the north of 65' (maximum 1 crevice in the middle of reaching -1775'), and an average of reaching -1750' . The ceiling of the cave is mostly at -1150' going down to the sides at -1450' . There is a shore (1' -25' wide) at 75% of the sides, and no islands. The shore area is a single fungus forest, growing even on the walls, and up to 40' in the water. In the lake live at least 6 individual living Tyrannabyss (For more on the Tyrannabyss see [Monster Manual 3.pdf](#) page 757). It is unknown if these

creatures have spawned naturally, magically, or are a chemical mutation or merging of other species. The combination of the Radiance, the toxic waste from the GSM (especially the Alchemists), the minerals in the bedrock, the local ecosphere and the biological basis of oozes (including slimes, puddings), or even assumed remnants of the original gas, enables the oozes to grow at double rate (thus reproduce faster), but does limit their size to normal size maximum. As being attuned to the delicate ecosystem of this area, every semi-liquid form of lowlife travelling outside the moist atmosphere of the cave, will no longer have this increased growth span. The other creatures (Rats, Giant Rats, insect swarms, worms, Giant Centipedes, Cave Cricket, Robberfly) are affected in no special way, other than their niche within the ecosphere of the former gas chamber.

DM: **Sweaty, moisty, wet, hot, toxic and dangerous**

This adventure can only be done by the same PC's who have discovered the ruins of the 3452BC collapsed tower underneath the current Tower of Administration. The PC's have discovered the ruin, battled spiders (and have to again, as those slain will be replaced by others taking their place, only the giant spider will take several months before she is replaced.) Then they have to go down—a hefty task on itself—and rediscover the inundated eastern section of the level 0. in it they learn of a door going west, which can't be opened from this side (and can't be affected by magic either due the high lead contents). They also learn of a watery passage going down.



This passage will lead them to the Toxic Lake. The task of the PC's is to map this out, while surviving the dangers there. Monsters will have no treasure here. Other tunnels can be discovered leading out the city, through the cellular rocks into the Glantrian wilderness, where other creatures (with treasure) might have taken possession of the exit.

They are unaware of the back tunnel, but will absolutely dislike any intruders. These creatures will vary between; a small tribe of Humanoids, a Wererat pack, renegade Undead, a hideout of Thieves (remind the Thieves guild in the city), Robbers, Bandits, Smugglers, or even a small Dragon (with alliances).

These passages are the most secret passages into the GSM as nobody knows them; and even if the former gas chamber, aka current Toxic lake can be entered by others (mostly the occupants of the exits) from the outside, they never survive the dangers within. Keep in mind the PC's and NPC's alike will have to combat a variety of wandering monsters as per table. The table has the opportunity to add creatures from [Monster Manual 3.pdf](#). There are several large fungi found here; from the harmless species of Trania, or even some examples of Friendly Fungus, to more dangerous variants as the Basidron, Gooberry, Shrieker, Gray or Violet Funghus, (All in the [MMMM3](#)), and the rooms are infestated with Insect Swarms, or Insects may swarm together if their area is disturbed; [MMMM3](#) page 727, most insects are flies, feeding on the filth and funghi. There is also a very rare creature to be found here which lives on oozes, funghi; the Green Slime Guzzler [MMMM3](#) page 758. Other creatures found here are Green Slimes ([MMMM3](#) page 1011), Rats and mice (see [MMMM2](#) pages 444 and 453 respectively), and spiders (as described in [5AU](#)). Together they form a minor ecological group in balance.

1d100	Corridors	1d100	Toxic Lake Shore
01-07	Rats	62-66	Green Slime
08-12	Giant Rats	67-70	Grey Ooze
13-23	Insect Swarm	71-73	Ochre Jelly
24-28	Giant Centipedes	74-75	Green Slime Guzzler
29-33	Cave Cricket	76	Tyrannabyss
34-38	Robberfly	77-78	DM Chosen Dangerous Shroom MMMC3
39-49	Large Spider	79-83	DM Chosen Beetle MMMC3
50-52	Giant Spider	84-86	DM Chosen Arachnid MMMC3
53-54	Giant Slug	87-88	Basidron
55-57	Piercer/Lurker	89-91	Gooberry
58	Friendly Funghus	92-94	Shrieker
59	Caecillia	95-97	Gray Funghus
60-61	Black Pudding	98-00	Violet Funghus

Level 00

This level is affected in the second degree of the [The Wasting Disease](#).

The average temperature is a constant 21 celsius/69.8 Fahrenheit.

Dating Level 00; 3465 BC: [Damaged](#); 3065 BC (quake damages to drill) and 3000 BC (Fire Blaze), 1750 BC (severe quake).

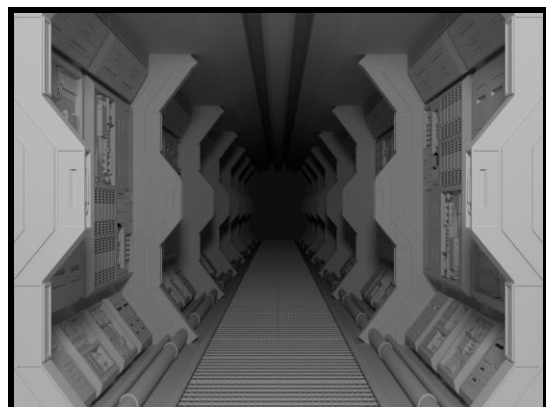
Level 00 Located at: -3750' just above gas chamber 2 (depleted 90% in 3065 BC, emptied in Fire Blaze of 3000 BC).

Level 00 Containing: one Gas drill tubing, three material chambers, one control room, one residential area with 3 chambers, and one Elevator shaft. *This room can't be accessed by teleportation as the wall contains a high concentration of lead and gold particles and was treated with Gorgon's Blood making it impassable with magic.*

Many rooms in this level are vacuumized. This was a effect of the 3000BC fire; it literally sucked all oxygen out of the ventilation system and hence out of all closed rooms. As the corridor is attached to the elevator shaft with an open door, this has suffered some damage, but still has air from the upper floors. All closed rooms have not, and can't be opened except by slow inlet as described with each such door. Within these rooms it is possible to have (dried mummified) skeletal husks of human bodies of 4000 years old. Their clothing is intact; the fire blaze of 3000BC extracted all gas and moisture from the areas including the corporeal remains in. They can be animated, but can't be raised as their souls have long passed on, reincarnated or else.

Level 00 Northern Hallway

[Connected](#) with; [Level 00 Ma Material Room](#) by standard special door east, [Level 00 E Elevator Shaft](#) by standard special door west, [Level 00 D Gas Drill Room](#) by standard special door west, [Level 00 Mc Material Room](#) east then by standard special door east, [Level 00 C Control Room](#) by standard special door and hall and by another standard special door south. The hallway is barren and empty. There are no scents, and traces of use. Almost all doors are closed, but can be opened from both sides.



Level 00 Vacuumized Southern Hallway

When it is tried to open a door the first time, your air outside the door starts rushing in through the sides with a hiss, this takes 1 full turn, first then the suction on the door is released, and the door can be opened. [Connected](#) with; , [Level 00 C Control Room](#) by standard special door north, [Level 00 B Bedroom \(a, b, c\)](#) by standard special door east, south, west. The hallway is barren and empty. There are no scents, and traces of use. Almost all doors are closed, but can be opened from both sides.

Level 00 E Destroyed Elevator Shaft

When it is tried to open a door the first time, your air outside the door starts rushing in through the sides with a hiss, this takes 1 full turn, first then the suction on the door is released, and the door can be opened. Connected with; [Northern Hallway](#) by standard special door east. [Level 0 E1 Elevator Shaft](#) by stairs up in stairway, or ladder up in elevator shaft, [Level 000 E Elevator Shaft](#) by stairs down in stairway, or ladder down in elevator shaft

Color/Material Theme; Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The stair and elevator parts are of severely damaged (burned/molten/rusted) metal. All these have suffered from severe fire damage coming from the shaft itself in 3000BC. Nothing is salvable or usable. Many sections of metal have been molten. The ceiling is warped, burned and molten, and lowered to 8' -9' . The hole down in the main shaft seems unending. *This was originally part of the original drilling tower, but as the structure began sinking into the ground the Blackmoor Redfen residents had strengthened and raised the tower. They added several levels on top of this level. The elevator itself has probably been modified with each new extension but in the Great Fire it was destroyed. As thus this area is nothing more than a very deep elevator shaft, there is however a (very unsafe) wall ladder here. Each 20 steps has a 25% chance of breaking one off, causing the one using it to make a dexterity check to prevent falling and grabbing onto another step (causing a new % breaking roll of that step). A character using his/her climb wall ability lowers the breaking chance to 30% for each 20 steps per successful roll. A thief may guide others in climbing more safely and this provides them a Climb Wall ability of 30 % (+Dex adjustment) at best, but the thief must succeed an intelligence check to succeed in this attempt. Only one intelligence check is needed per character guided, but each additional character lowers the chance of success by 1 for all characters included. The best way to prevent falling is to secure a rope to the sides of the ladder, but a clever climber needs an int.check to know this.*

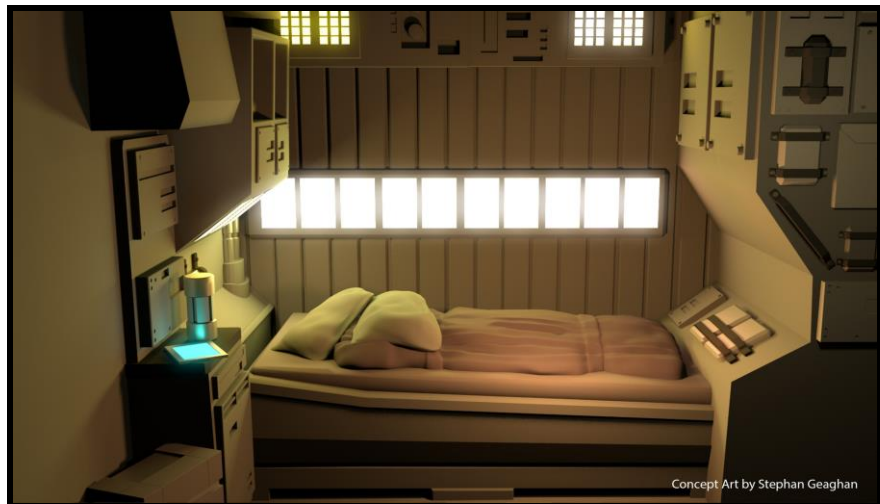
The steel ladder in the stairway shaft is partially molten, but still usable. Several steps are missing or are contorted, preventing those on it to move too fast and fall (2d6 damage); advised speed is 2 steps per round. This room can't be accessed by teleportation as the wall contains a high concentration of lead and gold particles and was treated with Gorgon's Blood making it impassable with magic. One can also use levitation or Flying to go up or down. Levitation speed 20' /round, flying no more than 60' /round

Level 00 D Destroyed Gas Drill Room

Connected with; [Northern Hallway](#) by standard special door east. This room holds the main drilling shaft, the drill, and secondary control and motion machinery (primary was on surface). As such, extra generators, guidance and control machinery and computers were installed here. All these have suffered from severe fire damage coming from the shaft itself. Nothing is salvable or usable. Many sections of metal have been molten. As the blast door was closed in this area, lack of oxygen caused the fire to go out here. Much of the equipment can be recognized if acquainted with them, otherwise these are nothing more than partially molten steel closets in a burned and molten room.

Level 00 B Vacumized Bedroom (a, b, c)

When it is tried to open a door the first time, your air outside the door starts rushing in through the sides with a hiss, this takes 1 full turn, first then the suction on the door is released, and the door can be opened. Connected with; [Southern Hallway](#) by standard special doors. Within the room are two beds, a table and a chest underneath each bed. On the walls hang various sheets of paper with faded colours (women, and music posters). The rooms occupied by skeletons have had a fungal growth long ago, causing all



organic matter to be a moment of the past. Nothing remains other than a moist slimy residue. This includes clothing, bedding, blankets, tapestry, towels, food, and bodies. There are four skeletal remains total in these three rooms. There is no active ventilation, making the slimy stench horrible. The skeletons are positioned in a way as if they died by lack of air. *These rooms have a weird crystalline plates radiating light upon movement in the room. The remain active for 1 Hour, but will reactivate upon new movement. These are magical crystals, cut to shape, which could be found on the continent Skothar in Blackmoor times. It is unsure if these crystal still exist. They seem to feed themselves on ambient Radiance or solar energy for their own energy. They are virtually immortal and will become active even after centuries of energy deprivation (several hours to days recharging).*

Level 00 C Vacumized Control Room

When it is tried to open a door the first time, your air outside the door starts rushing in through the sides with a hiss, this takes 1 full turn, first then the suction on the door is released, and the door can be opened. Connected with; [Northern Hallway](#) by two standard special doors and hall north, [Southern Hallway](#) by standard special door south. This large room is occupied with several steel tables with attached machinery and consoles. As this area is not affected by the fire, but only by the lack of air, everything seems to be in pristine order. There are 4 generators which were used to give energy to this room. The generators were fuelled by the gas it drilled, and some other unknown source (this was energy from the RCC (Regressive Colliding Collector) in what is now the Broken lands (this item is detailed here; [voyage-of-discovery](#)), yet any conduit/cable is long gone after 4000+ years and major disasters in between. *There are five skeletal remains of human bodies within the room. There is an inactive heavily burned and corroded Ubot in this room. Everything is out of order, and no longer functional. The bodies have either treasure U or V (RC 225) on them, but no special or magical treasure. Each body has 1d3-1 of the items in [Monster Manual 5 Constructs.pdf](#) page 1573-1578, but never more than 1 weapon, as this was a non-threatening area then.... DM choose with care. Also the corrosion will have battery packs long have corroded, making the items useless. However, if no pack was inside the item (50% chance) the item may still be charged with a new pack inserted. No packs will be found here.*

Level 00 Ma Vacumized Material Room a

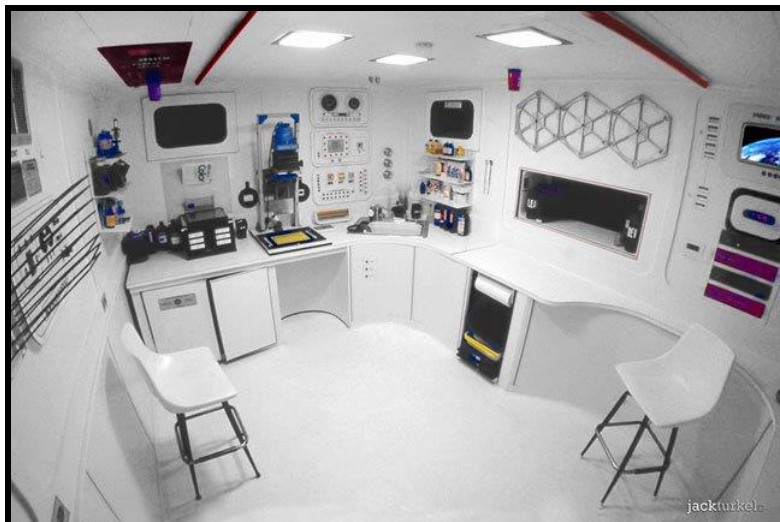
When it is tried to open a door the first time, your air outside the door starts rushing in through the sides with a hiss, this takes 1 full turn, first then the suction on the door is released, and the door can be opened. Connected with; [Northern Hallway](#) by standard special door west. This section contains special tools, and drill sections. There is one corpse of a mummified human within. The body has 1d3-1 of the items in [Monster Manual 5 Constructs.pdf](#) page 1573-1578, but never more than 1 weapon, as this was a non-threatening area then.... DM choose with care. As the area was airless most items suffer no erosion or full depletion of energy.

Level 00 Mb Vacumized Material Room b

When it is tried to open a door the first time, your air outside the door starts rushing in through the sides with a hiss, this takes 1 full turn, first then the suction on the door is released, and the door can be opened. Connected with; [Level 00 Ma Material Room](#) by standard special door west. This section contains special tools, and machinery. *There is one corpse of a mummified human within. The body has 1d3-1 of the items in [Monster Manual 5 Constructs.pdf](#) page 1573-1578, but never more than 1 weapon, as this was a non-threatening area then.... DM choose with care. As the area was airless most items suffer no erosion or full depletion of energy. These rooms have a weird crystalline plates radiating light upon movement in the room. The remain active for 1 Hour, but will reactivate upon new movement. These are magical crystals, cut to shape, which could be found on the continent Skothar in Blackmoor times. It is unsure if these crystal still exist. They seem to feed themselves on ambient Radiance or solar energy for their own energy. They are virtually immortal and will become active even after centuries of energy deprivation (several hours to days recharging).*

Level 00 Mc Vacumized Material Room c

When it is tried to open a door the first time, your air outside the door starts rushing in through the sides with a hiss, this takes 1 full turn, first then the suction on the door is released, and the door can be opened. Connected with; [Northern Hallway](#) by standard special door west. This room is more a work room than a Toolroom. The Ubot here worked with a variety of machinery and tools to repair items. None of these (including the Ubot) work, anymore. However, most manual tools known to PC's (hammer, saw, chisel, tongs, etc can be found here in a variety greater than known, and a quality of platinum standard. As such the 5000 cn load has a total value of 25.000Dc. *These rooms have a weird crystalline plates radiating light upon movement in the room. The remain active for 1 Hour, but will reactivate upon new movement. These are magical crystals, cut to shape, which could be found on the continent Skothar in Blackmoor times. It is unsure if these crystal still exist. They seem to feed themselves on ambient Radiance or solar energy for their own energy. They are virtually immortal and will become active even after centuries of energy deprivation (several hours to days recharging).*



Level 000

This level is affected in the Third degree of the [The Wasting Disease](#).

The average temperature is a constant 37 celsius/98.7 Fahrenheit.

Level 000 Dating; 3450 BC: Damaged; 3065 BC (quake damages to drill) and severely damaged in 3000 BC (Fire Blaze), 1750 BC (severe quake).

Level 000 Located at: -9535' just above gas chamber 3 (depleted 55% in 3065 BC, emptied in Fire Blaze of 3000BC).

Level 00 Containing; one Gas drill tubing remnant, two material chambers, one control room remnant, one residential area with 2 chambers, and one Elevator shaft (severely Damaged). *This room can't be accessed by teleportation as the wall contains a high concentration of lead and gold particles and was treated with Gorgon's Blood making it impassable with magic.*

This level suffered severe damage due the intense heat of the burning gas of the 3000BC fire only a few feet below. There is almost nothing which survived.

Level 000 Destroyed Hallway

Connected with; [Level 000 E Elevator Shaft](#) by ruined door west, [Level 000 D Gas Drill Room](#) by ruined door west, [Level 000 B Bedroom \(a, b, c\)](#) by ruined door east, and standard special doors north and south, [Level 000 C Control Room](#) by ruined door east, [Level 000 Ma Material Room](#) by ruined door east, [Level 000 Mb Material Room](#) by ruined wall east. The pressure during the fire blast in 3000BC was thus strong and hot; almost nothing could withstand it on this level. The hallway is barren and empty. There are no scents, and traces of use. Almost all walls and doors are destroyed, moving here is had. The ceiling is between 3' and 5' high, while the debris stacked between 2' and 3' , leaving almost no space to traverse, except by crawling.

Level 000 E Destroyed Elevator Shaft

Connected with; [Hallway](#) by Ruined door east, [Chamber of the Radiance](#) by stairway down, [Level 00 E Elevator Shaft](#) by stairs up in stairway, or ladder up in elevator shaft. **Color/Material Theme;** Inner walls are ancient Blackmoor "magical" stone (*armoured concrete*). The pressure during the fire blast in 3000BC was thus strong and hot; almost nothing could withstand it on this level. The stair and elevator parts are of severely damaged (burned/molten/rusted) metal. The hole down in the main shaft seems unending. *This area is nothing more than a very deep elevator shaft, there is however a (very unsafe) wall ladder here. Each 20 steps has a 25% chance of breaking one off, causing the one using it to make a dexterity check to prevent falling and grabbing onto another step (causing a new % breaking roll of that step). A character using his/her climb wall ability lowers the breaking chance to 30% for each 20 steps per successful roll. A thief may guide others in climbing more safely and this provides them a Climb Wall ability of 30 % (+Dex adjustment) at best, but the thief must succeed an intelligence check to succeed in this attempt. Only one intelligence check is needed per character guided, but each additional character lowers the chance of success by 1 for all characters included. The best way to prevent falling is to secure a rope to the sides of the ladder, but a clever climber needs an int.check to know this. One can also use levitation or Flying to go up or down. Levitation speed 20' /round, flying no more than 60' /round. This shaft stops going down after 10' . There is however a large hole in the floor revealing a huge cave. There are cut steps created in a huge stalactite, while another stalactite gives some support to the back of the climber. They descent a five-hundred further feet down*

The steel ladder in the stairway shaft going only up is partially molten, but still usable. Several steps are missing or are contorted, preventing those on it to move too fast and fall (2d6 damage); advised speed is 2 steps per round. This room can't be accessed by teleportation as the wall contains a high concentration of lead and gold particles making it impassable with magic.

Level 000 D Destroyed Gas Drill Room

Connected with; [Hallway](#) by Ruined door east. This room held the main drilling shaft, the drill, and secondary control and motion machinery (primary was on surface). The pressure during the fire blast in 3000BC was thus strong and hot; almost nothing could withstand it on this level. As such, extra generators, guidance and control machinery and computers were installed here. All these have suffered from severe fire damage coming from the shaft itself. Nothing is salvable or usable. All pieces of metal, plastic, organics have been molten. The fire blast destroyed almost everything. There is nothing more than molten steel objects in a burned and molten room.

Level 000 B Bedroom (a, b, c)

Connected with; [Hallway](#) by Ruined doors. The pressure during the fire blast in 3000BC was thus strong and hot; almost nothing could withstand it on this level. All these have suffered from severe fire damage coming from the shaft itself. Nothing is salvable or usable. All pieces of metal, plastic, organics have been molten. The fire blast destroyed almost everything. There is nothing more than molten steel objects in a burned and molten room.

These rooms have a weird crystalline plates radiating light upon movement in the room. The remain active for 1 Hour, but will reactivate upon new movement. These are magical crystals, cut to shape, which could be found on the continent Skothar in Blackmoor times. It is unsure if these crystal still exist. They seem to feed themselves on ambient Radiance or solar energy for their own energy. They are virtually immortal and will become active even after centuries of energy depravation (several hours to days recharging).

From an early undated scroll: (see also [-4AB Classroom for Rent](#) for earlier entry)
Both these papers are found in this room.

I still remember the day when I brought the Ghost back to the surface. While under control of the Ghost, it and I resurfaced in the Fire Wizards Academy. The Elven ghost was grateful, and returned me the control of my body, but did not leave me. In the following years the ghost helped me researching and explaining the lower areas as it was taught by its parents. We returned often to the region hidden underground, and even delved deeper; a region it described as the Fungal Farms. It was clear the information was corrupted and incomplete, as the ghost explained it was born before the chambers were created.

However, when I entered the "Fungal Farms" I rapidly noticed it held devices of steel, and magic; there must have been a reason to create these thus deep in the ground. I examined all I could find, and my recent discovery of the Lore spell became very handy. It seemed that the chambers were technomagical creations to delve an obscure gas. Together with the tales the ghost was told when it was still alive; I came to the conclusion a great disaster fell upon this drilling building; and imprisoned all those within. I could not gain more information; apparently time has washed even this away. One thing I did ponder on that it might have been the gas which the Fire Wizards were originally after. My Lore spell also had divulged me that this was the second location, and thus another must be nearby.

Below we indeed did discover a closed door with a strange wheel instead of lock and handle, similar to the open doors. It was impervious to physical damage and magic alike...we had to find another way. It took me several months to discover that in the "Olde Keep" in the early Fire Wizards Academy years large gnomish devices of steel were removed, and turned into tools. This was enough information to lead me there.

Secretly I succeeded to enter the basement of the tower, and began searching. I had to remove several large objects and chests to discover a trapdoor in the floor, and an endless shaft and stairwell similar to the one to the "Fungal Farms", yet infinite deeper. This needed severe preparation, ropes and magic alike. After several weeks I returned and climbed down the stairs. An Invisible Stalker I summoned replaced the objects on the Trapdoor and had to wait until I returned.

On the way down I passed several obstructed exits, and at roughly the same depth as the "Fungal Farms" I encountered more fire damage, even molten steel. The ceiling and walls of the exit here was lowered by the molten steel and external pressure, yet still not seemed to be collapsing. There was a similar hallway as with the "Fungal Farms", yet without muck and debris. Several wheel doors were visible, none I dared yet to open. It was the gas called Radiance according to the Fire Wizards I was after, and the shaft did continue much deeper. Almost infinite; tossed objects within bounced off the wall and disappeared without sound. I did not dare to use the shaft as of yet, however, the stairs were dangerous too; several steps broke off upon stepped upon. A week carefully going down and another exit came to be, the stairs continued down. Here I rested, The area seemed to be a copy of the higher one, and was uninteresting. I truly was on the path to the source of power the Fire Wizards had known.

That morning I noticed some hairloss, and several joints of toes and fingers seemed to be painful to use. Something was amiss. Something I did not take into account. Magic seemed futile to the affliction, and I could not use magic to flee rapidly...there was only one solution...find the cause by continuing further down.

My companion within me helped me where my hands or feet did not work, by taking over, and together we ascended into the depth. Another week (or so—it is hard to keep track of time), we met another exit. This was different, all walls and ceiling were destroyed by the fire and have partially collapsed. We investigated despite my continuous increasing disability. Yet I also felt an increasing magical power coursing through my body. There were no more stairs going down, so I created a hole in the ground revealing an immense cave, and subsequently created a primitive stonecut ladder into the stone pillar. I went a 500 feet down. Near to me was the drill used to suck up the gas which was no more. Then I saw it, felt it, and embraced it, a huge machine hidden here. The power was immense and with each spell I seemed to grow more powerful. I touched the object with a Detect Magic active and it poured right into me.

I went back up and collected all money I could find, borrow or take and bought the ruins of the old Fire Wizards Academy to further fund the creation of the Great School of Magic, and allow me to further research this immense power, and how to harness it. I later learned how to summon this magic on the surface just by using a large natural underground crystal, and the more I used it, the more powerful I became. I stayed here several days each month and attained the highest degree of casting powers ever recorded; I could memorize nine spells of the 9th power.

The ghost often revived me from unconsciousness caused by the Wasting Affliction I had contracted in all the years of research, this clearly helped. The increase of magic within me, however loosened the tie to this world, and eventually enabled it to pass on. I was alone, and had to take the last steps myself. My powers had grown thus I could feel the power being near. I saw my body going to waste, yet felt no pain, I continued to exist. I returned to this bedroom above the Chamber of the Radiance. I felt so powerful; I could cast any spell without limits. As I write this down, for you to read, I change my body to energy and pass beyond the rock, and maybe beyond the walls of reality.

I have become Immortal!!!

Level 000 C Destroyed Control Room

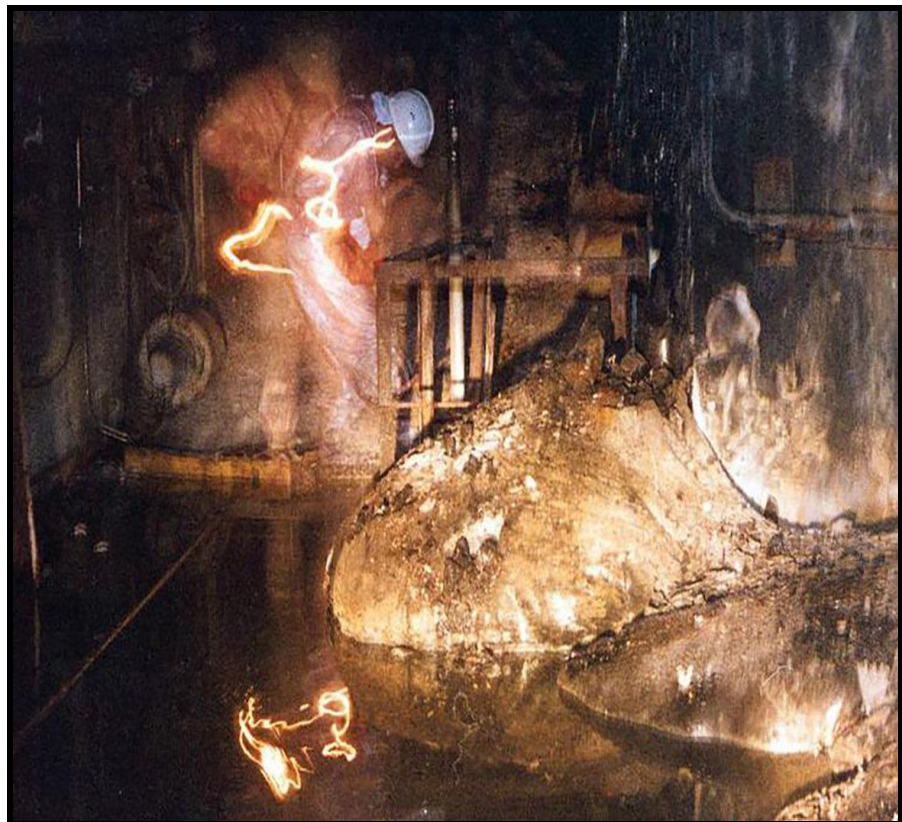
Connected with; [Hallway](#) by Ruined door west. The pressure during the fire blast in 3000BC was thus strong and hot; almost nothing could withstand it on this level. This large room was occupied with several steel tables with attached machinery and consoles. All these have suffered from severe fire damage coming from the shaft itself. Nothing is salvable or usable. All pieces of metal, plastic, organics have been molten. The fire blast destroyed almost everything. There is nothing more than molten steel objects in a burned and molten room. *These rooms have a weird crystalline plates radiating light upon movement in the room. They remain active for 1 Hour, but will reactivate upon new movement. These are magical crystals, cut to shape, which could be found on the continent Skothar in Blackmoor times. It is unsure if these crystal still exist. They seem to feed themselves on ambient Radiance or solar energy for their own energy. They are virtually immortal and will become active even after centuries of energy depravation (several hours to days recharging).*

Level 000 Ma Destroyed Material Room a

Connected with; [Hallway](#) by Ruined door, [Level 000 Mb Material Room](#) by Ruined door south. The pressure during the fire blast in 3000BC was thus strong and hot; almost nothing could withstand it on this level. All these have suffered from severe fire damage coming from the shaft itself. Nothing is salvable or usable. All pieces of metal, plastic, organics have been molten. The fire blast destroyed almost everything. There is nothing more than molten steel objects in a burned and molten room.

Level 000 Mb Destroyed Material Room b

Connected with; [Hallway](#) by Ruined door, [Level 000 Ma Material Room](#) by Ruined door north. The pressure during the fire blast in 3000BC was thus strong and hot; almost nothing could withstand it on this level. All these have suffered from severe fire damage coming from the shaft itself. Nothing is salvable or usable. All pieces of metal, plastic, organics have been molten. The fire blast destroyed almost everything. There is nothing more than molten steel objects in a burned and molten room. The Radiance has recorded the death of a worker here, it seems a ghostly image at first, but soon proofs to be a magical illusion which still hangs around as a 3D image, unmoving, non-responsive...as a omen of death and fear.

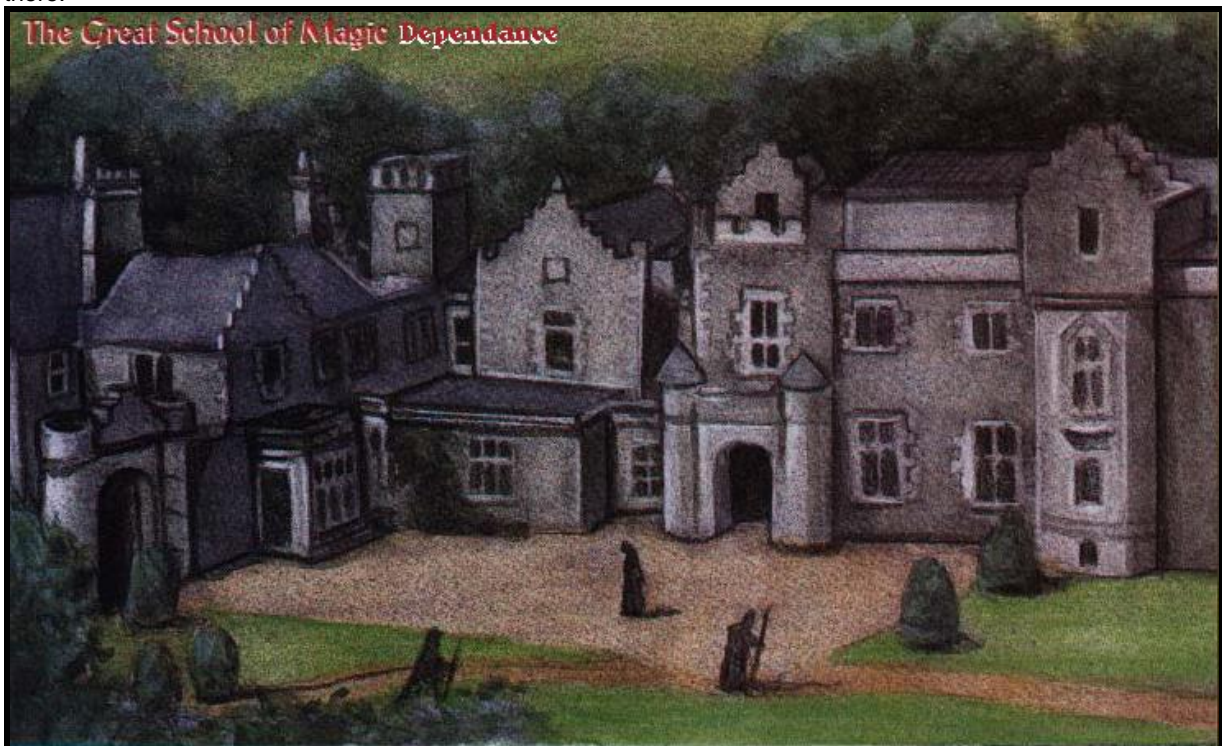


Great School of Magic Dependance.

Located; 9 miles east of Les Hiboux, (about 70 miles NW of Glantri City).



As depicted in GKoM Test of Darkness the structure below was falsely depicted as being the GSM, but instead this is a depiction of the dependence of the Great School of Magic. Here students learn those skills which can't be learned in the GSM building in Glantri city or are too dangerous (*for the student, environment, teachers, etc.*) to do there.



Structures depicted left to right; Guardhouse (gate), small Temple of Rad Main building (with the blueish-purplish roof), and Teachers home (behind Temple), Kitchen +Guard Tower, student cantina and residence (2nd floor), main school building (3 floors), Simple grassy Courtyard/meditation ground. There is only a minor cellar for storage underneath kitchen. *Many of the pictures used here are from; [Open-air Museum Arnhem](#), [Open-air Museum het hoogeland Warfum](#), [Open-air museum Ellert & Brammert Schoonoord](#), or the [Museumpark Archeon Alphen aan den Rijn](#) . When in the Netherlands visit these awesome places.*

History of this Building

Between 398AC & 404AC; Three befriended Flaemish families **Vermaelen** (398AC), **Dé Vinck** (404AC) and **Demesmaecker** (402AC north and 407 AC south) came together and erected their four family houses nearby each other in the **Coëtquen woods near Chamery**, only a 12 miles from **Hiboux**. With the main front of the buildings directed to a small open place in the eastern edge of **Forêt de Coëtquen** and the back to the connected farmlands behind a Houtwal (*Flaemish word; translated Wood bank; see <https://nl.wikipedia.org/wiki/Houtwal>*). These buildings were created from local grey granite, and the architecture was a copy of the old red brickstone buildings the Flaems build in their original world.

About 425 AC All these families were mages, and in time, not only the families merged through wedding and offspring, but also the knowledge of magic. It was these Flaemish families which ignited the interest to share magic on a school, and make it known to all. Slowly more and more non family members came to learn the knowledge of the family houses. The House Dé Vinck is doubled in size. The fusion of House Vermaelen and House Dé Vinck was the reason that a small family house was erected in 425AC between the parent houses. This is the only structure here having a small tower. The house Demesmaecker—with its more grandiose fighter based line of thinking—had become larger in 427AC, and more promising; both buildings of the family fuse together as one, it is here the classrooms were created. At the same time these houses were connected by intermediate buildings and expansions.

450 AC By state decree the idea of a state school of Magic was accepted, and used to create the Fire Wizards Academy in Braejr city. Due this the School of Magic politically fused with the FWA, and had locally a significant drop in students, as the FWA in Braejr drew more and more students. The Upper Class however, kept studying in the Dependance, instead in the mud hole of Braejr. House Demesmaecker connects to house De Vinck.

802-828 AC Word has spread that gold was found in the mountains. Dwarves arrived, forming lawless bands. At the same time, the plague strikes the nation, afflicting more than half the population. House Demesmaecker is fully obliterated by the plague with no progenitors remaining. House De Vinck is severely damaged, and the survivors fully absorb house Vermaelen, to remain existing.

The names of all these former families remain up to this day as designations of rooms in de Dependance as a remembrance.

A dramatic statue/fountain in the Herbal Garden remembers of this awful happening House De Vinck abandons the political combined structure of the Great School of Magic created in Glantri City (former FWA Braejr), yet keep their ownership on the Dependance buildings (while moving to a "humble" abode nearby), and hold political contacts intact.

The local school, however, ceases to exist, and most rooms are closed, although secretly the Witches used all the remaining sources, books and components lying unused. The De Vinck family becomes aware of the illegal usage in 865AC, and decides to hire some rooms to family Witches, thus creating the secret Witch chambers in the basements.

875 AC With the recent Expansions and the Great Fire Disaster in the GSM Glantri, spurned the idea of re-interning the unused family buildings into the GSM.

Three years of restoration followed, and then the Dependance of the GSM came to be. Far from being large and expanded, further even still from being luxurious, it became an important school section and room of study.

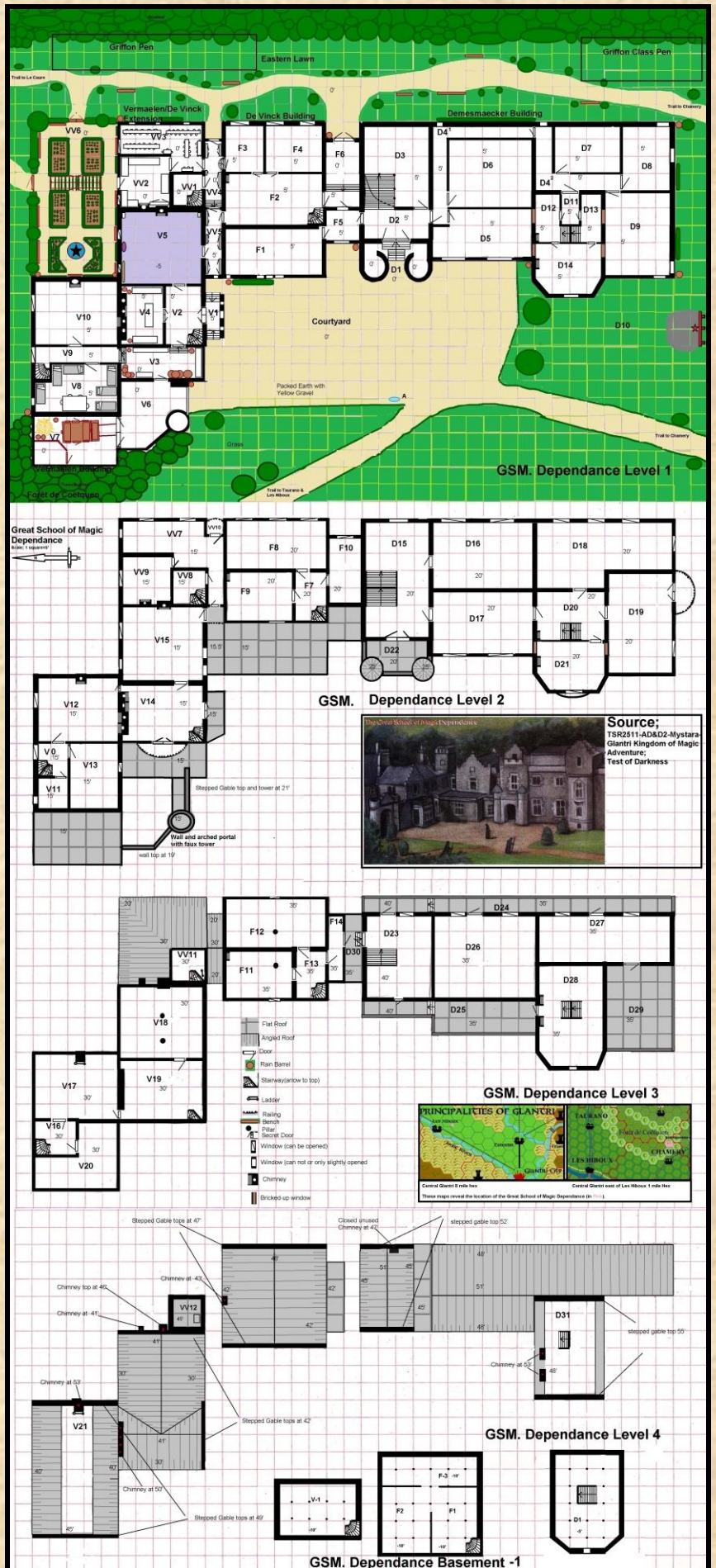
Today it harbours the Craft of Witches and Craft of Fire Elementalists. The Witches mostly practice their craft in the nearby wood, but have their not-so secret room within the De Vinck Building.

The Fire Elementalists seeking a new residence, after being rejected from using any city building after their fire debacle in the GSM, have taken residence in the Demesmaecker building. They are also not as secret as the other elemental crafts (in fact many are proud to be Flaems or Fire Elementalists and often boast their powers).

Correct pronunciation of the Flaemish names;

De Vinck as; *De FinK*. Meaning; The Finch
Demesmaecker as; *De-mes-ma-á-ker*. Meaning; The Knife maker

Vermaelen as; *Verr-M-a-á-len*. Meaning; Milling or Miller



Courtyard Dependence

A Teleport gate to the GSM [Courtyard/Duelling Grounds](#); The regular Teleport from the Great School of Magic courtyard located at the Blind Wall of the Griffon stables leads directly in front of the archway into the Dependence's Main Building, and visa versa.

The courtyard itself is slanting a few inches down from the building to enable water flow into the grass and beyond. All yellowish areas (main courtyard and roads) are covered with a 4 inch layer of loose gravel (which is renewed every 10 years. Together with the free-roaming geese, it is near to impossible to approach any door or window unnoticed.

The sparse trees on the Grass are Juniper conifers, used for needles, berries and resin. A local Druid-farmer (Mr Betulae-D3) takes care of all the Plants in the region. He often complains about the pollution the students have created and the Bubbles roaming around dangerously. Sometimes these weird entities attack farm animals or even farmers. Support is verbally given, yet due discrimination (a Druid is still some kind of Cleric, and thus not really respected) never really given. The wait is now for real accidents.

Eastern Lawn ([Griffon Training area](#)) (with Griffon Pen and Griffon Class pen).; as Griffons need a lot of space and natural environment to be comfortable, let alone to be trained correctly, they have their own lawn where the Griffon keeper and Trainer try to keep these wild and dangerous creatures in some sort of controlled environment. The simple looking wooden gates seem to be non-functional against formidable flying creatures. Yet the beasts know they only receive food within the pen, where they also receive treatment, and care. As these creatures are a social race, they also tend to live in flocks, where one in the leader (which is battled upon in the air every breeding season). All these means and the ease these creatures adapt to easy food makes them more compliant to be trained. To know more on Griffons see [2G5 Warehouse Roof Griffon Landing](#). There are several barrels next to the main building; these are rainwater barrels, to collect rain water.



The **Woodwall** (Blackthorn, Rose, Apricot, Plum) and trees (Birch, Beech, Elm & Willow) on the east have not only the function of separation, and sheltering the Griffons in rain, but are also a barrier to keep the Bubbles spawned in polluted waters nearby out of the open place of the Dependence. **Bubbles** are giant air pockets that have been given life and intelligence by countless unsuccessful magical potion experiments that were discarded into the water where they were formed. After years of this thoughtless dumping, the potions mixed together to create these bubble monsters. The arrogance of the early Flaems for the environment now has become a pest. And as such there is a chance in this region to encounter these cursed uncontrollable creations. The chance to encounter them outside the open area of the GSM is greater than within, due to the high trees. Bubbles do not like to fly high, nor do they like trees. As such they are mostly located near the polluted waters in the east, however, especially with strong winds or after storms, or warm nights, they might fly over the trees within and harass the students, teachers and visitors alike. For more on Bubbles see [MMMM5](#) page 1541.

The whole dependence is affected by a natural effect, as it was erected upon an early witch coven using underground existing crystals; see [F-1](#).

Wandering Monsters Table Courtyard and environment Dependence			
Day (8:00-22:00)		Night (can also be used on Holidays)	
1 on 1d6 each hour		1 on 1d6 each four hours	
01-15	1d3 Local Farmer	01-05	1d2 Local Farmer
16-30	1d3 local Farmer with wagon	06-12	1d4 local Farmer with wagon
31-45	0-50% 1d4 51-99% 2d4 students	13-25	0-25% 1d4 students, 26-99% 1d4 guards
46-55	1d2 teachers	26-30	1d2 teachers 50% with 1d3 guards
56-60	1d4 Griffon	31-33	1 Griffon returning home
61	1 Bubble	34-40	1d6 Bubbles
62	1d8 Wolf	41-60	2d6 Wolves
63-69	1d2 Wild Boar	61-80	2d6 Boars
70-85	1d6 Wild Goat/Sheep	81-95	3d6 Wild Goat/Sheep
86-95	Class (12-24 pupils , 1 teacher, 1 assistant	96-99	1d3 Witches
96-00	1d4 Guests	00	1d4 Guests

Other creature details can be found in the Rules Cyclopeda or [MMMMC2](#). Students vary in level, age and sex; most being between 16 and 35 years, and level 1 to level 12. Teachers are chosen from the list and they are either as GkoM dictates them, or they are between level 15 and 30. Farmers are all local and trade with the GSM Dependence for services and goods. The other animals are local wildlife, which will run if encountered (unless controlled, in breeding season, or sick). Witches are actually secret students, often disguised (or going without). Guests may range from local royalty, to adventurers, or visiting wizards with entourage either on route somewhere else, or needing something here. The DM must chose these persons carefully and detail them if need be. This is an excellent way to let PC's (especially different classes) meet each other (and help if one is suffering from some effect by an other encounter), beyond the otherwise common Tavern meetings.

The Courtyard and surrounding roads are also used for the Riding & Drafting class of Miss Helga Rutenstein.

Level 1

V1 Vermaelen Entry stairs

Located at +5,' Height 9' , ceiling 1' thick oaken beams and straw isolation, with local elm boards, tar/granite gravel covered.

Connected with; [Courtyard Dependence](#), by 5' high granite stairs east and west down through open arches. [V2 Vermaelen Hallway](#) by 10' high 2.5' wide mahogany wooden double doors north. There are three open sections on the southern wall, broken in two, as to make six openings. There is no glass in these, and only the middle one is wide enough to pass through.

Color/Material Theme: Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. The decorative carved double doors are reddish brown mahogany and depict mills (dedicated to the Vermaelen Family, who had a millers background. There is a drain pipe of backed clay in the north corner to the walls, enabling water on the roof to disperse onto the courtyard. This is the main entry to the former Vermaelen Estate, and currently a Temple of Rad and some classrooms. There is a standard GSM globe of light on the ceiling, which activates automatically when twilight or darker come to be. This entry is only used by those official, or when desiring to go to the temple, all others use the [V3 Vermaelen Bootroom](#) into the building.

V2 Vermaelen Hallway

Located at +5,' Height 9' , ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [V1 Vermaelen Entry stairs](#) by 10' high 2.5' wide mahogany wooden double doors south, [V3 Vermaelen Bootroom](#) by 4' wide 5' high oaken door and some steps down west, [V4 Vermaelen Kitchen](#) by 7' high 2.5' wide double decorated doors north, [V5 Temple of Rad](#) by polished waxed oaken door 4' wide and 6' high east, [V14 Vermaelen Study Hall](#) by 4' wide steep wooden stairway up, [V-1 Vermaelen Basement](#) by 4' wide steep wooden somewhat eroded stairway down.

Color/Material Theme: Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from the local river. These are covered with wooden panels which have decorative yellow with green plants wallpaper on them. The room is well lit by a single orb of continual light. The wooden stairs up and down are simple thick plank stairs with no board, only steps. There is a wooden leaning to the longest wall for holding. The upper stair has had several renovations, and the wood is lacquered with brown boat lacquer. There is however some wear shown by the many users over time. The lower stair is untreated and bare wood. This is worm eaten on some spots, and all steps show wear by use over time, as well as moisture, fungi and decay. There is a 5% someone will break a step and fall down each use (1d6-AV damage). *This room is guarded by two animated pieces of armor (aka Doom guards). They attack each non-student (students are recognized here by a wizard cloak), and any person except teachers and guards passing though between 22:00 and 07:00. More on these Doomguard constructs see [Monster Manual 5 Constructs.pdf](#) page 1432-1433.*

V3 Vermaelen Bootroom

Located at 0,' Height 14' , ceiling 1' thick oaken beams and straw isolation, with local elm boards, tar/granite gravel covered. Connected with; [V2 Vermaelen Hallway](#) by 4' wide 5' high oaken door and some steps up east, [V6 Vermaelen Chariot Courtyard](#) by reinforced oaken door of 4.5' wide 6' high, [V9 Vermaelen Main Hall](#) by 4' wide 5' high oaken door and some steps up north.

Color/Material Theme: Expansion of original building; 414AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from the local river. These are plastered. The floor here is packed earth upon which are laid 1' x1' x5" backed and glazed tiles in colors red, yellow, orange, and three tints of brown in a random pattern. The only light in here is by lantern, or by the 1' high 3' wide oval door light window on top of the door. There are several large open closets which hold various chests, boxes, small crates with flour, herbs, vegetables, the ceiling is used to dry meat and herbs (and once a month to smoke them—then the outside door will be open. There are also various barrels with food and liquids used for the kitchen.

V4 Vermaelen Kitchen

Located at +5,' Height 9' , ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards. Connected with; [V2 Vermaelen Hallway](#) by 7' high 2.5' wide double decorated doors south. Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. The room is well lit by a single orb of continual light. This room is dominated by an 13' wide, 3' thick and 3.5' high white-tiled black topped chimney, holding a single oven, and two cooking plates. The third smoke channel belongs to the room on the opposite side of the wall. There are three tables, one on the eastern and one on the western wall and a small work table with a white marble top in the middle of the room. There are copper pans hanging on all ceiling beams, wall racks and such. This kitchen is used by the school staff and teachers. *Miss Julia McConnicker* is the lead cook here and she has 2 servants (*Ilya* (actually *Ilyadelalillyll*) an 21 year old lawful female elf, and *Rupert McCook* 13 year old lawful human male; both these are foster children, their parents died in the war. Miss McConnicker has a great lawful heart and took them in. They live happily in a farm nearby.



V5 Temple of Rad (former Vermaelen Living Room)

Located at +5,' Height 9' , ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards. Connected with; [V2 Vermaelen Hallway](#) by polished waxed oaken door 4' wide and 6' high west, [VV5 Vermaelen Hall extension](#) by more recent simple oaken door south. There are at 2' height two 2' wide and high windows (which can be opened) to the north (giving view to the [VV6 Vermaelen/De Vinck Garden](#)).

Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. This large single room area has a standard temple decoration in purple color tones. The floor is covered with a soft 3 inch thick dark purple carpet of Karamaikan design with floral mosaic designs, the walls are painted medium purple with decorative darker purple picture frames around the pedestal of the crystal. In the North-eastern and North-western corner is a small 1' high 1/2' wide and deep closet where various incense sticks are stored to be burned on top of it. A dark purple tapestry adorned with small reflecting sections of the scales of a crystal Dragon, hangs behind the crystal. It all makes it seem the pinkish crystal radiates purple light, while in fact it radiates a normal sunlight color and intensity. They say that all these crystals in the various temples were once the hearts of the slain Crystal Dragons in the Dragon wars, but there is some disagreement and often debate on this issue, mostly as it is not proven that these crystals are (or were) organic to begin with. The room is ample lit by three dimmed purple orbs of continual light.

This room is has several hundred small gongs in a rack to the northern wall(*their use is detailed in "Living in Glantri City section in Gazetteer 3)*, but no private chapels or meditation areas for worship. Golden wall reliefs of the greatest wizards in Glantrian History hang on the eastern and western walls, with a golden bucket beneath. Visitors light a candle at one of them and toss a coin into the bucket, as sign of good faith. The room is more dusty than expected, and is even more used as a relaxed cantina than as temple.

The fading of the cult of Rad after the recent war is responsible for the chronic disuse of the School's temple. This happened due lack of the Voice of Rad, which stopped at the end of 1010 AC when Wrath of the Immortals ended (*as Etienne was the Immortal Rad and he was whisked away*). Both the Temples of Rad and the Radiance users no longer felt guided by Rad. In fact it is his disappearance and thus lack of control, which causes the number of Radiance followers to increase rapidly (*see table in Chamber of the Radiance*). Something similar went on with the Shepherds and mages meditating; without the leading and directing voice the Shepherds chose their own thoughts and wishes, and this individualism causes a severe fragmentation of the temple and its followers. More and more it seeps in that this is similar to a religion, and thus less mages are willing to submit to the cults new streaming. The temple is actually a religion, but without clergy, and due the reducing number of Followers the Immortal Rad will (if he returns at all) be severely handicapped and reduced in magnitude and powers. (*according to canon rules; the level of an immortal is greatly affected by its number of followers; if it raises he/she might be able to gain new levels, if it drops, he/she will wither away, until there are no more followers and he/she will seem to disappear, however if someone later discovers sections of history about this immortal, and decides to follow this path, the immortal can reawaken and slowly influence the world again/giving spells, etc. The problem in Rad is that he literally disappeared (depending on the outcome of the adventure CD2-TSR2513-AD&D2-Mystara-Mark of Amber-Boxed Set this might be permanent or for a very long time, or he might return, either way, the damage is done, and irreversible on a short time without direct action to Mortals, which is forbidden by Immortals, and be sure Rad is under heavy supervision by the other Immortals if he returns at all). Then he has to gather anew from the beginning new (or older, but again) followers to gain Immortal Powers of higher levels, which will take time, lots of time especially under other thoughts.*

V6 Vermaelen Chariot Courtyard

Located at 0,' open to the sky.

Connected with; [Courtyard Dependance](#) by open faux gate/drawbridge (without a bridge), [V3 Vermaelen Bootroom](#) by reinforced oaken door of 4.5' wide 6' high, [V7 Vermaelen Stables](#) by double stable doors 5' wide and 13' high north.

Color/Material Theme; Expansion of original building; 414AC.

This area is actually a faux-castle (a desire of the Vermaelen family to own, but were unable to afford in reality). The castle-like wall is 19' high, and the arched portal and stepped gable top and faux tower is 21' . The tower has an arched faux wooden door, yet the top has a floor at 15' , a whole 6' lower than the top, which can be used for hiding. This courtyard is covered with granite gravel like the main courtyard.

Lord Hendrik Vermaelen, respected member of the family and well-known Fire-Mage died due the plague in the late summer of 814 AC at the age of 37, still wanders this ara, and acts as a sort of friendly host ghost. He is an standard Neutral Ghost as per [MMMMC4](#) page 1322

or RC page 182-183, yet is capable of casting the level 24 everyday spells as per TSR1037 [Dawn of the Emperors](#) main book page; 110). The Sunflowers bloom here due his power all year round except in winter. If damaged he will repair it, and curse the culprit with an very irritating irristitable itch all over the body for 7 days (except if it is an innocent animal). This ghost can give a lot of information of its period, and some beyond, but the stories are tedious and long (not in his humble opinion) and he refuses to tell these without the use of a Bard with Clavacimble. If he is not visible (at day, or 25% chance) and someone sings or other wise plays music, the ghost will appear, and request to dance with available ladies; if available, willing, and able he will dance for 1 full Turn (10 minutes) while an illusion will continue the music. The female(s) he danced with will be allowed a simple immaterial wish (like a day of Luck, a good weather, a loving smile, or a lead to a simple adventure) which will be granted within 1d4 days. A painting of the person is in [V12 Vermaelen Classroom](#).. The Lord can wander wherever he desires on the Grounds of the Dependance, but is bound to this location. He utterly dislikes the current Master of the Dependance, which is mutual.



V7 Vermaelen Stables

Located at 0,' Height 15' , ceiling 1' thick oaken beams and straw isolation, with local elm boards, tar/granite gravel covered.

Connected with; [V6 Vermaelen Chariot Courtyard](#) by double stable doors 5' wide and 13' high south.

Color/Material Theme; This 427AC addition to the building is part of the Faux-castle, with a single wall of grey granite bricks and a high wooden ceiling. It was created in response of the Demesmaecker Faux-barbican, and was even earlier finished than that luxurious entry. The floor is packed earth with lots of gravel embedded. There is mostly a medium wagon with seating positions inside for 4-6 passengers and 4000 cn baggage, there is place for an usher and a rider on the till. These are hired locally for 3 and 5 Dc respectively each day.

Witches Wagon: The chariot is a magical item; It is a very rare Elven Wagon, owned by the Belcadiz Elven Witches (Alfheim Elves also have some of these) and used to transport important persons. This wagon has perfect grip on the underground and is thus able to be used in Elven Hometree paths, and in mountains without being delayed (these areas will count as flat terrain for movement rates. It can become Invisible three times a day, has the ability to become Protected from Normal Missiles twice a day and Protected from Magic once a day (as the spells). It recharges every sunrise automatically. It needs 2 horses, as any normal chariot, yet can also be used with two Moon Horses – Teu'kelytka (Equus Lunaria) see Mystara Monster Manual compilation Animals MMMC2, page 86. There is an extra possibility to rescue oneself, this is activated by either the Driver or in the cabin. There is a button, which triggers a Teleport spell bringing the wagon with all occupants of the last 3 hours flawlessly back into this stable. As this is a slow recharging spell (3 full moon days and nights) this is a last resort safety measure. The wagon has AC4, AV4, Hullpoints 65, further the statistics of a silver class coach [What can be Bought](#) page55-56. Remember material damage is always 1/5th of normal damage, and then AV is subtracted; this means a 25 hp fireball will give 5 material damage to the wagon, minus AV4= 1. the wagon is made of wood thus needs a saving throw vs fire of 6 or magical fire of 8 or greater to prevent catching flame. Flame is doubling its damage each round, but can be extinguished with a quart of water per 6hp burning, or a equal amount of water or cold damage. The witches will be willingly to lend this item to a group of adventurers in the [The Great Organ of Thalia](#) campaign if the adventurers have proved themselves.



V8 Vermaelen Guardroom

Located at +5,' Height 9' , , ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [V9 Vermaelen Main Hall](#) by decorative green painted oaken 3' x6' door west. There is at 3' height a 2' wide and 3' high window(which can be opened) to the north(giving view to the stone field of [VV6 Vermaelen/De Vinck Garden](#)). Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. The floor of this room has Costa Sol Bronze Marble, as are the 3' lowest area on the wall and pillars; above this the wall is wallpapered. The room is well lit by a single orb of continual light. There are 6 beds and 1 table with 4 chairs. Underneath each bed is a military coffer to store privates. A washing line hangs in front of each bed, mostly draped with laundry, towels or dry clothing. The beds are not always in military tradition, nor is the room. This only happens when Sergeant Jodol Debunk visits (each 7th day of each month regularly, and 2 days before important registered visits). Six male guards live in this room, and they have the same equipment available as the guards in [2Grd7 Guard Communal Room](#). *Their names are **Johnah Wallison** (F4 ALN, 38 yr), **Rupert McHecht** (F4 ALN, 32 yr), **Weakaboo Dunnard** (4, ALN, 44 yr), **Sellaty-in Eladryiel** (15 ALN, 122 yr), **Gaylord Dunast** (F6 ALN, 58 yr), **Mecklin Fantastique** (F5 ALN, 41 yr). Although all equally in rank as Patrol guards, Gaylord is the Patrol-Leader and head responsibility here. These guards are dressed accordingly and are friendly, and relaxed; they often do other work besides their duties, ranging from physical help, garden work, and the yearly collecting of wood, straw in fields nearby. Due this they are often unseen, yet still they are a very functional group. Only Weakaboo is a recent addition (1007AC during the war), all other work here a minimum of 15 years. Weakaboo is not fully trusted yet, as his origins are obscured; he tells he originates from Wylon which is destroyed in the meteor impact of 1007AC. It seems he has some humanoid features, yet this is at least 3 generations ago; he is mostly human...with an orc-like nose and forehead.*

V9 Vermaelen Main Hall

Located at +5,' Height 9' , , ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [V8 Vermaelen Guardroom](#) by decorative green painted oaken 3' x6' door west, [V10 Vermaelen Classroom Fire-Control](#) by decorative green painted oaken door east, [V3 Vermaelen Bootroom](#) by 4' wide 5' high oaken door and some steps down south, [V0 Vermaelen Upper Hall](#) by 4' wide steep wooden stairway up. There is at 2' height a 5' wide and 6' high window(which can be opened) to the north(giving view to the stone field of [VV6 Vermaelen/De Vinck Garden](#)).

Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered and wallpapered with dark green wallpaper with golden fleur-de-lis. The room is well lit by a single orb of continual light. The floor of this hall is decorated in the standard GSM style; by roughly half a foot sized polished marble tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The doors are all colored burgundy red, as the frames and lintels. The door handles and stairway leaning are yellow copper. The stairway is covered with a thick tapestry covering the whole stair, held in place with trai courses of copper. A few oval family portraits of 1' x2' decorate the walls. There is no light on the stairs themselves, yet there is a standard light globe in each connecting hall.

V10 Vermaelen Classroom Fire-Control(former Study/Library)

Located at +5,' Height 9' , ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards. Connected with; [V9 Vermaelen Main Hall](#) by decorative green painted oaken 3' x6' door east. There is at 2' height a 5' wide and 6' high window(which can be opened) to the north(giving view to the stone field of [VV6 Vermaelen/De Vinck Garden](#)).

Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. This room is lit with candles. The floor of this room has Costa Sol Bronze Marble, as are the 3' lowest area on the wall and pillars; above this the wall is wallpapered. This room has two chimneys (one south and one east). Most combustible materials have been removed from this room. Although the craft of Fire Elementalism is said to be



secret, the Flaems with their use of fire magic absolutely were not. As such it can be said that the craft may not be fully secret but its usage and abilities and spells learned are. The Fire Elementalist were driven off the GSM building in Glantri City due the fire disaster in 875AC (see [-1W9](#), [-1W10](#), [-1W11](#)), and found a much more safer place to study and experiment. And although GkoM dictates the secret crafts are very secret and wear magical invisible tattoos, the common use in Glantri of Detect Magic, Detect Invisible, Treusight, and creatures with similar abilities will always 'see' these 'secret'symbols, and soon derive what they mean. That said, it can be deduced that this room is actually part of the "secret" rooms of the Fire Elementalist. As such this room has two 'drippin' noses' (see [-2Grd25 Lower Entry Hall](#)) in this room dimensionally attached to a stone 30' deep underwater in a flowing pond a 100 yard to the south (eventually ending in the Isoile River). Metal seats and benches, no closet or blackboard. Standard classroom in all other aspects. This room has a 22 student capacity. Teacher; *Miss Mary "Contrary"Contedy, Miss Jet Allura. Many of the lessons start within, but are more often placed outside on the rocky areas in the hills north. This to reduce the risk of a new disaster like 875AC. The most powerful message taught here; "think and see beyond the flame, for it will consume what it meets and grow". Do not forget that illegal old brotherhood of "The Followers of the Fire" has many members within the Fire Elementalist (gaz 3 page 34).The following spells can be learned here (or outside).*

Most of the Fire Elementalists information can be found here; [Secret Crafts of Elementalism](#)

Scorch created by Flaemish Family De Grootte 955BC while suppressed by the Overlord. On Mystara known up to 612AC only by the Flaems. Taught by FWA since 450AC.

Uncommon Cantrip

Range: 10 feet
Duration: Instantaneous
Area of Effect: 1 object
Saving Throw: Negates effect

This Cantrip, despite its name, creates neither flame nor heat. Instead, by Magically exciting the molecules of any flammable nonliving object of up to 10 pounds in weight, it causes the object to char without noise, smell, or smoke. The caster must touch the object (An attack roll is required if another creature is attempting to protect the object or keep the caster from it), and the object is allowed a saving throw vs. Magical fire. If the save fails, the object is consumed. This Cantrip will readily destroy Magical writings such as spellbooks and scrolls. The verbal part is a hissing noise: the somatic component is merely touching the object affected. If a character is victimized by this cantrip while in a precarious position on a moderate or severe slope or a cliff face, he must make a Climbing Check to avoid falling. If a creature in a similar situation (presumably an opponent of the Spellcaster) is stung, it should also be required to make a check to keep from falling.

Spark created by Flaemish Family De Grootte 945BC while suppressed by the Overlord. On Mystara known up to 612AC only by the Flaems. Taught by FWA since 450AC.

Uncommon Cantrip

Range: 10 feet
Duration: Instantaneous
Area of Effect: Special
Saving Throw: None

This Cantrip is enacted by the caster snapping his fingers and making a popping verbal noise simultaneously: this causes a large, powerful blue spark to come into being at any precise location (familiar, or unseen chosen by direction and distance) within 10 feet/level of the caster. The energy of the spark will be transmuted by any conducting material it contacts, but the spark doesn't require the presence of any energy, and is not affected by dampness or other atmospheric conditions. If the caster is over 6th level, the spell will produce 1d4+1 sparks on the same spot, in rapid succession.

Burning Hands created by Flaemish Family De Verstaeyen 658BC while suppressed by the Overlord. On Mystara known up to 522AC only by the Flaems. Taught by FWA since 488AC.

Common 1st Level Evocation spell

Range: caster
Duration: Instantaneous
Area of Effect: The Caster
Saving Throw: Halves Damage

Wizards cast Burning Hands on their outstretched fingertips to make them shoot forth 5' long sheets of flame in a 120° arc in front of them. Any creatures caught in the flame suffer damage: 1d3+2hp/level of the caster (20 maximum). Successful saving throws mean the spell inflicted only half damage. Flammable materials caught in the flame will burn. This burning will cause normal burning damage and can be extinguished as any normal fire.). Beings resistant against fire take only ½ damage and save for none. For normal beings can the damage be reduced to zero if the successful save was accompanied by a protection from fire (or alike) spell.

Recipe for Magic scroll ink for the Burning Hands Spell

*1 Ounce Giant Octopus Ink, 1 Sheet Parchment, 2 Ounces Green Plant Matter,
1 Scrap Cloth, 4 Ounces Flesh (from a Meaty Mammal, but not Demi-Human-oid),
1 Plank or Log Wood, 3 Drops of the Blood of a Red, Gold, Brown or Ruby Dragon
or 2 Ounces Fire Elemental Phlogiston, or 6 Fire Salamander Scales, or 1 Efreeti Horn*

A Fire must be built in a Brazier,

Stoked until Hot,

And fed in Full Sunlight with the Following;

Wood, Cloth, Parchment, Flesh, Plants

All these are Types of Flammable or Burnable Things the Spell will to affect.

To this add the Dragon Blood or an Alternative Ingredient.

Allow the Fire to burn down,

Then remove one Ounce of Coals by Hand

Immerse them in the Ink.

Stir the Mixture to break up the Ash,

Do not remove the Sediment from the Ink Container

Let the Undissolved Solids settle to the Bottom and remain there.

Cover and keep from Air until cool.

This Ink will only Dry on Parchment,

Any other Surface can easily be Smudged

And so disturb the Written Incantations.

Chromatic Orb created by Retamarric of Glantri—1016 AC

Rare 1st Level Alteration, Evocation spell

Range:

0

Duration:

Special

Area of Effect:

One creature

Saving Throw:

Negates

This spell causes a 4inchØ sphere to appear in the caster's hand. Within the limits described below, the sphere can appear in a variety of colors; each color indicates a different special power. The caster can hurl the sphere at an opponent up to 30 yards away,

providing there are no barriers between the caster and the target. If the Chromatic Orb misses its target, it dissipates without effect. If the target creature makes a successful saving throw, the chromatic orb is also ineffective.

Otherwise, the color

of the orb determines the amount of damage inflicted and its special power. The caster can create a single orb of any color listed for his level or lower; for instance, a 3rd level wizard can create an orange, red, or white orb.

Distance	THACO
0-10 yards away	+3
11-20 yards away	+2
21-30 yards away	+1



Sphere	Color	Damage	Power	Effect	Duration
1st	White	1d4	Light	Victim surrounded by 20' light spell	1r
2nd	Red	1d6	Heat	Intense enough to melt 1cu yard in 1T	
				Victim -1Str and Dex	1r
3rd	Orange	1d8	Fire	Ignites all combustables within 3' of victim	1r
4th	Yellow	1d10	Blindness	Blinded	1r / lvl caster
5th	Green	1d12	Stinking Cloud	Victim surrounded by 5' noxious cloud	
				save vs poison or be reeling/unable to act in area	1r / lvl caster
6th	Turquoise	2d4	Magnetism	If victim wears iron armor = magnetic	permanent
				other iron in 3' sticks to magnetized iron	
				Only Dispel magic or similar will release them.	
7th	Blue	2d8	Paralysis	Victim paralyzed, save for half duration	2d8+4 r
8th	Violet	Slow	Petrification	Victim turned to Stone.	permanent

Dancing Lights created by Flaemish Family Scheevenighe 354BC while suppressed by the Overlord. On Mystara known up to 503AC only by the Flaems. Taught by FWA since 452AC.

Common 1st Level Alteration spell

Range: 40 + 10 yards per level of the caster

Duration: 2 rounds per level of the caster

Effect: special

Saving Throw: None

Components: either a bit of phosphorous, whychwood, or a glowworm.

When a Dancing Lights spell is cast, the Wizard creates, at his option, from one to four lights that resemble either torches or lanterns (and cast that amount of light), glowing spheres of light (such as evidence by Will-O-Wisps), or one faintly glowing, vaguely manlike shape, somewhat similar to that of a creature from the Elemental Plane of Fire. The Dancing Light move as the Spellcaster desires, forward or back, straight or turning corners, without concentration upon such movement by the Wizard. The spell can't be used to cause Blindness, and it winks out if the range or duration is exceeded.

Douse Flame Minrothad elven mages/captains 867AC, Although at first found dangerous, after the 875AC disaster copied and spread amongst fire Elementalists.

Uncommon 1st Level Alteration spell

As Minrothad Merchant spell

Range: 50'

50'

Duration: 1 round per level of the caster

1 round/level

Effect: Extinguishes Small Flames

Extinguishes Small Flames

Saving Throw: None

None

Reading time: 1

doesn't exist on scroll

When cast, any nonmagical flame within 50 feet is snuffed out immediately. The fire can be rekindled but will go out again as long the spell is in effect. Flames that can be extinguished are those the size of lanterns, torches, campfires, braziers, and so on. Up to a maximum of 15 fire-points can be extinguished, but no fire greater than 10 fire-points can be extinguished. The spell is cast on scrolls in thousands to supply the fire brigands of the larger cities with materials to fight fire with magic (firefighters are mostly thieves or rakes and as thus can cast spells from scrolls).

Tactics: Used to put out shipboard fires such as those ignited by flaming arrows or to extinguish fires on an enemy ship (lanterns, burning arrows, etc.) In dry grounds this spell can be extremely handy when the campfire sparks or even sets the surrounding bushes aflame. Many druids of ancient forests will only allow a fire build on open places when this spell is ready to being cast(or other fire extinguishing magic or excellent abilities are at hand).

Fire (Slumber) Fall created by Flaemish Family van Koninghe 401BC while suppressed by the Overlord. On Mystara known up to 463AC only by the Flaems. Taught by FWA since 515AC.

Uncommon 1st Level Enchantment spell

Range: 240'

Duration: 4d4 Turns

Effect: 2d8+level hit dice of living creatures.

Saving Throw: None

This spell will create in a specific area an aura of intense warmth which will put creatures to sleep for up to 16 Turns (2.5 Hours). It will only affect creatures with 4+1 Hit Dice or less—generally, small or man-sized (no being bigger than an Ogre=10'). Any being not affected will notice nothing but a rising of the average temperature. All the creatures to be affected must be within a 40' x 40' area. The spell will not work against Undead or very large creatures, such as Dragons. Any sleeping creature may be awakened by force (such as a slap or a kick), but not by vibrations, sound(except when the sound brings damage). A sleeping creature(excluding large beings) may be killed with a single blow of any edged weapon, regardless of its hit points. The total number of hit dice of monsters affected will be equal to 2d8+level of the caster. These victims get no save. Some say the Sleep spell was copied from this spell, yet ancient barbarians already used the basic sleep spell before 10.000BC.

Fire Finger created by Flaemish Family Demesmaecker 399BC. Rare until 455AC

Uncommon 1st Level Evocation spell

Range: 150' /or special

Duration: 1 round/level

Effect: Creates 1 or more flaming arrows

Saving Throw: None Partially prevented by Protection form evil/good/fire spell

Levels of Experience	1	6	11	16	21	26	31	36
Missiles Charged	1	3	5	7	9	11	13	15

A Fire Finger is a flaming arrow created and shot by Magic from the finger tips, which inflicts 1d6+1 points of damage to any creature it strikes. After the spell is cast the fingers are charged for as long as the duration. When shot flames will erupt from the finger tips and shoot forth in the direction wanted, it will automatically hit any visible target. The missiles will have no solid form when shot or thrown and therefore can't be touched. A Fire Finger never misses its target and the target only gets a saving throw if protected by an active Protection Spell. For every 5 levels of the caster, two more Flames are created by the same spell (see table). The Flames may be shot at different Targets. The damage will be lowered with half the Armor Value (minimum damage per missile 1). The flames are real and have a normal chance to set a fire, highly flammable objects will ignite if struck. Each 5 point of damage to a flammable object becomes one firepoint of material damage. Under no circumstances can be charged more fingers than the caster has, any excess missiles created by this spell will automatically recharge a finger the next round if a missile is shot. When the duration is past and some excess missiles still "wait" for an empty finger to charge, they will leave the caster through his hands by hundreds of small sparks of coldfire (this will only scar-burn paper but not set anything aflame).

Protection by Warmth created by Flaemish Family De Verstaeyen 955BC while suppressed by the Overlord. On Mystara known up to 456C only by the Flaems. Taught by FWA since 475AC.

Rare 1st Level Abjuration spell

Range: 0

Duration: 6 turns

Effect: Caster only

Saving Throw: None

When this spell is cast the caster will obtain a reddish skincolor which radiates such an intense warmth all around the caster's body (less than an inch away). All attacks against the caster are penalized by a -1 to their hit rolls, and the Mage gains a +1 to all saves while the spell lasts. In addition, "enchanted" creatures can't even touch the caster! If a Magic weapon is needed to hit a creature, that creature is called "enchanted." However, a creature that can be hit by a silver weapon—a Lycanthrope (Werecreature), for example—is not an "enchanted" creature. The attacks thus completely prevents all from attacks from those creatures unless they use missile weapons. If the Mage attacks anything during the spell's duration, the effect changes slightly. Enchanted creatures are then able to touch the Magic-User, but the hit roll and save adjustments still apply until the spell duration ends. If a Magic missile is shot at the caster protected by this spell, he may save vs. spells (one per missile). If successful, the missile will have no effect. Beings immune to warmth will be totally unaffected by this spell, but beings with cold attacks will "cool" the caster by reducing the duration by 5 rounds (½ a turn) per successful attack, this includes attacks like ice storm or icicles and the like.

Smokescreen created by Flaemish Family Willemse 712BC while suppressed by the Overlord. On Mystara known up to 452AC only by the Flaems. Taught by FWA since 465AC.

Uncommon 1st Level Evocation spell

Range: 120'

Duration: 6 Turns + 1 Turn/level

Area of Effect: Volume of 30' diameter

Saving Throw: prevents Blindness

This spell must be cast in the vicinity of fire, and can't be cast on a creature. It causes impenetrable smoke to stream forth from flame, and this persists until the spell ends. If cast on a torch, the smokescreen will move with the object. It will block all sight except infravision. Smokescreen will cancel a Light Spell if cast upon it (but may itself be cancelled by a Light Spell). A blinded creature attacks with a -6 on attack rolls, a -4 on all saves and a +4 penalty to his Armor Class for the duration of the blindness. is movement will be reduced to one third normal if unguided, if guided to two-third normal. The smoke will not hinder breathing in any form, nor can it be smelled by any creature.

Smother created by Flaemish Family van Stolwijk 623BC while suppressed by the Overlord. On Mystara known up to 455AC only by the Flaems. Taught by FWA since 455AC.

Uncommon 1st Level Enchantment spell

Range: 20'

Duration: 4d4 Turns

Effect: 2d8+level or hit dice of the caster or hit dice of living creatures.

Saving Throw: None

This spell must be cast in the vicinity of fire. It causes translucent green smoke to issue from the flames. All who inhale the smoke (except the caster suffer the following effects. It will put creatures to sleep for up to 16 Turns (2.5 Hours). It will only affect air using creatures with 4+1 Hit Dice or less—generally, small or man-sized (no being bigger than an ogre=10feet). All the creatures to be affected must be within a 40' x40' area. The spell will not work against Undead, creatures without breathing or very large creatures, such as Dragons. Any sleeping creature may be awakened by force (such as a slap or a kick), but not by vibrations, sound (except when the sound brings damage). A sleeping creature (excluding large beings) may be killed with a single blow of any edged weapon, regardless of its hit points. The total number of hit dice of monsters affected will be equal to 2d8+level or Hit Dice of the caster. These victims get no saving throw.

Shocking Grasp created by Flaemish Family De Verstaeyen 658BC while suppressed by the Overlord. On Mystara known up to 453AC only by the Flaems. Taught by FWA since 453AC.

Common 1st Level Evocation spell

Range: Touch
Duration: Instantaneous
Effect: 1 creature
Saving Throw: None

Components: a copper piece and a piece of tin and a few drops of acid.

When the Mage casts this spell, he or she develops a powerful electrical charge that gives a jolt to the creature touched. The spell remains in effect for one round per level of the caster (as long as the components are held in the closed hand), or until it is discharged when the caster touches another creature with this hand. Shocking grasp delivers 1d8 +1 point per level of the caster damage to the victim. There is no saving throw to reduce damage, but beings immune to electricity are also immune to this spell and beings resistant to heat receive only half damage (round up). While the Wizard must come close enough to his opponent to lay a hand on the opponent's body or upon an electrical conductor that touches the opponent's body, a like touch from the opponent doesn't discharge the spell. This spell is often placed on items to be released on touch by it's ink use. It will last 1 moon/1vl at most, but often less as nature knows many sources of anti-magic. A Find Traps spell/ability will reveal traces of ink. This spell will underwater give the same damage to all creatures (including the caster) in a range of 1 foot of the caster, but the damage will be lessened by 1 point per foot distance from the caster.

Recipe for Magic Scroll Ink for the Shocking Grasp Spell

1 Ounce Giant Octopus Ink, 1 Ounce of Ash from a Lightning-Struck Tree, Balm of Gilead, Asafetida, 4 Drops of Holy Water, Powdered Sapphire, Ginseng, Mace (or Masterwort), 1 Pinch of Powdered Gold

The Herbal Ingredients must be burnt to Ash in an Oak Fire.

The Resulting Ash is then added to the Ash of the Lightning-Struck Tree

In a Small Metal Bowl (Copper or Gold is best).

Add Two Drops of Holy Water, Stir the Mixture into a Paste.

Then add the Powdered Gold and Sapphire

Stir in the Other Drops of Holy Water.

When the Paste is thoroughly mixed,

Add it to the Ink and heat to a Boil,

Stirring until the Paste is dissolved, enchant with the spell.

Allow the mixture to stand out Doors for a single Day and a single Night.

The Resulting Ink must be stored Shock-Proof, but can be poured on items to protect.

It will be released upon contact.

Firestaff created by Flaemish Family De Witt 225BC while suppressed by the Overlord. On Mystara known up to 662AC only by the Flaems. Taught by FWA since 452AC.

Rare 2nd Level Evocation spell

Range: 0
Duration: 1 round per level of the caster
Effect: special
Saving Throw: None

Component: A piece of phosphorous or any flame of any sort, the wooden object to be used, and a pinch of iron filings.

By means of this spell, a Spellcaster can cause balls of blue flame to come into being at both ends of a nonmagical staff, pole, log, club, or tree limb. The object must be of wood and have only two discernable ends; it is not consumed or altered by the spell or the spell's flames. The Wizard can't choose to cause only one end of the staff to be alight, and he or she can't extinguish the flames at will; the spell must be allowed to expire or Dispel Magic must be used. The burning staff does 1d6 points of damage, plus 2d4 points of fire damage, per blow (the staff is considered a Magical weapon for deciding what creatures it can hit, but it has no attack bonuses). The staff can be wielded by creatures other than the caster and can ignite flammables as well as being used as a weapon.

Smoke Shadows created by Flaemish Family Vleesch-houwer 488BC while suppressed by the Overlord. On Mystara known up to 788AC only by the Flaems. Taught by FWA since 452AC.

Rare 2nd Level Alteration Conjunction spell

Range: Caster
Duration: 6 Turns
Effect: The Magic-User only
Saving Throw: None

With this spell, the caster will be surrounded with a 5' radius/1vl of thin smoke, in which 1d4+1 additional shadowy images which look and act exactly the same as the caster will appear. They will be indistinguishable and move as he moves. The caster can see through the smoke as if it is not there. The Images appear and remain next to the caster, moving if the caster moves, talking if the caster talks, and so forth. The caster need not concentrate; the Images will remain until the duration ends, or until hit. The Images are not real, and can't actually do anything. Any successful attack on the caster will strike an Image instead, which will merely cause that Image to disappear (regardless of damage). No more than one Mirror Image can normally be cast on the caster as long as a mirror Image is still in effect. No spell not even of enhancing vision (like Dispel Fog or Smoke, or similar) will enable the real caster to be seen, only True Sight will enable this.

Explosive Runes created by Flaemish Family de Svart 236BC while suppressed by the Overlord. On Mystara known up to 8553AC only by the Flaems. Taught by FWA since 452AC.
Common 3rd Level Evocation spell

Range: 20 feet per level of the caster
Duration; special
Effect: rune prevents unauthorized reading
Saving Throw: None or Halves damage
Reading time ; 6

This spell will prevent unauthorized reading. The caster writes down Magical runes between, or in front normal or Magical text. If the runes written down are read by any creature, the Magic will be released instantly, resulting in an explosion of fire almost equal to a Fireball spell. The reader will sustain 6d4 +6 points of damage without save, but those within the area of effect may make a saving throw vs. spell to take only half damage. Only the caster can read the text safely or remove the runes without danger. The runes can be removed by a successful Remove Magic or an Erase spell, or when triggered. The item on which the rune were written is also destroyed, except when protected against fire explosions. The spell can be detected by a thief (5% chance) or Magic-User (5% chance per level), or by any detection spell or device (Detect Magic or Traps, etc.). SFP;+10



Fireflow created by Flaemish Family De Verstaeyen 658BC while suppressed by the Overlord. On Mystara known up to 423AC only by the Flaems. Taught by FWA since 475AC.
Very Rare 3rd Level Alteration spell

Range: 30 yards
Duration: 1 round/level
Area of Effect: One fire source
Saving Throw: None

This spell allows a wizard to control natural fires by manipulating randomness and adjusting probabilities to cause them to spread and take shape in any direction he desires. Once cast, the wizard points at any fire within range. He can then cause that fire to move in any direction desired within spell range, as long as the flames contact a solid surface (the fire may not be raised in the air). The caster must maintain concentration or the spell fails. The flames can be spread at the rate of 50 square feet per round. Thus, if a caster affects a campfire, he could create a flaming line 1 foot wide and 50 feet long or fill a 5' 0 10'square in a single round. The flames are not limited by a lack of burnable material and can be directed to spread over water, snow, ice, and other non-flammable surfaces. The surface is not harmed, but objects and creatures caught in the flames suffer damage as if they had stepped into the original fire source. Thus, a character caught in flames created from a candle will suffer only minor damage, while a character caught in a blaze that originated from a huge bonfire will be severely burned.

Fire Gazing created by Flaemish Family De Verstaeyen 634BC while suppressed by the Overlord. On Mystara known up to 423AC only by the Flaems. Taught by FWA since 470AC.

Very Rare 3rd Level Divination Enchantment spell
Range: 60'
Duration; 12 Turns
Effect: See Through another's eyes.
Saving Throw: None
Reading time ; 6

To cast this spell, the caster must stare into a flame of some kind. With this spell, the caster may see through the eyes of any single creature within range. The general direction must be chosen by the caster, The effects of this spell may be blocked by more than two feet of rock or a thin coating of lead and gold. Seeing through another's eyes takes a full turn, after which the caster can change to another creature, possible in another area entirely. If cast on an item, the true range will become unknown (A minimum will be 150' into the local Ethereal Plane that will be searched for reflected and resonating sights. If this spell is cast on an item it enables it to search out sights or images over long

Searing Serpent created by Flaemish Family Vermaelen 282BC while suppressed by the Overlord. On Mystara known up to 855AC only by the Flaems. Taught by FWA since 465AC.

Rare 3rd Level Conjuration spell
Range: 30 yards
Duration; 2 rounds +1 round per level of the caster.
Effect: Special
Saving Throw: Special
Reading time ; 3
Casting Time; 2

Use of this spell Conjures a serpent composed of writhing flame from the Elemental Plane of Fire. The serpent appears anywhere within the spell's range and may be moved at a speed of 150' per round if concentration is maintained and as long as the serpent remains in the spell's range. The serpent may also strike targets using the caster's Thac0, causing 1d8 hp fire damage per successful strike. The serpent also sets fire to flammable items that its body contacts (wooden floor, bed, carpets, etc.) requiring a saving throw vs. normal fire for every round of contact. For every additional round after the first that an item is fully exposed to the serpent's flame, a -1 penalty is applied to the save, to a maximum of -3. Items on a target, such as clothing, are also required to make an item saving throw. The spell can't be cast underwater and is easily extinguished by as little as a quart of water (a successful attack must be made against the serpent, using the natural Armor Class of the Magic-User, for the water to extinguish the serpent).

Soaring Fire Fingers _____ 1004AC Fire Elementalists

Uncommon 3rd Level Evocation spell

Range: 60 yards + 10 yards per level of the caster.

Duration: Instantaneous

Effect: 1 or more creatures in a 10 foot cube of target area.

Saving Throw: None

Partially prevented by Protection from evil/good/cold spell

In a never ending attempt to increase their power, the Fire Elementalists

have created more powerful versions of some of theirs (similar as Torrent of Death from Magic Missile) . Soaring Fire Fingers functions as the normal 1st level spell Fire Fingers, except that it can generate up to 18 missiles, not just fifteen, A Fire Finger is a glowing arrow, created and shot by Magic, which inflicts 1d6+1 points of damage to any creature it strikes. After the spell is cast the arrows will appear next to the Spellcaster and hovers there until the Magic-User causes it to shoot. When shot it will automatically hit any visible target. The missile will have no solid form when shot and therefore can't be touched. A Magic missile never misses its target and the target only gets a saving throw if protected by an active Protection Spell. This saving throw must be made for each missile. It will move with the Spellcaster until shot or the duration ends. Wizards gain one missile every 2 experience levels past 1st level, contrary to the original spell. Thus a 6th level Magic user may create 3 missiles. Casters below 11th level would find this spell almost equal to the normal Magic missile spell. (the point at which they have 6 missiles at their disposal. The missiles may be shot at different Targets. See table. The damaged will be lowered with half the Armor Value under normal circumstances (minimum damage per missile 1).

Level	1	3	5	7	9	11	13	15	17
Torns	1	2	3	4	5	5	7	8	9
Level	19	21	23	25	27	29	31	33	35
Torns	10	11	12	13	14	15	16	17	18

Fire Shield _____ created by Flaemish Family De Vinck

338BC while suppressed by the Overlord. On Mystara known up to 569AC only by the Flaems. Taught by FWA since 475AC.

Rare 4th Level Alteration, Evocation spell

Range: 0

Duration: 2 rounds + 1 round per level of the caster

Effect: The caster.

Saving Throw: None

Components: A bit of phosphorous.

When casting this spell, the wizard appears to immolate himself, but the flames are thin and wispy, shedding no heat, and giving light equal to only half the illumination of a normal Torch. The color of the flames is determined at random (50% chance of either color)—violet or bleu. The special powers of the shield are as follows: The flames are warm to the touch. Any cold based attacks are saved against with +2 bonus; either half normal damage or no damage is sustained. There is no bonus against fire based attacks, but if the wizard fails to make a save vs. spells against them, he sustains double damage. Any creature striking the Spellcaster with its body or hand-held weapons inflicts normal damage upon the wizard, but the attacker suffer the same amount of damage. An attacker's magical resistance, if any, is tested when the creature actually strikes the wizard. Successful resistance shatters the spell. Failure means the creature's magic resistance doesn't affect that casting of the spell. A magic-user benefiting from this spell takes only two- thirds of the abrasion and impact damage he would otherwise suffer from a tumble or a fall.



Fire Trap _____ created by Flaemish Family De Vinck 258BC while suppressed by the Overlord. On Mystara known up to 855AC only by the Flaems. Taught by FWA since 475AC.

Uncommon 4th Level Abjuration, Evocation spell

Range: Touch

Duration: Until discharged

Effect: object touched

Saving Throw: Halves damage

Components: A bit of sulphur and saltpeter (sulphur not needed if a fire Elementalist.

Any closeable item (book, box, bottle, chest, coffer, door, drawer, and so forth) can be warded by a Fire trap spell. The spell is centered on a point selected by the Spellcaster. The item so trapped can't have a second closure or warding spell upon it. There is a 0-25% chance that the second spell will fail, 25-50% that the Trap spell will fail, or 51-00% that both spells will fail. A knock spell doesn't affect a Fire Trap in any way—as soon as the offending part enters or touches the item, the trap discharges. Thieves and others have only half their normal chance to detect a Trap spell, (through the characteristic markings required by the spell) and or remove it (failure detonates the trap immediately). An unsuccessful Dispel doesn't detonate the spell. The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the exact method uses a Key word). When the trap is discharged, there is an explosion in a 5' radius from the spell's center; all creatures must make a saving throw vs. spells or suffer 1d4 +1 point per level of the caster of Fire damage (Halved if the saving throw was successful). To place this spell, the caster must trace the outline of the closure with a bit of sulphur and saltpeter and touch the center of the effect. Attunement to another individual requires a hair or similar object from that person. Remember that the caster can always touch the item without triggering the trap. There can be only one person attuned in addition to the caster (some persons let a Mage ward their valuables with this trap and forgot that the Mage could pass without injury, until it was too late). There is no smoke created by this spell, but the explosion is audible up to 100 feet per level of the caster afar. Underwater the spell inflicts half basic damage and creates a cloud of steam of 10 cubic feet per level of the caster, that obscures vision for 1 round only. The item trapped is not harmed by this explosion in any way.

Sunburst created by Flaemish Family De Vinck 265BC while suppressed by the Overlord. On Mystara known up to 855AC only by the Flaems. Taught by FWA since 475AC.

Very Rare 4th Level Evocation spell

Range: 30 yards + 10 yards per level of the caster
 Duration; Instantaneous
 Effect: 40' radius globe
 Saving Throw: Special
 Casting Time; 8
 Components: A crystal bead.

This spell creates a brilliant flash of greenish-white light with blazing golden rays. The Undead within the area of effect take 6d6 points of damage (no save). Other creatures in the area or outside the area and looking at the Sunburst, are blinded for one round if they fail a saving throw vs. spells. Those without eyes (or Blinded), and those not sensitive to visible light, are not affected. The Sunburst instantly destroys Darkness created by those of a level equal to or less than the caster.

Flame Shroud created by Flaemish Family De Vinck 299BC while suppressed by the Overlord. On Mystara known up to 565AC only by the Flaems. Taught by FWA since 475AC.

Very rare 5th Level Alteration spell

Range: 10 feet
 Duration: Special
 Effect: 10' area about 1 creature
 Saving Throw: Special
 Components; A pinch of Saltpeter (powdered or in a natural substance such as dung), a small piece of phosphorous, and a tiny scrap of lace, cloth or thick spiderweb.

Round:	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Save:	nil	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6

By means of this spell, a Wizard causes an aura of crackling flame to come about an unwilling target. Unless adequately protected against fire, all flammable object upon his or her person (including clothing or papers such as scrolls or spell books) must save vs. magical fire or be destroyed, and other creatures within 10 feet may also suffer damage. The Flame Shroud envelopes the victim and throws of small goutts of flame up to 10 feet distant onto every creature within range. Each gout causes 1d4 points of damage to any creature it strikes, and may possibly endanger other flammable object carried by such creatures. The target creature is allowed a saving throw vs. spells at -4; if successful, the shroud will not form, the target is unharmed, and the spell is lost. Other saving throws use the following table, and continuing until a successful saving throw is made, whereon the shroud instantly vanishes, and the spell is done. For each round the target is enveloped in the Flame Shroud, he or she suffers 2d6 points of fire and heat damage. If flammable oil is carried by the creature, its damage is added to this if the containers of oil fails its own saving throw.

Fiery Beam created by Flaemish Family De Verstaeyen 577BC while suppressed by the Overlord. On Mystara known up to 490AC only by the Flaems. Taught by FWA since 475AC.

Very rare 6th Level Evocation spell

Range: caster
 Duration; Instantaneous
 Effect: Fire beam 60' long and 5' wide
 Saving Throw: None

This spell causes the hands of the caster to shoot forth a fiery beam of fire when the hands touch each other and the pointing fingers are directed forward. This beam deals 4d6 points of fire and heat damage to any creature not immune to heat or damage. Cold creatures take double damage as do Trolls.. This fire is so hot it will ignite (save vs. magical fire to avoid)flammable items. Other items could shatter or melt due to the heat. Even magical protection devices must save against this heat (which will only last one instant moment) with a +4 bonus to the material save or be destroyed. If the item is destroyed in the casting of this spell the wearer will not take any damage, but he will have no more magical protection against fire or heat. The fire created is almost equal in temperature as that of a Phoenix, therefore the spell is also known under the rarely used names: Phoenix Blast, Phoenix Fire, Phoenix Spittle, or Phoenix Beam.

Spell Turning created by Flaemish Family De Verstaeyen 710BC while suppressed by the Overlord. On Mystara known up to 427AC only by the Flaems, stolen in 460AC..

Uncommon 5th Level Alteration spell

Range: 10 feet per level of the caster
 Duration; 1 Round
 Effect: Reflects one spell upon the caster.
 Saving Throw: None
 CastingTime; 1

This spell counters one spell cast by a Wizard within range. It must be cast the same round as the target's spell is cast. It will not turn any spell of a higher level than the caster knows, or spells cast by Magical items. This spell affects only Magic-User spells. Spell Turning can't be used to counter a spell cast by a higher-level Spellcaster. Chance of failure is the same as Dispel Magic; 5% per level difference of the Spellcasters. Spell Turning has no effect on spell-like powers of monsters, or any spells which would not normally affect a living subject—Form spells, Create Air or Purify Food and Water, and so on. This spell is unreliable in combat (the caster must gain initiative that round for it to be effective, and is never sure which spell, if any, an opponent may be readying) and is primarily used to enchant such items as a Dynamo of Flying.

Transmute Water to Dust created by Flaemish Family De Vinck 338BC while suppressed by the Overlord. On Mystara known up to 569AC only by the Flaems. Taught by FWA since 475AC.

Rare 6th Level Alteration spell

Range: 60 yards
Duration: Permanent
Area of Effect: 10 cubic feet per level of the caster
Save: Special
Casting Time: 5
Component: Diamond Dust of at least 500 gp value and a bit of seashell.

When this spell is cast, the subject are instantly undergoes a change from liquid to powdery dust. Note that if water is already muddy, the area of effect is doubled, while if wet mud is being transmuted, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly soak the latter, turning the dust into silty mud (if sufficient quantity of water exists to do so), otherwise soaking or dampening the dust accordingly. Only liquid actually in the area of effect at the moment of spellcasting is affected. Liquids that are partially water are affected only insofar as the actual water content is concerned; however, potions containing water are rendered useless. Living creatures are unaffected, except for those native to the Elemental Plane of Water. Such creatures receive save vs. spells or inflict 1d6 damage/level of the caster (20d6 maximum), while success means the creature receives half damage. Only one such creature can be affected by any single casting of the spell, regardless of the creature's size or the size of the spell's area of effect.

Transport Through Fire Old Flaemish spell from the Old Alpathia Dimension. On Mystara known up to 569AC only by the Flaems. Taught by GSM since 855AC.

Rare 6th Level Alteration spell All following statistics are equal for all variations of this spell.

Range: Infinite
Duration: Instantaneous
Effect: Long range Teleport.
Saving Throw: None
Reading time; 12

This spell may be used a maximum of once per day. The caster must be near fire (of any size, species or form), and must either choose a general location or a specific known fire elsewhere. After casting the spell, the caster enters the nearby fire and steps out of a fire at the destination (if the caster did not specify the exact fire, he appears from a randomly fire (determined by the DM)). There is no limit to the range, but the fire must both be burning for the spell to work, and must be on the same Plane of existence. If either fire is sinder or ashes, the spell fails. Otherwise, the caster immediately appears at the new location. The caster can transport 2 willing creatures. The caster can't reside in the fires mentioned, he just steps in and out in a single motion. Since fires are mostly quite temporarily, the caster can imply the main direction of destination.

Flame Chase created by Flaemish Family De Vinck 228BC while suppressed by the Overlord. On Mystara known up to 875AC only by the Flaems. Taught by GSM since 885AC.

Rare 7th Level Evocation spell

Range: 30 yards + 10 yards per level of the caster.
Duration: 2 rounds + 1 round per level of the caster.
Area of Effect: Special.
Saving Throw: Halves
Components: A small pouch filled equally with sulphur and coal dust, a live caterpillar, and a live firefly.

Upon casting this spell, the Wizard causes several paths of flame to form on the ground. The flame paths begin to pursue all opponents in the area in order to engulf them in a column of flames. The spell creates one 3' wide path of flame for every two levels of the caster, to a maximum of 6 paths. The path begin 3' from the caster and travel straight toward any opponents on the ground that the Mage is aware of and who are in range of the spell. The flame paths travel at a movement rate of 240' /round across any horizontally surfaces, except water, snow, ice or other wet surfaces. The fire doesn't require combustible items such as wood, grass, or weeds; it may travel over bare outdoor or indoor surfaces. When the path catches its target, the victim will be engulfed in a column of flames that causes 3d6 points of damage per rounds for the duration of the spell. The flame path and column continues to follow and burning victims until the spell ends, is dispelled, or victims cross any of the surfaces mentioned above. Items engulfed in the flame's path must save vs. Magical fire or be destroyed. Flame paths are able to climb vertical surfaces of less than 45 degrees, as long as the surface is wide enough to accommodate the flame path's width (a rope for example, is not wide enough). Flame paths never pursue inanimate objects, but they can pursue non-living or Undead ones. Victims able to outdistance the pursuing flames or who manage to move across wet surfaces without being affected by a column of flames are in for a big surprise. If a victim is within 10 yard of the end-point of the path after the flames have moved for the round, and if the flames are unable to close the distance due to the victim's superior speed or any obstruction, the flames that normally form the column will leap to the victim instead. The flame blast causes double-normal flame-column damage(6d6 hp) in a single round. The path is considered to have expended all its power and ceases to exist. Items and victims alike caught by the flame blast save vs. spells at a -2 penalty. A player using this spell must roll separate initiatives for each flame path to determine when it will move during the round. The flame blast mentioned above (but not the path's movement) always occurs last in the round after all attacks or movements have been made. As noted above, the flame paths move straight toward victims. Unintended victims caught in the flame are burned for 1d6 points of damage (save applicable for no damage) and only for as long they remain in the path. Finally, any incidental fires caused by the spell are nonmagical for the purpose of saves and so can't be dispelled. Croplands, dry forest, grasslands, and similar areas may burn uncontrollably. The strong ozone smell of this spell can be smelled up to 2 miles away and will cause fear in the native creatures.



VV1 Vermaelen/De Vinck Tower entry

Located at 0,' Height 14' , ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards. Connected with; [VV4 De Vinck Hall extension](#) by reinforced oaken 3' x6' door south, [VV8 Tower library](#) by 4' wide steep wooden stairway up. Color/Material Theme; Fusion expansion of De Vinck & Vermaelen original buildings; 425AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from the local river. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from the local river. These are plastered crème white. The room is well lit by a single orb of continual light. This room is used to store variant components. Its walls thus have many planks all over storing these. Some barrels and chests are placed on the floor. *The first question of commoners in 425AC to the new trend of building towers, especially wizard towers was; "Why? Why does a Wizard desire to build a tower? From the year 420AC, wizards tend to live more often in towers, other than rich housing, caves, dungeons, farms, or secreted locations. Not all of them, certainly, but enough for the tendency to be noticed. Sometimes these towers are no larger than is needed for a single individual (like this tower of the De Vinck/Vermaelen family), while others may house several cooperating of magicians, like the new Fire Wizards Academy in Glantri, which has several towers. Sometimes they' re free-standing, while at other times, they' re tacked on to some larger building, such as a castle (especially if the wizard is a Court Mage). The answer to this logical question may originate from the fact that many magical sources are connected with astronomy or astrology, making the top of a tower a commonsense place for a mage to hang out. A high tower also conveys a sense of isolation from "normal" people, which the magician can use to study in peace, much the same way that monasteries are often on mountaintops. In another sense, high towers are ancient symbols of arrogance and hubris.*

VV2 Vermaelen/De Vinck School Kitchen

Located at -90,' Height 14' , ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards. Connected with; [VV6 Vermaelen/De Vinck garden](#) by 3' wide 5' high Dutch door north, [VV3 Vermaelen/De Vinck Cantina](#) by 3' wide 5' high beech Dutch door south. There are at 2' height two 2' wide and high windows (which can be opened) to the north (giving view to the [VV6 Vermaelen/De Vinck Garden](#)). Color/Material Theme; Fusion expansion of De Vinck & Vermaelen original buildings; 425AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from the local river. These are plastered and tiled. The room is well lit by a single orb of continual light, and candles with a reflection mirror at one vertical side. This kitchen is used by the students. The staff here are three other foster child Miss McConicker embraced heartily; Head cook; *John de Boze* 18yr lawful male MU3, helps; *Sacha Permantiville* 16yr lawful female MU2, and *Arthur* 6 yr lawful half human-Orc Wi2. In the heydays of the past a mage-cook *Quimby Asperagus* worked here for the new family. His first creation was not only an excellent dish, but also a spell. This spell is represented on the wall in [Delftware](#) tiles where images represent Magescript words or sentences (a Read Magic will be needed to read it normally). The spell is used here often to create an extra helping hand.

Quimby's Enchanting Gourmet 426AC by *Quimby Asperagus*.

Uncommon 2nd Level Conjunction Summoning spell

Range: 0
Duration; 6 Turns + 1 Turn per level of the caster
Effect: 40 foot radius of Spellcaster
Saving Throw: None

Components; The foodstuffs to be prepared, a drop of the caster's blood, a piece of string, and a block of wood of any size.

The fat, food-loving Wizard Quimby devised this improved Unseen Servant Magic as a means to providing himself with gourmet meals while studying in solitude or travelling alone. It is a Magical force under control of the Wizard, able to stir, carry pots, measure ingredients, cut, garnish, turn hot food while it is cooking, and so on. It is no stronger than an Unseen Servant, nor more dexterous than its caster, but it can cook without the direct concentration or supervision of the caster, if the menu is a meal the Wizard has prepared or has seen prepared at some time. The Gourmet can be dispelled (at will by the caster, and by use of a Dispel Magic by others), or destroyed by dealing it six points of damage.



VV3 Vermaelen/De Vinck Cantina (former Main Room)

Located at 0,' Height 14' , ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards. Connected with; [VV2 Vermaelen/De Vinck School Kitchen](#) by 3' wide 5' high beech Dutch door north, [VV4 De Vinck Hall extension](#) by 3' wide 5' high beech door south. There are at 2' height three 2' wide and high windows (which can be opened) to the east, giving view to the [Eastern Courtyard](#). Color/Material Theme; Fusion expansion of De Vinck & Vermaelen original buildings; 425AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from the local river. These are plastered. The room is well lit by a three orbs of continual light. Like the Dining Hall in the GSM Glantri. There are several long and small (1-2') tables and simple stools. *There are three meal servings; 2 hours after Sunrise, Noon, and 2 hours before sunset. In winter there is an extra meal 3 hours before midnight. The cantina is open 1 hour or more before and 5 Turns after serving time. If you are too late and there is still crew, you might have to accept leftovers or bread. The cooking staff is also serving staff here. Sometimes this is done by an Unseen Servant. There are a few major rules here; do not walk between the tables if you do not intend to join either one of these tables. And even if you do, do it with care, and otherwise; use the wider passage ways in the middle, or along the sides. Do not loiter, linger or otherwise create a stockade. Do not Throw Food, drinks or other utensils around. (This rule is however, often broken during or the last day before Spring Break.), clean up after you are done. Serving is done by the Dutch door between the Kitchen and the Cantina. Students come and take what's given (this may be a day meal, or something requested. Requested food must be paid for in advance at least before the cooking begins).*

VV4 De Vinck Hall extension

Located at 0,' Height 14' , ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [Courtyard Dependance Eastern Lawn](#) by reinforced oaken 3' x6' door east, [VV1 Vermaelen/De Vinck Tower entry](#) by reinforced oaken 3' x6' door north, [VV3 Vermaelen/De Vinck Cantina](#) by reinforced oaken 3' x6' door north, [VV5 Vermaelen Hall extension](#) by 5 steps up and 3' wide brown swivel door west, [F3 De Vinck Private Teacher room](#) by 5 round steps up and by reinforced oaken 3' x6' door south.

Color/Material Theme; Fusion expansion of De Vinck & Vermaelen original buildings; 425AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. The hall is crowded with undeeep closets on both sides and several decorative urns. *These urns contain clean earth (an offspring of the De Vinck/Vermaelen family Ruben was affected by Vampirism in 690AC, and intended to spread his familiar earth to return after being slain. However, he was slain here as his earth-urns were made unsuitable due holy water and Consecrate Item cast by a cleric. This is also the reason this mixed family has always been very negative against clerics, who in their mind prevent life extension methods. Unknown to them was that the cleric was a converted member of the Demesmaecker family. This person (name unknown) was killed by a Lynch mob in 702AC.*



VV5 Vermaelen Hall extension

Located at +5' Height 9.5', ceiling/ 1' thick oaken beams and straw isolation, with local elm boards, tar/granite gravel covered. Connected with; [F2 De Vinck Classroom](#) by reinforced oaken 3' x6' door south, [V5 Temple of Rad](#) by reinforced oaken 3' x6' door north, [VV4 De Vinck Hall extension](#) by 5 steps down and open arch east. There is at 2' height a 2' wide and high window (which can't be opened) to the west, giving view to the [Courtyard](#).

Color/Material Theme; Fusion expansion of De Vinck & Vermaelen original buildings; 425AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. The hall is crowded with undeeep closets on either sides and several decorative urns (see [VV4](#)).

VV6 Vermaelen/De Vinck Garden

Located at 0,' open to sky. Pergola arches 13' high. Connected with; [Courtyard Dependance](#) by wooden gate North and east, [VV2 Vermaelen/De Vinck School Kitchen](#) by 3' wide 5' high Dutch door south.

Color/Material Theme; Original since 399AC. The central part of this usage garden (for the kitchen, not for components for the students) is the berceau (arched greenery tunnel) where grapes grow upon. The rest of the garden is a cloister-like functional garden, where each segment rotates each year to secure good harvests. The trees and hedges around are all fruit bearing. The western end has a dramatic statue fountain; it is in effect a Karlik Black with gold-yellow veined pillar embossed with several gold-covered reliefs dedicated to the fallen victims of the Plague here in 802-828AC. In the top of the pillar is a Decanter of Endless Water placed, causing it to always be fleeting from the top with water (resembling the endless shedding of tears). The lower pond section has a tube leading the excess water out in the eastern wetlands. There is always 100 litre of pristine water in the pond, as the outlet is just set at this amount *The garden is kept up to date by the kitchen staff, the ghost Lord Hendrick Vermaelen (see [V6](#)), and the local Druid.*



Just 100 yards north of the garden is a 200' diameter pond (max depth in the middle of 3'), within a 300' to 350' dish-shaped stone surface. This was a natural moraine plate of stone, deposited here by the Glaciers aeons ago. It has been eroded over time by the usage of the spell combined by weather into its current dish-like shape. This area is used by mages to battle by mental strength. There is a single smooth indestructible lead containing granite boulder (this prevents magic from damaging it, not from pushing it aside) in the middle of the stone pond of 9655cn. Two sides of 25% of the pool are colored with magic; green and yellow.

Push 415 AC Bartholomew De Groote (said to the founder of Earth Elemental Principles).

Uncommon 2nd Level Conjuraction spell

Range: Touch

Duration: Instantaneous

Effect: Pushes 10.000cn 1d4+1 feet per level away

Saving Throw: None

Reading time: 6

Casting Time: 4

This spell pushes any heavy but movable object, of a weight of up to 10.000cn (+1000cn per Physical Strength point) in the direction the caster implies. He must touch the object and move his hands 1' in the opposite direction the object needs to be pushed. From this position a slowly (1feet/round) growing force will be created with a total length of (1d4+1')+1' per level of the caster, that will keep pushing until the total amount of material pushes is more than 10.000cn, or is obstructed by immovable objects. The caster can't stop the pushing before the maximum length is reached except by making the total amount of pushed material heavier than 10.000cn or placing another Push spell directly opposite the first created. Any object pressed by two or more push spells or something immovable must save vs. Crushing blow each round the pushing functions, or break in several pieces.



If the object is a large and sturdy boulder of 5' to 9', casters of push spells can compete against each other. One way to do this they all touch the boulder, cast and apply the spell as normal, mostly in another direction as the others. Each caster has to calculate his **Willpower (Int+wis+level)** and his **Physical Strength (Str+Con)**. Earth Elementalists can add their Circle to both these numbers. The willpower is the amounts of rounds the push spell can be sustained. The Physical Strength is used against the others. Roll a 1d20, add the Physical Strength of the caster. Do the same for the opponent; the higher number wins. For each additional opponent a penalty of 10% of the physical strength of the opponents is added who are perpendicular to the caster and 25% for any who is diagonally opposed. And a 25% is subtracted for any opponent within the 90 degrees angle of the caster. The loser is the one which the boulder comes towards. Thus is repeated until no opponents capable of casting another Push spell are available or one remains standing. This version is called Boulder Rugby.

The other way is a group game if up to 4 members gaming against another team. They all have memorized as much push spells as possible. They all try to get the boulder on the side of the other team (A 25% opposing side of the gaming area). The game lasts until no push spells can be cast. The winner is the one with the most boulders on the other side. This version is called Boulder Target.

In Glantri several of these arena game spots exist. Most are stone or sand beds, of 100' to 250' diameter, sometimes they are stone beds, or depressions with water. Keep in mind anyone becoming hit by a boulder will take 3d6 damage and 1d3 breaks (mostly in the legs—unless really falling awkwardly). There have been recorded deaths. Anyone desiring to attend is allowed to learn this spell beforehand. The skill Spell Combination is also handy to have more of these spells on hand.

F1 De Vinck Classroom Navigation (land based) (former extension with kitchen)

Located at +5' Height 9', ceiling 1' thick oaken beams and straw isolation, with local elm boards, tar/granite gravel covered.

Connected with; [F5 De Vinck intermediary Hall](#) by 3' wide 5' high oaken door south. There are at 2' height three 2' wide and 4' high windows (of which the top windows can be slanted inwards to open) to the west, giving view to the [Courtyard](#).

Color/Material Theme: Expansion original building; 450AC.

All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered, and wall-papered with old maps. The room is well lit by five orbs of continual light. This is a standard classroom with all equipment. Amongst the items here to learn how to determine location



are; **Astrolabe**, **Iceland spar** (a crystal from Quedhar to locate the sun when obscured), **Cross-staff**, **Sextant**, **Maps**, **Compass**, **Hour Glass**, **Mystara Terrestrial Globe**, **Celestial Globe** (this may also be an illusion created from a Mystara Globe, reflecting the stars. By making hand gestures this illusion can be swivelled in any orientation or Time direction), **Jacob's Staff** (all the **Bold item** explanations can be found on Wikipedia). Although most lessons are inside, there are lessons are outside on the courtyard and beyond. The final exam of this class is a teleportation by the teacher to a preset (reasonably safe) location, and all basic equipment needed. The student uses a scroll of communication, and in an hour the teacher must be able to read what the student has recorded about his location. The more details; the better the final result. This room has a 22 student capacity. Teacher; *Miss Helga Rutenstein*

F2 De Vinck Classroom Enchantments (former Living room)

Located at 0,' Height 15', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [VV5 Vermaelen Hall extension](#) by reinforced oaken door north, [F3 De Vinck Private Teacher room](#) by decorative beech door east, [F4 De Vinck Library](#) by decorative beech door east, [F6 De Vinck East Hall and exit](#) by reinforced oaken door south, [F7 De Vinck upper Hall](#) by 4' wide steep wooden stairway up, [F-1 Secret Entry Covenchamber of Witchcraft](#) by secret 4' wide steep wooden stairway down.

Color/Material Theme; Original building; 404AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. The room is well lit by two orbs of continual light. The floor is green serpentine tapestry on the oaken floor. The walls are up to 3 feet high covered with Dark Lipová Marble with a Nero Marquina ledge. The joints are made of some bioluminescent material. This standard classroom is decorated with various kinds of drawn creatures and monsters on linen scrolls plastered on the remaining sections of the wall. This is a standard classroom with all equipment. This room has a 28 student capacity. Teacher; *Lady Inguin diCaravieni*.

F3 De Vinck Private Teacher room (former study room)

Located at 0,' Height 15', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [VV4 De Vinck Hall extension](#) by 5 round steps down and by reinforced oaken door north, [F2 De Vinck Classroom \(former Living room\)](#) by beech door west. There is at 2' height a 6' wide and high double window (which can be opened) to the east, giving view to the [Eastern Courtyard](#).

Color/Material Theme; Original building; 404AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. The floor of this room has Costa Sol Bronze Marble, as are the 3' lowest area on the wall and pillars; above this the wall is wallpapered. The room is well lit by a single orb of continual light. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the outer hall door, while the private section is in the other half. This room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner). The room is currently used by; *Miss Lucy Douglas*; *Master Griffons*.

F4 De Vinck Library

Located at 0,' Height 15', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [F2 De Vinck Classroom](#) by beech door west. There are at 2' height two 5' wide and 6' high double windows (which can be opened) to the east, giving view to the [Eastern Courtyard](#).

Color/Material Theme; Original building; 404AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. The room is well lit by a single orb of continual light.

The Floor of the Library is decorated by polished roughly half a foot sized granite tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The walls are covered with crème colored plaster; the ceiling is also covered by a gypsum arched fabric shaped into a faintly arched ceiling and colored crème. The room is well lit by several orbs of continual light.

This room has a few book closets. This room is used as a library for; **Enchantments, Fire, Illusionism, Abjurations, Fundamentals of Spell Transcription, Theoretical Metaphysics, Ancient History, and World History (especially Witchcraft and Flaemish Origins)**. An old dusty paper and parchment smell lingers, sometimes tinged with the scent of the remnants of a recently Cloudkill spell against vermin. If everything is silent and dark, it is possible to hear nibbling of mice or Bookworms except the first week after the last Cloudkill cleaning. In that case the scent of dead organic matter can be found if not removed. (80% of the sources here are books, 9% are scrolls, and the remaining 11% are other sources; Shells, skulls, plates, leaves, orbs, memory stones with recorded illusions, etc.). Bookworms are a great menace in any library; more on these dangerous pests (*at least to your books, scrolls but also your spellbook*) can be found here; [Monster Manual 3 page 1073](#).



F5 De Vinck intermediary Hall

Located at +5' Height 14', ceiling 1' thick oaken beams and straw isolation, with local elm boards, tar/granite gravel covered. Connected with; [F1 De Vinck Classroom Navigation](#) by 3' wide 5' high oaken door north, [F6 De Vinck East Hall and exit](#) by 3' wide 6' high oaken door, [D2 Demesmaecker Entry Hall](#) by reinforced 3' wide 6' high oaken door south.

Color/Material Theme; Floor/stairs original elevated entry; 404AC. Connection to Demesmaecker building; 450AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered and covered with beige wallpaper with brown flowers embellished on it. The room is well lit by a single orb of continual light. The floor is bare wood with Marianna white and green marble tiles in a pattern of 12"x12" white, bordered all sides with 2" x12" green strips and a White 2"x2" corner. There are smaller heavy Ylari tapestries near the door and stairs, of 4' x5'.

F6 De Vinck East Hall and exit

Located at 0' Height 19', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [F2 De Vinck Classroom](#) by reinforced oaken door north, [F5 De Vinck intermediary Hall](#) by 3' wide 6' high oaken door, ; [Courtyard Dependance Eastern Lawn](#) by reinforced lusciously decorated mahogany double door 3' x7' each, east with a small 1' x1' glass, with a steel moulded crossbar on the outside in it, and a small door on the inside. The door is painted pristine white on the inside. Color/Material Theme; Floor/stairs original elevated entry; 404AC. Connection to Demesmaecker building; 450AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered and covered with beige wallpaper with brown flowers embellished on it. The room is well lit by a single orb of continual light. The floor is bare wood with Azul Claro Blue and San Cristobal ivory cream marble tiles in a pattern of 12" x12: blue, bordered all sides with 2" x12" ivory cream strips and a lerendi Gold 2"x2" corner.

D1 Demesmaecker Barbican (Main entry Dependance; original faux-Barbican)

Located at 0,' Height 19', ceiling 1' thick oaken beams and straw isolation, with local elm boards, tar/gravel covered.

Connected with; [Courtyard Dependance](#), by 5' high granite stairs east up through open arch, [D2 Demesmaecker Entry Hall](#) by reinforced oaken 4' wide 7' tall double doors east.

Color/Material Theme; Extension of original building 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. All bricks are bare, but may have some adolescent graffiti if not removed. There are two rarely noticed niches in the faux towers of the faux-barbican. They are accessible through 3' wide 7' tall niches halfway up the stairs (thus 2.5') making them uneasy to use hastily. The left one is used to store garden tools. The area is unlit, and as such a lantern stands in each sunken corner where the stair widens. The tools hanging and standing here vary from Spades, Shovels, rakes, Hacks, Hoes, Spuds, Grassline cutters, Grassfield Shears, Trimmers, Secateurs, Garden Shears, Branch Shears, Brooms, Treesaw, Hammer, a single Wheelbarrow of wood, several wooden and tin buckets, and some baskets with cloth for seeds, and fruits. There is also a sack of grass seed, and a sack of dried dung. The ground is covered with dirt, gravel and dried plant leaves and twigs. The stairs are however always kept clean. The right one is has a Latrine build in (which is hard to empty, as it must be done with a long ladle).

Flaemish Outhouses; As Flaemish buildings had no Latrines as the GSM, they still use outhouses; wooden structures literally placed outside the buildings (to prevent stench and disease in the buildings). These outhouses are placed on a 10' wide and 30' deep brick cemented pit. Leaves, brushes and sometimes paper are used to wipe. A single bucket of water is used to wash hands, which is refreshed every 8 hours by students with cleaning duty. Once a week the shit wagon comes from the Chamery, to collect the refuse. Students and the personnel of the wagon work together to empty the pits and fill the barrels. The refuse is later filtered, are dried and used as fertilizer, building material or cleaning liquids. There are 5 outhouses on the Dependance; north of the Vermaelen Building used by De Vinck-Vermaelen fusion, in the [V7 Vermaelen Stables](#) used by Vermaelen, East near the Woodwall, used by De Vinck family, here in the Demesmaecker faux barbican, used by Demesmaecker. The other original Demesmaecker house ([D14](#)) was even in early years rich enough to build a real Latrine in the basement. It flows through ducts into a nearby river. However, with high-water it sometimes flows back in.

D2 Demesmaecker Entry Hall

Located at +5,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D1 Demesmaecker Barbican](#) by reinforced oaken 4' wide 7' tall double doors west, [F5 De Vinck intermediary Hall](#) by reinforced oaken door north, [D4-1 Demesmaecker Main Hall](#) by reinforced oaken door south, [D15 Upper Hall](#) by stairway up east, [D3 Demesmaecker Classroom Vocalism/Enunciation](#) by reinforced oaken door east.

Color/Material Theme; Original building; 402AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brick walls of 12" wide, 6" high, 22" long red brick made from local river. Inner walls are brick walls of 12" wide, 6" high, and 22" long red brick made from local river.

This area has a 10-12' wide gentile stairway with threads of Crema Marfil Crème colored marble and Connemara serpentine marble rises, with clear signs of erosion by thousands of feet in the years they exist. Broken pieces are glued on, or a new piece made to measure is glued on instead. The walls are covered up to the ceiling with Ivory Cream San Cristobal Marble. The room is well lit by a single orb of continual light. The ceiling here is colored Dark-Red with a boat lacquer that prevents dust to settle and be released by the climbers below.

D3 Demesmaecker Classroom Vocalism/Enunciation (Original troop Lodging)

Located at +5, Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D2 Demesmaecker Entry Hall](#) by reinforced oaken door west.

Color/Material Theme; Original building; 402AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brick walls of 12" wide, 6" high, and 22" long red brick made from local river. Inner walls are brick walls of 12" wide, 6" high, and 22" long red brick made from local river. The Curved wall underneath the stairway up has been given the shape of a 1/8th sphere corner. All these walls are plastered, and covered with a pale grey with dark grey animal motifs wallpaper. The room is well lit by a single orb of continual light. This room is further a standard room. The wooded floor and furniture are colored dark by years of waxing with dark ship wax. Here students actually learn to correctly pronounce verbal components, even if they speak in a dialect, wisp, lisp, or similar. This room has a 22 student capacity. Teacher; Miss Corra DelTorro.

One of the most difficult spells to learn vocalizing correctly; Blink is explained here.

Blink *Almost a Basic spell due its age. Invented by several mages in 5th century after the Rain of Fire. Used sparingly worldwide, and forgotten by most until 995AC, when it was rediscovered in the Great Library of Serraine by Montezuma.*

3rd level Alteration spell

Range: caster only
 Duration; 1 round per level of the caster
 Effect: caster only
 Saving Throw: None
 Casting time; special (1, each blink even less)
 Reading time: 2

4	8	3
7	1d8	5
1	6	2

Component; *for item creation with this spell; a Blink Dog tail, and hairs or brain matter.*

This spell can only be cast on the caster himself or an item to be worn by another creature. This spell is so fast the creature under influence of this spell must roll his initiative on 2d8 (instead on the normal 1d6). He can then "Blink" (instant relocation without any intermediate space) to a randomly determined destination 10' inside or 10 yard outside away form the starting position (roll 1d8 as per following scatter diagram, where the grey square with "1d8" is the starting position).The Blink can't cause the user of this spell to appear into a solid object. Movable objects will be pushed aside, or the user will appear on top of the object if possible. If the user tries to blink away when there are no ways to blink to he will forcibly appear in the Ethereal Plane instead.

It is important to note for students, that incorrect vocalization will decrease the casting speed, and may cause you to become (wrongly) reoriented, instead viewing your intended target. The Student, may thus even end up upside down; not a very nice situation to be appearing in while, you try to save yourself. As such this spell must always be prepared by a successful intelligence check (penalized by the DM between -1 and -8, due circumstances pertaining your voice, stress, and similar disturbances). If the check fails the DM may reorientate you in any random direction away from your intend one. At the very least this will cost you 1 initiative segment, but may even leave you falling and prone until you succeed in standing up. If the Intelligence check is successful, however, the caster may choose his orientation AND Blink arrival location (instead randomly), enabling him to make a sneaky attack if able.

The user may attack only if he wins initiative, successfully locates a target in range on arrival location, and given the intend to attack before rolling initiative. If blinked to the wrong place the attack will miss or hit the wrong target. If 3 or more initiative segments are left after the attack (which always needs a 1d6 or the casting time as normal when spells are cast), he may blink again in the same round. Example; The Blink initiative was a 14, and he has given the intend to attack. He intends to attack with a dagger and so rolls on a 1d6 a 6. 14-6=8 initiative segments are left. So he can blink away directly after the attack, and probably leaving his victim unaware of what ever did hit him. No more than one blink with attack is possible per round, but this spell can be used to blink somewhere else, speak or do something (DM!!) extremely easy—this takes always 1d4 initiative segments and blink again until there is no initiative segments are left to make a blink again. The user may blink each round until the spell lapses.



When this spell is used on an item, the item or caster must have a tail of a Blinkdog available; this tail binds the spell to the item or becomes the item itself. A staff with a Blinkdog tail, or a hat with a tail, or a belt with a tail are the most used examples of this usage, but only the tail itself is used often as well. There doesn't exist any other way to use this spell. This spell can only be made permanent with the item, or the target must turn into a Blinkdog himself. This spell can't be made permanent in any way.

D4^{1,2} Demesmaecker Main Hall

Located at +5,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D2 Demesmaecker Entry Hall](#) by reinforced oaken door north, [D5 Demesmaecker Classroom Divination](#) by red painted oaken door south, [D6 Demesmaecker Classroom Combat](#) by reinforced oaken door south. [D4-2 Demesmaecker Main Hall](#) by glass inset elm door south. On the north-east corner, at 4.5' height is a 1.5' wide and high deep light blue glass-in-Lead window, giving day light within.

[D4-1 Demesmaecker Main Hall](#) by glass inset elm door, [D11 Demesmaecker Home Hall](#) by reinforced oaken door west, [D7 Demesmaecker Component Store "Zus & Jet"](#) by glass inset elm door east, [D8 Demesmaecker Classroom Flying](#) by glass inset elm door south, [D9 Demesmaecker Classroom](#)

[Business/Trade](#) by glass inset elm door west. On the eastern end, at 4.5' height is a 1.5' wide and high deep light blue glass-in-Lead window, giving day light within. The room is well lit by a single orb of continual light.

Color/Material Theme; Fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered, and painted white. There are many other paintings on these walls originally belonging to the Demesmaecker family. These depict family portraits, and special occasions.

There are however also 3 animated pictures. These reflect the following;

Titled; **Organ Disaster**; Date creation 980BC; This animated piece reflects the images of a fighter, wizard, and several other figures entering Glantri City through tunnels, and eventually standing in front of [The Great Organ](#) of the GSM. All of this is enveloped by a gloomy darkness and many Undead, and then at the end all is consumed by an umbrella of fire. It seems the people are entering some teleport, just in time. The picture originates from Markisol De Kleine; an experienced artist-sorcerer in the years the Overlord had enslaved the Flaemish people, so predates the organ. How did this picture come to be, what does it mean? Who are these people? The time of the image is 13 hours, and then it starts all over. The DM can set the similarity to the different figures to be reasonably near to the PC's if they are in the Great Organ Campaign. Who the wizard artist was and how he knew this remains a mystery. The PC's, however, can predict a dark and destructive future out of the animated art., but also may gain hope there is a way to escape death.

Important note; this picture seem to have an artistic image shortly popping up in the illusion; a crescent moon. Only those looking at the illusion from the beginning to the end, have a slim chance to locate it (Int check at 50% penalty), or when they really study it (same Int check, each day until success, 24-amount of success is the time in hours needed). Some characters might know (of being able to find out later) this is the holy symbol of an ancient Immortal of Art; Thalia, but why these are used as such is unknown. It might have to do something with shared heritage is the best they'll be able to discern. **DM** This is of course a hint to [The Great Organ of Thalia](#) Quest line.

Titled; **Dwarven Invasion**; Date Creation 815AC-828AC; This animated piece made by a variety of cooperating Flaemish mages (amongst one Demesmaecker) reflects the battles the Flaems had on this location with Settlers, Lord Halzunthram, invading Dwarves on the search of gold and gems. This animation is the longest, and in real time, and lasts over 13 years. It slowly moves around the existing structures, enabling a good detail if them as in those years. It tells the story of the Dwarven invasion, their lawless bands, the disease they brought, and eventually the dwarves being the losing end, and it ends with Lord Alexander Glantri hunting dwarves here, going of to capture Halzunthram somewhere else. There is no sound, but many texts appear in gothic script as a text line below. Mostly this denotes, the happening and dates, but some parts include words spoken. This is an awesome piece of magical creation.

Titled; **Dragon Lord**; Date Creation; 500AC. Made by the renowned inter planar artist-mage; [Don Lawrence](#) This animated piece of art reflects the only existing animated picture of Thelvyn Foxeyes transforming into a Gold Dragon, and back over the period of a full hour. Due to this the piece is also called; **The Time Dragon**.

DM; All these painting are nullified at the Day of Dread, but resume their activity, if exposed to sunlight a week thereafter.



This painting named; **The Years of Infamy**, hangs on the eastern wall of this hall, and is a depiction of the chaos, disease, war and overall malovence of the years 820-828AC.

D5 Demesmaecker Classroom Divination

Located at +5,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D4-1 Demesmaecker Main Hall](#) by red painted oaken door north. The former windows of the southern Demesmaecker building are still visible, although the widows are bricked-up and painted white. The room has two 4' wide and 5' high windows at 3' high, of which only the upper 1' can be tilted inward to enable fresh air.

Color/Material Theme; Fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. The floor is Hulean Violet marble placed upon the oaken boards, the walls are painted white. The room is well lit by a single orb of continual light. The ceiling is arched and decorated plaster on gauze wire. Several old Shields, and paintings from the Demesmaecker family are here (the main painting is THE proof for Lucius van Leughens to be marked as Demesmaecker; the image of the 457AC painting resembles him almost perfect. Tables with chairs are spread to form groups. These groups are changed often (even multiple times in a lesson), to teach students to cooperate, communicate, listen, and act accordingly. The "game" is to have these groups trying to win some form of information from the others. Each time this succeeds, the groups are changed. As sometimes this may be hard to do, it is not unknown to have a lesson extending far into the night, or even days beyond. Students may eat and sleep here, but are not allowed to prepare for this in anyway. Any physical preparations are removed by the teacher and returned after class ends. There is a simple metal shield to test divinations through barriers. There is one powerful Crystal Ball of Clairaudience. Several other magical divination tools may be placed in the closet or elsewhere by the teacher (aka the DM) yet these are often removed when the season is over. This room has a 20 student capacity. Teacher; *Sir Wilhelm Bhes*

DM: I Spy with My Little Eye

Set up 4 groups of students. Spread the PC's over these groups, and let them try to win over information from the others. Use of magic, spying, Thief abilities, or similar non-magical are allowed, (Real Life peeking in player notes not). The first to learn something from a student group wins. Students may use tricks and magic to prevent divination. This playing against each other, teaches NPC's and PC's alike how to prevent divination, and to do divination. The PC's of the winning group receive 25% of the xp equal to the other groups as if they would have defeated the other groups in combat. To calculate NPC and PC XP values, The Rules Cyclopedia helps somewhat, but the following link might be more useful; [Xp-Values-Human-Classes](#)

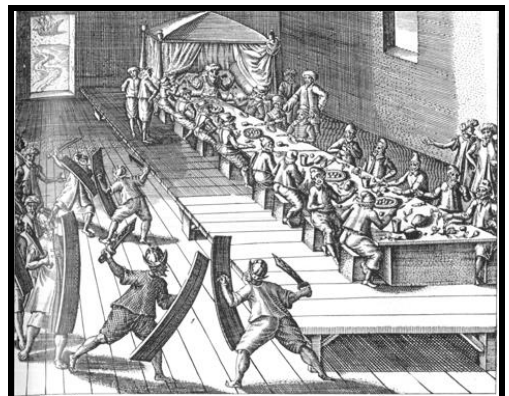


D6 Demesmaecker Classroom Combat

Connected with; [D4-1 Demesmaecker Main Hall](#) by reinforced oaken door north. Located at +5,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Color/Material Theme; Fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered, and then covered with elm boards (these are replaced once a year when the school is closed). These boards are used to take on physical weapon damages caused in fights. The room is well lit by three orbs of continual light. The floor is oaken boards. The room has a 2' high pedestal encompassing almost half the room. Upon this a long table is placed. The table is used to learn verbal combat; the lower area is where mages learn to use variant weapons. It is also used for mages in warrior combats to understand the behaviour and actions of warriors and adjust their spell choice of aiding or hindering combat too. Guards often train weapon fights here, under the scrutinizing eyes of the teacher and students. Students receive wands which have all their memorized (as given to teacher a day ahead) spells, but shed these as illusions. Only illusions may be cast here to prevent harm and damages. Often the fighters might be subjected to spells (seeming real to them at first) and thus might stumble, fall or otherwise seem to be acting foolishly. Unknown to the students is that the guards take this training on purpose, to learn how to fight wizards and find their weaknesses. As such they refrain from using the typical Arrest Rods (see [2Grd7 Guard Communal Room](#)) and similar items/weapons targeted specifically to mages, and train these elsewhere. This room has a 20 student (including the six guards) capacity. Due to other duties guards attend here only within their own agenda and no longer than a single hour. As due this, local farmers, (charmed) humanoids, and such may be hired instead. Teacher; *Sir Bertok Garn*.

Illusionary Spell Wands; these items are actually pre-recorded images of spells placed in the crystal wand before. All basic spells are known to be used; common spells (0-90%), uncommon spells (0-65%), rare spells (0-35%), or very rare (0-5%) can be placed within and can be turned into an illusion. Unknown spells are replaced with similar illusions or must be detailed and added to the list of spells. To these 20 wands belongs a large D20 shaped crystal, in which each field is a hole where the wand can be placed within. The crystal is the actual magical item; this can be used to generate illusionary copies of magical spells. The crystal is an item found in Ylari dungeons, and up to 1010AC only 16 are known, of which 13 in Glantri. It is assumed it was Nithian in origin, but may well have belonged to the Lizard nation centuries earlier in the same region. Its use then is unknown.



D7 Demesmaecker Component Store “Zus & Jet”

Located at +5,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D4-2 Demesmaecker Main Hall](#) by glass inset elm door west.

Color/Material Theme; Fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered and painted burgundy red. The room is well lit by a single orb of continual light, mostly set at low brightness. *Zus Allura is a 2nd circle witch lvl11 and her sister Jet Allura a 3rd*



circle Fire Elementalist lvl 12. Both run this store, as such named “Zus & Jet”. Each component listed on the component list in [What can be Bought](#) page 92-95 has a standard 45% chance of being available here (adjusted by Rarity of course). There is only a 5% additional chance a component is being useless (due spoilage, rot, vermin etc.). They also sell containers pages 44-46, Antidotes page 68 (at 45% chance), Mage class tools page 33 (at 35% chance). Although expected, due the environment, these sisters more not than rarely have herbs in their store. If someone needs these, they are sent to the nearby villages (or even Glantri City) where the market or local shops might be able to help (at normal chances of course as by Rarity, Season, Availability, etc.). The scent in this room is weird, and reminds of chemical, herbal, and organic matter. There are however baskets of pot-pourri to help masking the awkward odour.

D8 Demesmaecker Classroom Flying & Weather

Located at +5,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D4-2 Demesmaecker Main Hall](#) by glass inset elm door north. The room has two 4' wide and 5' high windows at 3' high, of which only the upper 1' can be tilted inward to enable fresh air (giving view to the [Eastern and Southern Courtyard](#)).

Color/Material Theme; Fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. The oaken floor is muddy brown in color (boat lacquer); the walls are wallpapered with a dreary blueish-grey paper with faded countryside silhouettes, adorned with thousands of drip-shaped glass particles. The ceiling is also plastered and painted in a variety of white, grey, and dark-grey cloud shaped pattern. The room is well lit by a single orb of continual light. The room is always fresh due the Clear Air spell activated when the door is opened in the opening of the door. This is one of the reasons Necromancers and Illusionists do not like the Dependance as they have to wait out the spell or use a Dispel magic to have their own disturbed scent again (giving them their ruse to foul or offend others). This room has an 18 student capacity. Teacher; *Miss Lucy Douglas, Sir Alasdair McDuncan, and since 15 Yarthmont 1012 the local Druid Exajminor Veruta.*

The following two spells have been bought by Miss Lucy Douglas in one of her off-world adventures. She returned with these useful atmospheric spells with the intent to spread them. And it seems to work, for a mere 1000Dc per level; she sold the spells to non Glantrians, and for only 500DC combined to the GSM. Students willing to learn these spells can do so here only at 50DC per day taught. Miss Lucy Douglas has made a reasonable income out of this and has begun to with the building of a 'fashionable' pink domicile in Lizziene.

Gaslungs *Mystara by GSM 1010AC, Mystarospace 1000AC, former Damocles suggested 880AC from scriptures found on remnants, copy created from local natural ability.*

3rd Alteration spell

Range: Touch
Duration: 1d4 Hours + 1 Hour per level of the caster
Effect: Creature(s) touched
Saving Throw: None
Components: A small square of muslin, soaked in wine

The recipient of a Gaslungs spell is able to breathe naturally fouled or poisonous air freely for the duration of the spell. The spell provides complete protection in air poisoned by spells of 4th or less (but not against more powerful dweomers, such as Cloudkill. Most users will forget this, and when entering such poisoned area are in for a nasty surprise). Breathable air must be present; the spell doesn't work in vacuum. While the spell prevents suffocation, it doesn't negate corrosive or blistering effects (for example, those of Green Dragon Breath). The caster can touch more than one creature with a single casting; then the duration is divided by the number creatures touched (round up). Worlds where creatures generate a similar but natural effect, and so ensuring a greater chance to survive, do exist. Mostly are these worlds the result some disaster where the magical nature has found a way to survive. This spell is created to mimic this natural ability, at first upon the few remnants of the Damocles Planet (destroyed in 1000AC), by the rare survivors. As being a very effective spell is spread rapidly in Mystarospace, and in 1010AC it found its way to Mystara, where the knowledge was sold to the GSM

Clear Air *Mystara by GSM 1010AC, Mystarospace 1000AC, former Damocles suggested 880AC from scriptures found on remnants, copy created from local natural ability.*

4th Evocation spell

Range: Touch
Duration: 1 Turn + 1 Round per level of the caster.
Effect: 20' radius globe
Saving Throw: Special
Casting Time: 7

This spell creates an area in which the air remains perfectly clear. It banishes smoke, gas, fog, and instantly settles particles such as blowing sand, soot, or grit. Creatures in gaseous form are immediately expelled from its confines and they can't enter the area while the spell is in effect. The spell will affect the area surrounding the creature touched, and is mobile with that creature. Worlds where creatures generate a similar but natural effect, and so ensuring a greater chance to survive, do exist. Mostly are these worlds the result some disaster where the magical nature has found a way to survive. This spell is created to mimic this natural ability, at first upon the few remnants of the Damocles Planet (destroyed in 1000AC), by the rare survivors. As being a very effective spell is spread rapidly in Mystarospace, and in 1010AC it found its way to Mystara, where the knowledge was sold to the GSM

D9 Demesmaecker Classroom Business/Trade

Located at +5,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D4-2 Demesmaecker Main Hall](#) by glass inset elm door east. The former windows of the southern Demesmaecker building are still visible, although the widows are bricked-up and painted white. The room has two 4' wide and 5' high windows at 3' high, of which only the upper 1' can be tilted inward to enable fresh air (giving view to the [Southern Courtyard](#), and [D10 Demesmaecker Lawn](#)).

Color/Material Theme; Fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered white and decorated with linen school charts. The floor is a grey short cut woollen carpet of Darokin made. The room is well lit by four oil lamps on the ceiling. *This room is further a standard classroom, decorated with various kinds of merchant symbols all over the wall. There are two small pedestals where students stand in their lessons*

on explaining and buying or selling their issue. The most interesting fact is that during class there is always a representative of the Glantrian Political system available in the back of the room; either a magistrate, a chamberlain or direct member of the parliament; and although this person never intrudes in the issues or debates going on here, everything is taken into account on debating with the real parliament. This way certain issues can be resolved before becoming a real issue, or be used to make a profit. This room has a 22 student capacity. Teachers; Sir Faeren Tirith, Lady Lucinde van Holl.



D11 Demesmaecker Home Hall (Original Entry Hall)

Located at +5,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D4-2 Demesmaecker Main Hall](#) by reinforced green door east, [D12 Demesmaecker Office](#) by 3' wide 6' high green painted elm door north, [D13 Demesmaecker Office](#) by 3' wide 6' high green painted elm door south,

Color/Material Theme; Original building; 407AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered white. Up to 3 feet high a green elm wooden panelling with top rim is placed. The floor is tiled with San Cristobal Ivory Cream Marble. The handles, and locking mechanisms, and hinges of all doors are gold-plated. The doors here are Dark Ebony wood, as are the Lintels and frames of any windows and doors. Stairways are made of Mahogany Wood with a mahogany polished and waxed reddish wax, making the area very opulent. Every room has at least one chandelier, instead the regular GSM lighting balls, yet these candles function similar once lit. The magic to enable this is in the chandeliers and not in the candles. The candles have a durability of 200 burn hours, and are thus often replaced. Every room has at least one full replacement set available. All candles are white or crème white, wax and beeswax mixture, sometimes scented. All floors have rich and expansive Ylari carpets on them, although these are mostly smaller than the room, leaving a large area floor around free. In this very room is a 1inch deep, 16" by 24"depression just behind the door. Within this is a strong coconut fibre tapestry placed, used to clean any shoes. (It is itself cleaned weekly). There is an old set of hooks behind the door to store coats and jackets. Beneath it is a 1' deep and high depression in the wall to store shoes and boots. This is rarely used anymore. There is also a metal bucket holding two umbrellas; one is magical and is in fact a Bumber-Chute (see Dawn of the Emperors Thyatis book, page 28). This is also an awkward item, as it has a hole on the top, is made of strong fabric, and is attached to some kind of backpack. The latest user closed to top hole with some fabric, which would normally make the item useless for braking a fall, but is so low in quality it will be ripped of in the first attempt. Otherwise it is an awkward "umbrella".

D10 Demesmaecker Lawn (Training Open Spell Casting)

Located at 0, Open to sky. Wall height 15' and width 10'. Connected with; [Courtyard Dependance](#). Color/Material Theme; This single 14" thick, 10' wide and high wall is made of bricks of 6" wide, 3" high, 9" long red brick made from local river clay. On the back are placed 14" wide 2' long and 10' high supporting brickwalls of the same bricks. The mortar is lead containing. This class is limited to 18 students. Teacher; Miss Mary "Contrary" Contedy. **The statue of the witch is actually a real cursed witch.** She was widely regarded as a witch and soothsayer, mainly due to her status as a social outcast and due to her deformities and hideously ugly face. Agatha Southeil was generally recorded as an orphan of "slothful and idle" tendencies, who had been subject to the scorn and derision of local women for her loose morals, and there is some evidence that while she was pregnant out of wedlock at the age of 15, she may have been victim of vile crimes. When in the year 443AC, Agatha Southeil, was cornered by local commoners and Flaemish Necromancers and Fire Elementalists in the Dropping Well on the opposite bank of the Isoile River, to give birth. The mysterious petrifying property of the water that runs down the cliff into the well made this a shunned place and was regarded with fear by the superstitious. It was believed that Agatha's hideously ugly child (who was later to become known as Mother Shipton, a well-known witch in her own right) came to birth just before the locals confronted her. Her own intent was to save her child, and while summoning some Fire Demon, the magic of the well took effect upon her. Her lasts words were a vision; **"Though vile mages, and followers, thou art not clean as thou feels. The Fire will come upon thee and scorn thee all. Your reign is limited, no longer your vile magic will affect the world"**. The Fire Demon slew hundred and 3 villagers, before it was defeated. The statue of Agatha was taken in and placed on the family grounds of the families De Vinck and Demesmaecker. Her last words, though written down on a plaque upon the pedestal of her petrified statuesque body, were soon forgotten, especially as nothing happened. Soon mages discovered the 4' 6" tall statue was impervious to erosion, magic and even physical damage, but most important; it returned 25% of any spell cast upon it in the last hour in any random order back upon the "attackers" of the statue. The reflecting effects of the statue were later used as a training ground to try to affect the magic coming at them. It is not the first time, nor will be the last, that a student perishes while attending this class. Her cackling laughter is heard from the statue out loud when this happens. As such it is not mandatory to attend this class, yet social and peer pressure often lead to most still attending the class. Any who dies, may be raised by a cleric, but this was unknown until after the war when a passing (licensed) cleric passed by when a student was blasted by his own lightning bolt, and successfully raised him from the dead. It is still custom to inform relatives if a student perishes. It may be interesting to know, many of the Demesmaecker and the Vermaelen women, later became witches themselves. The statue is unaffected by Days of Dread.



The child of Agatha which disappeared in the combat with the demon, was taken in by a kindly townswoman. She was reputedly born grotesquely deformed and hideously ugly, but was nevertheless taken in by a kindly townswoman. Her head was too large, her "goggling" eyes glowed like embers, her cheeks were sunken, her limbs were twisted and ill-formed, and she was born with a full set of teeth which protruded like the tusks of a boar. According to local accounts was referred to as "Hag-Face" and "Devils Bastard" as she grew up, and it was believed by many that the father of such an ugly child must be a demon of some kind. She soon developed the ability to use magic. Tales grew up around her of strange events which were said to have plagued the cottage as she grew up. The furniture would mysteriously rearrange itself, plates be flung about, and food vanish before the eyes of astonished mealtime guests. It is said that when pushed beyond the limits of her notoriously limited patience, she would send goblins (or even dragons) to put some of her tormentors to flight. On one occasion, warned that her activities might lead to her being burnt as a witch, she supposedly put her wooden staff in the fire and, when the flames had no effect on it, said: **"If this had been burned, I might have too"**. However, neither her growing reputation as a witch nor her appearance (which apparently worsened as she grew up) deterred a local carpenter and builder Toby Shipton from marrying her in 512AC (the inevitable tale developed that she had used a love-potion to bewitch her hapless suitor). Although they remained childless, their relationship was described as "very comfortable". Mother Shipton was credited with powers of clairvoyance and through the centuries her predictions, originally passed down by word of mouth, was held in the high regard in Glantri. Her early forecasts were to do with local people and events, and people travelled to Chamery from some distance around to consult her. She was particularly successful in solving the sort of commonplace interpersonal disputes, and it was recorded that thieves would publicly return stolen goods (apologizing to the astonished owners for their sin), wandering husbands would beg forgiveness and mend their ways, and corrupt officials would make spontaneous acts of restitution. But, as time passed, her prophecies became more ambitious and began to relate to the country as a whole, including prominent figures as of Thelvaenir and the Dragon Wars (451-498AC). Her reputation has been kept alive by her foretelling of events in the more distant future: the execution of the White Wolf (**"The Manwolf of White is Hung in the Morning Sun"**), The disappearance of Rad in 1009AC (**"The bearded teacher did not tread lightly, his call was flawed and loud, until he went silent"**), Glantri's almost defeat in the Alphantian War (**"The air and fire strike upon each other again, while the gods battle above them. Until the ground is lost to air and magic stopped working evrywhere"**), the years of Infamy and Great Plague of 502-828AC (**"Hubble, bubble, toil, war of beards and gold did boil"**) and, perhaps most famously, the Great Fire of the GSM Glantri of 875AC (**"Children of fire taunted, flaunted and failed, the words of magic almost burned away"**) It is claimed that some of her prophetic verses foretell the destruction of Glantri, like her mother did—I might also be the prophesy of the 875AC fire disaster). The best known is; **"Groundbourne fire, deemed to be a liar, thief and corrupter, the magical city in darkness will burn under the mushroom thrive. Only those following the grey dove and friends may survive"**. This sentence seems to prophecy the destruction of the city of Glantri somewhere in the future. The exact words are however interpreted differently by many, and thus misunderstood. The prophecy was said to be about the Years of Infamy, the Alphantian War, The falling Meteor of 1005AC, and many other occasions, and probably will continue to do so in the future. Mother Shipton died in 561AC, and is said to have been buried in unconsecrated ground somewhere on the outskirts of Les Hiboux. Despite the disproof of some of her prophesies, she was both feared and revered in her own time, and has been remembered by many over the centuries as Glantri's greatest prophetess. For the real persons this were based upon, see; [Agatha Southeil](#) and [her daughter Mother Shipton](#). **DM**; Both the final prophecy of Agatha and the doom prophecy of Mother Shipton are actually about the destruction of Glantri in 1751AC.



D12 Demesmaecker Office (former Kitchen)

Located at +5,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D11 Demesmaecker Home Hall](#) by 3' wide 6' high green painted elm door south, [D-1 Demesmaecker Basement and Latrines](#) by stairway down south. The former windows of the southern Demesmaecker building are still visible, although the widows are bricked-up and plastered over, with wallpaper.

Color/Material Theme: Original building; 407AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered, and wallpapered with green-yellow diagonally striped wallpaper. The room is well lit by a single orb of continual light. This room is used to store all local student records (including any Rhabdomancers), and copies are brought regularly to the [2A6 Office Student Administrator](#). Here works only one secretary; *miss Ovine D' Ambombo (from Ierendi Originally)*, a 2nd level 42 years old Mage, banned from further study due discrimination (Foreigner, Color, Dialect), but mostly due several failed attempts to become a student. It did cost her 33 years to reach second level and it is just 3 months ago she learned her first second level spell. Her interest lies with Divination. *Sir Wilhelm Bhes is her private teacher, and often busy and away. Yet he is the only one willing to teach her magic, the only one who saw her stubbornness as something good. He also gave her this job, which she seems to perform immaculately. Ovine is single, yet promised to a brutal Ierendi Barbarian-like first mate of the pirate vessel of the pirate Delgado (Pirates of Mystara). This is the sole reason she fled Ierendi, knowing (or for better hoping) he'll never locate her here. As being almost at the end of her fertile life, she slowly gets the feeling she'll be safe. Ovine, is actually a happy-to-go-by personality. She enjoys Ierendi food and the preparing of it, but is afraid someone will recognize her, and as such only travels in company, and cooks only in privacy. She lives in a simple house in the Middle Class Quarter of the City, next to the Scholars' Fraternity Headquarters (53 on the Glantri map of Gaz 3). As such she travels per Gondola and the Teleport Gate in the GSM here to later return. She has befriended Gassion, a lawful Gondolier who keeps her travels as secret as possible.*

DM: Save the Secretary

This adventure resolves around Miss Ovine. It needs some preparation though; let Miss Ovine befriend one or more of the PC's before the adventure. Maybe they met her accidentally in the city, or enjoy the same food/scents she has with her. They will have had regular chitchats in this very office. At the same time the Fellowship of the Pouch is having some trade troubles about illegal components with the Ierendi Pirates. During their resolving debates they are questioned if they ever met Miss Ovine. They promise to keep a watchful eye, when their trade will continue. When Gassion loses a lot of money in the Silver Tower Inn, they learn (one way or another) his secret as they try to confiscate his gondola. They brush of his shoulders and let him go. When the next day a guilt-ridden Gassion transports Miss Ovine to the GSM, however, they are followed in secrecy. As they can't enter the GSM, the thief's guild informs the Brotherhood of Thugs, who have their own ways to get inside. A week later, Miss Ovine uses the Teleport gate to the Dependance, as many others, yet one of these is a secret Thug. When discovering where she is working, he instantly returns, and informs the Fellowship of the Pouch. They inform the Prates, and three weeks later, Ugbaba the first mate (F21 St 18, Co17, CE Pirate, with a tendency to brutality, and beating defeated ones to pulp, long after being dead or defeated. The DM may give him weapon mastery and several magical weapons due his long active duty) and several stronghands arrive in Glantri City. Here the adventure begins. The DM must invent several attacks to capture Miss Ovine by using the Brotherhood of Thugs, of which one will be successful. Miss Ovine is captured and secretly transported bound within an antique secretary. The PC's are able to fend of these attacks except the one they're unaware of. A day later they overhear the discussion of a merchant in antiques with local constabularies. He was attacked on the trail of Les Hiboux to Glantri City by a group of Thugs, and a black-skinned female mage who was forced to cast a sleep spell on him and his guard. When they awoke all his merchandise was tossed about, except a very valuable antique secretary. As the PC's react upon this he offers 500DC for the return of this piece of furniture. As the PC's try to catch on to the Thugs, Miss Ovine is bound and gagged in the secretary. It is up to the PC's where and if they retrieve their targets. This maybe soon on the road to Glantri, in Glantri City, where the goods are packed on a merchant wagon, on the Trail south to Trintan, or even the village [Trintan](#) itself, in the Broken lands on the [Vesubian route to Corunglain](#), in Darokin on the roads to Athenos where the pirate vessel "Son Rebirth" is harboured (under a more legit guise of course), or even in the Sea of Dread to Ierendi. Delgado has his secret Hideout near the Ruins of Port Siers on Ierendi Island, in a cave system of mount Makalaui. The DM can make this adventure as hard and long as he desires. The adventure resolves itself when the first mate is killed, as Delgado has no personal interest in pursuing something bringing almost no money. When they thus return miss Ovine to Glantri, she will be safe, and the PC's will have a friend for life, that can and now will, cook for them the best Ierendi meals ever. She even might open a kitchen somewhere. Delgado and the PC's must never meet again, as he hates them for defeating his first mate.

Pirate Delgado =Ierendi=active; Sea of Dread=Black seal bearer, 100.000 gp on head, known for impaling prisoners on crab infested coasts and for kidnapping/ransoming children/important items; vessel named the "Son Rebirth" (sunk at least 3 times, but seen often thereafter. It is said the vessel incorporates the spirit of the captain's wife, and can summon 15 spectres in an attack

D13 Demesmaecker Office (former Boot Room)

Located at +5,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D11 Demesmaecker Home Hall](#) by 3' wide 6' high green painted elm door north, [D20 Old Hall](#) by stairway up north. The former windows of the southern Demesmaecker building are still visible, although the widows are bricked-up and plastered over, with wallpaper.

Color/Material Theme: Original building; 407AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. The room is well lit by a single orb of continual light. This office is used to register the local library and alchemy documentations, and all registered licences. It is here that locals are registered if they desire to learn Rhabdomancy, without truly inscribing into the GSM. Students like these have all normal rights as any other student, but if willing to follow classes beyond their craft or basic knowledge, they often have to follow pre-courses to proof being able to understand and follow the lessons without slowing down or hindering others. These students are allowed to choose Owl, Swan, Rooster, and Duck dormitories, which are Electrum Class, used for Glantrian commoners with magical aptitude and foreign lower nobility. The Raven is however mostly the dormitory chosen, as it is available to any who could afford to pay the fees to study. Each midweek, a random secretary from the GSM administration orders everything, lists new applications, and copies all to be stored in the GSM also.

D14 Demesmaecker Private teacher room (former Living Room)

Located at +5,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D12 Demesmaecker Office](#) by 3' wide 6' high white painted elm door east, which also functions as part of a book closet, [D13 Demesmaecker Office](#) by 3' wide 6' high white painted elm door east. There is a single 3.5' wide and high arched window at 2' height.

Color/Material Theme; Original building; 407AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from



local river. These are plastered the former windows of the southern Demesmaecker building are still visible, although the original windows are bricked-up and plastered over, with grey-green wallpaper with faded gold patterns wallpaper, and white wood panelling. The floor of this room is polished ruby-red waxed oaken floor, with a large bleu-white Ylari tapestry. This room is richly decorated with all original (animated) Demesmaecker family paintings, furniture, tapestry, Bleu-golden chandelier, oil lamps, closets, bookshelves (with many Flaemish books dating before 500AC) and other decorations. The only things added are; a bed, and water basin. There is a decorative curtain frame in the room; camouflaging the bed, and wash basin/closet. At night the heavy blue velvet window curtains are closed. Each teacher accepts the room's decoration and keeps it like it is, adding some of their won only, which is removed when they leave the room.

The room is currently used by; *Sir Luwen Tigres; Master Spell Practicum.*

A new PC; The Painting of Lucinda Demesmaecker; *This large painting holds three adult men, a woman, two boys and one girl on the left side and to the right two adult sisters, one standing in blue the other seated in red, with three adolescent girls. It is painted in the neighbourhood as the top of the roofs of the Dependance are visible in the background as well as the Tower of Chamery further away. All these people have perished in the Years of Infamy by the Plague. One of them, however, is really immortalized; the artist was thus infatuated with the 17 years old girl; Lucinda Demesmaecker, he drew upon the necromantic arts of magic in an attempt to own her. While in her sickbed he drew out a lot of her blood under the ruse of being also a doctor with bloodletting; of course this did not heal the girl, but weakened her even further. The blood he used to finish the painting with her image. Her pure whitish dress turned into a faded pink, and the picture became more lifelike while she sank deeper to death. With her final breath on her 18th birthday, the eyes of the image came to life.*

Her she now was captured, or at least that was what he thought. As soon as she was buried; her image disappeared from the frame, in his gallery. Two days later the artist was found hanging from the rafters of his roof. Traces of paint were found on the rope and on an olive bush in the front yard.

The next morning, the painting was as it was drawn, hanging on the wall of this room. It even had a strange alteration; Lucinda now smiled and holds an olive branch in her hands.

From this date on many claim deceased ones were killed by the picture, somehow. In reality it was only the artist who died, yet every 12th Yarthmont, the furniture is pushed aside, and music is played. Through the windows people have seen Lucinda dancing, but when they entered the room, only the displaced furniture was found. Whenever the door is opened nothing, except the furniture displacement, seems to have happened.

Lucinda was as innocent as a young girl, with phantasies of love and marriage, house and children, and excitement. She had an inborn magical aptitude, and many claim she was a witch (which could be possible, as many women of Demesmaecker were witches), yet none of this is ever proven. It is said that one waiting on the very day, elegantly dressed, with drinks and grandiose food, or even maybe presents, may have a chance to be invited to a dance. DM; when the dance is successful (for at least one hour –before midnight), Lucinda breaks free from the picture and becomes real again. This is a nice way to introduce a new PC. Lucinda is 18 years old still, ♀ born 21-04-796AC (imprisoned in art 21-04-814AC), 3' long blonde braided hair, slender, 5' 1", light-blue and teal clothing. MU2, ST 6, IN17, WI 17, DX 15, CO 12, CH16, AL, CG, 2HD 7Hp, AC8, AV0, ML 7, Skills; Knowledge Flaemish History, herbs, gardening, Profession; seamstress, Cooking, Housekeeping, most interested in conjuration/summoning spells. Happy to go by personality, can be vengeful, Chaotic and rapid change in interest and current mood, very talkative, She has further no items, an old dialect..

The olive twig then has become a dried brittle branch with leaves, and it carries in fact her plague and the curse. Whenever Lucinda dies in any other way than by old age, she reappears on the painting again, in her new age and attire, with the now fresh twig waiting to be released on her next birthday...whenever. Whoever takes the branch willingly replaces her. Necromancers would be interested in this item, as it postpones death, and may shed a disease...at least that is their opinion.

Sir Luwen Tigress, although he uses this room, has never seen her spirit dancing. Either he was vast asleep, or was not there. He did notice all the years he resides here, that on that particular night all furniture is pushed aside, or even stacked weirdly.

Level 2

V0 Vermaelen Upper Hall

Located at +15,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [V9 Vermaelen Main Hall](#) by stairway down, [V16 Vermaelen Attic Stairs](#) by stairway up, [V11 Vermaelen Storage](#) by 4' wide 6' high elm door west. There is at 2' height a 5' wide and 6' high window (which can be opened) to the north (giving view to the stone field of [VV6 Vermaelen/De Vinck Garden](#)).

Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered and wallpapered with dark green wallpaper with golden fleur-de-lis. The doors are all colored burgundy red, as the frames and lintels. The door handles and stairways leaning are yellow copper. The stairway is covered with a thick tapestry covering the whole stair, held in place with trail courses of copper. A few oval family portraits of 1' x2' decorate the walls. There is no light on the stairs themselves, yet there is a standard light globe of continual light in each connecting hall.

V11 Vermaelen Storage

Located at +15,' Height 14' ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [V0 Vermaelen Upper Hall](#) by 4' wide 6' high elm door east. There is at 2' height a 2' wide a 3' high glass-in-lead window with wavy clear glass in the north wall (giving some disturbed view to the stone field of [VV6 Vermaelen/De Vinck Garden](#)).

Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. The walls of this room are covered with generations applied wallpaper, about half an inch thickness. This is actually the only room where wallpaper is over placed, instead removed and wallpapered anew. This room is almost forgotten, although it is easily accessible. The lock seems to work, yet can be opened by a 1st level thief or any old key with a flattened blade (primitive skeleton key). Within this room are stored various ancient Flaemish tools, components and even several magical items. *There is however a weird old magic active causing each item (unless destroyed, or fully used) to return to this room in 24+1d20 hours. As such many items have turned to be useless, as empty items return, or empty containers. Each component listed on the component list in [What can be Bought](#) page 92-95 has a standard 25% chance of being available here (adjusted by Rarity of course). There is only a 35% additional chance a component is being useless (due spoilage, rot, vermin etc.). There are various empty containers pages 44-46. Items can be rolled from the Treasure tables on RC page 229; 1d10 Wands, 3d4 Potions, 1d6 Miscellaneous items. The DM has to select which are unsuited for his campaign, and remove these (or make the useless due overuse as explained above).*

V12 Vermaelen Private Teacher room

Located at +15,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [V0 Vermaelen Upper Hall](#) by 4' wide 6' high elm door west, there is a 2' wide 5' high secret door in the south-eastern corner leading to [V14 Vermaelen Study Hall](#) next to the chimneys. There is at 2' height a 5' wide and 6' high window (which can be opened) to the north (giving view to the stone field of [VV6 Vermaelen/De Vinck Garden](#)).

Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. The floor of this room has Costa Sol Bronze Marble, as are the 3' lowest area on the wall and pillars; above this the wall is wallpapered. Each teacher occupying this room



uses its own organization and decoration. This excessive large room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner). The room is well lit by a single orb of continual light. The room is currently used by; *Miss Helga Rutenstein; Master Riding/Drafting*, and as such is almost bare. Her furniture and dresses are displayed, and drinks and work notes can be found anywhere in the room (Miss Helga has a drinking problem, due a very bad relation which broke off in 1007AC due the war, yet she still performs her duty within acceptable limits, but everybody knows, but do not speak about, as she is actually a very respected and able person, and in abilities).

V13 Vermaelen Private Teacher room (former staff room)

Located at +15,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards. Connected with; [V0 Vermaelen Upper Hall](#) by 4' wide 6' high elm door north. There is at 2' height a 3' wide and 4' high window (which can be opened) to the south (giving view to roof of the [V3 Vermaelen Bootroom](#), [V6 Vermaelen Chariot Courtyard](#), and [Courtyard Dependance](#).
Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. The floor of this room has Costa Sol Bronze Marble, as are the 3' lowest area on the wall and pillars; above this the wall is wallpapered. Each teacher occupying this room uses its own organization and decoration. This excessive large room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner). The room is well lit by a single orb of continual light. The room is currently used by; *Miss Mary "Contrary" Contedy; Master Fire Building*, and as such is adorned in orange, yellow and red teints with a dark carpet.

V14 Vermaelen Study Hall (former Master bedroom)

Located at +15,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards. Steel decorative balcony on roof Bootroom, open to sky. Connected with; [V15 Vermaelen Classroom Low Magic](#) by 4' wide 6' high red painted decorated door east. There is a 2' wide 5' high secret door in the north-eastern corner leading to [V12 Vermaelen Private Teacher room](#) next to the chimneys. The green inside outside grey painted 6' wide 7' tall double glass inset elm doors to the west lead to a balcony on top of the roof of the [V3 Vermaelen Bootroom](#), giving view over the [V6 Vermaelen Chariot Courtyard](#), and [Courtyard Dependance](#). There are also similar doors in the middle of the southern wall giving access to the roof of [V1 Vermaelen Entry stairs](#) and view over the [Courtyard Dependance](#).
Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. The room is well lit by a single orb of continual light.

Rebinding 465AC Farmer-mage *Kees de Wildt*
7th Enchantment Evocation Alteration spell

Range: Touch
Duration: Special
Effect: One item
Saving Throw: Negates
Reading time: 3 Turns
Casting Time: 2 Turns
Component: Two pieces of Lodestone and a skein of silver wire costing 50gp.

Rebinding is possible the most powerful spell known to Hedge Wizards and it is certainly the rarest. Out of a hundred Hedge Wizards, one might know this spell, and other mages are unaware of this spell. Rebinding is cast upon a broken Magical item such as a long sword +1 in order to bind the Magics into the materials of the item. The item must be forged anew or repaired by an expert (a master swords-smith for the long sword), and then Rebinding must be cast again on the item. The item gets a save vs. spells on both occasions for the item to be remade. This spell has no effect on an item that has run out of charges, is disintegrated, or which is missing some pieces (if in the example, the sword was hit by a Disjunction or a Crystallize followed by a Shatter spell, it can't be remade by use of this spell). This spell is typically used for the repair of family heirlooms, items made in accordance with some prophesy, or similar irreplaceable items.



A skein of Silver Wire

V15 Vermaelen Classroom Low Magic (Hedge Wizardry) (former bedroom children)

Located at +15,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards. Connected with; [V14 Vermaelen Study Hall](#) by 4' wide 6' high red painted decorated door west, [VV7 Classroom Evocation/Invocation](#) by 5' high and wide green elm door south and small section of roof(tiled) and equal door east. There are at 2' height a 5' wide and 6' high window(which can be opened) and a 3' wide 6' high window (which can't be opened) to the north(giving view to the stone field of [VV6 Vermaelen/De Vinck Garden](#)). There is at 3' height a 5' wide and 6' high window (which can be opened) and a 3' wide 6' high window (which can be opened) to the south (giving view to the roof of [F1](#) and the [courtyard](#)).

Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. The room is well lit by two orbs of continual light. This room has a 24 student capacity. Teacher; *Sir Yuri Atropov*.



Hedge Wizards

The term **Hedge Wizard** came into use because of the natural location where most hedge wizards reside – the edge of town where the plants and minerals they require in their craft are readily available. Just as fishermen live near the water or coal miners lived near mines, the hedge wizard is sure to be living near the resources necessary to his/her trade.

Hedge wizards are essentially what is known as “cunning folk;” that is, they are practitioners of some basic magic, but mostly focused upon what is clearly self-evident to others as practical magic, such as herbal medicine, midwifery (they will thus have access to the [Summon Midwife](#), [Detect Pregnancy](#), [Prevent Nausea](#), [Assist Labour & Birth](#) spells), counselling, practical chemistry, weather forecasting, veterinarian skills, and various forms of low magic. They often have an apprentice or two (often their child or a relative) whom they pass their knowledge onto.

It is likely true that hedge wizards are somewhat skilled at what are deemed to be “shamanic practices,” but spirit journeys were likely only performed during special occasions or when direct intercession between the people and the spirits (typically ancestors by use of [magic locations](#)) was deemed to be necessary. Otherwise, hedge wizards are very much down-to-earth and well-thought of by local villagers and townspeople.

The practical nature of hedge wizards and witches can largely be attributed to the fact that their craft was much more of a way to make a living than a spiritual practice. It is true that they were very spiritual, yet their practical skills were often called upon and were the primary source of income for most hedge wizards and witches, since their services were often rewarded with gifts or used as a form of barter.

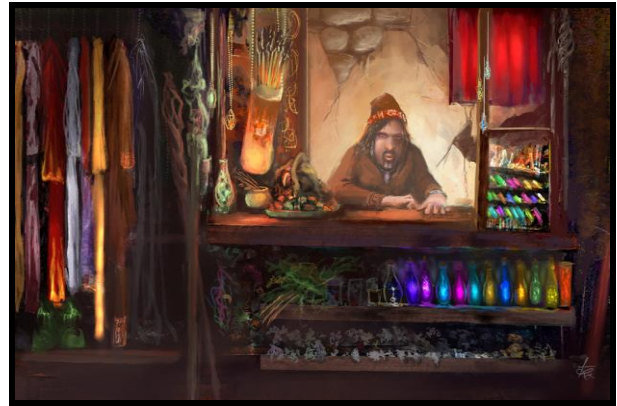
It might be important to note that Hedge Wizards are respected members of their community, as the community depends upon them for healing and consultation. Outside of Glantri most of them have the same faith as their community, and respect Immortal and natural laws. Hedge Wizards often Cooperate with Druids, Clergy, local farmers and craftsmen. This way all of them take their part in this income.

Hedge Wizards are actually mages like any other, except their financial background and functionality. They originate mostly from commoners, having a basic magical aptitude, enough intelligence, yet lack the finances and social background (especially in Glantri) to become “ordinary or normal” mages. Mostly they use their intelligence and magical aptitude to enable them to earn some (extra) income within their own natural environment. The spells they use are thus mostly helping others; in one way or another, and more not than rarely used to offensive or defensive measures, breaching the Planes, controlling others, or creating massive creatures-items or similar.

Hedge Wizard Students in the GSM of Glantri pay no monthly fee; have no access to most magical courses, any GSM laboratory, and even several Libraries. They receive only training by kindred spirits (aka other Hedge Wizards, low level mages with experience, Rhabdomancers, and teachers of non-magical matter). In fact, the GSM officially rents rooms to these individuals for a very low fee, with the rule that any interested student may enrol. Hedge Wizards must take care of their own material, components, and spellbooks. In effect the school only shares a room and almost free library use with them. Hedge wizards in Glantri must pay 1Dc/8 hours study (to the teacher who forwards it to the GSM), and pay for licenses, and utterance right, but these at a reduced rate of 5% of all income generated by magic with a minimum of 5Dc payable to the GSM. Those originating outside Glantri without performing their craft in Glantri do not need to pay for these additional fees. Unlicensed Hedge Wizards are rarely punished with Dispelled Magic or worse, as this would upset the community in such a degree; the result would be more expensive to the state. As such Hedge Wizards are yearly (or more often) forced to pay the fees based on a monthly or yearly basis, payable in money or goods. Due this all works and creations of Hedge Wizards in Glantri are a 5 to 10% more expensive than outside Glantri.

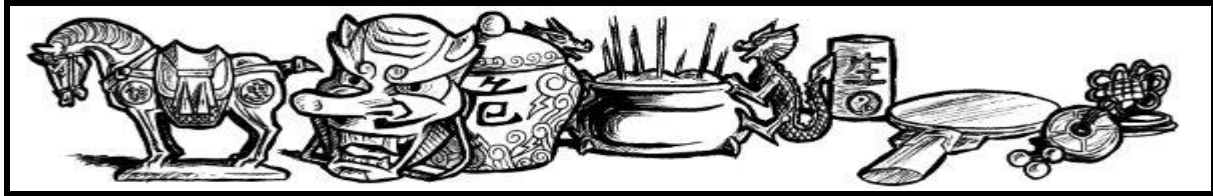
If a Hedge Wizard does have acquired enough money to enrol a normal class, he may try to do so. The Tuition fees of the GSM normally mount to 5Dc per day per level of the student. (See [1A2 Main Office](#)).

The favoured spell List for Hedge Wizards does not restrict Hedge wizards learning other spells; as they are actually normal wizards, nor does it restrict other mages from learning the Hedge Wizard spells. However, as other spells are much more expensive to learn, they mostly stay within this group of spells, added with some obtained from adventurers or befriended merchants and mages. Hedge wizards are not very secretive about their spells, but normally refrain from selling them to higher mages. Higher mages are rarely interested in Hedge Wizards spells, as they often prefer spells with a more direct or more prominent effect. The Hedge Wizard spells are sold only to youngsters with a magical aptitude and will to become a Hedge Wizard, or to other Hedge Wizards for a reasonable fee (normal selling spell fee is 1000Dc/level spell, hedge wizards do this at 10%, payable in money, service, food, or sometimes items.).



Favoured Spells Hedge Wizards	
Cantrip	3
Galager's Food to Mush (135)	Alahandra's Question Call
Burp/Pass Gass (135)	Clairaudience (RC)
1	Clairvoyance (RC)
Bugman's Mug	Dispel Magic (RC)
Copy (234)	Heartcall
Detect Magic (RC)	Isolde's Answer (
Douse Flame (411)	Protection from Glebes (108)
Feather Fall (256)	Touch Dispel
Fumble(45)	Wall of Paper (237)
Light (RC)	4
Lucid Vista (256)	Clothform (RC)
Mindmask (RC)	Feeblemind Pudding(88)
Orientation/Compass (256)	Find Plants (375)
Purify Water (353)	Fool's Gold (375)
Read Magic (235-236)	Fool's Copper (375)
Sharpen	Growth of Plants (RC)
Shield Flame (107)	Remove Curse (RC)
Ventriloquism (RC)	Shrink Plants (RC)
Wake-up Call (257)	Tap Menhir (109)
Wizard Glue (354)	5
2	Cloudkill (RC)
Continual Darkness (RC)	Dissolve (RC)
Continual Light (RC)	Harden (RC)
ESP (RC)	Hedge Enchantment
Find Familiar (37)	Woodform (RC)
Forget (67)	6
Invisibility (RC)	Alvira's Stasis Shell
Knock (RC)	Geas (RC)
Nimodes Major Delousing	Lower Water (RC)
Nimodes Unseen Butler	Move Earth (204)
Odour/Nullscent (220)	Remove Geas (RC)
Pacify	7
Past Life (321)	Lore (RC)
Preserve (355)	Rebinding (432)
Protection from Intxication (321)	
Push (420)	
Sharpen	
Quimby's Enchanting Gourmet (418)	

Hedge wizards are generally held by their communities to be craftsmen, something like potters or carpenters with the addition of some minor spell-casting abilities. They are often respected citizens, and never feared (as this would harm their business). Due this they think more about consequences than most wizards do, they know for example; how much oxygen is consumed by a Fireball, how its sound may cause damages, how the fire may cause further harm, or even how much Seismic Force Points are consumed or added to the region; something no normal mage is interested in (or deems himself responsible for). Due this the alignment of Hedge Wizards is rarely Chaotic and never Evil. If subjected to an alignment chance towards these, they will quickly loose customers and their way of income. This mostly is enough to force them back into their original alignment within a few weeks, or move away and become a regular mage (if finding other income sources to support this).



Hedge wizards often make simple magical items, even though they are not 9th level. As such these items will be dispelled with a negative adjustment to the material save equal to 9 minus the Hedge wizard's level at creating the item. None of these items last beyond a Day of Dread, and such have a durability of a year or less. None of these items have combat appliances;

Cool Mug;	Keeps any liquid within at a constant cool temperature, Breakable.
Stone of Warmth;	Absorbs heat for later release at a slow gradient, may not be subjected to cold.
Clean Bedpan;	A bedpan that magically empties itself and remains odorfree, Must be used daily.
Locate Object/Person Stone;	A stone that finds lost people or items to which it has been attuned, one use only.
Broom of Sweeping	(see page 365)
Anti-itch Collar;	A bright yellow collar of protection from fleas, lice, bedbugs, must be worn on neck, has scent
Automated Nut-Cracker;	Cracks nuts of 2" or smaller. 5% crack finger instead= 1d6 damage + casting, thief abilities, weapon handling, manual skills, etc. success reduced by 5%/hp damage taken until healed.
Chair of Comfort;	Enables a relaxed sleep, even while seating, 2000cn due awkward shape and weight
Sleeping Bag of Warmth;	Keeps sleeper warm in low freezing temperatures, may not get wet.
High Heels of Silence;	Gives wearer a Move Silent ability of a thief equal to his level. Heel height 6 inch=Mv x1/2
Girdle of Tummy Tuck;	Removes over abundant Tummy. Has only effect on waist (not buttocks, legs, upper body, etc)
Pink Pacifier of Sweetness;	Takes user's ability to speak for 1d4 hours. Must be kept in mouth 1 round minimum.
Instant Straw Mount;	Compressed Straw 1"cube; activated 10' cube. Activation on command or water.
Saddle of Comfort;	Removes riding blisters and groin ache; must be used 4 hours to be activated.
Mask of Change;	This ugly mask also alters the voice and scent of wearer. It needs 1 hour to remove for each worn.
Spiced Dragon Candy;	pepper sticks=100 Madame Jeanette Peppers. Eat/Touch causes inflammation (30-Con damage)
Cheese of Coolant;	Used to consume Spiced Dragon Candy safely. 150 CN, must be kept cool or spoil in 8 hours
Token of Despair;	Turns Despair into Hope or visa versa. Roll each hour 1d20; even is Despair, uneven is Hope
Mirror of Non-reflection;	Reveals only reflection to what cannot be seen (thus expose back that direction)
Talisman of Worries;	Consumes all negative thoughts/ fears wearer in 24 hour. Release the next day.
Marbles of Tripping;	These 3333 of marbles will cover an area of 50' diameter. Making walking impossible. 800cn sack
Portable Lecturer;	Has adjustable headlight, and storage for spellbook and components. 2500 cn of wood and metal.

For more stuff made by Hedge Wizards see [What can be Bought.pdf](#) page 91 to 96, and [The Book of Wondrous Inventions](#), [The Book of Marvellous Magic](#). Magical items like these either have no combat use, are too bulky to be carried about, or both. Most of the potions they make have an effective duration as per normal potion, but never more than for 1d4 hours after consuming (there are a very few lasting a day at best), and all must be consumed fresh (within 7 days-less when warm, more when cold).

The statistically average hedge wizard is 5th level, human, male, in his mid-forties, and is not a specialist mage. He is either Farmer, Smith, Potter, Papermaker, Herbalist, Apothecary/Doctor, Sage/Librarian, and has the needed work room to this nearby. He has few or no magical items, and uses Alchemy, Chemistry, Knowledge, and language skills. Various drying herbs and some alchemical devices are in his laboratory, and a separate room houses a protective circle of some sort.

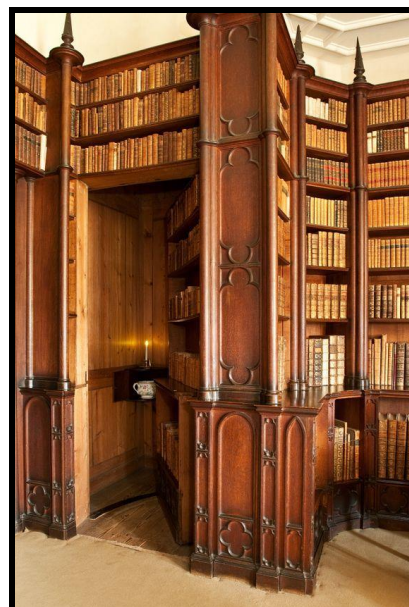
An other take on Hedge Wizards is in [Dragon 163](#); this article is completely different from the take here, although the spells used there are adjusted to BECM here.

VV7 Classroom Evocation/Invocation

Located at +15,'slanted ceiling Height 5' to 14', ceiling 1' thick oaken beams and straw isolation, with local elm boards, tiled roof. [Connected](#) with; [V15 Vermaelen Classroom Low Magic](#) by 5' wide and high green elm door west and small section of roof(tiled) and equal door north, [VV8 Tower library](#), by green elm door north, [VV9 Private teacher room](#) by crème elm door north, [VV10 Balcony](#) by grey painted 5' wide 5' tall glass inset elm door east. There are at 2' height two 6' wide and high double windows (which can be opened) to the east, giving view to the [Eastern Courtyard](#). There is at 2' height a 6' wide and high double window (which can't be opened) to the north, (giving view to the stone field of [VV6 Vermaelen/De Vinck Garden](#)). The pine covered ceiling is slanted from the 4' above the floor northeast, to 14; in the corner to the Tower. [Color/Material Theme](#); Fusion expansion of De Vinck & Vermaelen original buildings; 425AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered and wallpapered with crème colored wallpaper emblazoned with bronze-colored images of various animals in action. The floor is Marfil Crème Marble. The ceiling is painted white, and has gypsum relief decorations if fruits, and plants. The corners are white wooden relief decorations placed horizontally somewhat lower. The room is well lit by two orbs of continual light. Here students actually learn to correctly pronounce verbal components, even if they speak in a dialect, wisp, lisp, or similar. This room has a 16 student capacity. Teacher; *Lady Rowena Krollnar*.

VV8 Tower library

Located at +15,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards. Connected with; [VV11 Vermaelen/De Vinck Tower Laboratory](#) by stairway up, [VV1 Vermaelen/De Vinck Tower entry](#) by stairway down, [VV7 Classroom Evocation/Invocation](#) by 3' wide 6' high oaken book closet door south (labelled; "Classroom Evocation. Do Not enter during Class. Remain Silent"). Color/Material Theme; Fusion expansion of De Vinck & Vermaelen original buildings; 425AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered and wallpapered with crème colored wallpaper emblazoned with bronze-colored images of various animals in action. The floor is Marfil Crème Marble. The ceiling is painted white, and has gypsum relief decorations of fruits, and plants. The corners are white wooden relief decorations placed horizontally somewhat lower. The room is well lit by a single orb of continual light. This small is actually a single 1' deep oak book closet (up to 18" from the ceiling), where a 'hidden' entry gives access to the stairway. The book closet has metal decorations, which hide the connection metals. This area it is school policy to keep vocals low (whisper), and refrain from any ordinary or even vulgar sounds. This room is used as a library for; **Formula Analysis, Somatics, Languages Ancient & Old, Flaemish History (The Overlord years of**



Enslavement), Hedge Wizardry, Politics, Philosophy of Magic, Conjunction, Evocation/Invocation. An old dusty paper and parchment smell lingers, sometimes tinged with the scent of the remnants of a recently Cloudkill spell against vermin. If everything is silent and dark, it is possible to hear nibbling of mice or Bookworms except the first week after the last Cloudkill cleaning. In that case the scent of dead organic matter can be found if not removed. (85% of the sources here are books, 12% are scrolls, and the remaining 3% are other sources; plates, leaves, orbs, memory stones with recorded illusions, etc.). Bookworms are a great menace in any library; more on these dangerous pests (*at least to your books, scrolls but also your spellbook*) can be found here; [MMMC3 page 1073](#). Teacher; *Lady Imelda DiGusti (rarely here, once a month at best), and Lady Rowena Krollnar.*

VV9 Private teacher room

Located at +15,'slanted ceiling height 5' to 14', ceiling 1' thick oaken beams and straw isolation, with local elm boards, tiled roof. Connected with; [F7 De Vinck upper Hall](#) by 3' wide 6' high oaken door south. . There is at 2' height a 6' wide and high double window (which can be opened) to the north, (giving view to the stone field of [VV6 Vermaelen/De Vinck Garden](#)). The pine covered ceiling is slanted from the 4' above the floor north, to 14 against to the Tower. Color/Material Theme; Fusion expansion of De Vinck & Vermaelen original buildings; 425AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. The room is well lit by a single orb of continual light. The floor of this room has Costa Sol Bronze Marble on the oaken floor, as are the 3' lowest area on the wall and pillars; above this the wall is wallpapered. Each teacher occupying this room uses its own organization and decoration, but mostly the official area is near the outer hall door, while the private section is in the other half. This room is mostly richly decorated with (animated) paintings, furniture, tapestry, and other decorations, sometimes including other colored wall paper (as set by the owner). The room is currently used by; *Lady Rowena Krollnar; Master Spell Seminar.*

VV10 Balcony

Located at +15, decorative metal balcony, open to sky. Connected with; [VV7 Classroom Evocation/Invocation](#) by grey painted 5' wide 5' tall glass inset elm door west, giving view to the [Eastern Courtyard](#). Color/Material Theme; Fusion expansion of De Vinck & Vermaelen original buildings; 425AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. The railing is made of shapely designed (floral/plants) thick copper tarnished a grey-green. The floor is of stone bars North-south, upon which another thinner layer east west is placed, which are covered by Marfil Crème marble tiles. Some pottery hangs on the walls with red Geranium flowers. Decorative Wisteria (Bleu Rain) grows on the eastern wall along the sides of this balcony, arcing over it, right underneath the roof gutter.

F7 De Vinck upper Hall

Located at +20,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards. Connected with; [F2 De Vinck Classroom Enchantments \(former Living room\)](#) by stairway down, [F13 De Vinck top stairs](#) by stairway up, [F8 De Vinck Classroom Rhabdomancy](#) by 3' wide 6' high oaken door east, [F9 De Vinck Classroom Politics](#) by 3' wide 6' high oaken door north, [F10 De Vinck Private Room Teacher](#) by 3' wide 6' high oaken door south. Color/Material Theme; Original building; 404AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered crème. There is a dooming painting of Prince Morphail-Gorevitz-Voslany of 43 years ago here. Even then he gave lessons here.

F8 De Vinck Classroom Politics (former Master room)

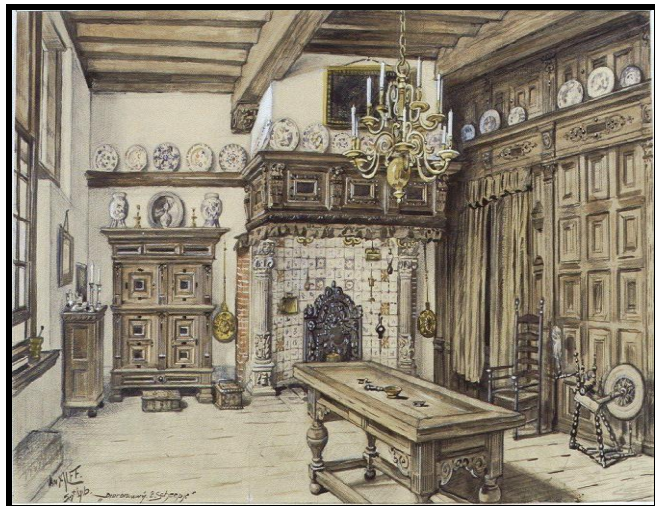
Located at +20,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards. Connected with; [F7 De Vinck upper Hall](#) by 3' wide 6' high oaken door south. There are at 2' height three 5' wide and high windows (which can be opened) to the east, giving view to the [eastern courtyard](#); these are mostly blinded by heavy black velvet curtains. Color/Material Theme; Original building; 404AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered and covered with black purple wall paper emblazoned with golden Heraldic shields. The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3). The floor is lacquered in a very dark red boat lacquer. The tables and chairs have similar colors, yet the tools are polished and bright silver or golden (plated). The windows are covered with black velvet curtains, secured on all sides with copper press studs (*to prevent any light from coming in. Opening these windows when Prince Morphail is present is seen as an illegal murder attempt on a Prince his life, or brazen stupidity. Both will have severe repercussions (legal-or social/school) on the perpetrator*). The room is lit with candles, or dimmed continual lights from active wands by the students. There are two small pedestals where students stand in their lessons on debating, or explaining their issue. The most interesting fact is that during class there is always a representative of the Glantrian Political system available; either a magistrate, a chamberlain or direct member of the parliament; and although this person never intrudes in the issues or debates going on here, everything is taken into account on debating with the real parliament. This way certain issues can be resolved before becoming a real issue. This room has a 22 student capacity, but access is limited to pre-inscribed auditors, any faulty behaviour, will cause a ban to this class, unless sufficient payment and bribes, and pressure is made (this is politics too, which means you have a basic understanding). Teacher; *Prince Morphail Gorevitz-Voslany*

F9 De Vinck Classroom Rhabdomancy (Former communal bedroom children)

Located at +20,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards. Connected with; ; [F7 De Vinck upper Hall](#) by 3' wide 6' high oaken door south, by a curtain and a Teleport gate to a mine in Mount DeGlace Glantri for Divination practice, similar to the Teleport gate [Courtyard](#) GSM Glantri, and GSM [Courtyard Dependence](#). There is at 3' height a 3' wide 6' high window (which can be opened) to the west, giving view to the roof of [F1](#) and the [courtyard](#).

Color/Material Theme; Original building; 404AC. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered in a brownish crème color. The ceiling I the bare oaken wood and upper floor. The eastern wall is covered fully with brown Birchwood panelling of rectangulars within rectangle panels. The northern wall has a huge crème tiled chimney. All the walls but the western/outside wall have a railing of several inches of wood at 11' or 12' height upon which porcelain plates are placed. More of these decorative plates (*made by the former De Vinck children*) are placed on top of the furniture. A few very artistic child drawings are framed and placed on the western wall. It seems only the children beds and personal closets are removed. The room is lit with a large chandelier (functioning equal to the general sphere, but uses candles instead). The floor is covered with birch wooden tiles (*which have suffered wear & tear, causing some of them to loosen and popup*). There is no blackboard, and students have no seating possibility, nor a desk to write upon. There is one large table in the centre of this room, two closets (*to store Rhabdomancy rods and wands for divination*), and one single chair (*for the weak or disabled student*).

There is also a **Spinning Wheel of Personal Time-telling** (*This spinning wheel uses normal teased wool, and a cup of blood from the intended person. When the wool is spun into a thread, the blood is securely dropped on the first merging point on the spinning wheel, of wool threads into one. The wool will then give a general mental image when touching the thread moving in the direction made, reflecting the individuals life. As the spinning wheel gives no sound, and the image is always as seen by the person the blood originates from, it is hard to tell what happens often. Each 10 cc (cubic centimetre/ millilitre) of blood gives a vision of one year from the moment of conception to death, the current time, or the last combined amount of blood (whichever comes first).*) Most of the lessons are taught outside, this room is more used for writing everything down, and theory. Read all about Rhabdomancers here; [-2K Classroom Divination](#). This room has a 12 student capacity. Teacher; *Sir Jovial De Lauter (Rhabdomancer)*.



F10 De Vinck Private Room Teacher (former bedroom children)

Located at +20,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [F7 De Vinck upper Hall](#) by 3' wide 6' high oaken door north. There is at 2' height three 5' wide and high windows (which can be opened) to the east, giving view to the [eastern courtyard](#).

Color/Material Theme; Expansion connection to Demesmaecker building; 450AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered and tiled with diamond shaped crème Marfil marble tiles, and Delfts Blue tiles on the lower 4' The room has been enchanted by a Necromancer to make it a blighted area, functioning as a Bless to Evil, Undead, and Chaotic creatures, but as a Blight to all other (penalizing Turning by - 3). The room contains a large green painted elm wood bedstead/closet, a crib, a large dark-room closet, a round corner table with chair, a rectangular table and chair, several bookshelves, and a gnomish cuckoo-clock.



The room contains a large green painted elm wood bedstead/closet, a crib, a large dark-room closet, a round corner table with chair, a rectangular table and chair, several bookshelves, and a gnomish cuckoo-clock.

This room is used to house guest teachers; yet mostly it is used by *Prince Morphail Gorevitz-Voslany* who sleeps in the dark-room closet. The room is cleaned and the windows stay open to remove the faint scent of death as soon as he has left the premises.

The room is also regularly used by Lady Marchesia Philipe and her recent baby. She however takes a rental chamber in the nearby Tavern "Goldilocks" one mile south on the way to Chamery, when Prince Morphail uses the room or did so the last 3 days, to protect her child from necromantic influences, or just the stench of death. She is an opposer to the undead in Glantri and thus may be a help for PC's in the Great Organ of Thalia campaign, if the PC's are careful, decent, helpful, and not too direct. In either case she will not betray them, even if she does not aid them.

D15 Upper Hall

Located at +20,' Height 19', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D2 Demesmaecker Entry Hall](#) by stairway down west, [D23 Demesmaecker Top Hall](#) by stairway up east, [D22 Public Balcony](#) by 7' wide 7' tall double glass inset oaken doors west (open when on warm summer days), [D17 Classroom Conjunction](#) by 3' wide 6' high oaken door south, [D16 Classroom Philosophy of Magic](#) by 3' wide 6' high oaken door south. There is at 2' height a 5' wide and high window (which can't be opened) to the east, giving view to the [eastern courtyard](#).

Color/Material Theme; Original building; 402AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. The walls are covered up to 3' high from the floor with oaken wooden panelling topped with a rising ledge of 3 inch, and above that the wall is covered with single light-yellow color. The window Frames are white. The stairway sides and leaning are waxed heavily detailed (floral design) creations of a Woodform spell by the famous Flaemish artist Vermeer. The floor is covered with Al-Andalus Red marble. The room is lit with a standard orb of continual light, which can be increased to daylight intensity or turned off on command. The north-western, north-eastern and south-eastern corners are adorned with blue canvas benches. Small 2' tables are placed conveniently near the bench used for communal study.



This room is used by students currently not in class, on work duty, and thus free. Teachers can draw students away from here if wished so to do chores, if time on the student so permits. As this room is used as a passage up and down, concentration here might be difficult. The scent here is flowers due the vases of flowers placed in the windows.

D16 Classroom Philosophy of Magic



Located at +20,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D15 Upper Hall](#) by 3' wide 6' high oaken door north. There are at 2' height two 5' wide and high windows (which can be opened) to the east, giving view to the [eastern courtyard](#).

Color/Material Theme; Fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. There are two arched glass-in-lead windows with glass of various colors, and Flaemish heraldic symbols. The eastern wall and ceiling

are shaped with wire and chalk to create large arches. The floor is Thyatian Pink Marble and the lower 3' of the wall including ledge above that almost rosy wall paper with somewhat darker relief designs. Although this room has no benches or seats, there is an 18" elevated pine platform with a large scale. This is further a standard classroom. **Philosophy of Magic**; The study of logical methods of thinking with applications to practical problems of spell use. **The Scale of Magic**; *The scale was used in old Flaemish days to weigh a person and determine by massive calculations if the person is a magic wielder and evil. It was determined that magicusers are better than commoners, but evil is bad. The scale is infused with Detect Magic, Treusight and Know Alignment magic, and the spell causes its readings to give varieties by the weight. The scale also gives normal weight. The second pointer will give Good persons are 9% heavier than normal, Neutral, 0%, Evil, 17% lighter, Chaotic 4% lighter, Neutral 2% heavier, Good 6% heavier. The third Scale will adjust the 2nd scale result accordingly; Persons which have had recent Contact with Fire Magic -22%, Contact with Air magic (aka Alphasians)-44%, Contact with Earth Magic +22%, Contact with Water Magic +5%, Contact with non Prime Planar Creatures (ambient residual magic) -7%, Contact with Entropic (ambient residual magic)-21%, Contact with Demons -31%, or being Possessed -33%(of course being such a creature gives a reading of the scale). Magic caster adds a 5% per maximum spell level residing in the target. Combined and using the tables, one can determine what the person is. This system is the more or less perfected form of the Heksenwaag (Flaemish for Witch scale, see; [Waaq Oudewater](#)). Of course mages can be evil too, and their magical powers often had to do with planar magic disrupting the results, yet this was thought to be impossible (and still is in the Upper Class—even there where they themselves are evil). As such there has been created ways (magic and physical) to influence the scale.* This room has a 32 student capacity. Teacher; [Sir Gregor Bouwma](#)

D17 Classroom Conjunction

Located at +20,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D15 Upper Hall](#) by 3' wide 6' high oaken door north, [D20 Old hall](#) by 3' wide 6' high oaken door south. There are at 10' height two 5' wide and 3' high windows (which only the top foot can be slanted inward to be opened) to the west, giving view to the [courtyard](#). The former windows of the southern Demesmaecker building are still somewhat visible as relief, although the widows are bricked-up and plastered.

Color/Material Theme; Fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered, and painted orange. The floors is normal oaken, waxed with a yellow beeswax every 3rd month. The ceiling is covered with a deep orange boat lacquer.

When the Flaems came to this world they had to adapt. Especially when their captor the Overlord was defeated in the Dragon Wars. Soon thereafter the Flaems started experimenting with magic other than their own. It was in 429AC, when they first tried magic originally assumed to belong to their enemies; the Alphasians. It was in this very room they first mastered the Levitation and Flying spells. First then they assumed there were no restrictions, no consequences, no responsibilities. It was the birth of the Flaemish magical mind becoming free after centuries of suppression.

This standard classroom has the blackboard on the eastern wall and the school benches directed towards it. However these are often stacked against the opposite wall to make room for temporary conjunctions. The floor has some repairs as a student in 1012AC conjured an exceptionally heavy Gorgon. Even the oaken beams had cracks. This room has a 20 student capacity. Teacher; [Lady Marchesia Philipe](#)



D18 Communal Dormitory (Electrum, Copper Class)

Located at +20,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D20 Old hall](#) by 3' wide 6' high oaken door west. There are at 2' height three 5' wide and high windows (which can be opened) to the east, and two south, giving view to the [eastern courtyard](#) and the trail to Chamery. [D19 Communal Dormitory \(Gold/Silver Class\)](#) by 3' wide 6' high oaken door west (mostly locked).

Color/Material Theme; Fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered and wallpapered with a In this communal dormitory the variant Electrum and Copper class students (Owl, Swan, Rooster, Duck and Raven) must sleep together. It is not allowed to place one above the other; be it by threat,



violence, theft, or belittlement. There is control by the GSM Dependance Headmaster (who dislikes all these "lower" class students, and will place legal court complaints which mostly ensue in fines or temporary imprisonment or hard labour). Due to the problems between the lower and higher dormitories, the door between these rooms is only open when students are not available (for cleaning). *Students are not allowed to be here between 11:00 and 20:00. The room has six 3 tier bunk beds, two work tables, several drawer closets and window benches underneath each window (which are also used for storage of personal items). The widows have magical curtains, activated by the sunlight. The darker it gets outside, the longer these seem to expand in length and become darker and more light resistant. The room is lit by a magical chandelier using miniature continual light globes, working as the standard light globes.*

D19 Communal Dormitory (Gold/Silver Class)

Located at +20,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards. Steel decorative balcony at +20' open to sky.

Connected with; [D20 Old hall](#) by 3' wide 6' high oaken door north, Balcony Upper Class by 6' wide 7' tall double glass inset oaken doors. [D18 Communal Dormitory \(Electrum, Copper Class\)](#) by 3' wide 6' high oaken door west (mostly locked). There is at 2' height a 5' wide and high window (which can be opened) to the south, giving view to the [eastern courtyard](#) and the trail to Chamery.

Color/Material Theme; Fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. In this communal dormitory the variant Gold and Silver class students (Eagle and Hawk, Vulture, Jay) must sleep together. It is not allowed to place one above the other; be it by threat, violence, theft, or belittlement. There is control by the GSM Dependance Headmaster (who seems to prefer these richer students, almost to the point of adornment—of course these arrogant students make use of this fact wherever they can). Due to the problems between the lower and higher dormitories, the door between these rooms is only open when students are not available (for cleaning). *Students are not allowed to be here between 11:00 and 20:00. The room has six 3 tier bunk beds, two work tables, several drawer closets and window benches underneath each window (which are also used for storage of personal items). The widows have magical curtains, activated by the sunlight. The darker it gets outside, the longer these seem to expand in length and become darker and more light resistant. The room is lit by a magical chandelier using miniature continual light globes, working as the standard light globes.*

D20 Old hall (former Old hall & bedroom)

Located at +20,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D17 Classroom Conjuration](#) by 3' wide 6' high oaken door north, [D21 Master Dependance bedroom](#) by auburn red painted 3' wide 6' high oaken door west, [D13 Demesmaecker Office](#) by stairway down south, [D27 Demesmaecker Classroom Transmutation](#) by stairway up north, [D18 Communal Dormitory \(Electrum, Copper Class\)](#) by brown and green painted 3' wide 6' high oaken door east, [D19 Communal Dormitory \(Gold/Silver Class\)](#) by gold and silver painted 3' wide 6' high oaken door . both these doors have scriptures next or on it denying access to other dormitories.

Color/Material Theme; Original building; 407AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered and wallpapered in a dark ruby red and golden linear pattern. There is a Chimney in this hall, remnant of the former bedroom, before this structure was added into the GSM school. The doors were formerly windows to the outside, and have been created later than the building itself. As such they are different, less decorative. The floor has recently been tiled with the familiar GSM polished roughly half a foot sized marble tiles in geometric patterns of three colours (*Red Verona, Nero Marquina Black, and Podol Grey-white*). The room is lit with a single standard Continual Light ball, daylight setting at day, between 23:00 en 07:00 set at 33% dimmed light.

D21 Master Dependance bedroom (former Master Bedroom)

Located at +20,' Height 14', ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D20 Old hall](#) by 3' wide 6' high oaken door east, there is at 2' height a 6' wide 6' tall expansion window (which can be opened), having a windowsill, inside wooden shutters and view to the [courtyard](#).

Color/Material Theme; Original building; 407AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. And wallpapered with blueish green, gold/copper emblazoned decorative wallpaper. The floor is normal oak, covered



with a parquet of mahogany, elm, beech in 2' long 3" wide tiles in a fish grate motive, except the sides which are linear. The room is lit by a golden chandelier using candles, which have to replace after a month, working as the standard light globes. The room further has a bed, a table with four chairs, and several cabinets. To the north is a double door which is often open revealing a porcelain tableware set, displayed decorative. See more on Lucius van Leughens headmaster GSM Dependance; [D28 Demesmaecker Office](#)). The room seems to be the bedroom of the Headmaster. *Yet not all is as it seems. The bed has an inflatable dummy, set with an Explosive Rune on a movable tile. Any attempts on attacking the "Head master-doll will result in an explosion of 15' radius causing 6d4+6 damage as per spell (page 236). What nobody knows is that this whole inside closet can be shoved to the left, revealing a small chamber with bed, closet and chimney. This is the real location where Lucius van Leughens sleeps. Lucius is thus corrupted due conspiracies he thinks everyone is spying on him, because he will save the world from everything wrong (in his distorted mind). Within this secret room (expansion) Lucius has stored a variety of weapons, amongst other an Arrest-Rod (page 183), and a Drippin' Nose (page 188 used to extinguish any fires caused by the Explosive Rune).*

D22 Public Balcony

Located at +20,' open to sky, Tiled turrets topped at 25'.

Connected with; [D15 Upper Hall](#) by 7' wide 7' tall double glass inset grey oaken doors east.

Color/Material Theme; Fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. The faux-barbican has two turrets but lacks any crenalations. The faux-battlement wall is only 39 inches tall. In warm weather this area is used to study by anyone. Often Gold and even Silver glass dormitory students relax here, taunting the lower class students below. At any other time, some students try to find rest to study here. The doors are never locked normally, except when a city alarm is sounded (war, foul weather, foul magic, Dragons, and earlier Clerics, and Witches). It has large granite tiles instead of gravel.

Level 3

V16 Vermaelen Attic Stairs

Located at +30,' slanted ceiling height 9 north to 14' south, ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards, tiled roof.

Connected with; [V0 Vermaelen Upper Hall](#) by stairway down, [V20 Vermaelen Storage](#) by locked 4' wide 6' high elm door south, [V17 Vermaelen Classroom Flaemish History](#) by 4' wide 6' high elm door east.

Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered and wallpapered with dark green wallpaper with golden fleur-de-lis. The doors are all colored burgundy red, as the frames and lintels. The door handles and stairways leaning are yellow copper. The stairway is covered with a thick tapestry covering the whole stair, held in place with trail courses of copper. A few oval family portraits of 1' x 2' decorate the walls. There is no light on the stairs themselves, yet there is a standard light globe in each connecting hall.

There is a copy of the Douse Flame (see page 411) publicly inscribed on the wall. *Any student trying to enter this room must proof beforehand being able to cast this spell, and must have one on hand at ANY time. Fire Elementalists are too afraid a similar disaster as in the GSM building in 875AC would repeat itself.* There are two Drippin' Noses hanging above a bucket in this hall. Although the craft of Fire Elementalism still has its many secrets, their existence is surely not. Most mages know they have rooms available to them in the Dependance. The secret lies more in the abilities and spells of this craft. These they prefer not to share, although many spells have slipped out over the years. They still are the (mostly Flaemish) mages with the most visibly magical power existing, and know this.

V17 Vermaelen Classroom Flaemish History (actually Fire Elementalism)

Located at +30,'slanted ceiling height 9' north and south to 14' middle, ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards, tiled roof.

Connected with; [V16 Vermaelen Attic Stairs](#) by 4' wide 6' high elm door west,[V19 Vermaelen Library](#) by 2' wide 5' high elm door south, [V21 Vermaelen Attic](#) by retractable steel ladder up against the chimney. There are three slanted roof windows on the northern roof giving daylight within this room (which can be tilted open on a mid axis).

Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. A standard class room with bright green walls up to 3', with a crème or white wallpaper above that. The floor is oaken with perpendicular pine polished

to a sheen on top of it (due the resin scent favoured by the Fire Elementalists). The room is decorated with various famous portraits of Glantrian History, and the closets hold a small library with dreary text books, or illustrated history books. The room has a musty smell. This room has a 22 student capacity.

History of Flaemish Magic: Overview of Flaemish families and magic throughout the ages with an emphasis on historical underground spell research in the era of enslavement by the Overlord. These lessons are rapidly passed on and replaced when only Fire Elementalists are in the Classroom. They are exchanged with knowledge on Flaemish Fire Elementalism, theoretical spell research, knowledge on the Plane of Fire, and behaviour of fire in common, in effect making this room the Initiation room of the Fire Elementalists. See also [V10 Vermaelen Classroom Fire-Control](#) and [Secret Crafts of Elementalism](#). Teachers; mostly *Miss Mary "Contrary" Contedy*, and *Miss Allura Jet*, but also guest teachers; *Baron Lord Pieter Vandehaar of Oxhill*, *Princess Juliana Vlaardoen of Bergdhoven*, and before the war also *Late Prince Vanserie Vlaardoen XI of Bergdhoven*, (died during Wrath of the Immortals), *Countess Lady Sinaria Verlien of High Sonden* (disappeared 1014AC).



V18 Vermaelen Classroom Spellbook

Located at +30,'slanted ceiling height 7' North and south and 10' in the middle, ceiling 1' thick oaken beams and straw isolation, with local elm boards, tiled roof. Connected with; [V19 Vermaelen Library](#) by 2' wide 5' high elm door west. Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered and covered with sandy brown wallpaper. The closets are stocked with pens, quills, and various inks, "papers", travellers'spellbooks and similar stuff, there are three blackboards on the east wall. The room has a chemical scent. For more on Spellbooks see; [Spellbooks](#).

The centre of this room is affected by a **Distance Distortion spell** (see [-2P Room of Volume](#)) making the room wider (not higher) than it actually is. The slanted sides of the roof seem are visible to the top and at 40' and a weird stretched out to 37' at the sides of the room, the rest is fully covered by closets making the room appear "normal", while the room remains of its size as on the map. In effect behind these closets is an empty slanted space underneath the roof of 25' each until roof and wall meet. This room has 14 student capacity. Teacher; *Sir Rembrandt Stolwijck*

V19 Vermaelen Library

Located at +30,'slanted ceiling height 0' -9' , ceiling 1' thick oaken beams and straw isolation, with local elm boards, tiled roof.

Connected with; [V17 Vermaelen Classroom Flaemish History](#) by 2' wide 5' high elm door north,[V18 Vermaelen Classroom Spellbook](#) by 3.5' wide 6' high elm door east, [V14 Vermaelen Study Hall](#) by stairway down.

Color/Material Theme; Original building; 398AC All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered.

The centre of this room is affected by a **Distance Distortion spell** (see [-2P Room of Volume](#)) making the room larger than it actually is. The slanted sides of the roof seem are covered by closets going vertical as normal, while the room remains of its size as on the map. In effect behind these closets is an empty slanted space underneath the roof. The almost horizontal roof inside is at 22' height. Teacher; *Lady Imelda DiGusti* (often not available).



V20 Vermaelen Storage

Located at +30, slanted ceiling height 9' north and south to 14' middle, ceiling/floor 1' thick oaken beams and straw isolation, with local elm boards, tiled roof.

Connected with; [V16 Vermaelen Attic Stairs](#) by locked 4' wide 6' high elm door north.

Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered, and painted red-orange fading to a yellow on top.

It is important to note that Elemental Fire on the Elemental Plane of Fire is hotter than normal fire. A 'normal' Fire/Heat Resistance of any kind is just enough to be able to sustain the embers or solidified magma, and Plasmatic Air (see page 215 for the Elemental Type of stages of Elemental Energy.). It does not protect from the heat of Liquefied Fire, Lava, contact with Elementals. Any fire touched there without any protection gives double normal fire damage and combustion chances.

Normal fire or Elemental fire while affected by a Fire/Heat Resistance: 1d6 per touch, standard combustion 25%.

Elemental Fire without any Fire/Heat Resistance: 2d6 per touch, standard combustion 50%!!

Only an item created with pure Elemental organic compounds (organs, plasma, etc) or a Phoenix Feather will give 100% protection from Elemental Fire on the Elemental Plane of Fire. An Item of Elemental Adaptation or a spell doing this (Like Conjure/Summon Prime Planar-page 215).

Due to this many of the following items have a Fire/Heat Resistance (which works as per Fire Resistance Ring RC page 238), or a Fire/Heat Protection (which works as a Fire Elemental Adaptation Ring RC-238).

Fire Elementals give damage according their statistics yet the heat from their fire is higher on their own Plane. This is the reason a Resist Fire spell or effect works on them on the Prime Plane and not their own Plane. Fire affects combustible materials as per RC page 116.

Within this room several Fire Elementalist items are stored (the number in parenthesis is the amount found here weekly, temporarily deposited here by students, travellers and teachers. These are used for training purposes, and defence in the Pyromancer Stronghold (as it regularly under attack by various Elemental Races. Material value of the following items lies between 5% and 20% of the value with magic. Objects taken are expected to be returned within a half year, else the taken is seen as theft.

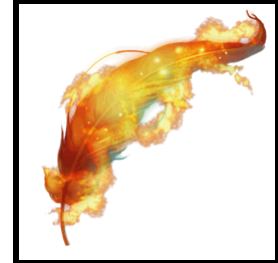
Ring of Fire Resistance (1d4); As per RC238, Fire/Heat Resistance. It always has rubies in or attached to it, mostly whole and cut; sometimes, crushed or powdered and worked into the gold or electrum (no other metals are used). Is superseded by a magical Protection versus Heat and/or Fire effect. 28.000Dc 1cn (worn 0).

Staff of Elemental Fire (1d2-1); Fire/Heat Protection. See RC page 236 Staff of an element, with the following addition; Burning Hands (1 charge), Fireball (3 charges), or Wall of Fire (3 charges). Other Fire spells may have been added within the item's creation as per extra costs and difficulty. A guideline of charges cost is the level of the spell. A staff of Fire has 2d10+10 charges to begin. Other Elemental staffs also have additional spells for different charge costs. The staff recharges 1d6 expended charges every 24 hours unused in daylight (clouded sunlight), 12 hours unused in sunlight, or 8 hours unused on the Elemental Plane or placed within its element. If you expend the last charge, the staff blackens, crumbles into cinders, and is destroyed. 125.000Dc 50cn

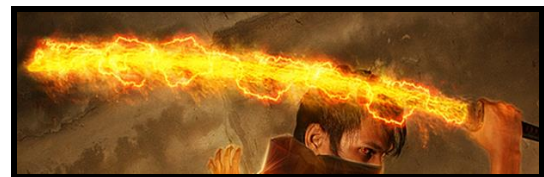
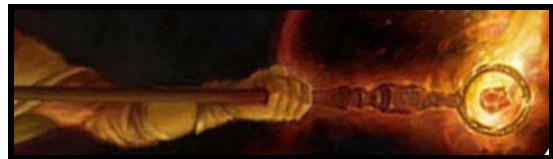
Fire Sword (1d4-1); A sword enchanted with fire magic (mostly use by hired fighters or Thieves functioning as combat force in the Pyromancer Stronghold).. It always has rubies in or attached to it, mostly whole and cut; sometimes, crushed or powdered and worked into the gold or electrum (no other metals are used). The offensive powers of the wielder are enhanced, and THAC0 is increased by +1, morale of Plants, insects, most animals is lowered by -2, Humanoids by -1(except if used to fire As soon as this sword is drawn the blade will burst into flames, and anyone struck will be burned by the extremely hot flames for an additional 1d8 damage. The flaming sword gives Fire/Heat Resistance and ignites combustible items. 85.000Dc 70cn

Sceptre of Authority (1d2-1); No Protection or Resistance. This golden sceptre will grant the wielder an aura of authority. The item can be used as a Club giving normal damage. It always has rubies in or attached to it, mostly whole and cut; sometimes, crushed or powdered and worked into the gold or electrum (no other metals are used). Functions as an Amulet of Leadership (page180). The ruby at the top of the sceptre can be used by the wielder to shoot 3 Agannazar's Scorcher per day (recharge 8 hours in a fire). 110.000Dc 35cn.

Elemental Fire Mask (1d3-1); Fire/Heat Protection. This mask covers the upper half of a humanoid face, covering the rest in a mixed metal (gold, brass, silver, copper, electrum, platinum infused with the essence of an average fire elemental). It is held in place by a leather band, strengthened by infuse wires of steel. The wearer of an Elemental Fire Mask will be respected as an Efreeti by Efreeti and their alliances, but as an enemy by Fire Elementals (of which it is made) causing morale and reactions to be affected by +3, or -3 respectively. The wielder able to cast Agannazar's Scorcher at will. 85.000Dc 25cn (worn 0). The first of these masks were made by the Vermaelen Family. As such it is an advice not to have such a name when speaking with Elementals.



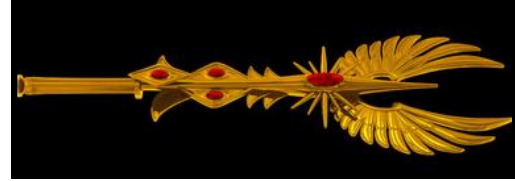
Phoenix Feather



The Forbidden Light (1d3-1); No Protection or Resistance. This stolen piece of the sun contains enormous power that can be used for astral and fire magic. The sun material is very sought after by astral beings, and in combat the Forbidden Light will shine with a holy light that harms most undead (2d6 damage/round, Morale -4) and blinds everyone else (see page 93). The wielder of the forbidden light will undoubtedly have to fight many horrors to keep possession of this precious and addictive item. Necromancers want the item destroyed; others want to covet its powers. 188.000Dc 10cn



Rod of the Phoenix (1d4-3); No Protection or Resistance. The 2' long 5" wide item can be used as a Club giving nonmagical damage as per normal club damages +1/dice due its sharper edges (incl. weapon mastery). It always has rubies in or attached to it, mostly whole and cut; sometimes, crushed or powdered and worked into the gold or electrum (no other metals are used). Must make a material save if used physically against hard surfaces, like stone or armor. The wielder of this wand will be able to incinerate any enemy on command for 1d10x5 points of damage (negating any protection or resistance from fire, similar to a Lesser Phoenix. 425.000Dc 45 cn.



Skull of Fire (1d4); No Protection or Resistance. This rare item is actually the skull of a Fire Elementalist inscribed with runes of flames and obedience; it aids its owner in the use of fire magic. The study of magical spells is lowered by 5% of time and costs. Creation of Fire Elemental Items is lowered by 5% of time and costs. A full undisturbed hour of meditation (successful skill check is needed) to enable this. It also increases the amount of time needed to memorize fire elemental spells (assume memorizations needs 1 Hour normally, estimate the amount of fire elemental spells in percentage, lower the memorization time by 1/10th of this percentage. Mostly illegal item as it is a human skull. Flaems in Glantri dislike the use of this item by others, yet like the use by themselves. Only foreigners and commoners are arrested and subjected to the law under the law of Grave robbery (aka theft) as per Gaz 3 page 51. Other countries may see the use/bearing of the skull as evil, and may have similar laws. 15.000Dc 25cn



Fire Whip (1d3); Fire/Heat Resistance. A burning whip that gives fire damage when it strikes. The whip is one of the basic weapons Mages are able to use as per RC rules. The Flaems were demeaned and tortured by the Overlord with these whips. Now they have the control, and teach their foes not to ridicule a Flaems. Length/reach 1d8+10'. The Fire Whip is a long braided (Elemental) leather strap with metal inside with a handle. It is a hand-to-hand weapon and may be either used to cause damage or to try to entangle. (Declare before making an attack roll). This weapon is not very useful except as tactical device. A Whip can only entangle material creatures, but any creature will suffer fire damage as normal.



Any whip is a dangerous weapon only in the hands of a highly skilled and well-trained user. To inflict damage, the whip must contact exposed (no AV available), or lightly covered, flesh. Heavy clothing or thick hair or fur will be of considerable protection until torn away by repeated lashing. (Thick hide, such as that of an elephant, rhinoceros, or hippopotamus, will allow a slight sting at best, with no real damage inflicted.) Heavily scaled or otherwise protected opponents will not even feel the lash of a heavy leather whip, even with a weighted tip. However, the whip also has another use. It can entangle an opponent's limb(s) or weapon. Any hit scored on an opponent means that an entanglement of some sort will occur. If any whip is in non-proficient hands, the chance is only 5%. In proficient hands, there is a chance per level of the victim for entanglement, but only at the wielder's option. This effect will be different per Level or HD the wielder is lower than the victim. The entanglement will be one limb (0-50%), two limbs (51-60%), the weapon arm and weapon (61-80%), or the head (81-00%, or 61-00% in the case of an opponent not using a weapon). One-limb entanglement indicates no effective attack for 10 segments. Two-limb entanglement indicates the same, with a 25% chance that the opponent will be kneeling or prone for that period and must thereafter recover its feet. A hit on the weapon arm / weapon indicates no effective attack and a 10% chance that the weapon will be lost. (If the weapon is edged, there is a 50% chance that the whip will be severed and useless instead.) A neck hit indicates the opponent can make no effective attack, and additional choking damage will be scored if the opponent has no throat protection such as thick hide, heavy leather, armor, mane-like fur or hair, etc. A proficient wielder can disentangle the whip by rolling his or her dexterity or less on 1d20. Otherwise, any whip remains entangled until it is broken or severed, or until the wielder pulls it loose, or until the opponent does so (the chance of this last occurrence is 5% + 1% per point of strength of the victim). Sometimes whips are used with small thorn or blades. These will double the damage done (including choking—bleeding damage), and reduce the chance of freeing oneself (SV DR) by -1. To make matters worse any attack made by this weapon also inflicts the fire damage given in the table, and each round the entanglement occurs. It can also be used to ignite combustible materials at a 2% chance per damage done. Many Flaemish mages have a Whip or Fire Whip as personal weapon, and are skill or better in its use. Due this it is regularly assumed the wielder is Flaemish, even if not. The difference between a normal Whip and a Fire Whip is that it doesn't use the fire damage as in the table. Cost/weight varies by length; see table.

Whip, Fire							
{P=M}	BS	-	1d2	1d4 Fire	-	Entangle	(Save-0)
	SK	-	1D4	1d6 Fire	M:-2AC/2	Entangle	(Save-1)
	EX	-	1D4+2	1d8 Fire	M:-3AC/3	Entangle	(Save-2)
	MS	-	P=1d4+3	1d10 Fire	M:-4AC/3	Entangle	(Save-3)
		-	S=1d3+2	1d4-1 Fire			
	GM	-	P=1d4+5	1d12 Fire	H:-4AC/4	Entangle	(Save-4)
		-	S=1d3+3	1d6-1 Fire			
Cost normal whip:	1gp/ft	Cost Fire Whip	1000gp/ft	Enc:	10cn/ft		
Victim's level/HD	0/1	1+/3	3+/6	6+/9	9+/12	12+/16	16+
Bonus to save DR	0	+1	+2	+3	+4	+5	+5
Basic/Skilled Effect	Entangle	Entangle	Slow	Slow	Delay	Delay	Delay
Expert/Master Effect	Entangle	Entangle	Entangle	Slow	Slow	Delay	Delay
Grand Master Effect	Entangle	Entangle	Entangle	Entangle	Slow	Slow	Delay

Elixir of Fire Breath (1d6-1); This strange elixir bestows upon the drinker the ability to spit gouts of flame. He can breathe fire up to three times; in a conical shape of 1' at the beginning, and 15' diameter at the end of 25' away. Each time the user his current Hp in fire damage is dealt to any target(s) in the cone. The victim can attempt a Save vs. Dragon Breath to jump away for half damage. Unused blasts dissipate 1 hour after the liquid is consumed. The imbiber will have stomach pain for three days thereafter (as if having an ulcer, unless correctly treated with antacidic herbs). Price 1100 Dc 10cn.



VV11 Vermaelen/De Vinck Tower Laboratory

Located at +30, height 14', ceiling 1' thick oaken beams and straw isolation, covered with local elm boards.

Connected with; [VV8 Tower library](#) by stairway down, [VV12 Vermaelen/De Vinck Tower Roof](#) by steel ladder and steel hatch up (also used to allow smoke and heat to disperse). **Color/Material Theme;** Fusion expansion of De Vinck & Vermaelen original buildings; 425AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are still bare, and even show the brunt of the few failed experiments here. The former owners tried to infuse the spell Searing serpent (page 414) into an item, and failed. This caused the burning of the roof in 424AC. As builders were nearby due other construction on the buildings, any damages were restored within a week. The most recent discovery here was the Agannazar's Scorcher (page 170) by an experienced student Tyrell Agannazar in winter 874 AC. It was made public to students in the same year. The room holds two stone topped oaken school tables (of over 300 years old) recycled into alchemist worktables. There is one closet, in which variant components are stored. Students work here in groups of 4 or less on any theme related to magic. Even low-level magic like Hedge wizard or Rhabdomancer spells and items are made here. The laboratory is always reserved in agreement with a teacher for the estimated development of the spell in time +25%. If the research/creation takes more time, the student must be truly lucky if nobody else reserved, or else must relocate elsewhere. This can of course disturb the research and enforcing a complete restart. This depends on the intelligence of the students, as per RC spell/item research success chances. If one student fails; the creation fails. The benefit, of 5% increased success rate on a next try, and the increase in the students library by accumulated documentation, of course do happen as normal. The transport of any experiment may however be a task, or even adventure, on itself. There are officially no preferences upon students, however, students and teachers often take preference, of the same dormitory, or even class.

DM: "Watch that Bottle! Keep the Fire Burning! Don't Tremble, Let alone shake!!!"

This nervous simple adventure can be done at any character level. It works around the PC (and allied students) working on the research of any spell (mostly Witch, Fire Elemental, Low-level, Rhabdomancer) or items. Other research is mostly done elsewhere in the GSM. The students just completely went awry with the calculation of the experiment, and are now about halfway. However, an important group has reserved, and the students have 2 days to vacate the room and move to another location. They may be able to bribe/charm another extra day out of it by clever role-playing or spell use, but the tension and importance of the second group restricts further expansion. Any waiting group will cause tension, especially if opposing dormitories. The PC students (and friends or hired help) must first locate another location, and then move all material in one way or another to that location. As the processes can't really be broken off without the whole experiment failing, the moving of all equipment (and replacement of used components/tools in the laboratory) must be done while the experiment takes place. This imposes a base 5% extra chance of failure, +1% for each minor and 3% for each major mishap disturbing the processes. These extra failures can be restored by the students making extra creation checks are per RC rules. When successful, they know what to do to restore the flaw. This is 5)5 chance work they have to do, and 50% chance they need something (DM) the other nonstudent PC's must acquire or do. It is up to the PC's to accomplish this almost Herculean feat, and successfully finish their experiment with a final check adjusted by the flaws existing still. If successful reward the students with double normal received experience. If failed the students receive experience as normal the experiment would give. Other non-students needed receive an equal amount of experience (due trickery, guile, labour, or even combat with other opposing students or their helps). Keep in mind this adventure is not to slay opponents, but render them temporarily out of function. The law will punish killers.

D23 Demesmaecker Top Hall

Located at +40, slanted ceiling height 4' -10', ceiling 1' thick oaken beams and straw isolation, with local elm boards, tiled roof.

Connected with; [D15 Upper Hall](#) by stairway down west, [D24 Demesmaecker East Roof Hall](#) by 4.5' wide 6' high reinforced oaken door east, [D25 Demesmaecker West Roof Hall](#) by 3' wide 6' high reinforced oaken door west, [D30 Demesmaecker Roof Crossing](#) by 4' wide 5' high reinforced oaken door, and 5' stairway down north. There is at 2' height a 5' wide and high window (which can be opened) to the east, giving view to the [eastern courtyard](#).

Color/Material Theme; Original building; 402AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. The walls are covered up to 3' high from the floor with oaken wooden panelling topped with a rising ledge of 3 inch, and above that the wall is covered with single light-yellow color. The window Frames are white. The stairway sides and leaning are waxed heavily detailed (floral design) creations of a Woodform spell by the famous Flaemish artist Vermeer. The floor is covered with Al-Andalus Red marble. The room is lit with two standard orbs of continual light, which can be increased to daylight intensity or turned off on command. The north-western and south-eastern corners are adorned with blue canvas benches. Small 2' tables are placed conveniently near the bench used for communal study.

This room is used by students currently not in class, on work duty, and thus free. Teachers can draw students away from here if wished so to do chores, if time on the student so permits. As this room is used as a passage up and down, concentration here might be difficult. The scent here is flowers due the vases of flowers placed in the windows.

D24 Demesmaecker East Roof Hall

Located at 35' and 40,' open to sky. 3'5" high outside wall with flat top of 1'width.

Connected with; [D23 Demesmaecker Top Hall](#) by 4.5' wide 6' high reinforced oaken door west, [D26 Demesmaecker Classroom Enchantments](#) by 4.5' wide 6' high reinforced oaken door west, [D27 Demesmaecker Classroom Transmutation](#) by 4.5' wide 6' high reinforced oaken door west. The view is to the [eastern courtyard](#) and the trail to Chamery.

Color/Material Theme; Northern part original building; 402AC, rest fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. During Summer times this area is used extensively for relaxation, social interactions of any kind, and sometimes for study. Though opposing dormitories might disregard the rule; it is common not to disturb studying (or rarely practicing) students. It is reasonably common that spells are cast from this area. The school rule, however, enforces direction away and upwards from the building, and forbids downward and targeted castings. The breaking of this rule is seen by law as endangerment, wilful destruction, or even attempt to assault, depending on the crime. If however, the spell was wrongly targeted due proven disturbance, the caster goes of free, and the disturbing individual must pay a repair and restitution fee equal to the damages as determined by a constabulary.

D25 Demesmaecker West Roof Hall

Located at 35' and 40,' open to sky. 3'5" high outside wall with flat top of 1'width. Crenelated top(3'5"-3'11") on elevated section near D23. Connected with; [D23 Demesmaecker Top Hall](#) by 3' wide 6' high reinforced oaken door, [D28 Demesmaecker Office](#) by 4' wide 5' high reinforced oaken door north.

Color/Material Theme; Northern part original building; 402AC, rest fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. During Summer times this area is used extensively for relaxation, social interactions of any kind, and sometimes for study. Though opposing dormitories might disregard the rule; it is common not to disturb studying (or rarely practicing) students. It is reasonably common that spells are cast from this area. The school rule, however, enforces direction away and upwards from the building, and forbids downward and targeted castings. The breaking of this rule is seen by law as endangerment, wilful destruction, or even attempt to assault, depending on the crime. If however, the spell was wrongly targeted due proven disturbance, the caster goes of free, and the disturbing individual must pay a repair and restitution fee equal to the damages as determined by a constabulary.

D26 Demesmaecker Classroom Enchantments

Located at +35,'slanted ceiling height 13' -16' , 1' thick oaken beams and straw isolation, with local elm boards, tiled roof.

Connected with; [D24 Demesmaecker East Roof Hall](#) by 4.5' wide 6' high reinforced oaken door east. There are at 2' height two 5' wide and high windows (which can be opened) to the east, giving view to the [eastern courtyard](#) and the [D24 Demesmaecker East Roof Hall](#).

Color/Material Theme; Fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered and painted white. The floor is covered with a layer of blue Azul Claro marble dust merged together by a Stone-to-Mud, and then Mud-to-Stone spell. The room holds a freestanding blackboard, exposure racks, teacher's lecturer(instead of desk), an Abacus, storage desk, and several cards with alchemical explanations. The room is lit with a single oillamp, with a reflective top. The storage desk holds several textile scrolls with further representations. There is one large light Sněžník marble table in the room, often filled with various alchemical equipment as further detailed in [4K Classroom Laboratory Techniques & Apothecary](#). The northern wall is covered by three high dark-colored oaken closets to store various bottles used for class. This room has a 26 student capacity. Teacher; *Lady Inguin diCaravieni*. This room holds one of the rarest Necromantic Abjuration Conjuring items ever created, tossed inconsiderately on top of the middle high closet. It lies there accumulating dust, until it is found and taken (as such it lies hier since the end of the war in 1009AC, and as such it may be assumed it was to be intended to be used, when discovered the war was over, and no longer in need). By who it was originally owned is unknown, and the person may have completely forgotten it even exists, or he/she is self no longer present. A clever DM could make an adventure out of this.



Bag of Bones 15.000Dc *This small, ordinary leather pouch that contains a number of tiny human-like bones. The item can be used by Magic-users and Clerics of any kind (although they must carefully watch their piety).*

When the bones are scattered over a 40 by 20 yard area and the word of command is spoken, a unit of 80 skeletons immediately springs from the ground. This unit comprises 80 skeletons armed with swords, axes, spears, or even longbows and wearing shields or pieces of armor (this is determined at the creation of the item; this bag uses only swords & shields).

The War Machine statistics are determined as per RC page 117; Calculate LF as by user's statistics, XF2, TF20, EF5,SF5; add these to find Battle Force Rating & Troop Class (mostly poor or below average). To calculate the Battle Rating; $BFR+60\%BFR=BR$. (The BATTLESYSTEM statistics for this unit are: AD 6, AR 8, Hits 1, ML n/a, MV 12. Hits from piercing and slashing weapons are reduced by half.)

The unit unconditionally obeys the combat orders of the person who activated the bag, never checking morale. The unit fights until totally destroyed or until the sun sets (at which time the remaining skeletons crumble into dust). The bag magically replenishes itself every full moon if the bones have been used. A bag of bones works only on a battlefield in the full heat of battle, feeding of the minute traces



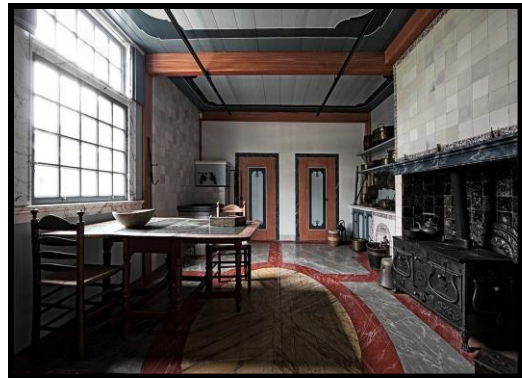
of entropic magic escaping from the combatants. (For the purposes of this definition, a "battlefield" is a place where units are in conflict and where at least 100 individuals per side are involved.) The unit never splits up, and obeys no orders other than to enter combat. Certain Immortals may frown upon the use of undead or conjured troops, believing them to be unworthy and cowardly. Clerics worshipping these Immortals may suffer Piety loss if they choose to use a bag of bones. Many of these bags exist in Glantri; Most of them 0-66% are one-shot magical items, once used, the magic is lost. The remaining 67-100% are like the bag described here. https://k30.kn3.net/taringa/1/0/0/6/9/2/61/heir_apparent/762.gif

D27 Demesmaecker Classroom Transmutation

Located at +35,'slanted ceiling height 13' -16' , 1' thick oaken beams and straw isolation, with local elm boards, tiled roof.

Connected with; [D24 Demesmaecker East Roof Hall](#) by 4.5' wide 6' high reinforced oaken door east, [D29 Demesmaecker Terrace](#) by 4.5' wide 6' high reinforced oaken door west. There are at 2' height two 5' wide and high windows (which can be opened) to the east, giving view to the [eastern courtyard](#) and the [D24 Demesmaecker East Roof Hall](#).

Color/Material Theme; Fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. the Floor is a circular pattern of Sněžník; Light marble enclosed by a 13 inches wide Red Verona Marble border, in the overall Křtiny grey marble. The Red Verona also covers 13 inches along the walls, and some connections between the wall and inner sections. The walls are covered from the floor to the ceiling with Marianna white marble rectangular tiles. The large cast-iron heating stove is magically charged to release heat and no flame, and is used in creating the necessary component mixtures. The rest of the western wall holds equipment, tools for creation. The eastern wall holds the closet for component storage and a single table with 4 wooden chairs. Even the ceiling is decorated in a definite pattern, being overall white boat lacquer, bordered by a dark grey and medium-blueish grey. The oaken beams are covered with a gleaming reddish-brown boat lacquer. There are no curtains or any other fabrics in this room. All items are as pure and clean as possible. The southern wall holds two "doors" of Al-Andalus Red Marble with a Podol White Marble rectangle inside. The frame of these "doors" and the inset rectangle are framed by a 2 inch wide Slivenec; Red marble strip. These "doors" are used as targeting frames for any spells cast. The room is covered by a thin sheet of lead (or rumored gold) underneath the tiles to prevent magic from escaping.



This room has a 20 student capacity. Teacher; *Sir Tasirol Lightfellow*.

D28 Demesmaecker Office

Located at +35,' height 13' 1' thick oaken beams and straw isolation, with local elm boards.

Connected with; [D20 Old hall \(former Old hall & bedroom\)](#) by stairway down, [D31 Demesmaecker storage room](#) by stairway up. There is a 2.5' wide and 3' high window west, which can be opened, giving access to the top of the expansion window of [D21 Master Dependence bedroom](#). On the outside are 6 hooks just 2' above the window build into the wall. Bloodstains tarnished the walls, and a single 1' long old gallows noose still hangs on one of the hooks. These have been used to execute witches, clerics and others up to the war, after they were incapacitated by very brutal torture.

Color/Material Theme; Original building; 407AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered and wallpapered in rich decorated gold and silver animal figures on a auburn background.

The small balcony and the bland outer walls have their own morbid history, kept alive by the current Master Dependence; Lucius van Leughens (*author; van Leugens is Dutch/Flaemish for; "The person who Lies"*).

It is here where mostly clerics, but also witches have been hung after being tortured and exposed til rotting away, until 999AC. Lucius claims to be an (illigit) offspring of the Demesmaecker family, and desires to make a claim to own the whole property. As none of this can't be proven, he has accepted (or wormed up) in 988AC to take the position as Master of the Dependence. From here he spreads his vile words of hate, and though some are historically the truth (Clerical hatred, or Witch fear for example), actually nobody enjoys the way he tells them, and spreads them around.

He also tries to spread false rumors and conspiracy theories of various kinds; ①the magistrates are all puppets of a small group of clerics who desire to control magic and humanity (he refers to the Brotherhood of the Radiance), ②undead are created by Clerics to spread disease and proclaim only they can heal and destroy these vile creatures, ③ that sentient undead are puppets of Ethengerian or Dwarven clerics, ④ that it is to women Glantri has been attacked by Alphatia, ⑤ that women must be kept chained and enslaved, ⑥ that the Hollow World is truth; but it is used as a training ground to control and enslave all races, ⑦that Elementals are created to poison the ground, water, and even fire (proclaimed proof coloured flames). All these theories (amongst many more) are ways to spread hatred to foreigners, clerics, women and other races.

Although recently punished by law for inciting violence, verbal attacks to Prince Morphail Gorevitz-Voslany of Boldavia, speaking openly (spreading insults, lies and conspiracy theories) without a proper licence, and many others, he still remains an utter evil emancipated vile human, who's utter goal is to exterminate all non-human races, all clerics, sexual deviants, and enslave women. This person, luckily, has only a small group of befriended bandits with similar opinions (due bad income and official restrictions like the law). Many fear him, especially the witches. He knows the witches exist, but is restricted by the Headmaster and politics to refrain from doing anything, and many of the doors are affected by a special magic barring only him from using the door, (amongst these are all secret craft rooms, dormitories, temple of Rad, private teacher rooms, and this may be increased. It is hoped by many it will be a matter of time until this vile individual will be taken care of by law or opposers. Currently he enforces the GSM school law with a brutal hand; instead of tasks to be done, he prefers to cane, strip naked, profane and defame any who he desires and is able to within the parameter of possibilities. Lucius is a very unpleasant person, who only takes real joy in defaming, desecrating and destroying those he deems as "inhuman" or below normal standard. As suggested, he has no living family. He is a foster child, raised in a monastery in Corunglain Darokin until the age of 8, when he 'escaped' his 'tormentors' and hitched a ride to Glantri. Where he enrolled into the Thieves Guild, and was violently kicked out three years later for theft and treason. He never has had a female partner, and although his gloomy eyes wander up and down any woman, nobody knows he is actually infatuated with Prince Jaggar von Drachenfels, who he sees as the epitome of perfect humanity. He has assumed the guise of being a mage of noble family, and as such is protected by the law.

DM; Expose the Traitor. This adventure resolves around the Master Dependence Lucius van Leugens. Several PC's are being exposed to his rambling threats and lies, and even be publicly punished for mistakes or flaws. Lucius van Leugens is a 21st level CE human Thief of 47 years of age, making use of several magical items to mask him being a magic-user of 13th level. This ruse has been successful thus good, he even has been a student of the GSM for several years (under multiple identities-moving away when discovery was near). ST9, IN13, WI6, DX16, CO 7, CH 7 (normally 11 but his rightwing extremist behavior, and tendency to gnaw on garlic, as well as his overall lack of hygiene reduced this significantly). Ring of spell storing (MU9), Ring of Spell storing (MU10), rechargeable belt of spell storing (MU 13), various spell scrolls and wands (which he uses by his Thief ability and magic. He dresses in a Heldann Uniform with all regalia of several variant officers (which he has slain in the war), all to look important.

Lucius has befriended a group of CE, NE bandits in the neighbourhood, who often make attacks on farmers, travellers of all kind, and even (though temporarily and by surprise) succeeded to imprison Prince Morphail Gorevitz-Voslany of Boldavia. He knows the Prince is a Vampire, and thus all bandits are adorned with garlic and holy water and holy weapons. Whenever Prince Morphail teaches at the Dependence or just visits, Lucius does the best to insult him as far within the law allows him; as such the guest room may be adorned with garlic, dishes served (even to students) are garlicksoup, garlic bread, and similar and he constantly nibbles with his befouled teeth on a garlic bulb when courtesy obligates him to speak to the Prince. This is one of the adventures where Prince Morphail Gorevitz-Voslany of Boldavia can be on the side of the PC's, and this might influence later adventures in Glantri.

The adventure resolves around one of the PC's (a women advised) to be punished by Lucius for something he thinks she did, and can't be proven she did not. This of course infuriates the PC, but they are not allowed to act. When during an excursion by the local Druid (someone who is also hated by Lucius), the group is attacked by the bandits (and several casualties are taken on both sides). The first step is taken, as one or more of the fallen bandits has been seen in the Dependence visiting Lucius. It is up to the PC's to find proof, confront and bring this to the law, or defeat Lucius and accomplices themselves. The DM must have at least one or more Bandit lairs in the local area. (to find nice maps see here; [the-bandits-lair](#)), and place these in the nearby hills (one or more, but keep them spread out if using more. One way or another; for each bandit caught and delivered to the law the PC's are rewarded with acknowledgments and 5 Dc/level of the bandit if dead, and 10Dc if alive. All treasure may be taken by law to reinstitute to former victims, but PC's may be allowed (if they succeed in bringing the Leader Lucius down) to each take a random item from the bandits treasury. There are at least 30 bandits between level 4 and the PC's average level about equal in number per level. The DM must add a fake door in this lair which is the other end of the fake door Teleport of [D31 Demesmaecker storage room](#). The door is actually never opened (impossible), the user appears here holding the handle with his/her back to the bandits. The reverse direction also applies as given. This is a well kept secret of Lucius.

DM; do not forget to read all tidbits of important information in the following rooms, as these might determine the actions.possibilities Lucius has on hand [F-2 Secret Main Covenchamber of Witchcraft](#), [D-1 Demesmaecker Basement and Latrines](#), [D31 Demesmaecker storage room](#), [D29 Demesmaecker Terrace](#).

D29 Demesmaecker Terrace

Located at 35,' open to sky. Connected with; [D27 Demesmaecker Classroom Transmutation](#) by 4.5' wide 6' high reinforced oaken door east, open sky.

Color/Material Theme; Fusion expansion of original buildings; 427AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. *During Summer times this area is used extensively for relaxation, social interactions of any kind, and sometimes for study. Though opposing dormitories might disregard the rule; it is common not to disturb studying (or rarely practicing) students. It is reasonably common that spells are cast from this area. The school rule, however, enforces direction away and upwards from the building, and forbids downward and targeted castings. The breaking of this rule is seen by law as endangerment, wilful destruction, or even attempt to assault, depending on the crime. If however, the spell was wrongly targeted due proven disturbance, the caster goes of free, and the disturbing individual must pay a repair and restitution fee equal to the damages as determined by a constabulary. This area is also used for teachers to relax, and as such has a few tables here, summer even with a parasol placed in a hole of the table. Higher dormitories often claim these when no teachers are present, yet regretfully often have to vacate these when teachers arrive, especially as they are often forced to clean-up their mess. Until 999AC, it was common use to toss eggs, and other degrading mess to the hanged individuals as ordained by Lucius. Not all individuals were hung by a noose, some were impaled by a hook in the back paralyzing them, yet remaining aware of their demise.*

D30 Demesmaecker Roof Crossing

Located at +35,' open to sky.

Connected with;[D23 Demesmaecker Top Hall](#) by 5' stairway up and 4' wide 5' high reinforced oaken door, [F14 De Vinck extra room](#) by 4.5' wide 5' high reinforced oaken door north. Tarred gravel topping.

Color/Material Theme; Open expansion connection to Demesmaecker building; 850AC on top of roof 450AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. The walls of [F14 De Vinck extra room](#) are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. On the outside these are covered by a thick grey plaster mixed with powdered purplish granite, to make it seem to be stone.

F11 De Vinck Classroom Abjurations

Located at +35,' slanted ceiling height 6' -10' , 1' thick oaken beams and straw isolation, with local elm boards, tiled roof.

Connected with; [F13 De Vinck top stairs](#) by 3' wide 6' high elm door south. There is at 1' height a 1.5' wide and high window (which can be opened) to the east, giving view to the [courtyard](#).

Color/Material Theme; Original building; 404AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered. a Hold Portal) when not knocked correctly (3 times).

Color/Material Theme; As Abjuration classroom it has mostly a Red color. The walls are Red Verona marble up to 3' high with a Hulean Violet marble ledge, and is wallpapered with a rose wall paper with intricate red decorations (bird, symbols of Protection. for example) with some gold highlights. The floor is Red Verona and Slivenec marble circular patterned tiles (*centre middle room*). Large Cloth-scrolls are stored here with all the variant circles (and other shapes) of protection. This room is very clean, and has almost no scent, expect maybe during and an hour after class student sweat may be noticed. Students must be clean according abjuration; a filthy abjurer attracts problems instead warding them. This room has a 14 student capacity. Teacher; *Lady Rhogene Zelipeti*

F12 De Vinck Classroom Illusions

Located at +35,' slanted ceiling height 6 -10' , 1' thick oaken beams and straw isolation, with local elm boards, tiled roof.

Connected with; [F13 De Vinck top stairs](#) by 3' wide 6' high elm door west. There is at 1' height a 1.5' wide and high window (which can be opened) to the east, giving view to the [courtyard](#).

Color/Material Theme; Original building; 404AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered, and covered by various illusions to create another environment. The original walls are Azul Claro Bright blue marble (almost Turquoise) up to 3' with a Křtiny; Rosy ledge and Turquoise wall paper without patterns. This room strangely smells like bat guano (Illusionists often carry bat guano with them). This room has a 22 student capacity. Teacher; *Lady LaVeron Chonere*

F13 De Vinck top stairs

Located at +35,' slanted ceiling height 6 -10' , 1' thick oaken beams and straw isolation, with local elm boards, tiled roof.

Connected with; [F7 De Vinck upper Hall](#) by stairway down, [F11 De Vinck Classroom Abjurations](#) by 3' wide 6' high elm door north, [F12 De Vinck Classroom Illusions](#) by 3' wide 6' high elm door east, [F14 De Vinck extra room](#) by 3' wide 6' high elm door south.

Color/Material Theme; Original building; 404AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered.

F14 De Vinck extra room (Storage Hall)

Located at +35,' slanted ceiling height 6' , 1' thick oaken beams and straw isolation, with local elm boards, tarred roof with gravel.

Connected with; [F13 De Vinck top stairs](#) by 3' wide 6' high oaken door north, [D30 Demesmaecker Roof Crossing](#) by 4.5' wide 5' high reinforced oaken door south.

Color/Material Theme; Expansion on connection to Demesmaecker building; 450AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. All but the northern walls are bare brickwalls of 12" wide, 6" high, 22" long red brick made from local river. All the walls bear several shelves stacked fully. This storage room is more used as passage than to store important or valuable tools, or other items., as such only normal construction tools, rafters, sackswith gravel, tuns of tar, are stored here. Students often took tools like hammers, saws, chisels and others, and never returned them. As such they all bear an enchantment (which has to be renewed after Days of Dread) causing the items at midnight to reappear by Teleportation on the floor of this room (a nuisance to those desiring passing by, as they often have to store the stuff on one of the many shelves on either side).

Level 4

V21 Vermaelen Attic (Fire Elementalists Portal Room)

Located at +45, slanted ceiling height 0-7' , 1' thick oaken beams and straw isolation, with local elm boards, tiled roof. Connected with; [V17 Vermaelen Classroom Flaemish History](#) by retractable steel ladder down against the chimney. Color/Material Theme: Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered, and like the slanted ceiling painted yellow, orange, red, and white wavy patterns. The Chimney is a Gate leading to the Elemental Plane of Fire.

Those passing through must however travel 67 miles South east to reach the Glantrian Pyromancer Stronghold (see http://pandius.com/fire_pln.html), even though the Flame Geyser can be seen from here. Originally there was a gate in the former location of the Communal Magic room (currently 35' above [2G4](#)) but this was made unreachable due the Fire disaster caused by the Fire Elementalists in 875AC. The gate does still exist, yet it is extremely hard to open it, as it needs a stable flame to open the gate; an almost impossible feat 35' in the air. Since the Fire Elementalists moved to the GSM Dependance (892AC), they have to use this route. Some mages use Teleportation from there, yet most mages do not have such acute knowledge of a location in the Pyromancer Stronghold, and have to walk (or fly). Eitherway they need guards to safely reach the Stronghold, as many enemies regularly attack the Stronghold and those within.

Erected around the single Flame Geyser, located on the very same location as the city of Glantri on the Prime Plane, this steel and solidified magma and flame construction resembles three gigantic (335' tall) blades on a large seemingly circular stronghold, with three hexagonal corner castles holding the base of these blades. In between these castles, three powerful barbicans and a wall of battlements is placed.

The whole structure seems to concentrate the very magical energy of this Plane into a powerful stream infusing the whole area, and even permeating into the Prime Plane in Glantri. This excess energy feeds the Elemental Fire nexi (see [-2Grd20 Hospital](#)) and gates to the Elemental Plane of Fire in the whole nation of Glantri.

This Flame Geyser is actually a reaction of the Plane of Fire on the magical energy drain from the Sphere of Energy (to which the Plane of Fire is aligned) due to the Nucleus of Spheres' alteration by the Immortals in 630BC and thereafter. The Immortals created a breach between the Prime Plane and the Plane of Fire, on the location of the Nucleus of Spheres and some minor adjustments to the Nucleus of Spheres to enable this. The Nucleus absorbs this energy by its Dilithium crystals, converting it with Radiance into magical energy, but in effect also spreading this altered energy over the Prime Plane Mystara. As such it might appear the Flame Geyser expels fire into the Plane of Fire, yet this is a mere reaction of the immense amount of energy from the Sphere of Energy sucked in through the breach, violently expelling any excess back into the Plane of Fire.



It was a great surprise when in 1009AC the Flame Geyser suddenly flickered, then collapsed and ended. The Pyromancers, not knowing they took energy from the Sphere of Energy drained by the Radiance were dumbfounded, and could not discover what did really happen, why the geyser stopped and how to reignite it anew. For all experiments and research, they could not even locate the breach, deep "underground" in the Plane of Fire which was the cause of the Flame Geyser, as it had been collapsed into itself. As they had no contact with Energy Immortals they never learned why and how this happened (and even if they had, these Immortals would not explain). They continued the research many months to find solutions. And even though this was easier, as no one in the Plane of Fire coveted to possess the Flame Geyser any longer, and no wars needed to be fought, they still could not resolve the issue.

Until one moment in the year 1013AC, a minute breach opened, consumed some experimenting pyromancers and the Flame Geyser bursted into life anew. This was the moment the Radiance no longer drained from the Sphere of Energy, but from the Sphere of Energy again. A similar but reversed effect happened in the Realm of Night (see *adventure M5 Talons of Night*) on the very same location, where an Entropic geyser in the middle of the Necromonger capital (*Night's version of Glantri*) suddenly were deprived of their energy influx they gained in 1009AC. The Radiance somehow drains from the Sphere of Energy again. Nobody knows how, why or by whom—yet clever Thanatos is suspected; "Death can't die, and always live to kill or try" was one of his favourite sentences after the discovery of the renewed drain on Energy.

The Pyromancers were overjoyed, the Plane of Energy inhabitants too; new wars were ensued to try to gain possession of the Flame Geyser.

DM note; no matter who controls the geyser, they can't influence the effects it has on the Radiance, and with that on the Prime Plane. However, they might be able to increase their use of magic on the direct area in the Plane of Fire, create magical weapons, and new spells, which might have effects on Plane of Fire inhabitants travelling to the Prime (or other) Plane. In 1750AC the Radiance finally explodes violently, also permanently destroying the geyser of flame and most of the Pyromancer stronghold. The balance will finally be restored.

See here a more or less detailed map of the [Pyromancer Stronghold](#) or here; http://pandius.com/47_Pyromancer_Stronghold.jpg.

VV12 Vermaelen/De Vinck Tower Roof

Located at +45,' open to sky, tarred roof with gravel. Crenalted walls 4' -5' high.

Connected with; [VV11 Vermaelen/De Vinck Tower Laboratory](#) by steel ladder and steel hatch down (also used to allow smoke and heat to disperse), open to sky.

Color/Material Theme; Fusion expansion of De Vinck & Vermaelen original buildings; 425AC. All walls and battlements are made up of dark Grey, somewhat purplish granite bricks. The battlements are at 3'height, 1'wide and another foot higher and 1'wide, going around. It is thus possible to remain hidden here. The tower is the highest point with outside view. The banners used in [5A17 Roof Administration Tower](#) are also in use here, by a single pole constructed on the outside of the southwest corner but tournament banners are not used here. All these banners describe LOCAL effects only, not those in the GSM in the capital. These banners are hoisted up from the roof section between V15 and VV7.

D31 Demesmaecker storage room

Located at +48,'slanted ceiling height 0' -6' , 1' thick oaken beams and straw isolation, with local elm boards, tiled roof.

Connected with; [D28 Demesmaecker Office](#) by stairway down, The left fake door is infact a secret Teleport activator, teleporting the one holding the handle and speaking the activation word, to the bandit lair (as proposed in [D28 Demesmaecker Office](#) the adventure "Expose the Traitor").

Color/Material Theme; Original building; 407AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered.

The center of this room is affected by a Distance Distortion spell (see [-2P Room of Volume](#)) making the room larger than it actually is. The slanted sides of the roof seem are covered by closets, chimneys, (decorated as fake doors) going vertical as normal, while the room remains of its size as on the map. In effect behind these closets is an empty slanted space underneath the roof. The almost horizontal roof inside is at 12' height. Although rarely accessed this room is used to store magical items created by students, which perished thereafter for some (mostly) unrelated cause. The DM can literally place any item mentioned in this book, the Book of Marvellous Magic, and the Rules Cyclopedia are stored herein.

Most of the walls are covered with 10' wide, 8' high, 3' thick racks, glass-door closets, holding hundreds of items. Other wood with glass cabinets, urns holsters, and similar containers are placed in the middle of the room. The corners hold large vats or chests containing more items. The room has an old oily-like scent like an old industrial building has. Most of these containers are locked, often magically warded, and only one of the Magen, the Headmaster (local and GSM), and Sir Tobol Vlarotsk are able to grab an item and share this to students. Of course this has to be licensed, paid and registered. There are however thieves (and students with a thieving personality) who try to use a Dispel magic (Most wards are at 19th level, some dangerous ones at the level of the GSM Headmaster) to remove the wards. To prevent this the Magen are licensed to use force to disable, arrest and apprehend by offenders.

Every common mage spell (*from the Rules Cyclopedia*) has a 45% chance to be written on 1d10 scrolls and stored here if possible. Uncommon spells (*from the GKoM, Castle Amber, and other Mystara gazetteers / adventures / modules / accessories*), are 25% chance to be found here on 1d3 scrolls, rare spells(*from the AD&D2 wizard's spell compendia, Dragon Magazines, Dungeon Magazines*) are only 3% find on a single scroll.

Although scrolls are normally of paper (32%), vellum (10%), parchment (22%), or even thin sheets of bone or metal(17%), some shells, skulls, rope-strings are to be found here too, any scroll has a 8% chance to be a shell, 5% to be a skull, and 6% to be a rope-string instead. Remember you always need an active Read Magic spell to be able to read a scroll, or as Thief skill a successful roll of half normal (i.e.; 40%-5% per level of the spell chance). There is a 1% chance a scroll is infected by bookworms (See here [MMMMC](#)). Each hour there is a 5% chance (or thieves Hear Noise roll) if silent, those bookworms can be heard nibbling on scrolls. Even though monthly cleaned of these pests with poisonous clouds (*Cloudkill spells*), they still return on a regular base. When a teacher living on the GSM is exchanged, his furniture and stuff may be temporarily stored here.

The closets all have either glass or a metal grid door and are locked; these hold potions, philtres, brews, wines and such. The table closets have only glass lids and are locked also; these hold ointments, salves, and such. The keys are kept on a ring in the guardhouse available to all with admission rights. Most potions are stored in a holder or frame, but some may be closed in a box. A rare few are stored in containers with special conditions often magical controlled (affecting moisture, temperature, movement, light, or similar), disturbing these conditions will spoil the potion but may have even harmful side effects.*(DM use your imagination funny and sometimes dangerously, but not really deadly)*. The room has the scent of an old library, with a faint chemical scent lingering in this room due spilled contents. Teacher; *Sir Tobol Vlarotsk*, Staff; *Connamera Taikin (Magen) Storage orderer. Local Orderer Carposi Tellen (Magen)*. *These all greatly dislike Lucius van Leughens who often takes items he desires, just because he so desires.*

A recent spell addition locally (or better said nearby; Averoine) used is stored here also.



Renew Earth 1011AC Accidental mutual discovery by Elves, and some Glantrian Mages, Elves and mages from Karameikos, Thyatis, Darokin, Norwold, in an attempt to restore the dying Canolbarth Forest and thus promote rapid economic restoration. As Alfheim has no volcanic activity, the spell failed there, but was functional in Norwold.
3rd Level Alteration spell

Range: 1 square mile

Duration: one Year

Area of Effect: 10 square yards per level of the caster

Save: none

Component ; A pinch of volcanic dust and a small piece of Fire weed (a plant that lives in volcanic soil)

This spell causes the area in which it is cast and which is devastated by a volcanic eruption, this spell speeds the renewal of plant life by a factor four. It can also be cast over any area of land to speed normal patterns of growth by the same factor. The spell works by drawing plant and animal life in the affected region. Normally, an area devastated by volcanic activity must depend on the vagaries of wind and animal migration to reseed itself with plant life. Renew Earth activates minerals in the soils to attract animals and plants immediately. A barren region produces small hardy plants within a few weeks and true seedlings within a year. Also known as a nature spell by the Alfheim and Norwold Elves, and than still it is rare. It is however unaffected by the Day of Dread. The spell depletes SFP (Seismic Force Points) because it harnesses seismic energy to renew the soil. Because seismic events often enrich soil by leaving mineral deposits, the spell's area of effect is doubled if it is cast within 10 days of such an event. -10 SFP/Square Yard).

V-1 Vermaelen Basement

Located at -10,' Height 14' ,1' thick oaken beams and straw isolation, with local elm boards. Connected with; [V2 Vermaelen Hallway](#) by stairway up.

Color/Material Theme; Original building; 398AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. The bare rock floor and bare bricks reveal an empty basement, where nobody seems interesting in. however, there is an old bed, a closet, a bin of spoiled water, and some cutlery and old rotten clothing of a male and female. A detect magic reveals NOTHING, not even ambient or residual magic. Several purple crystals penetrate the ground, spreading their effect just up to the ceiling, covering most of the room but the bottom of the stairs.

The following items with unknown can be found here; **A earthen clay potion bottle**, (potion of Earth Elemental Form, Labeled; "Ludo"), **a copper decorated crystal potion bottle** (Clerical Potion of Cure Critical Woundscombined with Bless), **a green agate gem on a metal ring** (Ring of Protection +2, engraved inside; "Maro & Peter vander Klil"), **three small emerald cut-polished gems** (actually spell components-see page 94), **one purple crystal stick** (If placed in the ground it gives a area of 10'sphere around it where magic can't be detected as it is cleansed of the Radiance—only natural Detection spells unaffected by the Radiance (some Elven, Druidic, Witch spells might fill in this spot, now or more in the future), and **a bleu Crystal stick on a leather thread** (Continual Light on command for as long as it had been exposed to continuous daylight (clouded or bright does not matter) before.. These were all items of Ludo vander Klil (or earlier family), and Artemissia Rosea.



977AC A Flaemish 37 year old Mage/Earth Elementalist Ludo vander Klil, fell in love with Artemisia Rosea a 33 year old Cleric of Guidarezzo. After a few weeks of intense love, yet forced to hide from the Cleric and witch hunts, Ludo decided to keep her hidden in this basement, with Ludo helping here where he could.

As a former student of the GSM Dependance he knew this basement has a natural crystal formation disabling any divination into the area. Together with a Blanket of Mystery and a Vacancy (page 111) he made her almost literally disappear.

However, the mutual deed of love was done and in 8 months she needed help in a total other way. Ludo had to call in help, and he choose a hedge wizardess Lucinda Karpov. Two weeks on the 15 Klarmont 978AC in the early morning a young boy was born; it was named Gaston. The Hedge Wizard took care of a wagon, and helped smuggling both out of Glantri. They passed south of the Collosus Mountains into Ethengar, afraid of the barbarians, they travelled through the hills, instead on the planes. Instead a few weeks the voyage took 6 months, until a dwarven scout discovered the young family being attacked by orcs.

Soon help came in with metal and beards. As Artemissua was a cleric, she was needed with the wounded in the aftermath, and due this greatly respected. The Earth elemental powers of Ludo were not understood, yet when he brought gold from the ground with his powers, they were friends for life.

The family settled in the plains north-east of Lake Klintest, and Gaston grew up as a human raised amongst the dwarves would be. Laziness was just out of the question, and he slowly became somewhat an amalgam of his parents and the dwarves; something the dwarves called Geo Mages (actually an Earth Elementalist without access to the secret craft), trained in geomorphology, Ecology, Mapping, and the craft of Apothecary.

In the year 996AC, Gaston left his family home, to enlist himself into the Great School of Magic due his magical aptitude. He kept silent of his parents, and although scrutinized and interrogated often, the mages knew he had his secrets, but was no threat to Glantri. Since then Gaston became a very experienced, and social active mage, without discrimination. When in 1001AC he decided to become a teacher on the GSM. he obtained his royalty title; Sir. Since then he became one of the teachers who many liked, but was not always available due his adventures spirit. Even today (1013AC) he went into the world with his foreign friends to explore and learn; his adventurous voyages can be found here <http://breathofmystara.blogspot.com/2016/02/the-wonderful-world-of-mystara.html> . At least three month each year (often more) he is in the GSM building to enable others following his class.

D-1 Demesmaecker Basement and Latrines

Located at -5,' Height 9' ,1' thick oaken beams and straw isolation, with local elm boards. Connected with; [D12 Demesmaecker Office \(former Kitchen\)](#) by stairway up. Color/Material Theme; Original building; 407AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bare bricks. The floor is recently (1006AC) tiled, and the former cells turned into latrines. Some chains, and torture equipment remnants still exist here, as a remembrance of the clerics and witches imprisoned here before being tortured and then hung. (see more; [D28 Demesmaecker Office](#)). These latrines are cleaned once a week (see; [D1](#)).

Boldavian Resist Thawing Glenn-Finnigh of Rymskograd for the GSM 1009AC with the help of some befriended Earth Elemental Mages. Rapidly copied by Water Elementalist, and Air Elementalist. Fire Elementalist are not interested in this "useless" spell. This spell was originally created in the Alphantian war to keep water surfaces frozen longer, and allow to allow messengers go fast-skating on the ice (which is as fast as a running horse, without the use of magic (240/80'), and thus may be further enhanced by speed, haste or similar.

3rd level Elemental Alteration spell

Range: 180'
Duration; Level of the caster x Level of the caster in Hours
Effect: 10 cubic yards per level of the caster
Saving Throw: none
Reading time; 8

The difference in volume between water frozen or liquid is about 9%. This spell is an anti-water, Earth Elemental magic. It literally dispels the Elemental Water bond over



water. Although this spell is mostly cast on the solid form of water, it is also used by Water Elementalist to prevent freezing of water. The mostly refrain from doing so as in their opinion ice is as water as water and steam are, yet some warm water circumstances might endanger settlements of ice. Earth Elementalist prefer the more solid state of liquids, especially if it is water. Air Elementalist use the spell to prevent clouds from evaporating, locking them in their 'cloud/steam' shape, especially when these clouds are walkable. The spell does prevent any alteration of material state, be it gaseous, plasm, solid or liquid *see table on page 215 for elemental type stages), it locks the element into its current state, preventing it from altering state by pressure or temperature, or ongoing processes. The spell will affect Fire/energy as any other element, which might be useful under the right circumstances; the Fire Elementalist found none such. When the duration ends, or when dispelled, subjected to a anti-magical effect, Day of Dread, 1% of the ice slowly drips away each round (thus needing 100 rounds to disappear completely = 1000 seconds = 16.66 minutes). This spell can be made permanent, but will need regularly updates with permanence spells, with each Day of Dread, or confrontation with Anti Magic. Frost mages in Norwold stole a copy of this spell 12 Klarmont 1013AC, to prevent heir ice buildings from thawing. (see also [Freeze thaw resistance](#)). The spell will never affect living entities, even if they exist only in a single elemental shape. However, one encapsuled in a solid element (water to ice) will stay there until the duration ends, and the matter has become liquid, probably dying before by massive organ failure, or deprivation of air, floor, water. The body will remain intact as long as being enclosed in the existing matter, yet will decay at a double normal rate thereafter.

F-1 Secret Entry Covenchamber of Witchcraft

Located at -10,' Height 14' ,1' thick oaken beams and straw isolation, with local elm boards.Connected with; [F-2 Secret Main Covenchamber of Witchcraft](#) and [F-3 Secret Library/Storage Covenchamber of Witchcraft](#) by open arch, [F2 De Vinck Classroom Enchantments](#) by stairway up. *Under the stair is a secret teleport circle with a destination to the [5A Main Stairways Bottom](#) at the deepest level of the GSM Main Building in Glantri City. This was originally created by the Witches, but was forgotten to be dispelled. If made public, or used without discretion, the Witches will dispel it 50% chance each following week.* Color/Material Theme; Original building; 404AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered recently. The floor was originally bare ground, covered in 997AC with gravel, in 1003AC with sand and irregular shaped flagstone tiles.

Curse Tablets; Underneath these tiles are lead scrolls hidden. Lead, as known to be unaffected by magic, was used to make Curse tablets; These items are actually not magic but merely used as proof the individual is subjected to a powerful Quest. These items are named Curse Tablets, for the person identified upon it, breaking the Quest, is subjected to effects similar to a curse. Many incorrectly think these items bear the curse, yet these are merely a sort of administration. The tablets are normally give to the one quested so he knows what to do and what not to do. The individuals with quests successfully ended, have the tablets returned or taken, and it is these fulfilled quests which are buried here underneath the stones. In effect, it is some sort of archive. (Curse tablets were common in the Real World, see; [Curse tablet](#)).



Many Clerics still assume incorrectly, if these tablets are subjected to a Remove Curse, anti-magic or Dispel Magic, the curse will never take effect. This is of course nonsense, as the tablets themselves bear no magic. Why Clerics assume this is unknown, they fully misunderstand the Quest spell as such, which is clear.

Dependance Magical Effect; The oldest curse tablets able to be found here are dating from the year 2AC...far before the Flaems came to the lands know known to be Glantri. This is one of the proofs this area was affecting magical in itself, and thus lured witches, mages and alike. The magical Crystals growing underneath the Dependance actually increases the memorization thus, no intelligence check is needed when memorizing spells here. It also increases the chance to successfully Contact Outer Plane, Gate, Teleportation, Commune, Conjure/Summon Elemental, Invisible Stalker, or any other spell/magic crossing the Planar Borders. Either the percentage of success is increased by 25%, or more reactions are allowed, or the creature summoned has 1HD more.

F-2 Secret Main Covenchamber of Witchcraft

Located at -10,' Height 14' ,1' thick oaken beams and straw isolation, with local elm boards.Connected with; [F-1 Secret Entry Covenchamber of Witchcraft](#) and [F-3 Secret Library/Storage Covenchamber of Witchcraft](#) by open arch. Color/Material Theme; Original building; 404AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered recently. The floor was originally bare ground, covered in 997AC with gravel, in 1003AC with sand and irregular shaped flagstone tiles. This room has a 22 student capacity. This room has the decoration of a standard classroom without blackboard and tables are placed in a circle. Teacher; *Princess Dona-Carnelia-de Fedorias y Belcadiz*.



As witches have been a part of the history of the GSM Dependance, and even students and personel, they have still traces remembering these. The De Vinck family had many witches amongst their members. And even in the moments of persecution they remained active, although more secretive. In the dark years of 802-828AC were persecutions ran amok, they were allowed to secretly hire these very rooms in the De Vinck basements for the teachings of their craft. A single stone embossed relief is placed on the De Vinck Building, remembering this fact. Though visible from the VV11 tower, nobody took notion of this stone up to today. It depicts a witch flying on a broom in the night. It is located on the edge of the F11 roof and the chimney, 12' above the roof of VV7. This room is used by the witches to communicate issues important for all witches, in particular the local students and witches in the neighbourhood. The most spoken topic here the last years is the hate the Dependance headmaster Lucius van Leughens spreads around. The witches are thus unable to anything against the degradation of female students and locals, as Lucius remains just within the limits of the law. Any character they notice trying to uproot Lucius van Leughens and cause his downfall, will be helped in secrecy. If any of these character's is a witch; the members will however be afraid any mishap will cause their own demise. They will of course try to help, yet their fear of returning to the dark Years of 802-828AC will limit their chances greatly. Many just refuse to help. When successful, the witches will herald these heroes and help them hence on until they die (even if opposing alignments).

Learn more on [Witches](#) in Gaz3 page 76 (Masters of Witchcraft/Wokanism) some additional information can be gained from GKoM pages 114-116, I also mixed information from [Best of Dragon magazine 2](#) and [Dragon 114](#); to enhance the craft a bit more.

The Witch is a special type of Magic-user. The Witch has talents and powers normally associated with other spell-casting classes, as well as its own unique abilities. Based upon the Witch of fairy tale, myth, and fantasy, the class includes a number of distinctive abilities. Witches use herbs for healing and magic, somewhat in the manner of druids. They specialize in spells involving nature, the changing seasons, and they are also very knowledgeable about enchantment/charm spells involving humans and humanoids. The manipulation and control of other beings is one of the hallmarks of Witch magic—a necessary step on the way to achieving greater and greater power. Evil Witches often specialize in curses and destructive spells. Witches gain spell by studying like normal mages or are being taught by other Witches. Unlike wizard magic, which is taught en masse, Witch magic is taught on a one-to-one basis by older Witches to apprentices. Although magical talent tends to run in families, Witches do not often teach their children, feeling that this would cause a sort of magical inbreeding, instead they send n interesting child to another witch. All Witches keep and use spell books, from which they relearn their spells as do magic-users. Witches can be of any alignment.

Humanoid Wicca or Wokani

Only humans, Ogres, Elves, and half-elves can be true Witches. Humanoids Wokani are similar to Witches but can only have access to the Witches/Wokani Circle magic if they are half-human, or half-elven. As such Humanoids are not truly Witches and much lower in abilities, spells, knowledge and similar, as being actually only primitive mages.

Wokani on the other hand are a bit different (more Wokani men exist than male Witches, aka warlocks), although they are further completely equal in all respects, and as thus often confused with Witches. The only differences between Witches and Wokani (often Humanoids), is that the original Wokani class does not grant them any other abilities other than their initial spell casting. They neither receive other penalties than they already have as 'humanoid' Wicca. When they become craft Witches, their spell list available to them will then be replaced by that of Witches. Spells already learned, and not belonging to the Witch spell list, may still be cast and rememorized as normal, but other humanoid Wokani spells, not yet learned, can only be learned at double time and material costs, at the one quarter chance to learn as possible.

Naming Witches are sometimes called Wokani. Most Witches are female, male Witches are called Warlocks, though this term invites confusion with the level title for 8th level magic-users. Conversely, many female magic-users are improperly called Witches.

Witches designate themselves by names according to their Circle ranking and their alignment. As Witches all over Mystara use the same system (although currently Witches outside of Glantri have no access to the 4th and 5th circle abilities), and the leader of their group (or coven) is always called a Queen in addition to its circle; a 5th circle Coven Leader of Good alignment would thus be a White Queen, while a 3rd Circle neutral Coven Leader would be titled Topaz Queen. It is even possible to have 1st circle queens in small Covens, and thus a 1st Circle Evil Coven leader would be called a Siren Queen. Even most male witches are called Queen if they have gained this title, yet some change this into King.

Sometimes they use an animal in their normal title instead, thus hiding their actual level and alignment; there are several powerful witches thus registered in history; **Raven Queen** (25th evil, and 33rd Neutral), **Dove Queen** (15th Neutral), **Owl Queen** (15th Good), **Toad Queen** (24th Neutral), **Serpent King** (27th male Evil), **Spirit Queen** (Thyatis-perished 1005AC, 22nd Good). There is currently a **Wolf Queen** (15th + level Neutral—rumored to be a werewolf) active in the Northern Borean Valley and the Shonak Tundra (see [Trail map North](#)). This tradition exists from far before the Rain of Fire (3000BC) and may have been introduced by Baba Yaga herself (Baba Yaga is said to be an Immortal Witch violent and chaotic as nature itself, existing in many tales of Folklore and History all over Mystara). Queens normally treat eachother with mutual respect. When Queens of Evil alignment sometimes discover the other is lower in power, tricks may be used to defeat the other and fuse both covens into one. The queens of opposing alignments always try to compete and defeat the other, no matter the mutual respect. Witches not being a Queen are titled; Sister or Lady (males Brother or Sir) preceded by their nomination. Doña Victoria de Belcadiz would thus called Topaz sister Doña Victoria de Belcadiz amongst Witches.

Circle	Alignment		
	Good	Neutral	Evil
1st	Sybil	Medium	Siren
2nd	Seeress	Sorceress	Wokan
3rd	Red	Topaz	Purple
4th	Diamond	Emerald	Sapphire
5th	White	Grey	Black
Grand Master or Leader Coven	Queen (rarely King)		

Evil Entities Witches also may (but this is not required) gain new spells by performing ritual sacrifice (animals at first, then larger more useful animals, then men, then women, then children) to become able to pray to Demon Princes or Entropic Immortals. If the entity is pleased, it sends a servant being to teach the Witch a new spell appropriate to her level and ability. The Witch must learn the new spell as a magic-user does. Almost two out of three Witches have strong wills and are able to maintain their own drives while using their magical skills to further their own goals, and thus do not need or desire to contact these entities. That's not said these entities won't try.



Independent Witches who did not join the Glantrian Secret Craft are the ones most likely to make use of such evil rituals to still gain new spells. Whatever the motives of the mostly evil entities, they exude a powerful directing influence over their students. Such Witches face a life-long struggle with the forces who relentlessly strive to direct their spirits. The Witch must periodically struggle with the extraplanar forces striving to direct her. The forces are so powerful that they cannot be dispelled; all the Witch can do is endure them. When undergoing these internal struggles, the Witch suffers penalties to her combat abilities and saving throws. The DM has three options for determining the frequency and intensity of these penalties, depending on the needs of his campaign and how much bookkeeping he is willing to undertake:

- 1 The Witch suffers a -2 penalty to her attack rolls and a -2 penalty to her saving throws on any night with a full moon and the three nights before and after the full moon.
- 2 There is a 10 percent chance per month that the Witch will be subjected a whole random day to an internal struggle with extraplanar forces. The Witch is aware of the result. Throughout that night the Witch suffers a -2 penalty to her attack rolls and a -2 penalty to her saving throws.
- 3 The Witch struggles regularly with the extraplanar forces. There is a 10 percent chance per every night., she suffers a -1 penalty to her attack throws; there is no penalty to her saving throws.

Followers, hirelings, and apprentices

Regardless of her actual alignment, all but her closest friends are likely to presume that a Witch is in collaboration with extraplanar spirits, and will shun her accordingly. There are few places where a Witch is welcome, and for the most part, a Witch will need to conceal her identity when traveling to assure her safety. A Witch PC's companions need not have such fears or prejudices against her, especially after she proves herself in life-and-death situations. However, there might always be a veil of suspicion between the Witch and her companions, as if they cannot quite bring themselves to trust her completely. Any PCs with suspicious natures, particularly those with primitive or unsophisticated backgrounds, may never fully warm up to a Witch and will avoid being alone with her, sometimes even accusing her of betraying the party or bringing them bad luck. Witches regard themselves as superior to all other classes of characters, since they work with (in their opinion) the natural source of magic. Witches tolerate no masters save higher-level Witches, and they insist upon governing all underlings with absolute authority, regardless of alignment. Anyone who attempts to control or give orders to a Witch invites eventually disaster.

Witch familiars are usually given bizarre names by their mistresses, such as puns (Mephisto-Fleas), nonsense words (Sybybala), anagrams of other famous names (Yaabagab), and so on. A Witch's familiar always becomes capable of using human speech (in the language and dialect of the Witch). A Witch's familiar adds + 1 to its "to hit" and damage rolls.

Requirements:

Passing mostly from mother to (own-, adopted-, step-)daughter or by the membership of the Witch/Wokani circle in Glantri City.

Advised skills: Camouflage, Makeup, mimicry Skills. Or Herbalism, Artistic Ability, Brewing, Cooking, Languages (Modern), Ancient History, Astrology, Languages (Ancient), Reading/Writing, Healing.

There are currently (1014 AC) about 17.500 Wokani (most Humanoids) of which about 35% (6125) have access to the Witch abilities, and about 35.000 Witches in about 3600 covens worldwide of which about 55% (19.250) have access to the Witch abilities, and about 200 inside Glantri, who all have access to the with abilities. This last number remains about a constant. Most of the Glantrian Wokani and Witches are of Elvish descent. Mostly it is unknown what they actually are.

The current Glantrian High Master: 5th circle Grey Queen Doña Princess Carnelia de Belcadiz y Fedorias of Belcadiz, Marquesa del Alhambra, Vice-Queen of Monteleone.

Other well known Wokani and Witches are:

4th circle Emerald Lady Babushka of Klantyre

3rd circle Topaz Lady Esmerelda Thendain

3rd circle Topaz sister Doña Victoria de Belcadiz

2nd circle Seeress sister Mira Zus

5th circle Grey sister Eucalypta of Boriszgord (Karamaikos)

3rd circle Wokan Lady Szasza Markovitch(vampire)Baroness of Vladimirov

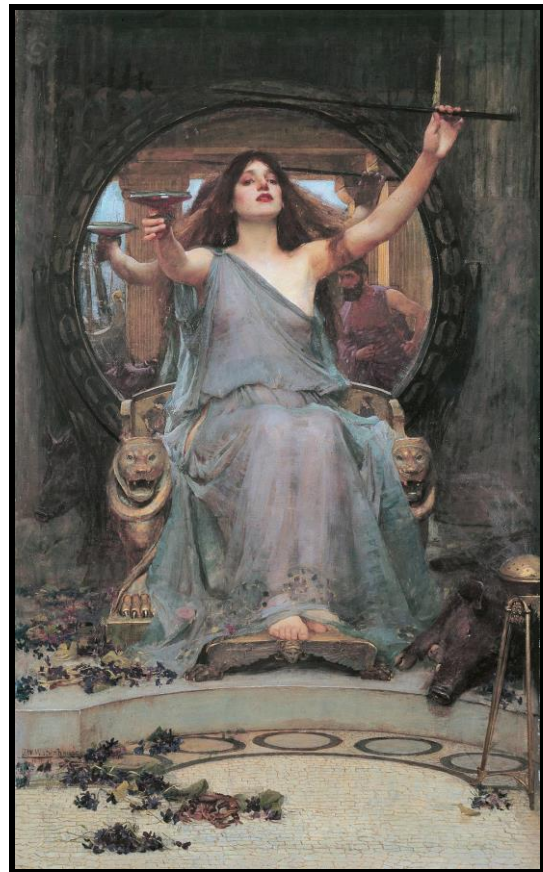
3rd circle Red Lady Doña Isabella de Montebello Senora Baronesa del Egorn

2nd circle Sire Gilles Grenier, Viscomte de Fausseflammes

2nd circle Sorceress Doña Carmina de Belcadiz

1st circle Medium sister Doña Yolanda de Belcadiz y Casanegra

The most powerful and renown Witch in existence is Baba Yaga. Some say she is the Witches Immortal, others say she is their epithet of power, others say she never existed, and is no more than a fairytale or exaggerated stories of local Witches or even normal mages. Her name rolls through history since before the Great rain of Fire.



Witch Benefits:

- Special Witch/Wokani circle abilities. Among the abilities of the Witches are the making of brews and philters, cursed dolls, use of charms and lies, and bestowing curses. See these below or in Gaz 3 or GkoM.
- **Spell Combining** Witches may also combine their power, but only if they are with 3, 5, or 11 Witches, with the use of a spellbook or cauldron. All the respective levels or circles are added together, and the new total minus 1 for each Witch combining is the new level of this combined source.(max 36th level). As understood, lower Witches thus tend to cooperate with each other more often than higher Witches would do.
- **Open Spellbook Casting** Each day they also can cast spells from an open spellbook once per six levels of experience, without affecting their memorized spells. For example, a 12th level Witch can, twice a day, use her open spellbook to cast any spell within, without affecting her memorized spells. Even spells of higher level than normally could be cast can thus be cast without problems. They must be able to read the spellbook, which does not need to be their own. They thus must be using Read Magic (if the book is not their own or one used to read) and having at least a candlelight strength lightsource to be able to do this. Spells cast as such will always effectively come from the witch and not the book, however, during the casting multi-colored arcs of miniature lightning may appear between the witch and the book, making it evident a spell is being cast. Casting times of spells are now as if reading scrolls, which might be somewhat longer. This is noted in the spell description. If not it is equal to the normal casting time.

Witch Handicaps and Penalties;

- Witches use a form of chaotic (Radiance affected or in near future nature as origin) magic affecting Charisma. Upon ending studies at each circle, Witches lose 2 points of charisma (to a minimum of 3). This effect is removed when the Radiance is gone, but is replaced with a -1 for each Demon or similar contacted, summoned or controlled. They develop hunched backs, enlarged noses, ears and fingers, wrinkles and warts, bone deformities and horrible voices. This has led them to become the best users of Deceit, Charms, and Shapechange, to avoid being shunned or persecuted by others (masks, lots of makeup, and the Change Self, Alter Self or Polymorph Self spells are understandably favored among Witches).
- Most religions hate, fear, or disrespect the Witches because of the use of this Chaotic (in their religious view—Evil) magic, just as they do the same to Fairies. But Witches are as evil or good as they desire, their alignment does not dictate their class or vice-versa. However, as being reclusive and with an inclination to stay away from normal humans, these same humans spread fear and hate. Under these conditions they might develop a tendency to more negative traits. Generally, outsiders are terrified of Witches. Unless an NPC is exceptionally open-minded or has extremely high Intelligence or Wisdom (13 or more in either ability), the Witch receives a -3 reaction roll. If the NPC is uneducated, comes from an extremely superstitious or unsophisticated culture, or has low Intelligence and Wisdom (under 10 for both), the Witch receives a -5 reaction roll. Additionally, if a Witch lingers in a superstitious or culturally unsophisticated community for more than a day, she runs the risk of facing a mob of hostile citizens bent on running her out of town, imprisoning her, torturing her, or executing her. (The DM decides the size and moment of forming of the mob, their intentions, and the likelihood of their accosting the Witch. As a rule of thumb, assume a 20 percent chance of a 4d6-member mob forming in a hostile community if the Witch stays for a day. This chance increases by 20 percent for every additional day the Witch remains; the size of the mob increases by 2d6 members, to maximum 25% of the local population.)



The current Glantrian High Mistress 5th circle; Grey Queen Doña Princess Carnelia de Belcadiz y Fedorias of Belcadiz without her disguise.

- In GkoM dating 1010AC it is described that brewing up witch sorcery exposes the witches to highly magical vapors that have profound effect upon their bodies. As Witches advance, they become more resistant to the effects of potions, brews, philters, etc. Each circle a Wokani gains forces her to imbibe additional potions to gain the effects of one. For instance, a 2nd circle Witch must drink twice the normal dosage of a potion of invisibility to gain its effects, a 3rd circle Witch requires three times the usual amount and so on. The additional doses necessary to counteract the Witch resistance prove costly and time consuming to brew. These effects are the same whether the potion was brewed by the Witch or another wizard. In Gaz3 dating 1000AC this is not described as being active. This extra negative penalty existing only after 1010AC may thus be explained as being attached to the Shell of Darkness which appeared in the end of 1009AC and the Entropic energy of the expanding Shell. This means only in the years 1010AC until the moment the Nucleus of Spheres drains from the Sphere of Energy anew instead from Entropy (which is somewhere in 1013AC), this effect will happen. **Beyond these years, Witches use as many potions as any other character to be effective.**

- **Special Circle Abilities;** Witches have special circle abilities like the other secret crafts; **Brews & Philters 1st circle.** The ingredients of the Witch's brews typically included Nightshade (*Atropa belladonna*), Devil's Snare, (*Datura stramonium*), Black Henbane (*Hyoscyamus niger*), and Mandrake (*Mandragora officinarum*), Hemp (*Cannabis Sativa*), Fly Agaric (*Amanita muscaria*), amongst others. The blended ointment is able to bring on severe psychoactive symptoms that induces hallucinations. These herbs are high in alkaloids, which makes them very toxic. Even if ingested in small quantities, nausea and vomiting can occur. Applying the herbs topically minimizes the negative side effects without interrupting the hallucinations. **Disclaimer; The author is not responsible for experimentations of a reader with these or any other herb. As said these are toxic, hallucinogen and very dangerous. Never experiment with things in nature you have no absolute knowledge about.** With the proper ingredients, available in most forests, the witch can brew one dose sufficient to coat a single weapon. Any hit of such a weapon will subject the wounded opponent to the brews effect, or at least hallucinogenic effects for 1d8 turns (DM; Saves at -4, may be unaware of the reality, may become berserk as the spell, may become 'paralyzed', merely twitching around. This is up to the DM to choose). The Witch requires one hour to brew the liquid. It loses its potency in 24 hours), **Silver Tongue 1st circle, Doll Curse 2nd circle, Witches/Wokani charm 2nd circle, Spellbinding 3rd circle, Witches/Wokani Curse 3rd circle, Shapechange 4th circle, Ultimate Possession(Mortal Dominion) 5th circle** as described in Gaz 3 (page 76) and GkoM (page 114-117).





Witches can use the 4th Circle ability Shape Change to even change into multiple smaller forms.

What follows are new additional special Circle Abilities which rediscovered during the Great War and became common use for all Witches after 1010AC.

Brew truth drug (1st Circle): A Witch may brew one dose of truth drug per week. A victim who ingests a dose of the drug and fails a save vs. poison falls into a stupor and is forced to answer 1-4 questions truthfully. The truth drug can only affect an individual of an equal or lower experience level (or equal or fewer hit dice) than the Witch who brewed the potion. The stupor (which reduces movement and strength by half) lasts 2-12 turns. A dose of truth drug is potent for only one day after being made. Only humans, demi-humans, and humanoids are affected. On a roll of 01 on 1d100, the imbiber will be severely poisoned and suffer 1d3 poison damage each round for each level of the Witch. Heavily vomiting, foaming, nausea, delusions and a berserk-like rage will cause the person to negate any pain and attack the Witch and anybody else in range (no bonuses are applied like a normal Berserk).

Brew Love Potion (1st Circle): The Witch can brew one special form of philter of love per week. The potion causes the imbiber to become enamored (charmed) with the individual (same race and of the sex the individual is normally attracted to) of who seven hairs, a drip of sweat and a drip of blood is added to the brew. The Charm effects wear off in 1d4+4 Turns, but the enamoring effects last until a Dispel Magic is cast on the Individual of at least one level higher than the Witch when creating the brew. If the Witch uses her own blood, sweat, hairs, the victim gains a -4 to save against being charmed by the Witch, and the charming effects last for 8+2d8 turns. This potion has a chance of affecting a victim of the same level (or with equivalent hit dice) as the Witch who brewed the potion. Thus, a 9th level Witch could brew a potion to affect a fighter of 9th level or lower, but not a 10th level fighter. Enamoring effects last until dispelled. Only humans, demi-humans, and humanoids are affected. On a roll of 01 on 1d100, the imbiber will be severely poisoned and suffer 1d3 poison damage each round for each level of the Witch, the imbiber will develop a permanent and pathological hatred of the Witch AND the one intended to fall in love with.

Brew Flying Ointment (2nd Circle): Assuming the witch has access to the proper ingredients (usually available in any forest), she can brew one dose of an ointment in a single hour. The ointment must be smeared over the recipient's unclothed body to work. The Witch may brew enough ointment per week for one human-sized individual to fly (as per the fly spell, only at 480' /160'speed). The flying duration is 1d4 hours plus a number of turns equal to the Witch's level. The ointment stays functional for 2 weeks in temperate climate, 4 weeks in cold, and 1d4 days in hot climates. On a roll of 01 on 1d100, the ointment will also give severe and hallucinations to the one covered with it, lasting as long as the ointment does. These hallucinations are very real, and may be able to place the victim in deadly circumstances. Only due immobilization and waiting the effects to wear off can the person be saved. Witches use this potion when they have no access to a Broom of Flying, but still use a non-magical broom out of tradition. To differentiate themselves from using a real Broom of Flying they place the non-magical broom backwards (stick forward, twigs backward) like commonly suggested to be used in Witch folklore (see [Witches-ride-a-broomstick-the-wrong-way-round](#)).



(picture from Innogames)

Brew Calmative (1st Circle): The Witch acquires the ability to brew calmative. Assuming she has access to the proper ingredients (usually available in any forest), the Witch can brew one dose of an elixir that has the effect of a sleep spell when a victim comes in contact with it. One dose is sufficient to coat a sword or any other single weapon. The elixir has no effect on victims with more than 8 HD; victims can resist the effects of the elixir with a successful saving throw. The Witch requires one hour to brew the elixir. The elixir loses its potency after 24 hours. On a roll of 01 on 1d100, the elixir has a reversed effect, causing a Berserk effect (see spell RC) instead sleep.

Candle magic (1st to 5th Circle): A Witch may manufacture one candle per month, a process that requires no interruptions (or else the candle is ruined). For each three days spent in making a candle, the candle burns for one turn, up to a maximum of 9 turns (for a candle which took 27 days to make). The magic of a candle takes effect when the candle is either snuffed out or burned down to nothing at the end of its duration. At 7th level, a Witch may make red candles; the ability to make other colors of candles is gained as the Witch rises in level. A candle must be burned in the presence of the intended victim (where appropriate) in order to work, and the victim must not be farther than 10' away throughout the entire burning time. Saving throws may be attempted, where applicable, for the effects of all candles except red candles. Any candle that does not burn continuously for at least one turn has no effect. A candle that is extinguished midway through a turn is treated known as though it had not burned at all during that turn, but that turn is counted against the maximum amount of time a certain candle may be burned. Thus, if a candle with a maximum life of five turns is extinguished midway through its third turn of burning, its effects are as though it had only burned for two turns (not two and a fraction), but if it is re-ignited later, it has only two, turns of burning left before it goes out automatically. On a roll of 01 on 1d100, the candle explodes on the final round of its creation causing 1d8 points of damage to all in a 10' diameter circle, and a 5% per sustained damage to cause severe scars lowering Charisma by 1. It also causes the intended effect (or opposed if the effect was beneficial) to fall upon the Witch.



Red candle (1st Circle): The victim is affected as by a Love Potion (see Brew Love Potion), with a duration of one day (24 hours) for each turn of burning. No saving throw is allowed, and the potion's effects cannot be dispelled except by a Wish spell, or a Forget (till before the candle's effects come to be), or feeblemind on the victim. Insanity will also remove an love effects, as will death.

Gold/Orange candle (1st circle ability): The 'victim' becomes blessed with fertility as demanded by the female or by the witch if she so desires. The candle is used on the night of conception. The chance at pregnancy are double as normal and the child when born is always as chosen on the night of the deed by the woman or the witch. As saving throw is needed if the man or woman become aware of the magic without the desire to be affected. Any success of either one or both negates the candle's effect. Important note; an infertile man or woman will never gain offspring even by use of this candle (double of 0 % chance is still 0).

Yellow candle (2nd Circle): One turn of protection from evil/good 10' radius (as per the magic-user spell) is gained for each turn of burning. This power has double effects against good beings if used by an evil Witch, or against evil beings if used by a good Witch.

Green candle (3rd Circle): One turn of telepathy (the Witch is able to read a victim's mind and communicate with him) is gained for each turn of burning. All languages are understood for the duration of the effect, and falsehoods and evasions are known as such.

Black/Blue candle (3rd Circle): This acts as a truth drug, as noted above, allowing two questions to be asked of a victim for each turn of burning, with all such questions being answered truthfully.

Pink candle (4th Circle): This cures 1-6 hp damage on any being able to be affected by a cure light wounds spell, on the being nearest the candle when the latter is extinguished, for each turn of burning. If the Witch puts out the candle, she herself is cured.

Purple candle (5th Circle): One curse can be placed on a victim for each turn of burning, up to a maximum of six turns of burning and six curses. The curses are weakness (strength reduced to 3), feeble-mindedness (intelligence reduced to 3), clumsiness (dexterity reduced to 3), foolishness (wisdom reduced to 3), ugliness(charisma reduced to 3), and exhaustion(constitution reduced to 3). Saving throws vs. spells can be attempted for each curse and, if successful, negate that particular curse only. Casting Wish or Remove Curse (by a caster of at least the level of the Witch at creating the candle) removes one curse for each casting of that spell. Each curse lasts indefinitely until dispelled.

Hag Form (5th Circle): This ability is gained solely by evil witches with connection to evil Entropic Immortals or Demonic entities. Witches literally change form and become a Annis Hag, Dusk Hag, Green Hag, Black Hag, Bog Hag, Sea Hag, Night Hag, or Demonic Hag. This is the Witches form of near Immortality. Hags tend to live several centuries. A Witch becoming Hag gains all the racial powers of that species of Hag and keeps all her Witch spells and abilities. She always loses her Witch (often highmaster) titles. There is a 1 to 5 on 1d100 that the Witch loses her memory in the process while becoming a Hag, and loses all Witch powers and abilities, forgets who/what she was and becomes an Evil Hag with new fresh memories. Also read [The discussion about Evil Witches and Hags](#).



F-3 Secret Library/Storage Covenchamber of Witchcraft

Located at -10,' Height 14' ,1' thick oaken beams and straw isolation, with local elm boards. Connected with; [F-1 Secret Entry Covenchamber of Witchcraft](#) and [F-2 Secret Main Covenchamber of Witchcraft](#) by open arch. Color/Material Theme; Original building; 404AC. All external (and former external) walls are made up of dark Grey, somewhat purplish granite bricks. Inner walls are brickwalls of 12" wide, 6" high, 22" long red brick made from local river. These are plastered recently. The floor was originally bare ground, covered in 997AC with gravel, in 1003AC with sand and irregular shaped flagstone tiles.

General notes on spells used by Witches

Witches do not use holy or unholy symbols or items in their spell-casting rituals, however they may be influenced by it. Any character with an opposite alignment of the Witch and displays a holy symbol in an attempt toward off the Witch's spell gains a +2 bonus on all saving throws against the Witch's magic; however, no other actions may be attempted by that person. Witches suffer a Blight (reverse Bless) effect if on consecrated ground of opposite alignments, and feel very discontent, until they leave the area. They gain a Bless effect if the former consecrated ground is desecrated. Spells cast on these grounds have a respective +2 bonus or -2 penalty to the saving throws.

Several spells seem to mimic clerical spells (like Purify Food & Water, Healing/Hurting,), these originate from the Elven Background of many Witches. And these can be found in Gaz5 page 63-69. These are marked with A. Witches have their own preferred spellists, and even some of their own spells. As Witches are not restricted to these spells, none of these spells are restricted to their class also, and although some of these new spells invented by Witches listed below (marked yellow) are known by non-witches, they are rarely used. Witches. can and will use other magic user spells if they know these and desire to do so. The mentioned spells Charm Man 1 & 2 and Seduction 1 to 4 as displayed in [the seducer class](#) have been created by Witches between the Rain of Fire (3000BC) and the fall of Nithia (1500BC) and some might even have been known in the Blackmoor Era. Witches shared these spells with several women, to give them power against oppressive men. This is the reason the Seduction Class came to be around OAC. Witches still know the first of these spells, although Seducers have expanded these with more powerful variations which even Witches do not know. These are marked with S. Spells marked with RC can be found in the Rules Cyclopedia in the spell chapter page 32+(especially 44-61). Spells marked with G are found in the Glantri Kingdom of Magic set. Spells marked in the table with a number can be found on that page in this document.



Preferred Spell list for Witches			
Spells level 1	Spells level 2	Spells level 3	Spells level 4
Analyze (RC)	Bless (RC)	Astrovision (466)	Charm Monster (RC)
Charm Man 1 (S)	Blight (RC)	Calm	Circle of Blood Binding (468)
Charm Person (RC)	Alter Self (464)	Clairvoyance (RC)	Control Bats (235)
Change Self (459)	Charm Man 2 (S)	Comfort (466)	Emotions
Circle of Blood (459)	Circle Calling (464)	Detect Scrying	Enchanted Weapon (35)
Cloud Crystal Ball (459)	Circle Charm (464)	Dispel Magic (RC)	Fear (RC)
Command Word (A)	Circle Dance (465)	Fireball (RC)	Fumble
Control Vapor (460)	Continual Darkness (RC)	Fly (RC)	Glyph of Warding
Cut (460)	Continual Light (RC)	Gust of Wind (260)	Growth of Plants (RC)
Darkness (RC)	Detect Good (RC as Evil)	Haste (RC)	Hallucinatory Terrain (RC)
Detect Evil (RC)	Detect Evil (RC)	Healing/Hurting (459)	Healing/Hurting (459)
Detect Magic (RC)	Detect Invisible (RC)	Hold Person (RC)	Infravision (RC)
Faerie Fire (353)	Entangle (A)	Invisibility 10' (RC)	Intensify(469)
Faerie Lights (460)	ESP(RC)	Isolde's Answer (467)	Magic Mirror (469)
Fairy Ring (466)	Fairy Slumber (464)	Lightning Bolt (RC)	Minor Curse (as RC Curse)
Find Familiar (37)	Invisibility (RC)	Minor Pact (466)	Neutralize Poison (RC)
Float in Air (460)	Knock (RC)	Minor Witch Curse (467)	Polymorph Other (RC)
Healing/Hurting (459)	Locate Object (RC)	Mystic Rope (467)	Polymorph Self (RC)
Hold Portal (RC)	Magic Mouth (355)	Phantom Light (468)	Seduction 4 (S)
Identify Poison (374)	Nature's Call (465)	Plant Entrapment (468)	Shrink Plants (reversed Growth Plants RC)
Light (RC)	Mirror Image (RC)	Protection from Normal Missiles (RC)	Transmute Rock to Mud (A)
Longstride (A)	Pacify (465)	Remove Curse (RC)	Wall of Ice (RC)
Mending (204)	Phantasmal Force (RC)	Seduction3 (S)	Warding Against Subtle Enchantment (G)
Message (460-461)	Pit (466)	Slow (RC)	Wizard Eye (RC)
Minor Quest(461)	Predict Weather (RC)	Touch Dispel (468)	Spells level 5
Pass without Trace (462)	Produce Fire (170)	Spells level 6	Animate Dead (RC)
Plant Death (318)	Purify Food & Water (A)	Anti-Magic Shell (RC)	Astroprojection (469)
Read Languages (RC)	Pyrotechnics (170)	Circle of Power Bonding (472)	Circle of Power (470)
Read Magic (RC)	Resist Fire (A)	Control Undead (327)	Control Temperature 10'(RC)
Reflected Image (461)	Seduction 2 (S)	Death Spell (RC)	Control Winds (262)
Resist Cold (A)	Silence (A)	Drain Intellect (472)	Charm Animal (RC)
Seduction 1 (S)	Speak in Tongues (465)	Flesh to Stone (RC)	Fertily (470)
Sharpen (462)	Spells level 7	Healing/Hurting (459)	Healing/Hurting (459)
Sleep (RC)	Call Spirit (473)	Lower Water (RC)	Immunity to Vileness (469)
Snatch (462)	Control Lycanthrope (472)	Mass Charm (RC)	Infertility (470)
Splintering Trees (462)	Control Undead (327)	Reincarnation (RC)	Magic Jar (RC)
Spook (463)	Spells level 8	Stone to Flesh (RC)	Major Pact (471)
Sting (463)	Circle of Blindness (473)	Wards of Defence (472)	Oracle (471)
Trust (463)	Clone (RC)	Year Stealing (388)	Sexchange (370)
Unseen Servant (259)	Curtain Wall(474)	Spells level 9	Spirit (471)
Wandbane (G)	Disintegrate Flesh (473)	Heal (RC)	Telekinesis (RC)
Witch Disk (463)	Repel Undead (337)		Teleport (96-99)

DM Take Care!!!...some of the spells listed below will not be developed before a specific date. These spells are created by the Witches upon the discovery of original nature magic not affected by the Radiance. As this magic will be initially rare, the discovery of such spells is set never before the date of its discovery as displayed in each spell. Any other mage using any of these spells will use a normal Radiance affected spell. This little tweak of using magic untainted by Radiance is still a secret to witches.

Healing/Hurting Rediscovered 1003AC of a spell existing before 3000BC by Coven of Eriditcha of Redstone (all members exterminated by meteor impact 1005AC). Emerald Witch Sirte (aka the Dragon Erronya) in the Black Hills (North Darokin) is known to use this spell abundantly (selling it as a service).

3rd Level, or 4th Level, or 5th Level, or 6th Level Alteration Necromancy spell

Range: Touch
Duration: Permanent.
Effect: Heals or harms
Saving Throw: None
Casting Time: 1r/hp cured

Verbal Component chant; *Chaos round an round, undo what Target is Found*

Reverse Verbal Component chant; *Bleed, Hurt, Hit the Dirt*

This **Healing** spell is equal in effect to the normal clerical spells (3rd Cure/Cause Light Wounds=1d6+1, 4th Cure/Cause Moderate Wounds=1d10+1, 5th Cure/Cause Serious Wounds=2d6+2, 6th Cure/Cause Critical Wounds=3d6+3). However, this spell is not only of higher casting level, but functions a bit different. The Witch can choose at which level the curing is memorized (if able) which dictates the strength of the spell's effects. Similar to a Clerical spell (and unlike normal Magical spells where the reversed version is a separate spell and must be memorized separately) this spell can be reversed in effect, decided upon casting the spell. The casting time when healing is as long as the hit points cured based on the spell cast. As Witches use chaotic magic, their concentration is broken after several rounds of casting, constituting for the random values of healing. They also need herbs as component (which can't be used in any other way but as fertilizer thereafter). This means if a Witch is disturbed in any way the healing will only have healed what has been done already by the spell, and will not continue healing. Remember a Light or Moderate Wound may have a bloodloss of 1 hp/round, a serious one 2 hp/round and a critical even 3 hp/round. the spell must be completed to stop any bloodloss in that amount. This means if a character has a bloodloss wound (DM!) of 3 hp/ round the bleeding will be diminished by 1 if a Cure Light Wounds or Cure Moderate Wounds is cast, and by 2 for a Cure Serious Wounds, and will stop bleeding if a Cure Critical Wounds is used. A Witch can have several variants of this spell memorized, but never more than one of each level.

The offensive version "**Hurting**" has a casting time of 1 and a duration of 1 round, in which a touch attack must be made to release the stored spell and make it effective. These wounds created are always open and bleeding as per spell addition (see above). Regeneration must first heal the bleeding before regenerating any damage. A Powder of Coagulation will also stop any bleeding. Any Healing spell will close the wound as described above. In the reversed variant no herbs are used which normally suppress the negative effects and damage.

Change Self 981AC by Merkathor of Threshold (Karamaikos) Illusionist and Witch friend.

1st Illusion spell.

Range: Caster only
Duration: 1 round/level
Effect: Creates illusion over caster
Saving Throw: Disbelieves illusion
Components: a small silver mirror (cost :±1gp) and 1 platinum piece per level of the caster

Verbal Component chant; *Alter the Cloud, cover me in another Shroud.*

A change Self spell creates an illusion of another person, sex, or race around the caster. Beings known with the caster or what or who he intends to copy may make a saving throw vs. Spells +2 to disbelieve the illusion. Beings partially known with the caster or what or who he intends to copy may save at normal, and beings with only faint knowledge may save at -2. Other beings will believe the caster for what or who he depicts. Except when using Magic to detect Magic, illusions, or spells as Treusight. They may disbelieve the spell as normal. While casting the spell the caster must see himself in the mirror and holding the platinum pieces in his hands. The items will disappear with the final words of the spell. The spell doesn't alter the perceived tactile (Touch) properties of the caster or his equipment, and the ruse can be discovered in this way. do not confused with 2nd level Alter (Self).

Circle of Blood 878AC by Sorceress Doña Carmina de Belcadiz

1st Level Divination spell

Range: 0
Duration: 1 day
Effect: the caster
Saving Throw: None
Components: An amount of powdered gem or gems of not less than 1000 gp in value
Casting Time: 2 Full rounds

Verbal Component chant; *A Drop of Blood I sacrifice, to Increase the Yield of My Vice*

With this spell the witch can use blood to increase the potency of her spells cast. The Witch can sacrifice 1 hit point to affect one spell during later casting. Multiple hit points can be sacrificed, but these can never be more than the spell level, nor can spells above 6th level be thus augmented. All these spells are considered one caster level higher for all purposes as dictated by the spell, its effects and in case of Dispel or Saves.

Cloud Crystal Ball 1005AC by unknown Witch of East Karamaikos. Spell found by murderous adventurers and sold (unknowingly) to another Witch in Selenica Darokin. Rapidly spread amongst other witches and mage fortune tellers.

1st Level Evocation spell

Range: 10' /level
Duration: 12 turns (2 Hours)
Effect: Fills a crystal Ball with clouds
Saving Throw: none

Verbal Component chant; *I Call upon the Spirits to..... (Fill in own interpretation)*

Once this spell is cast on a Crystal Ball, billowing clouds of white or gray smoke fill the inside of the Affected Crystal Ball. This smoke appears and disappears as often as desired for the duration of this spell, provided the proper phrase is spoken. The exact phrases to cloud and uncloud the Crystal Ball are chosen by the Magician while casting the spell. This spell is a favorite among Carnival Mages who pose as fortune-tellers or by Witches. This spell is needed to be able to send other spells through a Crystal Ball, as otherwise this is limited to Clairaudience, or ESP, as such it must be active on the Crystal ball, spells of offensive nature, or alterations, abjurations, conjurations are not possible, just as spells of 5th or higher level.

Control Vapor 997AC by Blethesda Diamond Queen of North Darokin (perished in the Meteor impact)

1st Level Conjuraton spell

Range: 10 feet per level of the caster from the caster
Duration: 1 Turn or until dispelled or stopped.
Effect: 30' diameter sphere
Saving Throw: None
Casting Time: 1

Verbal Component chant; *I Suck and Blow, to Ease and Sow*

By using this spell, A quantity of any gas or vapor encompassing 30' diameter sphere or less may be controlled and moved about, with a maximum movement of 6' per round. The spell-caster may move while controlling the gases, but may not begin casting another spell while the control is being maintained, nor can the caster run, or being disturbed. This spell is functional to send gas or vapors to areas where wished. A combat tactic is to place a gas higher. Stop the spell and the gas rolls down from there to affect those available.

Level	Hit	Range	Damage	Return
1-6	+1	20'	1d3/4	no
7-9	+2	35'	1d4/6	6 initiative
10-12	+3	50'	1d6/8	4 initiative
13-16	+4	65'	1d8/10	2 initiative
17+	+5	80'	1d10/12	1 initiative

Cut 993AC by Emerald Lady Babuska of Klantyre

1st Level Alteration spell

Range: 10 Feet
Duration: Instantaneous
Area of Effect: 1 Object with 1 InchØ/level
Saving Throw: none

By means of this useful spell, thin objects such as cord, rope, delicate (only at 1/10 normal thickness) chain, wire, cloth, candles, sausages, and the like up to 1 inch thick/level of the caster, can be instantly severed. The caster must see the object to be cut, and must be within 10 feet. The verbal component is a soft "schnick" sound, and the somatic component is a scissoring motion made with two adjoining fingers. Magical (even temporally enspelled) objects are unaffected by this spell.

Faerie Lights This spell is created between 3000 and 1500BC by the ancestors of the Shadow Elves. Belcadiz Elves rediscovered this spell in 713AC in an old Elven Tomb.

1st Level Evocation spell

Range: 40' + 10' /level
Duration: 2 Round/level
Area of Effect: Illuminates an area
Saving Throw: none

Verbal Component chant; *Nature's Sprite Shining light, Lead Right, Given Sight.*

This spell creates from one to four lights which resemble either torches or lanterns and cast up to the same amount of light. The actual intensity of the light can be varied by the caster at any time he spends one round concentrating. The lights must be created where can be seen: they can then moved anywhere within this range, even if they pass out of his vision (such as around a corner). He can't move them through solid objects. This spell is frequently used by shadow Elves to mislead parties of orcs who come too close in a cavern or passageway owned or inhabited by them.

Float in Air Old Belcadiz Elven Spell dating shortly before the Boken Lands Disaster of 1750BC. Made public in 737AC

1st Level Alteration spell

Range: Touch
Duration: 6 Turns + 1 Turn/level of the caster
Area of Effect: One object (up to 4000 cn) floats in air
Saving Throw: none

Verbal Component chant; *Halt This Fall*

This spell allows an object to float in air as though it were in water. This spell is the one-dimensional version of Levitation. It provides no movement. The object doesn't rise(or sink) when the spell is cast- it must be moved to the desired height. Its encumbrance is reduced by 80% while the spell is in effect, allowing heavy objects to be easily moved horizontally as well vertically. The air around the base of the object acts like water, and resists movement—the object will not bob about with the slightest air current. Objects that don't normally float in water will do in air as though they were made of cork. Oddshaped objects may not remain upright!!! The spell may be cast on a character allowing the character and up to 2000cns of equipment to float in air. The person will not remain upright. The heaviest spot will be directed straight down. So a filled backpack will pull the character upside down with its back and shoulders towards the ground. Any objects held or part of an object enchanted this way remain enchanted even if they are taken from the person or object the spell was cast on first.

Message Old Elven spell (1145BC) originating from the Elven Homelands in west Brun. Used solely by Alfheim elves until 1001AC.

1st Level Alteration spell

Range: 0
Duration: 5 rounds per level of the caster.
Effect: 30' + 10 feet per level of the caster on 1 creature per 2 levels of the caster.
Saving Throw: None
Reading time: 2

Verbal Component chant; *One, two, Three, I Whisper Here, to thee;....(fill in sentence to be sent).*

When this spell is cast, the wizard can whisper messages and receive replies with little chance of being overheard. When the spell is cast, the wizard secretly or openly points his finger at each creature to be included in the spell effect. Up to one creature per two levels of the caster can be included. When the wizard whispers, the whispered message travels in a straight line, and is audible to all of the included creatures within 30 feet Plus 10 feet per level of the caster. The creatures who receive the message can whisper a reply that is heard by the caster only. Note that there must be an unobstructed path between the Spellcaster and the recipients of the spell. The message must be in a language that the caster speaks; this spell doesn't by itself confer understanding upon the recipients. This spell is most often used to conduct quick and private conferences when the caster doesn't wish to be overheard.

The message can only be caught by someone else if that person remains interfering with the straight line between the caster and one of the recipients. When he walks through the line he hears a faint whisper, and he has a chance of 1% per level (or 5% per level if he is a Spellcaster) of the Message spell to discriminate some (5-25% of the sentence. DM!!) of the words spoken (he may then make a successful Hear Noise skill to succeed in hearing the rest of the sentence from that moment on). An Intelligence check is needed to make a sentence, and a small chance to understand what was said. However if he stands within line of view he can hear the whispered words as clear as the intended caster would.

Recipe for Magic Scroll Ink for the Spell Message.

*1 Ounce Giant Squid Sepia, 1 Human(-oid) Ear, 1 Turnip, 1 drop of Dew,
6 Hedge Mustard Leaves, 1 Human Tongue (from a Different Body than the Ear),
3 Shoots of Fox-Tail Grass, 1 Floral Crown from an Angelica Plant
Harvest a Drop of Dew from Fern Leaves beneath the Light of a Full Moon.
Place a Cauldron of Water over a Fire,
Add the Dew, And heat the Boil.
Dice the Organic Ingredients separately,
And add them to the Boiling Mixture in the following Order;
Tongue, Angelica, Hedge Mustard,
Foxtail, Turnip, And finally the Ear,
Stir well with a Wooden Rod Spoon after each Infusion.
Allow the Mixture to boil gently until the Liquid is vaporized.
Gently warm the Sepia over a Small Flame.
Scrape the Residue from the Inside of the Cauldron
Stir it into the Sepia.
Keep heating the Mixture for one Hour, Stir frequently.
Allow it to cool slowly Let it stand undisturbed for one Day.
Keep this Ink in a Safe Container
As any Shock will spoil the Contents.*

Minor Quest 913AC by Layla Grenier Purple Queen of Fausseflammes

1st Level Conjunction spell

Range: centered up to 20' away 50' diameter sphere
Duration: 6 hours
Effect: up to 12 HD Humanoids or 6HD Monsters
Saving Throw: Negates
Casting Time: 1

Verbal Component chant; *Listen Thee, I suggest you' d...*" (fill in suggestion)

By using this spell, the Witch affects up to 12+1 HD per level of the caster worth of humanoid opponents, or up to 6+1 HD per 3 levels of the caster of monsters in range, with lowest level opponents in a group affected first. If the intended victim or victims fail a saving throw, they are compelled to attempt the errand, provided that it poses no direct threat to their own safety or well-being. The caster must be able to verbally communicate with her opponents for the spell to work. The targets need not to understand the words but must have an intelligence of 2 or higher to do so. By using this spell, the Witch can send her attackers away from her on an imaginary errand for themselves, such as going to town for supplies or going to a nearby river to get water. There is a 20% plus 1% per level of the caster, that the quested being or beings forget about the Witch after the spell has worn off or after the quest is completed, whichever comes first.

Reflected Image 715AC, by Helda Witch coven; non-Radiance version 998AC by Topaz Lady Esmerelda Thendain

1st Level Conjunction spell

Range: 40'
Duration: 1 day per level of the caster or until dispelled
Effect: up to 20' x 20'
Saving Throw: Negates
Casting Time: 1

Verbal Component chant; *My Mind to Your Mind, My Sight to Your Eyes, My sound to Your Ears*

This spell enables a Witch to form picture on any reflecting surface, depicting a single scene that she has in mind. This may be the reality as seen from her perspective or from another point of view. It may be an created image or one recorded mentally earlier. It is mostly used to tell stories or explain difficult matters. Its combat tactic is to see anything from another perspective which might cause a benefit. The image is visible to all like normal images. This original Witch spell is currently created together with Memory Crystals. These natural Crystals store copied or stolen memories which then can be use together with this spell to show the images on a clear wall. (this works similar to a DVDsystem in the real world). The Great Library has hundreds of these crystals stored; mostly holding history lessons, class sessions, or other tales and history. Only a 5% hold personal data which is mostly useless to others. Each of these crystal is valued at 50Dc empty, or filled at 100 to 10.000Dc.

Pass Without a Trace Old Elven spell (1175BC) originating from the Elven Homelands in west Brun. Used solely by Alfheim elves until 985AC.

1st Level Alteration spell

Range: Touch
Duration: 1 Turn per level of the caster
Effect: Leaves no trace
Saving Throw: None

Verbal Component chant; *Each Step I Take, Each Trace I Make, Undone in my Wake.*

With this spell, the caster enables himself or someone else to move without leaving any trace of his passage. The character could walk across a dusty floor or cross fresh snow without leaving prints. The spell doesn't conceal anything other than foot prints. A caster passing through bushes would leave broken twigs behind. A Detect Magic spell cast within three turns of the use of this spell will reveal any foot prints as will a Treusight spell.

Sharpen An unknown enterprising Mage who lived near a castle gate came up with this spell in Ostland in 988AC sold this spell in 1003AC when visiting the GSM. The spell is created no more than a decade earlier.

1st Level Alteration spell.

Range: Touch
Duration: Instantaneous
Area of Effect: 10'square
Saving Throw: None
Casting time: 3

Verbal Component chant; *I Fade the Cutting Dull to a Fresh Sharp.*

This spell sharpens and straightens edges in weapons, clearing the normal dents and nicks out. The edges will have normal hardness, not covering any change to damage or THACO. Blunt weapons are not affected by this spell, though piercing weapons are. Hedge Wizards have been known to cast this spell for city guardsmen at a discount before inspection, just in case the Mage needs a hand later on. Magical weapons are unaffected.

Snatch 1006 AC Old Elven spell (1145BC) originating from the Elven Homelands in west Brun. Used solely by Alfheim elves until 1001AC.

Cantrip

Range: 10 feet
Duration: Instantaneous
Area of Effect: 1 object
Saving Throw: Negates effect

Verbal Component chant; *I Snatch My Catch.*

This Cantrip affects people, it causes a brief, violent jerking force to act upon a body portion or limb of a subject creature. The force has little Strength, but may serve to cause a running being to stumble or turn about, or cause someone to fumble or drop small objects such as keys, components, and the like. A save (of the subject vs. Spell) determines whether such objects are actually dropped, or a fall or mishap actually occurs or whether the snatch merely delays the subject for an initiative penalty of 1d3 for the next round. In no case can successfully snatched objects be animated or conveyed Magically by the caster: the snatch is a brief tug, not an unseen servant. The caster hisses softly at the subject (within 20' of the caster—10' if he is a 0-level apprentice), and simultaneously makes a jerking motion with a hooked finger, visualizing the location and precise direction of the desired snatching, to enact this Cantrip. If a character is victimized by this cantrip while in a precarious position on a moderate or severe slope or a cliff face, he must make a Climbing Check to avoid falling. If a creature in a similar situation (presumably an opponent of the Spellcaster) is stung, it should also be required to make a check to keep from falling.

Splintering Trees 1007 AC Some unknown evil witches attained (and later shared publicly) this spell from a Howling Demon known as Braataat. As Entropy was focused on delaying the War, helping the losing side, it was less destructive as expected from an Entropic source.

1st Level Entropic Evocation spell

Range: 20 yards from chosen trees in 100' diameter from caster
Duration: Instantaneous
Area of Effect: 10' radius circle
Saving Throw: Halves
Components; A handful of wood chips and at least five nearby trees

Verbal Component chant; *I Splinter and Destroy, Bring Hurting Pain, Due My Splintering Maim.*

This spell can be cast only if five or more living, dead or felled trees (not saplings) or logs are within 100 feet of the target area. All those within the area of effect are bombarded with splinters of bark and wood that causes 3d4 points of damage. This spell doesn't harm other trees or vegetation except for damage caused by the trees detonated in the casting of the spell. It does not affect plant creatures like Shambling Mounds or Treants. Such creatures will be angered and irritated when targeted by the spell, but they suffer no damage from it. Druids, Forest Keepers, Treekeepers, Treants, Forest Immortals are always very offended by the use of this spell and mostly they will attack or punish the caster somehow, even if friends. Only Evil Witches and Hags use this spell.

Spook 979AC by Merkathor of Threshold(Karameikos) Illusionist and Witch friend.

1st Level Illusion spell

Range: 30 feet
Duration: special
Effect: 1 creature
Saving Throw: Negates

Verbal Component chant; *Creatures Crawl in Search of Blood, to Terrorize You' rs Neighbourhood.*

A Spook spell enables the Wizard to play upon natural fears to cause the target creature to perceive the Spellcaster as someone or something inimical. Without knowing what this is, the Wizard merely advances threateningly upon the creature. If the creature doesn't make a save vs. spells, it turns and flees at maximum speed as far as from the Wizard as possible, though items carried may be dropped. The creature has a save penalty of -1 for every 2 levels of the caster (to a maximum of -6 at 12th level). A natural (unmodified) roll of 20 automatically succeeds, regardless of saving throw penalties. Although the caster doesn't actually pursue the fleeing creature, a phantasm from its mind does. Each round after the initial casting, the creature receives another save, without penalty, until it successfully saves and the spell is broken. When his Constitution forces him to rest, fall down or else there is a 20 - Intelligence of the victim x 5% chance he will die by heart failure (that is by pure fear or better said: Terror). In any event, creatures with Intelligence's of 2 or less, any Undead or fearless creatures are not affected at all.

Sting 1001AC by Eucalypta "the Grey Sister" of Boriszgard (Karameikos)

1st Level Evocation spell

Range: 40 feet
Duration: Instantaneous
Area of Effect: 1 creature
Saving Throw: Negates effect

This spell enables the caster to harm any single creature up to 40 feet distant, in a minor way: By making a *buzzing noise* and an extended finger at an area of his or her own anatomy, the caster causes a brief (seconds) but intense pain in that area of the target creature (unless it saves vs. Spell), as if stung by an insect. This pain causes no damage, but if applied to the eyes it can blind for 1 round, or it can silence speech by afflicting the tongue, or cause delicate manipulation of tiny objects (jewelry, or material components in spellcasting) to be ruined, and the handled items dropped or fumbled. Thus, the spellcasting can be ruined by successful use of this spell. Sting is a single use spell, causing but one instance of pain if successful. It is often used to warn or cow ignorant creatures who threaten the spell caster. If this spell didn't cause damage it could well have been a Cantrip instead.

Trust Stolen and adapted from Darokin Merchants 921 AC

1st Level Enchantment spell As Darokin Merchants
Range: Caster Caster
Duration: 1 Turn per level 1 Turn per level
Area of Effect: creates an aura of trustworthiness.
Saving Throw: None None
Reading time: 1 usable once a day

Verbal Component chant; *As Sure You Be, You Can Trust Me.*

This spell endows the caster with an aura of trustworthiness. In order to maintain the spell, the caster can't do anything that violates the trust of those he or she is dealing with. This spell is useful in gaining the trust of those you do not intend to betray, but not in setting people up to be swindled.

Witch Disk 1007AC by Topaz Sister_Doña Victoria de Belcadiz

1st Level Conjuraction spell

Range: Varies
Duration: 10 rounds+1 round per level of the caster
Effect: 30' diameter sphere
Saving Throw: None
Casting Time: 1

Verbal Component chant; *Thrown and Back, Hard as Tack.*

By using this spell, a disk-like magical missile can be created, targeted like a magic missile and depending on its speed will return within several initiative segments. The Witch can then throw the disk anew if she has not performed her action(s) yet. The disk may be thrown around corners if the caster is in plain view of the corner and has just seen an opponent go in that direction, but the missile is only +1 to hit when thrown around a corner. The disk damages opponents requiring magical weapons to be hit. It may be thrown once each round for up to 10 rounds, scoring damage as per table for each successful hit, or it may be thrown once only for a fixed amount of damage (if it hits). If thrown once, damage caused is the fixed number in the table. The caster may specify between real and subdual damage, as per the procedure for subdual outlined for Dragons in the RC. The disks are pure energy and can only be grasped by the caster. Although the disk mostly resembles a golden sun (see picture), the caster can mimic the disk to resemble normal dishes, cooking pan lids, or similar items, yet none other than the caster can grab them. If someone gets inbetween the Witch and the target, he or she will suffer the damage. Armor Value is not reduced from the damage.



Alter Self 1651BC Witches were hunted by the Nithians because they had devised magic which could hinder the Nithians greatly. Some remaining scriptures hint the Witches thus betrayed the Nithians to the Immortals. To hide from persecution they devised this spell, which became handy when the Circle corruption hit them.

2nd Level Illusion spell

Range: caster
Duration: 2d6 Rounds + 2 Rounds per level
Effect: Caster only
Saving Throw: None

Verbal Component chant: *Shroud of Cloaking is just a Token, Shroud of Smile lasts a While.*

This spell enables the caster to alter the appearance of his or her form—including clothing and equipment—to appear 1' shorter or taller; thin, fat, or in between; Human, Humanoid, or any other generally man-shaped bipedal creature. The duration of the spell is 2d6 Rounds plus 2 additional rounds per level of the caster. The spell can be disbelieved by others if they have a reason for this action (strange movements, equipment never used, clothing not becoming torn or dirty, other sounds in movement, vocals, equipment, and so on). An Intelligence check is needed to see through the illusion. The illusion can still be seen but the reality hidden behind it can be seen through the illusion. do not confuse with 1st level Change Self

Circle Calling 812AC by Grey Queen Doña Princess Carmelia de Belcadiz y Fedorias

2nd Level Divination spell

Range: 0
Duration: 2 rounds
Effect: the caster
Saving Throw: None
Components: An amount of powdered gem or gems of not less than 1000 gp in value
Casting Time: 2 Full rounds

Verbal Component chant: *Listen Thee, I just did See, This message is just for Thee.*

This spell enables the caster to send a spoken message to speak to a target creature somewhere else after a Circle Dance has been performed. This message will even cross Planar Boundaries and can have no more than 12 words or 24 syllables. The message can't be overheard since it is planted in the mind of the target. Even an ESP or other mind-reading Magic will not be able to hear the message if targeted on the target. The caster sprinkles this powder in a circle of at least 10 feet in diameter on any solid surface (even if temporary), and dances an intricate, weaving pattern within it while concentrating on the target creature and singing the following rhyme which names the individual creature concentrated upon. The message is actually thought by the caster and sent to the target directly after the rhyme is spoken. Note however that this spell can't be used before a Circle Dance is used to locate the target, no other Divination spell will suffice for this purpose. The circle will be burned into the surface (which must be the same circle as that of the Circle Dance) of the solid underground permanently and the gems must be different than those used in the Circle Dance.

Circle Charm 827AC by Grey Queen Doña Princess Carmelia de Belcadiz y Fedorias

2nd Level Divination spell

Range: 0
Duration: 2 rounds
Effect: the caster
Saving Throw: None
Components: An amount of powdered gem or gems of not less than 1000 gp in value
Casting Time: 2 Full rounds

Verbal Component chant: *Protect Me, For all to See, from distant Powers to see Me.*

This spell enables the caster to hide the caster (only) and objects on his or her person from all Locate Object, ESP, Know Alignment, and other spells that locate and divine the thoughts of other creatures, including Circle Dance, Wizard Eye, and the like are not affected by a Circle Charm, nor does it provide a mental barrier or protective aid. The caster sprinkles this powder in a circle of at least 10 feet in diameter on any solid surface (even if temporary), and dances an intricate, weaving pattern within it while concentrating on the target creature and singing the following rhyme which names the individual creature concentrated upon.

Fairy Slumber 1008AC This wizard version of this ancient Fairy spell is a cooperation between Good Fairies and Witches as a byproduct of the War 1004-1009AC.

2nd Level Enchantment spell

Range: 240'
Duration: 4d4 Turns
Effect: 2d8 + 1 Hit Dice per level of the caster of living creatures within a 40'square area fall asleep
Saving Throw: None

Verbal Component chant: *How Fair Fairies Fly, Day or Night on Frail Wing, a Gentle Sleeping Song They Sing.*

This spell is an enhanced version of the normal Magic-User spell Sleep. The difference is that it may be focused on creatures with more than 4+1 Hit Dice. The character must roll 2d8, and add the level of the caster to this number; if the total is less than the target's Hit Dice, the spell fails. If it is equal to or greater than that figure the target will sit, or lie down and fall asleep for 4d4 Turns unless a saving throw vs. spells is successful. Certain creatures are always immune to Sleep. Among these are the Fairies, and Undead, Magical creations, and any other being that doesn't sleep. Example; a 6th level Sprite encounters an angry Hill Giant (8HD), the sprite must roll 2d8+6 (the sprite's level); if the total is 8 or more, the Giant will have to save vs. spells or fall asleep for 4d4 Turns (or until Magically awakened). Only Magical means can awaken a victim to Fairy Slumber, no slaps, damage or any other nonmagical mean will awaken the victim. The caster can include in the spell a special awakening method (especially when the spell's duration is extended by special means, like the Extension spell), these method's include; the first Cock's crow, the sound of the Temple bells nearby, etc (all things which will always happen regardless of the sleeping character). When this spell is made permanent, the victim will be encased in a soundproof cocoon of web, in where time doesn't pass for the cocooned creature. There are rumors that somewhere exists an ancient forest (guarded by the Ancient Gakarak's) where thousands of cocoons can be found, with victims (mostly animals, but also sentient) from aeons ago. The sleeping victim will hear fairylike music while sleeping; example; <https://www.youtube.com/watch?v=3PKgDRJcpv8>. They will awake only when the webbing is removed, a Dispel Magic is cast or the special awakening is followed.

Circle Dance 847AC by Grey Queen Doña Princess Carnelia de Belcadiz y Fedorias

2nd Level Divination spell

Range: 0
Duration: 2 rounds
Effect: the caster
Saving Throw: None
Components: An amount of powdered gem or gems of not less than 1000 gp in value
CastingTime: 2 Full rounds

Verbal Component chant: *Reveal to Me, For I would See,the One to Be, As if in Front of Me.* (fill in suggestion)

This spell enables the caster to learn something of another creature. An amount of powdered (prior to the spellcasting) gem not less than 1000 gp total value. He sprinkles this powder in a circle of at least 10 feet in diameter on any solid surface (even if temporary), and dances an intricate, weaving pattern within it while concentrating on the target and singing the following rhyme which names the individual creature concentrated upon. This naming need not be accurate; it is only a focusing aid to the caster, and nicknames and descriptions may be used. If successful: at the end of the dance the caster receives mental images and impressions of the target's general direction and any details of the current surroundings (except when on other Planes, then only the distance in Planar borders will be revealed.) When caster and target are on the same Plane something of the target's current surroundings and mental (dead, asleep, unconscious, spellcasting, alert, happy, in love, etc.) and physical state may be apparent.

The base chance of success of 4% per level of the caster,

+25% if the target is fairly well known to the caster,
+40% if the target is intimately known to the caster,
+10% if the target is upset or excited,
+15% if the target is currently using Magic items or is spellcasting,
+5% if the target is within 1 mile distance per level of the caster.

Amount of success and according effects.

100%+ gives a clear mental picture of the target's surroundings and precise distance/ directions of such whereabouts.
75%+ gives a blurred picture of the target's surroundings and an indication and direction of such whereabouts.
50%+ gives an image of the target's surroundings or its distance and location (not both).
25%+ gives some parts in the direct vicinity of the target or an indication and direction of such whereabouts (not both).
0-24% will only reveal some parts or objects in the direct vicinity of the target.

Nature Call 988AC by Topaz Sister, Doña Isabella de Montebello Senora

2nd Level Conjunction spell

Range: 120' radius around Witch
Duration: 6 hours
Effect: 1-10 small birds or mammals
Saving Throw: None
CastingTime: 2

Verbal Component chant: *Squeek, Squack, Bark, Snatter, Whistle, Howl, Help Me Prowl*

This spell summons from 1 to 10 small birds or mammals (up to the size of a squirrel or hawk) or one creature as large as an eagle or a wolf. The spell allows communication with the summoned creatures, enabling the caster to give the creatures one of two orders. The summoned creatures can be made to rush at an opponent and fake an attack, causing confusion in monsters of animal intelligence or lower and causing more intelligent opponents to attack at -2 to hit for a duration of 1 turn. The summoned creatures cannot be forced to rush at a character or creature from which they would normally flee. Summoned creatures can also be made to act as messengers, carrying any object their size permits them to carry for up to three days.

Pacify 1011AC by Grey Queen Doña Princess Carnelia de Belcadiz y Fedorias

2nd Level Conjunction spell

Range: 60'
Duration: 4 Turns+ 1 turn per level of caster
Effect: 20' radius sphere and up to 8 creatures of 6 or fewer HD
Saving Throw: Negates
CastingTime: 2

Verbal Component chant: *Hereby I Pacify, Violence Goodby*

The spell affects from 1-8 single species creatures of 6 or fewer hit dice, causing those who fail a saving throw to cease combat and either leave the scene or lie down on the spot to rest (50% chance of each). Pacified characters or creatures won't harm the Witch or her party as long as the pacified creatures are not harmed. A pacified creature is allowed another saving throw each time that creature is attacked while under the influence of the spell. The spell does not affect Undead, Constructs or Lowlife. The pacified character is in fact Prone as long as it is pacified and has several penalties (save -4, THAC0 -2, AC+4, MV 0, 1r to get up).

Speak in Tongues 807AC by an anonymous Witch of the GSM, sold this before being burned to death.

2nd Level Alteration spell

Range: Self only
Duration: 2 Turns +1 Turn/level caster
Effect: special'
Saving Throw: None
CastingTime: 2

Verbal Component chant: *Riddle Bediddle, Crumpet Sock, Straighten Tongue, Clear Hear.*

This spell enables a Witch to understand the language of any intelligent entity and communicate with that entity in that language. No saving throw is allowed. Only one language may be understood and spoken for each casting of the spell, but it is possible to cast the spell again (while the first casting is still in effect) and understand up to three languages at once (with three separate castings).

Pit 1007AC by Medium sister Doña Yolanda de Belcadiz y Casanegra created due the Great War.

2nd Level Conjunction spell

Range: 60'
Duration; 6 hours
Effect: 40'
Saving Throw: Negates
CastingTime; 2

Verbal Component chant; *Down Frown, Falling Crown*

The spell creates a 20' -deep, 20' -wide pit anywhere within the area of effect. The spell may only be used in an outdoor environment, and cannot be employed inside a structure or enclosure, or underground. If used as an offensive measure, intended victims are permitted a saving throw. A successful save made by a stationary opponent means the caster misjudged the target 's position or distance from the caster, and the pit is formed at a location 20' away from the intended victim or victims. A successful save made by an intended victim who is in motion means that the target has a 70% chance of avoiding the pit during the next round. A victim who falls into the pit takes 2d6 hp damage if stationary before the fall, or 3d6 hp damage if moving before the fall. The spell remains in effect until six creatures have fallen into the pit, or until it is dispelled.

Astrovision 1011AC by Grey Queen Doña Princess Carnelia de Belcadiz y Fedorias

3rd Level Conjunction Illusion spell

Range: Mystara OW surface unlimited (HW if cast there)
Duration; 8 Hours +1 Hour per level caster
Effect: Creates a Powerful illusion of the caster at target location.
Saving Throw: None
CastingTime; 1 Turn

Verbal Component chant; *Reveal to Me, My Image Clear, as if it's there , as without Fear.*

This spell creates a illusion around the caster, of the target location which must be known (either in reality or by at least 48 total hours of study by Crystal Ball or similar). The illusion will seem to be real, and can be moved as if walking/flying around in it. The illusion is tactile, olfactory (taste/scent) audible in all respect as if being real. However, the caster sits in meditation controlling the illusion (mostly in a safe secluded space) around him/her. The caster and viewers will see, hear, smell everything encountered on the target location, and will not be affected by anything there. The other side will notice nothing, except when a Detect Magic is used; which will reveal a hovering and moving focus point of IllusionaryEvocation. This point can be dispelled as normal against the caster. If successful, the caster will break its meditation, and has to make an intelligence check; each point failed reduces Intelligence by 1. 0 or lower will cause unconsciousness. Lost points will restore in 1Turn for each point lost. The caster will reawaken when fully recovered with another Turn a splitting headache (no casting or concentration possible. A Dispel Magic on the caster or any other disturbance, will cause the illusion to pause (do nothing) while the caster can do anything else to resolve the disturbance as long as it is done within 1 round per level of the caster. If this amount of time is passed, the illusion disappears in an instant, without any effects to the caster.

Comfort 972AC by the witch Coven of Jotunvalk Pass (Soderfjord-Ylaruam)

3rd Level Conjunction spell

Range: 20'
Duration; 36 Turns
Effect: up to 10 creatures
Saving Throw: Negates
CastingTime; 1 minute

Verbal Component chant; *Rest, Hunger and Thirst Lamented, Cold, Heat and Pain Fragmented.*

Recipients of the benefit of this spell feel no pain, heat, cold, hunger, thirst, or exhaustion, and need not eat or rest for the duration of the spell. The spell does not negate normal damage taken, but it does negate the effects of a Wand of Fear, Drums of Panic, any similar magic item, Dehydration, Thirst, Hunger or a Sleep spell. Recipients receive a + 1 to all saving throws for the duration of the spell

Minor Pact 3640 BC By Haggatha, a Black Witch who became Hag and later a Demon. She resurfaced as a Screaming Demon in 1009AC being summoned and fighting Alphatians.

3rd Necromantic Abjuration spell

Range: Special
Duration; Special
Effect: Caster and one existing Demon of which the name must be known
Saving Throw: none
Casting Time; 2 Turns or more
Reading Time; Not on scroll
Component; A vellum Scroll worth 50gp, Ink made of Snake Blood (250gp), and a Quill

Verbal Component chant; *Thievin, Schemin, Seein Demons, Trade Me Powers for....My Reasons (fill in suggestion)*

This spell is a ritualized means to make bargains with Demons The wizard begins by opening up a magical connection between himself and the target Devil, of which the name must be known. This takes 1 round, and involves the wizard calling down dreadful curses (Major Curse) on those who break the pact. Once the connection is established, the bargaining can begin. This can take as little as 1 round or as much as several hours. Once an agreement has been settled on, the wizard seals the spell, which takes 1 round. The Minor Pact is a temporary agreement. The wizard can bargain for one task, which should not take the Devil longer than one week to complete. A common task is the protection of the wizard for the length of a particular journey. The Devil doesn't travel with the wizard, but can be summoned by an appropriate spell at any time during the specified time. Any task not proper(DM!) can be rejected. Devils must live up to the letter of an agreement, but they are masters of deception. Only Evil Witches and Hags use this spell.

Isoldes Answer 27 BC by Isolde the Great White Witch, stolen from her tomb by Purple Queen Grimhilde of the Kingdom of Many Colors in 955AC, stolen from her and sold to GSM in 993AC.

4th Level Divination spell
993AC.

3rd Level Divination spell.

Range: Touch
Duration: 2 round per level of the caster.
Area of Effect: 1 mile per level of the caster.
Saving Throw: None
Casting time: 3 rounds/2 rounds
Components: a scrying device (not consumed)

Verbal Component chant; *Mirror, Mirror, on the Wall....(fill in suggestion)*

This spell temporarily enhances a Magical Mirror, Crystal Ball, or other Scrying Device. The spell caster then asks the Scrying device a question, and the Scrying device answers that question by showing an appropriate scene if it is within the area of effect. Typical questions include; "Where did I put that book on Magic?", "Who in this Land is Fairest of All?", and "Where are the fish Biting Today?". Note that a Scrying device must be in operation at the time this spell is cast in order to make it work.

Minor Witch Curse 854AC by Grey Queen Doña Princess Carnelia de Belcadiz y Fedorias

3rd Level Conjuraction spell

Range: centered up to 20' away 50' diameter sphere
Duration; 6 hours
Effect: up to 12 HD Humanoids or 6HD Monsters
Saving Throw: Negates
CastingTime; 3

Verbal Component chant; *Tongue of Blood, Hurt You did, Skin of Teal, Blood I Steal*

The Witch can curse a living creature, preventing it from healing completely. For a number of days equal to 3+ the Witch's Intelligence adjustment, no healing will work on the Target. Whenever the target is subjected to a magical healing effect, the victim must save vs spells with the Witches circle as penalty to end the hex. If the check fails, the healing effect functions as normal, except it cannot remove the last 10% of damage the victim suffered. Similarly, natural healing, fast healing, and regeneration fail to cure the victim's last 10% of damage. A successful saving throw vs spells reduces the duration to 1 round. At 3rd circle, the victim also takes a -2 penalty on saving throws to avoid contracting a disease or poison from an injury.

Mystic Rope Rediscovered 1000AC of a spell existing before 3000BC by Coven of Eriditcha of Redstone (all members exterminated by meteor impact 1005AC).

3rd Level Conjuraction spell

Range: 100'
Duration; 2 turns +1 minute/level of the caster above 6th level, or until rope is destroyed or dispelled.
Effect: up to 12 HD Humanoids or 6HD Monsters
Saving Throw: Negates
CastingTime; 7

Verbal Component chant; *String Twine, Threading Line, Wire Rope, Snaking Grope*

The spell creates a magical rope in the Witch's hand or on the ground in front of any creature designated by the Witch who is within range. The rope can be of any length desired up to 100'. It unerringly carries out the Witch's orders to move about, attach itself to any solid object so that characters can pull on up it, use it to climb or descend a surface, or ensnare up to six small, three man-sized, or one giant-sized creature. In order to ensnare second and subsequent opponents, the rope must first successfully ensnare the creature upon whom the ensnarement is currently being attempted. The rope can attack only one potential victim at a time. Any part of the rope not being used to tie up a character can move at a rate of 90' and drags an already ensnared creature around in an attempt to tie up other victims. The rope is considered to have a strength of 19. Saving throws are allowed to any creature in danger of being tied up, but a new saving throw must be made at the start of every round in which the danger still exists. Saving throws in the third and subsequent rounds are made at +2. Any creature being chased by the rope is -1 to hit other opponents in that round. Actual ensnarement, once a saving throw is failed, takes one full round, after which the victim is rendered helpless until and unless the rope can be cut or untied by the victim, or destroyed by an attack form which damages it. The rope has 1 hp for each 4' of length, and has a saving throw number of 12 against all attack forms which can harm it. The rope can be destroyed by dispel magic or disintegrate if it fails its save. The breath weapon of a dragon, strong acid, and magical fire or lightning cause damage to the rope, and it is destroyed and immediately disappears if its hit points are reduced to less than one-third of its original total. Normal weapons have no effect on the rope, but magical weapons can cut through the rope in 2 rounds. The rope suffers no damage from such blows, but simply becomes two separate pieces of rope, each piece retaining the proper proportion of the rope's current number of hit points. Any captive with strength of 18 or higher has a chance of freeing itself in each round after becoming ensnared, but must save at -2 in the round after becoming freed in order to avoid immediately being tied up again. The percentage chance for a victim to free itself is 5% for strength adjustment. A victim may make an attempt to free itself once per round. Dragons, Giants or similar sized creatures have a constant 80% chance per round to free themselves from the rope, but the percentage drops to 40% if it is ensnared about the head to render its breath weapon useless. Dragons may attempt non-offensive action while trying to break an ensnarement about the mouth.

Phantom Light This spell is created between 3000 and 1500BC by the ancestors of the Shadow Elves. Belcadiz Elves rediscovered this spell in 713AC in an old Elven Tomb.

3rd Level Conjunction spell

Range: centered up to 20' away 50' diameter sphere (Visible up to 500' away).
 Duration: 6 hours
 Effect: up to 12 HD Humanoids or 6HD Monsters
 Saving Throw: Negates
 Casting Time: 7

Verbal Component chant: *Phantom Light, Bleu and Bright, My Enemies No Fright, My path in Light*

A mobile a pale, flickering blueish Faerie Fire that either follows behind the Witch and her party or leads the way, at a distance of up to 120' . The Fire doesn't inflict any damage, but can outline one or more creatures or objects. The objects or creatures need only be detected in some way to be the object of this spell. All attacks against the outlined creature or object gain a +2 to hit with missile weapons, as it is more easily seen. The caster can outline about 144' of fire, outlining 1 medium sized Dragon-, 3 Small Dragon-, 6 horse-, or 12 man-sized creatures). Beings must be completely covered or the light will be dispelled immediately.

Plant Entrapment 985AC by Emerald Witch Sirte (aka the Dragon Erronya) in the Black Hills (North Darokin)

3rd Level Conjunction spell

Range: 50'
 Duration: 2 Turns
 Effect: 20' x 20'
 Saving Throw: Negates
 Casting Time: 7

Verbal Component chant: *Roots Jump, Twigs Curl, Branches Hang, Twines Furl.*

Tree branches, grasses, shrubs, and the like, within the area of effect, grab at and attempt to hold motionless all living and undead creatures with their reach, and may attempt to disarm or strangle an intended victim if the Witch orders the attempt. If a victim fails to save against the spell, there is still a chance for the victim mto free itself manually from the grasp of the plants, with the possibility of success dependent on the size and strength of the plant life doing the entrapping (see [MMMC Lowlife](#) page 848)

Touch Dispel Rediscovered 988AC of a spell existing before 3000BC by Coven of Eriditcha of Redstone (all members exterminated by meteor impact 1005AC).

3rd Level Conjunction spell

Range: touch
 Duration: Permanent
 Effect: destroys active magic touched
 Saving Throw: None
 Reading time ; 6

Verbal Component chant: *Break the Magic, Tear the Radiance away*

This spell can only be cast by a Magic-User (Mage, Elf, Wicca or Wokani, etc.) at 15th level of experience or higher. The spell is released after concentrating while touching any Magical item. This effect can't be suppressed. The effect can be dispelled before releasing or is automatically dispelled when another spell is cast. Then both spells are negated. Touch Dispel may destroy any Magical item with the same chances of failure or success as a normal Dispel Magic, but is doubled by any container. Example; a potion (normally counted as level 6 Magic for these purposes only) in a vial in a backpack. If the potion is touched by sticking a finger in it, it will be dispelled as if it were cast by a 6th level caster, when the vial was touched instead, it will be dispelled as if it were cast by a 12th level caster, and if the backpack was touched instead it will be dispelled as if it were cast by a 24th level caster. Under these circumstances can only one Magical object be dispelled, and this object would always be the easiest to affect, or if equally to be affected (2 items in the same bag) it will always affect the lowest in power. If equally in power and in accessibility it will be chosen randomly(DM). Use the table to see how it affects the items. Each item can only be affected once, as all Radiance is torn away already As such the DM decides if an item has already been affected once.. Items created after the Radiance is gone, remain unaffected, as are the few Items based on non-Radiance sources while the Radiance exists. Eventually this spell outgrow its purpose (this is up to the DM when).

Item	As if cast by:	Result
Potion	Level 6	Flavored, colored liquid with possibly no other effect than giving stomach cramps for 1d4 turns.
Scroll	As spell (or level9)	A Blank parchment (as if the spell was cast).
Wand/Rod/Staff	Level 12 (or as Creator)	Drained a total charges equal to the level of the caster.
Miscellaneous Items	Level 24 (or as Creator)	Drained a total charges equal to the level of the caster, or deactivates it.
Permanent Item	Level 18 (or as Creator)	Deactivates for 1d10 rounds. +1Level/power

Circle of Blood Binding 1006AC Grey Queen Doña Princess Carnelia de Belcadiz y Fedorias created due the Great War

4th Level Divination spell

Range: 0
 Duration: 1 day
 Effect: the caster and any spirits
 Saving Throw: None
 Components: An amount of powdered gem or gems of not less than 1000 gp in value
 Casting Time: 2 Full rounds

Verbal Component chant: *Listen Thee, Soul to Go. Hold Your Flight*

If this spell is cast; if a living creature of less than HD as the Witch has Circles, dies within 30 feet of the Witch, she may immediately bind its soul. This includes any free roaming spirits as per GAZ12-The Golden Khan of Ethengar. The Witch can also try to bind a soul which travelled to Limbo and has not passed on or has been Raised or Reincarnated. The Witch can bind as many HD spirits in total with this spell as she has levels. This binding expires after 24 hours or whenever the Witch uses this ability again. The creature who provided the soul cannot be Raised, Reincarnated, or Travel to Limbo during the time it remains bound. The Witch may use this ability once, after which the Witch must complete a long rest to use it again. The soul has a 25% to become a ghost if it was forced to travel beyond 250 yard from its body. It has 75% chance to be free and thus may dwell around like Ethengar spirits, or may travel to Limbo, and is then able to be Raised, Reincarnated, or eventually find eternal rest.

Intensify 1010AC by Seeress sister Mira Zus

4th Level Alteration spell

Range: 500 yard (outside only)
Duration: 1 Turn
Effect: 500 yards diameter circle
Saving Throw: Negates
CastingTime: 6

Verbal Component chant; *Nature's Power, Nature's Strength, One Whole Turn Time's Length.*

This spell multiplies the power of currently existing natural phenomenon: A light breeze would become a hurricane-strength wind, the sound of rustling leaves would become a deafening tumult, a sprinkle of rain would become a flash flood. Dispel magic has no effect on this spell. Secondary effects caused by the phenomenon are as they are; Deafening tumult causes lack of sleep and Tinnitus (a discomfoting peep in ears negating concentration until cured), a flash flood, will cause inundations and erosion, and spoilage of ground, hurricane wind causes severe material damage; etc). As the area is limited, this spell is mostly used as a warning to those in the affected area, and secondary effects are limited to the area. However, if used multiple times, the area will become thus damaged as if being cursed, and people and animals will leave.

Magic Mirror 992AC by Purple Queen Grimhilde of the Kingdom of Many Colors, stolen en sold to GSM in 993AC.

4th Level Divination spell

Range: Touch
Duration: 1 round per level of the caster
Effect: A mirror
Saving Throw: None
CastingTime: 7
Components: A silver mirror with a size equal to the casters level in square inches or larger.
Casting Time: 1 Hour

Verbal Component chant; *Mirror of Silver, Covered with Glass, Show the River, and What Comes to Pass.*

Upon casting this spell on the component mirror, it becomes active as a Crystal Ball. Only a 1000gp or more valuable silver mirror will make it possible to also cast the following spells through the mirror; Comprehend Languages, Detect Invisible, Detect Magic, Detect Undead, Infravision, Detect Evil, Detect Good, Read Magic, Read Languages, Detect Gems, Detect Metal, Detect Mineral, Detect Lie. Only when the caster has an Intelligence of 16 or higher (and succeeds an Intelligence check) and a 5000gp Gem is used, then a Teleport Any Object can be cast through the Mirror (no living creatures can be teleported this way). When a 10.000gp Gem is used, the caster can send an Invisible Stalker through the mirror. The components will be used up in the casting of the spell, and only the Mirror itself can never be made permanent, nor it side effects. The caster can always use a Gem to make the casting of spells through the mirror possible, even when the mirror is created by someone else, as long as the mirror exists. The mirror always reveals things as happening on the moment, yet if a Timestop is used at the same time, the caster can look for the remaining Timestop Time as many years back into the past as he succeeds an intelligence check.

Astroprojection 877AC Wokan Lady Szasza Markovitch (vampire) Baroness of Vladimirov

5th Level Conjuraction spell

Range: centered up to 20' away 50' diameter sphere
Duration: 6 hours
Effect: up to 12 HD Humanoids or 6HD Monsters
Saving Throw: Negates
CastingTime: 7

Verbal Component chant; *Bring my Image Clear, as if it's there, as without Fear.*

This spell creates a Powerful illusion of the caster at target location which must be known (either in reality or by at least 48 total hours of study by Crystal Ball or similar). The illusion will seem to be real, and can move around, cast spells the caster has memorized, eat, sleep, drink, etc, all as if real. The illusion is tactile, olfactory (taste/scent) audible in all respect as if being real. However, the caster sits in meditation controlling the illusion (mostly in a safe secluded space). The caster will see, hear, taste, smell everything encountered on the target location, and will not be affected when the illusion is wounded, however, if the illusion "dies" it will fade away in 1 round if it is no longer in active sight of any sentient being. At that moment the caster will break its meditation, and has to make an intelligence check at -8; each point failed reduces Intelligence by 1. 0 or lower will cause unconsciousness. Lost points will restore in 1 hour for each point lost. The caster will reawaken when fully recovered with another hour a splitting headache (no casting or concentration possible). A Dispel Magic at the illusion will cause it to fade away in 1 round as dictated above, complete with after effects. A Dispel Magic on the caster or any other disturbance, will cause the illusion to pause (do nothing) while the caster can do anything else to resolve the disturbance as long as it is done within 1 round per level of the caster. If this amount of time is passed, the illusion disappears in an instant, without any effects to the caster. One important remark; the illusion can carry and use real items, yet these will remain behind if the illusion ends.

Immunity to Vileness 1005AC A by-product of the Great War. Alphantian Spies tried to kill several people (incl witches) by Poison and the Plague began affecting the Known World. Witches responded in their own way.

5th Level Conjuraction spell

Range: centered up to 20' away 50' diameter sphere
Duration: 6 hours
Effect: up to 12 HD Humanoids or 6HD Monsters
Saving Throw: Negates
CastingTime: 7

Verbal Component chant; *Earth and Water, Air and Fire, Sources of Life and Light, Sources of Day and Night, I invoke You here, Protect My Body and Mind.*

Duration 18 turns for each experience level of the caster. The character or creature touched by the Witch after the casting of the spell is immune to diseases and poisons for the duration of the spell. As this spell is came to be on a Day of Dread and functioned, it is assumed (correctly) this spell is unaffected by the Radiance.

Circle of Power 1007 AC Some unknown evil witches attained (and later shared publicly) this spell from a Howling Demon known as Braataat. As Entropy was focused on delaying the War, helping the losing side, this spell was more evil than expected and always luring the caster to the evil side.

5th Level Divination spell

Range: 0
 Duration: 1 day
 Effect: the caster and any bound spirits
 Saving Throw: Special
 Components: An amount of powdered gem or gems of not less than 1000 gp in value
 Casting Time: 2 Full rounds
 Verbal Component chant: *Listen Soul Friend Help I Need, Share Your Strength With This One Deed.*
 Evil Component chant: *Listen Souls, Hold This Magic and Make It Strong, I'll Never Falter, Never Go Wrong.*

With this spell the Witch can call upon the spirits the Witch has bound to help cast her spells. The Witch may share energy from a spirit to recover a single cast spell slot of a level no higher than the circle the Witch has acquired. When this is used, the spirits who assist the Witch are then free to continue. This spell is often placed inside a Wand, Ring, or other Item, near to the Witch, carried or worn. The problem with this spell is that the casting invokes the words of Braataat (or some other evil entity tempting to lure the caster to absorb the spirit summoned. This is up to the character (thus the player) to choose, and he must accept the consequences fully.

Evil Witches desire to absorb the spirits to recover 5 spells (no limits) already cast. Absorbed spirits disappear and can never be Raised or reincarnated. This is a very Evil act. Any non-evil caster using this spell in this way loses 100 PiP or is lowered 1 step in Alignment (either good-Neutral-Evil, or Lawful-Neutral-Evil). The spirit may make a saving throw to resist absorption. This is made at its normal living saving throws. If it is successful, the spirit frees itself and may go as it desires, and the spell fails. If the soul failed it is literally destroyed, and the spell is successful..

Fertility / Infertility 866AC by unknown Darokin/Elven Coven

5th Level Conjunction spell

Fertility Infertility
 Range: 10 yards/level
 Duration: Special
 Casting Time: 1 Turn/target
 Area of Effect: Special
 Save: Negates

Verbal Component chant: *Spread the Seed, Spread the Weed, Grow and Multiply*

Reverse Verbal Component chant: *The Bloodline is Severed, Cast within the Desert.*

This spell has two possible uses. The first is an enhanced version of the plant growth spell, affecting a 1/2-mile-square area. The DM secretly makes a saving throw (based on the caster's level) vs. spell, and if the roll is successful, the spell renders plants more vigorous, fruitful, and hardy, increasing yields 30% to 80% given a normal growing season. The spell operates in the same way as plant growth, otherwise.

The second usage of this spell enables the caster to increase the fertility of the target. The target may be either male or female. The fertility of a character may be calculated as follows. Fertility = base chance + Constitution modifier. If both participants are "fertile" at Time of copulation, pregnancy results. Furthermore, the offspring inspired by this magic is certain to be delivered normally and in good health provided the mother remains healthy and uninjured. Note that factors such as old age and curses may influence the percentage chance of becoming pregnant, as may magic specifically geared to preventing such an occurrence or a being's inability to conceive due to peculiar magical factors. (For instance, all Nagpa's seem unable to conceive for unknown reasons.). Successful casting of this spell increases a character's fertility by 5d6 points. In addition, there is a probability, equal to the level of the caster (1% per level), that successful conception will result in multiple births (roll 1d20: 1-17 twins, 18-19 triplets, 20 quadruplets). Multiple castings of this spell on the same individual (while the first is still in effect) automatically fail, as does casting on a pregnant person. This effect lasts through the target's next copulation; thereafter, the target's fertility returns to normal. The chance of successful conception can be reduced severely by diseases (especially Venereal diseases), and even some types of food or drugs. The Zzongha plant, Tobacco and other herbs could spoil the success of this spell. Penalties range from -50% (Zonga), to 30% (Venereal diseases), to 20% (Tobacco), to 10% (other diseases like the common flu), to 5% for herbs and spices. This penalty will due to the spell, never be lower the chance below 5%. Fertility can also be countered magically by spells such as Dispel Magic, Infertility, or Wish. Note: While the need for this spell might seem a bit Questionable upon initial reading, it works well as a plot aid: - "Gee, I wonder why there are so many Orcs/Green Dragons/Trolls around lately?" - "Boy, I sure hope the king has a child with this new queen—this is his third queen already! I would sure hate to see that sleazy nephew of his get the thrown!" - "Look, you got have to help us! There's not been a child born in this town in 2 years—not even among the livestock!" - It would also be a sneaky way to get those promiscuous characters.

This reverse spell **Infertility** (memorize separately) automatically results in a failed attempt at conception (assuming that the target did not save versus spells). The target remains infertile until a successful Dispel Magic is cast upon him followed immediately by Regenerate (the former dispels the magic, the latter repairs the physical damage). Fertility can't counter the effects of Infertility, but if the target is already under the effect of the former, he/she receives a +1 bonus to save. This spell may also be cast upon animals (e.g., horses). The animal's initial fertility is based on type and quality of animal. This spell can affect up to 1 creature for every 3 levels of the caster, unless the caster worships a Immortal of death, or destruction, in which case, he/she can affect 1 creature per level. Casters who worship fertility or creation Immortals can not cast Infertility. Prohibited by Vanya Clerics, who will hunt down the caster of the spell to the end of the world if possible. Heldannic Knights abhor this evil spell (both Fertility and Infertility) and place a death Penalty and destruction of all possessions to attempt to destroy the spell.

Race	Chance Base	Chance	
		Con.	Modifier
Dwarf	22%	01-03	-6%
Elf	13%	04-06	-4%
Halfling	50%	09-12	0%
Human	77%	13-15	+4%
Other Humanoid	50+1d30%	16+	+6%

Major Pact 3425 BC By Haggatha, a Witch who became Hag just before the Rain of Fire, having a major impact in the Morgreth nations in today Ylaruam. She resurfaced as a Screaming Demon in 1009AC being summoned and fighting Alphatians.

5th Necromantic Abjuration

Range: Special
Duration; Special
Effect: Caster and one existing Demon of which the name must be known

Saving Throw: none
Casting Time; 2 Turns or more

Reading Time scroll; Not on scroll

Component; A vellum Scroll worth 100gp, Ink made of Dragon Blood (250gp), and a Quill from a cockatrice (500gp).

Verbal Component chant; *Thou (fill in name) Demon of Power, I besiege Thee, Listen to My Offer and My Plea.*

Major Pact is a more serious version of Minor Pact. This spell is a ritualized means to make bargains with Demons. The wizard begins by opening up a magical connection between himself and the target Demon, of which the name must be known. This takes 1 round, and involves the wizard calling down dreadful curses (Major Curse) on those who break the pact. Once the connection is established, the bargaining can begin. This can take as little as 1 round or as much as several hours. Once an agreement has been settled on, the wizard seals the spell, which takes 1 round. The basic method is the same, but a Major Pact creates a long-term relationship between a Demon and the Spellcaster. This is usually a patron-client relationship, with the wizard agreeing to act as the Demon's agent in return for specified favors. The Demon is likely to try to wriggle out of the agreement, but it may use the mortal for a long time before doing so. Again, the bargaining process is quite important, and can't be avoided. The terms of a Major Pact usually last for one to five years, though longer pacts are possible. Many Demons serving under a Major Pact strictly limit the number of times they can be summoned during this period. The Demon doesn't travel with the wizard, but can be summoned by an appropriate spell at any time during the specified time. Any task not proper(DM!) can be rejected. Demons must live up to the letter of an agreement, but they are masters of deception. Only Evil Witches and Hags use this spell.

Oracle known to exist before the Nithian Era, estimated 1900BC, as no mention before this year of using this spell.

5th Level Conjuraction spell

Range: caster only
Duration; 3 Turns
Effect: 3 Questions once a week
Saving Throw: None
Casting Time; 7

Verbal Component chant; *Powers Great, Powers Strong, Powers Right, and Powers Wrong, Receive my Sacrifice, Hear my Plea, Then Answer Me.*

Components; Special herbs, holy (unholy) water, and incense. If a particularly potent commune is needed, a sacrifice proportionate with the difficulty of obtaining the information is required, and if the offering is insufficient, only partial or no information is gained.

This spell (Generally the same as the 5th Level cleric spell commune, except that this spell can be used only once per week) allows the caster to ask Questions of the Immortals. The caster may ask Questions that can be answered yes or no (sometimes the Immortal will respond in small, often cryptic, messages). The caster is allowed 3 such questions. The answers given are correct within the limits of the entity's knowledge ("I don't know" is a legitimate answer, as powerful outer planar beings are not necessarily omniscient).. This spell will also reveal how pious a character is; this takes only 3 rounds, and only the general amount of piety is revealed. When a character is touched it will reveal also how many piety that character has if the caster intends to use the spell to reveal this. The character examined must be willing and show him/herself humbly to the caster, to let the spell function at all. This spell can also be used to determine possible gains or losses in piety from contemplated actions. Thus it can be used to discover a way to achieve a goal while minimizing danger to its piety (e.g., "Don't kill the guard!! Offer him a Job!!"). Entities communed will structure their answers to further their own purposes, as Witches mostly contact only Evil entities, this may bring the Witch in danger (see Evil Entities) .

Spirit 644AC Witches Coven of Redstone

5th Level Conjuraction spell

Range: Touch
Duration; 4 + 1-8 turns
Effect: one character
Saving Throw: None
Casting Time; 7

Verbal Component chant; *Matter Begone, Limbo Replace, Energy Strong, Soul in Place*

The spell allows the Witch or any one character or creature she touches to have a noncorporeal body that can pass into and through objects. The recipient of the spell becomes transparent, but the outline of its body can be seen. Only lateral movement is allowed, at a normal movement rate of 120' per round or less. Normal weapons and missiles have no effect on a creature in spirit form, magic weapons do half damage, and offensive spells are only half effective (25% if a save is made). Characters or creatures with other noncorporeal forms such as shadows, spectres, ghosts and wraiths, as well as elementals of the medium through which the recipient is passing can still attack the spirit form character as if normal. The recipient of the spell can't cast spells higher than level 2 against normal corporeal opponents.



Circle of Power Bonding 1008AC by Grey Queen Doña Princess Carnelia de Belcadiz created due the Great War

6th Level Divination spell

Range: 0
Duration: 1 day
Effect: the caster
Saving Throw: Special
Components: An amount of powdered gem or gems of not less than 1000 gp in value
CastingTime; 2 Full rounds

Verbal Component chant; *My body now a Vessel, Spirit, I bind thee within me*

With this spell the Witch is able to contain more powerful spirits. If a living creature of less than HD as the Witch has Circles x2, dies within 30 feet of the Witch, within the duration of the spell, she may immediately bind its soul. This includes any free roaming spirits as per GAZ12-The Golden Khan of Ethengar. The Witch can also try to bind a soul which travelled to Limbo and has not passed on or has been Raised or Reincarnated. The Witch can bind as many HD spirits in total with this spell as she has levels multiplied with her circle. Normal souls are seen as 1HD, NPC souls or spirits are determined by the DM based on their original HD or as per Gaz 12. This binding expires after 24 hours or whenever the Witch uses this ability again. The creature who provided the soul cannot be Raised, Reincarnated, or Travel to Limbo during the time it remains bound. Free-roaming Spirits will not attack the Witch out of fear when released and disappear. The Witch may use this ability once, after which the Witch must complete a long rest to use it again. The soul has a 25% to become a ghost if it was forced to travel beyond 250 yard from its body. It has 75% chance to be free and thus may dwell around like Ethengar spirits, or may travel to Limbo, and is then able to be Raised, Reincarnated, or eventually find eternal rest. The use of this spell is not an evil act, how the Witch uses the spirits or souls however might be. This is determined by the use of the next spell using the spirits/souls.

Drain Intellect 1004AC by Emerald Lady Babushka of Klantyre created due the Great War

6th Level Alteration spell

Range: centered up to 20' away 50' diameter sphere
Duration: 6 hours
Effect: up to 12 HD Humanoids or 6HD Monsters
Saving Throw: Negates
CastingTime; 7

Verbal Component chant; *Now You Know, Now You Won't, Now You Think, Now You Don't.*

This spell will lower the intellect of the creatures in the affected area by 1, increased by +1 for each Circle the Witch has. This will greatly affect the casting of spells. For the duration of the spell, each spell a target creature desires to cast, he/she must make a successful intelligence check to succeed. If he/she failed the spell is forgotten as if cast. A base total of 12 HD (not levels) or Demi-Human-oids or 6HD of Monsters. Add level of the caster-12 to the HD to know the final HD affected. Only one sort is affected, if both Demi-human-oids and monsters are in area of effect, only the one with lowest HD will be affected. If Intelligence becomes lower than 4 the affected creature will behave like an animal afraid, preferring to flee. If it becomes lower than 1, the affected loses consciousness. After the duration ends all Intelligence will be as normal, unconsciousness and fear will be resolved.

Wards of Defence 1005AC by Emerald Lady Babushka of Klantyre created due the Great War

6th Level Conjuraction spell

Range: Self
Duration: 5 initiative segments per experience level of the caster
Effect: 20' radius around the Witch
Saving Throw: Negates
CastingTime; 7

Verbal Component chant; *Send back the Harm that is put upon Me. Protect Me from Injury and Illness. As I speak it, so shall it Be.*

The spell creates a stationary force field of a 20' radius around the Witch, shielding her from all magical or physical attacks for the duration of the spell or until it is dispelled. The Witch may cast spells of level 3 and lower from inside the field, and may fire missiles from within the field. The Witch may move about within the field, but if she moves up to or beyond the 20' radius from her original position, the spell is dispelled. The duration is 5 initiative segments per experience level of the caster, which means that a 5th level caster has 5x15=75 segments. As each minute has 6 rounds, each round is 10 seconds. Each round has 6 initiative segments. The example will thus result in 75/6=12.5 rounds= 12 rounds and 3 initiative segments. This is important for gameplay. This spell is used to finish an ongoing other spell to prevent disturbing it, or to prepare a powerful flee or attack (or other) spell before the ward falls.

Control Lycanthrope 986AC by Red Lady Doña Isabella de Montebello Senora

7th Level Conjuraction spell

Range: 120' radius of the caster
Duration: permanent or until dispelled
Effect: up to 12 HD Lycanthropy infected Human(oid)s or 6HD Lycanthropes (add 10HD /4HD per Witch circle)
Saving Throw: None
CastingTime; 7
Material Component; 1200 cn of silver (reusable)

Verbal Component chant; *Lycan here!!! Lycan Sit!!! Lycan Obey!!!*

This spell changes temporarily the silver component into hair thin, steel strength, rope flexibility wire. These attach themselves around the neck of any and all lycanthropes within range are affected, and won't automatically attack the caster. When more lycanthropes are near, the strongest are taken first (as these mostly control the others). All those not falling within the limit of control (and the controlled Lycanthrope) may flee away. Mostly they do so, as they know their own might attack them now. For each sunrise the spell remains in effect, there is a 5% chance (cumulative) of the affected creature(s) breaking the spell and attacking the Witch. (Roll separately for each creature). The control remains in existence even if the Lycanthropes transform. When the spell ends or is broken the silver resumes a rough original shape.

Call Spirit Rediscovered 988AC of a spell existing before 3000BC by Coven of Eriditcha of Redstone (all members exterminated by meteor impact 1005AC).

7th Level Conjunction spell

Range: 10'
 Duration: 1 round / level
 Effect: caster may ask 3 Questions.
 Saving Throw: special
 Casting Time: 7 rounds
 Components: Burning Incense, potion bottle of prepared blood (3 hr to make with local herbs)

Caster Lvl	1-6	7-8	9-12	13-15	16-20	21+
Maximum Time Dead	7 day	28 day	12 month	10 year	100 year	1000 year
Time Questioned	1r	3r	1T	2T	3T	1Hr
Number Questions	2	3	4	5	6	7

Verbal Component chant: *Spirits Hear My Cry ,I Summon (insert name) To Come to Me and Tell Me My Why.*

By means of this spell, a witch may ask several Questions of a deceased spirit if the body is within range. The spirit will always reply in a tongue it once used, and due the mindlink created is similar to that of the caster. If there is no similarity, the caster can only converse with gestures, or art, but whatever language is used, it can only offer information of things up to the time of its death, or about things happening in Limbo. If the spirits alignment is the same as the caster's, clear and brief answer will be given; however, if the alignments differ, the spirit may reply in riddles. The length of time the creature is dead is a factor that determines the amount of questions that can be asked and answered. This also depends on the strength (i.e. level) of the caster. The dead tend to give extremely brief and limited answers (often cryptic) and take most questions literally. A dead creature with an alignment that is different than that of the caster may make a save vs. spells (DM seeks level for saves) to refuse to give the requested answer or lie, else the spirit is forced to respond truthfully. The witch needs burning incense (therefore it will not work under water) and potion bottle of prepared blood (3 hr to make with local herbs) in order to cast the spell.

Disintegrate Flesh 1011 AC Some unknown evil witches attained (and later shared publicly) this spell from a Howling Demon known as Braataat. This Demon gains now stronger control on (evil) Witches, desiring to turn them into Hags.

8th Level Conjunction spell

Range: 50'
 Duration: instantaneous
 Effect: 40' radius sphere
 Saving Throw: Negates
 Casting Time: 7

Verbal Component chant: *Flesh Corrupts and Falls away.*

The spell enables a Witch to completely disintegrate all living material and beings within the specified area of effect. Only beings which make their saving throw survive this horrifying attack, yet still sustain 7d10 damage. Non-living material possessions and objects are not affected by this spell, but dead organic matter (bodies,organs, etc.)are consumed, while bones remain. Only Evil Witches and Hags use this spell. The Witch, Hag and those she deems worthy are not affected as she desires. Remember to add a penalty of 1 on the saving throw for each level the Witch is higher than the HD /Level of each individual victim.

Circle of Blindness 103AC Grey Queen Doña Princess

Carmelia de Belcadiz
 8th Level Conjunction spell

Range: 70'
 Duration: 3 Turns
 Effect: Special
 Saving Throw: None
 Casting Time: 9

Verbal Component chant: *Darkness, Silence, Stink, Touchless, Violence, Think.*

An extremely powerful and dangerous anti-sensing spell which prevents all means of detection. All creatures within 25' (yards outside) of the spell's impact point except Djinn, Efreet, pious Clerics, and Witches will be affected (50' diameter Sphere—yards outside). The area affected is penetrated with a foul stench (clinging to skin, hair, and clothing (stench lasting another 4 days!!). This circle counteracts not only normal vision, scent, hearing, Tremorsense, Second Sight, and other natural sensory abilities, but also prevents the functioning of magical senses as; ESP, Treusight, Detect Invisible, Detect Magic or Detect Evil, Locate Object, Seek, Clairvoyance, Clairaudience, Infravision, and Wizard's Eye. Similarly, the use of medallions, crystal balls, or detection wands, potions, and swords will prove fruitless. This includes the use of such powers from outside the affected area targeted within. The circle is immobile and its victims may blunder out of the affected area, but it provides a Witch with a perfect refuge from combat and the spell is just too powerful to be affected by a Dispel Magic effect or spell. Clerics must be pious to resist becoming affected by this spell (see more on Piety here [Breath of Mystara, piety](#)), however will be affected by the scent Only the Djinn, Efreet, and the casting Witches will not be affected by the stench. Immortals are also affected, but these can break the effect by visiting the area affected. As long as they are affected, their Immortal Eye spell will be blocked for the affected area. Several Witches working together can enlarge the area as desired; all these witches are excluded from any of these spells cast, even if the spell is cast later. This works as long as the areas meet somewhere or overlap.



Curtain Wall

8th Level Conjunction spell

Range: 20' away
Duration: 3 Turns maximum, or until dispelled
Effect: up 20' diameter
Saving Throw: Negates
Casting Time: 7

Verbal Component chant; *Curtain High and Small, Hide Me for All*

Upon graduating to 8th level spellcasting (level 18) the first and most useful spell a Witch learns is this one. It is a means to summon into existence an extra-dimensional "room". Upon invoking the spell, a curtain 10' wide appears in the air, floating vertically just off the ground. Behind the drapes is a smooth walled room 10' high and wide and 20'square from back wall to front curtain. This, then is the lair of a Witch, and in it she can safely store her treasure, bedding, crystal ball, cauldron and potions, her broom, and her pet "familiar". After 3 turns, or when sent away by the Witch, the curtain fades and its contents are unreachable by anyone but the Witch who first summoned it, for every Witch has her own curtain, and can invoke no other. It provides a lair, a refuge if attacked, a prison, and transportation. If she is inside when it fades, she can stay there for 48 hours, unless she has plants or fungi (or a spell/effect active to produce oxygen). When outside she can only summon it to her current location, but if she is inside when it fades, she can make it reappear in any location familiar to her (no places unfamiliar to her). It is like teleportation with no risk. Treasure hunters could try using Charm Person or some other control agent to force her into summoning her lair, but her will is great and two control agents are required simultaneously! And remember, her familiar will defend the lair when it appears before you, and a Witch has other powers of passive defense.

The Demon Braataat

This individual was originally a normal human like any other. His life as a child was full of hardship, turning him into an evil narcissistic personality. His mother an evil egoistical witch or seductress, and his father an arrogant megalomaniacal politician. He could only follow the lead he was taught. Soon he became a bully, then a guard, slave trader, and eventually a high rank in the Nithian Army. Even though he was evil, he could charm many women (and some men) into his plans. He hated women, especially Witches, even more than he hated politicians, judges, aristocrats, and such. He found a patron in Thanos the god of Death. Why he did not know then (and maybe even not now), but Thanos (aka Thanatos) taught him magic. With each month he learned new spells, he rapidly used to slay, maim or torture. His last spell he gained was a Meteor Swarm he used on the city Nithus. He was of course retaliated, and without him knowing slain. He wandered about to find a goal, yet nobody was aware of him anymore. Then Thanos appeared before him, he was ordered to move to Limbo until he was called. And so he did. In Limbo he became more powerful by digesting the thousands of Nithian souls coming in when Nithia was removed from the face of Mystara. He became thus powerful to open a gate to the Realm Duat under the Rule of Anubis. Here he became a Bellowing Demon (Sphere; Entropy, Status; Exalted, PP 200, AM; 30%, AC0, HD16*****, Hp 95, Mv 90/30' (unhindered by uneven terrain), Attacks; 2 horns for 2d8 each, 1 bite for 1d6 +1 bloodloss, 1 kick 2d8, save as IM1, Treasure D, AL CE, XP 12.850

In the year 104AC thanatos called for him, and he came. He was ordered to do what he could with all his new powers to delay the war, to cause as much victims on either side of the conflict. When the conflict ended, he requested Thanatos to allow him to maintain a connection to torment on Mystara. He was allowed to work on Mystara in his Demonshape to exploit his old hate for women (witches in particular) and politicians. Here he could steer both towards evil and destruction. Under the lies and whispers of Braataat, many witches and politicians became more powerful; especially those in Glantri. Many found that Entropy was not that bad, and gave awesome powers. Thus the lure was set, exactly how Thanatos desired, for he already came to the conclusion the Radiance would someday cause a great disaster, and slay thousands, so not many more. He did not know how and why, yet he knew and end would come. Braataat is the Ultimate endboss for PC's in the [The Great Organ of Thalia](#) campaign. With several Glantrian undead or necromantic politicians doing what he desires, he is a pain in the back to the PC's. He is unaware of what Thanatos knows about what the future brings; the violent destruction of the Radiance. When that moment passes it is up to the DM if this entity survives, or expires. If it survives, it will remain in the deadlands of former Glantri. For thus it lost all its knowledge and use of magic, and has no apparent feeling of any use.



Here Braataat with a group of Witches listening to his teachings. Some are already deep within his grasp.

Extra Information on some Flaemish families.

Several Flaemish families enslaved by the Overlord, secretly worked on learning magic , in the hope to enable this. The best known are the Dependance families, but out of spell origins can be discerned other names (The dates are registered creations by their hand);

De Vinck	(338BC-299BC-265BC-258BC-228BC),	Known to be existing 1010AC
Demismaecker	(399BC),	Died out
Vermaelen	(282BC),	Absorbed by other families
De Groote	(955-945BC),	Unknown
De Verstaeyen	(955BC-710BC-658BC-634BC-577BC),	Known to be existing 1010AC
Scheevenighe	(345BC),	Known to be existing 1010AC
van Koninghe	(401BC),	Died out
Willemse	(712BC),	Unknown
van Stolwijck	(623BC),	Known to be existing 1010AC
De Witt	(225BC),	Known to be existing 1010AC
Vleesch-houwer	(488BC),	Absorbed by other families
De Svart	(236BC),	Known to be existing 1010AC

It seems these all were part of some sort of resistance movement in the years of enslavement by the Overlord.. Maybe this is part of their root of individuality and expression, commonly found in Glantrians, and especially Flaemish Glantrians. Several of these families may have descendants up to this day.

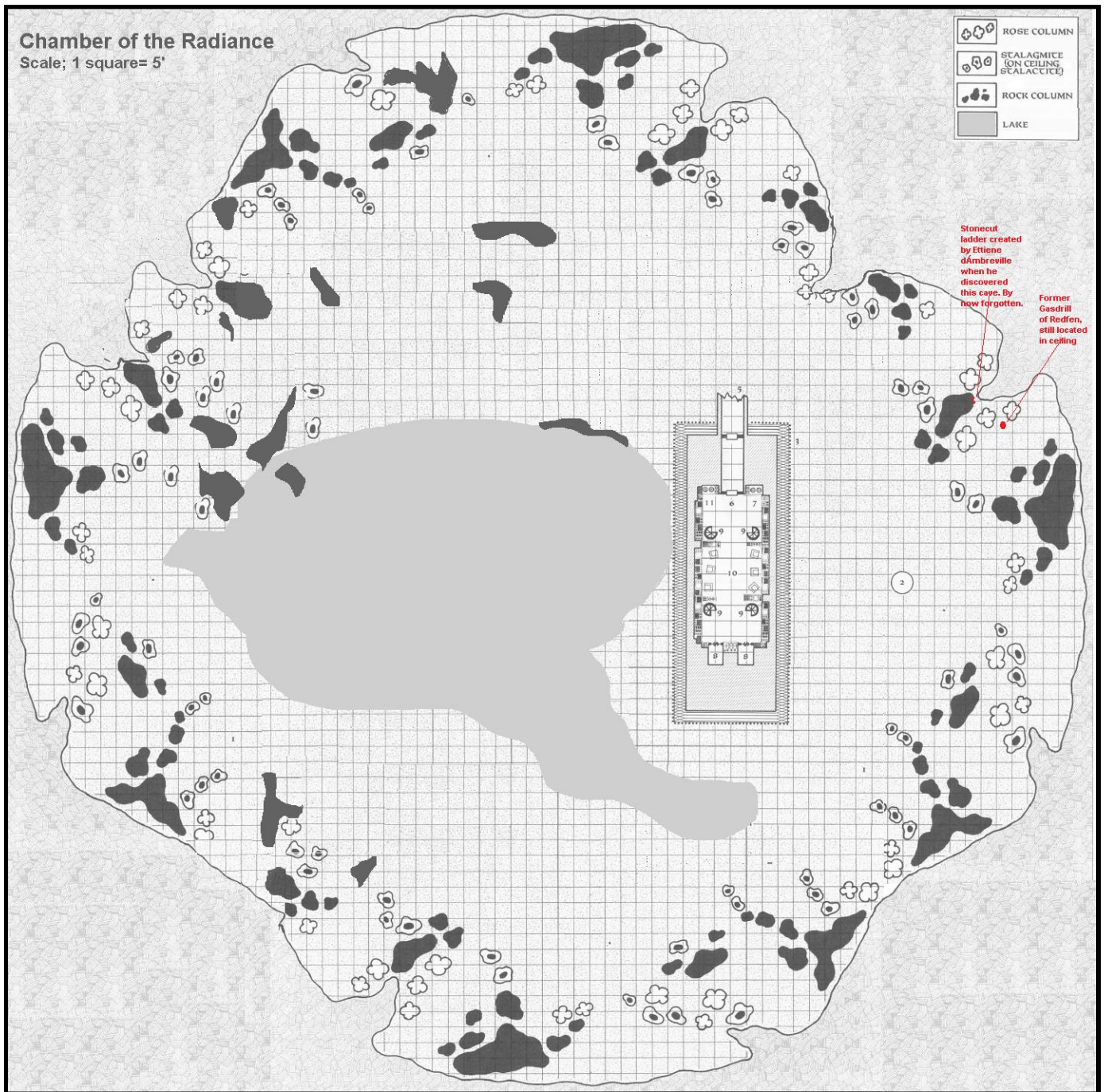
It is certain that families; **De Vinck, De Witt, De Svart, Scheevenighe, Stolwijck, and Verstaeyen** exist up to today, as members are known. The others may have grown to become less prominent, died out by the Dragon War, several Glantrian Wars (up to the recent 1004-1010AC Alphantian war), absorption into other families, plague (including sicknesses not adjusted to being new to this world in 395AC), religious disputes (the Flaems have had clerics in their midst), disaster, famine, or just stopped having children for whatever cause. The Family **Demismaecker** is known to be fully obliterated by the Plague (802-828AC). The **Vermaelen** family is absorbed by the **De Vinck** family between 802-828AC.

Two earlier known families **De Groote** and **Willemse**, are unknown if they still exist. It might be they moved out of Glantri, died out or absorbed by other families, but it is equally possible they refrained themselves from attaining a royal status and remain in existence as simple farmer, merchants, or craftsmen. As Glantri has not registered all names in a single list, this is unknown. There is no real census in Glantri, yet more a multitude of registries of given licenses, permits, legal documents, etc. making these families unknown.



A picture 1000AC of the Family De Vinck in Les Hiboux(background family farmlands including fountain along the northern side of the Isoile River, east of Les Hiboux with its stone bridge); Left to right; 1st son Leon Segerus De Vinck age 17 Falconer, Father Sir Peeter Niklaas De Vinck age 43 (grandfarmer), 2nd son Cornelis Steffen De Vinck age 16 Horse Trainer, 4th twin son Peter Paul De Vinck age 14 dogtrainer, Twinson Antonius Jochum De Vinck age 14 Hunter, 3rd son Albert Jaap De Vinck age 15(almost 16) Bard, 1st Daughter Stijntje Beatrys De Vinck age 13 (desires to be florist), Mother Brechje Beatrys Susanna Vemaelen-De Vinck age 41 fruitfarmer, 3rd daughter Josephine Susanna De Vinck age 5, 2nd daughter Jacomynten Brechje age 10(loves dogs-has magical aptitude).

Chamber of the Radiance



Dating: Unknown (*millions of years ago*), natural gas chamber formation: Damaged; 3065 BC and 3000 BC , changed by the Immortals, molten-solidified floor. located at: Located at -10.000ft = -(1mile+1573,33 yard). Ceiling Located at -9500' . Containing; Nucleus of Spheres; aka Radiance (*nuclear warp engine of the FSS Beagle changed by Old One near 3000 BC, and Immortals between 630 BC and 350 BC, molten-solidified walls, stalactites/stalagmites/columns*). Ceiling containing; molten metal drills of Redfen Foundry (3435 BC). The average temperature is a constant 45 celsius/113 Fahrenheit.

Connected with; one hidden opening (by *fate and chance behind a molten column*) leading to [Level 00 E Elevator Shaft](#) by stonecut ladder and stairway up. The Chamber of the Radiance is a natural cavity within the crust of the Megalith which is Mystara. It was one in a series of stacked gas-chambers. These 'bubbles' were discovered by the Blackmoor geophysicists as early as 3500 BC, and soon ways of exploiting this natural source of energy where created. Whatever biological reason or origin this gas or the gas chambers had, is currently (1000AC+) unknown, and without the gas this knowledge is irretrievable. There is some lenience to the description of the gas being similar to that of a Beholder (or Eye Tyrant in old Blackmoor tongue), as such the gas might have been Tiusium, yet this is unconfirmed, and unexplained.



The Artifact producing the radiance (Nucleus of Spheres) was the central power source in a large alien spacecraft (read DA3 for details). It is a series of three nuclear reactors of advanced design placed above the control chamber, surrounded by three tiers of catwalks around them. The structure is complete with tons of layers of protection, huge pieces of machinery, wires. The lake is highly radiated water used as a coolant for the Reactors of the Nucleus of Spheres. (Drinking it causes the imbiber to become affected by [The Wasting Disease](#) and suffer an extra permanent random Radiance effect as per table and saves). Because the high radiations prevailing in this cave, any living being would have to make a series of saving throws vs. poison or suffer [The Wasting Disease](#).

Combining all canon information

As Bruce Heard wrote in **Gaz 3**; *When the Immortals of Energy bestowed their magic upon it, the Nucleus of Spheres Artifact gained the ability to produce the Radiance and enable mortals to attain immortality in the Sphere of Energy. Unfortunately, Immortals from the three other spheres intervened shortly thereafter and gave the Artifact a nasty side effect which consists of a permanent magic drain.*

Wrath of the Immortals detailed the Nucleus of Spheres Artifact a bit more, giving a map of the control chamber inside a section of the cave. It also stated that the internal stairs (9) reach catwalks (apparently above the control chamber) at altitudes, 10', 20' and 30'. As the Artifact is 38' wide x 98' long according the 5'scale map there, and the Large Alexander Glantri statue in the illustration is 24' tall, and because we see a large metallic grid around the rectangular shape of the Artifact, we must assume that not only this is part of the machinery, but it thus gives us a way to measure the Artifact's height. Using perspective, and line continuation, we see the rectangle tower 48% above the statue, which itself is placed on a pedestal of 5% of its height. Adding a total of 33% of the statues height gives us thus the height of the rectangle of $24' \times 1.48 = 35.52'$. This means the top catwalk at 30' is only 5' from the top of the machinery. As the art gives the control chamber a height (as estimated by the general character height of 6' by the art when the pc's are inside) of no more than 8'. Using advanced architecture and techniques we could accept that the interior walls are less than 1', mostly of metals, ceramics and unknown other materials (like plastics, carbon fibres). This means the reactor itself is $35.52' - 8' = 27.52'$ tall. And as according to canon it is placed ON the cave floor and not within, there is no lower section.

As the map, also give 6 seats of control and Bruce Heard dictated it had 3 reactors we can only assume that the chairs in the middle section, three on each side, back to back together connect to the respective reactors. Having visited a reactor a few years ago this is the absolute known minimum even for an advanced technical construction, as far as we now (Real Life 2018) have knowledge about. As both real world, as well as the descriptions of Bruce Heard of pools of coolant needed to exist, I used the fact this has been a volcanic gas chamber, where collected steam has created a large pool, over time.

The Redfen Foundry on the surface continued to pump up the gas, and due this pumping the ground suffered a slow yet strong inclination, and structures started to sink into the already weak ground. Layers upon layers of new buildings were created to enable the precious gas to be won. First in 3065 BC, the Blackmoor people discovered that the amount of gas diminished, and became more difficult to obtain, so they decided to drill deeper. They eventually reached the final gas chamber filled with pressurized pure volcanic gas at 10.000' below the surface. A few decades after delving this gas, many small earth quakes raked the region, and the desire for the gas decreased.

Then in 3000 BC the Great Rain of Fire, destroys Redfen, literally igniting the remaining gas and all structures. The fire even reaches the lower cavern where it causes the remaining volatile gas to burst into flame. The stone walls of the former gas chamber started to melt, thus intense was the heat, and this molten stone created Stalagmites, stalactites and even several stone columns of slippery and very hard yet almost glass-like stone.

On the surface a miles high flame pillar ignites all combustibles and causes an unstoppable firestorm running over the whole region. It burned and melted away almost all memory of the Blackmoor era, leaving behind the broken and blackened stone and clogs of molten metal and plastics.

Just after the Rain of Fire, when the fires had died down, an Old One moved the Nucleus of the Spheres from the Blackmoor Empire to the former now empty 350' wide 500' high gas chamber, located 10.000' below the ruins of **Redfen**. Here the Old One made the first modification to the Nucleus of Spheres.



The Firestorm as seen from the Colossus Mountains.

Between 630 BC and 350 AC Immortals of the Sphere of Energy discover and alter the Nucleus of Spheres and thus create the Radiance, all to increase the number of Energy immortals.

Immortals from the other Spheres soon follow and alter it again, now to drain magic/energy from Mystara.

In 450 AC the Flaemish slaves of the Overlord were sent to Mystara to research the strange energy it discovered on the world where its Crystal Drakes originated from. Soon after the Flaems disposed the Overlord in the Dragon Wars they created Fire Wizard's Academy (FWA) on the ruins of old Redfen, Here many other forms of magic are discovered, taught, learned and spread.

With this teaching and the earlier battle against the Overlord, the knowledge of the Radiance (or better said the knowledge of a strange new and powerful source of energy on that location) is lost to most, although some later FWA students (*including Etienne D' Ambreville*) are aware there must have existed a reason that the FWA was created where it is.

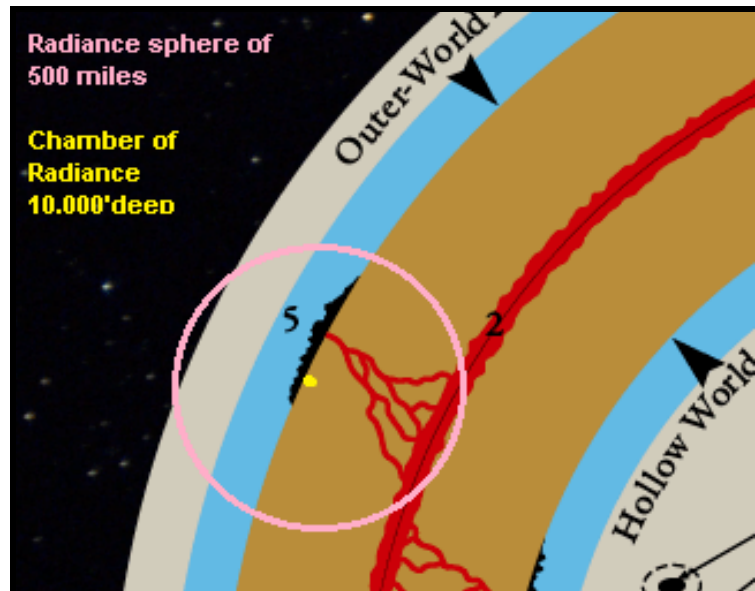
When Etienne eventually rediscovers the powerful magic artifact, as he locates the ancient worker tunnels and the drill pipe (which he never knew what it was) underneath the GSM ending in the Chamber of the Radiance, where the Nucleus of Spheres lies central. Before perishing by the Radiance, he discovered its powerful use and danger, and used it to become an Immortal only five years later, keeping this a secret to all.

In 1000AC immortals of the Sphere of Energy finally discover the drain on global energy by the Radiance, which will eventually lead to the disappearance of magic in total; a heavy debate amongst all Immortals follows, turning into a violent dispute, and eventually war; Wrath of the Immortals.

When in 1010 AC a group of adventurers led by a freshling Immortal from the original alien vessel Blackmoor gained powerful knowledge of, discovered the Nucleus of Spheres, they caused Etienne to disappear (other say he was taken away by an Old One).

Instead from Energy, Entropy was now drained with each use of Radiance. As the Radiance its radius was still expanding with each use, an area of light-absorbing darkness is created around the already created energy based sphere. As of 1010 AC the Radiance has a diameter of effect of 500 miles, but this increases with each use of the Radiance. As if each use adds a 7' layer around the existing Sphere of Radiance power.

In 1013AC the drain is returned to the Sphere of Energy either naturally, or by Immortals (Thanatos??), or even an Old One (this and exact when or why is unknown). The Shell of Darkness created around the inner Sphere thus created in its short period by Radiance users has gained a width of about 49'. This still reflects the period it drew from Entropy. The darkness does not cease to be, nor does it further expand, but is further pushed outside by the growing energy-based sphere within, remaining its 49' width all over.



This continues until the year 1013AC when all Radiance usage has increased the Shell of Darkness to a width of 49' affecting everything on levels -5 at roughly 4.5' height (= -86' depth as measured at the centre axis of the Sphere, being the Old Keep) and above to level -3 at a depth of -37' (=2'short of reaching the average ceiling of the rooms being 15' high on this level).

In 1014AC the Nucleus of Spheres again drains from the Sphere of Energy instead Entropy, causing the Shell stop expanding, but the Sphere restarts expanding with each additional Radiance use, pushing the 49' thick shell created by the Entropic Energy outward with 21' (7' for every rad used), causing the shell to be between -65' and -16' , enveloping the 4th and 3rd level fully, and breaching the floor of the 2nd with 1' of darkness.

Mages soon discovered that the growth was irregular but was always in increments of 7' , and the shell was always 49' thick. The next year (1015AC) the shell contained everything between -44' and +5' (keeping the darkness covering lots of the 4th level, enshrouding all below, and having its exterior just within the 5' thick foundation topping of the GSM).

In 1016AC the Darkness breaks through the surface in the center of the GSM enveloping a circle of 7' high and roughly 21' diameter. The shell is still 49' thick having its lower end at -37' , enveloping the floors between 3rd and surface.

1018AC the sphere has expanded even further causing the shell to cover everything between -16' and +33' , covering the full 1st basement, most of the ground level, and even most of the 2nd floor of the main building

#1 Now that the Nucleus drains power from Entropy, how does the Immortal-making spell from Glantri Gazetteer work?

BRUCE HEARD= "Yes. Except that in a large part what used to be relevant to Immortals of Energy is now more relevant to Immortals of Entropy. The Nucleus has become an entropic machine. It helps boost the powers of entropic creatures, but in the long run, it should limit their numbers and reduce their overall power. Theoretically, this is impossible... You just can't *kill* death! A universe without entropy is a myth - nothing would ever die or change. It is pointless and, from the point of view of Immortals, absolute oblivion nevertheless! Can't happen.

This whole thing is an aberration -- a weird glitch affecting the Nucleus for the time being. If not dealt with, Entropy may end up suffering no ill effect at all, AND still boost its influence at the expense of all the others. A universe with lots more entropy, however, is always possible. Because of the implications, the Immortals will have to get together and deal with this issue and find a consensus that makes more sense; i.e. the Nucleus will have to be modified one more time to settle things properly." (<http://www.oocities.org/vexetaman/nucleus.html>)

There is another canon consensus based upon the Radiance; as the more powerful a Prince is he is allowed to live nearer to the capital. This is based on the fact that the Radiance power sphere in earlier times did not reach thus far, and it was still needed/desired by higher ranking mages to have access to this power.

In 1000AC, the surface radius sphere of power has is 500 miles from Glantri City. As thus this radius may well have much lower in earlier times.

Keep also in mind the Crystals Radiance users use, may increase this distance with the same number of miles as long as it is placed within the original distance from the Radiance (effectively doubling the distance as per Gaz3/GkoM).

In Gaz 3 this was based on political standard (Baron, Viscount, Prince etc), yet this is too chaotic system to function. In GkoM they changed this to a distance of 8 miles per level of the mage. Combining this information together, we can now create a growth in the table based on these factors.



Wizard-Crystal-Ball-Reaper-Miniatures-Dark-Heaven-Legends-Mage-Caster-Magic. This Reaper figure is discontinued, yet may still be found on ebay.

Glantrian Radiance user near its Crystal drawing Radiance from it.

Ok this is a lot of calculation and back calculation.

We have several canon data, Pythagoras and Spherehead diagram, and decisions to make.

The calculations can be found here; <http://www.thepiazza.org.uk/>

In effect we have several spherical ranges to mention; noted from inside to outside.

1 **Deadly Range.** Stretching away from the Radiance directly, however it is also blocked by natural Salt and metal bearing stone layers, affecting only the areas with a direct connection(area000). Within this radius you are fully subjected to the Wasting Disease as per [The Wasting Disease](#). (Pink area on cut-through map). The higher areas (00, 0) are less affected, see there.

2 **Radiance Sphere;** This is the sphere which is created by the Radiance users. **Each Rad used increases the Sphere radius by 7' !!!**

The initial Sphere Radius when the Radiance was discovered by the Immortals was 6400' due leakage by damage/wear/atomic decay/etc, thus giving an initial surface power radius of 497 miles.

As of 1010 AC there was a surge of Radiance based energy causing the amount of Rad force drained by the Artifact of Rad to go from 218 to over 500 Rad causing a week of no magic. With the exchange of Entropy instead of Energy, this was set back to 471 Rad, meaning that over 200 Rad were removed by the Immortals. However, Radiance users continue to increase the Sphere radius with each use of the Radiance, when Energy becomes the source of power for the radiance again. The Sphere itself did not expand during the period 1010-1013AC, but the shell around it did, until the Radiance drained from Energy again. From that moment on the Sphere grows again and the shell remains constant in width.

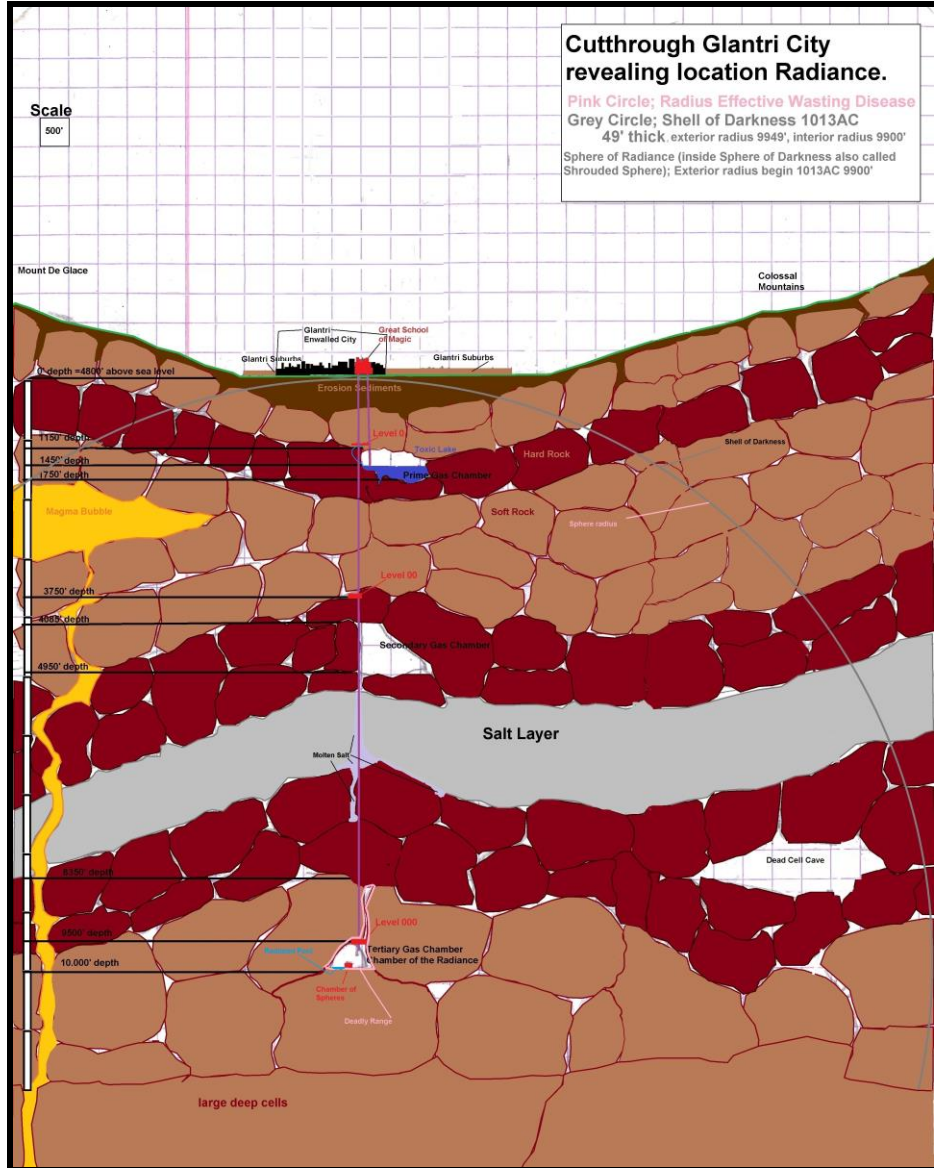
3 **Shell of Darkness;**

The Sphere Radius has a Shell of Entropic Darkness around itself reflecting the amount of rad drained while under influence of Entropy. As of 1013 AC it is noted that the Radiance draws on Energy again, which means that roughly 3 years

Radiance users did increase the Sphere based on Entropy instead of Energy. Following the earlier estimates made on the Radiance (see table above) there was a total Radiance drain of 7 rad in this period. (There was a decline in use of Rad just after 1010AC, because the most frequent user and leader of the Brotherhood of the Radiance, Ettienne was removed or killed). These 7 rad were focused on Draining on the Sphere of Entropy instead Energy as per Wotl, and thus these rad did create a [Shell of Darkness](#) around the Sphere Radius with a total thickness of 49' in 1013AC, as each rad used increases the field by 7'. This growth of the Shell of Darkness temporarily replaced the growth of the Sphere Radius. When later energy was used anew the Sphere radius expanded again as before with each rad used increasing it with 7'. The Shell of Darkness, however, remains always 49' around the Sphere Radius as long as the Sphere exists.

When the Shell of Darkness penetrates the surface, the Radiance Sphere inside it will be a Shrouded Sphere. Due this we measure the affected surface area with a horizontal radius of the total of sphere and shell.

4 **The Power Sphere;** This is the Sphere that enables Radiance users to use the Radiance, either by their crystal or directly from the source (distance dependent on power level mage). See table below.



Future of the Radiance

Date (AC)	# Brethren	# Change	Total Rad Drained	Average Yearly Drain	Effect on Magic	Radiance Sphere radius (in feet)	Darkness Shell width	Affecting Floors GSM	Affected Surface area (radius in feet)	Affected Surface area (radius in Miles)	Surface Power radius (miles)	Surface Power (ft/lvl)		
795	0	+1	0	0,5	none	6400	na	na	na	na	406	5,64		
845	1	+1	25	0,9		6586					418	5,80		
895	2	+0	70	1		6920					439	6,09		
901	2	+1	76	1		6965					442	6,13		
955	3	+1	130	1,3		7366					467	6,49		
982	4	+1	165	1,9		7627					484	6,72		
995	5	+1	190	2		7810					495	6,88		
1000	5	0	200	2		7885					500	6,94		
1005	6	+1	210	2		7959					505	7,01		
1008	7	+3	216	2		8004					508	7,05		
1009	10	+1	218	3	8018	508	7,06							
Wrath of the Immortals & Destruction Alphatia														
1009/1010 AC	11	+1	500+	-400+	1 week no magic	??	na	na	na	na	unknown			
Replenishment by Entropic source														
1010 AC	10	-1	471	+200+	1 day no magic	9900	na	na	na	na	628	8,72		
1011 AC	10	0	473	-2	1 day no magic	9900	14'	-5	na	na	628	8,72		
1012 AC	9	-1	475	-2		9900	28'	-5			628	8,72		
1013 AC	11	+2	478	-3		9900	49'	-5, -4			628	8,72		
No longer attached to Entropic Source, but again fully to Radiance														
1014 AC	12	+1	481	-3	1 day no magic	9921	49'	-4, -3, -2	na	na	629	8,74		
1015 AC	14	+1	484	-3		9942		-3, -2, -1			630	8,76		
The Darkness breaks the surface														
± 1016 AC	15	+1	487	-3	1 day no magic	9963	49'	-2, 1, +1	490,04	0,0928	632	8,77		
± 1018 AC	16	+2	493	-3		9994		-1, +1, +2	928,36	0,1758	634	8,80		
± 1020 AC	18	+2	499	-3		10.054		+1, +2, +3, +4	1438,96	0,2725	638	8,85		
± 1022 AC	20	+2	505	-4		10.082		+3, +4, +5, +6	1623,93	0,3076	639	8,88		
± 1024 AC	22	+3	513	-4		10.110		+5, +6, +7	1790,33	0,3391	641	8,90		
± 1026 AC	25	+4	521	-4		10.138		+7, +8, +9	1942,93	0,3680	643	8,93		
± 1028 AC	29	+2	529	-4		10.166		+9, +10, roof	2084,76	0,3948	645	8,95		
± 1029 AC	31	+5	533	-5		10.201		roof	2250,00	0,4261	647	8,98		
± 1033 AC	36	+6	553	-5		10.236		2404,42	0,4554	649	9,02			
± 1036 AC	42	+6	569	-5		10.271		2549,98	0,4830	651	9,05			
± 1040 AC	48	+3	589	-5	10.306	2688,13	0,5091	654	9,08					
± 1041 AC	51	+5	594	-6	10.348	2845,63	0,5389	656	9,11					
± 1044 AC	59	+10	612	-6	10.390	2995,45	0,5673	659	9,15					
± 1050 AC	69	+2	648	-6	10.432	3138,69	0,5944	662	9,19					
± 1051 AC	71	+10	654	-7	10.481	3298,62	0,6247	665	9,23					
± 1055 AC	81	+10	678	-7	10.530	3451,85	0,6538	668	9,27					
± 1060 AC	91	+15	709	-8	10.586	3619,84	0,6856	671	9,32					
± 1065 AC	106	+20	749	-8	10.642	3781,20	0,7161	675	9,37					
± 1070 AC	126	+25	789	-8	10.698	3936,75	0,7456	678	9,42					
± 1075 AC	151	+20	829	-8	10.754	4087,15	0,7741	682	9,47					
± 1080 AC	171	+15	869	-8	10.810	4232,95	0,8017	685	9,52					
± 1090 AC	186	+15	909	-8	10.866	4374,61	0,8285	689	9,57					
± 1095 AC	201	+10	949	-8	10.922	4512,52	0,8546	693	9,62					
Magic becomes rarer. Older magic sources are rediscovered.														
± 1100 AC	211	+10	989	-8	1 week no magic	10.978	49'	shroud	4647,01	0,8801	696	9,67		
± 1110 AC	221	+5	1069	-8	2x 1 week of no magic	11.034			4778,38	0,9050	700	9,72		
± 1150 AC	226	-5	1389	-8		11.090			4906,86	0,9293	703	9,77		
± 1200 AC	221	-10	1789	-8		11.146			5032,70	0,9532	707	9,82		
± 1250 AC	211	-40	2189	-8		11.202			5156,06	0,9765	710	9,87		
± 1300 AC	171	-80	2589	-8		11.258			5277,14	0,9995	714	9,92		
± 1350 AC	91	-20	2989	-8	11.314	5396,09			1,0220	717	9,96			
± 1400 AC	71	-20	3389	-7	4x 1 week of no magic	11.363			5498,52	1,0414	721	10,01		
Old non-Radiance based magic returns. Radiance based magic decreases drastically														
± 1450 AC	51	-10	3739	-6	4x 1 week of no magic	11.405			49'	shroud	5585,17	1,0578	723	10,04
± 1500 AC	41	-10	4089	-5		11.440	5656,60	1,0713			725	10,08		
± 1540 AC	31	-5	4289	-5		11.475	5727,35	1,0847			728	10,11		
± 1580 AC	26	-5	4489	-4		11.503	5783,49	1,0954			729	10,13		
± 1610 AC	21	-5	4609	-4		11.531	5839,21	1,1059			731	10,16		
± 1640 AC	16	-5	4729	-3		11.552	5880,75	1,1138			733	10,17		
± 1660 AC	11	-5	4819	-3		11.573	5922,07	1,1216			734	10,19		
± 1690 AC	6	-4	4909	-2		11.587	5949,50	1,1268			735	10,20		
± 1720 AC	2	-1	4969	-1		11.594	5963,17	1,1294			735	10,21		
± 1750 AC	1	-1	4999	-1		11.601	5976,83	1,1320			736	10,22		
± 1751 AC	0	-1	5000	-1	Boom!!	11.608	5990,46	1,1346	736	10,22				
Glantri destroyed. wasteland like Broken Lands						0	0	dust+wasting disease			0			
1752AC	The New Era, no longer is magic affected by the Radiance, New & Old magic sources will be found and used.													

Timeline of effects

1010AC end Wrath of the Immortals; Rad disappears, Alphaia is destroyed, a Week of No magic appears, The War ends, Ettiene D' Ambreville disappears. The Doomsday Weapon is forever destroyed. The creature's return to the Nucleus alters it permanently to draw negative energy, the source of Entropy's power. The Shell of Darkness appears as a thin line upon the inner sphere, as instead Energy but Entropy is used as source for the Chamber of Spheres. Before this event the Radiance Sphere had no significant effects whatsoever (other than preventing External Divination to within). It is the Shell which altered the Sphere and added magical effects (see [Shell of Darkness Effects](#)). As with the increase of possibilities of Energy and a drain upon magic, the change from Energy into Entropy now causes an increase in possibilities (magical power, chances to become Immortal, Items, spells) and a drain upon Entropy for each Rad used (resulting in the growth of the thickness of the Shell of Darkness. The Entropic Immortals are not content at first, but soon notice a growth in power, although also a decline of Entropic Energy.

1013 AC; Adventurers discover the Shell of Darkness below in ToD/GkoM adventure, and reveal this to the GSM crew, who make it a secret research; experimentation is allowed, yet all discoveries are meant to remain under control of the GSM. The researchers were very shocked with the sudden expansions. To them these appeared random (in fact these are indeed random caused by a Radiance user casting a Radiance spell, but this remains unknown to them), yet always with a constant 7' of extra distance. Members of the secret craft of Water Elementalism have already left their secret underground chambers but did not explain what happened below out of fear of their secret chambers be discovered. The testing grounds are also affected by the darkness, but due the change in Headmaster of the GSM, this area is abandoned until further notice. (Exams are postponed due the war and recuperation), thus not many notices the encroaching darkness, and those who do keep silent out of their own secrets. At the end of the year, adventurers rediscover the Wizard Warrens at level -3 floor level at -50' which is mostly affected by the darkness.

1014 AC; The darkness has fully affected the 3rd and 2nd underground levels; The return of the adventurers last year spurs many mages, guards and others to start investigating the Light absorbing darkness. Several Witches discover that some of their spells become less affected, or even fully unaffected by the Day of Dread. They decide to keep this their secret, and continue their research. Frost-mages in the north of Brun, and Druids globally had already discovered similar effects on both their spells and item powers; they keep this to themselves for various reasons. Unbeknown to all the Shell of Darkness itself no longer growth. Somewhere in the beginning of this year Entropy has shed the joke of the Radiance away, and caused the Nucleus of Spheres to drain upon the Sphere of Energy again. An effect which to the Entropic Immortals will in the end bring much more Entropy to the world, than any other Sphere would have brought, for they now know the prophecy of the destruction of the Radiance. They take their increased powers during 1010-1013AC for granted, and await a growth of their influence further in the future. The question remains however, is how the Entropic Immortals (or other powers) succeeded to do this. *This must be an Quest (and maybe an adventure of Evil mortal and/or Immortal PC's on its own) of truly epic magnitude. Do not forget to read this article; <http://www.oocities.org/vexetaman/nucleus.html>*

In 1015 AC; the darkness is now at 3' below the surface and has affected all underground layers, including the temple of Rad. The fear of the encroaching darkness causes some teachers and students to study it inside.

In 1016 AC; the darkness has broken the surface and envelops the first 12' of the GSM, thus the whole ground level 490' away from the centre. Although low, in the city, it greatly affects studies, as such many students are sent home until a solution is found. The mages discover that the lower levels are still dark, but below 49' no longer affected by the light-absorbing effect. The parliament's debates are heavy, many are afraid that the city will be swallowed up in the darkness and what lives within. Many commoners relocate to family members further away, as the darkness envelops most of the ground level of the GSM. The nobility does not, for it would lessen their magical powers and political input. Fear, insecurity and panic runs amok, is the source of magic (which many know is located somewhere below Glantri City) running out? What will happen within?

IMPORTANT NOTICE; If you DM are going to use the Mark of Amber adventure, take into account whatever results might happen. Keep in mind that Rad/Ettiene in either form will have a love of Glantri, desiring it to be saved. As such He will be able to become helpful (secret) factor for the PC if convinced as such. When he has successfully become an Immortal anew, he will try to stop the Radiance process, yet soon learn, It can not be stopped, only being delayed. As such it is better to let it happen as intended, yet controlled with as much people saved and deserved to be saved.

In 1018 AC; the darkness has reached a height of 43' affecting both ground floor and the 2nd floor. Many lower chambers are now taken as (temporary) classrooms as the darkness also has its benefits, nobody can see what is done below. The testing grounds are in full use again, the wizard warrens, and the upper rooms are now in effect the Great School of Magic. More research discovers the 4th and 5th layers, but the source of the darkness is still unknown. Outside the darkness covers an area with a surface radius of 928 feet from the GSM. The spectres of the 1st floor escape and reside from there on in the darkness shell.

In 1020 AC; the darkness has reached a height of 54' above the surface, affecting the 1st, 2nd, and 3rd floor, and 4th floor 4' high, just enough to walk through. On ground level the darkness has spread to 1439' away from the GSM. It is not thick or deep, but one misstep and you tumble in the water covered by the darkness. Sticks and ropes are used to prevent this. Alexander Platz, the Parliament building, House of Ministers and several other buildings nearby are now partially affected by the Darkness. Many Boldavian vampires become interested in this effect, as other undead mages who shun the light of the sun. Many students see the fun in playing on the Alexander Platz a freaky game of Hide and Seek, as the Shell of Darkness there is only a few feet high on the Platz.

In 1022 AC; The Darkness has reached a height of 82' affecting the 3rd, 4th and 5th floor, the second floor has been fully released of its nasty effects, and only the lower 2' of the 3rd floor is free. It is now discovered that the Sunlight does pass the darkness shell, but is reduced in power and intensity to about 50% of its normal range. The Government (and many nearby living residents of Glantri) relocate temporarily its business elsewhere in town. They now know that in a few years the darkness will have enveloped their favourite buildings The radius of its effect is now about 1624'.

1024 AC; The Darkness has reached the Height of 110' , fully grasping the 5th to 7th floor, releasing the 3rd and 4th floor. The surface radius of its effect is now about 1790' away from the centre (which lies in the middle of the Old Keep (aka Tower of Experiments). The city slowly splits itself up socially; those who enter the Darkness on a regular base and those who do not want to do this at all. The number of Vampires slowly increases as are the victims. Many vampire hunters come in and many a vampire noble finds its demise on a magical blade.

1026 AC; the darkness has now reached a height of 138' and only the towers still pierce the sphere of darkness. The 9th, 8th, 7th levels are fully enveloped by the darkness; everything below 89' is shrouded. The area of effect is 1942' feet from the GSM and many nearby buildings are now fully enwrapped in darkness, roughly every 22' from the GSM the height of the darkness sphere is 1' lower. The Gorevitch-Voslany Manor is retaken by its owner, and now the blinds and curtains are open for the first time in history. New laws are set up to prevent commoners from becoming a gourmet dish for vampires and to prevent them from turning against them, but as soon as they are created they are broken on both sides. The Vampire Necromancer Gorevitch-Voslany takes control over the Spectres (and their recent ' offspring' -aka victims) and forces them to stay in the darkness. This makes up a great defence as you are now only allowed to enter/or leave the sphere under guidance of powerful necromantic wards. As such Clerics become illegal (again) within several miles of the city by ordinance of the Princes (predominantly the undead ones), as these can break these wards with their powers. **An unknown hero with assistants appears, and together they guide several groups of commoners away from the city.**

1028 AC; The 166' high darkness has a firm grip on the 9th, 10th and roof, but the lower levels are fully in use again. The area of effect is 2085' feet from the GSM and many nearby buildings are now fully enwrapped in darkness, roughly every 12' from the GSM the height of the darkness sphere is 1' lower..

The GSM flourishes (though in a perpetual shroud), and more mages discover the source of the Radiance and its effects. Almost 2000' away from the GSM the Darkness sphere hits the ground, towering 166' high, only the many towers break through the darkness, but even those near the GSM aren't high enough to enable this. The Great Library now also enwrapped in the darkness tries to cope with its problems. The Government slowly returns to their buildings as the lower sections become usable again.

1029 AC; only the highest sections of the GSM are still within the darkness which summit is at 201' . The whole building and most of its surroundings are now shrouded. The radius of the sphere is 2250', which means most of the city, now has to cope with the darkness. Roughly every 11' from the GSM the height of the darkness sphere is 1' lower.

The slums however, as being located on a somewhat higher ground level are less affected, and many of the commoners from the inner city have relocated here. Several wooden structures have thus been removed and a hastily erected stone structure set in its place. However, the fear is here that the darkness will eventually grow that large it will affect even this. **Glantri City's population is reduced by 25% as many inhabitants relocate to nearby towns and cities. The unknown hero and his companions help here again, but they find themselves severely hindered by the Glantrian bureaucracy and rulers. They actually don't like the relocation, as this affects the direct income of Glantri City. In 1030AC the Hero (still unknown) suddenly disappears, many think he is murdered by the Princes of Glantri. His friends disappear soon thereafter.**

1033 AC; The radius of effect is now 2404' =801yrd from the GSM and roughly every 10' from the GSM the height of the darkness sphere is 1' lower.

1036 AC; The radius of effect is now 2549' =850yrd from the GSM and roughly every 9.4' from the GSM the height of the darkness sphere is 1' lower.

1040 AC; The radius of effect is now 2688' =869yrd from the GSM and roughly every 9' from the GSM the height of the darkness sphere is 1' lower.

1041 AC; The radius of effect is now 2847' =949yrd from the GSM and roughly every 8.2' from the GSM the height of the darkness sphere is 1' lower.

1044 AC; The radius of effect is now 2995' =998yrd from the GSM and roughly every 7.7' from the GSM the height of the darkness sphere is 1' lower. **An unknown grey clothed mage (??) and companions guided several students in the last decades towards the knowledge of the Radiance. When they almost killed the Radiance lich Brannart McGregor, they become severely hunted by the state until they disappear. Followers of the Claymore will be willing to help the PC's where they can, even on later dates (see about Followers of the Claymore gaz 3 page 33). Many see the resemblance with the Hero assumed to be murdered in 1030 AC. They are not seen again, but the number of students aware of the Radiance and its power increases.** The influx in new "radiance Students" in the last decades made the knowledge more difficult to keep secret, more willing students follow soon. Many pride around with their awesome magic, others are forced to tell their source of magic (either by magic or trickery).

1050 AC; The radius of effect is now 3139' =1046yrd from the GSM and roughly every 7.3' from the GSM the height of the darkness sphere is 1' lower.

1051 AC; The radius of effect is now 3299' =1099yrd from the GSM and roughly every 6.7' from the GSM the height of the darkness sphere is 1' lower.

1055 AC; The radius of effect is now 3452' =1151yrd from the GSM and roughly every 6.5' from the GSM the height of the darkness sphere is 1' lower.

1060 AC; The radius of effect is now 3620' =1207yrd from the GSM and roughly every 6.2' from the GSM the height of the darkness sphere is 1' lower.

1065 AC; The radius of effect is now 3781' =1260yrd from the GSM and roughly every 5.9' from the GSM the height of the darkness sphere is 1' lower.

1070 AC; The radius of effect is now 3937' =1312yrd from the GSM and roughly every 5.6' from the GSM the height of the darkness sphere is 1' lower.

1075 AC; The radius of effect is now 4087' =1362yrd from the GSM and roughly every 5.4' from the GSM the height of the darkness sphere is 1' lower.

1080 AC; The radius of effect is now 4233' =1411yrd from the GSM and roughly every 5.2' from the GSM the height of the darkness sphere is 1' lower.

1090 AC; The radius of effect is now 4375' =1458yrd from the GSM and roughly every 5' from the GSM the height of the darkness sphere is 1' lower.

1095 AC; The radius of effect is now 4513' =1504yrd from the GSM and roughly every 4.9' from the GSM the height of the darkness sphere is 1' lower.

Magic has become rarer, but individual research led to the rediscovery of ancient natural sources of magic (Several wizards (Witches, Elementalists, Necromancers, Druids) would start to study the few sources of magic NOT affected by the Radiance, and as thus whole new streams of magic very slowly become known. However a 16 intelligence or higher is needed to study magic or advance further. As such the number of Radiance based magic users drastically decreases in time. Magical beings (elves, Dragons, Fairy etc) become affected and must adept to the original sources of magic, move away or perish.

1100 AC; The radius of effect is now 4647' =1549yrd from the GSM and roughly every 4.75' from the GSM the height of the darkness sphere is 1' lower

1110 AC; The radius of effect is now 4778' =1593yrd from the GSM and roughly every 4.6' from the GSM the height of the darkness sphere is 1' lower. A second week of no magic pops up in the middle of the year (beginning of summer),

1150 AC; The radius of effect is now 4907' =1636yrd from the GSM and roughly every 4.5' from the GSM the height of the darkness sphere is 1' lower. Druids have now fully returned to pure natural magic instead using Radiance affected natural magic. The also commenced in attempts to cleanse the world of Radiance affected magic, using natural location of Magic alterations, Crystals, Antimagic zones, wild Magic zones, etc.

1200 AC; The radius of effect is now 5033' =1678yrd from the GSM and roughly every 4.35' from the GSM the height of the darkness sphere is 1' lower. Elementalists all discover how to draw upon the Element without being affected by Radiance magic.

1250 AC; The radius of effect is now 5156' =1719yrd from the GSM and roughly every 4.3' from the GSM the height of the darkness sphere is 1' lower

1300 AC; The radius of effect is now 5277' =1759yrd (almost a mile) from the GSM and roughly every 4.2' from the GSM the height of the darkness sphere is 1' lower. Necromancers finally discovered how to draw magic from the living and the dead which is unaffected by the Radiance.

1350 AC; The radius of effect is now 5396' =1799yrd (1.02 mile) from the GSM and roughly every 4.1' from the GSM the height of the darkness sphere is 1' lower



1400 AC; The radius of effect is now 5499' =1833yrd (1.04mile) from the GSM and roughly every 4' from the GSM the height of the darkness sphere is 1' lower. Each season now begins with a week of no magic. Magic items are a once-in-a-lifetime find due the regular waves of anti magic The GSM is now run by Charlatans and Undead. The magocracy has collapsed. Glantri is ravaged by bandits, Humanoids, Barbarians, Lycanthropes and Undead and is totally infiltrated by entropic religious movement. Immortals noticed the decline of magic within their clerics reduced the number of followers, and thus affecting their power. They soon researched and decided that the clerics from now on draw power directly from them, but must thus be much sparser in using this magic and according to the will of the Immortal (Piety Rules apply much stronger now, and clerical spells are no longer free). Chaos reigns. **A large group of Glantrian commoners combine and move away to mid Brun under the guidance of an unknown leader in grey cloak. He refuses to tell his name, but the people call him "the Grey Man". It is known that he is a fervent opposing force to the current and former Magocracy, as such he is hunted. Several Undead mages suffered under his blade. He is accompanied by friends with a variant of abilities.**

Many magical creatures will have moved away to other worlds/Planes but most which stayed behind will have adapted to the natural sources of magic, as biology dictates that an resource thrived upon vanishes will always be replaced to survive the species. And of course, immortals will guide these creatures to the new resources. Their numbers will however be much lower than before.

1450 AC; The radius of effect is now 5585' =1862yrd (1.06mile) from the GSM and roughly every 3.97' from the GSM the height of the darkness sphere is 1' lower A new source of magic is discovered; Mana, or better said magical energy from the planet itself; in effect a combination of Necromantic (on life), druidic (on nature), Elemental magic. The mage absorbs this magic by memorization and meditation on specific locations only and can release it later as a spell he knows...this makes them very adaptable as they store spell levels as Mana, and can cast any spell they know from it anytime they want, at the cost of the spells normal level. Wells of Mana are created, and Mana temples, but there also exist Mana depleting sources, and even areas of anti-magic draining Mana completely. Radiance users are still the most powerful mages, but their number drops every year by battle, age, disease or misfortune. Radiance Liches discover they can draw energy from life itself like Necromancers and thus increase their power. Many people perish.

1500 AC; The radius of effect is now 5657' =1886yrd (1.07 mile) from the GSM and roughly every 3.92' from the GSM the height of the darkness sphere is 1' lower Life under the dome is Harsh, continually shrouded and almost locked out from the world beyond the commoners are now living a slave like existence or as food source for the often undead ruling necromantic Radiance users.

1540 AC; The radius of effect is now 5727' =1909yrd (1.08 mile) from the GSM and roughly every 3.9' from the GSM the height of the darkness sphere is 1' lower. **The Grey Hero and friends of ages past seem to have returned. Many more people leave Glantri under their guidance and spread over the Known World. They even succeed in entering the Darkened dome and free more citizens of the dreadful fate they awaited there. As soon as they succeed they disappear. Some people say there is something Orcish in the grey hero's face, but further he seemed a normal, just as his companions.**

1580 AC; The radius of effect is now 5783' =1928yrd (1.09 mile) from the GSM and roughly every 3.85' from the GSM the height of the darkness sphere is 1' lower

1610 AC; The radius of effect is now 5839' =1946yrd (1.10 mile) from the GSM and roughly every 3.81' from the GSM the height of the darkness sphere is 1' lower

1640 AC; The radius of effect is now 5881' =1960yrd (1.14 mile) from the GSM and roughly every 3.78' from the GSM the height of the darkness sphere is 1' lower

1660 AC; The radius of effect is now 5922' =1974yrd (1.12 mile) from the GSM and roughly every 3.76' from the GSM the height of the darkness sphere is 1' lower.

1690 AC; The radius of effect is now 5949' =1983yrd (1.27 mile) from the GSM and roughly every 3.75' from the GSM the height of the darkness sphere is 1' lower

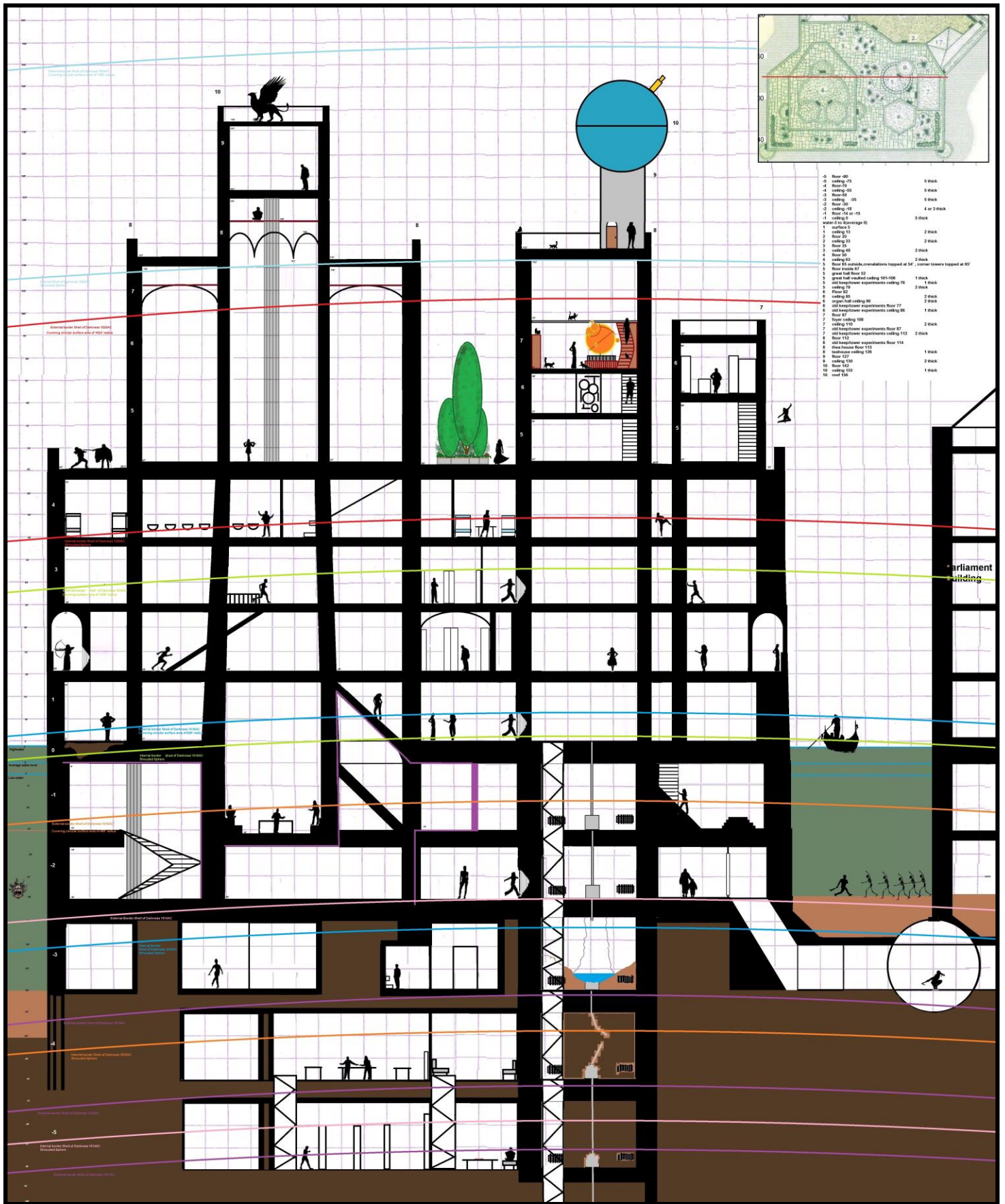
1720 AC; The radius of effect is now 5963' =1988yrd (1.13 mile) from the GSM and roughly every 3.74' from the GSM the height of the darkness sphere is 1' lower

1750 AC; The radius of effect is now 5977' =1592yrd (1.132 mile) from the GSM and roughly every 3.73' from the GSM the height of the darkness sphere is 1' lower

The grey Hero and friends of ages past return. More people leave haunted Glantri under their guidance and spread over the Known World. They again succeed in entering the Darkened dome and free more citizens of the dreadful fate they awaited against the many undead. The Undead within try to prevent the citizens from leaving and hinder the PC's where they can, many battles to the death follow. Eventually they have to leave Glantri City without knowing if they can reach the Organ to return to their own time again.



1751 AC; The radius of effect is now 5990' =1996yrd (1.135 mile) from the GSM and roughly every 3.72' from the GSM the height of the darkness sphere is 1' lower. Then with the next Rad drained the explosion of the Radiance takes place; The nuclear Reactor finally explodes. Within an instant, a fraction of a second the whole Chamber of the Radiance explodes into a massive Elemental fire. The blast expands in such a tremendous force it fractures the nearby cells, and the a bit further the connection between the cells. This in effect causes an earthquake ripple to come to be, reaching the surface about 1 Turn after the explosion itself. Within the first round the fire blasts through every nook and cranny, literally forcing itself violently up through the tunnels and shafts of the Blackmoor era. Only those with an avid mind and quick reaction can sense the vibrations coming from below, and then cast a Teleport spell to some other destination (but always with a major flaw, see table page) as the blast itself reaches the ground floor of the GSM in 8 initiative segments (*1 round=10 seconds=6 segments*) 1 segment later disintegrating the whole GSM and everything within, another segment later doing the same to anything within 3500' away from the GSM. The toroidal circulation of hot gasses causes a huge mushroom like cloud, while a blast of air is directed towards the blast, fuelling the fire. *(For more detail read; [princeton-2007_weaponeffects.pdf](#), and <http://nuclearsecrecy.com/nukemap/>). Far away the Grey Hero and company view how Glantri explodes in a huge mushroom cloud. Even at this distance the wind seems to pull them into the blast where a gigantic firestorm ignites. Their job is done, but they can't return home as the source which sent them here is destroyed in the blast. They are now in a new world with new dangers, but many commoners (about 50% of the whole original population of Glantri city and country!!) are thankful for their efforts of saving them. They truly have become heroes.*



There purple lines are the growth of the Shell of Darkness by Entropy, without affecting its internal radius. There are two lines of the same color when the Nucleus of Spheres draws from Energy anew and expands the inner sphere expanding the Shell outward. See values in above table. As can be seen in only 8 years the GSM will be totally enveloped, together with a great expanse of the city.

The Explosion of the Nucleus of Spheres (ENS) in detail



1 Explosion (Yellow Line on map)

Fireball starts to form in less than a millionth of a second after explosion, several tens of million of degrees: transformation of all matter into gas/plasma, creating thermal radiation as x-rays, which will be absorbed by the surrounding atmosphere.

The explosion reaches 440 ft in one millisecond, 5700 ft in 10 seconds, but subsides rapidly; after one minute: cooled, no longer visible radiation. The formation of the fireball triggers the destructive effects of the nuclear explosion to 200 miles up. All Elemental and Outer Planar gates on or in the ground are instantly dispelled and disintegrated. Maximum size of the nuclear fireball; radius: 8 miles (the initial Hex of the city of Glantri).

2 Radioactive Cloud (Red line on Map)

During expansion of the fireball, vaporized matter condenses to a cloud containing solid particles of debris. The Fireball becomes doughnut-shaped, with violent internal circulatory motion, while air is entrained from the bottom, creating a "mushroom" cloud of dirt and debris sucked up from surface. The blast melts the underground materials, destroys cellular structures and causes a subsidence zone (see graphic right).

3 Air Blast/ Shock Wave (Orange Line on Map)

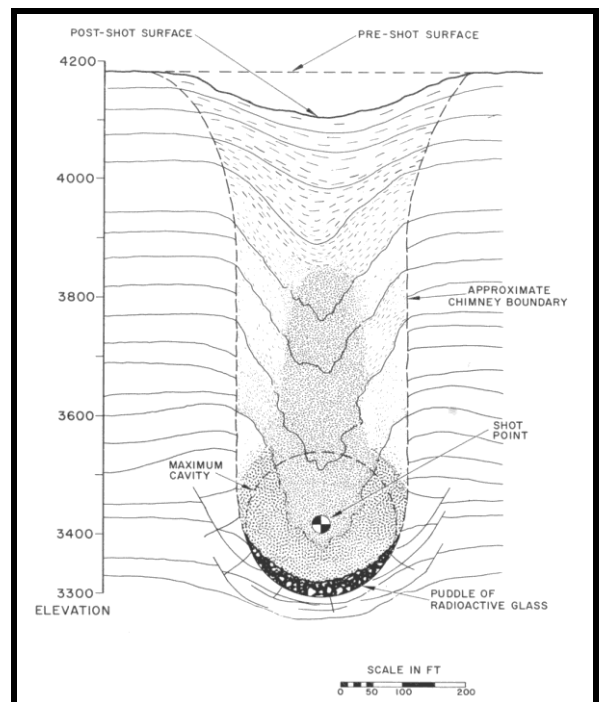
Pressure wave develops immediately after explosion and moves outward from the fireball.

After 10 seconds: diameter of fireball: 5700 ft, distance of shock front: 3 miles from the surface centre of the explosion (the GSM).

The Wave is reflected from surface, both waves merge to create "Mach wave". The Portal to the Plane of Air will absorb the brunt of the upward Blast and heat, instantly increasing to a size up to a few hundred yards, collapsing soon thereafter due instability, yet still dispersing the radioactive cloud, heat, shock wave, air blast and blown up debris into the Plane of Air (creating an Elemental polluted zone there).

Air blast radius (20 psi+): within the initial Glantri city hex causes heavily built stone buildings to become severely damaged or demolished, all other are disintegrated by the blast and fire, fatalities approach 100%.

Air blast radius (5 psi+): within yellow circle causes most residential buildings to collapse, injuries are universal, fatalities are widespread.



4 Thermal Radiation (Red Line on Map).

Reemitted radiation from the fireball creates a secondary thermal radiation (3rd degree burns): Duration: about 10 seconds=1 round (99% of total thermal energy).

5 Initial (prompt/Direct) Nuclear Radiation. (Yellow Line on map)

Radiation releases within the first minute, mostly neutrons and gammas (directly from the explosion or from fission products) dispelling ALL magic (even natural, and Immortal) in the region.

6 Delayed Nuclear Radiation / Fallout (Grey Line on Map)

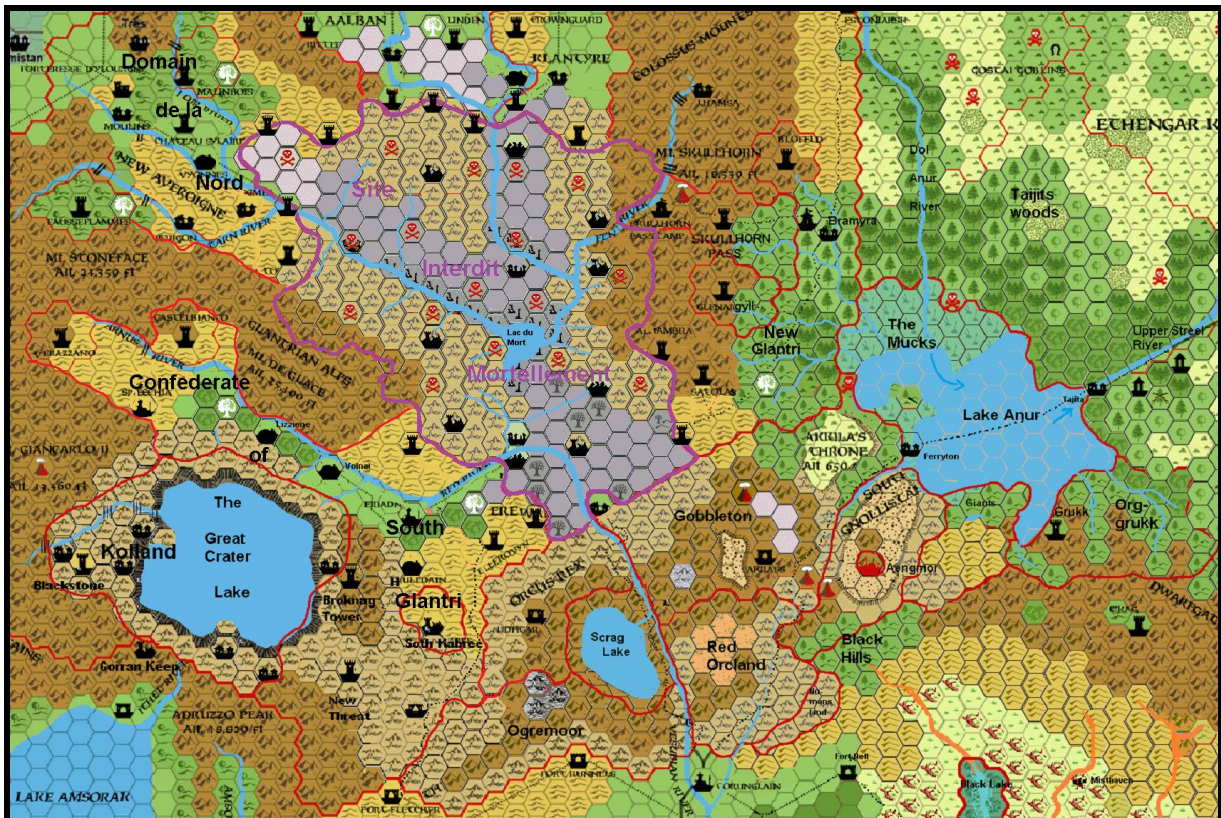
Caused by material lifted into the fireball right after the explosion, mixed with radioactive residues of the reactor (activated debris, fission products, antimatter particles), a delayed radiation effect and fall out will take place following the dominant wind (N to NW) with further devastating effects; 98% instantly killed in the yellow circle, 50% within the red circle, (40% wounded), 5% killed in the orange zone (45% wounded), 25% wounded within the pink zone. The amount of radioactive fallout is significantly increased due the fact that the explosion was underground. Any creature in the orange zone will have be affected by the [Wasting Disease](#) 3rd degree.

7 Mass fires (Red Circle on Map)

Initial fires (started by the thermal radiation) combine and form "super fire", about 20 minutes (2 Turns) after the explosion. High velocity winds directed towards centre of fire cause a "chimney effect". Gates to the Plane of Air ruptured causing fires to enter the Plane of Air. Death caused by heat or suffocation on the Prime Plane, and by Heat in the Aeromancer Stronghold. There is 100% probability for 3rd degree burns; these extend throughout the layers of skin, and are often painless because they destroy the pain nerves. They can cause severe scarring or disablement, and can require amputation. Without medical treatment, there can be expected between 50% and 90% mortality from acute effects alone within the red circle. Dying takes between several hours and several weeks. Severe earthquakes are triggered due the subsiding, within the red zone, and medium earthquakes in the pink zone.

8 Wasting Disease

Within the Yellow Circle in 10 minutes (1 Turn), 100% of the survivors will be affected, and perish in 4d12 Hr by failure of the nervous system within the yellow circle. Within the red circle after 3 turns 9+1d10% of the survivors will be affected, and perish in two weeks by failure of the intestinal system, Within the orange zone, 40 miles (5 hexes) away from the explosion 1d10-10% of the survivors will contract Wasting Disease in 1d3+3Turns, becoming lethal in 1d4 weeks by failure of the blood system. Further in the orange zone each individual has a 50+2d20% chance to contract Wasting Disease, which is 1d10-10% lethal in 1d6 weeks by failure of the blood system. There is a 45% of slain victims becoming new undead (variant of Ghouls) in the Yellow circle, yet these are 90% incomplete. In the Red Circle this is 35%, with a 85% being incomplete. In the orange zone 25% and 45% being incomplete, in the Pink zone 15%, and 5% being incomplete.



These new undead act equal to normal Ghouls, yet these have no access to Limbo. Due this they will always reawaken in their body 1 Turn after each defeat, with a regeneration of 2hp each round within the area affected by Radiation, unless totally burned/disintegrated or obliterated(reverse Raise Dead Fully or Clerical Turning with damage. All other dead will become spirits (wandering souls) or ghosts, depending on normal reasons for becoming ghost. This is due the blast blocking access to Limbo. Any existing Undead suffer similar damage as living creatures, and thus may be destroyed, most of these become Wraith or Spectres. Those surviving the destructive effects will remain in their damaged yet original undead state (with reduced hp, appendages, senses, movement, etc), yet have within the orange zone a regeneration of 3hp each round for all remaining hp and corporeal parts, unless totally burned/disintegrated or obliterated(reverse Raise Dead Fully or Clerical Turning with damage. All reproductive powers will be lost. Neither the new Ghouls, nor the surviving Undead will be able to make any other into one of their own. However, all undead will cause a severe infection when biting or clawing, which might be able to cause death. The remaining radioactivity will turn recent kills in the orange zone into new ghouls in 24 hours, unless totally burned/disintegrated or obliterated (reverse Raise Dead Fully). This is the main reason to prevent people going into the affected area, or anything else from coming out.

Final Results

Within the initial hex of the city any structure will be utterly destroyed by rock vaporized, seismic shockwaves, superheated radioactive gas, and earthquakes. The whole hex of Glantri city will be destroyed, and subside several hundred of feet, becoming fully inundated by the rivers. It has now become an underwater city of polluted ruins.

Within the Yellow circle many fires, will have caused heavy damages to structures, wooden structures are all fully destroyed (including Forests). Any creature in the yellow zone will have a 50% (-1% cumulative per year) chance per two weeks to be affected by the wasting Disease.

Within the Red zone a permanent Wasting Disease of the 3rd degree will be active for 250 years (then it will be 2nd degree for another 250 years, and 1st degree for another 250 years).

Within the orange zone light damage to structures, wooden structures will have 50% chance of being destroyed (including Forests). Any creature in the orange zone will have a 10% (-1% cumulative per year) chance per month to be affected by the wasting Disease. Within the Orange zone a permanent Wasting Disease of the 2nd degree will be active for 250 years (then it will be 1st degree for another 250 years).

Any creature in the pink zone will have a 10% (-1% cumulative per year) chance per year to be affected by the wasting Disease of the 1st degree. All areas within the Pink zone will have mutations in all new births. These resemble the Progeny Defects Table on GkoM page 123 (*where 00= DM examples; extra appendage(s), tentacles, bigendered, warts, buboes. Multiple births mostly become conjoined*). Each birth will also have 25% to obtain special powers, as per Progeny Powers table there. There is a 25% the mother will perish during or shortly after birth. There is a 25% any such child will be killed at birth, out of fear and inacceptance. There is a 50% chance these children will become social outcasts. When two similar mutations meet and reproduce; the equal portions become a permanent genetic effect on all further offspring.

Any creature in the grey zone will have a 10% (-1% cumulative per 10 year) chance per year to be affected by the wasting Disease of the 1st degree.

Any creature in the fallout hexes (light grey=dust) will have an extra 25% (-1% cumulative per 10 year) chance per month to be affected by the wasting Disease of the 1st degree.



Geopolitical effects.

Within the already changing world the nation of Glantri completely falls apart. The regions unaffected or less affected start to recuperate the loss and become separate regions. The areas Southwest of the Glantrian Alps take benefit from the waters from the Great Crater, and the new good magic points, surviving Erewan Elves settle here. The various regions combine together in the Confederate of South Glantri to remain powerful enough against the Humanoids of Kolland, Orcus rex, and Ogremoor.

The areas against the Ethengar border become New Glantri, where Belcadiz elves and various humans are present. The new good magic location creates balance to them, and a more positive inclination towards Ethengar. Ethengar already has adapted to the lakes, and several have lost their tribal heritage. This side is more at peace with Ethengar, than Glantri ever did before.

The regions of the northwest also recombined into the Domain de la Nord (The Northern Domain) with many effects still as before the disaster. In the north the provinces Aalban and Klantyre exist along the Forbidden Zone, but although these reflect a lot from before the disaster, fall out greatly affected the nations. Aalban is now under control of the Followers of the Claymore, and is a lawful ordered country. Klantyre and Aalban have extended their original borders incorporating the remnants of lost principalities. However, this caused great dissension between both nations and the conflict still continues. Klantyre is still reflecting the old Klantyre, and has troubles with new Aalban.

The former principalities in the far north still exist, but rulership changed greatly, the undead lost their dominance and taken over by the Followers of the Claymore in an attempt to pacify the region.

The Humanoids of Gobbleton have taken over the former Glantrian town Trintan, which now has become a Freeport for all. This is the most used location to venture within the forbidden zone. The **Site Interdit Mortellement** (deadly forbidden zone) is off-limits to most from other locations. Several towers have been erected by neighbouring regions to supervise what is happening within. Many mutated creatures, monsters and several surviving undead still reside within, but all suffer from radiation or the Wasting Disease, as described above.

There is one creature thriving on all these effects, feeding on all it can encounter; it will initially be totally affected by all radioactivity, fire, blast and/or crushing damage, yet its immense regenerative powers will allow the single Kartouba in the former canals of Glantri to wreak havoc in the ruins after a few months to regenerate. It does not grow, multiply or mutate with other corporeal alterations, THAC0, ST, IN, WI, DX, CO, CH or anything else. The ones in the underground [Toxic Lake](#) will all have been totally incinerated beyond regeneration.

DM: Save the Water

*This adventure is only playable several weeks AFTER the disaster. The water of the Isoile and Vesubian River have become contaminated. People drinking it in Corunglain, and even Darokin City suffer from Wasting Disease of the 1st degree, and offspring born may bear mutations. It is the Immortal Asterius who first notices these effects. Soon using the river will become a threat, and many people suffer from dyhydration. Only the waters from the New Canolbarth Forest and Lake Amsorak supply the nation of ample water. The bond between Alfheim Elves and Darokin citizens seems to become stretched as old hate is rediscovered. The church of Darokin tries to help where they can and request help from their Immortals. Soon thereafter the PCs (any nation or background) will come into the picture (imagine any way possible). These PC's must traverse the Broken Lands, enter the **Site Interdite Mortellement** and investigate, while battling the Radiation and mutated undead and others. When they return with their results, the mages and clergy know they can't stop a river from flowing, and redirecting it elsewhere is not only politica a crime, also social. They start to pray to their Immortals. Asterius was already busy creating a special artifact. He worked together with the other Immortals of the Church of Darokin, Alfheim, Rafiel and the new Benekander. Especially he and the last two have some knowledge on technology and effects. The item will be finished soon, but must be taken from faraway (Black Mountains, Adri Varma, Isle of Dawn, Isle of Dread, etc) and brought to the DDC in Darokin City. The artifact consists of three giant stretchable sieve screens, of 40 yards by 30 yards weighing 1200LBS each, and a 2500 Lbs Lead covered rock-shaped machinery. Then the placement and use of the artifact will be explained by the Immortals (Asterius). The PC's have to travel to the devastated lands again. And secretly add a sieve at the following locations; the Vesubian River west of Nyra, the Erendyl-Nyra Bridge, and the gates of Trintan. The rock-like 'stone' must be placed in(or near) the ruins of Glantri City. They can do this by trickery, political debates and actions, or even violence and threat. Once all parts are placed the artifacts become part of the environment and can't be damaged or removed. They can also not become clogged, as being a magical sieve, it only catches the radiation, and does not block anything else. It transports the radiation magically back through the rock-like stone. Like any artifact they have a destruction sequence; which is a week of clean unradiated water passing through it. Such a thing will only happen when the river is truly clean, and no longer possess any threat. The enemies (like Broken Lands Humanoids would benefit from the clean water also, and this can be used as a political leverage. After 250 years the Sieve in Trintan stops functioning as the water has become clean again(mostly due the clean waters of the Great Crater Lake), the sieve in Erendyl follows a 50 years later, and the last sieve another 200 years thereafter. From that moment on water no longer is affected by the dreadful effects. The area has slowly absorbed the radiance of the disaster, and slowly the effect becomes more at rest, like the Broken Lands. The area will however long before these dates have been claimed by various humanoids (often mutates). This adventure can be played as a miniature campaign between average(lvl 6+) and name or higher level PC's.*

Why did the Nucleus of Spheres explode?

Logic seems to dictate that energy taken from a nuclear reactor would eventually just let the reactor stop emitting energy, not causing an explosion. Then why did it explode now, and other counterparts in ancient Blackmoor.

This needs some an as canonically possibly and feasible explanation;

First; A Spacecraft using a gravimetric field displacement manifold, more commonly referred to as a warp core and nuclear reactors with dilithium crystals to enable warp speed through the Prime Plane Universe.

Second; While in orbit around the sole habitable planet in a minor and here for uncataloged star system. An unknown energy field was registered and started to affect the spacecraft. This unknown energy initially caused a serious malfunction; a reactor explosion which destroyed the ship's spatial discontinuity field and damaged the conventional drive pods; causing the vessel to crash-land on Mystara. The accident was not supposed to happen; this had to be impossible.

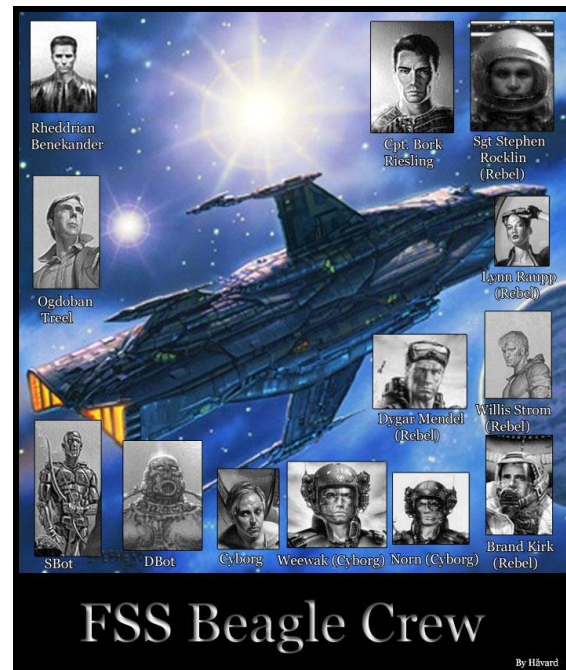
Thirdly; Strange manifestations of unique parapsychological talents were discovered in the local creatures, but further investigation showed that they were related to a strange energy field permeating the planet, but strongest just north of where the vessel was grounded. Some of the aspects of this energy field were so bizarre that they were referred to as "magic," (which, of course, is what they are). The spacecraft continued to emit energy usable outside the reactor.

Fourth; After Blackmoor adventurers and scientists worked together with some surviving aliens, they learned to combine magic and technology together.

Five; The Vessel eventually exploded, but a few reactors survived the disaster, sank and remained in the molten underground.

Six; The combining of magic and technology was the cause of great disbalance and eventually all reactors created by Blackmoor, (which enabled them to become a technomagic nation) exploded as one. Due to incomplete, misunderstood, flawed or outright faulty copying of the spacecrafts machinery created a very instable technomagic society. A society doomed to suffer the consequences of these mistakes. The idea of a network of reactors giving energy, was flawed. In 3000BC this network exploded violently, causing the Great Rain of Fire. The explosion was thus great it tilted and ruptured the Planet, affected all existing magic with Radiation (aka Radiance), and spread the wasting Disease over the world to great effect on all inhabitants. As from the Mystara Timeline we know it exploded with such a force that the whole planet could be vaporized. Somehow the energy was turned inward causing it to implode and a section of the original reactor sunken underground. It was the energy of the implosion which caused the reactor to become bound to magic, enabling it to become the Nucleus of Spheres.

Seven; An Old One located the Reactors, altered, where they became an Artifact of great power. Why? This is unknown, but it was assumed by Immortals the intent was to enable new immortals to come into existence without other Immortals influence. The Reactor (named The Chamber of Spheres) was placed in a cave underneath Glantri, as the Old One devised it the location to best effects in the future.



GKoM is dated about 1014AC, Page 116; "at the end of the Wrath of the Immortals, these figures successfully lessened the danger of the magic drain. Their effort did not solve the depletion problem entirely, however, for the Radiance is related to all Magic on levels that even Immortals do not totally understand. This denotes that Magic is still depleted and thus affecting energy and not entropy

PWA does note a continuation of the Day of Dread (which in itself could be explained as an entropic effect), but also an increase in Undead related matters; Attack on Ediaro, Synn in Glantri, etc), Entropic magic users seem to increase in power, effects more than the most others. (Brannart Mc Gregor, Synn, etc). It does note that magic still works in different Planes and even in the Void beyond Mystara's moon, and it describes the magic drain to mortal magic throughout Mystara (thus nor beyond)...

Test of Darkness (From GKoM-thus set at 1014AC) notes a darkened area growing which had appeared in 1010 and enveloped the wizard warrens (clearly an entropic effect).

Joshuan's almanac (1013AC) stated that since 1009AC, the failure of magic has not been so complete. Some random permanent magic items escape effects, and races no longer sicken

All in all only 1010AC to 1013AC seem to be without affection by Energy but by Entropy in this period, And beyond this period the Entropics were no longer affected. Their temporary increase in Entropic powers fell back to normal (yet they have taken hold of many individuals/locations). As Havard already said; it is more of a matter of implication than clearly stating what did happen actually

Thus far the combined Canon facts (DA3-City of the Gods page 5 "The Fall of the Sky City, Wrath of the Immortals, Mystara timeline, Gaz3, GkoM, ToD, Almanacs).

Magic did initially affect the reactors, and in fact continues to do it until the end. It was the reactor creating energy (Antimatter-Matter by Dilithium crystals as per Star Trek) in an immense magnitude to enable to create a warp field and speed beyond the speed of light. Magic did affect the Dilithium Crystals causing them to attract more magic, but keeping the energy within, effectively shutting the energy reactions off. As due this the explosion of the vessel (and other reactors probably) turned into an implosion. The blast of the explosion was turned inward, increasing the amount of energy to a level greater than ever expected.

It was the Old One discovering the Nucleus of Spheres, which moved it, and altered it a bit more to enable the magic within to be accessed and used, enabling even Immortality. Magic became also infused in this process, as the explosion attracted all magic available in an increasingly growing radius. It was the Immortals with their second alteration who postponed the seemingly inevitable disaster. They connected the Nucleus of Spheres with the Elemental Plane of Fire, causing a drain upon that Plane, and thus upon magic. Massive amounts of Magic were drawn within. In fact Energy (Fire) Elemental magic had become the stable factor in a very unstable nuclear matter/antimatter balance. And thus the Nucleus of Spheres kept the Elemental magic within, and did not drain from the radioactive magic outside on the world of Mystara, until it was discovered and used.

From this moment on slowly but inexorably radioactive magic (aka Radiance) was drawn from the reactor, making it more unstable with every depletion. At first nothing happened, except poisoning the direct underground cave with its deadly radiation in a growing radius. Magic was also slowly released in minute amounts increasing the already global contaminated magic (by the Reactor AND the Great Rain of Fire), becoming known as radioactive magic.

At the same time the Living Planet started to react; Crystals and anti-magic areas spawned, either to absorb, transform or repel the harmful magic, or to generate good (natural) magic, enabling it to function better.

As the Dilithium Crystals in the reactor slowly started to decay (due time), regular moments came where radioactive affected magic was drawn in by the machinery in an attempt to stabilize the reactions. Thus the Day(s) of Dread were created, where no radioactive magic will work, as it is drawn into the reactor. As more and more users of the Radiance depleted the delicate balance of the antimatter-matter particles in the Dilithium crystals, the reactor started to draw upon more and more radioactive affected magic in an attempt to keep the energy within. This in effect caused the increase of Days of Dread. However, every balance has a tipping point, where it can't return to a stable point. This is at 5000 Rad used, and in 1751 AC the last Rad is used causing the antimatter and matter particles to meet and explode. This is the final moment of the Radiance.

From that moment on, magic will no longer be affected by the reactor, the original magic (from its various sources; Planet, Elemental Planes, Natural energy, Life, etc) has become clean of most radioactivity, and although known only to a few, can be drawn upon to cast spells. Of course this must be learned anew. A fireball created from Radioactive magic uses other methods to draw the magic than the new (actually older than Blackmoor) sources. And while much radioactive magic still exists, this will eventually subside, taken in by natural effects, becoming less available, until it eventually becomes inaccessible, or part of natural magic losing the radioactivity.

Looking back to all what happened; in the end the goal of the Old One altering the Nucleus of Spheres may have been to attempt to control or halt the decay of the reactors (*keeping it on its original location might have been able to destroy whole Mystara, and the location underneath current Glantri might have been the safest known location to be used, or he was forced to place it there as the move stressed it out greatly. Any explosion of significant magnitude could well kill the biological organism which Mystara is—it could not be moved magically, nor outside the already contaminated atmosphere without devastating effects*), and it was the premature fear of the Immortals for having one Sphere the ability to gain more Immortal powers which reactivated its harmful effects and eventually its destruction (*Immortals already altered the Nucleus of Spheres BEFORE any new Energy Immortal was created from it. It is unknown if the possibility of becoming Immortal was a planned effect of the Old One or was just an unplanned side effect.*).

In the end, not even the immortals, not even the Old One(s) could (*or would*) stop the inevitable, the cleansing of Mystara of radioactive magic. How this eventually came to be, the Immortals never did expect or were able to know, the Old One(s) maybe did. Yet as Old Ones have been Immortal themselves, and Immortals have been Mortal themselves; is it known that even their mortal ideas and flaws are taken into account of their decisions. Maybe this is something the Old Ones are aware of (*and probably know they still sometimes do*) yet try to teach this to the Immortals before they eventually join them or cause even greater problems...Who knows...??

Magic after the Radiance

As the Radiance from the Nucleus of Spheres had effects upon Magic, and magic was prevalent in Glantri, the explosion did have great effects too. Many negative Magic locations spawn within the affected region (*due distance all without name, and nobody knows of its powers*); the effects of these range from anti-magic zones to areas with powerful negative effects (**DM**; *all these have effects like the World Mountain or the negative areas in Ethengar—see GAZ12-TSR9246-D&D-Mystara-The Golden Khan of Ethengar, or act as Wild Magic as the natural balance of magic is disturbed. In such areas, a spell can backfire upon its caster, target the wrong location, be dramatically increased in power, or indeed, anything can occur*).

As the Planet is a creature, biological processes will have a counter reaction spawning Good magic zones outside the affected areas **Confederate of South Glantri-Erewan**; Bright-Sky/Calima-Menel = (*Similar to Dewdrop Gaz5 page 20*), **Confederate of South Glantri-Lizziene**; Cold Geyser of Tempus = (*Almost Frozen still dripping Geyser of 130'high*) Elemental Nexus Point of Time/Water, **New Glantri**; Mind-Dream/Indema-Olor = (*excessive Floral Growth with dream inducing plants*) Elemental Nexus Point of Thought/Air, **Fausseflammes**; Flame Tree; (*a continuous flame geyser with branched flames*) Elemental Nexus Point of Energy/Fire, **Domain de la Nord**; **Malinbois**; Source de Liquide Plaisir/Well of Blessed Pleasure = (*similar to Glowtree Gaz5 page 20*), **Aalban**; **Linden**; Cave of Bounty = (*Cave with variant ores, crystal Growth*), like the whole Province under control of the Followers of the Claymore (Gaz 3 page33);)Elemental Nexus Point of Matter/Earth.

1450 AC; Radiance users are still the most powerful mages, but their number drops every year by battle, age, disease or misfortune. Radiance Liches discover they can draw energy from life itself like Necromancers and thus increase their power. Many people perish.

Normal mages can cast all forms of Radiance affected magic, be it elemental, Necromantic, or by special class magic, if they can access the spell by study of books and/or scrolls. A normal mage can thus cast Seducer spells next to Necromantic spells, etc. Any mage of whatever class can cast a spell from any magic-user scroll even if it is not of his specialty, and he can be affected by casting it, see the class and spell descriptions. He needs an active Read Magic Effect to read any Scroll however to be able to cast any magical spell. Although he can cast any scroll spell, it does not imply he can rapidly learn to exchange radiance affected magic spells by the same but non-radiance affected spells; they must learn any spell as a new spell, without normal bonuses or penalties, at normal time and cost (material/money/library/components).

The following known, forms of 'normal' magic are affected as follows;

Normal Common Magic — including; Conjuration Magic, Divination Magic, Alteration Magic, Abjuration Magic, Illusion Magic, Enchantments Magic, Evocation Magic. Merchant Magic (from the DDC of Darokin and Merchant Princes of Ierendi). Most accepted or known form of Magic, actually an adapted form of using Radiance affected Natural magic, originating from the Era of Blackmoor 3500 BC. Affecting all that lives, or its magical powers or abilities. Has some strange (*mostly unknown*) connection with the city of Glantri, the Radiance. Is fully affected by the Day(s) of Dread. Without the Nucleus of Spheres some of this magic does still exist. Small pockets of polluted magic may still exist, but these are depleted by time and especially use. They exist mostly near Negative Energy locations like those in Ethengar, Alfheim, Future Glantri, and some limited other locations. Any items created by this magic will however not instantly stop, but can only be recharged on these locations by this magic. Spellcasters can't dispel any other existing (reborn) magic or affect it. And the effects of these spells and items will be lessened by 5% in range and effect (round down) for each year beyond 1751AC when the Nucleus of Spheres explodes.

Clerical Magic is also fully affected by the Radiance. Turning however is not. Ritual spells mostly have a tradition of use older than the Blackmoor era and thus have a chance of still functioning on Day(s) of Dread. This includes all 1st and 2nd level spells (*as according HWA trilogy Nightwail*) these spells can be cast from the piety of the character's mind, and are not drawn from the Immortals powers. Consecrated or desecrated ground, curses, quests, blessed newborn, and similar ceremonies (for ceremony spells see [Pages of Virtue](#)).

Druid magic is also fully affected by the Radiance, yet will be the first magic noticed to be unaffected by the Day(s) of Dread. Here it is the power of nature itself expelling the Radiance. Druids will notice minute changes in feel, and effects, as if life returns in the magic. Around 995AC, the first signs will be visible, with some druid spell becoming unaffected by the Day(s) of Dread, and already in 1005AC no druid spell will be dispelled by the Day(s) of Dread. In 1145AC Druid natural Magic can no longer be dispelled by Radiance affected spells, being only temporarily suppressed (*1r per level of the caster*). See below under natural magic.

Immortal Magic is suppressed on Day(s) of Dread and will instantly reignite beyond these days. Powerful effects like floating islands will lose control, yet do not suddenly stop functioning. As the reduction of magic began affecting the "power" of the Immortals to their followers was reduced, more people started to reject Immortals (who don't give a shit, yet demand a lot). Some Immortals break the Immortal Law of Direct Interference against mortals, others research how their own powers are lessened, and how to prevent and return this. Discussions arise to infuse the Nucleus of Spheres again with new Energy, yet this is directly denied. The first (and last) time they did this in 1010AC they had to sacrifice a lot of their own power.

Pure Radiance Magic—absolute secretive Magic, used in Glantri, but with profound effect on Nucleus of Spheres and hence globally on all “normal”magic. Derived straight from the Nucleus of Spheres (*or indirectly by crystals*). The Radiance users are fully unaware of anything happening with the Radiance, the Radiance Sphere and Shell of Darkness are unknown to them until publicly revealed. They do know the limits of their Radiance spells is slowly increased. They can't accept the Radiance and the Shrouded Sphere (*Radiance Sphere*) are connected. It is their secrecy (even between themselves) which prevents any calculations by them on the use of Radiance. To them their power is unlimited. First in the year 1095AC individual Radiance users will be able to see the connection when magic becomes rare, and even they will not accept this knowledge. Without the Radiance this magic does not exist. Any items created by this magic will however not instantly stop, but can't be recharged ever again. Spellcasters can't cast their Pure Radiance spells anymore.

Secret Craft Necromantic Magic—Belongs to the Sphere of Death, Is affected by the Day(s) of no magic). Derived from the Sphere of Entropy (or life/death in general). As Necromancers enjoy the darkness, and abhor light they think it was created by one of their own experiments and it is the increase in their might which causes it to grow. When the Shell will eventually become publicly known(after 1013AC when adventurers in ToD explore the Wizard Warrens), they will come forth and say that nothing is to be worried upon; it is a creation of them, to improve safety to the School of Magic to prevent a War to ever affect it again. They even agree to suggestions as to expand the effect to cover the city, for the same reason. In 1018 AC the Parliament agrees with this secret lie (*unknown to them*) brought By Brannart McGregor, already a political heavy-weight, becoming the most powerful man in Glantri. Brannart discovers in 1018 AC that it was no power of them, but he assumed it had to do with the Radiance, as the Shell increased in size with every Radiance use done by him. He decided to keep this a secret to himself as he already had become the most powerful Radiance user since Etienne disappeared. His assumption was that the Radiance was a source used to empower Necromancers and conquer life and death, becoming power supreme, eventually even over the Immortals. The effect also did become a boon to normal Undead, as they no longer needed to fear the sun. When the Shell of Darkness covered the city and enveloped all within into the embrace of the Shrouded Sphere (*as they called the Radiance Sphere*), they embraced its effects fully. The Necromancers and affiliated undead grew in number and members, and increased in political power, until they took over control of the city...to be used to their interests, instead to the citizens. To the Necromancers the Shell of Darkness was the means to increase their power and ratio of control. Unknown to them it would be also their demise.

When the Radiance is gone new forms of using this magic are found. Life in its various forms can now be used as an energy source, mostly plants, but later also animals, sentient Lifeforms, magical Lifeforms, and finally a section of the ground. Luckily, even this damage eventually restores. (DM; This works like level Draining from 10' distance, only on inactive or incapacitated victims, and literally kills the subject. The gained green-colored energy is visible absorbed by the necromancer. When Ground is affected it remains dead (*unable to grow anything*) for as many weeks as magic is drained/spell levels are gained (*it restores due weather patterns; wind, rain, flooding, fertilizing*).

Drained Energy to be cast # spell levels					
Level Necromancer	Plants Drained	Animals Drained	Sentient Life Drained (as animal+)	Magical Life Drained (as animal & Sentient+)	Ground Drained (round down)
1-3	1/HD	na	na	na	na
4-6	2/HD	1 per 8 hp	na	na	na
7-9	3/HD	1 per 7 hp	na	na	na
10-12	4/HD	1 per 6 hp	+1 per HD	na	na
13-15	5/HD	1 per 5 hp	+2 per HD	1 per ability	na
16-18	6/HD	1 per 4 hp	+3 per HD	2 per ability	na
19-21	7/HD	1 per 3 hp	+4 per HD	3 per ability	9' radius/level gives 5 per 10'
22-24	8/HD	1 per 2 hp	+5 per HD	4 per ability	13' radius/level gives 6 per 10'
25-27	8/HD	1 per hp	+6 per HD	5 per ability	15' radius/level gives 7 per 10'
28-30	8/HD	1 per hp	+7 per HD	6 per ability	17' radius/level gives 8 per 10'
31-33	8/HD	1 per hp	+8 per HD	7 per ability	19' radius/level gives 9 per 10'
34-36	8/HD	1 per hp	+8 per HD	8 per ability	20' radius/level gives 10 per 10'

Secret Craft Water Elemental Magic—ample known form of Elemental Magic, Is affected by the Day(s) of no magic). Derived from the Elemental Plane of Water. Water Elementalists were the first to experiment on the Sphere of Darkness as soon as it appeared as it came to be as a thin opaque field of darkness in their secret areas. Investigations gave no additional knowledge, other than that below and above the darkness light still functioned (though with lessened intensity below). They became very frustrated as their secret chambers lost their use, but recently (*Spring 1014AC*) discovered that the darkness did no longer increase but was slowly pushed upward. It is them who created an estimate date when their rooms would be available to them again, and also when the Shell of Darkness would envelop which area. Their estimation was based on an equal continuous growth revealing the Darkness to become noticed in winter 1014 AC on level -2 of the GSM, and thus become known publicly. Afraid that their secret chambers would be discovered they moved away all important stuff to secret chambers in the Gate of Trintan, with the intent to return later when the Darkness would have passed, and panic subsided. They placed all kinds of magical wards and camouflage on the secret doors to their secret rooms to prevent discovery. When the Radiance is gone new forms of using this magic are found. The Elemental Gates in the Ruins of Glantri were blasted out of existence. The Hydromancer Stronghold, melted somewhat, and drifted away. Using random Gates most Hydromancers were able to traverse between the Planes. It was until 5 years after the Nucleus of Spheres was destroyed, the Hydromancers succeeded opening a continuous gate in the Red River near Lizziene. Not only did this help in increasing the purity of the water in the river, it also helps in cleaning it (*see adventure Save the Water on page 490*).

Secret Craft Earth Elemental Magic—ample known form of Elemental Magic, Is affected by the Day(s) of no magic). Derived from the Elemental Plane of Earth. To the Earth Elementalists darkness was already a part of underground life, and thus normal to them. Also since the War with Glantri only the lower members have been in the area affected by the encroaching Shell of Darkness. They thought it was a by-effect of either the War causing some unknown Elemental disruption, as it appeared in 1011 AC 2 years after heavy magic by the Alpathian attacks was blasted on the GSM. However, when Frau Hildegard resumed her position in 1015AC, active research was done, as the darkness by then had enveloped the whole area of the Earth Elementalists. She was content when it is discovered that the power of the Earth pushes the power of the Darkness up and out (*at least that is how they will see it*). And the rooms will not be abandoned, just paused for a period until light will work again. Either way, nothing worth to mention elsewhere (*and spoiling knowledge about their secret location*) and cause panic and other problems. Three years after the Radiance is gone new forms of using this magic are found, and Elementalists return to the Prime Plane in the Cave of Bounty in Aalban near Linden (amongst other locations worldwide).

Secret Craft Fire Elemental Magic—ample known form of Elemental Magic, Is affected by the Day(s) of no magic). Derived from the Elemental Plane of Fire. When the Radiance is gone new forms of using this magic are found. The Pyromancer Stronghold is destroyed. Many Pyromancers are killed in the disaster. The Pyre does not exist anymore. Fire Elementalists have lost many gates to and from their Plane, yet still have free access through the ones not lost, or which spawned in the disaster. No two-way gates exist, nor any permanent open or large gates; all gates are opened only by spell or ritual, under hot or fiery circumstances

Secret Craft Air Elemental Magic—ample known form of Elemental Magic, Is affected by the Day(s) of no magic). Derived from the Elemental Plane of Air. The blast literally destroyed all Planar gates, and dispersed a lot of its energy on the Planar side (or even destroyed or damaged it greatly). When the Radiance is gone new forms of using this magic are found. The Aeromancer Stronghold is severely damaged and blown away deep into the Elemental Plane of Air. The loss of Air Elementalists is high, yet as they tend to drift away from their stronghold, much lower than expected. It reappears above New Glantri 15 years after the destruction of the radiance. It is only now the Gates to the Elemental Plane of Air reopen.

Secret Craft Cryptomancy (Runemaster) Magic —ample known form of Power Storing Magic, Is affected by the Day(s) of no magic). Derived from precast magic of any source. When the Radiance is gone new forms of using this magic are found. Glyphs become harder to use when the Radiance is gone; from that moment on they function like a normal spell and take one spell slot of its corresponding level, and a successful intelligence check to succeed (*DM may apply penalties upon surrounding, noise, disturbance, etc*). If failed, the cryptomancers loses the rune from its memory and must relearn it similar like a normal spell memorization. In addition they become fatigued (*see -1M Old Keep forgotten Basement*). If already fatigued, serious fatigued instead, if already that they become exhausted instead as the magic took a severe strain on their bodies. The DM still needs to roll for the side effects as per Gaz 3, but no storm or earthquake will come. Instead a magical backlash will come to be; if no glyph is cast the last 24 hours by that person=intelligence drain of 2 points; recover 1 point per 24 hr of continuous rest; if that person already used one glyph that day=intelligence and constitution drain of 2 points both; (*recover 1 point of lost IN or CO per 24 Hr of continuous rest*). DM; remember that a lowered constitution might affect current hit points, if it falls below 0, the character will die). If two glyphs were used by that character the magical backlash will affect the caster with a CO/IN drain of 3 points and all those within 5' per level of the Cryptomancer. If the caster already used three glyphs the same will happen as per two glyphs, but an intelligence check (*at current*) must be made for each lost intelligence point or the loss will be permanent. The glyph used is still permanently altered (all cryptomancers must relearn it, causing great anger among their circles. All these dangers do NOT apply if the glyph is cast within 4 miles of a natural magical location (*negative or positive*). Cryptomancers are no longer limited to Glantri, and will slowly spread over the world; mostly only among the scribes.

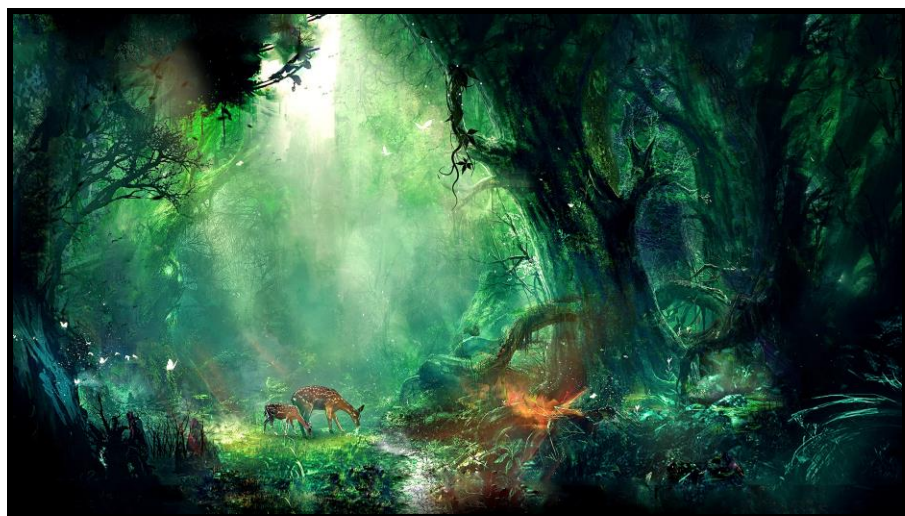
Secret Craft Witchcraft Magic (Including Seductress Magic)—ample known form of Chaotic Nature Magic, Is affected by the Day(s) of no magic, yet due to its chaotic component of power of nature itself, it is able to expulse the Radiance. Witches will notice minute changes in feel, and effects, as if life returns in the magic. Around 995AC, the first signs will be visible, with some Witch spells becoming unaffected by the Day(s) of Dread, and already in 1005AC no Witch spell will be dispelled by the Day(s) of Dread. In 1145AC Witch Magic can no longer be dispelled by Radiance affected spells, being only temporarily suppressed (*1r per level of the caster*). Already before the Radiance is gone, new forms of using this magic are found, and resistance are build. The Witches, who had a Library and functional room on the 5th level, removed everything on the first notice of the Darkness approaching. Within a single week, all traces of their occupancy were removed elsewhere. After the Radiance is gone Witches will become known to be as the magic users surviving the decline of magic. As witches are less affected by the energy drain, and thus do not need an intelligence of 16+ to be able to study magic. Due to the death of many mages in the years before the Radiance exploded, the number of mages has dropped thus, that the number of witches became higher. See also below under natural magic.

Secret Craft Alchemy Magic—ample known form of Power combination Magic, Is affected by the Day(s) of no magic). Derived from chemical and alchemical reactions between existing substances. Alchemist worked on the same levels as the Necromancers, and they did only abandon the affected areas during the period when the Shell of Darkness made working impossible (they know many laboratories in the GSM and in the city to continue their work. They learned short after its first appearance that the Shell of Darkness creates some handicaps, but these were mostly overcome when the Shell of Darkness expanded and revealed the Shrouded Sphere within. (See [Shell of Darkness Effects](#)). When the Radiance is gone is soon discovered the Alchemical combinations still work as they had to do. Actually no processes are changed other than having to relearn their spells which no longer work. It is known to them an unknown magical source had affected all magic of any substance alive and non-living; and now that source is gone, no longer affecting anything. Although very interested in the actual source, they never discover it, despite many experiments.

Secret Craft Dreammaster Magic—ample known form of dimensionally reversed Magic, Is affected by the Day(s) of no magic). Derived directly from the Dimension of Nightmares. Due this the spells are unaffected in the Dimension of Nightmares, and become affected in the Prime Plane. Dreammasters, will thus be the fastest to adapt to the cleaning of magic after ENS, and are the only mage class who do not need to relearn any Illusion spell (others they must relearn). Other Illusionists still must relearn any spell, as they derive their energy from normal available sources instead from the Dimension of Nightmares.

Existing Natural Magic sources;

Natural forms of magic and can't normally cast by other mages using non-nature magic. They can, however, mimic the spell with equal effects, but using non-natural sources, thus affected by Days of Dread. Thus if listed, they can as normally used, although it is stronger in effect or easier to cast in its natural form.



- Pure Nature Magic** — Oldest Known Magic. Chaotic, balanced and organized variants exist. Currently only used by Elves and other Forest Beings, unknowing of difference with normal magic. Formerly used by Neanderthal, Barbarians, primitive Lizardmen. Before Blackmoor the 'common'source of magic. After the Destruction of the Nucleus of Spheres Druids start using the Ordered form of nature magic, Elves, Treants and such use the balanced form, and Witches, Hags, and Fairies use the chaotic form.
- Beholder Magic** —Natural Magic, generated from the creature itself. Unable to be copied and cast by other beings at the Beholder's level of power.
- Draconic Magic** — Natural Magic, generated from the creature itself. Unable to be copied and cast by other beings at the Dragon's level of power.
- Fairy Magic** — Natural Magic, generated from the creature itself. Unable to be copied and cast by other beings at the Fairy's level of power. Higher casting level variant copies are known before the
- Frost Magic** —unknown recent variant of natural elemental magic. This form feeds the caster or the direct environment with energy derived from the effects of the spell.
- Faenare Magic** — Natural Magic, generated from the creature itself. Unable to be copied and "sung" (cast) by other beings at the beholder's level of power.

Nature magic uses a source of magic unknown to most, yet always prominent in life. It existed before the FSS Beagle crashed on Mystara (and actually was the reason it malfunctioned and crashed in the first place). It was altered by the Radiance effects of the reactors in Blackmoor and the overall pollution. Forgotten for a long time, or unrecognized as such, it becomes more and more resistant against the effects of the Radiance, Day(s) of Dread, and could be recognized as a magic unaffected by the Radiance after 995AC. Like a living creature it slowly becomes immune to these negative effects, as the Radiance grows weaker. Estimated full immunity is gained when 250 Days of Dread (no magic) have passed; partial immunity begins with 100 days of Dread. Since the Days of Dread started in 895AC, the dates will thus be 995AC partial immunity and 1145 full immunity.

Partial immunity increases the saves of natural items against (temporary or permanent) nullifying by the Day(s) of Dread by +1 for every 10 years (see also *Poor Wizard Almanacs Kaldmont 28*). It also enables spell casting of Natural spells during Day(s) of Dread with an intelligence check penalized by 10 –1/10 years passed.

However, this magic is still rarely used before the given dates, as the infection' with the Radiance made it easier to handle magic and the need to research more difficult forms of the same magic was zero. There do not seem to be other variables, and as such we can assume nature spells are always one step more difficult to learn as the same spell but Radiance affected would (a *Common Nature spell would thus be checked as an uncommon Radiance spell of the same level, although the spell and its effects do not really change in game mechanics, see Spell Research*). Humanoids and Humans can only cast Elven magic if trained as a Forester, and can use Frost Magic, or some Beholder or Draconic spells at much higher casting levels than these creatures would. Other nature magic is of no use to them, and unable to be cast by them, except temporarily by using the power of a Wish.

Any magic-using species can use nature magic as according their respective level and intelligence, as described above.

Natural abilities mimicking existing spells will become cleaned of any Radiance effects, and can be used normally. However, this needs a period of adaptation. From the year 1005AC, all natural abilities will slowly, but inevitable be cleaned. During this period Days of Dread will however nullify these abilities (including *Draconic growth cycles, Elven longlivity, Fairy Second Sight/Invisibility to Mortals, Beholder Eye Rays*). This will cause the demise of many of these species. Others will move away to other Planes, yet even there the cleaning will happen. The end result is as predicted in the Gaz3/GkoM; many magical Races will decrease significantly in number. However, any new born creature after 1005AC, will have a 5% chance to be born fully cleaned and having access to their magical abilities as their parents had before.

New Magic Sources:

Geomancy —unknown method of drawing magic from and into the planet. The caster have all volcanic spells from Dragon Magazine 265 Article Earthshaker and Earth Elementalists, and act more like Druids and Earth Elementalists combined. These would become the mages Dwarves enjoy as company. Other mages are unable to draw magic from this source, however will affect the SFP of a cell of the planet they are on with their magic.

Mana magic —unknown method of using natural (planetary) producing, altering or cleansing magic. This new source of magic is discovered in 1450AC; Mana, or better said magical energy from the planet itself; in effect a combination of Necromantic (on life), Druidic (on nature), and Elemental magic. The mage absorbs this magic by memorization and meditation on specific locations only and can release it later as a spell he knows...this makes them very adaptable as they store Mana as spell levels (with the same limitations as normal mages have spell levels and use the Spell Mixing Skill), and can cast any spell they know from it anytime they want, at the cost of the spells normal level.



Wells of Mana are created, and around it Mana temples

But there will also come to be Mana depleting sources, and even areas of anti-magic draining Mana completely. And several animals will adapt to these sources and feed on them; Mana Bugs, Mind Worms, and such will become a threat to Mana mages.

Mana mages may develop **Detect Mana**(2), **Long Range Detect Mana**(3), **Mana Drain**(4), **Mana Transfer**(5), **Mana Shield**(5) and **Mana storage**(4) spells. *The name of these spells implies what they do. The number would be the amount of spell levels. The DM can develop these spells further, or I (or others) will display these and others later on Piazza.* Other mages are unable to draw magic from this source, however they might use the Mana sources to become thus invigorates as having slept 8 full hours (thus enabling remembering spells).

In the end magic will be more diverse, no magic caster will be the same, and a natural chaotic order will come to be. Where magic is its natural thread of guidance. As it was before the FSS Beagle was affected by it and crash-landed on Mystara. Not only has the world now healed, the creatures on it too. Now it is up to the Sentient creatures, Immortals to make a life, and strive to use the magic as a source to go beyond life and attempt to become Immortal, or even beyond, in the fashion as it was intended. No longer exists the 5000 or so years of corruption of nature's most powerful source of energy; **Magic**.

Wandering “Monsters” in the Great School of Magic

Encounter Chances Great School of Magic Glantri City				
Location	School Time (0700-1900)	Schooltime Night (1900-2200)	Non Schooltime Night 2200-0700)	Non School Time (Holiday, etc)
Check	1/minute (6r)	1/Turn(10 minutes)	1/3 Turns (30 minutes)	1/hour (6 Turns)
Courtyard	1-19 on d20 C	1-12 on d20 D	1-6 on d20 D	1-6 on d20 D
Level 1	1-17 on d20 A	1-11 on d20 B	1-4 on d20 B	1-4 on d20 H
Level 2	1-16 on d20 A	1-10 on d20 B	1-3 on d20 B	1-3 on d20 H
Level 3	1-15 on d20 A	1-9 on d20 B	1-6 on d20 B	1-6 on d20 H
Level 4	1-14 on d20 A	1-10 on d20 B	1-5 on d20 B	1-5 on d20 H
Level 5	1-12 on d20 A	1-10 on d20 B	1-3 on d20 B	1-3 on d20 H
Main Roof	1-10 on d20 C	1-7 on d20 D	1-2 on d20 D	1-2 on d20 D
Level 6	1-5 on d20 A	1-3 on d20 B	1-2 on d20 B	1-2 on d20 H
Level 7	1-4 on d20 A	1-2 on d20 B	1-2 on d20 B	1-2 on d20 H
Level 8	1-3 on d20 A	1-4 on d20 B	1-2 on d20 B	1-2 on d20 H
Level 8 (Private)	1-6 on d20 E	1-8 on d20 E	1-8 on d20 E	1-6 on d20 E
Level 9	1-3 on d20 A	1-6 on d20 A	1-2 on d20 B	1-2 on d20 A
Level 9 (Private)	1-8 on d20 E	1-10 on d20 E	1-10 on d20 E	1-8 on d20 E
Level 10	1-3 on d20 A	1-6 on d20 A	1-2 on d20 B	1-2 on d20 A
Level 10 (Private)	1-10 on d20 E	1-4 on d20E	1-4 on d20E	1-10 on d20 E
Sky	1-10 on d20 F	1-8 on d20 G	1-8 on d20 G	1-10 on d20 F
Aeromancer Stronghold	1-12 on d20 I	1-10 on d20 I	1-8 on d20 I	1-12 on d20 I
Earth Elemental Chambers	1-12 on d20 M	1-10 on d20 M	1-8 on d20 M	1-6 on D20 M
Level -1 (Open)	1-5 on d20 A	1-3 on d20 B	1-2 on d20 B	1-2 on d20 H
Level -1 (Blocked Area)	1-2 on d20 J	1-2 on d20 J	1-2 on d20 J	1-2 on d20 J
Level -2 (Open)	1-5 on d20 A	1-3 on d20 B	1-2 on d20 B	1-2 on d20 H
Level -2 (Blocked Area)	1-4 on d20 J	1-4 on d20 J	1-4 on d20 J	1-4 on d20 J
Level -3 (Wizard Warrens) ToD	1-4 on d20 K	1-4 on d20 K	1-4 on d20 K	1-4 on d20 K
Level -3 (Testing Area)	1 on d20 A	1 on d20 A	1 on d20 A	1 on d20 A
Level -3 (Aquatic Chambers)	1-10 on d20 L	1-8 on d20 L	1-8 on d20 L	1-10 on d20 L
Level -4 (Museum Osteology)	1-10 on d20 X	1-5 on d20 X	1-4 on d20 X	1-5 on d20 X
Level -4 (Necromantic Rooms)	1-6 on d20 N	1d6 on d20 O	1d8 on d20 O	1d4 on d20 N
Level -4 (Alchemist Chambers)	1-8 on d20 P	1-6 on d20 P	1-4 on d20 P	1-6 on d20 P
Level -4 (Tower Basement)	1-12 on d20 Q	1-12 on d20 Q	1-12 on d20 Q	1-12 on d20 Q
Level -4 (Witch Chambers)				
Level -5 (Museum Osteology)	1-10 on d20 X	1-5 on d20 X	1-4 on d20 X	1-5 on d20 X
Level -5 (Necromantic Rooms)	1-6 on d20 N	1d6 on d20 O	1d8 on d20 O	1d4 on d20 N
Level -5 (Alchemist Chambers)	1-6 on d20 P	1-4 on d20 P	1-4 on d20 P	1-4 on d20 P
Level -5 (Tower Basement)	1-12 on d20 Q	1-12 on d20 Q	1-12 on d20 Q	1-12 on d20 Q
Temple (Open)	1-10 on d20 S	1-5 on d20 S	1 on d20 S	1-5 on d20 S
Kitchen	1-18 on d20 A	1-8 on d20 A	1 on d20 A	1-5 on d20 A
Dining Hall	1-18 on d20 A	1-6 on d20 A	1 on d20 A	1-8 on d20 A
Northern House Tunnels	1-5 on d20 T	1-5 on d20 T	1-5 on d20 T	1-5 on d20 T
Administration Tower	1-18 on d20 R	1-4 on d20 R	1 on d20 R	1-4 on d20 R
Administration Tower (Top Levels)	1-10 on d20 R	1-2 on d20 R	1 on d20 R	1 on d20 R
Nightmare Dimension Chamber	1-5 on d20 U	1-4 on d20 U	1-3 on d20 U	1d3 on d20 U
Warehouse	1-8 on d20 V	1-4 on d20 W	1-4 on d20 W	1-4 on d20 W
Warehouse (Basement)	1-6 on d20 V	1-4 on d20 W	1-4 on d20 W	1-4 on d20 W
Griffon Halls	1-9 on d20 A	1-6 on d20 A	1-4 on d20 A	1-2 on d20 H
Roof Warehouse	1-10 on d20 F	1-8 on d20 G	1-8 on d20 G	1-10 on d20 F
Courtwall	1-19 on d20 Y	1-14 on d20 Z	1-8 on d20 Z	1-14 on d20 Z
Guard Hall	1-14 on d20 AC	1-10 on d20 AD	1-6 on d20 AD	1-8 on d20 AC
Alexander Plaza	1-18 on d20 H	1-15 on d20 H	1-12 on d20 H	1-15 on d20 H
Alexander Plaza (Basements)	1-8 on d20 AG	1-6 on d20 AG	1-3 on d20 AG	1-6 on d20 AG
Silver Tower Inn	1-14 on 20 AG	1-10 on 20 AG	1-8 on 20 AG	1-14 on 20 AG
Silver Tower Inn (Basements)	1-10 on d20 AE	1-8 on d20 AE	1-6 on d20 AE	1-8 on d20 AE
Silver Tower Inn (Lower Basements)	1-8 on d20 AF	1-6 on d20 AF	1-3 on d20 AF	1-6 on d20 AF
Canals (Surface)	1-12 on d20 AA	1-8 on d20 AA	1-3 on d20 AA	1-10 on d20 AA
Canals (Underwater)	1-2 on d20 AB	1-3 on d20 AB	1-4 on d20 AB	1-2 on d20 AB
Lower Areas (0, 00, 000)	1-15 on d20 AJ	1-12 on d20 AJ	1-8 on d20 AJ	1-15 on d20 AJ
Dependance	1-15 on d20 AH	1-9 on d20 AH	1-6 on d20 AH	1-6 on d20 AH
Dependance Local Area	1-9 on d20 AI	1-7 on d20 AI	1-4 on d20 AI	1-8 on d20 AI

Encounter chances are rolled when entering a new room, or remaining in that room for over a period of time, as given in the table.

Keep in mind many chambers have set encounters. Some will defend themselves if opposed or threatened, yet most will try to function within the law, using all legal means to do their job; this might include arrest the PC's. Especially Invisible Stalkers are legal guards (see page 162) PC's might not be accustomed too. All the sentient individuals will speak in Thyatian (Common) what they desire the PC's to do before they act. It is always best to comply, the law in Glantri is VERY strict, and may pose a serious threat to character possibilities in Glantri (or even beyond) in later life.

Colored areas are normally inaccessible or restricted to others. As such access is very difficult, guarded, hidden, allowed only under special circumstances or simply unknown (see area mentioned). White areas are "openly" used.

Each Letter corresponds with a table given next.

Red descriptions may be intentionally dangerous, and thus will attack if noticing the PC's, unless barred by others, all others; arrest, reprimand/give task, send away, question/register, are normal or ignore you. Encounter distance is by sound only 100' away, by sight as far as can be seen depending on conditions.

Students are level 1 to 10th level, Teachers and Crew members are chosen from the [List of Teachers and other Staff Crew of GSM](#), Guards and Patrol are chosen from [1Grd2](#) and [2Grd7](#), Familiars vary wildly and are mostly on duty for their owner, see [3Q](#), Birds will only disturb and draw attention, rats and mice will flee. All will attack in self-defence depending on their abilities; yet calling for help or flee will be the primary goal in such cases.

If a classroom is entered and an encounter is resulted; there is 1d3 teachers and assistants and 4+6d10% of the full students regardless of the second table roll. The teacher might assume the PC is a late student and either send away (with a reprimand or task) or allow entry for full class. If the student succeeds in convincing the teacher he is mistaken or on an errand or something similar; he might send away with reprimand but without a task...however, if meeting again late, he will be questioned about the student's action.

Animal or creatures mentioned can be found in the Rules Cyclopeda, Creature Catalogue, or Mystara Monstrous Compendium or can be found here; <http://www.pandius.com/mnstrmnl.html>. Others might be described in this book and have a page number to locate that description.

Level -3 Testing grounds; Only has wandering "monsters" when there is no graduation, and even then this is rare.

Any mage/student/teacher encountered will mostly mimic/belong to the theme of the area they are in, and may have any level befitting the situation (DM!!!!...example; a roll of 1d3 students in a Necrology Chamber will be recent or applying for membership Necromancers. Teachers will be listed by name in either the classroom or [List of Teachers and other Staff Crew of GSM](#))

Temple; When you roll Shepherds before 1017AC, replace these with Random meditating people, as new Shepherds will only be installed later. The lower area has its own table displayed in [-2T9 Crypts](#).

Kitchen and Dining Hall; Always have staff available (mostly complete crew) between 0600 and 2100, in addition to any random rolls. Beyond these times 1d4-2 crew members will be available. If rolled "Familiar" replace with "Monster-the Kitchen cat", read [Northern Courtyard buildings: Kitchen](#)

Dreammaster chamber; There is always at least the Malfera trying to defend the chamber. None of the Dream Master will be friendly, yet refrain from outright killing; instead illusions may bring the same effect, keeping the opponent alive, and a Dreamspeech and Forget spell causes the Dream Masters to know what they need and the 'killed' one nothing at all from a specific moment. Any Diaboli will be intruding, and pose a serious threat. If the PC's help the Malfera it won't attack them. Keep in mind any magic from either side will not affect the other side due 5th and 1st dimensional discrepancies.

Canal Underwater creatures are listed here; [Underwater Tunnel and Gallery](#). Keep in mind, the Canalmaster has an army of Ghouls and other creatures at hand.

Walls, Guardhall; Keep in mind there are ALWAYS a minimum 6 guards on duty spread over the wall, and 3 guards attend the Gate. Any extra guards rolled are exchanges of standing guards, or more dependent on circumstances (DM). Off duty guards still act upon their duty if needed, yet do not have the standard equipment, and may even be totally unarmed. They always bear their sound-increased whistle.

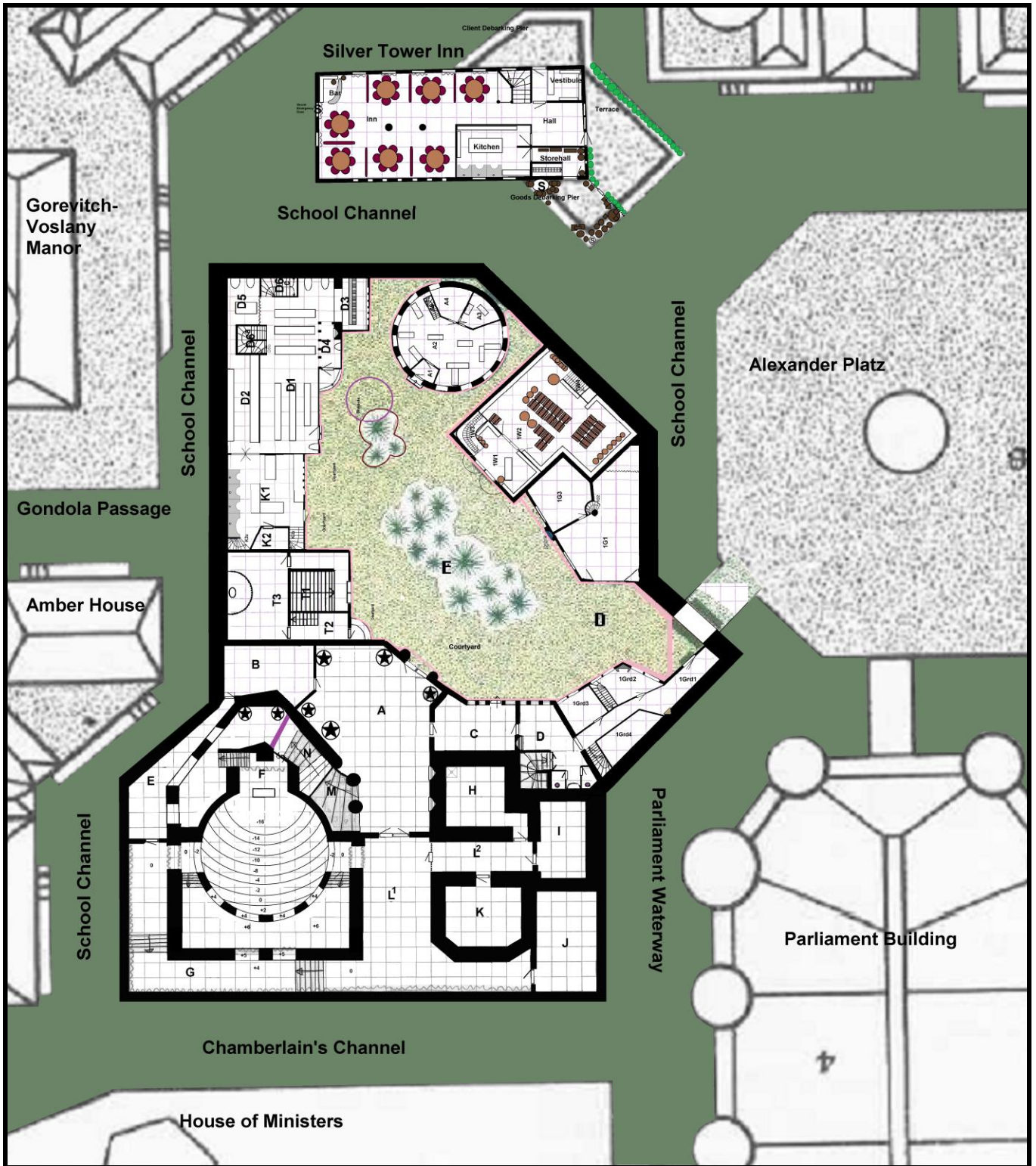
Invisible Stalkers; Do not forget to read page 162 on these creatures. Barculusa and Antoine are detailed here; [Warehouse](#), Gutchi, Illauminos, Carlos are detailed here; [-4P -4J](#)

Silver Tower Inn lower Basements; Roll 1d6 times if in [-2STI11 Gambling Room](#) (which can be crowded). In Cryptomancer areas replace. C= Cryptomancer, use these only in their own secret areas.

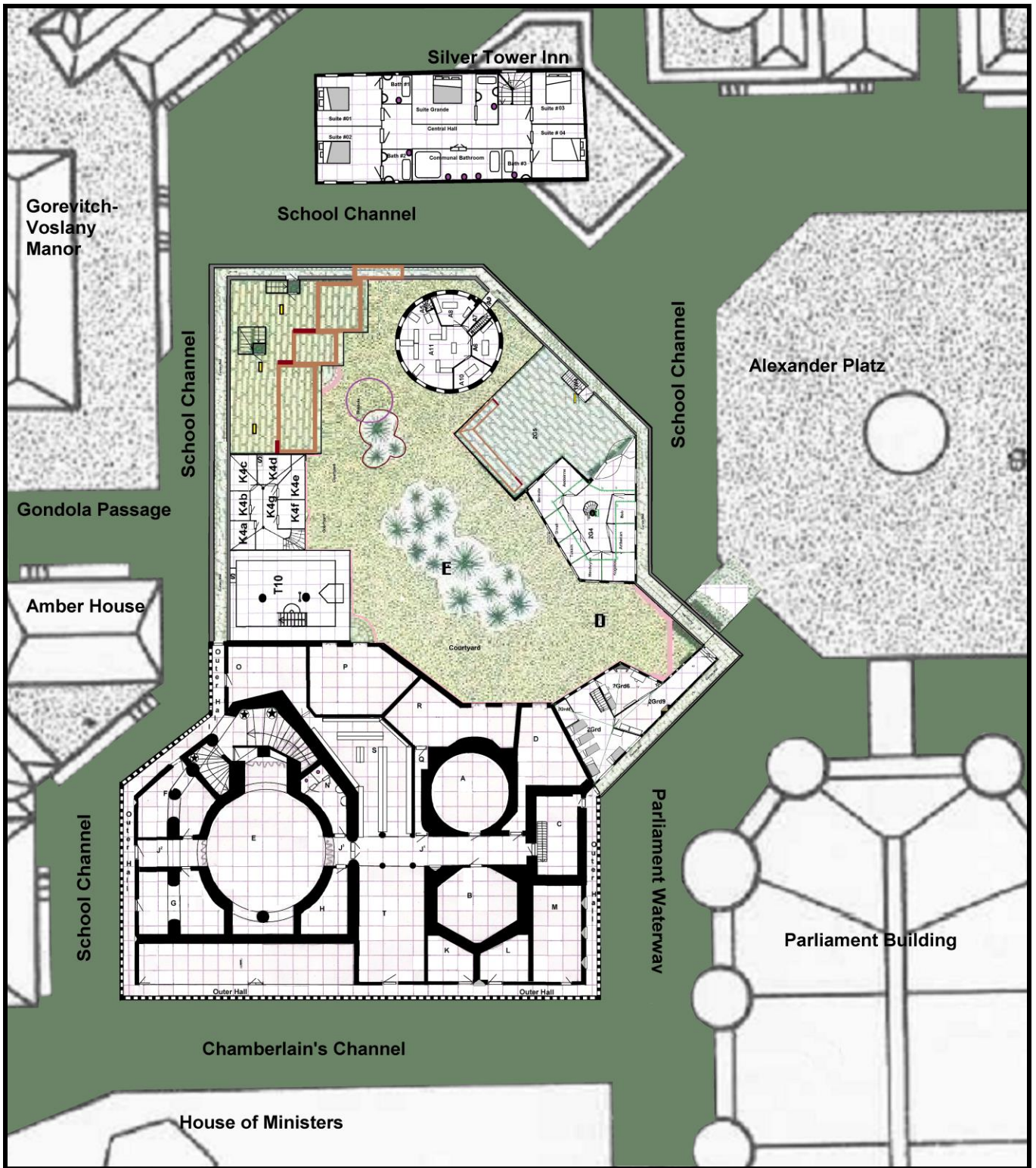
Lower Areas (0, 00, 000); Only the Flooded area of level 0 has encounter chances. All other Lower areas are either empty or have a set encounter. Checks are always made per room, per minute or 40' area crossed.

Dependance; The Courtyard and direct environment have their own wandering monster table here; [Courtyard Dependence](#). The buildings within and the region have encounter chances as given below.

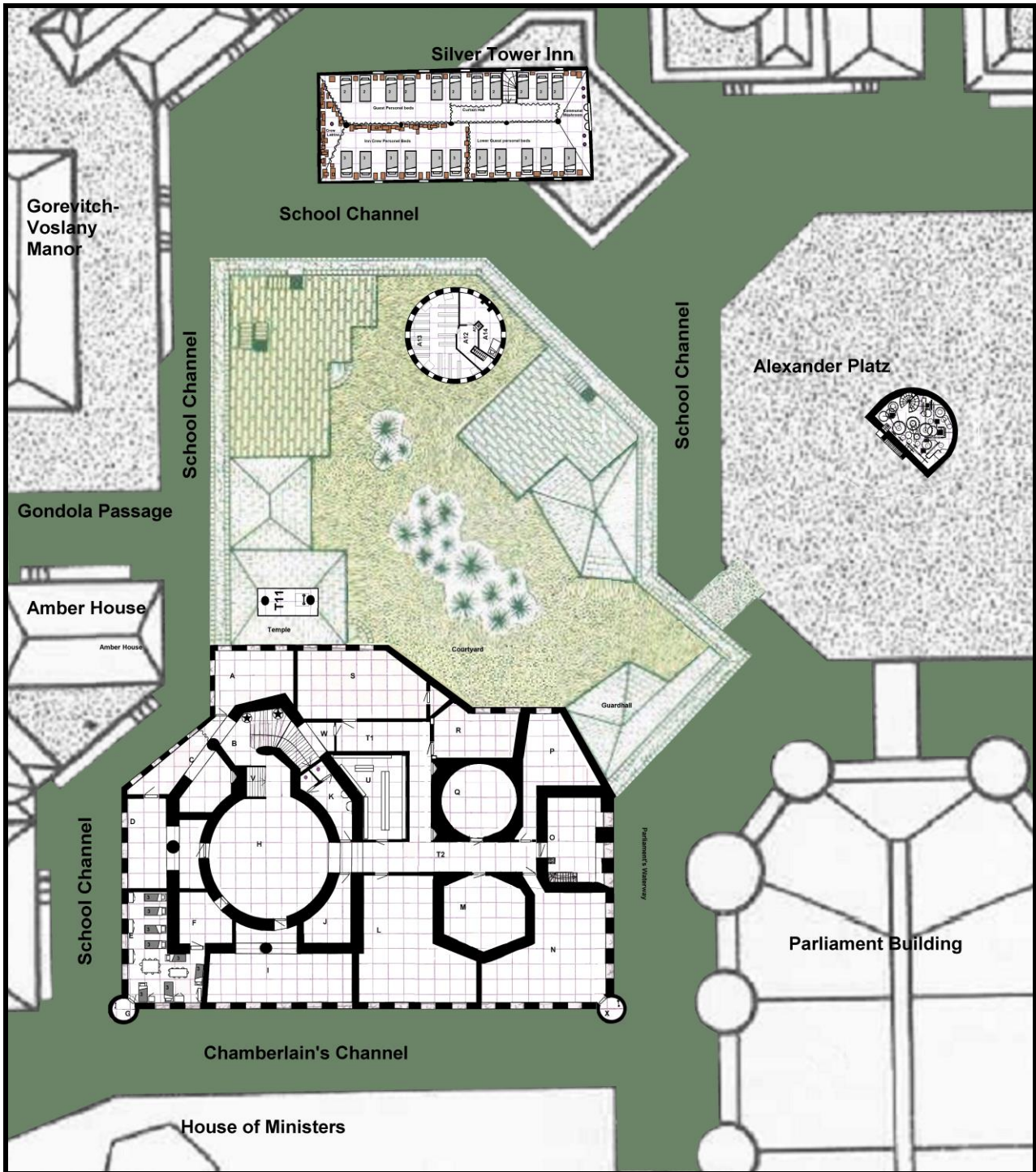
1d10	A	B	C	D	E	F	
1	1d4 Students	1d4 Students	1d4 Students	1d4 Students	Headmaster (HM)	1d3 Air Fundamentals	
2	1 Common Crew member	1d4 Crew	1d4 Crew	1 Student	1 Teacher	1 Air Elemental (212)	
3	1 Teacher	1 Teacher	1 Teacher	1 Teacher	1 Crew	1 Flying Mage	
4	1d3 Teachers	1d3 Teachers			1 Guard	1 Griffon	
5	1 Guard	1 Guard	1 Patrol	1 Patrol	1 Patrol	1 Dragon	
6	1 Patrol	1 Patrol			1 Guest	1 Griffon with Rider	
7	3d4 Students or class	3d4 Students or class	3d4 Students or class	1d4 Crew	HM Familiar	1d4 Griffon with rider	
8	1 Familiar	1 Familiar	1 Familiar	1 Familiar	1 Student	3d20 Birds	
9	1 Student	1 escaped animal	3d10 Birds	3d10 Bats	HM+1d4 Politicians		
0	1d3 Crew Members	1d10 Rats/Mice	3d10 Rats/Mice	3d10 Rats/Mice	HM+1d2 Guests		
1d10	G	H	I	J	K	L	
1	1d3 Air Fundamentals	1 Student	1d6 Air Fundamentals	Ludo Kolchitschki 91	1d8 Giant Rat	1d10 Harmless Slugs	
2	1 Air Elemental	1 Teacher	1 Air Elemental (212)	1 Tarantula	1d8 Skeletons	1d10 Harmless Fish	
3	1 Flying Mage	1 Guest	1 Cloud Giant Visitor		1 Cave Cricket	1 Carrion Crawler	1d4 Water Fundamentals
4	1 Vampire or Wraith	3 Guards	1d6 Aeromancers	1d3 Robberflies	1 Incomplete Fish Golem	1d2 Poisonous Water snakes	
5	1 Dragon		1 city Patrol	1 Inter-Planar Visitor	1d8 Giant Centipedes	1d2 Shadows	1 Water Elemental
6	1 Griffon with Rider	1d4 GSM/Political crew	1d3 Giant Bird (any)	3d10 Rats/Mice	1d2 Large Scorpions	1 Water Weird	
7	1 Werebat	1 escaped animal	6d20 Normal Birds		1d4 Human Fighters	1d6 Hydromancers	
8	3d20 Bats	1d3 Asplenium (265)	1d2 Normal Birds		3d10 Rats/Mice	1d4 Dangerous Fish	
9		1d4 Guest	10d6 Kal-Muru		1d2 Eolian or Anemo	3d10 Rats/Mice	1d2
0		1d6 politicians	1d2 Eolian or Anemo				
1d10	M	N	O	P	Q	R	
1	1d6 Earth Fundamentals	1d3 Necromancers	3d4 Students or class	1 Fish Golem	1d6 Large Spiders	Tobol Varotsk	
2	1 Earth Elemental (212)	1d6 Skeletons	1d6 Skeletons	1 Bone Golem	1 Giant Spider		
3	1 Visitor	1d5 Zombies	1d5 Zombies	1 Wood Golem	Insect Swarm	Full Staff + 1d4 'guests'	
4	1d6 Earth Elementals	1 Skeleton Monster	1 Skeleton Monster	1 Statue (any)		1d6 Large Spiders	HalfStaff + 1d4 'guests'
5	1 Inter-Planar Visitor	3d4 Students or class	3d4 Students or class	1 Golem (any)	1d6 Large Spiders	Marise Viniene	
6	1d3 Erdeen	1d3 Ghouls	1d3 Ghouls	1 Carnivorous Plant	1d4 Large Spiders	Uerd al'Aras	
7	6d20 Normal animal	1d3 Spiders	1d3 Spiders	1 Onza-Slime Jelly	1d2 Skeletons	Full Staff + 1d4 'guests'	
8	1d3 Sandling -3EE12	1d2 Shdows	1d2 Shadows	3d4 Students or class	1d2 Zombies	HalfStaff + 1d4 'guests'	
9	1d6 immature Earth Elementals 212	1 other Undead	1 other Undead	1d3 Alchemists	3d10 Rats/Mice	Full Staff + Headmaster	
0	1d2 Earth Elemental Creatures	1d2 Carrion Crawler	1d2 Carrion Crawler	1d4 Alchemists			
1d10	S	T	U	V	W	X	
1	Dutan Kombin	1d3 Kitchen Crew Members	1 Diabolus Mage + Crew	1d2 Invisible Stalker 162	1d2 Invisible Stalker 162	1d3 Invisible Stalker -4P, -4J	
2	1d4 Shepherds	1d3 Dream Masters	2d4 Dream Masters	1d3 Students		1d2 Teachers	
3	1d4 Students	1 Pack of Rats	1d4 Dream Masters	1d3 Customers	1d3 Thieves	Osteology -4H	
4	1d4 Students/Workers	1d4 Mice	3d4 Dream Masters	1d6 Customers		1d3 Thieves	1d4 Students
5	1 Owl	1 Giant Rat	1 Nightmare	1d3 Suppliers	3d10 Rats/Mice	1 Crew	
6	1d3 Mice	1 Leech	1 illusion	1d4 Suppliers		1d3 Thieves	1 Teacher
7	1d2 Rats	1 Swarm Common Leeches	1d4 Illusions +1d4 Dream Masters	1d3 Thieves	3d10 Rats/Mice	1 Mosquito Swarm	
8	Dutan Kombin	1d3 Locals	1d2 Illusions	1 Teacher		3d4 Students or class	
9	1d4 Random Meditating People	1 Giant Rat	1d3 Mice	3d10 Rats/Mice	1d3 Skeletons		
0		1 Pack of Rats	Only the Malfera		1d3 Large Spiders		
1d12	Y	Z	AA	AB	AC	AD	
1	1d2 Guards	1d2 Guards	1 Transport Gondola	1d3 Scraggs (Aquatroll)	1d2 Guards	1d2 Guards	
2			1 Pack of Rats	1d6 Ghoul			
3			1 Raft or Barge	1d6 Ghoulfish			
4	Jodol Debunk	Jodol Debunk	1 Raft or Barge	1 Kartouba	Alphonse Vitriol, Hande Ruina, Miss Copperville 1Grd4 or Customers	Alphonse Vitriol, Hande Ruina, Miss Copperville 1Grd4 or Customers	
5	1d12 students or Patrol (night/circumstances)	Patrol	Use Table AB coming to surface	Persiflex the Abbaton 271		1d6 on d20 offduty guards	1d6 on d20 offduty guards
6	Headmaster		1 Private Gondola	1 Water Elemental			
7	1d3 Crew Members		1d4 Small Gondolas	1d6 Lacedon	1d4 Students	2d4 Mice/Rats	2d4 Mice/Rats
8	1d3 Teachers		1d4 Small Gondolas	1d4 Small Gondolas	1d4 Koalinh	Jodol Debunk	Jodol Debunk
9	1d6 Students	Headmaster	1d3 Mages	Canaimaster & Crew	1d3 Crew Members	1d3 Crew Members	
10	3d10 Birds	3d10 Bats	1d6 Thieves	1 Velya			
11	2d4 Mice/Rats	2d4 Mice/Rats	Canal Master & Crew	1 Giant Pike			
1d10	AE	AF	AG	AH	AI	AJ	
1	1d2 Inn Staff	1d2 Inn Staff or 1 C	1d3 Dragon Masters(Various)	1d4 Students	1d2 Local Farmer	1 Green Slime Guzzler	
2	1d2 Average ranked Guests	1d3 Thiefguild Guards or 1 C		1 Common Crew member	1d2 Locals	1 Swarm of Flies	
3	1d2 High Ranked Guests	1d2 Cryptomancers	1d4 Dragon Souls (various)	1 Teacher	1d6 Bandits	1 Green Slime	
4		1d4 Gamblers or 1 C		1d6 Students	1d12 Bandits	3d10 Rats or Mice	
5	1d2 Guest private Servants	1d2 Slaves or 1 familiar	1 Guard	1d6 Bubble	1d4 Large Spiders		
6	1d2 Seducers	1d4 Students or 1 C	3d10 Rats/Mice	3d4 Students or class	2d6 Wolves	1d4 Harmless Slugs	
7	1d3 Adventurers (High ranked)	1 Animal Keeper with 1d3 animals or 1 Cryptomancer	1d6 Kobold Slaves	Local Headmaster	2d6 Boars	1 Giant Spider -5AT/-5AU/-5AV	
8	1d3 Foreign Dignitaries	1 Assassin or 1 C	1d6 Dragon Masters (one color)	1 Student	3d6 Wild Goat/Sheep	1 Swarm of Mosquitoes	
9	1 Thief(mostly Invisible)	3d10 mice/Rats		1d3 Crew Members	1d8 Witches	1 Swarm of Moths	
0	1d2 Various depending on Guest (DM)	1d12 Gamblers or 2d10 Mice/Rats			1d4 Travellers	1 Swarm of 1000+ Fruit Flies	



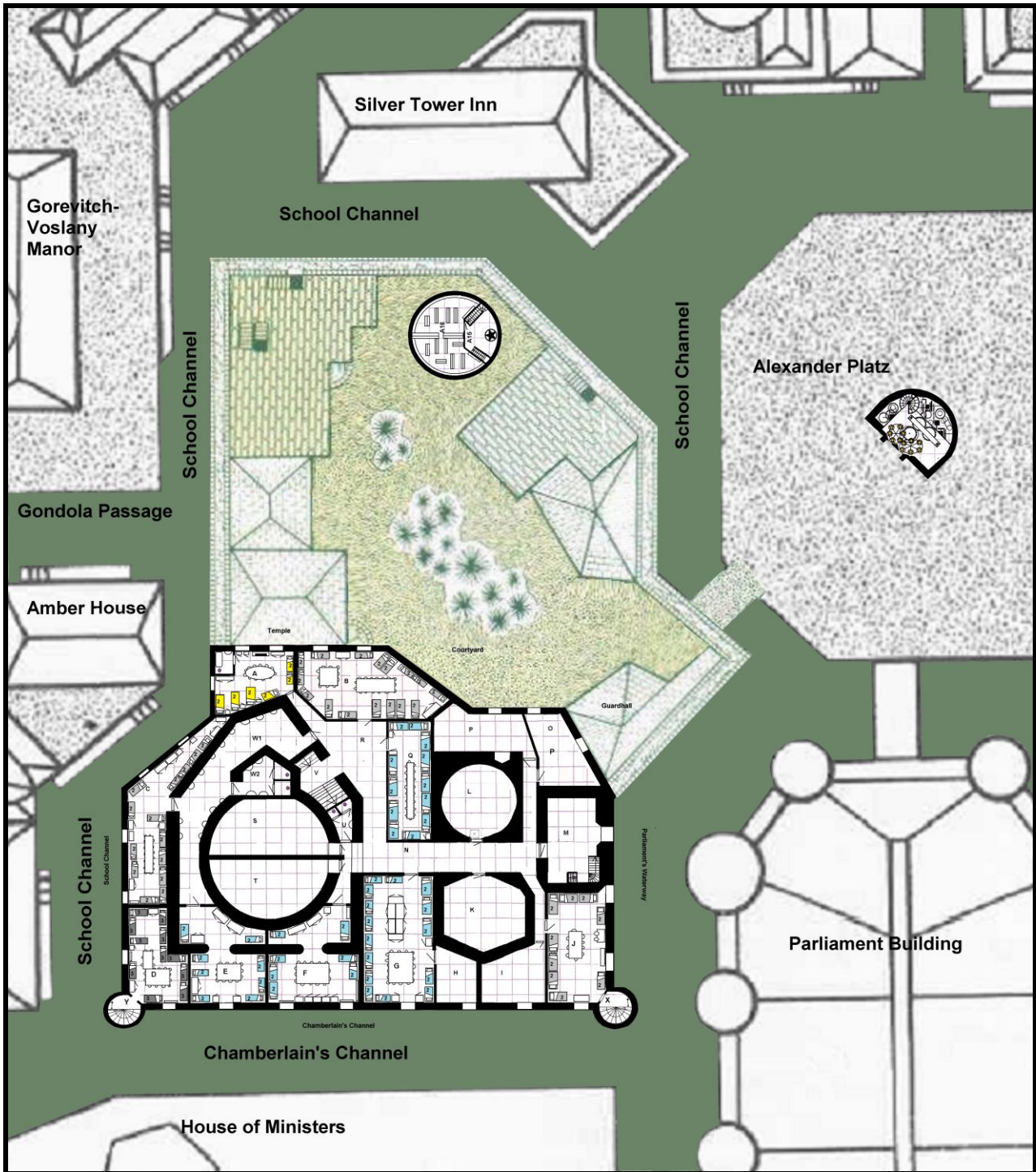
Great School of Magic Level 1 (ground Level) of all buildings



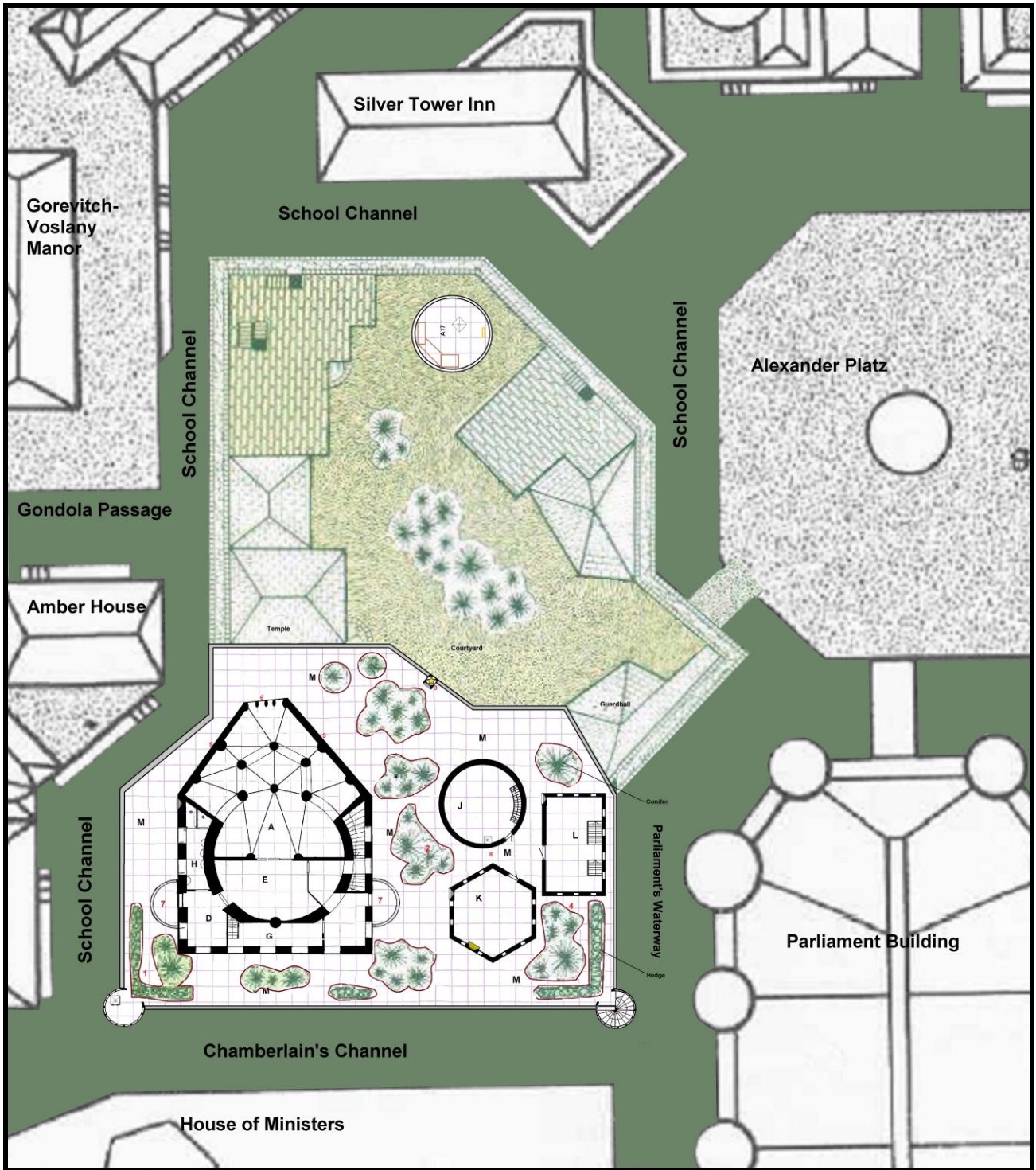
Great School of Magic Level 2 of all buildings



Great School of Magic Level 3 of all buildings



Great School of Magic Level 4 of all buildings



Great School of Magic Level 5 of all buildings

List of Classrooms

Great School of Magic Glantri City

List of Classrooms GSM Glantri City			
Class	Floor/Room	Subject	Color Theme
Necromancy	1B	Specialty; Necromancy	Dark Grey
Glantrian History	1J	History	Light Grey
History of Magic	1J	History	Light Grey
Invoking	2A	Specialty; Invoking/Evoking	Orange
Penmanship	2B	Fundamentals of Spell Transcription	Sandy Brown/Yellow
Magescript	2B	Fundamentals of Spell Transcription	Sandy Brown/Yellow
Spellbook	2B	Fundamentals of Spell Transcription	Sandy Brown/Yellow
Monster Lore	2C	Monster Biology	Green
Animal Lore	2C	Monster Biology	Green
Scrolls	2D	Fundamentals of Spell Transcription	Sandy Brown/Yellow
Inkmaking	2D	Fundamentals of Spell Transcription	Sandy Brown/Yellow
Etiquette	2E	Magic and Society	Ambergris
Dancing	2E	Magic and Society	Ambergris
Disguise	2E	Magic and Society	Ambergris
Herbalism	2I	Theoretical Metaphysics	Light Green
Mandragora	2I	Theoretical Metaphysics	Light Green
Abjurations	2M	Specialty; Abjuration	Bright Red
Ancient History	2O	History	Light Grey
World History	2O	History	Light Grey
Illusionism	2P	Specialty; Illusionism	Turquoise
Physics	2R	Theoretical Metaphysics	Light Yellow
Read & Write, Enunciation	3A	Languages	Lavender
Ancient Languages	3D	Languages	Lavender
Old Languages	3D	Languages	Lavender
Somatics	3I	Physical Training	White
Agility Training	3L	Physical Training	White
Quick Casting	3L	Physical Training	White
Formula Analysis	3M	Physical Training	White
Planar Geography	3N	Theoretical Metaphysics	Light Brown
Elemental Knowledge	3N	Theoretical Metaphysics	Light Brown
Biology	3P	Monster Biology	Green
Ecology	3P	Monster Biology	Green
Conjure Companion	3Q	Theoretical Metaphysics	Lime
Alchemy	3S	Alchemy	Light Blue
Chemistry	3S	Alchemy	Light Blue
Brewing	3S	Alchemy	Light Blue
Laboratory Techniques, Apothecary	4K	Alchemy	Light Blue
Spellcraft, Spellflash,	4L	Spell Artistry	Light Pink
Spell Combination	4L	Spell Artistry	Light Pink
Spell Tutorial	4L	Spell Artistry	Light Pink
Philosophy of Magic	4S	Spell Artistry	Light Pink
Spell Theory	4S	Spell Artistry	Light Pink
Principles of Spell Casting	4S	Spell Artistry	Light Pink
Politics	4T	Magic And Society	Blue-grey
Meditation	5E, 5M	Power Thinking	Aqua Blue
Memorization	5E, 5M	Power Thinking	Aqua Blue
Spell Practicum	5J, 6I	Spell Artistry	Light Pink
Spell Seminar	5J, 6I	Spell Artistry	Light Pink
Astrology	7K, 10D	Theoretical Metaphysics	Yellow
Astronomy	7K, 10D	Theoretical Metaphysics	Yellow
Cooking	-1K7	Basic Crafts	White
Modern Languages	2A11	Languages	Lavender
Riding Griffon	1G3	Basic Crafts	Brown
Gem-cutting	-1R	Basic Crafts	Brown
Translocation;	-1Q(practice), -1S(theory)	Spell Artistry	Pink reddish
Conjuration	-2I, -2O (Formerly -2A)	Specialty; Conjuration	Orange
Enchantments	-2L (Formerly -1J)	Specialty; Enchantments	Blue
Transmutation	-2H (Formerly -2B)	Specialty; Transmutation	Dark Yellow/Gold
Item Creation	-1O (Formerly -1H)	Alchemy	Light Blue
Divination	-2K	Specialty; Divination	Violet
Osteology	-4D	Biology	Green
Forgotten Music & Sounds	-3AJ	Specialty	none designated
Alchemy Proper Tool use	-3AF	Alchemy	Light Blue
Aquatic , Inundated Aquatic	-3Y, -3X	Secret Craft Water Elementalism	Aquatic Blue-green
Alchemy Experimentation	-4AC, -4AQ, -5Q	Alchemy	Light Blue
Necromantic Basic training	-4E, -4U	Necromancy	Dark Grey
unused, for Rent	-4AB, -5Y	---	none designated
Teachers	-5AO	Teachers only	none designated

Great School of Magic Dependence

List of Classrooms Dependence			
Class	Floor/Room	Subject	Color Theme
Spellbook	Dep V18	Fundamentals of Spell Transcription	Sandy brown/yellow
Abjurations	Dep F11	Specialty; Abjuration	Bright Red
Illusionism	Dep F12	Specialty; Illusionism	Turquoise
Vocalism, Enunciation	Dep D3	Languages	Sandy brown/yellow
Philosophy of Magic	Dep D16	Spell Artistry	Light Grey
Rhodomancy	Dep F9	Specialty; Rhodomancy	Blue-Grey
Riding Griffon	Dep Eastern Lawn	Basic Crafts	none designated
Conjuration	Dep D17	Specialty; Conjuration	Orange
Enchantments	Dep F2, Dep D26	Specialty; Enchantments	Blue
Transmutation	Dep D27	Specialty; Transmutation	Dark Yellow/Gold
Divination	Dep D5	Specialty; Divination	Violet
Fire Control	Dep V10	Basic Crafts / Fire Elementalism	Gold
Drafting (Wagon), Riding (Horse)	Dep Courtyard	Basic Crafts	none designated
Flying & Weather	Dep D8	Basic Crafts	Aqua
Business & Trade	Dep D9	Basic Crafts	Blue-Grey
Low Magic (Hedge Wizardry)	Dep V15	Specialty; Hedge Wizardry	Lavender
Evocation/Invocation	Dep VV7	Specialty; Evocation	Lavender
Politics	Dep F8	Magic And Society	Brown
Open Spell Casting	Dep D10	Spell Artistry	White
Flaemish History	Dep V17	Basic Crafts / Fire Elementalism	Light Grey
Navigation(landbased)	Dep F1	Basic Crafts	none designated
Witchcraft	Dep F-1	Witchcraft	none designated
Combat	Dep D6	Basic Crafts	none designated



List of Libraries

A total of 62 main theme subjects are found within 43 libraries existing in the GSM.

Important remark though, that the secret crafts listed in this table pink, are only known to the members of the craft. They have secret rooms hidden below the GSM, outside the GSM (*example Cryptomancers*), or even outside the Prime Plane or have sections reaching into another Plane. (*Example Dream masters, Elementalists*), but these rooms are mostly completely unknown to any other than members of their craft or alliances. (*Immortals know these crafts by long and keep an eye on them*).

Dracologists have only a limited central Library, for the lower members (1st Circle) but as soon as the type of dragon chosen is clear, they become more solitary and convene only with their own members.

Fire Elementalists did have a secret area in the GSM but this was destroyed in 875AC by fire. Since then they have decided to use their dangerous craft elsewhere, where chance on severe damages is lower; The GSM Dependence.

Witches have 5 libraries, spread out far apart; One is underneath the Wizard Warrens on the 5th level (abandoned due the encroaching Shell of Darkness) one in the GSM Dependence, one in the forest of Erewan, one in Dymrak Forest Karameikos, one in the Valley Håxa Pannadal south of Redstone (*though not finished by July 2018, this map is useful to locate this location; <https://sta.sh/01tup8hgqzhy>, when finished it will be located at Pandius or here <https://6inchnails.deviantart.com/gallery/61270115/D-D-Mystara-Glantri>*). Especially the location one in the Valley Håxa Pannadal holds a library with much information on the recent discovery that many Witch spells are not affected by the Days of Dread.

Necromancers are active on Level -4 and -5 and thus long know of the Shell of Darkness and its width and capabilities. Their secret schemes are to keep it a secret as long as possible has the goal to increase their power, political power and eventually power on all Glantrians within the city when the sphere with the shell will envelop the city.

Alchemists are also active on level -4 and -5, and also decided to keep the shell secret, but this is more out of personal opinions (*they had to stop several experiments due the darkness, and they desire to know what it is before publicising it*).

Libraries		
Location	Subjects	Note
Great Library	All	Outside GSM
1B	Necromancy	Small
1J	History	Small
1K	Spells/Rituals	Scrolls only
2S	Magic&Society Monster Biology Illusionism Theoretical Metaphysics Ancient History World History Fundamentals of Spell Transcription Alchemy	open access
3D	Languages	Small
3U	Alchemy, Chemistry, Brewing Biology, Ecology, Geomorphology Formula Analysis Planes&Elements Somatics Languages Ancient&Old	open access
Each Dormitory (9)	Private Rules, members, extras	Members only
4M, 5I, 6J,	Monster descriptions/Sample list	theme only
4S	Philosophy of Magic Spell Theory Principles of Casting Crystalogy	open access
6H	Music Memorization, Meditation old Haaskinz books Old dÅmbreville books	Hidden, but open access
6K, 5K, 7N	Archives Students/visitors/staff	Restricted
6I	Arcane Knowledge (recently discovered hidden before)	Restricted
9B	various, and rare	Private
10D	Starmaps, Astrology, Astronomy	open access
-1R	Scrolls, Penmanship, Magescript Translocation Gems, Item Creation Conjuration, Enchantment, Transmutation	open access
-2N	Illusionism	Hidden by illusions
3A13	History Languages	Restricted
-3AB	Alchemy	open, war forgotten
-3AK	Music & Sound	Forgotten
-2EE7	Earth-Elementalists	Secret
-3W	Water Elementalists	Secret
A2	Air Elementalists	Secret
-1W13	Remains of Fire Elementalists	Forgotten
GSM Dependence	Fire Elementalists	Secret
-1D14	Dreammasters	Secret
-3ST121, -3ST122	Cryptomancers/Runemasters	Secret
-2AP26	1st circle Dracologists	Secret
-4T, -5AA	Necromancers	Secret
-5O, Dep F-3	Witches	Secret
-3AB, -5AV, -5R, -4AN, -4AI	Alchemists	Secret
-5AQ	Museum Osteology I. Archives	open access
-5AN	Abandoned Teachers Library	Restricted
Dep F4	De Vinck	open access
Dep V10	Fire Elementalists	Restricted Access
Dep VV8	Tower Library	open access
Dep V19	Vermaelen Library	open access

Also note that some crafts are more or less connected to specialty classes and so may share some rooms/libraries (Necromancy-Necromancers, Illusionism-Dream Masters).

One final remark; level 3 and level 4 are fully covered by the Shell of Darkness in 1013AC, but this is known only to a few (*mostly Alchemists and Necromancers*), as most have abandoned this area since the war (1005-1009AC). When the Shell of Darkness is publicly discovered by adventurers (*Test of Darkness adventure*) the area will be supervised (*and even sections might be closed off*), but also examined by many (*mostly legal, yet some illegal*). Necromancers will always try to boycott these researches as best they can, as they see the Shell of Darkness as their personal boon, and are afraid this could be removed or reversed. <http://www.theplazza.org.uk/bb/viewtopic.php?f=3&t=15838#p178660>

Thanks to Colleen Bishop (*Dragon 37*) we have a complex build-up (*though slightly adapted*) that is functional for most Mystara Libraries. This way the DM can actually describe what the PC's find instead making something up or destroying the contents. Since bookbinding was a difficult art in medieval times, and printing machines were very rare (*only in Thyatis has to be known to have a Thaumaturgical printing press of the gnomish printing services of Thyatis, but this "secret" is slowly spreading to most capitals. It won't be a long time before Glantri has access to one too*), the majority of literary works will be found handwritten on scrolls. Some few were actually bound into books, mostly the "important" things—but what a particular library owner felt was important and what others feel is important may be two different things. As being a magic orientated nation, Glantri will have the largest amount of real books, especially about articles on magic. Each Library is divided into sections of 6' -7' wide (arm spread) of closets each with 4 to 8 shelves. Any good-sized library may have 6 to 12 of these book closets or wall racks. To create a

General Libraries		GSM/Great Library/Serraine Library	
1d100	Contents Shelf	1d100	Contents Shelf
01-95	Scrolls 10d10	01-65	Scrolls 10d10
96-99	Books 1d10	66-95	Books 1d10
100	Tomes 1d4	96-100	Tomes 1d4
1d100	Subject Scrolls	1d100	Subject Scrolls
01-10	Poetry	01-07	Poetry
11-30	Technical Manual	08-20	Technical Manual
31-36	Dairy Entries	21-23	Dairy Entries
37-46	Love Letters or Mysical notations	24-30	Love Letters or Mysical notations
47-56	Accountant Records	31-39	Accountant Records
57-84	Historical Records	40-55	Historical Records
85-86	Indelible Paper	56-60	Indelible Paper
88-90	Magic Scroll (RC 229 table 2)	67-85	Research Documentations
91-00	Other (DM choice)	76-82	Component Research Documentation
		83-85	Location Research Information
		86-90	Magic Scroll (RC 229 table 2)
		91-00	Other (Study Themes)
1d100	Subject Books	1d100	Subject Books
01-09	Alchemist Notebook	01-15	Alchemist Notebook
10-25	History of Country	16-25	History of Country
26-35	History Location/Family	26-33	History Location/Family
36-50	Religious Book	34	Religious Book
50-55	Dairy	35-38	Dairy
56-65	Local Herbalogy/Usage	39-45	Local Herbalogy/Usage
66-75	Local Animal/Monster Lore	46-57	Local Animal/Monster Lore
76-80	Poetry Collection	58-62	Poetry Collection
81-87	Anthropology report on a Race/Creature	63-74	Anthropology report on a Race/Creature
88-90	Magical Book	75-78	Magical Book
91-00	Other (DM choice)	79-00	Other (Study Themes see Library designations)
1d100	Subject Tomes	1d100	Subject Tomes
01-15	Mage spellbook	01-25	Mage spellbook
16-30	Religious Tome	26-30	Religious Tome
30-61	Demonologist Tome	31-35	Demonologist Tome
62-72	Tome of Burning	36-47	Tome of Burning
73-80	Tome of Cold	48-55	Tome of Cold
81-00	Other (DM choice)	56-00	Other (Study Themes see Library designations)
1d100	Handwriting/Legibility	1d100	Protection Type (books -20, Tome +20)
01-83	Handwriting too difficult to read	01-40	None
84-88	Incomplete	41-60	Tome; 1d4 Locks , Books 1d2
89-93	Information marked; false/failure	61-80	Tome; 1d4 Spells, Books; 1d3
94-99	Cryptical coding	81-00	Tome; Both 1d4 each, Books; Both 1d2 each
00	cryptical coding with translation page(s)	1d100	Book/Tome Locks
1d100	Warding Spells	01-20	Simple Lock
01-60	None	21-40	Hidden Lock
61-80	Curse Longlasting	41-55	Combination Lock
81-00	Curse Resistant & Stronger	46-75	Hidden Combination Lock
		76-95	Magical Word Lock
		96-00	Magical Trapped Lock
		1d100	Availability Keys/Codings
		01-75	Yes
		76-90	No
		91-00	Yes, but Flawed, incomplete, not translated, etc

library it is suggested to number all shelves and roll its contents as per table. You may assume that all works on a single shelf or even closet or bookrack have to do with a single topic, since most libraries have a fairly efficient cataloguing system.

Tomes are very large, thick and heavy books with tooled covers and always a lock and/o trap to ward them. Several of these can be magical and all are very rare.

When there are more than 2 locks at least one is trapped, mostly with poison. Warding spells can be deactivated by performing a complicated passing of hands over the tome (DM's discretion) for each of the spells involved. A Remove Curse or a Bless spell will do fine, lasting only 15 minutes. An open book never releases its opening traps, but can have internal traps; Exploding Runes, Poisonous Ledgers/Pages, Symbol spells etc.

The following link is a comprehensive list by Lozompatore containing all canon books existing on Mystara; <https://drive.google.com/file/d/1WGFtTLb0aHURROBQWvHw28WjjM3BJQ3i/view>. A DM can easily pull interesting books from this where needed. Read this topic to learn more; <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=19361>

Spellbooks

Since every Magic-User studies in the manipulation of Magical powers of different origins, they must have access to a library with lots of books, scrolls, tomes, librams, slates and so forth. The most important book for the Magic-User will be his spellbook.

Within this book are written all carefully personalized spells the Magic-Users intend to cast. When he wants to cast such a spell he needs to be completely rested (8 hours of continuous sleep at least), and before he spends time on any strenuous activities, he must then study and/or meditate in relative silence his spellbook for the spells he is in need of.

This memorization will take 1 Turn per highest spell level the caster is able to cast (a wizard able to cast at least 1 9th level spell needs 9 Turns memorization each day). The spells memorized will remain in the mind of the Magic-User for 1 day per Intelligence point of the Magic-User when not cast.

When the spell is cast it will leave the mind of the caster and has to be relearned to be recast (sometimes rarely found magical items will restore this memory magically).

It is clearly that the spellbook is of great importance to the Magic-User. His first spellbook will mostly be a gift from his teacher, and mostly is given free. This spellbook will mostly contain two first level spells.

A spellbook is large, and can't be easily carried (average 2 feet square, 2 to 6 inches thick, weighing at least 20 pounds,

<200cn>). It will not fit inside a normal sack of any size, but may be carried in a backpack or saddlebag. All spellbooks are written in magical words, and only their owners may read them without using the read Magic spell. If a Magic-User loses his spellbook(s), the character has a BIG problem. Nobody would allow to use a borrowed book, a book from somebody else has to be read with the use of several read Magic spells, and without a spellbook the character has no spells to memorize. This is also the reason that most Magic-Users have their spellbook stored (at home) in a safe spot, and use travelling spellbooks, which are smaller, hold less spells, but are easily replaced (although this will cost a lot of money and effort to make a new one if it is lost in any way.

Some Wizards may need to compile their own libraries because their tower is located far from civilized centres and thus do not have access to public libraries, or their research is prohibited, greatly hindered by local customs. As the power of spells being researched increases, the importance and expense of the library increases accordingly. For a library of minimum value, 4000 gp must be invested, these can be books or scrolls or other writing materials. This allows research of a maximum of 10 first level spells. For each subsequent 10 spell-levels (a 2nd level spell is counted as 2, a 3rd level spell as 3, and so on) researched, another 2000 gp must be invested.

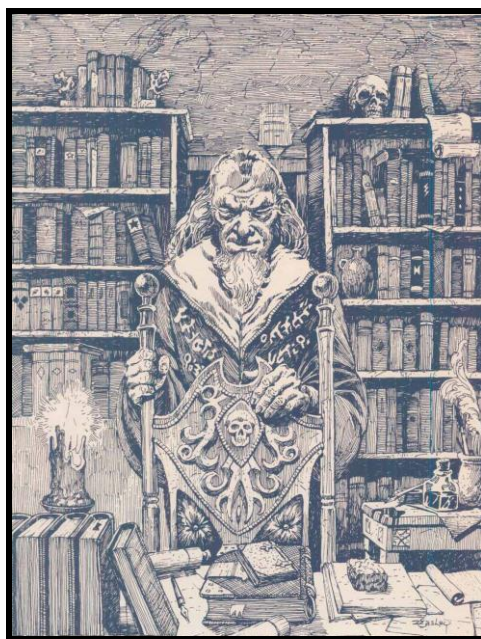
Every time a Wizard discovers a new spell, 10% of the Xp gained by this research is the amount of gold added to the library value. For every 2000gp of library value above the minimum required, the Wizard's chances to discover his spell increases 1%. This bonus is only valid if the Wizard owns the library (i.e. it is located within his own workroom and knows it inside out). Bonuses due to large libraries are limited to 10% maximum. (see page 556).

Finding rare tomes is helpful to a Wizard. In a large city, the Wizard will spend about a day per 100 gp of expenditures (or fraction thereof) to find the desired tomes. Any single book found in a treasure, in an abandoned library or for sale on the market costs $1d100 \times 10gp = \text{Book Value (BV)}$. When interacting with book merchants (or book thieves), a Wizard should appraise the value of what he is offered. The basic Appraisal Score (rolled on a 1d100) of a Wizard is equal to his Intelligence score plus his level, multiplied by two (or by use of the appraisal skill).

The DM makes a secret check and informs the player of the perceived value. If the roll was successful, the Wizard appraises the book value correctly. If the roll failed, the difference between the Appraisal score and the dice roll gives the percentage of error. If the difference is an even number, the Wizard thinks the value is higher than: if the difference is an odd number, the Wizard thinks the value is lower. Example: A Wizard has an Appraisal Score of 50 tries to buy a book worth 500gp. The DM rolls a 98 and informs the player the book seems to be worth $(98-50=48\%$, higher) about 750 gp. The PC starts haggling from there. A roll of 01 means the seller's price seems right to the Wizard.

A book merchant has an Appraisal Score equal to his Intelligence $\times 5$. He will set his price according to his perceived value of the book, plus a benefit margin of 30%. In any case, a merchant never sells 20% below their sales price.

A thief of libraries has a Book Appraisal Score equal to his thief level $\times 2$, and sells for double the discovered value. In any case a thief never sells for less than half the sales price, unless the constables are after him, or he is in dire need of money. Whether both are likely to sell their books below their perceived values is a question of how well the Wizard was role-played. Several days later, after studying the book, the Wizard realizes its true value (the DM reveals the actual price). Studying a book takes a day per 100gp of actual value.



A Manual is a book that describes the function of specific spells, items or rituals, and mostly how to perform the spell, how to create the item, or to perform the ritual. A Libram is a book which describes the functions of Magical energy itself and occasionally boost spells, character statistics, or the creation of Magical object, or creatures. A Tome is a huge, mostly old, spellbook, written on old surfaces with old, mostly barely readable writings, symbols and pictures.

Appearance of a Book

There are two basic varieties of spellbooks: standard spellbooks and travelling spellbooks.

A **standard spellbook** can have a huge variety of sizes and appearances, and holds up to 24 spells of 1st to 3rd level, up to 16 spells of 4th to 6th level, or up to 8 spells of 7th to 9th level. The making of a spellbook will take 1d4+3 weeks for each new standard book as a minimum.

A **travelling spellbook** is mostly 24"x24"x6", and will hold up to 24 spell levels (a 3rd level spell and a 9th level spells together are counted as 12 spell levels). A standard empty travelling spellbook costs 100gp and weighs 200cn.

A spellbook cover helps to protect the spellbook against the Elements. Five average travelling spellbooks will fit into a backpack, and two in a large sack. The cover of a travelling spellbook is strong, supple animal skin, such as from cow or giant cobra. The hand-sewn leaves of parchment are carefully secured to a fine leather backing and glued to the spine. The whole is further secured by front and back pieces of vellum. A small lock or leather ties are typically used to secure the whole. Pages are thin and fragile, so great care must be taken to protect the book when it is in use.

Any Travelling spellbook has a material saving throw equal to that of leather; (Acid 16, Blow 3, Disintegrate/Water 19, Fall 2, Magic Fire 4, Fire 6, Lightning 13, Electricity 2, Cutting 16, Shearing 19, Morphing 16; roll 1d20=>lower than needed= Fail=damaged, if fail by 4+ damaged beyond repair (disintegrate = always damage beyond repair, a bag increases the saves by +1, a spellbook cover by +1, a waterproof cover by +8 vs. water, else +2), if with no bonuses against certain forms of attack, opposed to a standard spellbook that could possess such invulnerabilities.

01-60	1d6	material	1-4	Velvet cover (around board)	Use Color Table
			5-6	Silk cover (around board)	Use Color Table
61-95	1d12	Origin	Skin cover from species as listed on following tables.		
	1	Clear, Grassland	1d8	species	
			1	Human	(see Table Humans)
			2	Flyer	(see Table Flyers)
			3	Humanoid	(see Table Humanoids)
			4-5	Animal	(see Table Animals)
			6	Unusual	(see Table Unusual)
			7	Dragon	(see Table Dragons)
			8	Insect	(see Table Insects)
	2	Woods	1	Human	(see Table Humans)
			2	Flyer	(see Table Flyers)
			3	Humanoid	(see Table Humanoids)
			4	Insect	(see Table Insects)
			5	Unusual	(see Table Unusual)
			6-7	Animal	(see Table Animals)
			8	Dragon	(see Table Dragons)
	3	River/ Lake	1	Human	(see Table Humans)
			2	Flyer	(see Table Flyers)
			3	Humanoid	(see Table Humanoids)
			4	Insect	(see Table Insects)
			5-6	Swimmer	(see Table Swimmers)
			7	Animal	(see Table Animals)
			8	Dragon	(see Table Dragons)
	4	Swamp	1	Human	(see Table Humans)
			2	Flyer	(see Table Flyers)
			3	Humanoid	(see Table Humanoids)
			4	Swimmer	(see Table Swimmers)
			5-6	Undead	(see Table Undead)
			7	Insect	(see Table Insects)
			8	Dragon	(see Table Dragons)
	5	Barren, Mountain, Hill	1	Human	(see Table Humans)
			2	Flyer	(see Table Flyers)
			3	Humanoid	(see Table Humanoids)
			4	Unusual	(see Table Unusual)
			5	Animal	(see Table Animals)
			6	Humanoid	(see Table Humanoids)
			7-8	Dragon	(see Table Dragons)
	6	Desert	1	Human	(see Table Humans)
			2	Flyer	(see Table Flyers)
			3	Humanoid	(see Table Humanoids)
			4	Human	(see Table Humans)
			5	Animal	(see Table Animals)
			6	Dragon	(see Table Dragons)
			7	Undead	(see Table Undead)
			8	Animal	(see Table Animals)
	7	Settled, Rural	1	Castle	(see Table Castle)
			2	Flyer	(see Table Flyers)
			3	Humanoid	(see Table Humanoids)
			4-5	Human	(see Table Humans)
			6-7	Animal	(see Table Animals)
			8	Dragon	(see Table Dragons)
	8	City	1	Human	(see Table Humans)
			2	Undead	(see Table Undead)
			3	Humanoid	(see Table Humanoids)
			4-7	Human	(see Table Humans)
			8	Special	(see Table Specials)
	9	Ocean	1	Humans	(see Table Humans)
			2	Flyer	(see Table Flyers)
			3-7	Swimmer	(see Table Swimmers)
			8	Dragon	(see Table Dragons)
	10	Jungle	1	Humans	(see Table Humans)
			2	Flyer	(see Table Flyers)
			3-4	Insect	(see Table Insects)
			5	Humanoid	(see Table Humanoids)
			6-7	Animal	(see Table Animals)
			8	Dragon	(see Table Dragons)
	11	Prehistoric	1-4	Animal	(see Table Animals)
			5-6	Humanoid	(see Table Humanoids)
			7	Flyer	(see Table Flyers)
			8	Dragon	(see Table Dragons)
	12	Ruins/ Underground	1	Humans	(see Table Humans)
			2-3	Humanoid	(see Table Humanoids)
			4	Animal	(see Table Animals)
			5	Dragon	(see Table Dragons)
			6	Unusual	(see Table Unusual)
			7-8	Undead	(see Table Undead)
96+	1d10	This is a stack of scrolls			
	1-3	In a Chest of :			(see material Table)
	4-6	In a large Scroll Case of :			(see material Table)
	7-9	Between two Slabs of :			(see material Table)
	0	Single Scroll Roll			(see material Table)

The arcane volumes the Wizards crave come in a variety of shapes and colors. A book costs 1d100x10gp, this is called the base value. Books older than 100 years are double in real value, and books older than 300 years even quadruple. Ancient books and tomes, older than 500 years (extremely rare since paper, papyrus and the like tend to rot away, fall apart in most conditions, only prevented with special Magics or other non-decaying material) have a value of 1d12x10 multiplier to the base value. To find the general appearance of a book roll 1d100+1 per 100gp of book value, and check the score below. For all calculating purposes use always the base value.

Human and Humanoids Table					
1d20	Skin color		1d8	State	
1	White	11	Red Brown	1	Wrinkled
2	White	12	Yellow	2	Aged
3	Tanned White	13	Light Green	3	Young
4	Light Brown	14	Pure Green	4	Hairy
5	Brown	15	Dark Brown/Purple	5	Extremely Hairy
6	Dark Brown	16	Dried Black/Brown	6	Tattooed
7	Black	17	White Pink	7	Painted
8	Copper	18	Dried Black/Brown	8	Shaped in a form
9	Tanned Copper	19	Dried Black/Brown	1-6	Male
10	Red	20	Strange color(DM)	7-0	Female

Flyers Table				Unusual Table	
1d12	Mountain	Desert	All Other	1d12	
1	Bee, Giant	Gargoyle	Bee, Giant	1	Basilisk
2	Gargoyle	Gargoyle	Cockatrice	2	Blink Dog
3	Griffon	Griffon	Gargoyle	3	Centaur
4	Harpy	Harpy	Griffon	4	Displacer Beast
5	Hippogriff	Eagle/Hawk	Hippogriff	5	Gorgon
6	Eagle/Hawk	Lizard, Draco	Lizard, Draco	6	Werebear
7	Manticore	Manticore	Pegasus	7	Wereboar
8	Pegasus	Manticore	Pixie	8	Wererat
9	Robber Fly	Manticore	Robber Fly	9	Weretiger
10	Roc, Small	Roc, Small	Roc, Small	10	Werewolf
11	Roc, Large	Roc, Large	Sprite	11	Medusa
12	Roc, Giant	Roc, Giant	Stirge	12	Treant

Animal Table								
1d12	Clear, Grassland	Woods	River	Barren, Hill, Swamp	Mountain	Desert	Settled	Jungle
1	see table A Herd Animals							
2	Rock Baboon	Boar	Boar	Crocodile	Snow Ape	see table A Herd Animals		Boar
3	Boar	Panther	Panther	Crocodile	White Ape	Camel	Boar	Panther
4	Lion	Tiger	Tiger	Lg. Crocodile	Rock Baboon	Camel	Tiger	Draco Lizard
5	Elephant	Gecko Lizard	Giant Crab	Piranha	Cave Bear	Lion	Giant Ferret	Gecko Lizard
6	Giant Ferret	Draco Lizard	Crocodile	Piranha Bird	Grizzly Bear	Lion	Riding Horse	Horned Lizard
7	Riding Horse	Tuatara Lizard	Lg. Crocodile	Giant Frog	Mountain Lion	Gecko Lizard	Giant Rat	Giant Rat
8	Draco Lizard	Viper Snake	Rock Fish	Giant Leech	Mule	Tuatara Lizard	Giant Shrew	Giant Shrew
9	Mule	Crab Spider	Giant Leech	Racer Snake	Viper Snake	Viper Snake	Racer Snake	Viper Snake
10	Viper Snake	Unicorn	Giant Rat	Turtle	Rattle Snake	Rattle Snake	Viper Snake	Python
11	Rattle Snake	Wolf	Giant Shrew	Giant Rat	Wolf	Widow Spider	Tarantella	Spitting Snake
12	Giant Weasel	Dire Wolf	Giant Toad	Water Termite	Dire Wolf	Tarantella	Wolf	Crab Spider

Animal Table (Continued)		Table A Herd Animals		Swimmers Table				
1d12	Prehistoric	Underground, Ruins	1d12		1d12	River/Lake	Ocean	Swamp
1	Cave Bear	Mole	1	Antelope	1	Giant Crab	Storm Giant	Giant Crab
2	Sabretooth Tiger	Purple Worm	2	Deer	2	Crocodile	Sea Hydra	Crocodile
3	Giant Crocodile	Cave Locust	3	Goat	3	Lg. Crocodile	Sea Hydra	Crocodile
4	Mastodon	Giant Spider	4	Wild Horse	4	Giant Bass	Sea Hydra	Lg. Crocodile
5	Pterodactyl	Giant Ferret	5	Zebra	5	Sturgeon	Merman	Lg. Crocodile
6	Pteranodon	Giant Rat	6	Caribou	6	Giant Leech	Sea Snake	Giant Leech
7	Racer Snake	Bat	7	Oxen	7	Giant Leech	Sea Snake	Giant Leech
8	Viper Snake	Bat	8	Elk	8	Lizard Man	Sea Snake	Giant Leech
9	Triceratops	Giant Bat	9	Moose	9	Lizard Man	Sea Snake	Lizard Man
10	Triceratops	Giant Bat	10	Swine	10	Merman	Water Termite	Lizard Man
11	Tyrannosaurus	Lizard	11	Wildebeest	11	Nixie	Water Termite	Water Termite
12	Dire Wolf	Insect parts	12	Giraffe	12	Water Termite	Water Termite	Water Termite



Humanoids Table									
1d12	Clear, Grassland	Ruins, Woods	River	Swamp	Barren, Hill, Mountain	Underground, Desert	City and Inhabited	Jungle	Prehistoric
1	Bugbear	Bugbear	Bugbear	Gnoll	Dwarf	Fire Giant	Dwarf	Bugbear	Neanderthal
2	Elf	Cyclops	Elf	Goblin	Cloud Giant	Goblin	Elf	Cyclops	Neanderthal
3	Hill Giant	Dryad	Gnoll	Hobgoblin	Frost Giant	Hobgoblin	Hill Giant	Elf	Neanderthal
4	Gnoll	Elf	Hobgoblin	Lizard Man	Hill Giant	Hobgoblin	Gnome	Fire Giant	Beastmen
5	Goblin	Hill Giant	Lizard Man	Lizard Man	Stone Giant	Ogre	Gnoll	Hill Giant	Beastmen
6	Halfling	Gnoll	Lizard Man	Lizard Man	Storm Giant	Ogre	Goblin	Gnoll	Beastmen
7	Hobgoblin	Goblin	Nixie	Nixie	Gnome	Ogre	Halfling	Goblin	Elf
8	Ogre	Hobgoblin	Ogre	Ogre	Goblin	Orc	Hobgoblin	Lizard Man	Elf
9	Orc	Ogre	Orc	Orc	Kobold	Orc	Ogre	Ogre	Hill Giant
10	Pixie	Orc	Sprite	Troglodyte	Orc	Pixie	Orc	Orc	Stone Giant
11	Thoul	Thoul	Thoul	Troll	Troglodyte	Sprite	Pixie	Troglodyte	Prehistoric Man
12	Troll	Troll	Troll	Troll	Troll	Thoul	Sprite	Troll	Kogolor Dwarf

Dragon Table		Undead Table	
1d30	At sea	1d20	
1	Chimera	1	Ghoul
2	Black Dragon*	2	Ghoul
3	Bleu Dragon*	3	Ghoul
4	Gold Dragon*	4	Mummy
5	Green Dragon*	5	Mummy
6	Red Dragon*	6	Skeleton
7	White Dragon*	7	Skeleton
8	Hydra	8	Skeleton
9	Hydra	9	Wight
10	Wyvern	10	Vampire
11	Flame Salamander	11	Zombie
12	Frost Salamander	12	Zombie
13	Night Dragon	13	Zombie
14	Undead Dragon	14	Darkhood
15	Mandrake	15	Elder Ghoul
16	White Dragonfly	16	Gray Philosopher
17	Black Dragonfly	17	Lich
18	Green Dragonfly	18	Nightmare
19	Bleu Dragonfly	19	Revenant
20	Red Dragonfly	20	Wyrd
21	Dragonne	21	Wyrd
22	Wood Drake	22	Greater Wyrd
23	Cold Drake	23	Topi
24	Water Drake	24	Topi
25	Fire Drake	25	Ghoul Fish
26	Earth Drake	26	Ghoul Fish
27	Air Drake	27	Undead Fish
28	Man Drake	28	Undead Fish
29	Dragon Turtle	29	Dread Wolf
30	Sea Dragon	30	Nosferat

*=5% chance gemstone variant.



Details

The use of the sub-tables is how to find the last important details of the book. All the books come with metal fittings, and a clasp or even special but small lock. Roll 1d10+20 on the material column to find the metal used in clasps, fittings. Rarely are used more than one type of metal for all these items on one book. Roll 1d30 on the ornaments column for the presence of ornaments (1d8: 1-2 printed, 3-4 painted, 5-6 carved, 7-8 attached). The ornaments are almost always placed on the front cover of the book or the lid or entry page, cover, seal of scroll, or whatever place to recognize the specific contents of the document without reading the document itself. The color column is to be used for a variety of things such as the color of book edges, bookmarks, separate bindings, ornaments and writings on the cover, scroll caps, etc. Books may have magical wards, which are triggered, after the book has been read for 1d20 hours (1% chance per 100gp of book value). These are undetectable and non-dispellable. They are even unaffected by the day of

dread (except the day(s) itself). To find which ward is placed on the book, if any, roll 1d30 and see column wards. Any "book" could have a unique appearance and according weight, the method given is just a help, and not a way to pin everything down.

As an example: The Frost Mages wear their spellbooks in side their rings, magically transformed, and thus protected, and still easily accessible, Earth Mages place their books inside reshaped boulders or they have strange encoded strings of different pebbles, underwater mages use shells or color encoded pebbles, etc.

The Size of a book is determined as follows;		
Thickness;	(Paper number rolled (1d30) x number of pages/10) +1d3"(cover)	
Width;	6+1d6"	
Length;	6+2d6"	
All sizes in inches (minimal 1 inch)	Old (250 yrs+) x2	Ancient (500yrs+) x4
Weight according to size and material as follows;	Thickness x Width x Length= Volume	
	1% Volume x Paper number rolled =x => round up	
	+10% material Cover number rolled= average weight book in cn (Lbs=divide by 10)	

The size of a chest is determined the same as a book, but with a different formula:

Roll 1d30 if it is a chest, or 1d10 scroll case roll to find the material used of which the chest or case is made of, and 1d10+20 for the fittings and clasps as a normal book. For the scroll case roll 1d30 to find the "seals" of the independent scrolls. Roll 1d30 on the ornaments column for the presence of ornaments (1d8: 1-2 printed, 3-4 painted, 5-6 carved, 7-8 attached).

The ornaments are almost always placed on the front cover of the book or the lid or entry page, cover, seal of scroll, or whatever place to recognize the specific contents of the document without reading the document itself. The color column is to be used for a variety of things such as the color of book edges, bookmarks, separate bindings, ornaments and writings on the cover, scroll caps, etc. Chests or cases may have Magical wards which are triggered after the contents have been read for 1d20 hours (1% chance per 100gp of book value). These are undetectable and non-dispellable. They are even unaffected by the day of dread (except the day(s) itself). To find which ward is placed on the chest, if any, roll 1d30 and see column wards.

To find the material of the scroll staves roll 1d30 on the material table, for the "paper" roll 1d20. If Tin is rolled for the "paper" material add 25% to the time to memorize spell, due to the difficulty to Roll/Unroll the material. And a 5% chance per usage that the scroll will break instead of the normal 1% for other materials (not cumulative). Repair will cost 1% of the real value of the "spellbook". For a single scroll, the weight of the scroll staves and the "paper" must be added to each other. The staves will be the number of material the length of the staves in inches x 10. The scroll will be the material x 1 foot per spell levels written on it (+1 for each component spell +1d10 for each Recipy + 3d20 for other notes and pictures).

To find the weight and size of the scroll slabs calculate as a normal book

When all of the tables are used, you will be able to determine more precisely what your spell

book looks like, how much it weighs, and other information necessary to know about your book. These tables are also used to determine the other books you will meet as a character. These books include all books bought on markets, from library thieves, spellbooks of other spell caster you will meet or even defeat.

There is only one thing you have to determine as a spell caster, in accordance to your spell book, that is what you write down and how you do that. To determine that read the chapter about Magescript.

Chest		
	Thickness(T);	1d12 x 0.5% value
	Width (W);	1d6 x 1% value
	Length (L);	1d6 x 2% value
	Volume (V);	T x W x L
	Weight empty (cn);	1% V(Round up) x (Material number rolled x 0.5)
	Weight full (cn);	(1% volume x paper number rolled) + weight chest empty
Scroll Case		
1d4=>1-3= Tube	Diameter (D);	1d20 + 3 x 0,5 value
	Length (L);	1d10 x 2% value x0.9
	Volume (V);	D x L
1d4=>4= Rectangle	Thickness(T);	1d12 x 0.5% value
	Width (W);	1d6 x 1% value
	Length (L);	1d6 x 2% value
	Volume (V);	T x W x L
	Weight empty (cn);	V x 1% material number rolled (round up) includes carrier belt
	Weight full (cn);	(1% V x material number rolled) + Weight container empty

Sub Tables	Color 1d20	Material 1d30	Paper 1d30	Ornaments 1d30	Wards 1d30
1	Red	Pressed Paper	Paper	None	Lightning Bolt
2	Orange	Lacquered Paper	Paper	Common Runes	Polymorph Other
3	Yellow	Bark/Leather	Paper	Alchemical Symbols	Polymorph Other
4	Green	Soft Wood	Paper	Knotwork	Polymorph Other
5	Bleu	Iron Wood	Paper	Lattices	Death Spell
6	Indigo	Red Wood	Paper	Lightning Bolts	Cloudkill
7	Violet	Ivory	Papyrus	Demonic Faces	Disintegrate
8	Purple	Bone	Papyrus	Faces	Feeblemind
9	Gold	Rubber	Papyrus	Eyes	Curse, Minor
10	Silver	Hard Wood	Papyrus	Mouths	Curse, Minor
11	Pearl	Mithril	Parchment	Flames	Curse, Major
12	Ochre	Red Steel	Parchment	Clouds	Energy Drain
13	Brown	Coral/Nacre	Parchment	Flames and Clouds	Poisonous Pages
14	White	Adamantite	parchment	Stars	Poisonous Pages
15	Pink	Ebony	Parchment	Writings only	Poisonous Pages
16	Bronze	Porcelain	Linen	Moons	Poisonous Pages
17	Brass	Obsidian	Dried Leaves	Suns	Poisonous Pages
18	Gray	Jade	Bark	Stars, Moons, Suns	Explosive Runes
19	Black	Glass	Skin (use table above)	Mazes	Explosive Runes
20	Special*	Stone	Tin Sheet	Hourglasses	Confuse Languages
21		Brass	Shell/Bone	Non-Magical Pentacles	Confuse Languages
22		Copper	Silver	Monsters' Features	Light
23		Bronze	Brass/Bronze Sheet	Elven Runes	Darkness
24		Platinum	Glass Sheet	Dwarven Runes	Blindness
25		Iron	Iron Sheet	Magical Script	Paralization
26		Steel	Steel Sheet	Landscapes	Pimples
27		Electrum	Electrum Sheet	Foot-/Handprints	Disease
28		Glassteel	Platinum Sheet	Random Lines	Disease
29		Meteorite Iron	Silver Sheet	Random Threads	Teleport Book
30		Gold	Gold Sheet	Flowers	Teleport Reader
				Roll for color	

Special* : Roll again ignoring scores of 19 and 20. The item glows with a continual light spell.

List of Teachers and other Staff Crew of GSM

Teachers all have numerous assistants (1d3+2) and instructors (1d2) working under them.

Staff (in green) has preset numbers of underlings and these are listed in their main room/office.

Some Staff may have some teaching skills, only a few are Master in their craft.

Teacher's Name	Function Title	Room	Work	Alliance
Sir Harald Haaskinz	Grand Master GSM (secret Water Elementalism)	7G	9A, 10A, 10B, -4E, -5AO	Eagle
Mister Uerd al'Aras	Faculty Administrator / Teacher Modern Languages (10 Administrative Staff workers)	3A14	2A8, 6K, 3A14	Raven
Mister Angan Forrestir	Master of Admissions (3 Admin-staff workers)	out	1A2, 1A3	Raven
Miss Marise Viniene	Student Administrator (9 Admin-staff workers)	out	2A6, 6K	Jay
Sir Tobol Vlarotsk	Laboratory Administrator, Master Laboratory Techniques & Apothecary (8 Admin-staff workers)	out	1I, 3S, 4K, 2A10	Hawk
Lady Inguin diCaraveni	Master Enchantments	3R	-2L, F2, Dep D26	Hawk
Sir Tasirol Lightfellow	Master Transmutation	2G	2I, -2G, Dep D27	Owl
Sir Bertok Garn	Master Necromancy, Master War & Combat	out	1B, -4D, Dep D6	Vulture
Lady Marchesia Philipe	Master Conjunction	2K	5E, -2I, Dep D17	Eagle
Sir Derghov Loeten	Master Evocation	4H	2A, -1Q, Dep VV7	Owl
Lady LaVeron Chonere	Master Illusions	4O	2P, Dep F12	Jay
Sir Wilhelm Bhes	Master Divinations	4I	-2K, Dep D5,	Rooster
Lady Rhogene Zelipieti	Master Abjurations	2L	2M, Dep F11	Swan
Sir Gaston vanderKlil	Master Biology, Ecology, Geomorphology	4P	4S, 3P, in the field	Raven
Princess Dona-Carmelia-Maria-Juanita de Fedorias y Belcadiz	Master Glantrian History, (secret; Witchcraft)	out	1J, 1L, Dep F8, Dep F-2	Eagle
Miss Adelle DeCock	Master Herbalism, Mandragora	2L	2I, 5M	Raven
Mister Tom Devane	Master Scrolls/Inkmaking	out	2B	Vulture
Mister Johann Lest	Master Animal Lore	out	2C, 3O, 4M, 6J	Vulture
Mister Timonn Lest	Master Monster Lore	out	2C, 3O, 4M	Vulture
Sir Rembrant Stolwijck	Master Penmanship, Magescript, Spellbook (Secret Cryptomancy)	out	2D, Dep V18	Hawk
Lady Lucinde van Holl	Master Magic & Society	out	2E	Swan
Sir David Fume of Tavish	Master Ancient History, Languages Ancient & Old (Humanities)	out	2O, 3D	Swan
Sir Henri d'Mandeville	Master World History, Master Glantrian Law	out	2O	Owl
Sir Anton Kiergaarde	Master Physics	out	2R	Vulture
Lady Imelda deGusti	Head Library GSM	out	2S, 3U, 6H, Dep V19	Jay
Miss Corra delTorro	Master Enunciation+Read/Write	out	3A, Dep D3	Jay
Sir Towel Restaer	Master Somatics	out	3I, -2V	Owl
Lady Simone	Master Agility Training& Quick Casting	out	3L, -2V, -4E	Duck
Sir Oswald Brute	Master Formula Analysis (secret Alchemy)	Out (-5G)	3M, -4E	Eagle
Sir Charles Stuart of Glenmoorloch	Master Planar Geography & Elemental Knowledge, Archmaster of Natural Philosophy	out	3N	Eagle
Lady Marchand & Peta	Master Conjure Companion	out	3Q	Vulture
Lady Lucrezia Fiola	Master Alchemy, Chemistry, Brewing (Arcane Science), (Secret Alchemy)	out(-3AG)	3S	Duck
Sir Thomas Lizzieanne	Instructor Experiments	out	4L, 5J, -1S	Vulture
Miss Yriss Ghuth	Instructor Experiments	Banned	Banned	Eagle
Sir Faeren Tirith	Instructor Experiments	out	4L, 5J, -1S	Owl
Mister Adam Schmitt	Master of Business/Trade	out	Dep D9	Raven
Miss Illadrially Tyra'll (Sh. Elf)	Master Crystallogy	out	4S	none
Sir Gregor Bouwma	Master Philosophy of Magic, Master Dependence	out	4S	Duck
Sir Yuri Atropov	Master Spell Theory& Principles of Casting	Dep D21	4S	Owl
Prince Morphail Gorevitz-Voslany of Boldavia	Master Politics, Master Necromancy (Secret Necromancy)	out	4T, Dep F9	Eagle
Mister Jayden Tillandsia	Master of Music and Magic	5G	5A, 6E	none
Miss Daisy Donart	Master Meditation & Memorization	5E	5M, -4E	Duck
Miss Abotonbe Banada	Master Astrology	out	7D, 10D	Hawk
Miss Haakim Sjalush	Master Astronomy	out	7D, 10D	Eagle
Sir Alaisdar McDuncan	Master Griffon	1G3	1G1, 2G4	Hawk
Miss Mary "Contrary" Contedy	Master Fire Building (secret Fire Elementalism)	Dep V13	Dep D10	none

Teacher's Name	Function Title	Room	Work	Alliance
Miss Lucy Douglas	Master Griffons	Dep F3	Griffon Pens Dep, Dep D8	Hawk
Miss Helga Rutenstein	Master Riding/Drafting, Navigation (Land)	Dep V12	V7, V6, Dep F1, out	Raven
Princess Amaryll Erewan	Master Item Creation	out	-1O	Vulture
Sir Jovial De Lauter	Master Rhabdomancy	out	-2K	none
Sir Doug McGovann	Master Gemcutting	out	4S, -1P	Duck
Sir Luwen Tigres	Master Spell Practicum	1E, Dep D14	1E, -2V, -4E, Dep VV9	Swan
Mister Cal & Miss Jesal Demord	Masters Necromancy/Osteology	-4H	-4J till-4N	Vulture
Lady Rowena Krollnar	Master Spell Seminar	1E, Dep VV9	1E, -2O, -2V	Hawk
Staff Member's Name	Function Title	Room	Work	Alliance
Sir Lucius van Leugens	Head Dependance GSM	Dep D21	Dep D28, Dependance	none
Mister Bertram de Vinck	Head Housekeeping (12 servants)	-1X	GSM Building Glantri City	Raven
Sergeant Jodol Debunk	Head Guards(54 GSM, 6 GSM Dep.)	2Grd5	Any GSM building	none
Sir Token Torensu	Master Cook (5 kitchen staff)	2K4e	GSM Kitchen/Dining Hall	none
Five persons	Kitchen staff (extended with 1d10 students)	2k4a, b, c, d, f	GSM Kitchen/Dining Hall	various
Shephard Dutan Kombin	GSM Shephard (4 shepherds expected)	2T4	GSM Temple	Duck
Miss Zus Allura	Shop Proprietor Dependance (witchcraft)	farm nearby	D7	Raven
Miss Jet Allura	Shop Proprietor Dependance(secret Fire Elementalism)	farm nearby	D7	Hawk
Connamera Taikin (Magen)	Storage orderer	1l	1l	none
Barculusa (Shai)	Invisible Guard	-2W15	Wharehouse	none
Antoinne (Shai)	Invisible Guard	-2W15	Wharehouse	none
Jonathan Willoughby	Proprietor Wharehouse	out	Wharehouse	none
Monika Dawei	Proprietor Wharehouse	out	Wharehouse	none
Cannuker Oriol (Cleric)	Hospital Control	-2Grd23	-2Grd20	none
Carlos (Shai)	Invisible Guard	-4P	Museum Osteology	none
Gutchi (Shai)	Invisible Guard	-4P	Museum Osteology	none
Illauminos (Shai)	Invisible Guard	-4P	Museum Osteology	Owl
Lord Hendrik Vermaelen (Neutral Ghost)	"Guard", entertainer, florist	Dep V6	Dependance	Eagle
Miss Julia McConnicker	Head Cook GSM (5 servants)	out	V4	none
Alphonse Vitriol	GSM Investigator	out	1Grd4	Raven
Hande Ruina	GSM Investigator	out	1Grd4	none
Miss Lucia Copperville	Secretary GSM Investigators	out	1Grd4	none
Sir Exajminor Veruta	Dependance Druid(Master Weather)	out	Dep D8	none

Titles attached to the names as Lady and Sir are of Nobility, Mister and Miss are non-nobility (often non spellcaster teachers, basic crew or guest). Sometimes special titles are used instead, but these are directly clear why they are used.

Function Title is the title these persons bear at the GSM. This also designates their major function.

Room is where these people predominantly live while working on the GSM. This also means they live outside the building, often in nearby private housing, rarely farther away, but then often a temporary residence can be used instead or magical transportation.

Work is the rooms where these people mostly do their job.

Dep= Dependance, Out= location is outside the GSM school grounds, Banned= person is banned from GSM school grounds (and maybe even from Glantri).

When a room or work code is placed between parentheses it is no longer in active use.

Alliance means the Dormitory which they were when they studied, or which they prefer currently.

Classrooms of the Secret guilds do have teachers, yet these are mostly the higher circle members, and they mostly remain secret. As such they are normally not listed her.

Classrooms with multiple teachers, do rarely have these attending at the same time. More often they use the room at variant times. Teachers noted as if being a single person always work together, and are mostly a couple.

Debilitating Afflictions

Following are several afflictions that affect only wizards. These afflictions can occur as a result of a curse, a side-effect of magical research, or a penalty from a wish. Assume that an affliction can strike at any time--short of a wish, there is no way a wizard can inoculate himself to prevent the onset of these afflictions. Unlike some organic diseases, suffering from one of these afflictions doesn't render a caster immune to future bouts with one of these conditions. A spell caster who survives one of these diseases is equally as likely to suffer the disease again in the future as a caster who has never contracted the disease. Unless indicated otherwise, all afflictions can be cured by cure disease or a similar spell/effect. Unless the affliction was a result of a magical attack or effect, dispel magic will not help.

Bertrek's Amnesia

Description: The wizard afflicted with Bertrek's Amnesia has trouble remembering all of the details of his memorized spells. Just as he attempts to cast the spell, he suddenly forgets a crucial element of its formula, and the spell fails to work. The onset of Bertrek's Amnesia is usually preceded by a day or two of mild headaches. The mild headaches persist as long as the wizard is afflicted with this condition.

Susceptibility: Bertrek's Amnesia can strike any wizard, but it seems to affect wizards with lower Intelligence scores. (5% chance +5% for each point lower than 18)

Effect: When a wizard is afflicted with Bertrek's Amnesia, he must make an Intelligence Check when attempting to cast a spell. If the check is successful, the spell is cast normally. If he fails the check, the spell is lost in a fizzle of useless energy and is wiped clean from the memory of the caster until it can be remembered.

Curing: A full day of bed rest usually cures this condition, presuming the wizard refrains from casting spells, studying texts, or engaging in other strenuous mental activities. Without rest, the affliction can persist indefinitely. After every full day of rest, the DM rolls 1d20 to see if the wizard is cured; if the roll is less than or equal to the wizard's Intelligence score, the wizard is cured. Otherwise, the mage is automatically cured after he has been afflicted for 2d4 days.



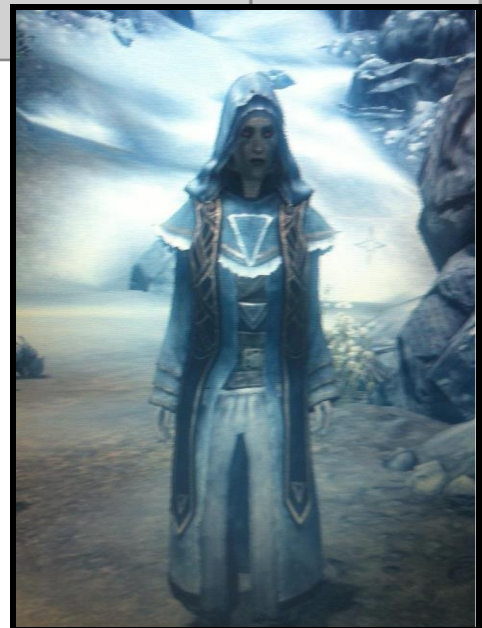
Chronic Incandescence

Description: The wizard afflicted with chronic incandescence continually radiates light from his body. The glow is bright enough to penetrate any thickness of clothing and extends to a radius of 20 feet. The glow persists regardless of whether the wizard is resting, casting spells, or performing other actions. The onset of chronic incandescence is usually preceded by a day or two of sporadic glowing, particularly while the wizard is asleep.

Susceptibility: Chronic incandescence can strike any wizard.

Effect: A wizard with this affliction glows as if affected by a 1st level Light spell. This doesn't affect his ability to cast spells, but he will find it difficult to hide from enemies. Cure Disease and similar spells have no effect on Chronic Incandescence.

Curing: Darkness cast on the afflicted wizard sometimes cancels this condition (5% chance). Dispel Magic has also been known to work. If Continual Darkness is cast on the afflicted wizard, he can make a save vs. magic; if he fails the check, his condition is negated. Likewise, if he fails a check against Dispel Magic, his condition is cancelled. These spells can only be attempted once each on an afflicted wizard. The afflicted wizard can't cast these spells on himself. If these spells are unavailable, or if he successfully saves in both cases, the condition disappears in 3d4 days.



Conjunitis

Description: A wizard afflicted with Conjunitis produces bizarre and unexpected effects when attempting to cast any conjuration or summoning spell. Usually, there is no warning of the onset of this affliction.

Susceptibility: Conjurers are the most likely wizards to be affected, but any wizard who knows one or more conjuration/summoning spells can be stricken with Conjunitis.

Prognosis Effect: When a wizard afflicted with Conjunitis attempts to cast any Conjuration/Summoning spell, the DM rolls 1d20 and consults the table here for the result of the spell.

1d20 Result of Conjuration/Summoning Spell

- 1 The immediate area is filled with the sounds of thunder, while lightning flashes overhead. The thunder and lightning persist for 1d4r, but have no effects on the characters or their abilities.
- 2 A plush toy animal 10d4' high appears in an area in front of the caster. The toy animal can be a Rabbit, a Dragon, a Cow, or any creature. The toy animal crumbles to dust immediately if it is touched or disturbed in any way.
- 3 12d12 mushrooms of various sizes suddenly pop up everywhere within a 10d4' radius of the caster (even if caster is indoors). Each has an image of the caster's face on its cap. As soon as any of the mushrooms are touched, all of them crumble into dust.
- 4 The area within a 10d4' radius of the caster fills with multi-colored soap bubbles. Each bubble has a facial image of the caster.
- 5 The temperature within a 10d4' radius of the caster suddenly rises or drops 20° Fahrenheit. The change persists for 1d4 rounds, and then the area reverts to its previous temperature.
- 6 The immediate area fills with the sounds of human shrieks and screams. There is no apparent source of the sounds. The screams persist for 1d4 rounds, and then fade away.
- 7 The caster's flesh turns purple or green or blue or any other color or combination. The effect persists for 1d4 rounds, and then the caster's flesh reverts to its normal color.
- 8 The area within a 50' radius of the caster is filled with a thin mist, light green in color or light purple or light orange, or any other color. The mist smells of cinnamon or mint or rotten fish or any other aroma. The mist dissipates in 1d4 rounds.
- 9 The area within a 50' radius of the caster abruptly turns pitch black, as if it were affected by a Darkness spell. If the area was already dark, it abruptly becomes bright, as if affected by a Light spell. This effect persists for 1d4 rounds.
- 10 An image of whatever the caster was attempting to conjure appears 10' in front of the caster, hovers in mid-air for a few seconds, and then disappears. If the caster was attempting a spell that did not conjure or summon an item or creature, the hovering image is of the caster.
- 11 Instead of the intended conjuration 1d4 little marshmallow men appear dressed as mages, multiplying with another 1d4 each time they are hit or another conjuration spell is cast (by the caster or another within 10 yards of the caster) on them or near them. These depressing individuals do nothing but follow the caster looking depressed at his actions, and are nothing but intelligent wrongfully programmed entities, and fade away with a crying sound if exposed to sun for more than 8 hours (or when the disease is cured). If receiving this version, this will not be replaced by another until cured. See picture right.
- 12-20 the caster's spell works normally.

Curing: Conjunitis is difficult to treat. Dispel Magic has no effect on Conjunitis, nor does cure disease or similar spells. Fortunately, Conjunitis eventually clears up after running its course. A wizard probably will not know that he has Conjunitis until he first experiences an unexpected result from a Conjuration/Summoning spell. After he experiences this first unexpected result, there are two ways he can be cured. As soon as the wizard casts two consecutive Conjuration/Communing spells with normal results, or four normal Conjuration/Summoning spells (these need not be consecutive), he is cured of the affliction;



Barlow's Blacksickness

Description: An extremely dangerous disease, Blacksickness causes the afflicted wizard to weaken every time he attempts to cast a necromancy spell. In extreme cases, afflicted wizards have died from this disease. The affliction is accompanied by stomach cramps, blurred vision, and nightmares. Its onset is usually preceded by several days of nausea.

Susceptibility: Barlow's Blacksickness primarily affects Necromancers. It can also strike any wizard who knows and uses necromancy spells.

Effect: A wizard afflicted with Blacksickness risks suffering damage whenever he casts a Necromancy spell. When an afflicted wizard casts a Necromancy spell, he must make a Constitution Check, with the level of the spell used as a negative modifier. (For instance, if the wizard has a Constitution of 13 and casts a 4th level Necromancy spell, he adds 4 to his 1d20 roll when he makes his Constitution Check) If he passes the check, there are no ill effects. If he fails the check, he suffers 1d4 hit points of damage. Regardless of whether he fails his Constitution Check, the spell is cast normally. There are two additional side-effects of Blacksickness.

1. If the afflicted wizard suffers a total of 5+1d4 damage in the same day as a result of failing Constitution Checks required for casting Necromancy spells, he will experience wracking nightmares when he sleeps that night. Throughout the following day, he will experience blurred vision and stomach cramps, and will make all attack rolls at a -2 penalty. Cure Disease or similar spells have no effect on this condition.

2. If the afflicted wizard suffers 10 or more damage in the same day as a result of failing Constitution Checks required for casting Necromancy spells, he will immediately collapse. He will be unable to cast spells unless succeeding a constitution AND intelligence check, he cannot engage in combat, or undertake any other strenuous activities for the next 24 hours. (He can still walk without assistance, but his movement rate is halved.) It is possible for an afflicted mage to kill himself by succeeding to continue casting Necromantic spells, but every wise wizard would refrain from doing this.

Curing:

This is a difficult affliction to treat. Strangely, the very act of casting the spells associated with the disease also seems to help cure it. Otherwise, the affliction can linger anywhere from a few days to several weeks. Cure Disease, Dispel Magic, and similar spells have no effect on Blacksickness. Aside from a Wish, there are two known cures.

1. The DM secretly rolls 2d6. This is the number of reversed Necromancy (thus with reversed effects—healing instead of causing harm, destroying undead instead animating, etc.) spells the afflicted wizard must cast in order to purge his system of the Blacksickness. The necromancy spells can be of any level; for instance, if the wizard needs to cast four spells, they could all be 1st level spells, they could all be 9th level spells, or they could be any combination of necromancy spells from any level. Each time a reversed Necromancy spell is cast; the afflicted wizard must still make a Constitution Check and suffer the effects as described above. (Obviously, the wizard's health is safer if he refrains from casting more than one or two Necromancy spells in the same day.) The wizard never knows the total number of spells he needs to cast to cure himself—instead, he is gradually getting better after he casts each reversed Necromancy spell. He is cured after he has cast the last required spell, and then has cast any one subsequent Necromancy spell that gives him no ill effects.

2. Blacksickness persists for 4d8+8 days. The DM should determine the length of the affliction at its onset, but not reveal the information to the wizard. If the wizard has not yet cured himself, the affliction is over at the end of this period.



Immaterialism

Description: The wizard afflicted with Immaterialism gradually fades away until his body is transparent, making him appear as if he were made of glass. In this condition, he is unable to fight, cast spells, or perform any other ordinary actions. The onset of Immaterialism is preceded by a gradual lightening of the victim's skin color.

Susceptibility: Immaterialism usually strikes illusionists, but any wizard who knows or uses illusionist spells can be a victim. This also includes any mortal invisibility spell, even when these are not really illusions).

Effect/ Curing; If treated early, Immaterialism can usually be cured with cure disease or a similar spell. However, the condition becomes harder to treat as it progresses. Untreated, Immaterialism can last for several weeks. Immaterialism progresses over three distinct stages, each with different symptoms.

The affliction can be cured at any stage, but needs the same period he grew into to be fully cured.

If not successfully or fully cured, the victim will not suffer any effects beyond his current stage, and would perceive this as if he would be cured, but instantly comes under the effect of the disease at the stage they are in, when the afflicted comes under any illusion magic effects again and a reactivated disease period is started. The curing will thus be fully useless if the patient is subjected to illusion or invisibility magic while the disease is not completely gone.

In Stage 1, the afflicted wizard's skin turns white, as if it had been bleached. This 'bleach' effect can happen in an instant or grow slowly over several days or Illusion/Invisibility castings (10% bleaching per day or spell) until the person and all his possessions he carries are turned into a pale white color. He suffers a -1 penalty to his Charisma, but there are no other ill effects. If the afflicted is subject to a Cure/Remove Disease effect) it will seem to continue until fully bleached and then it will subside at the same rate.

At this stage, Immaterialism can be fully cured with Cure Disease or a similar spell or effect; no save is required. It will seem to persist for 2d4 days if fully bleached before entering the next stage. The curing will be fully useless if the patient is subjected to illusion or invisibility magic while the disease is not completely gone.

In Stage 2, the afflicted wizard's skin remains white, but his body has the consistency of firm gelatine. He continues to suffer the -1 penalty to his Charisma. His natural AC is increased to 7. Because of this, some afflicted wizards allow their condition to advance to Stage 2 before attempting a cure.

At this stage, Immaterialism can be cured back to stage 1 with Cure Disease or similar effects, but the afflicted wizard must make a save vs. spells; if the wizard succeeds in his save, he resists the Cure Disease and remains afflicted with Immaterialism. Untreated, Stage 2 persists for 2d4 days before entering stage 3. The curing will be fully useless if the patient is subjected to illusion or invisibility magic while the disease is not completely gone.

In Stage 3, the wizard and all of his gear become insubstantial; he appears as if he was made of glass, but he has no substance (see picture). The afflicted wizard can't cast spells, engage in combat, or take any other action aside from moving and speaking. He has a -4 penalty to his Charisma. However, the wizard is affected only by magical or special attacks; including weapons of +1 or better (such attacks are made against the wizard's normal AC). The afflicted wizard is able to pass through walls of less than 1' (if they are not warded with lead/gold or Gorgon's blood) as long as Stage 3 persists.

At this stage, Immaterialism can't be cured with cure disease or any other spell short of a Wish, OR a Cure Disease and a Cure-All cast by a Cleric of at least 28th level. If cured stage 3 persists for 2d4 days, and then returns to stage 2. The curing will be fully useless if the patient is subjected to illusion or invisibility magic while the disease is not completely gone. In Glantri about 600 illusionists wander around seeking for a cure. In former Alpathia the number was seriously higher reaching way over 5000! Afflicted. The disease is well known in most magical communities and either feared or seeking help to help the afflicted. The former Magicians guild of Specularum even had a secluded room, where afflicted were 'stored' until they could be cured (on a political based order of course).



The Radiance Poisoning

There is not much known of the Radiance and as such the following information is for the DM only.

Known victims: Harald Haaskinz (left arm), the late Prince Vanserie Vlaardoen (body-as he foresaw—see picture). Prince Brannart McGregor (Lichdom).



Description; Affliction caused by absorbing Radiance through magical rituals and crystals.

Susceptibility: Using the vast powers of the Radiance poses a basic danger on a personal level. Every time casting a special Radiance spell (see *Gaz3* page 77-78, and *GKoM* page 117-121) carries with it a 1% chance of corrupting and damaging a random body part, through the incredible energy drawn forth, then released.

Effect/ Curing; this corruption is a rotting disease that mortals can't heal. One part of the body, chosen at random (use table) rots permanently, though the rotting is not progressive. The affected body parts look obviously withered or misshapen and prove completely useless--except for vital functions in the case of face/head or torso being affected; the afflicted suffers the secondary effects. Whenever the whole body is affected, the wizard becomes a lich (if level 21 or more) or a zombie-like creature (1HD/lvl) if lower (in all respects this is a normal zombie except for its HD and that it can't be turned).

Remember, no body part can be affected twice; thus always reroll if the dice gives an already affected part until it gives a new one. A limped person moves at reduced speed (apply modifier to current speed per affliction), and suffers a -1 to initiative per limped affliction. Spellcasting limited means that, the caster must succeed an intelligence check at -1 for each body part affected giving spellcasting limitation, to be able to cast a spell. This means an afflicted with a left leg and right foot, affected face and left leg; has his movement reduced to 25%, and his spell casting is thus limited he needs an intelligence check penalized at -2 to be successful. If the affected becomes a lich all these penalties fade away and are replaced by those of a normal Lich's statistics as per Rules Cyclopedia page 188 or here <http://pandius.com/Monster Manual 4.pdf> page 1362+ in a more detailed description.

Physical dangers of the Radiance		
Use Table for Wasting Disease and Radiance Poisoning		
1d10	Body part afflicted	Secondary effect
1	Left Hand	THACO -2, DX-2, Spellcasting limited
2	Right Hand	
3	Right Arm	
4	Left Arm	
5	Left Leg	Move x50%, Limped
6	Right Leg	
7	Right Foot	
8	Left Foot	
9	torso	CO-1d6, DX-2, AC+1
10	face/head	cha -1d6 1d6x10% partial Blindness 1d6x10% partial Deafness 1d6x10% partial Speech Limitations Spellcasting limited

The Wasting Disease

Non-infectious. Because the high radiations prevailing in this cave, any living being must save vs. poison each round of exposure to the Radiance or die in 2d4 weeks. After leaving this place; a visitor must save vs. poison at -1/round of exposure or be permanently affected by the radiation similar to using Radiance spells, where for each 5 points the save is failed, a random body part becomes affected (see table) . A Wish or any Cure All/Heal spell cures a victim.

Degree 1;

Where; Broken Lands, Glantri within the Sphere covered with the Shell of Darkness underneath the GSM. Radiance amount low.

What; All characters staying longer than 48 hours within the effective area must once a week save vs. poison or be affected. No additional saves need to be made after leaving the area. The amount of success on this save dictates the strength of the disease (4+ success = Mild =basic illness as below, no further effects, 1-3 success=Severe= basic illness as below+1 body part affected, Failure= basic illness as below +2 body parts affected). Incubation and Basic Illness as normal. Roll for body part afflicted as normal; yet only discoloration and hairloss occurs. A Cure Disease will fully remove all effects. Affected individuals may cause mutations in offspring to be born while sick (affecting body parts as per table). Plants, lowlife, insects, undead are immune.

Before 2300BC the Radiance had also a profound global effect where many people, animals perished or mutated. It is assumed they eventually succumbed to first degree of the Wasting Disease.

Degree 2;

Where: Former Blackmoor (Continent Skothar), top World Mountain (Ethengar), Nucleus of Spheres (Shadow Elves).

What: Radiance amount medium. All characters staying longer than 24 hours must save vs. poison each day or be affected. No additional saves need to be made after leaving the area. The amount of success on this save dictates the strength of the disease (5+ success = Mild =basic illness as below, no further effects, 1-4 success=Severe= basic illness as below+1 body part affected, Failure=Deadly basic illness as below+2 body parts affected). Incubation and Basic Illness as normal. Roll for body part afflicted as normal; yet only discoloration and hairloss occurs. A Cure Disease will fully remove all effects. Food/water spoiled (consume is first degree). Affected individuals may cause mutations in offspring to be born, even within 1 year after cured unless a Wish is used to prevent this (offspring is affecting body parts as per table). Plants, lowlife, insects, are immune, but may suffer mutations. Undead are fully immune.

Degree 3;

Where: Central Former Blackmoor (Continent Skothar), within Chamber of the Radiance (Glantri) .

What: Radiance amount high. This direct affection of magical radiation poisoning infects the victim with a hideous wasting disease unless he successfully makes a saving throw vs. spells. The amount of success on this save dictates the strength of the disease (6+ success = Mild =basic illness as below, no further effects, 1-6 success=Severe= basic illness as below+1 body part affected, Failure=Deadly basic illness as below+2 body parts affected). Incubation and Basic Illness as normal. Roll for body part afflicted as normal. Affected individuals may cause mutations in offspring anytime (unless a Wish is used to prevent this). Plants, lowlife, insects are fully affected, and any offspring is always suffering mutations (affecting body parts as per table). Undead are fully immune.



Wasting Disease by Lucas Graciano

The same disease did apply to the survivors of the Great Rain of Fire disaster of 3000BC and lasted up to 1500 BC.

Incubation period of any degree; The disease takes effect in 1d6 turns, after which the creature loses 1 point of Strength per hour until his Strength is reduced to 2 (where the decline stops), at which time the recipient is weak and virtually helpless.

Basic illness of any degree; A diseased victim has a -2 penalty on all attack rolls. In addition, the victim's wounds cannot be magically cured, and natural healing takes twice as long as usual.

Depending on the degree of Radiance and the character's saving throw secondary effects include affecting some body parts as per table above. Any of these additional effects are not curable, except by using a Wish per section afflicted, or removing the section while under active influence of a regeneration spell or effect.

The failed saving throw resulting in deadly illness causes the disease to be fatal in 2d12 (2-24) days unless removed by any Cure Disease spell or effect (this includes, herbs, special baths, rituals, and such). A Cure Disease spell or herbs with a similar effect will make the patient recover in a period of 1d3 weeks.

Each month the disease progresses, the creature permanently loses an additional point of Charisma, if he fails a constitution check. This effect can be cured or prevented by an additional application of Cure Disease spell or effect specially targeted to restore charisma. A Cure Disease spell or herbs with a similar effect will make the patient recover in a period of 2d4 weeks.

The complete corruption of a body will not transform the victim into a Lich like with the Radiance Poisoning, as that affliction is actually an internal corporeal effect bound with magic, while the Wasting Disease is a reaction of the body to detrimental external effects. As such there is no magic within the victim to enable such a magical transformation. Any dead person will be as any other normal dead person, although he will radiate remnants of Radiance and is thus detectable for Detect Disease, Detect Danger, Detect Evil spells or effects and high scent ability of predators like all Felines, Dragons, Dogs, Wolves, Lycanthropes, Rakasta, Lupin.

The difference between the Radiance Poisoning and the Wasting Disease both caused by the Radiance; is that Radiance Poisoning is contracted solely due casting Radiance spells, while the Wasting Disease will affect anything continuously if coming into contact with the Radiance itself (including the Nucleus of Spheres(Glantri), Nucleus of Spheres (Shadow Elves), World Mountain (Ethengar), Former Blackmoor(Skothar), Blackmoor ruins where energy was stored (Like the ruins in the Mucks Broken Lands <http://pandius.com/Broken Lands East.png>). Both use the same table for body parts affected.

Important notice; There is another disease; Large Dreaded Dire Disease (Shome papilloma Radiensis virus) this is a virus affected by the Radiance and not the Radiance itself. Though found on rodents in Glantri city, and it is able to infect humans, this has not happened yet (As that disease is more common in the Broken Lands). In theory it is possible to be affected by the Wasting Disease AND the Dire disease AND Radiance Poisoning at the same time (some Immortals suggest that Rad/Etienne was initially affected by both Wasting AND Radiance Poisoning as he was in the chamber of the Radiance and used the Radiance before he became Immortal, but this is never proven . More about this see here page 16-17; http://pandius.com/diseases_and_healing.pdf

Spell Miscasting & other Flaws

Whenever a Magic-user casts a spell he handles great powers. To stay in control of this might he must exert himself to the limits of mental concentration and capacities. This is also the reason that a Magic-user has spell levels with different number and use of spells and spell levels. This is also the reason that Magic-users are mostly of great Intelligence. Actually Magic-users of low Intelligence are limited in the use and control of the magical powers. A Magic-user must have an Intelligence of at least 3 to be able to cast spells at all, use the table. According to this table a Magic-user will be unable to cast spells when he somehow is lowered in Intelligence (due an accident, disease or magical occurrence) or he will be unable to control the stronger spells or the amount of spells as he was used to. In the Hollow World an Intelligence of 16 is needed to start studying magic at all. Any creature with an Intelligence lower than 16 will be unable to learn or control magic in the Hollow World, and as such be unable to advance in level and power. But when he was able to cast magic and is somehow lowered in Intelligence he will not suddenly lose the ability to cast spells, but will be unable to advance in power anymore (as long as he remains in the Hollow World).

Magic User		Outer World		Hollow World	
Int.	Adj.	Maximum spell level	Maximum # spells	Maximum spell level	Maximum # spells
0-2	-4	Unable to control any form of magic		Unable to cast any form of magic.	
3	-3	1 st	1		
4	-2	2 nd	2		
5	-1	3 rd	4		
6	0	4 th	8		
7	0	5 th	16		
8	0	6 th	24		
9-10	+1	7 th	32		
11-12	+1	8 th	64		
13-15	+2	9 th	all	9 th	32
16-17	+2	9 th	all	9 th	64
18	+3	9 th	all	9 th	all

Infantile Spellcasting

Whenever a child casts a spell (accidentally or not), there is a chance it will misfire. Roll 4d4, trying to roll less than the child's age. (With other creatures the DM decides what human age it most closely approximates and rolls against that.) The spell works normally at minimum power and duration if the roll is equal or lower than the child's age. If the roll is higher (or the child is disturbed in any way), however, the spell fails and produces an unexpected effect, which does not affect the caster. The DM decides the effect or rolls on the next table of examples. This happens until the child is 16 (minus its current Intelligence adjustment). There after the child can cast magic with less risk. It is important to note that the effects of infantile spell casting and the mage disease Conjunctivitis produce very similar effects.

Important Limit!!

No matter the level of the caster, no magical effect generated by mortal creatures (including Fairies) can ever generate more damage than 20 times the necessary dice and adjustment. Example, a Fireball can never give more than 20d6 damage, or a Brannart's Acidic grip 1d3+20. Some other spells will increase the damage possibly done, yet even these will never break this mortal barrier. Immortals however can cast the spells without limitations in damage, as long as the spell is generated according the rules, and they are not in their Mortal Identity form.

Spelllock

This severe handicap occurs on a magic user of any class which is severely disturbed in casting a spell. This severe condition only happens to those casters who are subjected to a transportation spell of any sort while casting a spell and failing an intelligence check. The spell is repeated by the spelllock effect. The caster will still be transported, but then the handicap will be released. The handicap causes the same spell to be cast continuously, thereby draining the caster of all available magic, including items. Artifacts will be nullified for a week at most, but each spell cast drains that amount of spell levels (artifacts; TP), charges or HD from the items until there is no more magic. Continuous or temporary effects are exempted (example; Bless, Invisibility). If the caster happens to be in an area with magic nearby, the handicap will continue until that magic is empty/suppressed too. This includes all magic items within 10 feet. Non magic users and clerics of any kind will not be affected, but could be affected by the magic drain caused by a caster suffering this handicap. When all magic within 10' is drained, the nasty effect stops.

1d12	Infantile Catastrophe Effects	Duration	Save
1	Target; Polymorphed into Teddy Bear/Plush Toy	1d8 Hours	None
2	Target; Discolored with patterns, and/or bubbles and/or funny sounds	1d8 Hours	None
3	Target; Grows Discolored Hair at 1' / Round	1d6 rounds	Negates
4	All in 60'; Can only Jump 1d20' random, or 1d10' up	1d4 Turns	Negates
5	10' Tall Tower of Cubes appears, with cream Pie catapult on top	1d4 Hours	None
6	A Monster of Great Strength appears, thinking it is the mother of the child	Until "Defeated"	None
7	Random Nearby creature; Followed by Child's Tune	Until Dispelled	None
8	Butterflies fill the area near the child (Outside 1Mile radius)	1d8 Turns	None
9	All in 30'; Teleported to "Candyland" Plane	Instant	None
10	12 Gremlins dresses as Puppets appear and entertain child at expense others nearby	Until "Defeated"	None
11	Illusion of man on cloud dropping sleeping sand appears.	Until all in 60' sleep	Negates
12	Various flowers and/or Musghrooms pop up everywhere in 1 mile radius 1d4' tall	1d8 days	None

Miscasting

The chance to miscast spells or control the magical powers is also determined by the Intelligence of the Magic-user. Whenever a Magic-user attempts to control the magical powers while they reach beyond his capabilities (as such the casting of a spell from scroll or by the use from

an item while not normally being able to cast that specific spell or control that specific level of power) or is somehow disturbed in the casting of spells (for example being hit while casting the spell), there is a chance that the spellcasting as such will be disturbed. A Magic-user is disturbed in casting any spell when he or she is damaged in any way during the casting of the spell or is somehow interrupted in any other way, fails his Intelligence check when casting a spell while moving or under dire circumstances, when drunk or stunned, or any other way (DM!!) requiring an Intelligence check. When this happens special things can happen, the DM may use the following table to determine the effects of spell miscasting, he rolls or chooses an effect. It can be possible to have strange effects like as the following example;

A mage miscasting an Invocation/Evocation spell a Fireball becomes a ball of Darkness. While an interrupted stream of Magic Missiles could turn and strike the caster instead.

If a conjuration spell goes wrong, the creatures that appear are not necessarily under the control of the Spellcaster, but they aren't necessarily unfriendly any way. Strange things could happen here too; an Conjured Oak-tree might have exploding acorns, or the pollen of flowers might heal damage if inhaled, etc. A Sleep spell miscast could let the victim (or the caster) fall to sleep permanently.

The miscasting of a Conjunction/ Summoning spell could be used by the DM to introduce new technological or magical items into the campaign. Any item thus conjured and later found to be too powerful could simply disappear because the duration of the spell ran out. The only way to discern the properties of conjured materials is to test them; the wizard would not automatically know what he has brought forth. Messing up this type of spell could easily fill a dungeon corridor with stuffed toys or tin cans, to no doubt be puzzled over by future explorers.

If a Summoning spell goes wrong, the creatures that appear are not necessarily under the control of the spell-caster (this does not preclude the possibility that they might be friendly anyway). The DM might wish to use this avenue to introduce unique monsters or beings (even new player characters) into the campaign. As with conjurations, the summoner will not necessarily know the properties, abilities, or dispositions of summoned beings.

The miscasting of an Enchantment/ Charm spell like charm person could turn every creature within a 10-yard radius against the caster. A major error in such spell-casting could result in insanity or amnesia. Putting someone to sleep permanently would also be quite possible.

Miscast Necromantic spells are extremely dangerous (which is as it should be). While a small slip in an animate dead spell might make the spell simply fail to function, it has the potential to harm the caster or else summon up a skeleton, zombie, or other undead. Trapping the soul of the caster in a nearby object could easily be the result of a miscast Necromantic spell.

The miscasting of illusions could have a 5% chance to make the Illusion real. Of course the caster could attempt to disbelieve his creation (to no avail) if it turned on him.

Miscast Alteration spells could affect material objects creatively. What would you do if your wand of Magic Missiles becomes suddenly 10 feet long, or the fighter's sword +2 becomes a sphere+2, limiting its usefulness somehow. The potential to polymorph things also has great potential; you could change your companion's shield into a roller skate or your enemy's wagon into a feather bed.

if miscast for Teleportation and otherwise Transportation spells use the spell guide of the spell Teleport to determine its far-reaching (Ahem) effects.

Miscast Divination spells would reveal false or undesired information (a Detect Magic spell could function as a Detect Evil spell). Conversely, the opponents of the spell-caster (or perhaps someone else entirely) might receive the spell's information, but about the spell-caster!

1d20	Effect		
1-2	Malign effect	(Harms the caster)	roll 1d20 for the specific effect.
3-18	Dissipation	spell lost	No further effect, other than sparks
19	Neutral effect	(doesn't change spell range, duration, saves or effects-example: a Fireball changes color).	
20	Benign effect	(Helps the caster)	roll 1d20 for the specific effect.

1d20	Specific effect
(if a specific effect would be unnatural (or better said impossible) the nearest possible effect will happen.)	
1	Affects caster.
2	Affects 1d4 members of the caster's party (if any).
3	Affects caster and party.
4	Affects caster's possessions.
5	Affects caster's and caster's party's in a complete random way (DM11).
6	Effect is limited (will only affect a certain substance or being (DM!!)).
7	Area of effect takes a different shape (DM!!).
8	Affects targets possessions.
9	Affects nearby random determined object, area or being.
10	Increases in power by 1d4 levels for purposes of duration, damage, etc. (maximum 9 th level).
11	Decreases in power by 1d4 levels for purposes of duration, damage, etc. (minimum 1 st level).
12	Area of effect is doubled.
13	Area of effect is halved.
14	Effect is reversed, the opposite will happen (ESP becomes Mindmask- cold becomes warmth, light becomes darkness).
15	Effect becomes long-term or short-term if permanent or long-term.
16	Effect becomes permanent or instantaneous if permanent or long-term.
17	Effect oscillates in duration or effect over a period of 1d100 rounds for one day.
18	Effect is delayed for up to one day (12d12 Turns).
19	Spell dissipates but does damage to caster equal to caster's level in hit points (brain damage)and must con. Check or faint.
20	Effect occurs at long distance (+ 10d100 feet).

If a Abjuration spell is miscast, it could bring about whatever condition the spellcaster was trying to get rid of: e.g., an error in dispel magic could bring on a random magical effect or else drain charges from charged magical items. It could also temporarily or permanently drain minor magical items that don't have charges (e.g., potions and scrolls).

But note: The purpose of this article is to provide variety and surprises to magic. Lethal effects should be avoided if possible. It should be noted that these rules apply to all if this system is adopted. If used for the players, it should be used for the NPC's as well. Lethal effects are rare indeed, although it is certainly possible. So be on your guard and don't let your spell be disturbed. Stay in the background where the chance of damage/disturbance is much lower.

Many of these effects are not mutually exclusive, and the DM can choose as many effects as desired. Also, because some spells can change into others in the same school, it is necessary to be familiar with the types of spells covered by each. Some examples of such spell changes follow:

Miscasting example

Imagine the following story: A group of adventurers (we shall not name for clear reasons) heard of a Dragon in the Five Shires in the year 1008 AC. The group did consist of a Thyatian Thief, a Karameikan Fighter, and a Mage originating from Glantri. This Mage was a scholar and as such inexperienced in adventuring. When he tried slaying the constructs at the entrance of the Dragon's lair he also awakened the Dragon. To their luck the Dragon was a Gold Dragon and as thus not evil or aggressive. She created several small traps which should chase the adventurers away.



And so the Dragon and the adventures advanced in their plans towards each other. When at last the group encountered the main lair of the Dragon and noticed that it was there, they decided to split, the Mage to one side and the fighter and the thief to the other. Since the fighter intended to stay alive, he decided to climb on the back of the thief so the Dragon could not hear them approaching, due to the Thief's move silent ability (although handicapped). This part of the plan did succeed. The Mage intended to attack the Dragon from the other side. Then arose a small problem, the Dragon had long since noticed the adventurers, and at the moment the group attempted to attack the Dragon she moved her tail in such away it was suddenly in front of the Mage.

When the Mage attempted to Polymorph the Dragon (or whatever spell he tried), the Dragon suddenly hit the Mage while he was casting the spell with the words "OOPS! Sorry!". The Mage fell over the tail and the disturbed spell was loosened. The Fighter and the thief however, tried at the same moment to strike silently at the side of the Dragon, and as thus were directly opposite of the Mage. When the spell shot forward it did not strike the Dragon, but instead it did affect the party of the Mage. The Sword of the Fighter turned into a set of colourful balloons he never could loose or damage and the Thief became a goose with complete riding gear. They became stuck to each other.

A loud giggle emanated from the Dragons lair and since then when a Mage enters the region the giggle can be heard again. When ever you see a fighter riding a goose holding a set of balloons, notice the following, a very clumsy Mage is nearby, trying to invent a way to dispel the damage done.

So be warned the casting of Magic can be dangerous in lethal or other ways.

Special skills taught at the GSM

Using the Skill system from the Rules Cyclopeda/Gazetteers, **now with added time suggestions.**

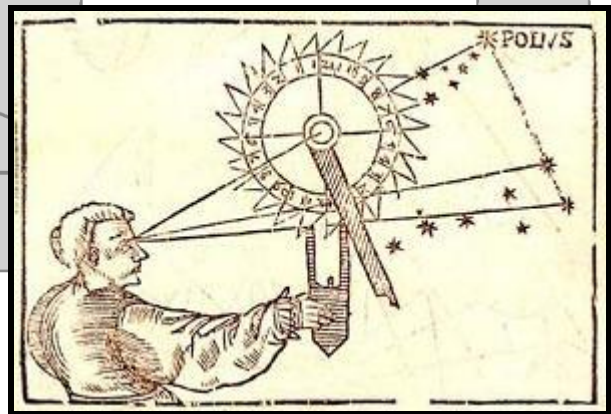
Agility Training (DX) this allows the Magic-user to be able to cast spells while moving. This can only be done at normal walking pace; riding a mount or dodging attacks will impose a severe penalty (up to -10) on the check. If the check is failed the spell is disturbed. **The usage of this skill takes no time, but can only be done when able to move and act normally.**

Alchemy (IN) This skill provides the character to recognize and identify common alchemical substances, potions and poisons. Success with this skill will allow a character to create an antidote potion for one specific poison type when possible. Alchemy is an integrated part of the profession skill Alchemist. Identifying will take 1 round to one turn, depending on the rarity of the product to be identified, and the accessibility to a laboratory and its quality (DM!!). A travelling alchemy-box will induce a penalty of 5 in addition to other penalties. This penalty will be raised by 1 for each test done after the box is first used, unless restocked (a box can generate the materials for 10 tests at most). Making alchemical substances can take much more time, ranging from one turn to several days, depending on the alchemical substance, the accessibility and its quality of a laboratory (DM!!). Antidotes to poisons can be created with at least an alchemy box at hand, at -5, or in a well-stocked laboratory. **This takes 1d10 hours minimum, for each success roll smaller than 8, add one hour, and the need of extra components in 1d4 hours minimal, or fail.**

Alternate Magics (IN) This skill gives a character basic familiarity with Magics that are not related to spellcasting. It includes knowing many magical abilities of well-known monsters of the Prime Plane and some of the Extra-Planar Planes or Immortal beings. The more common the creature, the more knowledge is accessed by use of this skill. The more rare the creature the longer it will take to identify the effect, or by the effect identifying the monster. **The minimum is 1 round and this can take up to several hours when given access to a well-filled library.**

Ancient History (IN) This skill gives the character detailed knowledge of the history of a specific region, and general knowledge of the races living along the borders of the region. The character has learned the legends, lore, and history of some ancient time period globally or all history of a specific region. The knowledge must be specific in era or region. The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, scientifically, cultural and magical breakthroughs, unsolved mysteries, crafts, and oddities of the time. The character must make a skill roll to identify places or things he encounters from that age. **This skill take at least one round to use, but can take much more. This skill may be used a second time if a sufficient library is available, there it will take 1 hour + (20-1 Turn per point the skill was made successfully).**

Astrology (IN) This skill will give the character some understanding of the supposed influences of the stars and other celestial bodies. Knowing the place and time of birth of any person, the astrologer can study the stars and celestial events and then prepare a forecast of that person. The astrologer's insight is normally limited to two moons (2x28 days) and the knowledge will be vague at best. When the skill check is made successful the astrologer can foresee some general event. (DM). this skill will also give the character a +1 bonus with the navigation skill. Astrologists dislike Astronomers, who they see as blind men with the light in front of them. Kings and other ruler's use astrologers, therefore the profession skill Astrologer will also have Etiquette and Psychology, so they know how and when to tell how and what, be it real, wrong or just manipulative. **This skill will take a lot of time; roll 2d30, this will be the amount of calculating hours needed to make a Horoscope or prediction.**



Astronomy (IN) This skill will give the character some understanding of the movement of the stars and other celestial bodies. Movements of celestial bodies, planets, comets, stars, and such can be precisely calculated. The astrologer's insight is unlimited in time but the more calculation will be needed. The skill will also reveal how exact the astronomer has calculated the information. When the skill check is made successful the astronomer can foresee some general event, be it a conjunction of stars or planets, a comets coming, or a meteor. (DM). This skill will also give the character a +1 bonus with the navigation skill. Astronomers dislike Astrologists, who they see as fantasist. The astronomer will also have knowledge of the Planes as they are an intricate part of the Multiverse. **This skill will take a lot of time; roll 2d30, this will be the amount of calculating days needed to make a basic calculation.**

Dowsing (IN)

The character has been trained in the use of a divining rod. While all Rhabdomancers begin with the spell to craft an effective rod, this skill covers the insight necessary to interpret the finer meanings of the wood's tugging and twitching. Apprentice Rhabdomancers are taught in the guild the following tenant: The fork is held by the two limbs, one in each hand, with the point going first and the rod held horizontally. Then the Rhabdomancer walks gently over the places where he seeks an object or affection. He should walk with care to not risk dispersing the emanations that rise from the spot where these things are and would cause the rod to slant. For example, if the Magician is seeking a deposit of gold ore, upon finding a vein a successful dowsing check reveals the purity of the metal. The skill also affects the casting of various divination spells. Some of these are blocked by stonework, thick wood, or metal deposits. A skilled Rhabdomancer is able to pierce these "walls" with a successful dowsing check. Also, using this skill a Rhabdomancer can locate the proper sapling with which to craft a suitable divining rod. **This skill takes as much time as the character uses the rod, but a survey can take from a Turn to several Turns.**

Knowledge of... (IN)

The character is an expert in one field of study such as the culture or geography of an area, history, legends, theology, etc. A character can usually make his living by teaching his skill or acting as an expert on the subject; with a successful roll, he can make expert commentary on information relating to his skill. The skill must be specified to what knowledge it is directed. Of course can a character have multiple skills in different fields of study. Knowledge of Tribal Culture is the main ability of tribal sages versed in the tribal history, in most of the more primitive cultures, tribal history and culture are not written down, but are transmitted by word of mouth from sage to sage. **The skill uses normally one round to know something or not, but when a suitable library is at hand a secondary check can be made, which takes 8 hours + 1 hour by which the skill rolled, to find the knowledge wanted if available. To tell the stories of culture or history it takes one to 5 hours, depending on the story.**

Language (IN)

The character can speak, understand (and read, and write if his Intelligence is high enough) a language. The language use this way is more slowly, and simpler. If the character is listening to someone who is excited or using technical speech, he must make his skill roll to understand the language. Failure means he did not understand what was said. The character speaking a skill language communicates in the same way. When he is struggling to explain something fast, complicated, or technical or when flustered or excited, he must make a skill roll to get the idea across.

Languages, Ancient:

The character has mastered a difficult and obscure tongue, now primarily found in the writings of pedantic sages and sorcerers. The main use of the language is to read tomes of ancient secrets written by long-dead mystics. This Skill enables the character to either read or write or speak the language (his choice, but enough Intelligence is needed).

Languages, Modern: The character has learned to Speak/Read/Understand/Write a language of the known world. To do so, there must be a teacher available.

Languages, Modern Basic;

the character has spent lifetime studying languages and their origins. On a successful check, the character picks up a few words of a conversation or manages to say a word in a language he's otherwise not familiar with. Modifiers are applied to the frequency of the language. For instance, when the character hears harsh guttural words and recognizes it as Orcish, she could make a check against this skill as she speaks no Orcish. If successful, she could make out words like "prisoner" and "door". Later she runs across some Gnolls, an uncommon race. As they come to attack, she makes a check at -2 to say "friend" in Gnollish, the check fails, and her cry of "cheese" does nothing to stop the Gnolls. **This skill takes as much time as the normal conversation would, but a minimum of 1 round or 10 sentences to listen.**

Mandragora (WI)

this allows the Mage to recognize Mandragora plants, and safely harvest them. The roots can be used to make soporic or hallucinogenic drugs. A victim of the drug must make a Constitution check; if failed he will fall asleep for 1d6 days, or answer the truth to 1d6+6 questions the Mage asks. Later can be learned how to make a Manakin from the root of the plant. **The locating of the root in its correct landscape (swamp, wet-forest, moor, bog, dead river-arms, etc.) will take 24+2d30 days. The harvesting (only at a full moon) will take at least 4 hours (a black dog, a rope, wax are needed). The making of the concoction (choose while making what sort of effect is wanted) will take 4 hours. The concoction will be usable for 1 moon at most or turn into a poison BB.**



Magic Energy Conservation (IN) This skill can only be taken by magic Spellcasters. It's learned primarily at the Alphatian University of Magic in Sundsvall until 1009 AC. After the destruction of Alphatia, only survivors on other continents still know this skill. Even the Glantrian Great School of Magic and other Magic Universities are unaware of it. When in 1011AC the new Magic School of Karamaikos (Krakatos) is opened by the former Alphatian Great Master, the skill becomes more widely known. It allows the Spellcaster to conserve energy that normally is wasted, by not casting spells. The energy is collected for use as Cantrips. Each day, a character with this skill may freely cast one Cantrip spell for each 9 not-cast spell-levels, the day before sleeping in addition to the normal spell list. **The usage of this skill takes 1 Turn of memorization prior Spell memorization of that day.**

Magic Trivia (IN) This skill allows the character to develop a hint as to the contents of a magical scroll, tome, or rune prior to using a read magic spell. The hint is vague but still useful. Further, the character may make use of knowledge possessed by the player with respect to magical effects encountered in the game, in the same manner as is done for the Monster Trivia skill. **Usage is 1 round minimum.**

Magical Engineering (IN)
This is the ability to recognize the basic principles of some unfamiliar magical devices. It does not include practical training in design or fabrication magical artifacts. It does allow the character to recognize uncommon magical items or to distinguish trapped or cursed items from safe ones. **This skill will take 20 - the difference of success in rounds of time.**



Meditation (WI) (known only in the Great School of Magic, or by teachers from the GSM) This helps the character reach a higher level of intellectual perception. After an hour of preparation (absolutely quiet—not silent) the wizard gains a modifier to his Intelligence check according following table. Inform the DM before meditating what problem is wished to be solved. This effect lasts until the ability check meditated for is attempted. Meditation improves chances of discovering new spells, enchanting items, or conjuring a companion. **Only one meditation check must be made each waking period, but each day the ability meditated for is used, must also be meditated for. This will prolong the ability by 1 hour each waking period.**

Level	Adjustment
1-5	+1
6-10	+2
11-15	+3
16-20	+4
21-25	+5
26-30	+6
31-35	+7
36	+8

Planar Geography (IN) This skill gives the character a general knowledge of the Prime, Inner, and Outer, Astral and Ethereal Planes. This skill includes knowledges of techniques of survival or travel among the Planes and common inhabitants of these Planes. The greater the distance the more difficult the skill becomes, for each Border crossed the character get a penalty of 2. **This skill takes 1 Turn at least to use, when equipment is used; the time is doubled for each piece of equipment used (like maps, astrolabe, etc.).**



Quick casting (WI) (known only in the Great School of Magic, or by teachers from the GSM) This allows a magic-user to cast spells more quickly. If at the beginning of a round, the magic-user states that he has everything ready to cast the spell intended and succeeds this skill roll the intended spell is cast +1 on initiative faster than normal. Spell that take longer than 10 rounds casting time are improved by 5%, spells that take more than 1 Turn are improved by 10%. If he changes his mind he must shuffle his components and break of the spell he was casting and can't do anything else that round or let it go off as intended beforehand. **This skill in itself doesn't take time to use.**

Science (choose type) (IN)

The character is an expert in one branch of scientific study such as Astronomy, Geology, Metallurgy, etc. Characters with this skill can make their living with it, usually as specialist in large cities. This skill is greatly unknown in unschooled areas, like the wilderness, and even marginally known in areas outside the great cities. The more civilized the area is the more reasonable it is for a character to have this skill. The character can have several Science skills in different fields. Astronomy, Biology, Geology, Metallurgy, Avialogy, Meteorology, Sociology, Psychology, Theology, Anatomy, Topography, Technology, Oceanography, Botany, Ecology, Zoology etc. **The usage of this skill takes upon the task, the accessibility to a library, and other circumstances. This can take from one turn to several hours.**



Spellcraft (IN)

although this Skill does not grant the character any spellcasting powers, it does give him familiarity with the different forms and rites of spellcasting. If he observes and overhears someone who is casting a spell, or if he examines the material components used, he can attempt to identify the spell being cast. A Skill check must be rolled to make a correct identification. Wizard specialists gain a +3 bonus to the check when attempting to identify magic of their own school. Note that since the Spellcaster must be observed until the very instant of casting, the Spellcraft Skill does not grant an advantage against combat spells. The Skill is quite useful, however, for identifying spells that would otherwise have no visible effect. **This spell takes a minimum of 1 round per casting Time of the studied spell.**

Spellflash (IN)

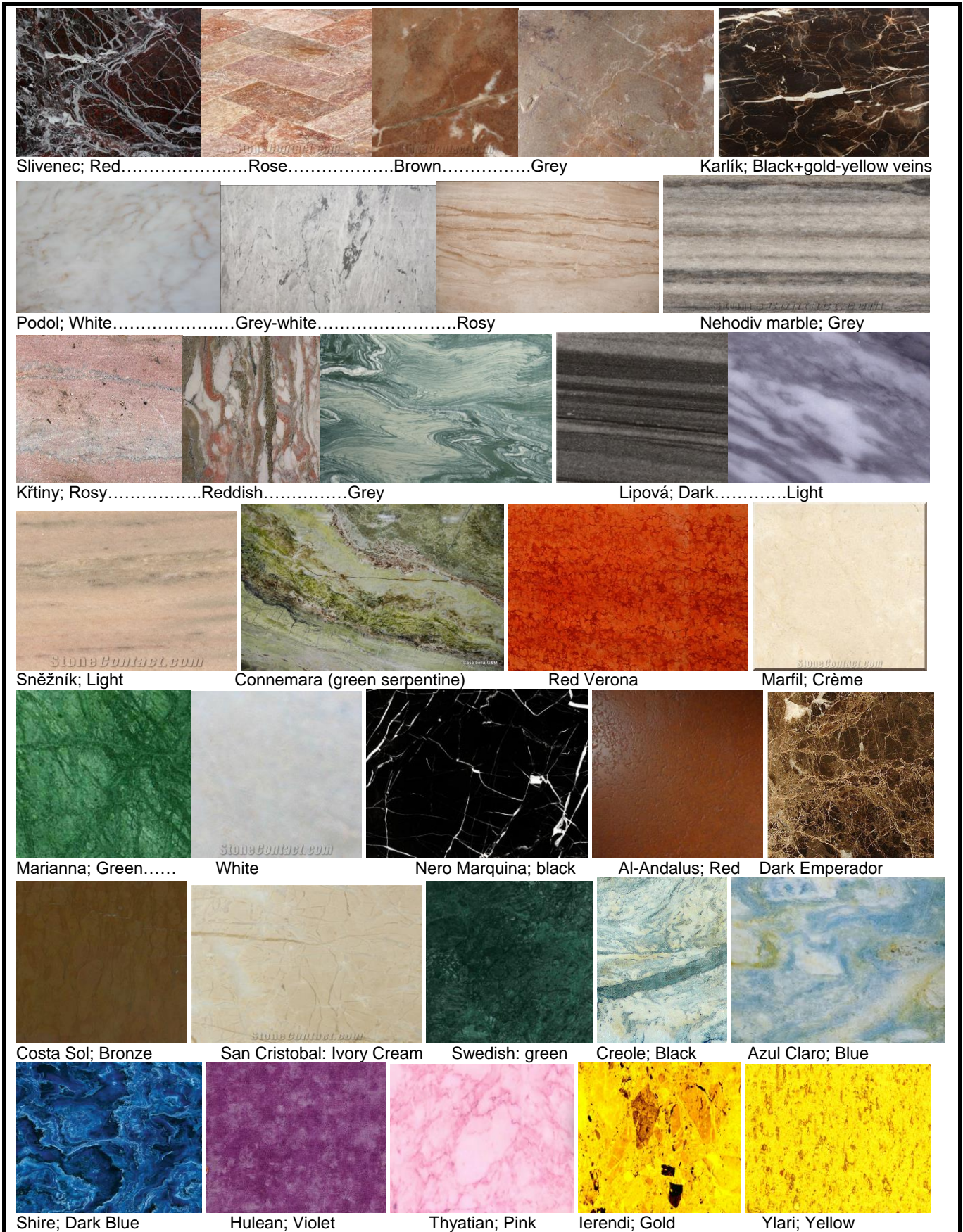
A particularly 'Glantrian' skill, this showy ability allows a character to cast a spell in a flashier, more dramatic, and visually impressive manner. Casting brighter, more colourful fireballs, dazzling dancing lights, and fabulously intricate illusions result from spells cast after a successful skill check. Using this skill does not affect game mechanics in any way (except maybe morale by awe). Glantrian wizards merely use the skill in attempts to impress and outdo their fellows. About 75% of the time, a non-wizard will not even notice the extra dazzle. **This skill takes no extra time, nor affects the casting time of any spell.**

Spell combination/mixing (WI) (known only in the Great School of Magic or by teachers from the GSM).

This technique allows a magic-user to mix his spell-levels in any combination, so long as the total spells do not exceed his capacity or the maximum spell allowed each level based upon his Intelligence (see spell miscasting). For example; a level for wizard normally casts 2 1st level spells, 2 2nd level spells (for a total of 6 spell levels) with this technique, he can choose to memorize 6 1st level spells or 3 2nd level spells, or any appropriate combination. This skill doesn't need to be rolled for. It is automatically infused in the meditation of the spells as normal, as long as it is known, and the meditation for spells is undisturbed. **This skill does take no time to use.**

Spell storage (IN or WI); Important; Spells of magical or clerical origin are stored in the mind of the caster until used. However; when the caster loses consciousness or falls asleep, all spells are lost. This means danger to any caster, because if he/she loses consciousness, he can't bring any spell out. This is the reason most experienced casters have, several scrolls, rings, staves or other items able to be used when no magic is memorized or stored within the brain. High-level casters can however, learn a specific skill which enables them to memorize one spell for each intelligence bonus (Wisdom for Clerical classes) even while losing consciousness. This skill can only be learned if the caster is able to cast 5th level magic. **The skill adds 10 minutes (1 Turn) to the memorization/praying time to acquire the spells, and the caster chooses which spells will be stored.** If the spells are cast prematurely, or the caster is subjected to forget spells, Anti Magic, severe brain damage or similar before the loss of consciousness appears, they will NOT be available. The caster must roll his skill check to this ability, and if successful the spells chosen will be available instantly (as long as the spell is still within the mind of the caster before sleep/KO) when the caster awakes from sleep or resumes consciousness as if still memorized. Nothing changed to the spells themselves. If not successful, the spells will be gone as normal. The skill can be learned from any who has this skill, and needs a free skill slot as per skill rules from the D&D Rules Cyclopedia pages 81-86. The caster is unaware if his skill use is successful or not until he/she awakes. The first time the skill is learned it has a value of 8+1d4, but never more than the current intelligence (or wisdom if clerical) of the caster. This can be increased by learning from another teacher later, but is never higher than the value of that teacher. Casters able to use clerical AND magical spells must choose before which type of spells, and the skill will be based on that type alone, and not the other type. **This use of this skill takes no more additional time.**

Marble types used in the GSM



Great School of Magic (Blantiri)

FINAL REPORT CARD

STUDENT'S NAME _____ & PRINCIPALITY _____

<u>SUBJECT</u>	<u>GRADE</u>	<u>COMMENTS</u>
ENUNCIATION	_____	_____
PENMANSHIP	_____	_____
SOMATICS	_____	_____
MONSTER BIOLOGY & ECOLOGY	_____	_____
MEMORIZATION & MEDITATION	_____	_____
THEORETICAL METAPHYSICS	_____	_____
SPELL ARTISTRY	_____	_____
ALCHEMY	_____	_____
POLITICS	_____	_____
HISTORY OF MAGIC	_____	_____

SPECIAL PROJECT: _____

GENERAL COMMENTS: _____

- Rhagene Zelipieti, MASTER OF ABJURATION
- Jasírol Lightfellow, MASTER OF ALTERATION OR TRANSMUTING
- Marphusio Finkler, MASTER OF CONJURATION & SUMMONING
- Wolven, MASTER OF DIVINATION
- Inguin di Carvenesi, MASTER OF ENCHANTMENTS & CHARMS
- Berghor Laeten, MASTER OF EVOCATION & INVOCATION
- Vronchoure, MASTER OF ILLUSIONS & PHANTASMS
- Ben Bam, MASTER OF NECROMANCY

Harold Haskins
 GRAND MASTER OF THE GREAT SCHOOL OF MAGIC

New Magic Items & other

Several of the following items are extracted from; TSR9423 Deck of Magical Items, but could also be found in the Encyclopedia Magica volume 1 to 4 (TSR 2141, 2152, 2157 2160), those not from these sources are my own creation.

Red= items, Green=PC/NPC/creature info, Pink = Mage info, Black= Non-magical info.

Important Note; Spells are listed with a designated year in their description; this is the year of its invention, as thus it will not be known/found before this date.

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New or extended Magic spells

Most Spells are found in Dragon Magazines, or mentioned canonically in Mystara sources and derived from the AD&D2 Player Handbook; a few are my own creations. Beware these spells and items may have differences as from their AD&D2 sources based upon, as they needed to be reconfigured to BECM1 Mystara basic D&D system and fitting in with Mystara history, magic and ecology. Some of these spells are creations of my own, which befitted the situation Mystara-style.

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Important Note to spells;

Title	Spells which are listed in this book have a year and name or group in their description; this is the year of its invention, as thus it will not be known/found before this date. The name or group are the creator responsible for discovery (or rediscovery).
X th level xxxxxxx spell	Here the level of the spell and what specific magic group it does belong to.
Range;	The maximum distance from the caster where the spell can become effective. Touch means the target must be touched. 0 means the spell is affecting the caster only.
Duration;	How long the spell will be effective from the moment of casting.
Effect;	In short what the spell does, or what area the spell affects.
Saving Throw;	Mostly saving throw vs. Magical spells, if else this is noted in the following description. None; means no saving throw is allowed.
Casting Time;	When not given this is always equal to the level of the spell. The number given is the amount of initiative segments the spellcasting requires to become effective. This means a caster who has initiative 4 and casts a 3 rd level spell will cast the spell from initiative 4, 3 and 2 and can be disturbed to disrupt the spellcasting (any damage or pain will do). The spell's effect will be released on initiative 1. The Casting/Reading time is the full given duration. Time; 1 Day is 24 hours, 1 hour is 6 Turns, 1 Turn is 10 minutes, 1 minute is 6 rounds, 1 round is 10 seconds.
Reading Time;	When not given this is always equal to the level of the spell. The number given is the amount of initiative segments the spellcasting requires to become effective. Often Reading from a scroll sometimes takes a little more time than casting self.
Components;	These are the materials needed to effectively cast the spell; these must be held, kept on person, or maximum 1' away from the caster. Sometimes, they must be eaten. Mostly these items will be consumed in the casting of the spell, unless noted otherwise.

The next section describes the spell in more detail and limitations.
Spells in this table in Red, are spells which can not be used by mages (or even Prime Planar creatures).

A student goes to school to have a master teach him magic. The master's training is necessary for level advancement, and the master will teach the student at least one spell at the time of the level advancement. Aside from his training, the student may choose to take one course at a time while he studies. The student is assumed to acquire the full knowledge of the course when he reaches the next level (and has paid for his tuition). He may then start another course. The tuition fees as in [1A2 Main Office](#) also cover these courses. The student may learn the following, one at a time, any of the [Special skills taught at the GSM](#), Conjure Companion (this can best be done with the spell Find Familiar as per [Classroom Conjure Companion](#), but also as per Gaz 3 page 59 Conjure Companion. (Keep in mind a companion and a familiar are not the same, but either one negates the possibility of acquiring the other. Both techniques are taught there, the student chooses which one he/she prefers. A DM can also choose which version is used of course, and remove the other.

Reducing magical effects; a caster is always able to reduce the effects of any spell he or she is casting, on a successful ability check (Mages; intelligence, Clerics; Wisdom). As some spells have random effects, the reduction will be counted from there. Mostly a caster decreases distance, area of effect, or the final effect. However, the whole spell is used, however small the effect is. This ability does not affect the spell in any other way and normal saving throws do apply. A web spell for example does normally cover an area of 10 feet, with this reduction; it could be used to bind a person.

Spell Research

A Magic User can try to invent new spells and create magical items through research. These are difficult and lengthy projects. Spell research requires research materials, components, time, and money. Once these requirements are met, the character can roll for his chance of success.

Research

To research a spell, a Spellcaster must first have access to a large library such as those that exist in major cities or those that are in the possession of powerful Wizards or Clerics. Usually, the owner of such a library is at least 18th level of power or is at least 9th level of power and has rigorously acquired every spellbook and magical research volume throughout his career. If the found library isn't adequate, he will have to get permission from a School of Magic, Clerical Order, or powerful Wizard or Cleric in order to use a greater library.

Components

The Spellcaster must find components for the development of the spell if necessary. On the average, the component must come from a monster with HD at least equal to the level of Spell Power, and the monster must have some appropriate relationship to the magic spell being developed. For example, Red Dragon scales would be appropriate for the development of an Explosive Cloud, Fresh Troll Blood for a Regeneration spell. This is even so when the spell in question doesn't normally need spell components, the first time the Wizard needs the components to find how the Magics in the spell do function, when the research is successful, he will also know, what components are still needed to cast the spell, if any. The Spellcaster must have these components in hand before the beginning spell research, and he must go on adventure (or visit the local Magic Shop) to acquire them: he can buy them from a greater Wizard, but there is no way to know if these components are still functional, and the wizard wouldn't be the first sucker to fall in for bogus components.

Time and Money

The Spellcaster must then spend large amounts of money during the progress of his research. The total cost of spell research comes to 1000 gp per power spell level. Research takes one week for the initial research plus one day per spell power level. At the end of this time he must make a success roll. If the Spellcaster runs out of gold before its time to make the success roll, he may interrupt his research, leave on adventure to earn money, and come back later to resume his research; he loses his initial research (he will have to spend another week refamiliarizing himself with the work), but doesn't lose the money already spend; those gold pieces are still counted toward research cost. The chance of success is lowered still.

Chances of success

The chance of success to research a spell varies depending on the spell level researched and whether it is a basic spell or a new spell. For a basic spell, add the wizard's Intelligence score to his experience level and multiply the result by two. Then subtract 3 per spell level being researched (Basic spells* are listed in the Rules Cyclopeda, and the BECMI boxed sets. For any other spell, even those not listed in this book, follow the same procedure, adjust the formula as below depending upon rarity of the spell. Spellcasters, normally not acquainted with a specific school of spells (Illusionists making Necromantic spells for example) must make their success rolls as an opposing spell. *Common, Uncommon, Rare, Very Rare and Special spells are listed as thus in this book, spells from other sources are mostly as followed; D&D Mystara sources; Common to Rare, AD&D Mystara sources; Uncommon to Very Rare, AD&D2 sources; Uncommon to Very Rare or special. (Spells from later D&D sources must be completely recalculated in all ways possible to the BECMI standard, and thus are always very rare).* Some specialists may imbue bonuses to their chance of success and research time, but this is calculated from this rule, according to the specialist's rules. Regardless of success chances, a roll of 95 or better is an automatic failure. There is no automatic success. The chance of success for researching spells is as follows:

Spell study is affected by the rarity of spells.

Basic spells (*):	([Int. + Lvl]x2)	-3x spell level)	-4x spell level)	=% success
Common spells;	([Int. + Lvl]x2)	-4x spell level)	-5x spell level)	=% success
Uncommon Spells;	([Int. + Lvl]x2)	-5x spell level)	-7x spell level)	=% success
Rare Spells;	([Int. + Lvl]x2)	-7x spell level)	-10x spell level)	=% success
Very Rare Spells;	([Int. + Lvl]x2)	-10x spell level)	-12x spell level)	=% success
Special Spells	([Int. + Lvl]x2)	-5x spell level)	-7x spell level)	=% success
Opposing Spells	([Int. + Lvl]x2)	-10x spell level)	-13x spell level)	=% success

Nature spells are always one step more difficult to learn as the same spell but Radiance affected would (a Common Nature spell would thus be checked as an uncommon Radiance spell of the same level, although the spell and its effects do not really change in game mechanics. Actually the Nature spells are and were the normal version and Radiance spells have been the more easy form. To be able to cast any spells after the ENS, every spell has to be relearned (*if not done already before*), **and the chance of learning is in red in the table**. Of course this will limit the amount of spells a high level magic caster has learned (it does not affect the amount he/she can cast), and mages will have somewhat less variety in their spells of choice, which will cause them to become more identifiable by the choice of their spells then before ENS.

Any failures must be rolled according spell miscasting table.

These chances are improved if the spell belongs to the special school of spells the character is trained in by 1% per Intelligence bonus. The total chance is lowered by 5% for each interruption in the research. The research success chance is increased by 5% (max 15%) for each failed attempt in a row (no other research, skill learning, or other stress factors in between).

For example, a 5th level Mage with a 15 Intelligence researches a Magic Missile, a common 1st level spell. He has a $([15 + 5] \times 2) - 1 \times 3 = 37\%$ chance of success.

If due to failure the laboratory is damaged, this will be 1d6% per spell level researched. This will be its total value, hit points, etc. Remember also that when a room is damaged for more than 25% it has a 25% chance to collapse, fire rarely stops burning by itself if combustibles are near, an air effect created could easily escape and wreak local havoc, water will always seek (and fill) the lower areas, while earth bound effects could destabilize the whole building or even surrounding, while Entropic spells could literally wreak havoc to the surrounding (Transport to another Plane, i.e. Ravenloft, Plane of death, Limbo, Hell, etc.). A good DM will balance this according the total spell level and damage percentage rolled.

Miscast Spell Study Effects	
1d20	1-2
Effect	Malign effect
Laboratory	Explosion for 1d6% / spell level damage (or other effect depending on spell for same damage)
Library	Library value lowered by 5%/spell level lost
Caster	Damage (SV SP-1/spell level for 1/2 damage) Caster has 45%-5%/spell level to find mistake next attempt
1d20	3-18
Effect	Dissipation
Laboratory	No further effect, other than sparks
Library	Library value lowered by 1%/spell level lost
Caster	Caster is unaware of study/research failure
1d20	19-20
Effect	Benign effect
Laboratory	Accidentally discover other spell of equal or lower level (DM gives one)
Library	No other effect
Caster	Spell level x2 Damage (SV SP-1/spell level for 1/2 damage) Caster has 50%-5%/spell level to find mistake next attempt

Libraries are not really damaged through failed spell research, but this is more a reduction of the library value due to wrong notes, book or page mix-ups, literally chaos, smudges, or finally even damaged or destroyed pages or whole books. Whatever really happened, the character can restore this damage by repairing, ordering, or buying new materials for a minimum of 10 times the damage done in gold pieces.

Library Effects

Some Wizards may need to compile their own libraries because their tower is located far from civilized centres and thus do not have access to public libraries, or their research is prohibited, greatly hindered by local customs or laws. As the power of spells being researched increases, the importance and expense of the library increases accordingly. For a library of minimum value, 4000 gp must be invested, these can be books or scrolls or other writing materials. This allows research of a maximum of 10^{1st} spells levels. For each subsequent 10 spell-levels researched, another 2000 gp must be invested, adding the range of spell levels by 1. A 10,000gp library would thus be able to help in the research of up to 4th level spells (4000+2000+2000+2000=10,000)

Every time a Wizard discovers a new spell, 10% of the Xp gained by this research is the amount of gold added to the library value. For every 2000gp of library value above the minimum required, the Wizard's chances to discover his spell increases 1%. This bonus is only valid if the Wizard owns the library (i.e. it is located within his own workroom and knows it inside out). Bonuses due to large libraries are limited to 10% maximum. The reverse is even worse, for every 2000 gp or part thereof the character's library is lower than the minimum required he gets a 1% penalty. If he has no library, or the value is less than 4000 gp, he can't research any spell.

To calculate this; add all spell levels the character can cast, subtract 10, divide the rest by 10, multiply this by 2000, and add 4000. This should be the characters minimum required library value.

Then calculate all spell levels he really knows (i.e. has written in his spellbook) the same way. This will be the character's expected library value. Use this value as the character's library value if it is not known, otherwise use that instead. If the real value is lower than the minimum, the character must have learned spells from someone else his library (like a university, school or private teacher), and never had (enough) chance to create his own library. He must either study with greater research failure chance, or first enlarge his library, or continue to study from someone else's library (without getting any bonuses due to large libraries—it isn't his library and he never knows all and where to find this). For the creation of magical items this bonus is not counted, yet the penalty is counted at a -10% for each 2000gp less than required.



Experience

The Character also receives experience with each spell research that is successful (see [Alternative Experience gaining for Magic users](#)). His library is also improved by 10% of the total amount gained experience due to spell study. This reflects the initial spell research (thus not the acquisition of special components, skilled personnel, tools, failed attempts, sustenance, etc.). When he accidentally discovers a new spell due to spell miscasting he will get the full 1500xp per spell level, even if his intended spell failed, and his library will have grown 150 gp per spell level. The library is also increased by 10% of the initial enchantment cost of each successfully created magical item.

The Dungeon Master must make the rolls in secret, and not the Player!!!!!! This way he can restrict the discovery of a spell he deems untimely or imbalanced for his campaign. But he must remember that a persistent character (thus player) will eventually find a way, unless he explains outright that he forbids that spell to be discovered in his campaign (and why), but then he must forbid this spell also for the NPC Spellcasters. The only way NPC casters could use spells unavailable to PC casters is when they have a single and limited study access to a specific book, but this will then of course be a very good adventure plot—discover the existence of that book, find its whereabouts, somehow acquire its information (theft, copy, intrigue, alliance with the NPC's, etc.), and then the study of the spell. But as can be clearly seen, even then it will be possible—maybe difficult—yet still possible.

Future Spells

The following spells will be discovered somewhere in the future, and become available to the GSM.

Fairy Ring 1475AC (1st spell developed after the destruction of the Radiance). Fairies already know this spell in 3500BC, but rarely use it, and keep its existence a secret. **Probably first released amongst Craft of Witches.**
2nd Alteration spell

Range: 25'
Duration: as long as the natural lifespan as the mushrooms used
Effect: 1 ring of mushrooms
Saving Throw: None

This spell prepares a ring of mushrooms to hold and channel the magic of nature (Fairy magic) into the ring to all beings therein for as long as the ring exists. This magic will not prolong the life of the mushrooms affected, but it enables the affected mushrooms with an easier way of reproduction nearby, thus enabling the fairies to recreate another fairy ring. Inside the ring time seems to flow shorter. Any creature to be affected must be completely inside the ring for the magic to affect it. Druidic, Earth, Fairy, Elven magic (all nature based) and even Witch magic will have a maximum effect. Thus a Druidic or Elven Cure Light Wounds will always cure 7 hit points instead 1d6+1. No other spells will be affected as thus. This spell can also be used under water, but instead mushrooms special rings of sea-cucumbers are being used. Frost Sprites can use this spell on special ice or snow crystals with the same effect and duration, but this variation will have a beneficial effect on Frost magic also. No other form of magic will be affected by this spell.

Embalm In 1016AC by adventurers rediscovered Nithian spell (1500-1600BC), translated and rescribed by Brannart McGregor in 1019AC. **Probably first released amongst Craft of Necromancers.**
2nd level Necromantic spell

Range: Touch
Duration: Instantaneous
Area of Effect: 1 corpse
Saving Throw: None
Components: Salve of rare unguents applied on nervous nodes of a corpse (neck, back, armpits, knee-pits, etc).
Reading/Casting Time: 2 rounds.

An embalm spell enables the caster to protect a corpse (or a part thereof) against the natural forces of decay and dissolution, until some later time when it is needed for a spell. If the embalmed cadaver is later animated as a zombie, golem, or other form of animated undead, the creature gains +2 hit points per Hit Die because of the greater strength and resiliency imparted by the spell to the dead tissue. The spell has no beneficial effect if cast on skeletal remains or on previously animated undead. Thus preserved, a corpse permanently retains the same odor and appearance it had at the time of casting. The embalm spell does not reverse the effects of putrefaction, but it does prevent any further decay of an individual's physical remains. The Embalm spell does not facilitate subsequent resurrection of a corpse.

Strike of Doom 1015AC created by GSM mages who actually were ordered to create it 9 years earlier, for the War, and continued to work on it in their secret laboratory in the Colossus Mountains, unknown, the war has already ended.
3rd Abjuration Alteration spell. **Publicly released in Abjuration Class of GSM.**

Range: 10 feet per level of the caster
Duration: 1 Round
Effect: 10 foot cube per level of the caster
Saving Throw: None
Reading time: 8
Casting Time: 1

On the round that a Wizard casts Strike of Doom, or on the following round (Caster's Choice), the character may select any melee strike(s) in the area of effect and make them receive a +4 bonus on attack and damage rolls. Both weapons and natural attacks (claws, teeth, etc.) appear to be affected. While Wizards use this spell mostly for personal defence, clever Spellcasters do not overlook its battlefield application. One or two castings of this effective abjuration can turn the tide of a small battle. A Wizard enhances the battle rate (BR) of a battle with this spell according his level and the number of spells cast in that battle a per following table. This combined enhancement lasts only for 1 battle only.

Level caster	7	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
1 spell cast	0	0	0	1	1	1	1	1	2	2	2	2	3	3	3	3	3	3	3	3	3	3	3	4	4	4	4	4	
2 or 3 spells cast	0	1	1	1	1	2	2	2	2	3	3	3	3	3	3	3	3	3	3	3	3	3	4	4	4	4	5	5	
4 or 5 spells cast	1	1	2	2	2	2	3	3	3	3	3	3	3	4	4	4	4	4	4	4	4	4	5	5	5	5	6	6	
6 or 7 spells cast	2	2	2	3	3	3	3	3	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	6	6	6	
8 or 9 spells cast	2	2	3	3	3	3	3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	6	6	6	
10 or more spells cast	2	3	3	3	3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	6	6	6	

Skimming Winter 1014 AC by Micky the Mage. This new member to the Brotherhood of the Radiance is the first one to discover a **new pure Radiance spell**. **Restricted discovery/release amongst Radiance users only.**
Special 9th level Radiance Evocation spell

Range: 30'
Duration: One Turn per level of the caster
Effect: Opens a gateway to another point on Mystara

This spell allows the caster to open a gate to any point on the surface of Mystara. The point must be a location the caster knows well. The caster having 'general knowledge' per the guidelines of the 5th level Teleport spell (see page 96-99), for determining exact location. No Teleport mishaps will happen. The gate serves only as a window allowing one on either end to see and hear through the gate to the opposite side. Spell effects can be felt through the gate, yet spells can not be cast through the gate itself, nor can there be any other transportation. The gate itself can be ended by the caster at any time during the spell's duration by command word. Use of this powerful spell though has a risk. **In addition to the 1% chance of having a part of the body corrupted by using any spell of the Radiance, the amount of Radiance this spell uses increases the chance of corruption to 10%.**

The spell uses the flows of the Radiance which are confined to Mystara (if I Micky am not wrong) yet are all over Mystara thus making the spell only usable between points on Mystara.

Adventure Leads

I.e. the DM has to flesh these out these adventure suggestions themselves using the given basic information as a guideline. Do not forget to use the adventures in Glantri Kingdom of Magic boxed set; Test of Darkness and the 6 Leaflet adventures in the box, for these fit wonderfully in the path of students of the Great School of Magic.

Another nice adventure suggestion lies in Dungeon Magazine 44, **The Hand of Al-Djamaal**.

Or **Fountain of Health** in Dungeon Magazine 39.

Page	Room with Link	Adventure Suggestion
15	DM: Treant's Legacy	1E , Mnt De Glace Foothills
15	DM: Discovery of the Basements	1E , 1N , -1C , and beyond
17	DM: The Discovery Down	1H , -1M , -2M , -3P , -4AX , -5X , Lower Chambers , Chamber of the Radiance
18	DM: The Three Spectres	1L2
18	DM: The Illusions of the Tapestry	1L1 , interactive Illusionary Historic Locations
21	DM: The Hunt for Flaws in Knowledge	2C , Anywhere in Glantri
26	DM: Lingerin Nothing	2P
27	DM: I Hate Temporal Dynamics	2Q , Anywhere in Glantri in earlier Time Period
31	DM: A Day Off	Anywhere in Glantri
35	DM: Retrieve the Foolish	3N , Any Outer Plane
45	DM: Boring and Annoying opponents	GSM, Anywhere in Glantri during excursions
50	DM: A new Race	4M , Anywhere in Glantri
52	DM: A Burglar caught Red-handed	4S , Anywhere in GSM, or even Glantri City
53	DM: Alphonse D	4Y , GSM, Anywhere in Glantri city
54	DM: Clean Love	4W , GSM, Anywhere in Glantri City
60	DM: Not all administration is Dusty	5K , 6K , 7N , Ardelphia (Darokin)
62	DM: The Roof	5M , Anywhere in Glantri, GSM
63-66	DM: The Organ of Tomorrow	6B , -2I , Timeline of effects
67	DM: Beyond the Borders of Reality	6F , Anywhere in GSM, or even Glantri City
68	DM: Gremlin Hunt	6H , 5I , Anywhere in GSM
69	DM: A Find in Glantri	6I , Anywhere in GSM, or even Glantri City
72	DM: International Intrigue	7G , Anywhere in Glantri
74	DM: A Cat's Secret	7K , Anywhere in GSM, or even Glantri City
75	DM: Haunting History	7L , GSM, Glantri City, Broken Lands
77	DM: Hiding a Secret	8A , GSM, Glantri City
78	DM: SandWitches	8E , Anywhere in GSM
79	DM: A passage to a thousand adventures	8K , Anywhere
80	DM: The Artist's secret	9A , 9B , Anywhere in Glantri
86	DM: Beyond the stars	10D , Anywhere on Mystara
88	DM: Some Pudding...Dear?	-1B , Anywhere in GSM Latrines
91	DM: Lich or no Lich, that is the Question	1E , 1N , -1C , -1D , -1E , -1G , -1H , -1I , -1J , -1K , -1L , -2A , -2B , -2C , -2D , -2E , -2F , -2G , -2J , Anywhere in Glantri
105	DM: Quest of the Ancient Past	-2J , Anywhere in Glantri
113	DM: Graduation Test (gaz3) Add-on Prelude	-2R , Graduation test area
114	DM: The Wits and Fickle of Battle	-2S
119	DM: Ilyan Fyanyll	Courtyard , 4M , Anywhere in Glantri
120	DM: You are Summoned to a duel	Courtyard/Duelling Grounds , GSM (any enclosed waiting room)
124	DM: Temple Takeover (GkoM extra adventures)	Temple of Rad , GSM
129	DM: Clearing the Crypts	Temple of Rad , -2T9 Crypts
130	DM: A Black Cat's Luck	Kitchen , Anywhere in Glantri or beyond
137	DM: How deep are the Canals? Very Deep sometimes	-2K10 , Anywhere in Glantri Canals
142	DM: Who's Durnit?	2D13 , Anywhere in Glantri City
144	DM: Following a Dream	-1D14 , Anywhere in Glantri, Dimension of Nightmares
152	DM: Torrean Demask	3A14 , 2A11 , 3A13 , 4A15 , Anywhere in GSM Administration Tower
154	DM: Finding the Thief's Heir	-1A20 , Anywhere in Glantri
167-168	DM: A Blast from the Past	-1W11 , in earlier Era
177	DM: Love knows no Bounds	1G3 , Anywhere in Glantri
181	DM: A Dirty Job	1Grd4 , Anywhere in Glantri City
187	DM: A Kind Gesture	-2Grd23 , Anywhere in Glantri
216	DM: Interplanar Politics	-3EE12 , Anywhere in Plane of Earth
226	DM: A Corpse in the Woods	-2STI16 , Anywhere in Glantri
251	DM: The Ring of Glantri	-6AP27 , Anywhere in Alexander Plaza
267	DM: The Last Enemy	Graveyard , Anywhere in Glantri



268	DM: Bring it Back Home	Stone Lion Statue , Anywhere on/In Mystara
268	DM: The search for Death	Dragon Skeleton , Anywhere in Glantri Canals, Darokin
270	DM: Treasure Diving	Sunken Vessels , Anywhere in Glantri Canals
270	DM: A Betrayal Wet	Underwater Tunnel and Gallery , Anywhere in Glantri Canals
271	DM: Horrific Art	Ring of Statues , Anywhere in Glantri Canals
281	DM: Gaining access through the past	-3O , Anywhere in GSM, Wizard Warrens
299	DM: Mister Ollongen	-3AH , Anywhere in GSM
305	DM: A PC's Legacy	-3AQ , Anywhere in Glantri
305	DM: The Secret Still Lingers	-3AQ , Anywhere in Glantri
309	DM: Return the body of Moglai Kahn	-4E , Anywhere in Glantri, & Ethengar
310	DM: You can't trust your classmates	-4G , Anywhere in GSM
310	DM: Bonehunt	-4I , Anywhere on Mystara
313	DM: Invisible Light	-4P , Anywhere in GSM & Glantri
341	DM: Family Bones	-4W , Tower of Sighs, Anywhere in Glantri City
358	DM: Bring me my Liquid	-4AM , Anywhere in Glantri
365	DM: What did happen here?	-5I , -3AA Cantina , Anywhere in Glantri
386	DM: Open This Door Please...	-5AK , Anywhere in GSM
396	DM: Sweaty, moisty, wet, hot, toxic and dangerous	Toxic Lake , Anywhere in Glantri
425	DM: I Spy with My Little Eye	D5 , Anywhere in GSM & Glantri
429	DM: Save the Secretary	D12 , Anywhere in Glantri, Darokin, Sea of Dread, Minrothad
444	DM: "Watch that Bottle!.....!!"	VV11 , Anywhere in Glantri
490	DM: Save the Water	Geopolitical effects , Anywhere in former Glantri

Expanded History Redfen/Braejr/Glantri

Redfen, the capital of the New Blackmoor region. **Braejr**, the important central city and later capital of the Flaemish nation. **Glantri**, the proud capital of the combined nations of Glantri.

3500 BC The great Kingdom of Blackmoor located a large resource of natural gas on the continent of Brun along the barren edges of the Northern ice, and soon harvested this as fuel. The location is called [Redfen Foundry](#), as the area is a large wetland (fens) between the merging of two red glacial rivers. But as the soft wetlands were already subjected to regular flooding, and rising waters, the structures made of magical stone (armoured concrete) slowly but irresistibly sank into the soft ground.

Map 1 Redfen foundry & village 3470-3452 BC Blackmoor Era

Many artificial terps have been created in the marsh to enable the valuable gas below to be gained. Also used for various other means. Upon the sinking of the original structures, new structures were built, using the older versions as basement and foundation. Factory enlarged. Second Drilling Tower Created.

In the North the Elven section on artificial trees made of wood, as if a forest. Lots of plants added around the housing and on the roofs. In the south two-tiered brick street housing for the humans. On the ground floor mostly various shops. In the east, the farmers, with extensive farms, wooden buildings. The sinking continued in a 2nd and 3rd layer of sinking structures. The factory already suffered severe sinking in the last 30 years of existence.



Map 2 Redfen foundry & village 3452-3435 BC Blackmoor Era

Second Drill Tower disaster in 3452 BC. Locals feel as if there is no end to the sinking. 2nd gas chamber reached in 3450BC.

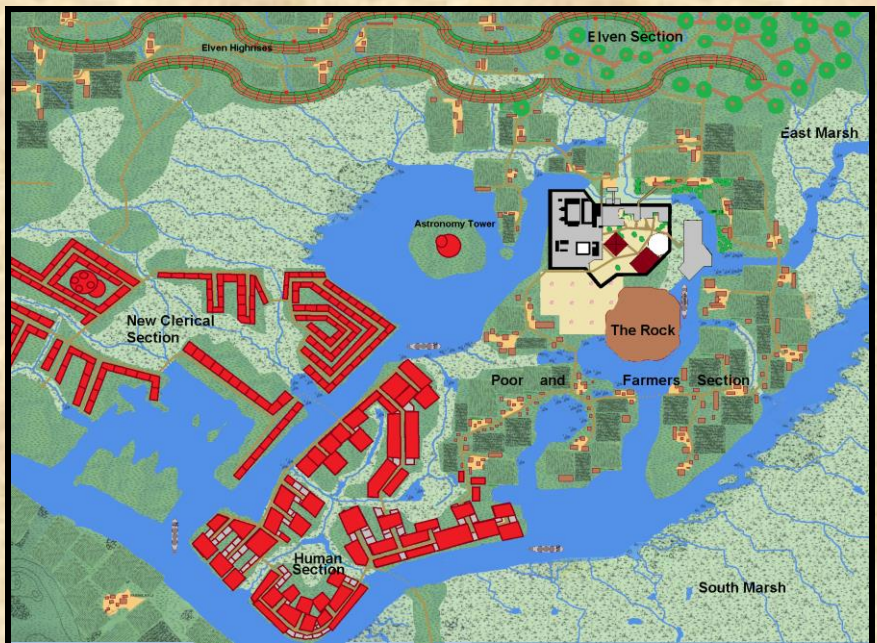
The religious movement has gained more power and enforced a pyramid-shaped temple on the factory grounds (out of respect to the fallen they say).

The factory is now totally underground, yet plans for expansions on the surface are already made. High stone walls are created to protect the gas drill area as it further sinks. The area seems to become a large pit enclosed with walls. The idea is to cover everything with newer constructions. The storage balls used for the gas have now been completely inundated by the wet ground, leaving only the top access available. These are emptied, by the vessels, in these years.

In 3447BC a giant Obelisk, broken in three pieces is found and brought to the factory (as only this has machines able to transport it), placed north on the bare ground of the sunken 3rd level. The item is researched extensively, until even these slowly sink into the ground (see [DM: Quest of the Ancient Past](#)).

The bringing of this obelisk ignited anti religious sentiment, and also the beginning of a movement towards nature and its sources. These two dogmas will collide often in the future, and slowly progress towards extremes.

Many additional artificial terps have been created in the Northern marsh and the shores have been forced towards the water. However, due to the rivers and the hills the water keeps coming.



The underground is very weak, and all structures sink slowly into the ground. Upon the Brick structures new ones are created, abandoning the sunken ones, or giving them to the poor. Some streets-ends or other sections are covered by the newer constructions, becoming a sort of underground streets (sections). Sunken wooden structures on the farmers section are simply removed, and replaced.

A 4th layer (**Layer -2**) is build upon sunken 3rd layer (**Layer -3**), and on the discovered Obelisk pieces.

The Elven section is completely overhauled; the foundation of a large wooden eco-housing-project has begun for the elves, enabling more people to live on a smaller surface. The population has expanded significantly, and the older terps south west have been used to create more two-tiered brick street housing for the humans.

An observatory is created on the central island. And a large church/temple in the new living section for humans (*and others*). The devout, think their faith would protect them from any harm; the truth followed a few years thereafter. Due to its massive size and height this structure sank with a foot each year. This infuriated the faithful, who deemed the Astronomy observatory as dangerous infidels causing this to happen (*they only saw the sinking after the observatory was build, so this must have been the cause; as far as they could see*).

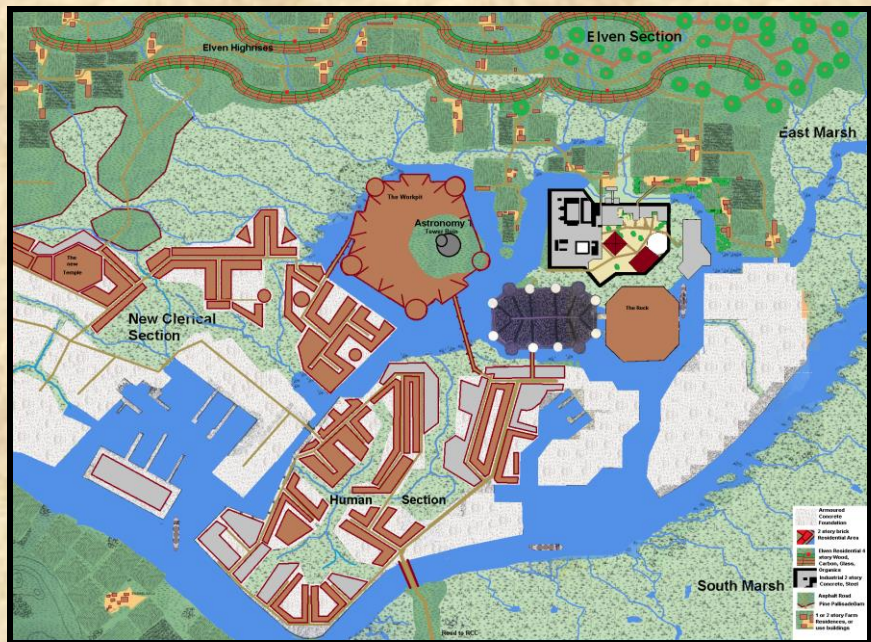
The elves and other nature lovers, politically succeed to refrain from using Radiance magical energy in the city (*except the Gas drill & Refinery complex*). The village (soon city was no longer a unity, but has become a broken cohabitation. And although similar to real World societies of 2000, it was filled with Elven hippies, expansion futurists, common workfolk desiring to live at least a 'normal' life, and religious fanatics deemed to destroy the Beastmen, Giants and dragons with which Blackmoor is in regular conflicts with.

Around 3440BC the 5th layer (**Layer -1**) build upon the 4th layer (**Layer -2**), some sections abandoned; at 3445 BC the locals finally notice slower sinking; 1st gas chamber depleted, 3rd (lowest) gas chamber reached.

In 3434BC the Astronomy tower was severely damaged in an arson fire, suspects were found in the religious followers, but no proof could be found.

Map 3 Redfen City 3435 BC-3050 BC Blackmoor Era

Several more artificial terps have been created in the Northern marsh and the shore has been forced south towards the water. The underground is very weak, and all structures sink slowly into it. The seasonal inundation washes away all ground placed in attempts to fill up the marshland. Finally the Blackmoor people try learning something on water management. This was done in phases, which each city section on a different time. First the Human section was enclosed in a dam wall made of pine trees, the area was levelled, and the lower structure later covered underneath a layer of armoured concrete. All these sunken layers (*of the whole city*) were thus covered and made into great foundation blocks with the use of magical stone and (*armoured*) concrete.



Many people are forced to relocate...again...and again. This also enforced the farmers to relocate outside the city, yet here they gained larger landmasses to use. Mass farming and producing was thus introduced. The lower sections underground were officially abandoned, yet secretly used several decades later to hide during war, safety alarms, or to hide illegal activities of any kind. On top of the Foundations industries and living apartments were created of 1 to 4 stories high. All these were made of lighter carbon, steel framed glass structures, sometimes with added plastics.

The same procedure was done at the foundry earlier. Here machinery was now built on top and below mostly to delve or work with the gas, which was located in deep rock chambers 1500', 4000' and 10.000' below. The highest building was the stone (*armoured concrete*) tower seven tiers high, which dominated the city. This tower incorporated the drill and pumps further down. This mostly square drill tower is finally stabilized and finished; Transportation of the gas begins now by pipe, magic and trucks & vessels. **Note; the tower known as the Olde Keep is thus dating from before the Rain of Fire. Formerly a gas-drill factory but wrongfully assumed by the later generations of Glantrians as being an old keep, and mentioned as thus here.**

The roads were intelligent plastic roads with integral information systems, accessible to all who thread upon them. The religious movement intended to go even beyond that and gain access to who thread where and when and why. Yet this privacy break was refused by the New Blackmoor political system. This might have been allowed in Blackmoor, this free colony was not going to do this.

Already in 3435BC the beginning was laid for the creation of the **quintogonal Radiance Line Station**, in an enclosed pine tree dam around the partially destroyed astronomy tower. It was rumoured that the Observatory was not torn down, but infused in the massive concrete construction of the station. The base (*thus the station itself*) structure is made of the standard reinforced “magical created stone” (*armoured concrete*) in a very very thick fashion. As such it would be nearly impervious to destruction. This structure is thus formidable, it could have survived the blast of the past (*GRoF and the Blaze of Fire*). It also has three clearly elevated access portals (*North, Southeast, and West*).

The 1750 apartments on top of the station were made of “magical created stone” (*armoured concrete*), carbon, plastic, and steel and have been totally covered in decorative stone, metal, plastics or carbon fibres.

In 3202BC the 721' top of the Hightower was reached.

The Radiance Line Station Hightower Apartments were released to the commoners in 3181BC, to highest being the most expensive.

The Radiance Line Station was activated in 3178BC, with only the western line unfinished (*actually it was finished, but political issues refrained enabling public access to these locations, as such this line was never set in active use*).

The purple lines on the map left of New Blackmoor (*Made by Sturm*) are Radiance lines, not a true train but a technomagic transport system in which wagons moved through purple force tunnels between 100 and 180 feet up in the air. These would appear only when a wagon passed so the line would be physically composed only of big stations, such as the one in Redfen/Glantri and a pillar on each mile. Ruins of such pillars could still exist in 1000AC+. There is one such a pillar in the Broken Lands (*called the Obelisk in the Careanna region of the Broken lands. There is a stone door in the basement; the now defunct magical passage into the transport system on top*) and the Dovestone tower (*located on this map [Alfheim-1-Mile-East](#) south-west corner*), and mentioned here; [piazza](#) which was named Fenhold in 3050BC. Presumed it was originally also a station --a minor one but still.

Most of the pillars in 1000AC+ would have been destroyed, plundered for stones, re-used (as road segments for example in Darokin), sunken whole or partially in the ground, disintegrated by erosion, overgrown, etc, yet it is best to assume some of them would still exist. What could still remain in existence up to 1000AC, and maybe even used with advanced magic.

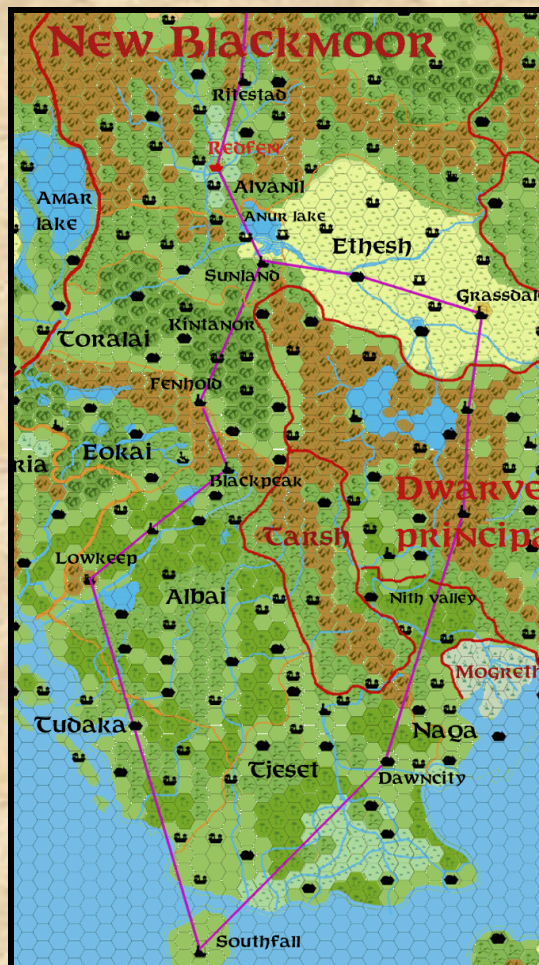
In Glantri City several sections of these obscure obelisk pillars have been found. One in the mud of the Safe Conduit, One interred into the Tower of Sighs as a stability to one of the walls, one is interred into the city walls north west, the others are lost (probably sunk in the mud of Glantri's canals.

In 3177BC two harbours are created to enhance commerce in the region of New Blackmoor using the Rivers as conduits. Robotic vessels are used, having no personnel on board.

The regular wars with other races enforce the citizens of the New Blackmoor Colony to create a Fortress, which also functions as a military construction factory.

The city greatly increased in population and size. As the technomagic and radiance (*or RCC*) energy is spreading in use, more resistance groups arise attempting to stop pollution and other adverse effects of the Radiance.

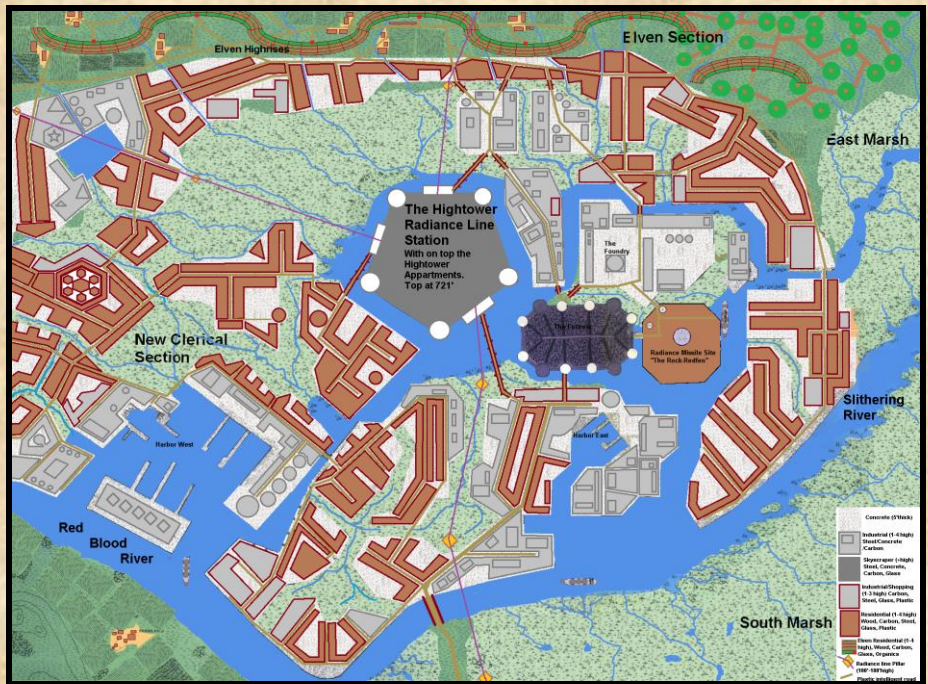
In 3094 BC The Blackmoor government begins the construction of a nuclear missile site next to the Fortress (*against any offending nations*) by drilling in the thus far reasonably stable Great Rock location of Redfen (*what later became the Alexander Plaza.*)



In 3065 BC the foundry in Redfen notices the gas reserves slowly become depleted and many small quakes cause damage to the local structures, and even the Great Rock started sinking. Lower sections were closed off either by government, or simply inundate. The missile site is abandoned, due to the risk.

The New Blackmoor colony on the continent of Brun along the barren edges of the Northern ice now designated Redfen as its capital city. As the population slowly became more environmental friendly, only a few structures were made of stone (as these dated 400-450 years earlier), the most were made of local wood, and only a few of plastics, metals or carbon-fibres. In 3050BC the city was finished, and held a population of over 150.000 people and the same number of commuters.

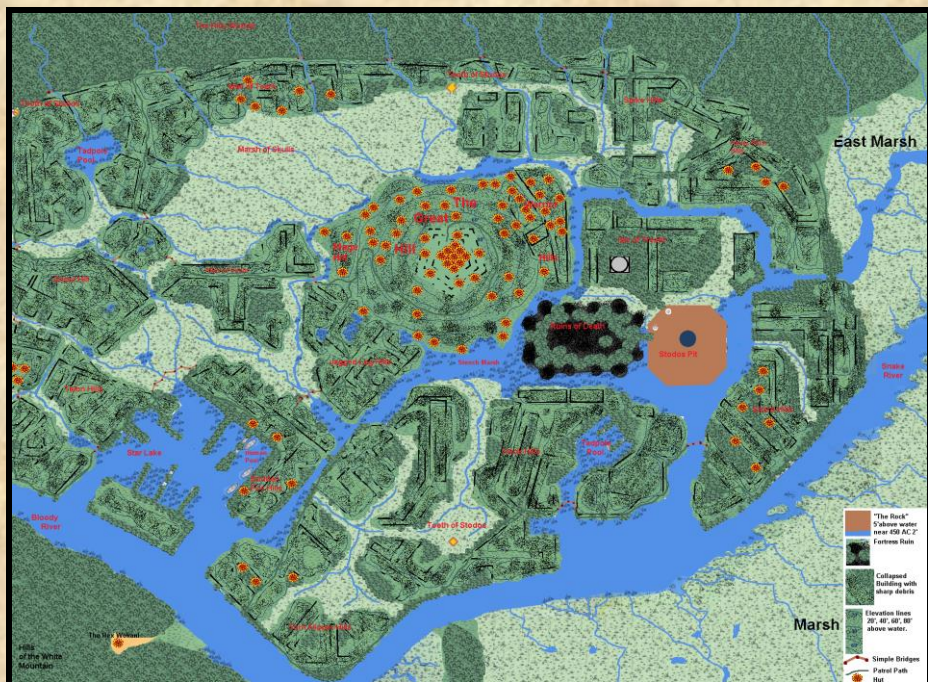
The gas pipes used earlier were removed and recycled. Several other factories have been created to enable the use of the gas and other resources drawn in the region (Crystals, Oil, Petroleum, various Ores and minerals and even natural sources of magic. All were transformed in the city of Redfen into various technomagical items. About 30% was used locally, the rest was sold and transported elsewhere over the realm of Blackmoor.



Map 4 3000 BC-450AC

Stodos era

3000 BC 1 Nuwmont: The Great Rain of Fire. Some Blackmoor prototype matter/antimatter engines explode, shifting the world's axis 45 degrees anti-clockwise. Blackmoor shifts 10 degrees to the north, becoming the frozen wastes of Norwold (southern Great Bay shore), and its civilisation destroyed (not quite North Pole). It is submerged by ocean then set in ice. Ice sheets begin to recede from SE Brun (500 year process). One of the most dangerous of the Blackmoor devices (The RCC collider) is buried intact under the hills which eventually become the Broken Lands. Redfen is ruined in the infernal blaze from the remaining gas of the three gas chambers. Only a few stone structures remain, much of the remaining metal corroded away in the centuries following or was plundered and all other material literally burned away.



The RCC machinery in the south was still in its try-out phase, when the Great Rain of Fire disaster struck. All over Mystara machines exploded that were connected to the Technomantic reactor, many people perished in an instant, cities, and villages were blown away in large mushroom clouds. It is unknown to the locals why this shape, maybe the technomagic worked like a fungus, a disease; It is unknown why this shape, maybe the technomagic worked like a fungus, a disease; at least it brought a Wasting Disease which falls over the planet, causing mutations, death and global cultural regression for many centuries. At the RCC machine in the south, only the outside controlling towers suffered from the explosions, the machinery below survived, intact, and active until 1700 BC.

The Hightower structure on top of the Radiance Line Station was totally destroyed in the GRoF disaster, and became the Great Hill. This partial destruction would have covered most of the lower concrete structure in a heap of debris, which in time was added with layers of vegetation and earth, totally obscuring the anything covered. The New Blackmoor Colony is forgotten and overrun by Beastmen, refugee Frogmen and Barbarians. These primitives soon all followed the Immortal Stodos, and chose this region (as ordained by their Immortal as the best area), and have added simple structures on top of it. This would have been their 'capital', especially with their pit of sacrifice (Joining the Frog) nearby (on ALEXander Plaza). All the other 'islands' were used as primitive farms and hunting grounds within the ruins. This whole culture would have been similar to the city of the Frog in [DA2 Temple of the Frog](#), yet here the Frogmen rule, and the settlements are only a few (for the weak humans barbarians and beastmen. Many humans, young Giants, humanoids are captured to be slaughtered, eaten or at best "[Joining the Frog](#)". The Great Hill is the main settlement and adorned with many huts for all. there is a large hut on top where the Froglord (always a high ranking Clergy) rules with 'iron'talons (ie iron fist). The few remaining Radiance Line pillars were named as the teeth of Stodos. It was long unknown to these primitives there were more further away. In the ages following, they all sank in the ground, topples of disintegrated over time. The "New temple", as it was named before the disaster had exposed itself to large amounts of Entropic energy and evil thoughts, and several bodies later resurfaced as ghouls. the froggies (as the locals are known) stay away from them, and set up patrol paths to prevent the city.

Between 395 AC & 470 AC, the Flaems found settlements at Graez, Linden, Nordeen, Traagen, Beraan, Braastar and Terreja, and the Duchy of Aalban is founded. Ryde Aalstren was part of the founding populace of Graez. The ruins of Redfen were discovered by the Flaems after a series of disturbing massacres and kidnappings all over the region. A threatening tribe of evil barbarian/froglike humanoid mixture of followers of Stodos was eradicated after a series of wars. In 445AC a large comp\ny of Flaems trying to enter the region from the west were defeated by the barbarians. In 450AC a massive army of Flaems with their magical powers (together with their support by the Overlord) gave the overhand. Most barbarians fled west, the few surviving frogfolk to the north (*they were sighted in the marshlands north of Wendar a year later*). Horrendous sacrifices were discovered after the battle, and the Shaft on the large rock (currently at 9' above the water) was closed off with large slabs of stone (*this would later become Alexander Plaza, stone froglike relief carvings give proof of this now extinct culture*). The slow removal of often strange molten and burned debris had begun. Slowly the flat 'artificial' 'magical' stone surfaces (*the concrete foundations of Redfen*) became open to use, people settled to help, and these became the first new settlers of the new village Braejr in 450AC. This ended the Realm of centuries of Stodos.

Map 5 450 AC-829AC Braejr

FWA era

At the urging of the Fire Wizards, the Flaems build the city of Braejr at the confluence of the Aalban (*now Vesubian*) and Areste (*now Isoile*) Rivers in the Highlands, on the elevated stone ruins of the former city of Redfen. Braejr is Built, from the debris found, on the weird flat artificial stones, or by using the many trees in the area. The forest in the north will thus be totally consumed by 850AC. The vegetation, ruins and debris was slowly removed



and used to create a more stable underground for the city of Braejr.

The Archduke (*an elected representative among the seven dukes; his role was created to reduce the internal conflicts among the dukes*) relocates his capital from Braastar to Braejr. Within 13 years the city contains; the purple Archduke's Palace on top of the large Hill (*later the Great Library*), a large group of high towers (*later the Parliament Building*), the Fire Wizard's Academy (FWA) (*where the GSM eventually will come to be*), the ruin of a fortress, a large plaza with a horrific hole in the middle closed off by the Flaems (*the former sacrificial rock of the barbaric followers of Stodos*), and already several other structures, including most towers still existing in 1000AC+.

Between 451AC-455 AC the FWA contains; the Large round tower (later Headmaster's tower), the hexagonal tower FWA1 (*later Archives Tower*), the rectangular tower FWA2 (*later Museum of Monsterology*), the eastern round tower of Torean DeMask and the former Teacher's Lodge and warehouse date from the early FWA era. The rest of the school area was still mostly a park on remaining ruins of the former Blackmoor Factory.

The FWA incorporated the (*what was assumed to be*) old keep as a study tower to better control the Radiance. (*The Fire Wizards learned of the Radiance before their arrival on Mystara, and were the initial researchers of the Radiance, but did not use its powers yet. As of 500 AC they don't know its origins, its scope and its major uses. Those which knew perished in the Barbarian or Dragon Wars*). Smithies, warehouses and shops spring up in the southern district of the city (currently the Merchants, Port, Entertainment and Westside Quarters).

The large hill would have been very alluring to make a Palace of the Archduke on top of it (*which is the purple section on the map*). While building this structure they discovered the hidden chambers below. An immense cathedral-like chamber of impossible size in their architecture (*they knew this would collapse if they would have built this*). They assumed it must have had something to do with the magical force deep underground (*the Radiance which they were aware of*). The water which had come in over ages, had corroded, and overgrown the inside. Here they discovered strange signs of metal, almost still intact. Their magic helped in reading these. Signs mentioned terms as; [Southfall](#), [Dawncity](#), (*unreadable*), [Grassdale](#), [Ethesh](#), [Sunland](#), [Anur Lake](#) or [Southfall](#), [Tudaka](#), [Lowkeep](#), (*unreadable*), [Blackpeak](#), [Fenhold](#), (*unreadable*), [Sunland](#), [Anur Lake](#), or [Ritestad](#), (*6 unreadable*), [Uthorrad](#). A 4th sign just had the text; [Conduit to Torelai](#), [Eokai](#), [Maharia](#), [Sun Sea](#); [Under Construction](#). All these signs pointed to huge arches in the north, southeast and west. In front of these arches large egg-shaped chambers were heaped, in a disarray fashion, and others neatly in a row. Anywhere along the former Radiance Line several of these shuttles (*plastic/carbon/metal*) survived and are used as housing by humanoids (*Broken Lands*) or have been transformed onto carriages as wagons for horses or magic. (*The original transport was more or less like this; with larger shuttles for goods.*). The arches within the underground cathedral-like structure appeared to be huge doors of metal and stone, impervious to any attempts at damaging or opening. They also discovered strange machinery (*computers*) which somehow were nearly undamaged. They succeeded to feed it with large amounts of magic, and one of these machines sprung to life (*and unwittingly triggered an energy charging connection to the Radiance; responsible for the drain of 1 rad per year*); with that it opened a large magical portal on the northern and south-eastern arches at 40' height. The metal bridges and other construction had collapsed in the many years of corrosion, making these gates inaccessible. The research of the Flaems continued in the following decades, until they learned the spell Teleportation. This spell was able to penetrate the internal "magics" (*programming*) of the weird machine, and overlap the technomagic programming with this powerful spell.

In the original programming was inscribed the exact location of each destination. As the conduits no longer exist, the programming combines the inset Teleport spell and activates the conduit entry gates. Here the magic and technology fuse together enabling a one-way teleport without failure to the prescribed destinations (*only in the original description*). The wooden scaffolding they had created in front of the gate enabled them not only to touch the magical field, but access it. Carefully they experimented, sending objects, animals and later heroic Flaems into the field. Often with dramatic consequences; either they arrived too high and fell to their death, or they arrived in an enclosed structure without means of returning or escape (*Fenhold for example*). As several designations were unreadable these could not be used. Nobody could return from any of the locations without using a Teleport the normal way (*i.e. having a well-known location*) and then return normally from there.

The discovered locations led to the following destinations;

Grassdale led into some forgotten ruins on World Mountain Ethengar, the region is very dangerous in many ways possible.

Fenhold led to inside Dovestone Tower Darokin, only a Dimensional Door on top added with an active Fly or Levitation spell enables escape of the structure, see map [Alfheim-1-Mile-East](#).

Blackpeak led to an empty wasteland 40' above the ground so an active Fly or Levitation spell enables safe landing or into an open tower in an obscure forgotten city named Tuma which does sometimes reappear in [North Karameikos](#).

Lowkeep led into the ancient and mostly severe damaged sections of Stronghold on Fortress Island [Minrothad](#).

Tudaka led to the open sea northeast of Old Nenthead volcano (*Halfpeak*) 3 hexes southeast of the whirlpool in [Minrothad](#), so an active Fly or Levitation spell or a flotation device of any kind and directional/location knowledge enables survival

Southfall led on to a crossroad trail with statues on the island [Teki Nura Ria](#).

Dawncity led into an ancient stone Tower (long used as a Lighthouse, since 1000AC abandoned) in Tel-Akbir [Thyatis](#).

Ritestad led into the ancient tower of Ritterburg in Aalban, [Glantri](#)

Uthorrad led into a tower in the middle of the humanoid infested ruins of Urzud Minor in Gallanor in the far northern [Borean Valley](#)

Anur Lake led to the obscure ruins west of the Mucks and east of the Humanoid village Xigaze in the [Broken Lands East](#).

Ethesh led to 50' above a ruin of a former fortified settlement 18 miles northeast of the encampment of Bargha in [Ethengar](#), so an active Fly or Levitation spell enables safe landing, yet other means of security advise are either legal documents (*and then still you are not safe completely*) or a invisibility or other means not being seen or detected. This is enemy country, so thread carefully. The ruin is dangerous to thread due loose stones, sharp rusty metal and is polluted by active Wasting Disease. As such it is encircled with thorny bushes to prevent access.

All the other locations (*unnamed*) do not lead to anything, except instant death on an obscure unknown location (*according FWA dated Speak with Dead and Commune spells*). Over the decades following, the empty inside structure became thus freed and recognizable, the gates were cut open and new doors were created for access. Inside the structure was cleaned and altered. Gigantic wooden bookshelves were created (*70' high almost reaching to the ceiling*), with movable scaffolding and later magical levitation platforms movable on command, Thus the Great Library came to be.

Up to this day (1000AC+) the Great Library enables mages to be transported to any of the given locations. The system however is severely restricted due the risks at the arrival locations involved. Legal documents and waivers are needed beforehand and the allowance of the Head master of the GSM. This was used in the Great War of 1004-1010AC to great benefits, but also problems. There has no record of an entry ever been registered, yet it is unknown if existing towers on the receiving end have similar machinery surviving, which could be altered similarly as before, enabling a two-way transportation between the locations possible. Not only political and xenophobic borders need to be bypassed to allow such an action, if possible at all. Many locations know do not even have remaining structures or machinery.

The 'canals' are mostly fully filled with marshland, mud and regularly flooded by raised river levels. This gives Braejr its second name; The Mudpot. Hated by everyone, despised by visitors; the stench of the marshlands and its mosquitoes is only stopped by winter. The many towers are envied by outsiders, by outrageous design, or the simple fact there are so many. The many wooden bridges and boardwalks enable all areas to be reached, yet rarely with clean feet. It is common for visitors to fall and become covered in mud. The lack of hygiene and safer water management would become a boon to the plague in the years of Infamy (802-828AC). Braestar & Braejr are free cities under the Archduke's control.

Most ruins and natural debris is collected and tossed into these marshlands, in massive wastedumps, in an attempt to increase building space for housing. The water inflow from the east is reduced as the East Marsh flow is dammed off enforcing the water to follow the Aalban River. Several creeks coming from the northern slopes are closed off, or going underground by disintegration and baked pipes. However, due to the rivers and the creeks from the northern hills the water keeps coming. The underground is very weak, and all debris sinks almost as fast as it is deposited. It is only until 845AC, when this sinking stabilizes somewhat, enabling, new islands to be created.

The former fortress is destroyed like most others, yet its sturdyness enabled it to remain in existence as a ruin with enough shape and material to rebuild the whole structure by the Flaems in 488-493AC.

750 AC FWA Braejr. Soon the area became too small for its use and a larger rectangular-like shape was created around the great round tower. Upon the large round tower two small hexagonal towers were created to distinguish it in size, meaning and importance from the other towers. The map given here is of this year.

828 AC Forty Years War End, Severe damages to Braejr and the FWA buildings. Many of the typical Braejr towers were destroyed.

Glantri City 829 AC-current

GSM era

In 829 AC Lord Alexander Glantri summons the nobles of the land to Braejr and founds the Republic of Glantri and reforms the council. The city of Braejr is renamed Glantri in his honour.

Beginning in 844 AC of removing the former garden and debris all over the city from the 40 years war, the building of new houses and shops for the commoners (*mostly of wood; stone only for the wealthy*) and creation of the plans for the new Great School of Magic (GSM) Main building, and opening the canals with the use of (Earth and Water) Elementals, between the existing "magical created stone" (*armoured concrete*) foundations and thus created the canals we know now to be typically Glantri City. The expansion of the city starts with the many residents coming to the city. Between 829AC and 875, the number of citizens quadrupled.

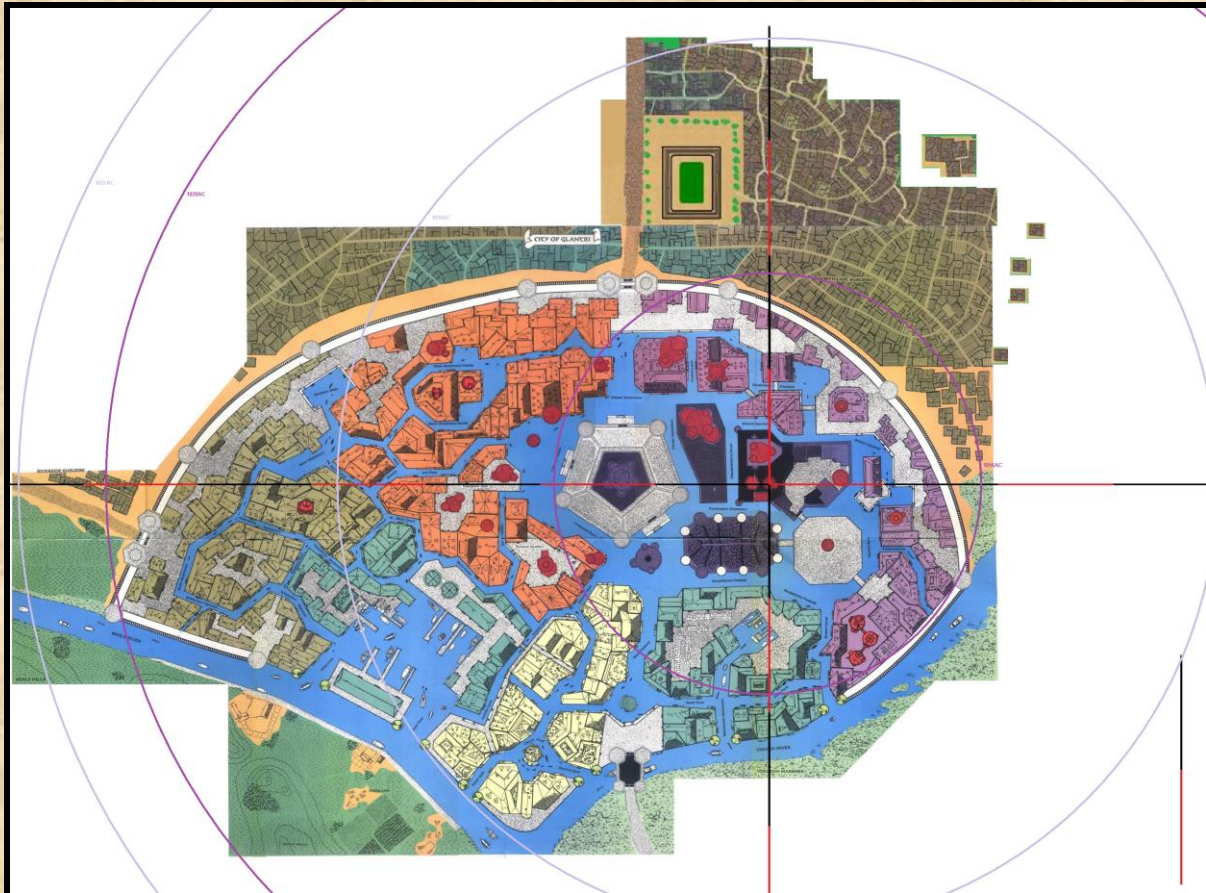


Between 829AC and 875, the number of citizens quadrupled.

Houses in the city are often built on poles beside- and on -the stone foundation, minimizing the width of the canals, and maximizing the living/working area. Even outside the city many take residence, mostly in simple wooden cottages, some villas however do exist.

845 AC -875 AC Construction of the Great School of Magic around and on the former Fire Wizard's Academy. The latest additions in 875 AC were the kitchen, dining halls, griffon stable, and guardhouse. The old Redfen tower (*also known as the Olde Keep*), within the incorporation into the GSM, became the tower of secret experiments, due its sturdiness. This year a sudden earthquake lowered the GSM by 3 inches within a few minutes. Several buildings in the city became destroyed, and severe damages to the GSM lower Levels. The Teacher's Lodge in the GSM is destroyed by fire. One year later the Griffin stables and Warehouse expansion are finished on the ruins of the former Teacher's Lodge.

Glantri City Current-1751AC Dark era



In the beginning (1016AC), the darkness covered only a surface radius of 490'and being 12' within the centre at the GSM. Within the city most of it was no higher than a few feet. However, as the canals are 5' below the ground level of the buildings (aka upon the Concrete), the darkness has become a great handicap. Many people intend to move to the areas north of the city, yet after severe pressure from the council most return as soon as light can be used again. As the city has a diameter of about 2000 feet (0.66 miles), it is enveloped in the darkness very soon. The 20' high outer wall of the city is fully enveloped in the year 1020, and with that most of the city, but the higher building near the walls. The Shroud underneath the 49' thick Shell of Darkness enables light (see [Shell of Darkness Effects as per ToD](#)) and is already releasing the outer wall to the shroud in 1023AC. This means most commoners were temporarily relocated, and then returned to their homes (with severe political/legal pressure). Of course many move to other settlements nearby, and do not return, yet most accept the pressure to return, and find there is still life possible in the city (although in a perpetual creepy shrouded darkness).

Travelling in and out of the city has become difficult and with ropes, and guidelines or similar systems people are steered through the Shell of Darkness without accidents (mostly).

The first years the life is almost as it was before in the city; magical light (although dimmed) makes life easier, and trade and other business possible as before.

After about 10 years, Glantrians within the city have lost all tanning from the sun, and have become pale skinned humans. Even darker skinned guests have lost much of their color. They do not suffer anything harmful from the sun as its healthy rays seem to penetrate the sphere without effect; it is only the light-intensity and the rays affecting undead which are barred from passing the Shell.

Since 1080AC there is however another reason for paleness growing, combined with an overall weakness. As more vampires have settled within the protective darkness, they also fed upon the locals. This has been accepted by the Glantrian Princess (of which several powerful ones are undead themselves) with one rule; Humans may not be drained or fed upon more than once a week, to enable them to recover, and a Forget or Charm spell, Hypnosis or similar way of wiping the memory and/or controlling the citizens is applied. There is however a growing fear, and resentment



The city of Glantri at High Noon since 1024AC.

Site Interdite Mortellement 1751 AC+ New era



The GSM Dependence far away from former Glantri City in 1752AC

1751 AC; The surface radius of effect was now 5990' =1996yrd (1.135 mile) from the GSM and roughly every 3.72' from the GSM the height of the darkness sphere is 1' lower. Then the last Rad was used by some unknown Radiance user, causing the final disaster of Glantri (See [The Explosion of the Nucleus of Spheres \(ENS\) in detail](#)). Nothing remained of the city, except a flooded molten disintegrated section of the planet, resembling nothing of any of its former settlers. Several miles from the city, the fires burn for the first

years, leaving an image like the picture here. Affected undead or mutants might roam about, hence the whole region is cordoned off and made almost inaccessible to outsiders. Beyond the Site Interdite Mortellement, life restarts, having many memories used of how Glantri was before, yet now somewhere else. The nation has been broken apart, as most Principalities lost their rulers and means of control, and/or have been exchanged in rulership.

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About these maps; Black is artificial material, mostly building material, metal, concrete, bricks or cut stone. Beige is wet mud, dark brown is packed earth with rocks/gravel, brown with dark brown outline is rock, spoiled green is polluted canal water.

All is measured from ground level and up. Each map thus displays the area between floor level and ceiling level of that specific level. This means if an area is spoiled green it is canal water from toes to higher. This can thus mean there may be another material lower, where can be walked upon or not.

All squares are 5'. Magnetic north direction is left of the map, or as given.

Important Books

Used as source to make best use this compilation document or located near or in the Principalities of Glantri being a source or adventure, and where to buy them;

If any link give below has ceased...Use this one and search on title;

<https://www.drivethrurpg.com/index.php>

D&D Rules Cyclopedia (RC);

<https://www.drivethrurpg.com/product/17171/DD-Rules-Cyclopedia-Basic?it=1>

D&D Gaz 3; Principalities of Glantri;

<https://www.drivethrurpg.com/product/16975/GAZ3-The-Principalities-of-Glantri-Basic?it=1>

D&D Gaz 12 Golden Kahn of Ethengar;

<https://www.drivethrurpg.com/product/16981/GAZ12-The-Golden-Khan-of-Ethengar-Basic?it=1>

D&D Gaz10 Orcs of Thar

<https://www.drivethrurpg.com/product/132809/GAZ10-The-Orcs-of-Thar-Basic>

D&D GAZ0 Dawn of the Emperors Boxed Set

<https://www.drivethrurpg.com/product/16995/Dawn-of-the-Emperors-Thyatis-and-Alphatia-Basic?it=1>

D&D PC4 Night howlers

<https://www.drivethrurpg.com/product/17403/PC4-Night-Howlers-Basic?it=1>

D&D AC4 Book of Marvelous Magic;

<https://www.drivethrurpg.com/product/17173/AC4-The-Book-of-Marvelous-Magic-Basic-1e?it=1>

D&D AC9 Creature Catalogue;

<https://www.drivethrurpg.com/product/16973/AC9-DD-Creature-Catalogue-Basic?it=1>

D&D DMR2 Creature Catalogue

<https://www.drivethrurpg.com/product/16989/DMR2-Creature-Catalog-Basic?it=1>

D&D AC11 Book of Wondrous Inventions;

<https://www.drivethrurpg.com/product/16978/AC11-The-Book-of-Wondrous-Inventions-Basic?it=1>

D&D X2 Castle Amber(Adventure)

<https://www.drivethrurpg.com/product/17088/X2-Castle-Amber-Basic?it=1>

DA3 City of the Gods (Adventure)

<https://www.drivethrurpg.com/product/17132/DA3-City-of-the-Gods-Basic?it=1>

AD&D2 Joshuan's Almanac (1013AC)

<https://www.drivethrurpg.com/product/17350/Joshuans-Almanac--Book-of-Facts-Basic-2e?it=1>

AD&D2 Glantri Kingdom of Magic (GkoM);

<https://www.drivethrurpg.com/product/17553/Glantri-Kingdom-of-Magic-2e?it=1>

AD&D2 Mark of Amber;

<https://www.drivethrurpg.com/product/17342/Mark-of-Amber-2e?it=1>

AD&D2 I, Tyrant;

<https://www.drivethrurpg.com/product/17444/Monstrous-Arcana-I-Tyrant-2e?it=1>

AD&D2 Monstrous Compendium Mystara Appendix;

<https://www.drivethrurpg.com/product/16911/Monstrous-Compendium-Mystara-Appendix-2e?it=1>

AD&D2 Mystara DM survival kit;

<https://www.drivethrurpg.com/product/17353/Mystara-Dungeon-Master-Survival-Kit-2e?it=1>

AD&D2 Mystara Players survival Kit;

<https://www.drivethrurpg.com/product/17341/Mystara-Players-Survival-Kit-2e?it=1>

AD&D2 Monster Manual

<https://www.drivethrurpg.com/product/16865/Monstrous-Manual-2e?it=1>

AD&D2 Encyclopedia Magica Bundle(1-4);

<https://www.drivethrurpg.com/product/120126/Encyclopedia-Magica-Series-2e-BUNDLE>

Suggested PC's (or NPC's)

Mariska Perthold from Glantri City, ♀ born 05-Yarthmont 998AC, Blond, 5' 5" tall, normal body/face, unnoted, hard worker, St11, In15, Wi9, Dx9, Co10, Ch11, AL NG, AC 9, AV0, Mage 2, HD2d4, Hp5, ML7. Skills; interest lies within creation Magic (like Mother Esmerelda Convenant). Financially backed-up by mother See [4AE](#).

Jennifer Perthold from Glantri City, ♀ born 12 Flaurmont 997AC, Blond, 5' 6" tall, , normal body/face, unnoted, hard worker, AL N, St12, IN14, Wi8, Dx10, Co12, Ch13, AL NG, AC 9, AV0, Mage 2, HD2d4, Hp7, ML7. Skills; interest lies within research (like Father Alexander Perthold). Financially backed-up by mother. See [4AE](#)

Vibrinius Gallia from former Blackhill, ♀ born 15-3-983AC, Redhair, long, slender, 5' 5" tall, Agitated, restless, hasty, direct, St8, In16, Wi6, Dx16, Co16, Ch11, AL N, AC8, AV0, HD 3d4+3, Hp15 (+2/HD), ML. Skills; Musician, Runningx2, Agility, Jumping, Rapid Casting. Spells preferred; Haste, Slow, Translocation. Due heritage owns 15.720Dc & magic items. Money mostly used to study. Orphaned in the meteor impact 1007AC when Blackhill was destroyed. Ring of Speed (father), Ring of Protection +1 (mother), 12 Potions of Speed (bought). Vibrinius literally saved his life due his speed (which he increased by all means thereafter) at the age of 12 when the meteor impacted the Silver Sierras. He was in Eriadna with his Father for shopping farm appliances when 'hell brooke loose'. It was as if the sky fell down and he was rained upon by large boulders, ash, sand, blasts of airpressure and more. Jumping, running, ducking, rolling, sliding he sprinted over the bridge over the Vesubian, seeing a mass if destruction at his spurs. He was one of the survivors—the only one of his extended family. He is still afraid of falling objects and desires to increase his speed even further to what is around him.

Oswald Postorius from Bergdhoven ♂ born 17-2-993AC, Blond Hair, Muscular, Kempt reddish beard, 5' 3" tall, Slow, Ponderous, rigid, Calculative, abandoned by parents for unknown reasons, St17, In13, Wi9, Dx6, Co18, Ch9, AL LN, AC9, Av1, Mage 1, HD1d4, Hp6 (+3/HD), ML7, Skills; Muscle, Blacksmith, Endurance, Spells preferred; Strength, Power/impact increase, Elementals. Had a teacher before since the age of 6, who gave him enough money to enrol in the GSM, together with an amulet he is unaware of it is an Amulet of Earth Elementals. He owns a ring+1 family heirloom. Unknown to Oswald is that his family were killed by the Glantrian officials for being members of the Followers of the Claymore (Gaz 3 page33); of which other members are aware and help him (secretly) where they can. There was an old prophesy of Mother Shipton; "Postorius son;, Oswald's Tongue and Deeds strong, after the Sky fell Down Wrong, sometimes Flawed sometimes Wrong, lead to the Greatest Deed, worth Respect Indeed."

Gormar DiKamorin from Krondahar. ♂ born 12-8-997AC, Black 3' long hair, cut Beard 3", Slender 5' 2" tall, silent, reclusive, curious, planning, St9, In18, Wi15, Dx8, Co9, Ch9 ALCN, AC9, AV0, Mage 2, HD2d4+2, Hp11, ML7, Skills; Intimidate, Persuasion, Deception, Leadership, Spells preferred; Any control, Mind Reading. Send by Parents to study at GSM, paid monthly 1000Gp by parents in advance, also received a Ring of human(oid) control and Ring of Animal Control. Gormar is split between two nations; Ethengar as his native country, and Glantri as his only safe 'home' nation. He loves Ethengar, which does not love his magical abilities, he dislikes Glantri for its racial bigotry, yet only here he can be a mage which is his dream desire.

Vladimir Rasputin from Nyra, ♂ (secretly ♀ Vadima) born 21-12-989 AC, Bald, Shave, Tattooed with dragons & Serpents, bit overweight, 5' 8" tall, short tempered, unafraid, taunting, respect giving and enforcing, Forced by Glantrian Law to enrol in the GSM for at least 5 years and learn order and command, and how to obey (reason; public violence, insults to Prince Brannart McGregor, resisting arrest, disobeying ranks importance—punishment ordained as by Prince McGregor). St15, In15, Wi11, Dx9, Co17, Ch9, ALCN, AC5, AV4 (armor), Mage 4, HD4d4, Hp20(+2/HD), ML10, Skills; Leatherworker, Stealth (Move silent), Law/Justice, Blindshooting, Tracking. Spells preferred; Polymorph, Shapechange, Telekinesis, Animate ... Saved a camouflaged Lady Princess Dona-Carnelia-Maria-Juanita de Fedorias y Belcadiz and her entourage from a severe Humanoid ambush due luck. Was severely wounded in the process (which also revealed her formerly unknown secret gender identity to the Princess; the Princess kept this as secret, even to Vladimir). Received an Elven Mithril armor +4 (does not hinder during spellcasting), Elven boots, Elven Cloak of Displacement, and a Snakestaff of Viper Control from the Princess and entourage.

Dagmar Lejeune from Averoine, ♀ born 1-11-992AC, 5' long silver hair, slender, impressive female corporeal appearance, 5' 3" tall, uses a lot of extremely heavy makeup (including horselashes and fake metal 2" nails adhered to her with Wizard's Glue spell), 6' high heeled footwear and dark-silver clothing. Discussive, relentless, unforgiving, violent, yet also beautiful, sexual, and gentle. St7, In13, Wi11, Dx6, Co13, Ch17, ALCN, AC9, AV0, Mage 1, HD1, Hp5 (+1/HD), ML9. Skills; Bravery, Danger Detection, Alchemy, Healing, Anatomy. Spells preferred; Any Rapid Damage, Magic Missile, Sleep. Has a Rod of Disintegration (3 charges, recharge 1 per 16 hours), Cloak of Energy Drain. Both these items she has stolen from the tomb of a dead Necromancer last month while walking to Glantri to enrol in the GSM, and is unaware of their powers. She intends to pay monthly with the treasure she stole from the tomb (28 uncut rubies!!). Her acts and movement are unhindered by anything of her appearance (shoes, makeup, nails).

K-Korgggh from New Kolland, ♂ born 2-4-998AC, ratfaced, dog-eared, scaly tail, and back, rough 2" hairs, crooked teeth, 3' 2" tall, inventive, instinctive, irritating, imitating, thieving. St6, In15, Wi16, Dx8, Co14, Ch5 (thus 15 for Humanoids), ALCN, AC8, AV4 (Natural and Leather armor) Kobold 3 Mage1, HD 3d4, Hp 8 (+1/HD), ML6. Skills' Rat-training, Tunnelling, Escape artist, Knowledge (4 various targets chosen by Player). Spell preferred; Fire or Undead. Enforced by Tribe to learn magic in GSM, paid monthly 100gp (must acquire rest self). Is allowed GSM entry officially by Prince Kol himself (although they never met). K-Korgggh has a 3 months old pet rat **Dala** who obeys his every command, yet often wanders about in the neighbourhood of other rats. Every month she bears 3d4 babies, which are trained or released as wished by K-Korgggh. Dala is 3 months old, and has a normal life expectancy of 3 years, yet if K-Korgggh imposes the Find Familiar (and Familiar Enhancer) spells on her, this might be severely increased. Dala has the statistics of an average normal brown rat.

DM; Also read "the Ring" on page 371-5Q and decide which PC is granted this item and background (if any) Share this with the Player in secret.

Another new PC **Lucinda Demesmaecker** can be gained through play, see page 430 [D14](#). This needs then a minor Adventure enabling the (new) player introducing this new PC. This is best to replace a lost PC, or add a new one during play. All statistics about this PC are found behind the link.

"Etienne's hart was found with the true incentive of care, especially to His people." "Indeed, yet His mind had become clouded by the powers He laid His control upon" "Alright, but does this mean He is Evil? And all He did is wrong or flawed?" "Do not forget it was not Us who altered the device. It were the Immortals who meddled with what They do not understand. And it was He who gave way to use what was not to be used" "We Agree to that, yet We must not forget, They were once mortal and flawed, and some of these flaws still flicker within Their personalities,...and even into Our own. They must learn their Own lessons" "Then does it mean We have to accept They will destroy all that is so wonderful on that world?" "I say Nay... We shall not. We have not crossed the Barrier to be halted by Their flaws" "It indeed seems They are more controlled by Their mortal dogma's and desires than Their Immortal powers would allow. This was fear, pure fear, of being overpowered and becoming defeated in the end, even before it actually happened" "The Balance must be returned, the way of nature must be cleansed of the destructive energy corrupting magic." "There are chances to restore, especially since He is out of the way." "We did allow him the chance to return. He is still in solace under the Mark of Amber, this depends on Him and Mortals now". "Yes, I see, this chance is given, and if He fails or not, the path has been set." "My former follower is now Immortal. She has already been guided, before We passed the Barrier". "Indeed, It is now upon Her and Her agents to help saving as much people as possible. And this includes the chance He will somehow aid them, and accept His given chance to let them grow." "Just like all parents, eventually the children have to take their own steps. They can only watch and advice, no longer ordain." "Nor can We...to Them, Thalia my love, nor can We"

Without further ado; I am now ready to present you Glantri Great School of Magic In detail ...and scent, and touch, and sight, and magic, and material, and useetc, as best I could compile from all the canon sources and creations together in 16 months of near continuous work.

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