

MYSTARA

Serraine





Serraine the Flying City

History

3002 BC. The Great Blackmoor spaceship "Uther's Name" was finished. Its goal to retrace the path of the FSS Beagle and make civilized contact with that race, to further increase technological knowledge. After 15 years construction, copying master plans of the FSS Beagle (stolen earlier before its disappearance) it was ready for its maiden flight.

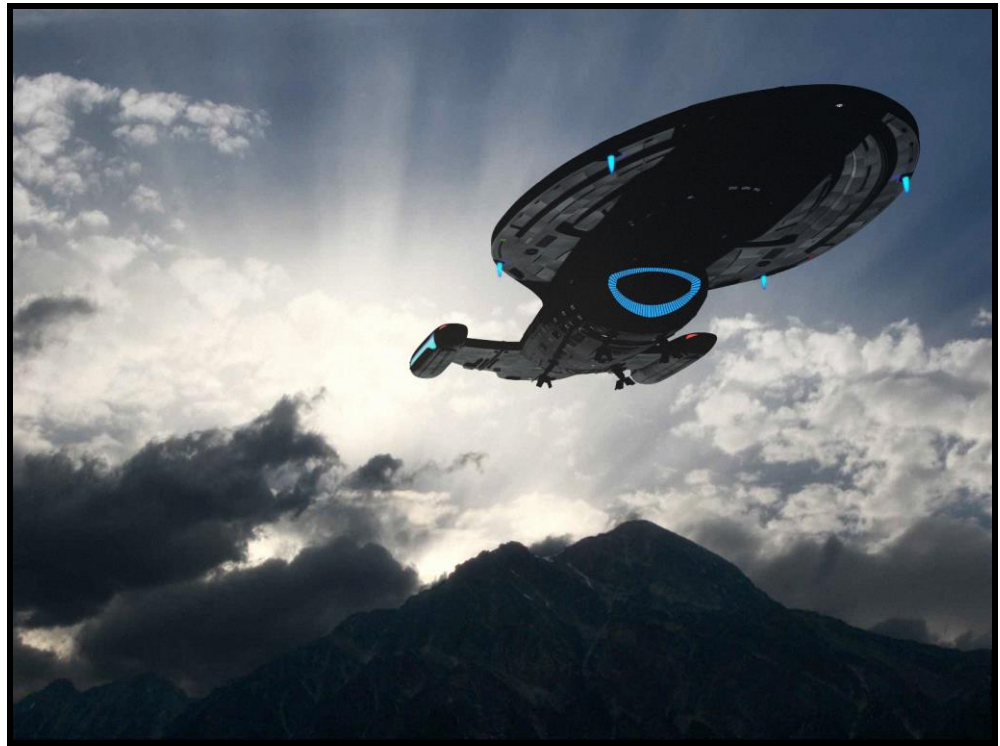
Political decisions delayed the flight however for 18 months.

The vessel took off slowly taking the sky, loaded with several smaller air Vessels (MK 1 to 8) and two sets of each 6 Shuttles, it passed over the continent of later-to-be Alphatia, moving over the North Pole (where the Skyshield is thinner) ready to break the Skyshield and enter space, when suddenly a great explosion swept over

Mystara. Unknown that this was the Great Rain of Fire, the captain tried to save the vessel. He ejected the nuclear rocket system above the area later to become Glantri, and crash-landed somewhere on the edge of the north polar icecap. Hundreds of people died instantly as the vessel went down on the frozen mountains of future Rockhome, the rest died within 2 weeks due to the cold, deprivation, radiation, monsters or by their wounds. There were no survivors. The vessel sunk in the ice due its heat and was soon covered with a thick layer of snow and ice, remaining hidden for ages.

The nuclear rocket system was found triggered by elves in 1700 BC and devastated the whole region. The vessel itself was the last remaining Blackmoor piece of technology still partially intact.

When the ice disappeared as the polar cap changed its location due to the shifting of the axis of Mystara, the machine sunk further, into the muddy ground of the valley where it crashed. Broken is thousands of smaller parts, the smaller vessels lying damaged next to or into it. Its overall structure crushed under the impact of the centuries of ice, corrosion, time and the initial crash. No-one could ascertain whatever it was and what its purpose had been, until...





Around 2900 BC, the immortal Garal Glitterlode created the Gnomes from a few Dwarves. Garal (himself an early Dwarf) created only a few of this new race, fearing that other immortals might become concerned if another populous race should appear on a young world. Still, the gnomes began to spread slowly through Rockhome and the Northern Reaches, with some of the most intrepid heading through what is now Darokin, Alfheim and Northern Karameikos. Garal gave his creations a more quirky sense of Humor than the dwarves possessed and an impractical curiosity. These traits reached a Zenith, of sorts, in the legendary gnomish artisan Glimreen Gemeye.

In 251 BC, Glimreen stumbled upon the last relic of Blackmoor technology, the Uther's Name (only a few letters were readable. From the first part "Uther's" only the "s" remained, the "n" was broken up appearing as "rr", the "a" was whole, the "m" was broken up appearing as an "l" and an "n", the "e" was also readable, to a total of "s rraine, by the gnomes doubted as "Serraine") hidden in the mountains of Rockhome, scattered by the cataclysm of 3000 BC.

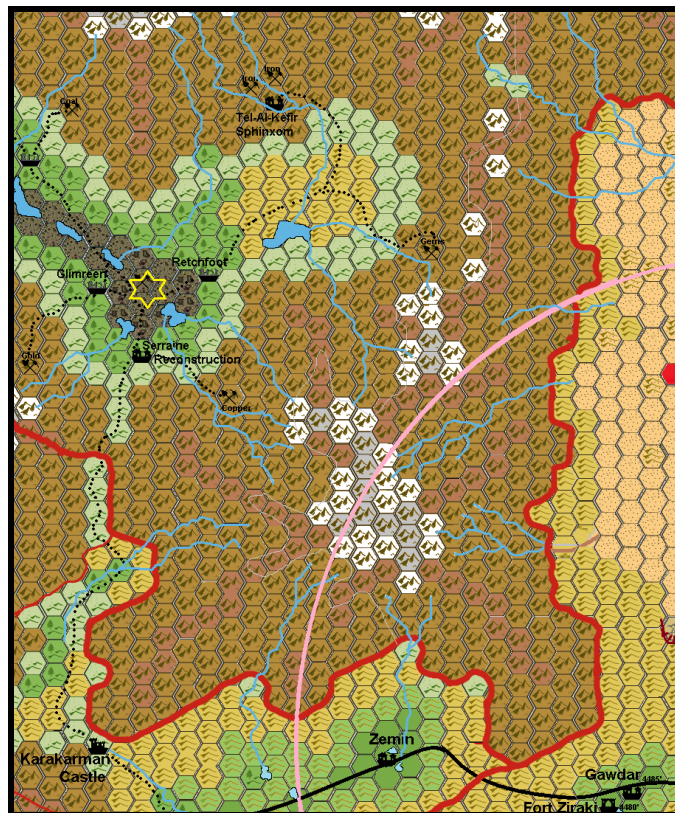
The wreckage was immense and spread over a large area, although the main part could still be recognized as a type of vessel. No organic remains of any kind were found, nor any magic, or working technology. All seemed broken, shredded, rusted or even worse. His clan soon began meddling, experimenting, altering and repairing. The relic was a technological-magical device which Glimreen understood as a jet-drive unit of giant proportions. It combined a thrust-driving principle with artificially reversed gravity (these are not Glimreen's terms, though). The machine was never located before, as being lying in a secreted hidden valley West of Ylaruam, North-East Of later to be Selenica, far from any civilization, covered by snow and ice the first centuries and later by rust and growth.

Glimreen and his people at once had a vision of what they might achieve. With the dwarves claiming Rockhome as their own. Alfheim elves jealous of their land, and the beginnings of a conflict between the Traldar and the Hutaaka brewing in the south, the gnomes saw a wonderful chance for escape. Craftsmen began planning, designing, and building tiny models.

The vessel was named Serraine after the vague symbols found on its outer side. Around a century later (approximately 145 BC), the immense scaffolds and instruments needed to begin work on the flying city had been assembled in the valley well-hidden by illusions and traps. Not too long after, however, the gnomes were found and approached by a human sage (who saw the in an Ylari village Market bickering about steel needed for screws and bolts, while handling a strange metal device.). The sage recognized the material, and offered information about Blackmoor, and magical skills which could aid the gnomes, and a source of dexterous and intelligent help. The gnomes reacted favorable, so Retch foot the Nagpa dropped his polymorphed disguise (Retch foot wanted to be judged by what he had to offer, not his appearance. Though uncertain, the gnomes allowed the Nagpa a trial period. His help proved most useful and soon a group of refugee Nagpa and Tabi arrived to help out.

The next visitors, around 91 BC, were a pair of Sphinxes from the Lands of Tel Al Kefir. As collectors of Blackmoorian memorabilia, they had traced the gnomes' relics by magical scrying the Nagpa were also important. With their scholarly outlook and resources, they were intrigued and befriended the sphinxes. The Sphinxes offered magical skills as assistance, and from their knowledge of Blackmoor assisted the Gnomes in the proper use of the relics. This reduced the crash rates for prototypes by 72% in a decade. The shell of the city, around the half its present size, was completed in 14 BC. The jets were reinstalled, but delicate levitation tests showed serious gaps between theory and application. A series of twiddles and tweaks did nothing to solve the difficulties (they could not find out that the engine was a nuclear reactor nor how to repair, or even fuel it). Finally, in AC 9, a formal approach was made to a clan of refugee Faenare who sought sanctuary from a powerful enemy. Protection was offered in return for the help of a windsinger who used his skills to summon air elementals, which had previously been too unpredictable and dangerous. The Faenare took years to decide, but finally agreed. Soon, a smooth passage of air and through the ducts was achieved.

The superstructure quickly developed as Levitation tests were carried out successfully. The Great Library was started at this time 16 AC)—a work which was to take over 75 years to complete.

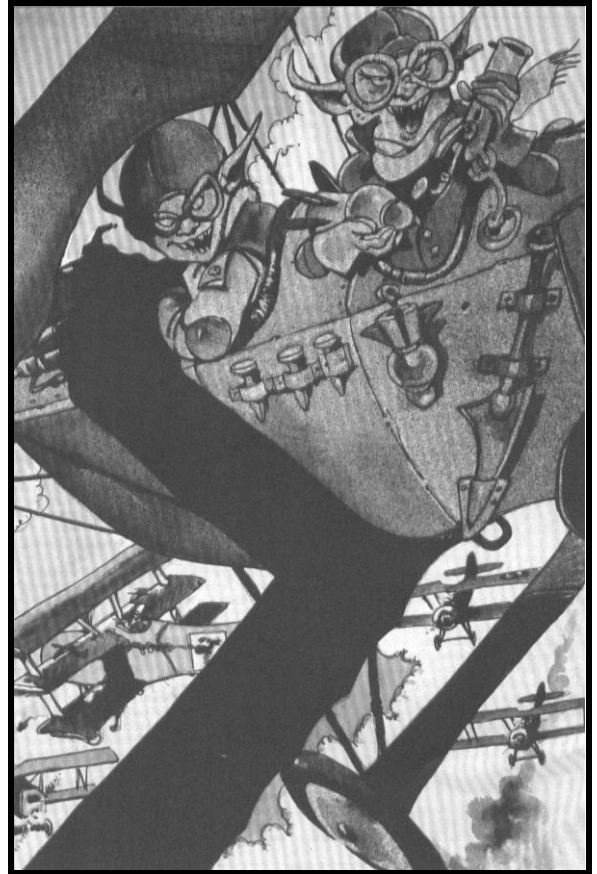




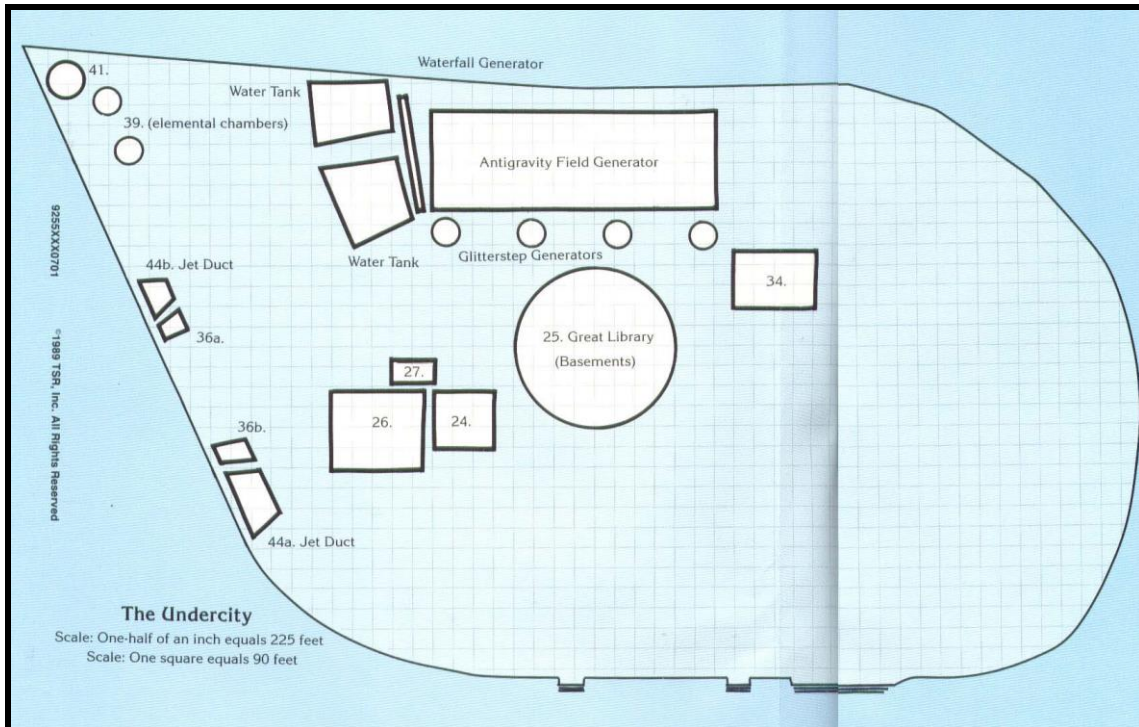
The defense of the flying city now became an urgent matter. The gnomes and their co-workers realized that many creatures might desire their city, and a stern defense would be necessary. First, Pegataur mercenaries were hired, the ancestors of the Pegataurs who now dwell in the city. An ingenious Arch-mage was hired to build a special weapon batteries on the leading edge of the city. His genius was stilled forever by a secretive group of Nagpa who feared that he would speak of what he had seen. Even today, the guns bear the mage's name—Ack-ack. Since gnomes deemed flying mounts unreliable, work was begun on the other flying machines found, in an attempt to drive enemies away at a distance—giving birth to the Top Ballista Flying Academy. Many vessels were repaired, others copied from understood mechanics, and the space vessels were however damaged beyond repair except one example, which until today is still not understood.

An interrupted chase brought a pair of astronomers and a scream of Harpies to bolster the city's defenses. The mages became aerial spellcaster and the harpies used their Charm touch to keep monsters away at a distance. Protected by a Gnome-Wicca invisibility and such spells as Bless, Haste and the like, they became a formidable defense unit.

At last, a small step for a gnome but a massive leap for gnome kind...the flying city rose from the ground on 1 Ambyrmont, 39AC, on a test Levitation lasting 10 minutes and a short flight of a few hundred yards. The following day, Serraine rose majestically into the heavens, a bearing of south-south-east was determined in the Air Control Tower, and some 1100 highly excited, semi-delirious gnomes took off with their motley collection of fellow travelers. What the Gnomes never knew, is that they repaired only the lower part of the vessel and only a few upper parts, like the cockpit. But this never disturbed them, as they never knew how the layout was of the upper parts. The two thrust engines, they even placed within the vessel, instead, as it was, outside, on side arms.



In the intervening years, the Flying City has travelled all over the Know World. At first, it was necessary to land at fairly frequent intervals to take on food and water, but after a time the cloud clippers were built to deal with such problems and the city remained permanently airborne extensions were built in flight and the population grew slightly. Somewhere along the way gremlins and other pests snuck on boards, including the occasional stowaway in a cloud clipper.

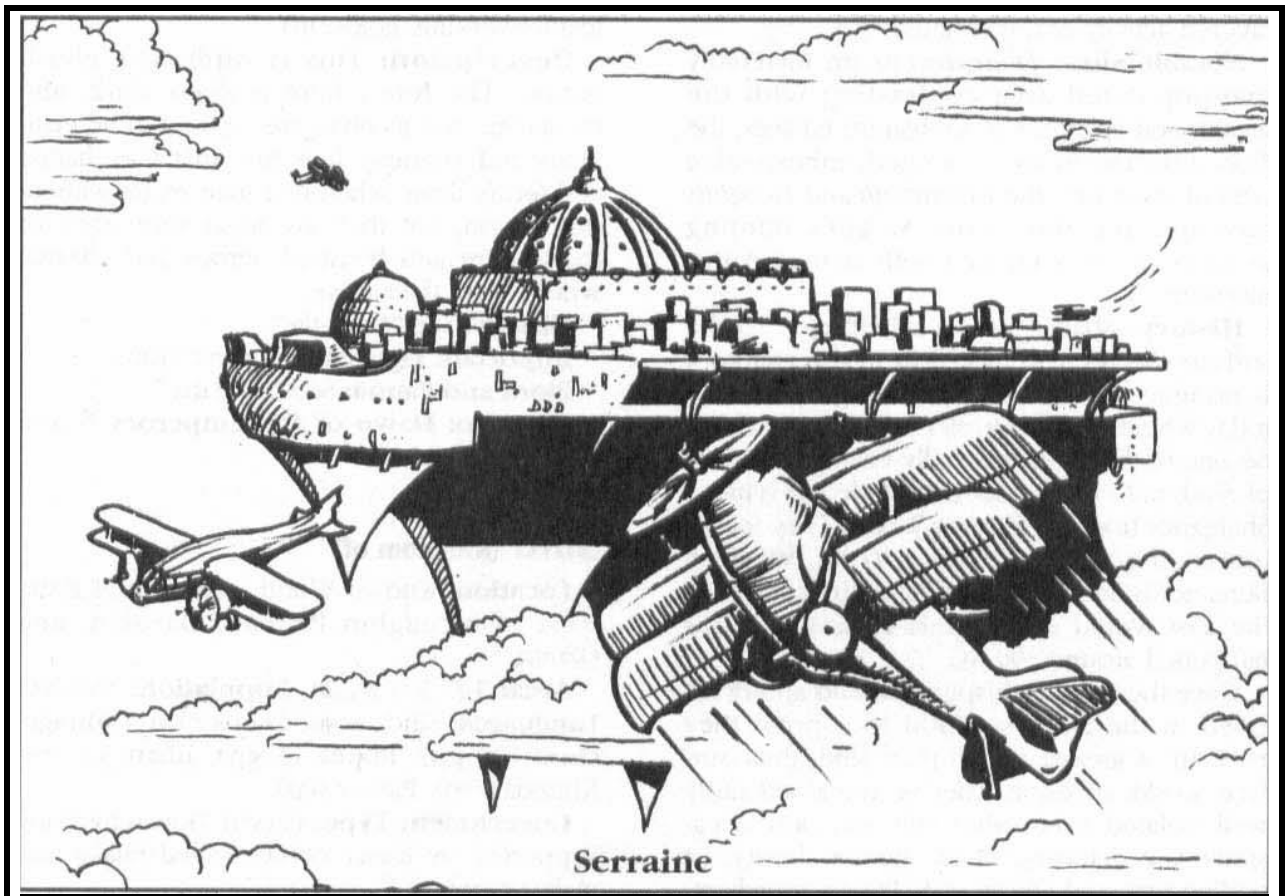


Left; Back, Right; Front

In the 5th century AC, the Flaemeker Clan developed new technologies (in fact they discovered the true purpose of the jet thrust engines of Serraine) to power and maneuver the city of Serraine. The testing of their device tore away the section (the additions and repairs were not strong enough to harbor and channel the strength created by fully activating the engine) that included the Flaemeker households and sent it on a fatal flight up through the Skyshield and into the void of space (the engine they used—one of 8—broke away through the weaker gnomish constructions). The immortal Garal Glitterlode set them on a floating island in the Hollow World to save them, but removed the memories of Serraine.



Serraine today

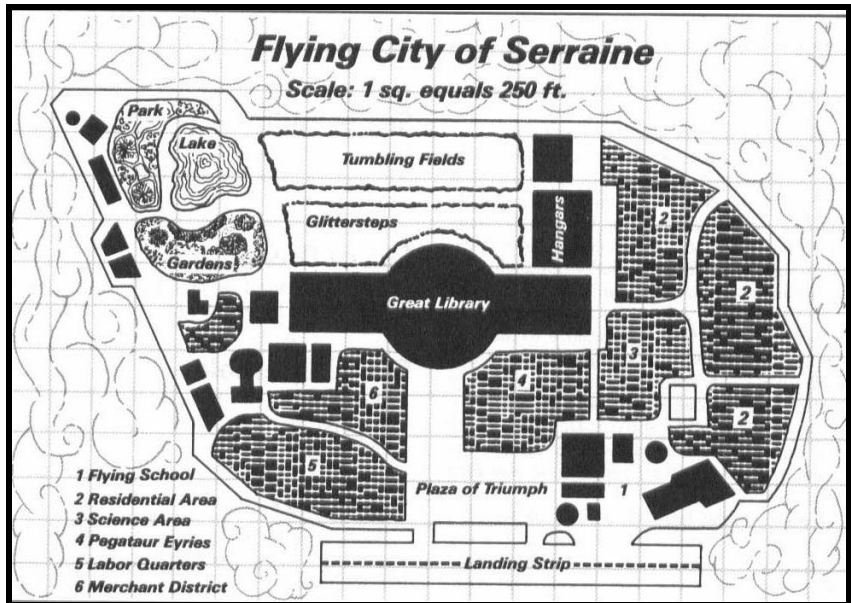


Serraine

Flying City; AC/AV variable. Main Parts AC2, AV8, total structural HP250.000 (not including upper structures)

Forward Airspeed; 150' MF 1/5. Trans-matter Engine; capacity; unknown. Must be fed 100 HD magic daily to prevent engine stop.

Area; About 6 square miles.
 Population; 2400 (1500 gnomes, 125 Nagpa, 250 Tabi, 10 Sphinxes, 80 Faenare, 120 Pegataurs, 30 Harpies, 40 Gremlins, 50 Kobolds, 20 Orcs, 6 Ogres, 100 Humans, 70 Elves, 1 Cloud Giant.
 Languages; Gnomish-Serraine dialect, Faenare, Gremlin, Harpy, Nagpa, Pegataur, Sphinx, Tabi, Others.
 Coinage; None, Barter, Gems and semiprecious stones only.
 Government type; Democracy, heavily influenced by special interest groups.
 Industries; Development of interesting machinery, especially aircraft.



Flora and Fauna: In addition to the population above, there are hordes of undead servants to the nagpas-mostly skeletons and zombies, but other lesser undead may be found as well (anything less powerful than a vampire).

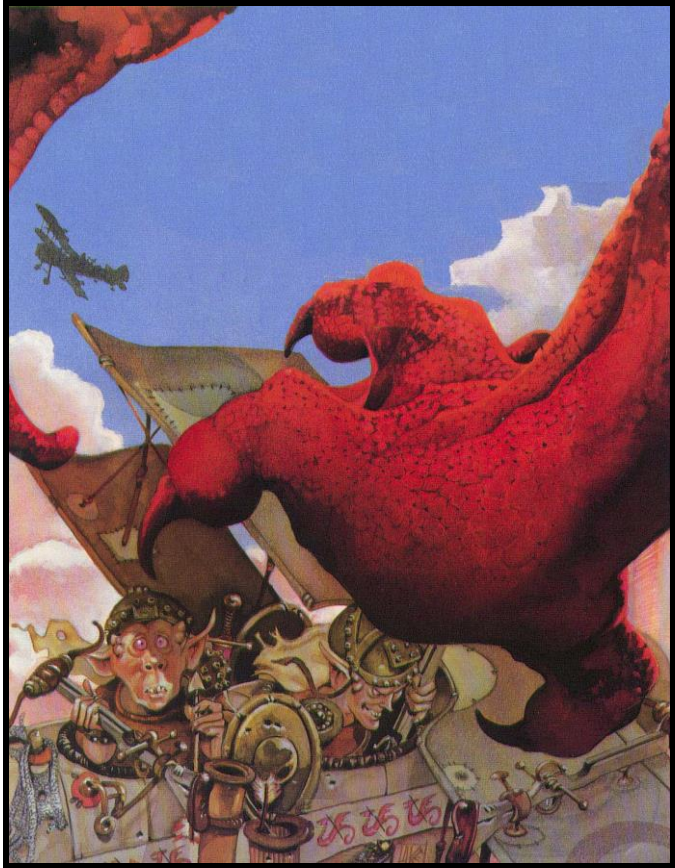
The city is actually a remarkable flying machine, kept aloft by permanent levitation enchantments and adaptations of Ancient Blackmoor jet-thrust devices.

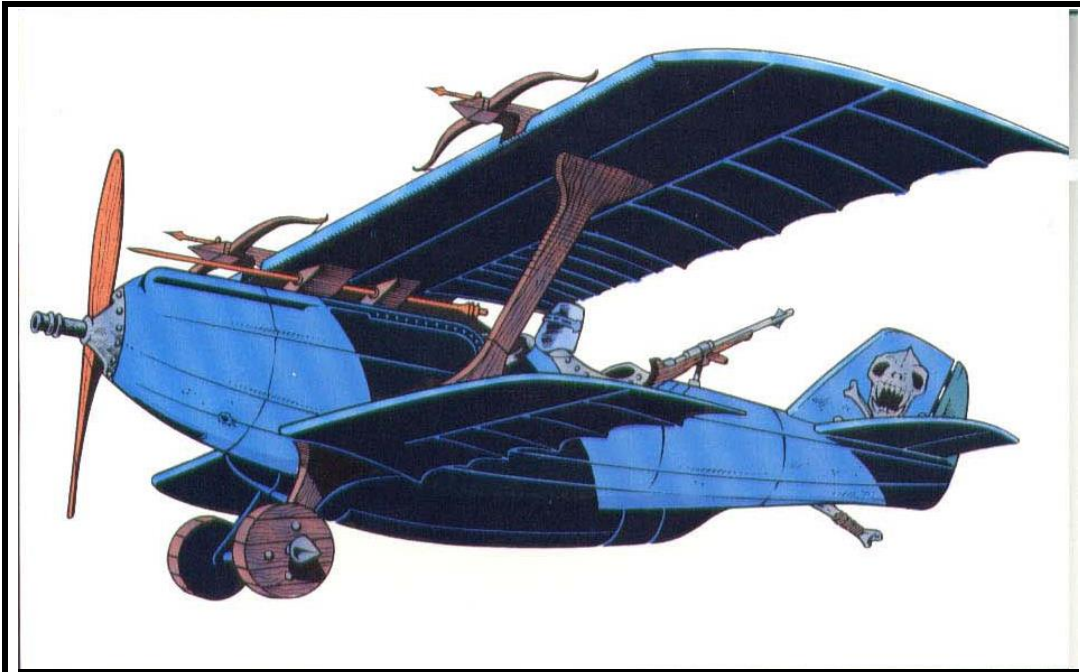
Serraine is roughly oval-shaped, nearly a mile long and nearly 3000'wide. It is not perfectly oval; one corner of the oval points outward instead of being rounded, and a long landing strip has been added to the opposite long edge of the city. Serraine is built into two levels, the city above and the under city. The city, founded and dominated by gnomes, is home to many races, several of whom are interested in the exploration and exploitation of the air.

Interesting Sites include the Top Ballista Flying School, an University where piloting skills are taught, and Science Park; a museum of gnomish inventions.

Today, Serraine cruises over Mystara (especially the Continent of Brun and Alphatia) along regular pathways (the air gulfstream) crossing over settled lands only when those lands are proven to be friendly to the gnome technicians and their works.

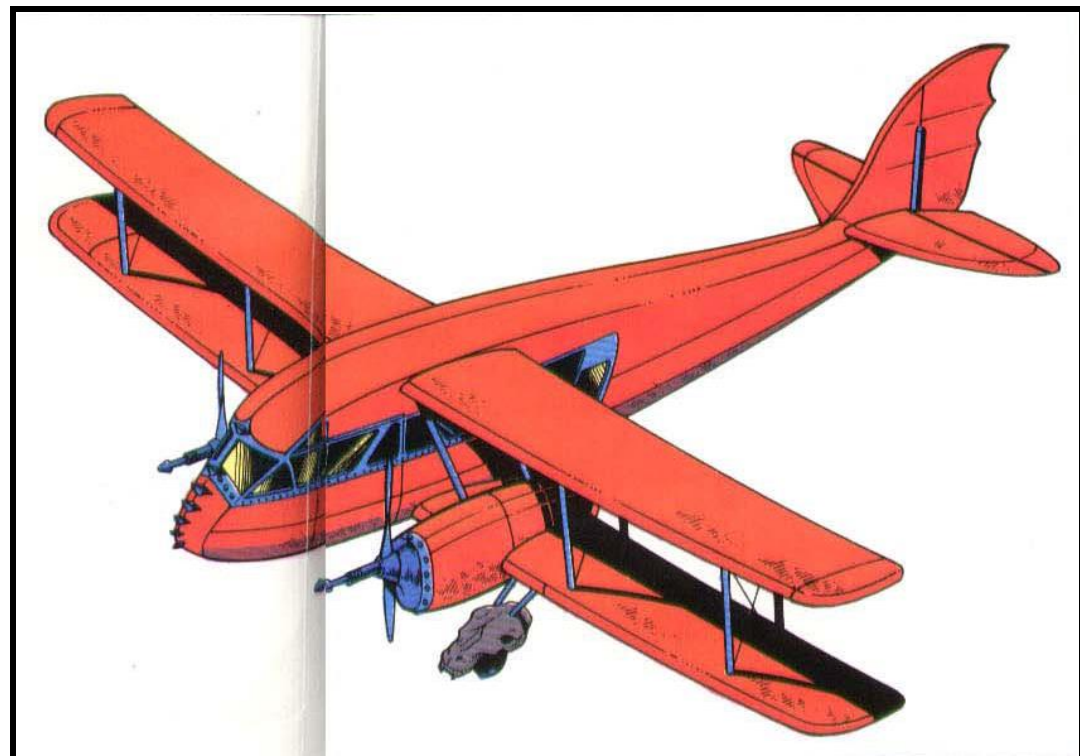
The Gnome Santarian Keltander is the Current Mayor.





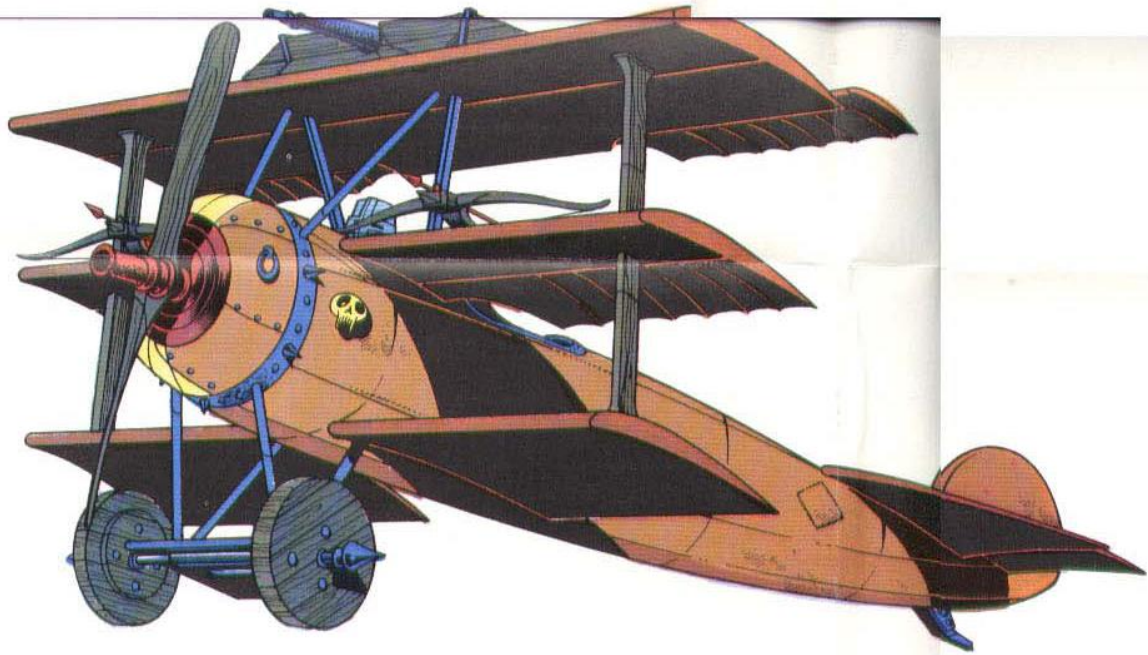
Pflanger-Skyratchet MK VII Fighter Bomber

Two Seater Biplane AC 4, AV4, HP 110 Original 20 existent, 4 destroyed, 11 copied totaling now 25.
 Forward Air Speed 360'/round (-5'/round per bomb) Tank capacity 360.000 feet (360 HD magic)
 MF 1 with bomb load over 250 cn. MF 2 with Bomb load less than 250 cn
 Typical Weaponry; Top Wing Synchronized Cross bows, Gunner's Cockpit lightning Gun and Snooze Gun,
 Propeller; Caltrop Cannon, Bomb Bay(Below Gunner; 6 bombs 150 cn each).



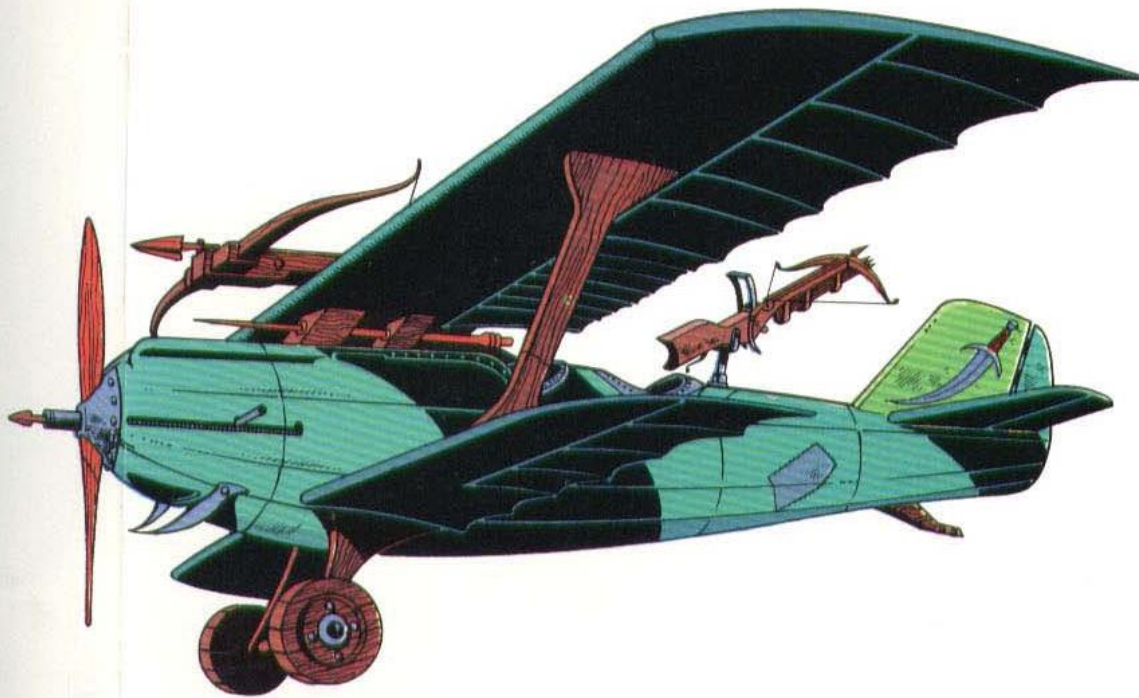
Smurfri-Lodestar F3F Cloud Clipper

Eleven-seat Biplane enclosed cabin AC 4, AV4, HP 135
 Forward airspeed 400'/round unloaded (-5'/round /passenger or 1000cn load), Tank capacity 500.000 feet, (500 HD magic). MF 1, Original 10 existent, 6 destroyed, 8 copied totaling now 12.
 Weaponry (typical); Synchronized twin-propeller spike guns, Crossbow box (16 crossbows& Bolts for passenger usage—locked in cabinet near pilot's seat. ; no bomb bay.



MK VI Polecat

Triplane AC2 AV4, HP 85 Original 20 existent, 4 destroyed, 16 copied totaling now 30.
Forward Air speed 480'/round, MF3, Tank Capacity 190.000 Feet (190 HD Magic).
Weaponry (typical); Topwing; Fireball Gun, Middle wings; Synchronized Crossbows, Propeller; Caltrop Cannon, No bomb bay



MK IIa

Two-seater biplane AC3 AV4, 105 HP, Original 20 existent, 12 destroyed, 32 copied totaling now 40.
Forward Air speed 450'/round, MF 2, Tank capacity 220.000 feet. (220 HD magic)
Weaponry (Typical); Topwing; Heavy Ballista, Gunner's Cockpit; Lightning Gun and Auxiliary Heavy Crossbow, Propeller; Spike Gun. No bomb bay



74656 Delta Flyer

Two-seater biplane AC3 AV9, 350 HP, Original 20 existent, 19 destroyed, 0 copied totaling now 1.
 Forward Air speed 450'/round., Space speed 14 Mile/second MF 2, Tank capacity 1 light Year (6 trillion miles) Many!! HD magic). (unused sofar—if used tank would be filled with a minimum of 1 HD per 1000 feet/1 mile=5280 ft thus needs 6 HD-rounded up)
 Weaponry (Typical); None,(originally 1 Heavy Blaster (see page 1507). no bomb bay (max load 4 persons) Air generator on tank.
 Currently not in use yet, as flying mechanism and generator is currently not understood.
 Unable to copy, or repair other examples, as no important parts can be made or found (they all corroded beyond usefulness).
 Has a 40 mile teleporter on board (1 person only—controlled by one person). Teleports as normal Spell, but without ending in solid matter chance, by teleporting too low. (Too high is still possible though).
 Board computer currently offline, if online, not intelligent, used only for controlling flight and onboard mechanisms.
 Can generate Shield modulator; in effect equal to a Shield and protection from normal missiles spell.
 Originally targeted use; main vessel to planet transport, where teleport fails.

Future developments on Serraine

- About 1014 AC The principles of the Delta Flyer are understood. The following years short trips outside the Skyshield are made.
- About 10150 AC The Helldanic Knights discover the Mindflyers, frozen in bubbles of solid time on remains of meteors in space and even on Mystara. Unwittingly they release a great danger.
- About 1018AC The use of the Teleporter are understood, greatly enhancing surface / Serraine transport. The Serraine Teleporters have a maximum range of 100 miles must be controlled by one person remaining on board, and can transport 8 units of 3000 cn (300 LBS) at the same time to the same desitnation and back. Teleports as normal Spell, but without ending in solid matter chance, by teleporting too low. (Too high is still possible though).
- About 1019 AC The Delta Flyer first discovers the invisible moon of Myoshima, and makes friendly contact with the Rakasta living there (both are vivid opponents of Heldannic Knights).
- About 1019 AC The discovery of the Hollow World is made, but after contacting Garal Glitterlode their immortal, he explained them the area is taboo to them, and explained it is a reserve of very dangerous and extinct species, not to be meant to be disturbed by their presence. The Gnomes understand and obey.
- About 1020 AC The principles of the onboard food replicators are understood, though only a few remain, garbage can now be transformed into food or drink.
- About 1022 AC The 4th planet is visited, revealing only a vast desert.
- About 1025 AC The Invisibility spell is used on the delta flyer, to spy on the space travelling Helldannic Knights.
- About 1027 AC The discovery that the 5th planet, long ago exploded, was once a haven of strange life is made. The strange assumption (though correct) is made that the Gray Ooze originates from this destroyed planet, and probably other species survived it to come to Mystara (how this is done is unknown). The Gnomes discover soon that these creatures also included the Mindflyers, who their cousins the Deep Gnomes already have encountered, and that they have hidden themselves in the deep underground.