

Subj: * New Folder
Date: 8/25/95 2:37:04 PM
From: TSRO Tank
Posted on: America Online

Please resume the Mystara discussion here

--TSRO Tank

Subj: Mystara books?
Date: 8/25/95 4:14:00 PM
From: Anodaewyn1
Posted on: America Online

Now, maybe I'm missing something... but, the only book that I have for the Mystara setting is the Dragonlord series. Just the two. Are there others?

~~J

Subj: Re:Mystara books?
Date: 8/25/95 4:40:24 PM
From: TSR Bruce
Posted on: America Online

There should only be three (Dragonlords, Dragonkings, and Knights of Mystara coming out in November).

Bruce Heard

Subj: Swashbucklers & Firearms
Date: 8/25/95 4:41:58 PM
From: TSR Bruce
Posted on: America Online

Repeated from previous folder:

Subj: Firearms & Swashbucklers
Date: 95-08-25 14:10:47 EDT
From: TSR Bruce
Posted on: America Online

Just a note to say that I'll be posting some questions to debate in the Red Steel folder, hopefully today. This has to do with adapting a campaign setting to firearms and swashbucklers. In general this

affects the use of firearms vs. armor, and secret fencing passes favoring skilled swordsmen with rapiers and main gauche. I'm just looking for comments and opinions. Thanks.

Bruce Heard

Subj: Re:Mystara books?
Date: 8/25/95 8:53:30 PM
From: Anodaewyn1
Posted on: America Online

okay cool....thanks for the info.

::eagerly awaiting the new book::

~~j

Subj: Gazetteer Formats
Date: 8/26/95 12:03:31 AM
From: TSR Bruce
Posted on: America Online

Repeating the last question from the closed folder:

Would you rather see booklets included in a Gazetteer split:

- 1) DM & Adventure Booklet vs Player Booklet?
- 2) Adventures vs. General Background Info?
- 3) No split -- one single booklet?
- 4) No split -- one single booklet w/4-page pull-out section for players?

Bruce Heard

Subj: Re:Mystara books?
Date: 8/26/95 7:56:56 AM
From: Joe G K
Posted on: America Online

The problem with the book, is that with Forgotten Realms, Dragonlance, and Dark Sun, you've flooded the market pretty good with good writers. The problem with both Mystara, and Greyhawk was that for the most part, the books were okay. (Have Ed Greenwood have Elminster go on the Princess' ark, and get 'em to help the Circle of Eight or something. Let's see some crossovers between the worlds.) JGK

Subj: Re:Mystara books?
Date: 8/26/95 5:30:13 PM
From: Mystaros
Posted on: America Online

In addition to the Dragonlord/Dragonking/Dragon Knight series there was also the FirstQuest book which took place on Mystara (Son of Dawn, I think), and then there was also the Penhaligon Trilogy (The Tainted Sword, The Dragon's Tomb and The Fall of Magic) which took place in Karameikos. Most of these should still be available in your local hobby shop; you might want to check the Mail Order Hobby Shop, too...

Subj: Re:Gazetteer Formats
Date: 8/27/95 12:39:44 AM
From: CHURCH X
Posted on: America Online

Option #1.

My players were always skimming thru, and when my attention was averted, they would turn directly to the DM goodies...

I hate unnecessary books, but in the GAZ's case- it seems necessary, indeed.

Subj: Crossovers
Date: 8/27/95 4:04:39 PM
From: AgSquid
Posted on: America Online

>>(Have Ed Greenwood have Elminster go on the Princess' ark, and get 'em to help the Circle of Eight or something. Let's see some crossovers between the worlds.) JGK<<

Bad idea. Good for marketing maybe, but let's not push the whole world-jumping heroes philosophy. It would be nice to have a representative (Tretarri maybe) join the Wizards Three in the pages of Dragon Magazine, but those heroes that made worlds famous should not become nothing more than tourists and mass marketing concepts - it demeans their heroic ideal, and smudges the clear-cut identities between worlds.

Subj: RE: GazFormats
Date: 8/27/95 4:13:11 PM
From: AgSquid
Posted on: America Online

I vote for option number four. A clearly defined player section and a separate defined DM section under one cover would be nice. I do understand those DMs who have dishonest or unscrupulous players though, so I would also appreciate the separate DM and Player books.

As for content of the sections, make sure that both the Player and DM sections have linking adventure hooks of some sort.

The Player book/section could have hooks like FASA's Shadowrun books do along with general information on history, notable locations and famous personalities in the area.

The DM book/section could then give you stats and the lowdown on things. Think of the Herathian Gazetteer - an innocous but subtly hinting players book - full of mystery and possibility and incorrect rumors. Then the DM's guide reveals the hideous truth. Neat idea? I hope TSR might try to implement it.

Subj: Still Going Strong
Date: 8/27/95 4:14:26 PM
From: AgSquid
Posted on: America Online

There were those who said Mystara and D&D had died, but I'm glad to see that we kept it alive. Keep filling the postings in this folder to max, and someday we'll be bigger than the Forgotten Realms.

Subj: Re:Crossovers
Date: 8/27/95 7:03:43 PM
From: Joe G K
Posted on: America Online

I agree to a certain point, but TSR has several ways to overcome this built into their multi-verse to begin with. First off, Spelljammers. Second off, they could met through Planescape, and thrid, they could all become prisoners of Ravenloft. (Then again, have 'em all go to Gamma World and get the nuke!) JGK

Subj: Re:Still Going Strong
Date: 8/27/95 7:05:29 PM
From: Joe G K
Posted on: America Online

Don't think so chief. The only hope I think Mystara has is if people start sending in submissiosn to Dragon for publication, or perhaps some adventuers for Dungeon magazine. My opinion, is that we should bug TSR into doing a quarterly mag that covers some of the dead worlds of TSR like

Greyhawk, Dragonlance, Oriental Adventurers, Spelljammer, Al-Qadim, Hordelands, and Maztica.
(And of course, since Mystara only has about one year of life left, Mystara.) JGK

Subj: Re:Crossovers
Date: 8/27/95 11:29:00 PM
From: TSR Bruce
Posted on: America Online

>>>>(Have Ed Greenwood have Elminster go on the Princess' ark, and get 'em to help the Circle of Eight or something. Let's see some crossovers between the worlds.) JGK<<<<

Not much chance of this happening. FR is doing just fine on its own and, frankly, right now Mystara hardly is in any shape to help out another world. ;-)

Mystara is a cool world, one of the coolest ones I'd say (Ok, Ok, my vote doesn't count, but hey, it feels good tooting one's horn once in a while). Despite what some people have said elsewhere -- that Mystara & FR are both "generic" medieval fantasy worlds -- I think nevertheless they remain totally different in style and substance, regardless of the analogy. Mountain Dew and Coca Cola are quite different, even though they both are sodas. One does not need to be mixed with the other to be appreciated.

Bruce Heard

Subj: Re:Crossovers
Date: 8/27/95 11:32:41 PM
From: TSR Bruce
Posted on: America Online

>>(Then again, have 'em all go to Gamma World and get the nuke!) JGK<<

Been there, done that... :-)

The bomb's already exploded on Mystara, remember? That's where the Glantrian Radiance came from. No need to go on a fishing trip on Gamma World.

Bruce Heard

Subj: Re:Still Going Strong
Date: 8/27/95 11:35:30 PM
From: TSR Bruce
Posted on: America Online

>>The only hope I think Mystara has is if people start sending in submissions to Dragon for publication, or perhaps some adventures for Dungeon magazine. My opinion, is that we should bug TSR into doing a quarterly mag that covers some of the dead worlds of TSR<<

Good idea. Go ahead, please mail your queries to the Editor in Chief of TSR's Periodicals Dept. This can only help, and the more of you do this, the more chances the idea has. Thanks.

Bruce Heard

Subj: Re:RE: GazFormats (AgSquid)

Date: 8/27/95 11:40:23 PM

From: TSR Bruce

Posted on: America Online

>>I vote for option number four. A clearly defined player section and a separate defined DM section under one cover would be nice. I do understand those DMs who have dishonest or unscrupulous players though, so I would also appreciate the separate DM and Player books.<<

You got me confused here. You voted for Option #4??? Here's the list again:

- 1) DM & Adventure Booklet vs Player Booklet?
- 2) Adventures vs. General Background Info?
- 3) No split -- one single booklet?
- 4) No split -- one single booklet w/4-page pull-out section for players?

Did you mean Option #1 -- DM vs Player Booklets?

Bruce Heard

Subj: Re:RE: GazFormats (AgSquid)

Date: 8/28/95 11:23:26 PM

From: OldGuard 1

Posted on: America Online

Option #1, herr heard, option #1.

Subj: Re:GazFormats (OldGuard1)

Date: 8/29/95 8:36:05 AM

From: TSR Bruce

Posted on: America Online

Jawohl, Herr OldGuard, Jawohl! :-)

Subj: Maps of the entire Planet

Date: 8/29/95 11:38:32 AM

From: Avenger341

Posted on: America Online

Why doesn't TSR put out an atlas of Mystara like they did for The F.Realms. It would at least "bring to life" the entire planet. (All four continents (?))

The same goes for Greyhawk. (Oerth)

Subj: Re: GazFormats (AgSquid)

Date: 8/29/95 9:19:07 PM

From: AgSquid

Posted on: America Online

Sorry to confuse. I meant that I liked option #4 the most, but option #1 would be my second choice. See the previous postings for an explanation of why, and other ideas for future Gazzes.

Subj: Re:Maps of the entire Planet

Date: 8/29/95 9:24:40 PM

From: AgSquid

Posted on: America Online

You have no idea how vast Mystara is! The trail maps released a few years back barely cover a square centimeter on the global map released in the magnificent Rules Cyclopedia! Asking for a detailed map of the entire unknown world would be like asking for a detailed map of our world, except there would be more countries per square inch than in all of eastern europe! In addition, it's nice to have an 'undeveloped' part of the world for DMs to design in a unique manner, and truly call that part of the world, and the civilizations therein, their own creation. The world should never be fully explored - it lends mystery and excitement to the most mysterious and exciting world of them all..

Subj: Re:Maps of the entire Planet

Date: 8/30/95 10:28:36 AM

From: Avenger341

Posted on: America Online

I just want more detail - I'm not asking to see every blade of grab grass on the planet. (There are probably others out there that would like more visual aid in this area.)

Subj: Mystara
Date: 8/30/95 10:37:36 AM
From: Avenger341
Posted on: America Online

When are the Five Shires and the Dwarves Of Rockhome coming to life?
What about the Northern Reaches?
Can somebody at TSR answer this?

Subj: Thunder Rift
Date: 8/30/95 10:39:08 AM
From: Avenger341
Posted on: America Online

Is Thunder Rift supposed to be located anywhere in the Known World?

Subj: Shireton
Date: 8/30/95 3:54:33 PM
From: JCdot
Posted on: America Online

Can someone E-mail me a good description of Shireton? My PC's are going there, and I have *no* information on it.

Subj: Re:Thunder Rift
Date: 8/30/95 10:25:38 PM
From: AgSquid
Posted on: America Online

I beleive Thunder Rift is an extra-dimensional plane, separated from Mystara a long time ago. See the adventure enclosed with the DM's screen for more details in traversing between the two realities.

Subj: Re:Shireton
Date: 8/31/95 8:53:34 AM
From: TSR Bruce
Posted on: America Online

Have you tried to loacte a copy of the Five Shires Gazetteer? It's out of print but surely there's got to be someone near you from whom you could borrow a copy.

Bruce Heard

Subj: Re:Shireton

Date: 8/31/95 5:23:39 PM

From: Avenger341

Posted on: America Online

Can TSR download some info. on the Five Shires like they did on the Shadowelves?

Subj: Re:Mystara books?

Date: 8/31/95 10:17:26 PM

From: MMonagle

Posted on: America Online

I missed the last few messages on the previous Mystara folder so let me ask, were people criticizing the recent Mystara books? For my part, let me say that I have greatly enjoyed the last two (Dragonking and Dragonlord). It is great to see the author utilize dragons for what they are; powerful, fearsome, and very intelligent with a society all their own. Please keep in mind that I haven't read all those Dragonlance novels but I have been very happy with the quality of these books.

It is a real pity that no further Mystara products can be put forth. A gazetteer on the nation of dragons would be cool. In CM1 (test of warlords), it mentions the existence of a huge concentration of dragons (nearly a thousand!) in the Wyrksteeth mountain range. I'm taking that as evidence that the Nation of Dragons is still in existence (the books are 500AC (?) vs. 1000 AC for the module). I realize that the Council of Wyrms boxed set would be great for this but a gazetteer specific to Mystara that could detail the land, characters, and history of this area would have been even better. (Maybe it would be a great place for a revived Mystara campaign to begin). I would also be interested to see how the leader of the dragons (First Speaker?) would be treated; in CM1, she is said to be a mighty RED dragon.

Subj: Re:Still Going Strong

Date: 9/1/95 10:57:53 AM

From: Avenger341

Posted on: America Online

I have just recently played B-Solo (The Ghost of Lion Castle), B-1, and B-2 as AD&D adventures.

B-1: In Search of the Unknown

B-2: The Keep on the Borderlands

Subj: TSR Bruce
Date: 9/1/95 11:01:23 AM
From: Avenger341
Posted on: America Online

Does Mystara only have 1 year of life left?
If so Why?
If not, then what is scheduled next?

Subj: Fate of D&D (Avenger)
Date: 9/1/95 4:39:21 PM
From: TSR Bruce
Posted on: America Online

Repeated from Mystara Folder #1 for your convenience:

>>You need to go back and check the June 15 posts re. the Fate of the D&D(R) Game (switching over) and a number of others. I think that will answer a number of your questions.<<

Feel free to also read posts dated August 08, 14, & 15 re. the *Fate of D&D Game* for further explanations (Mystara Folder #1). Thanks.

Bruce Heard

Subj: Shadow Elves
Date: 9/1/95 4:46:45 PM
From: TSR Bruce
Posted on: America Online

Although there are no plans do deal with Shadow Elves in the immediate, I thought I'd ask anyway:

What would *YOU* do in your campaign with the Shadow Elves?
Why? What would be the long term effects on the Known World?

For example, should they remain the conquerors of Alfheim? Should the surface elves wage a protracted guerilla against the Shadow Elves? Or should the lost tribes unite again begin an all out war, with the help of Wendar elves, in order to regain their lost land? As a result of the Shadow Elves conquest of Alfheim, should the forest continue to die out or should the Shadow Elves finally discover a way of bringing it back to its former health? Or perhaps should the Shadow Elves' version of the forest be a thicker, much darker, and sinister version of the original forest? Here are some questions for which I'm curious to hear suggestions.

Bruce Heard

Subj: Mystara Nosferatu
Date: 9/1/95 4:50:00 PM
From: TSR Bruce
Posted on: America Online

As most of you already know, the description for the Mystara Nosferatu undead has been available in the TSR Dowload section for some time. Despite the 1,000+ downloads so far, I've received very few comments back. That's too bad. If you've forgotten but would like to do this, better late than never. I can already see some changes that I would make to the present writeup -- what about your suggestions, folks? Thanks.

Bruce Heard

Subj: Re:Shadow Elves
Date: 9/1/95 11:38:50 PM
From: CHURCH X
Posted on: America Online

Bruce,

Shadow Elves don't exist in my Known World. Alfheim stands strong to this day. I would suggest that if a DM decides to use the "bad elves take over good elves" theme, at least one campaign be dedicated to evicting these pale roaches. Talk about a loong campaign! (Hours of fun for the kids!)

Subj: Mixing Worlds
Date: 9/2/95 11:18:25 AM
From: TSR Roger
Posted on: America Online

I was intrigued by the comments earlier on mixing some elements of the different AD&D campaign worlds. This has already been done in several places. On a low-level sort of thing, Elminster, Dalamar, and Mordenkainen get together now and then, and this sort of mixing can go on all the time in people's campaigns. If you have round-robin DMs who each run their own official or original campaign world, the PCs will get to visit all sorts of places.

But imagine a huge threat to many worlds at once. This would be on the level of the Second Unhuman War, the Vodoni Invasion, or the gigantic beholder 'jammer in Wildspace. (All of the above are SPELLJAMMER events, of course.) What if Lolth gets a bug in her bonnet and decides to start taking over the surfaces or underdark of several worlds at once, as she was trying to do in module Q1? Drag out Demogorgon and have him (it? them?) start whacking one world after the next.

You could have a pretty intense, high-level, save everyone's world campaign going there. Yeah, it would be tough to run and hard to balance, but no one would forget it. And it would be nice to have more people visit Mystara.

Just a few nasty DM thoughts there. :) Roger Moore, TSR, Inc.

Subj: Re:Mystara books?
Date: 9/2/95 6:04:10 PM
From: Tbolt789
Posted on: America Online

I have the first two, and i have seen the release schedule for the rest of the year and I haven't seen any other novels.

Subj: Re:Maps of the entire Planet
Date: 9/2/95 6:08:25 PM
From: Tbolt789
Posted on: America Online

They should at least put out a book of legendary or lost continents!

Subj: Re:Gazetteer Formats
Date: 9/2/95 8:37:52 PM
From: B1Bard
Posted on: America Online

I think the thing everybody keyed on in the GAZs was the maps and the associated information. I, for one, really dug all of the player variants that came forth in the later GAZs, and I liked the detail to use with character background.

regarding adventures: If they are going to be published as a part of the GAZ, they need to be much more detailed. This may mean that there can only be 3-5 per GAZ, but the entire purpose of using someone else's adventure is to cut down on the work yourself. The old GAZ plot threads basically threw out an idea, almost as if saying "we think this would make a great module, but don't want to do the work - have fun!" The format of the multiple adventures in the Wrath of Immortals worked much better. I would be willing to sacrifice the number of adventures in order to get more detailed ones.

formats: I guess I like #1 best, but make sure these things are map-intensive. I honestly believe that's what most of us buy them for. The best two map-intensive products by TSR (perhaps can be used as models for this) were B10 and the Dragonlance: New Generation boxed set. The coolest maps were CM6, hands down.

8)

B1Bard

Subj: Re:Mystara books?

Date: 9/2/95 8:40:04 PM

From: B1Bard

Posted on: America Online

Yes, books existed for Mystara, but let's be realistic, no one's gonna like a game setting any better if the books SUCK!

I don't think any long-time Mystara board junkies will disagree that I'm one of Mystara's greatest fans, and I really wanted to like the books, but I couldn't get past the first one of either series. I shudder to think how the casual reader feels...

Subj: Re:Avenger

Date: 9/2/95 8:43:26 PM

From: B1Bard

Posted on: America Online

check out the old Gazetteers on those countries. The Northern Reaches was one of my favorites, and the Dwarves were pretty cool, too....

8)

B1Bard

Subj: Re:Thunder Rift

Date: 9/2/95 8:44:32 PM

From: B1Bard

Posted on: America Online

I always thought Thunder Rift was in the mountains btw. Karamaikos and Darokin. At least, that's where we put it, and it seemed to work out fine...

Subj: Re:Shadow Elves

Date: 9/2/95 8:47:32 PM

From: B1Bard

Posted on: America Online

I think the guerilla war idea would be outstanding, especially if you consider the fact that neither one is really "right" or "wrong". Though many people would like to see the Shadowelves as evil (probably due to the name) they are in fact just trying to reconquer what they feel is their

homeland. And besides, the Elves of Alfheim weren't exactly Boy Scouts - they had their own share of cruelties and dishonorables...

Subj: ARCHIVE?
Date: 9/2/95 8:49:14 PM
From: B1Bard
Posted on: America Online

Will we see an archive of the last board for downloading?

Subj: NET BOOK
Date: 9/2/95 8:50:38 PM
From: B1Bard
Posted on: America Online

I still need submissions for the Net Book.

I plan to compile the book next Friday night while I'm on duty, so the deadline for getting them in to me will have to be Thursday night. Remember that I'm on West Coast time so you have a few extra hours to get things to me...

8)
B1Bard

Subj: Shadow Elves and Politics
Date: 9/3/95 2:26:27 AM
From: AgSquid
Posted on: America Online

I never really liked the attitudes of those stuck-up Alfheim elves, so I think they got what they deserved when the Shadow elves took them out. As for future campaign ideas, I believe that small pockets of Alfheim die-hards should fight the guerilla war for their homeland. They may have been jerks, but losing a country is hard. They weren't all unsufferably arrogant types. I also think that the forest should become a darker, sinister, more mushroom shrouded version of itself. The shadow elves should be able to hold on to it for a while at least. Later, the old Alfheim war-leaders may raise a Wndarian army with Karameikios irregulars, but I don't see it happening for another 5-10 years in my campaign. Right now the Alfies don't have the political or monetary leverage. It should be important to note though, the shadow elves are not any more evil than their daylight brethren. The Darokians will dislike them for their threats of the grain blight, but will ever pragmatically still trade with them. The dwarves might even like an underground appreciating elf. The Karameikians will be sympathetic to the Alfheim cause, but Stefan will not truly support it to the point of sending troops. The Glantirians will be glad for a new access into the underdark, and new elven magic. The

Ylari will just kill them like any other magic-user. The humanoids will try to eat them and make some powerful enemies unless Synn, the nightmare dragon intervenes. Synn will probably try and twist the dark ideals of the shadow elves ever darker. Maybe she will give them a spell that actually CAN blight the Darokanian crops... Hmm. All good campaign ideas. This is just a flow of conscious as to where my campaign may be going - food for thought.

Subj: Re:ARCHIVE?

Date: 9/3/95 11:20:43 AM

From: TSR Bruce

Posted on: America Online

I think that's the way all closed folder are eventually stored. Hey Tank, is this correct?

Bruce Heard

Subj: Around the world in 80 months?

Date: 9/3/95 11:49:26 AM

From: TSR Bruce

Posted on: America Online

A book of maps covering the entire planet is feasible, but it has at least one nasty side-effect. For one, this forces statements and "revelations" about the remainder of the world that will eventually shoe-horn all further developments. In the long run this can really curtail creativity and options.

When creating a big book of everywhere, everything, and everybody on Mystara, details remain really minimal. It also makes it hard for DMs who've already defined neighboring regions in their own campaigns to keep up with the "official version".

I can't see how we could cover the rest of the planet without mentioning the kingdoms and cultures that may live there. At a planetary level, that's nuts. You'd end up with nations that are 100 times larger than the ones described in the Known World simply because that book would not have enough room to detail 100 smaller nations (in maps and in words). Single nations that are 100 times larger than others elsewhere are possible, but inconsistent with the rest of the world (Old Alphatia stretched pretty close to that definition, but there was little detail available as a result).

This book would probably provide maps that look like the ones often provided in some of the other game worlds: lots of nothing much over plenty of miles. No thanks.

The next logical development on Mystara could be the northern coast of Davania, across from the Savage Coast in the RED STEEL(R) Setting. That would only be possible if Savage Coast did well after its relaunch. If it doesn't, then I suppose there won't be any development at all for that game world. BTW, I haven't seen many of you people in the RED STEEL folder. Still snubbing your friendly neighborhood? :)

The next possible development, much later, would be the continent of Skothar, continuing further west from the Savage Coast and the Arm of the Immortals. It would initially provide an overview of the continent, and then focus on the eastern end to match the level of detail available with the Savage Coast and the Known World.

Again, that would be a new campaign setting, comparable to the Savage Coast in scope, and thriving to get close of the Known World. But again, this new chapter would only be possible if the RED STEEL Setting did OK. Who knows... We might be able to get all the way around and restart the Known World upon our return. Wouldn't this be cool? :)

Bruce Heard

Subj: Re:Gazetteer Formats
Date: 9/3/95 11:54:05 AM
From: TSR Bruce
Posted on: America Online

The Gazetteer format does not lend itself very well to massive adventures. The most it can accommodate are either a series of short adventure ideas, or a single adventure with a bit more detail. OK, let's start a new round of questioning. Would you prefer:

1. No adventures at all, and more background info?
2. Lots of adventure ideas?
3. A single, more fleshed out adventure?
4. Don't care; can change with each Gazetteer?

Please drop in your suggestions. Thanks

Bruce Heard

Subj: Re:Mystara books?
Date: 9/3/95 11:58:48 AM
From: TSR Bruce
Posted on: America Online

>>I really wanted to like the books, but I couldn't get past the first one of either series.<<

I suggest to those of you who feel this way to send a short letter (via snail mail) to Mr. B. Thomsen, Book Dept. at TSR. No need for insults or unbridled ranting -- a simple note explaining your point of view on these books will do fine. You probably won't get a personal answer, but this kind of mail IS read. You won't achieve anything if you don't try.

Bruce Heard

Subj: Re:Shadow Elves
Date: 9/3/95 12:05:07 PM
From: TSR Bruce
Posted on: America Online

Conflicts always are a "good" thing to have in a fantasy setting. A clear-cut victory one way or the other just doesn't provide the same excitement. I'd cast my vote in favor of a long-lasting guerilla, with several reversals of fortune on both sides.

Then of course, occasional if limited interventions from various neighbors remains all but unavoidable (look how hard the USA has been trying to stay out of the Bosnian mess). The kingdoms would all try to stay out as best they could, but occasionally get dragged in for a while at least. This out to provide some "interesting times" as the Chinese would put it!

Bruce Heard

Subj: Shadow Elves, Hurrah!
Date: 9/3/95 4:22:37 PM
From: TSR Roger
Posted on: America Online

Having read through the entire shadow elf file (GAZ13) for downloading, I have to admit that I am a big fan of theirs, and I'd like to just have them keep Aengmor for their own. Guerilla elves from elsewhere can show up, but I'd like to see shadow elves establish themselves, trade with the untrusting Darokinians, and have a real life. They are one of the most interesting variations on elves since the drow was scribbled into being. I'd keep 'em around, maybe get them more involved in the surface world. Roger Moore, TSR, Inc.

Subj: Re:Gazetteer Formats
Date: 9/3/95 5:47:50 PM
From: BlackDaggr
Posted on: America Online

My vote is for:

1. No adventures at all, and more background info

For this and other gazetteers (not just limited to Mystara). I am creative enough to not need adventure ideas, particularly those that take up a large section of the Gazetteer. Besides, that leaves the adventures to Dungeon...

A page of (short) adventuring hooks (each a paragraph or two) would not be bad, but I don't want to see lots of pages wasted on adventures.

BlackDaggr

Subj: Re:Shadow Elves (Roger)

Date: 9/3/95 9:25:35 PM

From: TSR Bruce

Posted on: America Online

I bet the Glantrians would find it very interesting if they suspected the source of the Shadow Elves' specialty magic was the same as Glantri's radiance -- or vice versa. They would try to infiltrate each other's secret societies to discover more. (Granted, it might be harder for the Glantrians, but hey, these are a resourceful bunch!)

Bruce Heard

Subj: Re:Around the world in 80 months

Date: 9/4/95 12:18:10 AM

From: Joe G K

Posted on: America Online

Speaking of immortals, I keep hearing TSR talk about redoing Legends & Lore. If they do, would the defunct worlds (i.e. Greyhawk, Dragonlance, etc...) be in there? I don't want to have to pick up a whole world book just for the religion. (And I don't think TSR is going to do a Faiths & Avatars book for the defunct worlds.) JGK

Subj: Re:Thunder Rift

Date: 9/4/95 11:54:08 AM

From: Avenger341

Posted on: America Online

That's where I ended up placing it.

Subj: Re:Mixing Worlds

Date: 9/4/95 11:57:39 AM

From: Avenger341

Posted on: America Online

My "World" encompasses Forgotten Realms, Maztica, Oriental Adventures, Al-Qadim, Greyhawk, Ravenloft, Mystara, and Io's Islands.
(Of course Planescape is there.) Something for just about everyone.

Subj: Known World Grimoire

Date: 9/4/95 12:08:33 PM
From: Chronomncr
Posted on: America Online

Okay, Bruce. I was wondering if, since Mystara is all but already dead, you might consider restarting the Grimoire, or something similar, in Dragon. The reason you gave for stopping the old one was the increased coverage Mystara would get as an AD&D game world. Well, the coverage ain't exactly increased now, y'know?

I realize that this would be a strain on your time, but something like this would at least keep our favorite world on life support.

Subj: Blackmoor?
Date: 9/4/95 6:15:00 PM
From: Joe G K
Posted on: America Online

How about TSR redoing Blackmoor for the AD&D system. Technology has always been of interest in an AD&D game, and Blackmoor was one of the cooler places to adventure. (Who can forget city of the gods?) JGK

Subj: Re:ARCHIVE?
Date: 9/5/95 1:29:57 AM
From: TSRO Tank
Posted on: America Online

Yes, the archive will be uploaded. (It's been a rough week)

I'll be uploading the 20 or so boards I have remaining to archive and post within a few days. Sorry for the delays :)+

-- TSRO Tank
Message Board Host
TSR Online

Subj: Re:Around the world in 80 months
Date: 9/5/95 8:32:09 AM
From: TSR Bruce
Posted on: America Online

>>I keep hearing TSR talk about redoing Legends & Lore.<<

Sorry, I have no information re. this project.

Bruce Heard

Subj: Re:Known World Grimoire

Date: 9/5/95 8:34:35 AM

From: TSR Bruce

Posted on: America Online

I'm not sure DRAGON(R) is ready for a monthly feature for either the Known World or the Savage Coast. They are definitely interested in occasional articles on the topic however. I'll see what I can do. :)

Bruce Heard

Subj: The Forest of Aengmor

Date: 9/5/95 9:30:55 PM

From: Psychlops

Posted on: America Online

Though I don't run a Mystara campaign, the world does have some unique qualities and I am a real fan of the Gazetteers. Therefore, I'd like to offer some comments on the status of the Shadow Elves in Aengmor Forest. This forest has lost not only its old name, but the magic that sustained it. It is doomed unless it can come to reflect the nature of its new inhabitants. This will certainly entail changes; it must obviously become darker and more insular. I would even suggest that its heart must become "petrified" as it is exposed to the Radiance that the Shadow Elves manipulate through their Soul Crystals. These Crystals cannot be preserved outside their native environment (their "Refuge of Stone"), and therefore cannot be utilized in the living forest. Of course, the Shadow Elves could simply continue to live in caverns and use the Radiance there, but they didn't conquer Alfheim just so they could visit it on the weekends. They will remake their forest home in their own image.

The exiles of Alfheim would go to nearly any lengths to stop this occurring. Remember, their claim on Canolbarth Forest was more than simply territorial. They were (and still are) rooted there metaphysically, through the agency of their Clan-trees. While they may have escaped with branches of their old Clan-trees that they can graft onto new trees, they are still dependent on the originals. The rite of investment or "adoption" that makes the new tree independent of the old is said to take over a century to complete. The old trees must be kept alive until this process can be completed. This would be the task of elven infiltrators into Aengmor Forest. These guerrillas might have the assistance of other creatures native to the forest, including Shadow Elf sympathizers. If they fail in their mission, the old Elven clans would lose their ethnic identities, at least -- or perhaps it would lead to the same sort of Elven exodus seen on Oerth and Toril.

Just a thought,

Psychlops

Subj: Re: Aengmor (Psychlops)

Date: 9/5/95 10:31:28 PM

From: TSR Bruce

Posted on: America Online

>>This forest has lost not only its old name, but the magic that sustained it. It is doomed unless it can come to reflect the nature of its new inhabitants. This will certainly entail changes; it must obviously become darker and more insular. I would even suggest that its heart must become "petrified" as it is exposed to the Radiance that the Shadow Elves manipulate through their Soul Crystals.<<

That's pretty cool! :) The idea of a dark, sinister forest with a heart of stone seems very attractive to me. This could be a great spot for adventuring. I suppose the good magic areas will go dormant and the bad ones will remain while all this happens. Meanwhile, our favorite granola-heads (Alfheim Elves) will have to earn every twig to regain their lost homeland. This promises to be ugly (he says, rubbing his hands). I can see lots of adventures in this. As long as the shadow elves will test their version of the Radiance on this newly acquired colony, there shall be no peace for the Green! :)

Bruce Heard

Subj: Shadow Elf Outleap

Date: 9/6/95 10:10:50 AM

From: TSR Roger

Posted on: America Online

Does anyone use Shadow Elves in non-MYSTARA campaigns? I was curious if they've "spread" around, given their popularity (judging from the huge number of downloads they've pulled on the "Downloads of the Month"). Drop your comments here. Cheers! Roger Moore, TSR, Inc.

Subj: Mystara boxed set

Date: 9/6/95 8:53:14 PM

From: Joe G K

Posted on: America Online

I'd like to see Mystara get a boxed set before it crashes next year. Something along the lines of one of the old Forgotten Realms boxed sets, or Greyhawk city boxed sets that gives you an overview of the world, and a few specific details about certain places, and some new monsters.

Subj: Re:Gazetteer Formats

Date: 9/7/95 12:05:11 AM

From: Sequitur X

Posted on: America Online

Bruce,

I'd like to see lots of past info and lots of adventure ideas. WHAT I WOULD NOT like to see is official updates. When TSR comes out and says, "In the past year these changes were made: " it stifles the game, possibly killing it, i.e. World of Greyhawk. The FUTURE is up to the DM. Tell us ALL about the past and present.

The gazeteers of old are the way to go. Karameikos was better written than Darokin for instance, but the general format was good all around.

at your service,
Seq

Subj: Re:Shadow Elves
Date: 9/7/95 12:47:27 AM
From: MMonagle
Posted on: America Online

I have found all of the recent talk about elves to be very interesting. In my campaign, the fall of Alfheim was a centerpiece. Let me tell you what occurred.

I ran the module CM7 Tree of Life in AC 1002 with my group. They successfully completed the adventure. That meant a new major elven nation was revived on the west coast of Brun. This was no small feat and it kept Ilsundal and Mealiden as busy as anything. Naturally, Rafiel saw his chance and the rest is history.

I had the Feadiel Clan return to their homeland during the exodus of Alfheim but they still have occasional contacts with the other former clans of the elves from Alfheim (now split between Karameikos and Wendar).

When the Shadow Elves approached the elves of Norwold for help on their forest, I ran the event as one that was being directed by the Immortals (remember, in the end, it is still they who are pulling the strings here). Their patron (sorry her name slips my mind at the moment, is it Ordana?) had them agree to help but they are actually using their time in Alfheim to change the forest back to its original state. My reason for this is that there is a major rift between the surface elves and the shadow elves. The surface elves sought (Ordana?) out when they returned to their ways of forestry but the shadow elves have still yet to even acknowledge her existence.

Needless to say, a lot of adventuring took place in there: rebuilding the former elven homeland, the war between the surface elves and shadow elves, the exodus of Alfheim, negotiations and Immortal politics in Norwold.

At present, in my campaign the shadow elves caught on to the deception of the Norwold elves and there is a sort of guerilla war being fought (do elves ever fight anything but guerilla wars in forests?) between the combined strengths of the surface elves of the former Alfheim nation, Wendar, Norwold, plus even some Karameikan born elves and the shadow elves. Being thrown out

of ones homeland is not something you forget. The middle east is a perfect example of this. Thus, it is a very bitter war.

I'm about to have that Blackmoorian-like device of the Shadow Elves come on line in the middle of all of this. Has anyone thought of what a device like this would mean? It would rival the Radiance in power. As the device's construction has been designed and implemented by Rafiel (a former Blackmoorian scientist), it could even be more powerful. That is something that even the Immortals will have to deal with. (Another World War perhaps?)

At any rate, that's what I've done with my elves. It has been fun and I plan to keep it that way.

Subj: Shadow Elf = Evil

Date: 9/7/95 1:22:29 AM

From: MMonagle

Posted on: America Online

I am a little confused on why people do not feel that the Shadow Elves are such bad people. I have read their history and feel that it clearly says otherwise.

The facts are that they originally revered Atzanteotl, a thoroughly rotten and evil Immortal (in fact, a great number of them still do in the Hollow World).

Later, a sizable number of them switched to Rafiel whose own practices cannot really be praised. He has them building what could become the greatest artifact on the planet and yet he has kept his people in the dark about it. Only his most senior clerics suspect the truth. I wonder how the Shadowelf population below Mystara will feel when they learn that their Immortal patron has just had them activate a Blackmoorian inspired artifact of immense power? Wasn't it Blackmoorian technology that got them to where they are in the first place? Why has he lied about it for so long? Instead of using its construction as an important long term goal for his people, he has mislead them about it. I feel that it is because Rafiel himself suspects that they might not be too enthusiastic about its completion.

I'm not even going to go into depth about Rafiel's policy of infant abandonment.

Also, after so many centuries of being out of contact with all but their own race, what do they do when they contact the surface elves? They make such unreasonable demands that refusal (and a showdown) was all but assured. Really nice guys here.

On their first attempt to infiltrate the surface, even their own spies turned on them when they saw what it was they had been sent to destroy. Thus I must surmise that they still have a conscious, it is a pity that their leaders have not used it. Instead they went on to displace a nation of elves who had no qualms with its neighbors. Alfheim was even decent enough to lend military units to Darokin when the Master invaded.

I think it is pretty obvious that I have a low opinion of the Shadow Elves (but I do find that they make neat bad guys). I guess that I've been getting a bit queasy when I read that the Shadow Elves are cool so make 'em out to be good guys. The facts pretty much say the opposite and I challenge anyone to prove it otherwise. That's not to say that they do not make bad bad-guys, they're actually great as the evil enemy, but they are definitely not good-guys.

Subj: Re:Shadow Elf = Evil
Date: 9/7/95 9:36:22 PM
From: BlackDaggr
Posted on: America Online

What is really interesting, particularly with the ShadowElf Gazetteer, is how the evil of the Shadow Elves seems perfectly reasonable. Kind of chilling - their ways are an anathema to surface elves, but when one reads the reasons for some of their actions, their reasons stand up to rigorous justification.

It just goes to show that intelligent, reasoning evil is in ways far more insidious than mindless bloodshed. When the evil person believes fervently that his ways are proper, rather than just defying (or manipulating) society's norms, it adds a lot of richness.

(BTW - in AD&D terms, I place the Shadow Elves alignment as LE (LN tendencies), and stick Rafiel in Acheron - probably in the layer with the Mines of Marsellin)

BlackDaggr

Subj: Re:Shadow Elf = Evil
Date: 9/7/95 10:46:03 PM
From: TSR Bruce
Posted on: America Online

>>I am a little confused on why people do not feel that the Shadow Elves are such bad people. I have read their history and feel that it clearly says otherwise.<<

I guess it could be interpreted different ways. My guess is that Shadow Elves have adopted a philosophy of evil with legitimate motives and reasonable limits. The harshness and isolation of their latest underground homeland did the rest. Sure, they don't qualify as obviously "good", but they aren't totally rotten either. It's like the story of the glass that either half-empty or half-full. Are they half-evil or half-good? Compared to whom? According to who's customs?

Everything is relative. Seen from certain third world countries, the US or other western countries are seen as Great Evils, and their citizens as nefarious pariahs. Personally I prefer to believe I'm one of the good guys and some of the folks overseas the creeps, but that's my point of view! Who's really right or wrong isn't always so clear cut in fact. There's usually a lot of both on either sides -- the fellow across the street will first see your "bad" side before your "good" one. That's often the way people are... elves included. :)

Bruce Heard

Subj: Panache
Date: 9/7/95 11:27:49 PM
From: TSR Bruce

Posted on: America Online

We've just posted a tentative system designed for swashbucklers in the Red Steel folder. It should be pretty easy to use anywhere. As always, your suggestions are welcome! :)

Bruce Heard

Subj: Re:Gazetteer Formats

Date: 9/8/95 7:38:38 PM

From: AStover776

Posted on: America Online

I like choice #1. That way the DM can let the players read the players book and get enough background info for the region and character creation, but without spoiling the goodies intended for the DM.

I wish that TSR would continue covering Mystara for D&D also besides converting it to AD&D. Possible some additional info on Thunder Rift other than what has been published so far.

Thanks for letting me bend your ear for a second.

Subj: Re:Maps of the entire Planet

Date: 9/8/95 7:47:29 PM

From: AStover776

Posted on: America Online

Honestly, I wouldn't want detailed maps of the entire planet of Mystara. This would limit my ability to develop and design portions of the world they way I "see" it. Besides, info on the continents of Davania and Skothar have been hinted at in various works through out the history and development of Mystara. As a good DM, you should be able to pick these up and go from there on your own.

Subj: Re:Thunder Rift

Date: 9/8/95 7:54:53 PM

From: AStover776

Posted on: America Online

This is vague. The location of Thunder Rift has never been identified as being on any known world released so far, but I found that since the Old solo modual "Thunder Delve" fits nicely to this environment and that T.D. was supposedly in Mystara somewheres, I placed it in the Brasol Range on the continent of Davania, since that ranges size makes it difficult to access the interior and it is in the right temerate zone for Thunder Rift.

Subj: Re:Shadow Elves
Date: 9/8/95 8:09:46 PM
From: AStover776
Posted on: America Online

I had the notion of the Shadow elves would hang around for a long protracted time. Being thorns in the sides of all nations but doing so in the most secretive and dastardly of ways. I also had that Baron Hendriks escaped the conflict between the Five Shires and the Black Eagle barony (along with Bargle the wizard) to the new lands of the Shadow elves where they became allies to undermine the interests of the surrounding nations.

The former elves of Alfhiem are too demoralized and weak to combat the Shadow elves for their home lands for a long time.

I have many other things behind this, but this is a general idea.

Subj: Re:Gazetteer Formats
Date: 9/8/95 8:15:01 PM
From: AStover776
Posted on: America Online

To the second Request on Gaz formats. I would rather see more info on the region than adventures. A few sample adventures would be fine but more on regional info and regional history timelines.

Subj: Alternate "Bargles"
Date: 9/9/95 11:33:51 AM
From: TSR Bruce
Posted on: America Online

I keep hearing (or saying) Bargle appears here and there in Mystara, spreading mischief and antagonizing PCs. What if someone for some odd reason began cloning the guy, and "festooned" Mystara with his alter-egos? They would do what they normally do (being their usual mean, evil Bargles), besides trying to eliminate each other when they could. PCs would delight one day in killing Bargle... only to run into him again a few months later.

Bargle was created as a plot device -- he now could appear in various areas of the Known World and elsewhere. The PCs goal would be to find the "cloner" and put an end to its activities. Of course, a few surviving and forgotten clones might be still wandering Mystara for some time.

I meant this as a joke, but it could be amusing for a while.

Bruce Heard

Subj: Re:Shadow Elf = Evil ?

Date: 9/9/95 4:18:51 PM

From: Psychlops

Posted on: America Online

The history of the Shadow Elves says much less about their evil than it does about their tragedy -- and the tragic choices they have made. The Rain of Fire forced them to abandon the surface world of their birth. When they apprehensively returned to the surface centuries later, disaster again struck them and they were once more driven into the underworld. Though they never lost their elven longing for the light and freedom of the upper world, their history proved to them that it was uninhabitable. They became resigned to life in the dark lands of their exile.

Yet tragedy found them even here. They were seduced and deceived by the Immortal Atzanteotl who used them to build the city of Aengmor around his temple, only to be brutally rejected by him when their numbers and their evil proved insufficient for his desires. This tragedy forced them still deeper underground, where they discovered the Refuge of Stone. The Refuge offered the elves a way of life and a new name to know themselves by; it gave them purpose and a kind of understanding of the tragic events that had led them there. They took the Immortal Rafiel as their patron and built him a great temple where the Refuge would be pondered and dutifully obeyed.

The Refuge of Stone is a great mystery, but it is the key to understanding the history and lives of the Shadow Elves. It tells how Rafiel guided and named the Shadow Elves. It orders their society, saying how the weak (both young and old) must be abandoned. Though these infirm elves hold no less of the love of their kindred, they must be taken far from the lands of the Shadow Elves and given over to the guidance of Rafiel. This loss of kindred echoes the tragic loss of the surface home where generations of elves were born and died. Yet the Refuge also gives them the magic of Shaman and Soul Crystal, and promises future bounty to the faithful of Rafiel.

Now the Shadow Elves have returned to the surface and taken Canolbarth Forest to be their new Aengmor. They have left the deep caverns, and some have turned from Rafiel and the Refuge of Stone. They have answered their ancient, elven longing and claimed a new life beneath the trees and sky. The surface world has healed in the centuries of their exile, but the tragedy that drove them from the sunlit world has left its mark on the Shadow Elves. They were ruthless and efficient in their conquest, but their victory was hollow; they have lost their connection to living things and have no special relationship, no bond, to the flora and fauna of the forest.

The Shadow Elves are aptly named. Whether they are a shadow of Rafiel's Radiance, or a shadow of their freedom and life-loving ancestors, tragedy and loss are written into their souls -- they are exiles who can never truly return home. They may act for good or evil, but ultimately they are neither; they would only be washed away by Light or covered by Darkness, so they must forever remain on the border, lost in Shadow.

Just a thought,

Psychlops

Subj: Re:Shadow Elf = Evil ?

Date: 9/9/95 6:17:46 PM

From: TSR Bruce

Posted on: America Online

>>They may act for good or evil, but ultimately they are neither; they would only be washed away by Light or covered by Darkness, so they must forever remain on the border, lost in Shadow.<<

Right on. Nice thought there (without a shadow of a doubt)! :)

Bruce Heard

Subj: Re:Alternate "Bargles"

Date: 9/9/95 7:31:33 PM

From: AStover776

Posted on: America Online

This could be more logical then you think. I remeber the first time I seen info on the Bargle was the old solo modual "Blizzards Pass" where in it Bargle was a Chaotic CLERIC in charge of a band that raided caravans.

Then, he popped up again in the D&D red book set as a plot device with later references for other possible adventures.

Also in B10 in that he was conected to the Iron Ring and that he had an army outside of Threshold kept in stasis by a mass polymorph spell (mass morphed them into a forest).

also many other indications that he was the wizard of Baron von Hendriks (sorry for my poor spelling), then later he teleported out when the armie of the Five Shires attacked Black Eagle Barony.

I'm positive there are others that he arrises in but that's all I remeber.

With the time line that these events take place, he would have to be very old (mabey nearing immortality (I hope not), LOTS of potions of longevity, or he is a bunch of clones).

This would be a great plot line to really fully develop.

Subj: NET BOOK NO MORE

Date: 9/10/95 12:52:08 AM

From: B1Bard

Posted on: America Online

I have pleaded and begged for submissions to the net book, and I was willing to include almost anything anyone sent me, but...

NO ONE SENT *ANYTHING*!!

I got two outside submissions for the first one, and they both made it, but I couldn't even get people to email me their favorite character to include in the Hiring Hall.

Since no one seems to be interested in working in any way to keep Mystara alive (other than complaining that TSR isn't doing it...) I'm not gonna try and do the work for everyone.

The net book is officially done and over with, without ever seeing a second installment. Sorry, Bruce, I did what I could, but after several months of asking for submissions, it was destined not to happen. I think I now understand what those marketing guys at TSR feel like when they hear about Mystara...

party's over

8(

B1Bard

Subj: Bargle & Sarth

Date: 9/10/95 11:20:16 AM

From: TSR Roger

Posted on: America Online

Long ago when I was new to gaming, there was a guy in my AD&D game group who had an obnoxious chaotic-evil PC named Sarth the Bastard, for the bastard sword he used. As it turned out, he was more aptly named than that, as the PC was a psychopathic murderer who cut down whole villages for the sake of a few more experience points. In time, he ticked off the rest of our group, and everyone got their PCs together and killed Sarth when he attacked another PC. The player was mad (of course) and said he would just have Sarth cloned, and he soon left the group.

Well, the idea of cloning Sarth really appealed to the DMs in our group, and soon our shocked PCs met a new, uprated version of Sarth, who had come to kill everyone in revenge for the death of Sarth #1. After we killed him, another appeared (run by another DM), then another. The last Sarth the Bastard (#4, I think) was a cyborg version that our PCs killed in a battle in a castle on the Moon. No, there was one after that, I forgot, who was around 20th level and had +5 everything. Sarth could make us sweat like nothing else. Every DM using him pulled out the stops and really worked to make him live up to his name. It was great.

Using Bargle as a plot device in this manner could hardly be less entertaining. Go for it, I say! Roger Moore, TSR, Inc.

Subj: Enduks are IN!!!

Date: 9/10/95 11:29:19 AM
From: TSR Roger
Posted on: America Online

Please look at the "Downloads of the Month" section for a new PC race for use in the RED STEEL and MYSTARA campaigns. Enduks are winged minotaurs with an Assyrian flavor. Tell us what you think of it! Roger Moore, TSR, Inc.

Subj: You Called?
Date: 9/10/95 2:09:52 PM
From: Bargle 001
Posted on: America Online

Well, can't you tell I'm busy! I've got endless nefarious deeds to keep this world on its toes. Now go along... Leave me at my dark workings!

Subj: Re:Gazetteer Formats
Date: 9/11/95 5:43:27 PM
From: AgSquid
Posted on: America Online

I liked the original Gazetteer Format - that was lots of little adventure hooks, and lots of detailed information about the societie of the world.

For this reason, I would prefer choice #2. I would not like to sacrifice game detail for a few adventures that I can write on my own.

Subj: Re:Shadow Elf = Evil
Date: 9/11/95 5:58:41 PM
From: AgSquid
Posted on: America Online

MM is correct, to an extent.

The Shadow Elves are not evil, but merely misled. Her entire argument describing the deception of their immortal patrons shows this to be true. They were used by Atzantaeol, and then they were used by Rafiel. They are nothing more than hideously effective tools.

As to the poilcy of baby abandonment, Rafiel sees to it that the humanoids find the deformed children, and treat them as their own.

Why did the Shadow Elves make such harsh demands on the surface elves? For the last thousand years, the SE have been living underground in a bleak world where survival must be scraped out of the stone. They have suffered radiation sickness, terrible monsters and horrible growth conditions. The only other intelligent races were the vicious and primitive humanoid tribes. The SE have become accustomed to a lifestyle of hardship and war. They expected no more and no less than the same from the surface elves - their basic psychological makeup has been severely distorted by isolation. They make the same demands on Darokan for its grain. In the next 50 years, the SE might learn polite politics and other unnecessary surface government traits, but for now they are a warrior race come into its own.

Subj: Bargleverse
Date: 9/11/95 6:04:20 PM
From: AgSquid
Posted on: America Online

Hmm. Not to carry the clone story too far, but what if the PC's were the lawful good type, and they merely exiled the clone machine to another universe (finding the murder of hundreds of Bargles distasteful)? And what if the other universe had a much faster time rate than the Known World? In a few weeks, you would have a complete "Bargleverse". Scary thought, neh?

Subj: Psychlops
Date: 9/11/95 6:07:25 PM
From: AgSquid
Posted on: America Online

Psych - you're an artist with words. I just think that your postings are so well written that I had to comment on them. You must be an excellent DM. You have summed up the SE in a manner that describes them best. Thanks. I'll use it on my players!

Subj: New Races for Mystara
Date: 9/12/95 9:33:10 PM
From: TSR Roger
Posted on: America Online

I was curious to know if anyone has some ideas for new player-character races that could be added to various parts of the MYSTARA campaign. This world has a much greater spread of PC types than any other AD&D world I can think of, though some PC races hail from the D&D game days (especially the Creature Crucibles). Roger

Subj: Enduk: Used in Known World?

Date: 9/12/95 9:34:42 PM
From: TSR Roger
Posted on: America Online

I'd also like to hear from anyone who uses the enduk PC race from the "Downloads" in a MYSTARA campaign over in the "Known World" area. (Maybe an enduk was shipwrecked or captured, and is now in a Karameikos zoo.) Roger

Subj: Re:New Races for Mystara
Date: 9/12/95 10:54:09 PM
From: TSR Bruce
Posted on: America Online

We have cat-men.
We have dog-men.
We have bull-men (with wings).
We have mountain elves (with wings too).
We have scorpion-men (that blow up in the sun).
We have gliding, head-shrinking, raccoon-men (halfling-size).
We have aborigine-style chameleon-men with superior wisdom.
We have all sorts of lizard-folk, from halfling-size to extra large-size.
We have shape-changing, spell-casting, split-personality spider-people.

Huff, huff (catching my breath)

Oh yes, now we might end up with goat-men too, especially good with thieving abilities and mountaineering skills. We thought of pig-men, but these would really be orcs, so we skipped them (nope, no winged-orcs hiding in the shadows either). Any other farm animal in mind? Please let us know! :)

Bruce Heard

PS. Ah, yes... Horse-men! (nah -- that's called a centaur.)

Subj: Re:NET BOOK NO MORE
Date: 9/12/95 11:04:38 PM
From: TSR Bruce
Posted on: America Online

Sorry to see this happen. It's really too bad, but some of us know how hard it can be to get people involved. I salute your valiant effort! I just hope this won't leave too bitter a taste in your mouth and you will continue to appear in this folder. Thanks B1 -- in my book you're a A1!

Bruce Heard

Subj: Re:New Races for Mystara

Date: 9/13/95 1:35:31 AM

From: Socrates1

Posted on: America Online

"Oh yes, now we might end up with goat-men too"

Bruce, if you go with this idea, use the humanoids that were on the cover of the Dragon about a year or so as a visual model. They had goat horns, were on horseback, and looked very intriguing.

Subj: Re:New Races for Mystara

Date: 9/13/95 8:40:15 AM

From: JBaichtal

Posted on: America Online

In my campaign I have Gorundin, big hairy bear-men who are pacifistic and fight with quarterstaves, lassos, boomerangs and bolas when threatened. They were the creations of a good wizard who gained their independence.

John

Subj: Re:New Races for Mystara

Date: 9/13/95 8:59:14 AM

From: TSR Bruce

Posted on: America Online

The turtles. The turtles... I keep forgetting the turtles! :)

Thanks for the ideas, guys! I'll dig into these. Roger do you remember that DRAGON(R) Magazine cover? Bear-men that aren't lycanthropes -- sure why not! Sounds cool. I promise I won't call them Winnie-the-Pooh! :)

Bruce Heard

Subj: New Races: Stone Folk

Date: 9/13/95 7:41:51 PM

From: Mystaros

Posted on: America Online

On the Great Escarpment of the Isle of Dawn there exists a race of beings known as the Stone Folk. These people are distant relatives of the Rock Men found elsewhere on Mystara. The Stone Folk are, as their name implies, made of stone... a form of granite, in fact. They are more humanoid in appearance than their distant cousins, and have been mistaken at times for short stone golems, though they are very alive, indeed. They range from the western rim of the escarpment to the hills abutting the great forest; they have one known city and several small villages, but most of them live in small clans of no more than 30. They call their region the Kingdom of the High Land, though they have not had a king in over 15 centuries. At one time the Stone Folk had a powerful and wealthy kingdom, but it was destroyed in the same cataclysm that destroyed Nithia (they were victims of the corrupted Nithians, not their allies). The stone folk are great allies of dwarves and gnomes. Stone folk are slow to anger, but inexorable in their vengeance. The Stone Folk revere "Thinker in Deep Stone" (whom the Nithians knew as Thoth; he was the first King and Greatest King of the Stone Folk). The Stone Folk also have a full pantheon of deities, but the only other major figures are Kagyar, Garl, Terra and a strange fellow known as Laughing Axe (the Nithians knew Laughing Axe by the name of Bes; Laughing Axe was Thinker in Deep Stone's companion on his first quest, which was a search for the reason behind the extinction of the elder dwarven race).

Well, if anyone wants more details on the history of the Stone Folk, as well as any game details, please let me know...

Subj: New Races: Ochaela
Date: 9/13/95 8:25:24 PM
From: Mystaros
Posted on: America Online

Many of the races of the Oriental Adventures book made their way into Mystara through the Isle of Ochalea, including:

Spirit Folk: Many more types than those listed in the OA book, including many derived from the information in GAZ 12 "The Golden Khan of Ethengar".

Hengeyoki: These shapechangers descend from the ancient native humans of the Isle who were the first to contact the Spirit Folk after the shifting of the spheres ca. BC 3000 on.

Bakemono, Shikone, and Oni: These are descended from the beastmen inhabitants of the Isle who were altered in many ways by the close proximity of the Spirit World and the cataclysm of BC 1700. These beings are much more magical than their mainland "western" counterparts.

Korobokuru: These strange dwarves are descended from the original elder dwarven race; they retreated far beneath the surface after the Great Rain of Fire and were so altered in nature by the proximity to the Spirit World that Kagyar passed them up when he reformed the dwarven race in BC 1800. Most of the Korobokuru were driven to the surface by the cataclysm in BC 1700; the few who remained are now a thoroughly vile lot, and have been possessed of the darkest nature of the

Shadow World (the dark, entropic portions of the Spirit World). The surface Korobokuru now live a barbaric existence in the more out of the way portions of the Isle.

The Tiger Men of the South: The great southern jungle lands are home to a humanoid race of tiger men. Little is known about these people (they are actually the remains of a colony from Myoshima). They are said to have a great city in the heart of the jungle from which their Great Khan rules his people.

Halflings: Halflings are found in fair numbers all over the Isle, living in a manner not unlike those of the humans around them. These halflings are descended from settlers who were fleeing the gnollish depredations of BC 1000; they travelled to the Isle along with groups of Traldar (today known as the Dairu, see below). They have adapted to the Ochalean way of life much quicker and easier than the Dairu, and while the Ochaleans do not consider them equals, they accept them more than they do those Dairu who maintain their "barbarian" ways.

Note: There are no elves to be found native to the Isle. The elven "ecological niche" is more than fullfilled by the Spirit Folk. The only elves that could be found on the Isle would be in the Foreign Section of the City of Beitung.

Humans: There are two human cultures found on the Isle. The first, and the oldest residents are the Dairu, who are descendents of Traldar colonists and the original Oltec population. The Traldar society regressed over the several centuries following the colonization, much as the Nithian colonists had done in the lands of Darokin and Karamaikos. The modern Dairu culture and language is greatly divergent from that of the other descendants of the Traldar (including the Darokins, Traladara, Milenians, Minaeans, etc.), and only a sage who has studied both cultures intensely could tell that they were once related. To confuse matters still, the Dairu are broken into several distinct cultural subgroups, including the Western, Southern and Hill groups, among others. The other human culture is that of the Cypri-Alphatian settlers who arrived in several waves beginning around BC 700. This group is the more dominant culture politically and socially, and they regard the Dairu as barbaric inferiors. The Cypri-Alphatians are known as Ochaleans ("O-", like in real world Japanese, means "Honorable", "Cha" is Ochalean for "True", and "Lea" is Ochalean for "Land/Realm"; thus, Ochalea can be roughly translated as "The (Honorable) True Land"). It would take several books to describe the Ochalean culture in full, but it can suffice to say that it is generally "Oriental" in nature, in that the society reflects many aspects of Chinese, Korean, Tibetan and Japanese cultures (with the heaviest emphasis on the Japanese).

Subj: Goat-Headed Whatzits

Date: 9/13/95 11:20:06 PM

From: TSR Roger

Posted on: America Online

DRAGON issue #212 has some goat-headed barbarians, certainly cleaner and better dressed than the brood of the RuneQuest game, and there was a goat-headed centaur on the cover of ARES Special

Issue #2, but that was from about 1984. I think the latter illo was picked up in a GAMMA WORLD product somewhere. You can check with what's left of the TSR Archives (sob, sniff) for those issues. Also, there was a little goat-headed guy from DRAGON issue #94, pages 52-53, called a urisk (a variation was known as a lubin), who was 3 feet tall and could cause a lot of trouble. (I wrote him up.) They are wilderness dwellers, the urisk from the mountains, and have some powers over animals. Ask me another goat question, any kind of goat question. Go ahead. Roger

Subj: Re:Goat-Headed Whatzits

Date: 9/14/95 8:52:15 AM

From: JBaichtal

Posted on: America Online

There are, of course, the goat-centaurs of the Planescape setting.

Subj: Re:New Races: Stone Folk

Date: 9/14/95 5:27:30 PM

From: TSR Bruce

Posted on: America Online

There also are the Geonids, a bunch a small guys that look like round boulders. I wonder how the rockmen, the geonids, your stone folks, and most other mineral-based intelligent lifeforms would get along with dwarves (allies, foes, underground nuisances?), or with the Shadow Elves. They could drive underground races absolutely bonkers. The next thing we need are sand-people... actually, I believe these already exist somewhere. :)

Bruce Heard

Subj: Re:New Races: Sand People

Date: 9/14/95 5:55:47 PM

From: JBaichtal

Posted on: America Online

There are Sandlings, monsters in the AD&D setting...

Subj: Re:New Races for Mystara

Date: 9/14/95 11:39:47 PM

From: Kaviyd

Posted on: America Online

I am now beginning to see a possible connection between Mystara and Athas, in three respects:

1) The mages of Glantri seem to be a bit more driven than those elsewhere, and Immortals such as Rafiel are still delving into "things that man was not meant to know". How long can it be before somebody discovers defiling?

2) With reference to the thread on "new races", some evil Mystaran wizard will inevitably reach the conclusion that "There are too many intelligent races on this world!" He will then begin a campaign of genocide.

3) Among the ecological disasters caused by the previous two trends could be the loss of Myoshima's invisibility. Then, Mystara would have two visible moons, just as Athas does. Perhaps the destruction of the Nucleus of the Spheres is involved here?

Subj: Re: New Races (Kaviyd)

Date: 9/15/95 9:51:48 AM

From: TSR Bruce

Posted on: America Online

<<2) With reference to the thread on "new races", some evil Mystaran wizard will inevitably reach the conclusion that "There are too many intelligent races on this world!" He will then begin a campaign of genocide.>>

I could see the Herathians thinking something like this, but being worried about taking direct action (the thought of angering the Immortals once again could paralyze them militarily). I think they would have too much to lose coming out in the open.

Remnants of the Alpathian wizards on Mystara's surface would probably be discreet intigators of such a campaign. After all, they are the biggest victims of someone else's magical prowess.

Glantrian wizards are probably too set in their old ways, and comfortable in their principalities to bother with sentient-races outside Glantri. They might actually see them more as a cheap source of spell components more than as a threat. :)

<<3) Among the ecological disasters caused by the previous two trends could be the loss of Myoshima's invisibility. Then, Mystara would have two visible moons, just as Athas does. Perhaps the destruction of the Nucleus of the Spheres is involved here?>>

That would be tragic. The idea of an invisible moon I think remains pretty cool. It also makes it easy for those who want nothing to do with Myoshima in their campaigns to ignore it altogether. I think we'd have to find something that the Known World would truly benefit from before removing Myoshima's invisibility.

The destruction of the Nucleus of the Spheres would mean the end of the Glantrian Radiance and the Shadow Elves' enhanced magic. Else, I can certainly see where you're going with all this. The parallel between Mystara and Athas remain intriguing nevertheless!

Bruce Heard

Subj: Re: New Races (Kaviyd)
Date: 9/15/95 8:40:11 PM
From: Kaviyd
Posted on: America Online

With the introduction of chromomancy to AD&D, there is a simple way to keep the scenario I described from playing out "for real": Have somebody go into Mystara's distant future, see it in a wrecked state similar to that of the Dark Sun world, and then return to the "present" and do whatever is necessary to keep that dark future from occurring.

The benefit of this approach is that you can give your party a chance to play in a "Dark Sun"-like campaign world for a little while and then return to a less savage world -- perhaps with a new mission. I certainly would not want to see the "official" Mystara turn into a clone of Athas.

Subj: Re: New PC Races
Date: 9/15/95 11:46:41 PM
From: Terari
Posted on: America Online

One race from the Creature Catalogue that I tried using as PCs were those sun worshipping peoples (sorry, can't remember their name) that hate efreeti. They worked great as paladins.

Another race from the same tome that I never tried but sounds interesante are the Hepaestons.

Subj: Re: New PC Races
Date: 9/16/95 9:45:21 AM
From: TSR Bruce
Posted on: America Online

>> One race from the Creature Catalogue that I tried using as PCs were those sun worshipping peoples (sorry, can't remember their name) that hate efreeti. <<

Would this be the Sollux by any chance? They would work great as servants of Ixion.

Bruce Heard

Subj: Re: New PC Races

Date: 9/17/95 4:07:38 PM
From: Nimmurian
Posted on: America Online

I think you should do something with the nagpas (vulture-men). They were pretty cool. According to the Princess Ark articles, they are limited to the Vulture Peninsula. Any chance they could break their curse and appear elsewhere?

Subj: Re: New PC Races
Date: 9/17/95 9:34:25 PM
From: TSR Bruce
Posted on: America Online

About nagpas -- Immortals can make or break curses anytime. So can DMs. No problem.

Bruce Heard

Subj: Nagpas--Did 'Em
Date: 9/19/95 8:32:22 PM
From: TSR Roger
Posted on: America Online

Nagpas appeared (in D&D game form) in the CREATURE CRUCIBLE accessory, <Top Ballista>, along with sky gnomes and other aerial critters. It was a nice selection. Bruce also wrote up nagpas in one of the early "Princess Ark" episodes, in the mid-to-late #150s of DRAGON Magazine. They used to be human but are screwed up now!

Subj: Re:Nagpas
Date: 9/19/95 8:57:31 PM
From: TSR Bruce
Posted on: America Online

Saw them first in Dave Cook's module Master of the Desert Nomads. :)

Bruce Heard

Subj: Goat-Headed Thingers, pt. 2
Date: 9/21/95 9:35:54 AM
From: TSR Roger
Posted on: America Online

I was rereading an old GAMMA WORLD module and rediscovered the Ramtel, a mutant goat centaur on pages 8 and 31. It appears in GW10 Epsilon Cyborgs. Maybe we could recycle them into the AD&D game...hmmm. Roger

Subj: Question of the Week
Date: 9/21/95 5:27:13 PM
From: TSR Bruce
Posted on: America Online

Should the Empire of Thyatis:

1. continue its descent into decadence?
2. maintain present status quo?
3. regain its lost politico-military might?

(Starting a new concept in "design-by-popular-demand!") :)

Bruce Heard

Subj: Re:Question of the Week
Date: 9/21/95 6:51:26 PM
From: Telrathin
Posted on: America Online

I think that Thyatis, like its cousin the Roman empire, should continue its decent into petty political squabbles and decadence, until Ylaruam and the Northern Reaches take the role of the German tribes such as the Vandals and sack Thyatis city itself, at which time perhaps Thyatis could break down into warring City-states, more along the lines of Greece. That would leave the former Thyatis still relatively civilized within the city-states, but with the breakdown of the empire, monster just might start reinhabitating some of the less-populated areas.

Tel

Subj: GAZ5?
Date: 9/21/95 6:55:33 PM
From: Telrathin
Posted on: America Online

I'm planning a campaign comprised of refugees of Alfheim, and I was wondering where I could get my hands on GAZ5-The Elves of Alfheim. I was also wondering about that because there were numerous references to it in the GAZ13 file in Download of the Month.

-Tel

Subj: Rise & Fall of Rome - Er...

Date: 9/21/95 6:59:07 PM

From: AgSquid

Posted on: America Online

I believe that Rome... er Thyatis should continue on it's decline into destruction - much like it's real world parallel. It has overextended its boundaries and the aristocracy has become corrupt. The immortal support it once relied on has weakened in favor of new rising republics, and it may join Alphatia in the Hollow Earth.

But not for another 20 or 30 years. The center needs to rot more deeply, and other states must begin encroaching on Thyatian borders. A smaller Thyatis may survive - like the Vatican in Rome today, but new nations will form as nationalism rises and colonies rebel. Karameikios will become a world power to rival Glantri.

Just a few quick thoughts.

Subj: Re:GAZ5?

Date: 9/21/95 8:42:38 PM

From: TSR Bruce

Posted on: America Online

<<where I could get my hands on GAZ5-The Elves of Alfheim. <<

It's out of print by now. Try the Mail Order Hobby Shop -- perhaps they have a few left, else try the product exchange folder. You might be able to buy or exchange one from another AOL user. The GenCon Auction is another possible source, but that won't be until next year in August. :)

Bruce Heard

Subj: Re:Rise & Fall of Rome - Er...

Date: 9/21/95 9:08:44 PM

From: TSR Bruce

Posted on: America Online

<<I believe that Rome... er Thyatis <<

Actually, the original author, Aaron Allston, had designed Thyatis on the model of Byzantium. In retrospect since then it appears Thyatis took more of an ancient Roman feel rather than the Byzantine. I think that's unfortunate because Byzantium was a contemporary of western European medieval ages -- it would have worked better in that respect I think. Its flavor and culture isn't as familiar as ancient Rome's, and it would have contributed to making Thyatis more intriguing and

unique. If you ever have a chance, peek at the costumes and clothing shown in the Osprey Man-at-Arms booklet #89 (Byzantine Armies 886-1118). They are very different from ancient Rome's. Likewise their military organization, language (Greek rather than Latin), art, civilian administration, religion, customs, diplomacy, etc... were all pretty different.

<<The immortal support it once relied on has weakened in favor of new rising republics, and it may join Alphatia in the Hollow Earth. <<

This seem like poetic justice to me after what happened to Alphatia! Imagine the aristocratic magiocracy's reaction upon discovering their new neighbors moving in on another floating continent. Everytime these two continents would come close there could be hell to pay! :)

<<The center needs to rot more deeply, and other states must begin encroaching on Thyatian borders. A smaller Thyatis may survive - like the Vatican in Rome today, but new nations will form as nationalism rises and colonies rebel. Karameikios will become a world power to rival Glantri.<<

I agree -- this would be a slow process. I really like the "Vatican" idea for the remains of the once glorious Thyatis! It could be the beginning of a diplomatically gifted theocracy (one with political power and wealth, but virtually no land). It could be a direct rival to the Heldannic Order.

Likewise the thought of one days seeing Karameikos reaching the same status as Glantri's among Known World nations. Of course, they'd have to achieve this is their own way, something in the tradition of the Karameikos dynasty (a future empire in the making -- perhaps one claiming obscure links to the ancient Thyatis throne?)

Bruce Heard

Subj: Re: Thyatis's Demise
Date: 9/21/95 9:18:07 PM
From: TSR Bruce
Posted on: America Online

<< Thyatis, like its cousin the Roman empire, should continue its decent into petty political squabbles and decadence, until Ylaruam and the Northern Reaches take the role of the German tribes such as the Vandals and sack Thyatis city itself, at which time perhaps Thyatis could break down into warring City-states, more along the lines of Greece.<<

These are all good ideas. The breakdown into autonomous provinces or city states is pretty easy to implement. Occasional raids from Ylaruam should be expected -- Tel Akbir would be the first province Ylaruam would reconquer (and hold this time). Other places would be ransacked and quickly abandoned. As a result, this could give a boost to Ylaruam's prestige and influence in the Known World. Other likely invaders -- Ostlanders. Now those guys would definitely make a mess of things in Thyatis. I could also see Karameikos attempting to cherry-pick some of Thyatis's western dominions, probably through diplomacy, land purchases, or marriages.

Bruce Heard

Subj: Re: Thyatis's Demise
Date: 9/21/95 10:25:11 PM
From: Kaviyd
Posted on: America Online

If you remember the historic parallels (Rome and Byzantium), it is obvious that Thyatis is in decline -- but don't let it collapse too quickly! After all, Rome took a couple of centuries to collapse after the barbarians started getting bolder, and Byzantium's decline from its peak in the time of Justinian to the sack of Constantinople by the Crusaders took several centuries -- and it was a couple more centuries before the Turks finished the Eastern Empire off.

So my vote would be to let Thyatis fester for a while. Although if you can find a good way to set up the utter destruction of Thyatis (in a manner similar to that of Alphonatia), reuniting those two rivals in the Hollow World could prove interesting. But don't rush it.

Subj: Re:Question of the Week
Date: 9/22/95 12:00:24 AM
From: BlackDaggr
Posted on: America Online

Thyatis should continue a decline. However, make it gradual! TSR has just changed Mystara in a major way once (sinking Alphonatia) - let the fall into decadence be something developed over a long period of time. It was several hundred years before Rome finally fell, and there were a few positive spurts in the period of decline.

Or you could just let individual DMs decide it for their own campaigns.

BlackDaggr

Subj: Re:Question of the Week
Date: 9/22/95 3:30:57 AM
From: Mystaros
Posted on: America Online

>>I think that Thyatis, like its cousin the Roman empire, should continue its decent into petty political squabbles and decadence, until Ylaruam and the Northern Reaches take the role of the German tribes such as the Vandals and sack Thyatis city itself...<<

Let's not forget Ochalea and the Heldannic Knights! Thyatis has been setting itself up for a big fall fairly soon, and the Shogun is consolidating his power to be ready to take full advantage of the

situation. The Heldannic Knights are also getting ready to take advantage of the weak condition of Imperial power. The Knights are already a world wide power, while Ochalea has a lot more up it's sleeve than anyone ever imagined. Eusebius is going to have his work cut out to keep his head, let alone his empire.

>>at which time perhaps Thyatis could break down into warring City-states, more along the lines of Greece.<<

The Isle of Dawn territories would be the first to go, of course. The Northern Provinces, which are the centers for the Helska, Dunael and Neulaender Tribes are already in revolt, assisted in part by Heldanners, Alphatians and Ostlanders. The Southern Provinces have followed the lead of the Ochaleans and Pearl Islanders and drifted away over the last decade; they hold no love for the Empire. Only the Central Provinces are strongly held by the Empire, and they may soon be influenced by the growing strength of the New Alphatian Empire. Unlike Alphatia, which went out with a bang, Thyatis seems to be whimpering it's way into the pages of history...

Subj: Re: Thyatis's Demise
Date: 9/22/95 9:59:52 AM
From: TSR Bruce
Posted on: America Online

<<Rome took a couple of centuries to collapse after the barbarians started getting bolder, and Byzantium's decline from its peak in the time of Justinian to the sack of Constantinople by the Crusaders took several centuries -- and it was a couple more centuries before the Turks finished the Eastern Empire off.<<

My point exactly -- imitating the fall of Byzantium will require lots of time with occasional ups and downs in the process. There could be an equivalent to the Roman Bellisarius returning to Thyatis a fraction of its past glory, but in the long run it will wither away. Parts could become independent (and prosper separately), others could be conquered, while the remainder would survive in an age of mediocrity and political insignificance. But this cannot be portrayed in the present setting. I guess it would be possible to adventure in the later ages of Thyatis by way of "chronomancy" (Yo, Roger! You heard this one???) :)

Bruce Heard

Subj: Re: Thyatis's Demise
Date: 9/23/95 4:22:46 AM
From: Kaviyd
Posted on: America Online

So in the short run, I would suggest the following -- the mainland territories (except possibly for Tel Akbir) and the Isle of Hattias remain firmly under Thyatian control -- everything else is up for grabs. Thyatis will probably lose control of the Isle of Dawn and the Hinterlands and never retake the Pearl Islands or Ochalea, but they might very well save their pride by other conquests. Given the state of Norwold, perhaps they could seize the city of Alpha? Ericall is just incompetent enough to let that happen....

Subj: Re:Mystara books?
Date: 9/23/95 2:47:03 PM
From: RHopson683
Posted on: America Online

Actually there are about three others that I have found at the book stores. I do not have the titles on hand, but they seemed to be aimed at young-adults (older-teenages).

Subj: Re: Thyatis's Demise
Date: 9/24/95 11:58:14 AM
From: TSR Bruce
Posted on: America Online

>>Given the state of Norwold, perhaps they could seize the city of Alpha? Ericall is just incompetent enough to let that happen....<<

Oh boy -- that would fly right in the face of the Heldannic Knights. The latter have their eyes on large chunks of Norwold. It would certainly make things interesting out there. :)

Bruce Heard

Subj: World Product
Date: 9/24/95 10:59:07 PM
From: Joe G K
Posted on: America Online

How about seeing a book like the Forgotten Realms boxed set or Forgotten Realms adventuers that gives an idea of the type of world Mystara is? The two boxed sets aren't bad, but they give you a limited area to play in. JGK

Subj: Re:Question of the Week
Date: 9/25/95 1:51:34 PM
From: Ghostgames
Posted on: America Online

My inclination would be to have Thyatis seem to make a come-back under Eusebius's rule (for oh, say another 5-10 years) only to have it slowly become evident that the rot at the great Empire's heart is too deep to be rooted out (i.e., too many nobles are corrupt and/or depraved). Then a successful assassination attempt could remove the unexpectedly strong Eusebius, tumbling the Empire into chaos and decline as Eusebius's sons fail to measure up to their father's and grandfather's examples.

(When Eusebius first became Emperor, I expected Thyatis to erupt into civil war, followed by utter chaos and collapse -- but Eusebius had other ideas. I tried to steer the empire into continued decline, but Eusebius insisted on showing his nobility and strength in the face of adversity. And he reminded me that he had many ties to the military, which remains formidable despite internal corruption and the losses during the war...)

Best regards,

Ann Dupuis

Subj: Re: Thyatis's Demise
Date: 9/25/95 1:54:28 PM
From: Ghostgames
Posted on: America Online

>>Given the state of Norwold, perhaps they could seize the city of Alpha? Ericall is just incompetent enough to let that happen....<<

and, from Bruce:

>>Oh boy -- that would fly right in the face of the Heldannic Knights. The latter have their eyes on large chunks of Norwold. It would certainly make things interesting out there. :)<<

Ah, but the New Alphantian Empire is finally on its feet (even more so in 1013, as y'all see when Joshuan's Almanac comes out in November), so Ericall isn't as isolated and forlorn as he was. Eusebius would be decidedly unwise to advance on Alpha (especially with the Heldannic Knights in the way), and even the Knights might be given a run for their money if they try to advance any further into "Alphantian" territory.

--Ann Dupuis

Subj: Re: Thyatis's Demise
Date: 9/26/95 1:47:13 AM
From: MMonagle
Posted on: America Online

Boy, talk about kicking someone when they're down. Are you all sure that you didn't get too involved in the Princess Ark series with its anti-Thyatis slant (which was well done by the way, since it was "written" by an Alphatian).

I was sort of hoping to see Thyatis make a comeback. Grant you, I didn't want them to take back everything that they had before. I sort of envisioned them more like a declining British empire. They slowly lose their colonies but they still are able to hold their own when they need too.

Without a superpower like the Thyatians, who is going to keep the rising Heldanners in check? Who could prevent a reborn Alphatian empire from finally running their flag up on the continent? Our own planets history has shown that when a superpower dies, it leaves a great void that is soon filled by another. So if Thyatis goes, who are we going to choose to take its place?

For my part, I wouldn't mind seeing the Thyatians maintain their role rather than finding someone else to do it.

Subj: Re:Question of the Week

Date: 9/26/95 1:53:25 AM

From: MMonagle

Posted on: America Online

Pardon me for mentioning it but... Isn't this all academic anyway???? I thought that after the Almanac, nothing else would be done on Mystara. Sure we can talk about what we would have liked to see have happened but at the same time, I can wish for a million bucks too and I will not get it either.

-MMonagle (being pessimistic)

Subj: Re:GAZ5?

Date: 9/26/95 3:21:37 PM

From: Avenger341

Posted on: America Online

Where is the "Product Exchange Folder" located at?

Subj: Re: Thyatis's Demise

Date: 9/28/95 1:23:08 AM

From: Kaviyd

Posted on: America Online

I heartily agree!

A few years back I ran a campaign in which the Glantrian PCs were the victims of machinations by the evil (?) empress Eriadna. The heroic NPCs included a Heldannic druid.

One of the things I have always liked about Mystara (aka the "Known World") is the way it seems to admit the legitimacy of divergent political views. Other worlds, with their oversimplified "good vs. evil" conflicts, are less flexible in this regard.

Subj: Re:New Races for Mystara
Date: 9/28/95 10:50:29 PM
From: Kureigu
Posted on: America Online

Bring back the sidhe!

Craig

Subj: Re:New Races for Mystara
Date: 9/28/95 10:51:49 PM
From: Kureigu
Posted on: America Online

How about wombat men?
Sorry, that's way too silly.

Craig

Subj: Thyatis' Fall
Date: 9/30/95 2:53:59 PM
From: Terari
Posted on: America Online

I'd like to see the Empire hang on a few more years, slowly losing colonies (Isle of Dawn) and even a few mainland provinces, such as Tel Akbir being reconquered by Ylarum and King Stefan taking back his old stomping grounds of Machetos.

Subj: GAZ5 good luck
Date: 10/1/95 1:25:51 AM
From: Sequitur X
Posted on: America Online

Gaz 5???

It only took me 11 months to find Alfheim. I did not go to conventions, though. I found it by asking gamers on AOL if they had anything to sell relating to The Known World... and posting on here. Those who have it and wish to sell it will let you know.

I think it's kind of a Grey Market... but it worked for me. ;)

Subj: Re:World Product
Date: 10/1/95 12:23:14 PM
From: TSR Bruce
Posted on: America Online

<<How about seeing a book like the Forgotten Realms boxed set or Forgotten Realms adventures that gives an idea of the type of world Mystara is? The two boxed sets aren't bad, but they give you a limited area to play in. JGK<<

There always has been some temptation to come up with a product that would describe the entire world. In several ways it could be interesting, but on the other hand, it shoe-horns a lot of the future world's development of its unknown reaches. "Future" in this case is pretty much a moot issue, at least for the time being, but one never knows. Perhaps a better way of approaching this issue would be a box compiling the Known World info -- but again, how many people would be interested in that, considering the number of Almanacs already published? A boxed set at least has the advantage of providing more exciting mapsheets, but would that be worth it? BTW, I think this very same topic came up recently in this folder.

Bruce Heard

Subj: Re:Question of the Week
Date: 10/1/95 12:37:53 PM
From: TSR Bruce
Posted on: America Online

Ann!!!! :-D

Fancy seeing you here!

Indeed Eusebius could stand as some sort of Thyatian "Belisarius". He could reconquer some of the rebellious imperial dominions, and, like the Roman hero, stop a major barbarian invasion, rebuild the defenses of the capital city, and so forth. I would hate to see one of the "good guys" getting assassinated, but again, with so much magic floating around in Mystara, I wouldn't be surprised to see someone bringing him back once in a while. In this case, he could become Thyatis's equivalent of Glantri's Etienne d'Ambreville, or the dwarves' legendary King Denwarf. Occasionally, he could reappear to lead Thyatis back up the slope for some time.

One of the nations far to the west of the Savage Coast, the Kingdom of Eshu, has a patron-hero who regularly reappears among the mortals. It is a "greater shedu", a powerful herald at the service of Ixion. It is the patron of the Enduks, a race of lawful (good) flying-minotaurs in the style of ancient

Assyrians. To the Enduks, he stands more as a living god, and the priest-kings are his humble servants. He often picks the worst possible time (for the Enduks' foes) to reappear on Mystara.

Bruce Heard

Subj: Re: Thyatis's Demise
Date: 10/1/95 12:46:18 PM
From: TSR Bruce
Posted on: America Online

<< the New Alphatian Empire is finally on its feet (even more so in 1013, as y'all see when Joshuan's Almanac comes out in November), so Ericall isn't as isolated and forlorn as he was. Eusebius would be decidedly unwise to advance on Alpha (especially with the Heldannic Knights in the way), and even the Knights might be given a run for their money if they try to advance any further into "Alphatian" territory.<<

Oh right, we're back to the three-way rivalry (Thyatis/Alphatia/Heldannic Knights) -- and Norwold is their playing ground. I could see Thyatis and the Heldannic Order temporarily joining their forces to once and for all get rid of the Apathian nuisance. Of course, sooner or later, the two "allies" would take it out on each other, or at the very least split up their Norwold gains, but that's to be expected.

Considering Thyatis's appalling economical/military shape, this endeavor could be a heroic, yet fatal mistake. Thyatis would not be capable of holding on to such huge territories very long. Neither would the Heldannic Knights -- they look like a bunch that would easily cause brutal and savage peasant revolts. Final result would be total chaos:

Entropy 1, All The Others: 0 :)

Bruce Heard

Subj: Re: Thyatis's Demise
Date: 10/1/95 12:54:46 PM
From: TSR Bruce
Posted on: America Online

<< Are you all sure that you didn't get too involved in the Princess Ark series with its anti-Thyatis slant<<

Funny you would say this. I remember some years ago, when I was writing the above-mentioned series for DRAGON, someone's letter lambasting me for being an anti-Thyatis freak (or a pro-Alphatian). Actually I like both "entities". But what I like even more are conflicts and struggles in a game world. (Geez, if I really were anti-Thyatian, I guess Thyatis would now be in the Hollow World). It's like comic books or TV series. Nothing ever really dies... good or bad. Throw it out the door, it'll creep back in through the window when you least expect it. And then there's the historical model (ancient Rome and Byzantium), both of which eventually collapsed. Historically, even the most

powerful empires have always collapsed. It's only natural to imagine Thyatis would too, even if it is clearly outside of the scope of this campaign world.

Bruce Heard

Subj: Re: Thyatis's Demise
Date: 10/1/95 1:13:54 PM
From: TSR Bruce
Posted on: America Online

<< Without a superpower like the Thyatians, who is going to keep the rising Heldanners in check? Who could prevent a reborn Alphatian empire from finally running their flag up on the continent? Our own planets history has shown that when a superpower dies, it leaves a great void that is soon filled by another. So if Thyatis goes, who are we going to choose to take its place?<<

Oh, I'm sure a league of nations could do the trick, especially against the Heldannic Knights. These guys seem really good at bullying sparsely populated realms, but I suspect they would have a hard time with the more heavily populated, better organized nations. Let's see -- what would be their options at this time:

Ethengar -- nah. Been there, didn't work... :)
Soderfjord -- nothing much to gain there but endless trouble
Ylaruam -- too hot, too dry, too fanatic, and too darn poor
Thyatis -- still too powerful, at least for the moment
Karameikos -- maybe (but they have a lot of allies)
Five Shires -- they're buds with Karameikos and Darokin
Darokin -- wait, we're trading weapons for food with these guys!
Minrothad -- their ships are much better than ours (keep rowing, mate)
Ierendi -- they're just plain nuts over there (sure, let's attack Disney World)
The others are out of reach, unless Heldanners use skyships.

Alphatia -- it'll be a long time before they can really affect the rest of the Known World -- and I'm sure Glantri's watching anyway. But your question is still a good one. It brings up one possibility. What if the Thyatians became sort of a mercenary power. In order to pay for its own armies (easily still the best in the region), and acquire some much needed cash for its ailing economy, why wouldn't Thyatis accept to handle major police duties in the region in exchange for gold, lots of gold!? This kills two birds with one stone. 1) It keeps Thyatis militarily powerful and maybe even rich. 2) It would make it a really bad idea for Thyatis to threaten its own clients! Instead, it would rather go beat on invaders and other outsiders. That might work for a while! :)

Bruce Heard

Subj: Re:Question of the Week
Date: 10/1/95 1:18:29 PM

From: TSR Bruce
Posted on: America Online

<< Pardon me for mentioning it but... Isn't this all academic anyway???? I thought that after the Almanac, nothing else would be done on Mystara. Sure we can talk about what we would have liked to see have happened but at the same time, I can wish for a million bucks too and I will not get it either.

-MMonagle (being pessimistic)<<

Following this train of thought, how about telling that to the folks in the Greyhawk folder, eh? What do you think their answer would be? Even though the Known World is on extended hiatus at this time, it's not a reason not to talk about it. I enjoy reading this folder and contributing ideas. That's the point of this folder. So sure -- it's purely academic -- but it's also for kicks too. Some people do play in this setting, regardless of whether TSR publishes anything for it these days. It's "dead" only if you stop playing in it altogether.

Bruce Heard

Subj: Re:Thyatis' Fall
Date: 10/1/95 1:22:35 PM
From: TSR Bruce
Posted on: America Online

<< I'd like to see the Empire hang on a few more years, slowly losing colonies (Isle of Dawn) and even a few mainland provinces, such as Tel Akbir being reconquered by Ylarum and King Stefan taking back his old stomping grounds of Machelos.<<

Actually, now's a good time for King Stefan to reacquire his old Duchy of Machelos. He might be able to simply buy it from the Emperor (and earn himself the eternal hatred of its current master).

Bruce Heard

Subj: Re:GAZ5 good luck
Date: 10/1/95 1:25:20 PM
From: TSR Bruce
Posted on: America Online

<<It only took me 11 months to find Alfheim.<<

Yep, I guess the Gazetteers have now become collector items! One more reason to go to GenCon's auction. You should be able to acquire some of the issues you're still looking for. BTW, we're still planning on releasing new Gazetteers for the upcoming Savage Coast series starting next year.

Bruce Heard

Subj: Question of the Week #2

Date: 10/1/95 1:35:01 PM

From: TSR Bruce

Posted on: America Online

If we're done with the Decline of Thyatis, here's another question:

"What do you think should happen next to the Nucleus of the Spheres, the Radiance, Rad, and the whole idea of magic-draining in Mystara?"

Bruce Heard

Subj: Re: Q/W#2 Big campaign!

Date: 10/1/95 5:51:56 PM

From: B1Bard

Posted on: America Online

I think that if you're going to design a massive, over-the-top campaign similar to Wrath of the Immortals, this would be the perfect place to pick it up.

Rad gets exiled from the Mystaran "Pantheon" by the universal vote of the immortals. He then leaves their workings, with his followers in serious disarray. The other immortals conspire to wipe any knowledge of the Radiance and Rad from the Known World, and any followers of Rad left alive are attacked on sight by anyone.

From here, the campaign works on several levels:

- 1) Low-level characters (LLC): investigate the local heathens (followers of Rad) and remove their scourge from the planet
- 2) LLC: Protect local cleric of Rad, whose done nothing wrong, from the mobs that want him killed
- 3) LLC: Try and discover why one of the PCs (a follower of Rad) has suddenly fallen deathly ill (aftershocks of being cut off from the radiance)
- 4) MLC: Stumble across lost writings of Rad
- 5) MLC: Wander into the Hollow World where the Alphatians still remember Rad and the Radiance
- 6) MLC: Rad asks them to rescue one of his followers from a prominent's jail
- 7) HLC: Quest for the Radiance
- 8) HLC: Diplomatic missions to political and religious leaders to try and prove the existence of the Radiance and Rad
- 9) HLC: Involvement in the Pantheon to try and either find and kill Rad or to try and clear his name and get him back in the Pantheon

this should keep a party of any level busy for a long, long time. And because they're all interconnected, the characters could play their side trips and still come back to the main plotline as the driving force in their adventuring careers.

party on

8)

B1Bard

Subj: Re: Q/W#2 Big campaign!

Date: 10/1/95 10:16:51 PM

From: TSR Bruce

Posted on: America Online

Hey, that sounded interesting!

<<Rad gets exiled from the Mystaran "Pantheon" by the universal vote of the immortals.<<

Ok, but then how and where? How does a major Immortal (who supposedly just returned from being abducted from the Old Ones) get exiled. Where would he be sent? I could see all sort of intriguing ramifications there.

<<The other immortals conspire to wipe any knowledge of the Radiance and Rad from the Known World, and any followers of Rad left alive are attacked on sight by anyone.<<

This seems strangely familiar. Remember old Nithia? Seems to me if a Spell of Oblivion were cast on the hapless followers of Rad, not only they would forget all about their brotherhood, Rad, and the whole magical shebang, but even physical manifestations of anything related to the Radiance would be utterly wiped out. I can hardly see how "survivors" could be hunted down, since the hunters wouldn't remember anything either. And I don't see why the Immortals wouldn't use something any less effective than this ancient spell -- they did before quite successfully. Maybe the Immortals "forgot" about it too! :)

Of course, the Spell of Oblivion would destroy the original premises of the Big Campaign, unless of course some outer-planes wiseguy came up with a Spell of Remembrance whose sole purpose is to get a bunch of various level heroes to go a series of quests. Meanwhile the Immortals would use their mortal pawns to get in the heroes' way. No doubt, the Immortals would also be scouring the far reaches of the ether and beyond to have a talk with Mr Wiseguy about that pesky spell (a servant of the Old Ones?) Sure, this could stir plenty of trouble -- enough to keep PCs happy, busy, and up on their toes.

Bruce Heard

Subj: Re: Q/W#2

Date: 10/2/95 5:36:45 PM

From: Terari

Posted on: America Online

I like the idea of the brotherhood of the Radiance, the Shepards of Rad, the magic draining, the whole shebang. To prevent too much damage to current campaigns, have the Immortals replace a

radpoint or two once in a while (as right after the Wrath) Instead, why not develop a new campaign in the future when all of the rad force is depleted. This could be set in a world much like our own, but on Mystara. Move countries along logical historical lines. Glantri should be a wasteland from the huge explosion that occurred when the Radiance died. Look at "Chronomancer" for more ideas about future campaigns.

That reminds me: Anyone here have any ideas about adapting other stuff to Mystara campaigns? I use most of the non-campaign-specific stuff, such as the aforementioned Chronomancer, plus Dragon Mountain, Labyrinth of Madness, Dancing Hut of Baba Yaga, the Sites series, and some others. Ideas?

Subj: Re:Question of the Week

Date: 10/2/95 6:08:03 PM

From: Kureigu

Posted on: America Online

I do have a question for you. Is the Savage Coast in the Mystara setting the same as the Red Steel campaign or is it the same as the Princess Ark series? I liked the Princess Ark Savage Coast better because it fit in with the flavor of Mystara much better.

Craig

Subj: Re:Question (Kureigu)

Date: 10/2/95 8:56:09 PM

From: TSR Bruce

Posted on: America Online

<< Is the Savage Coast in the Mystara setting the same as the Red Steel campaign or is it the same as the Princess Ark series? I liked the Princess Ark Savage Coast better because it fit in with the flavor of Mystara much better.<<

The Savage Coast *IS* Red Steel. That's just a different name for the same setting. Yes, it is located on Mystara, along with the Hollow World.

The Princess Ark's approach to the Savage Coast made the latter feel a bit like the Known World -- but should the entire world of Mystara look and feel like the Known World? If all you want feels the same as the Known World, then perhaps you should play with the Known World and ignore the rest. The Savage Coast is presently being re-developed to offer an alternate flavor. Does real-world Asia look like the Americas, or Europe? Of course not. If the entire world looked and felt like medieval Europe, I think it would rapidly become boring as a game world.

Bruce Heard

Subj: Re: Re: Q/W#2 Big campaign!

Date: 10/4/95 1:20:10 AM
From: B1Bard
Posted on: America Online

Hey... It's FANTASY role-playing! Make it up as you go along. Things don't always have to be consistent.

Other thoughts about what to do with Rad...

The radiance starts causing disruptions in time in the area, and Rad feels bound to stop them because they are threatening the lives of his followers who are building an ever-growing city right nearby. Of course, the Glantrians are trying to infiltrate this city and get someone on the inside so that when they are ready to topple the city, they have an inside source. (this could be lots of fun, especially if, say, he/she falls in love with someone in the city, or becomes a double agent...) Meanwhile, Rad gets caught in the time disruption, from which immortals are not immune, and he manages to somehow get word to his high priest to mount a rescue mission...

the possibilities are quite fun at this point alone, never mind the fact that Rad is trapped in time with some of Glantri's patron immortals, and the Glantrians want them back, too. Which side do the PCs work for? Both?! Do Lawful PCs who worship Rad rescue him only and condemn the other to be stuck in time?

party ON!
8)
B1Bard

Subj: Re: Q/W#2 (B1Bard)
Date: 10/4/95 9:21:32 AM
From: TSR Bruce
Posted on: America Online

<<Rad feels bound to stop them because they are threatening the lives of his followers who are building an ever-growing city right nearby.<<

Followers of Rad do NOT know each other, remember? They can only communicate through magical devices concealing their identities from each other. If so, how could they get together and build a city? Why would they need to build a city? Most of the followers of Rad ARE Glantrians. Why would "Glantrians" want to topple the city? How would the "Glantrians" know that the builders are somehow acting for the Brotherhood of the Radiance? The Radiance is supposed to be this big secret that only a few select "non-followers" may have heard from.

<< Rad gets caught in the time disruption, from which immortals are not immune, and he manages to somehow get word to his high priest to mount a rescue mission.<<

There are no priests in Glantri (at least there weren't that many at all). The Temple of Rad certainly has no priests. They are all wizards. Detail, detail... Sure, they can still mount a rescue mission! :)

Bruce Heard

Subj: Re: Q/W#2 (Terari)
Date: 10/4/95 9:31:52 AM
From: TSR Bruce
Posted on: America Online

<<To prevent too much damage to current campaigns, have the Immortals replace a radpoint or two once in a while (as right after the Wrath) Instead, why not develop a new campaign in the future when all of the rad force is depleted.<<

I suppose the effect of the magic drain on Mystara could be treated a bit like the Fall of Thyatis. We know it will probably happen, but not within the scope of the present game's timeline (could take centuries at this rate). Something could happen to prevent that, at least for DMs who can't bear the thought of such a bleak distant future, even though no one will end up playing in such a setting. Indeed, Chronomancer is a good exception to what I just posted, but again -- it's an exception, not the way Mystara is meant to be played. A setting without magic at all would be a "modern" world, or at least one that very much looks like real Earth where humans and technology gradually come to dominate.

Bruce Heard

Subj: Re:Question of the Week #2
Date: 10/4/95 9:36:16 AM
From: Telrathin
Posted on: America Online

Personally, the idea of Mystara being slowly drained of magic is not a pleasant one. I'm planning on running a campaign where one PC is a cleric of Khronus and uses Chronomancy to go back in time and make sure that the Nucleus of the Spheres is never created. Either that or have the Nucleus of the Spheres destroyed and magic returned to the land instead of an artifact. However, I don't object to having Raefiel's Shadow elves possibly complete the construction of their own Soul Crystal Nucleus of the Spheres, even when the original is destroyed, after all, the Soul Crystals will still retain their power.

Andrew

Subj: Hule, Wendar, etc.
Date: 10/4/95 6:20:46 PM
From: DragonRMM
Posted on: America Online

I'm wondering if TSR is planning on making Gazateers for Hule, Wendar, Denagoth, or Sind soon. I've been waiting for Gazateers to come out describing these countries for a while. (Since before the D&D world became Mystara) Now that the Known World is Mystara, it looks like there's going to be new Gazateers for countries that have already had their own Gazateers before, and I'll have to wait for all of these to be released before Hule, Denagoth and other countries will finally get their own Gazateers.

Subj: Re: BLACKMOOR?
Date: 10/4/95 6:40:34 PM
From: DragonRMM
Posted on: America Online

I think Blackmoor definately needs to be revived. The combination of magic and technology in that setting made it one of the most interesting settings that TSR has created. And speaking of Blackmoor, does anyone know where I can get a description of that gigantic machine on the cover of "Adventures in Blackmoor" ?

Subj: Re:Hule, Wendar, etc.
Date: 10/4/95 8:02:25 PM
From: TSR Bruce
Posted on: America Online

The AD&D/Mystara Line has been put on hiatus. There are no releases planned for 1996. Until possible changes regarding Mystara's fate, the focus will shift to the Savage Coast, the region far to the west of the Known World, previously released under the Red Steel title (see Red Steel Q&A folder for more info on this line). Sorry.

Bruce Heard

Subj: Re: Q/W#2 (B1Bard)
Date: 10/4/95 9:53:12 PM
From: B1Bard
Posted on: America Online

Hey! we're dealing with reality-warping levels of detail here! things change.

I'll admit that I forgot about the priests vs. Glantri thing, but Rad's followers would have to band together if their leader was being hurled through time. Maybe the Glantrians as a government wouldn't want to raze the city, but their are certainly some immortals that would like to see such a city destroyed...

Subj: Re: Q/W#2 (B1Bard)
Date: 10/5/95 9:19:06 AM
From: TSR Bruce
Posted on: America Online

Sure things change -- but I still think you need to explain how and why. All this needs to make sense and be plausible. The bottom line questions are: why would the followers of Rad need to build an entire city and why would the Glantrians want to raze it? (Besides the fact none of these people know each other, etc...)

Bruce Heard

Subj: Re:BLACKMOOR device
Date: 10/5/95 4:39:24 PM
From: TSR Roger
Posted on: America Online

The device shown on the cover of the first BLACKMOOR module is called the Apparatus of Dreadful Construction. I made it up for ENCYCLOPEDIA MAGICA volume 1. You can find it on page 56-57, with the illo on page 55. I liked Jeff Easley's art and always wished it was an actual device. Now it is. :)
Roger

Subj: Re:BLACKMOOR device
Date: 10/5/95 7:54:53 PM
From: Joe G K
Posted on: America Online

How about a Blackmoor sourcebook? It would be good to have a techno-fantasy world revised for 2nd edition. JGK

Subj: Re:BLACKMOOR device
Date: 10/5/95 8:55:03 PM
From: TSR Bruce
Posted on: America Online

<<I liked Jeff Easley's art and always wished it was an actual device. Now it is. :) Roger<<

Thanks Roger!!! :-D Although I never understood quite how Jeff ever came up with this ... thing, I always thought it looked pretty cool!

Bruce Heard

Subj: Re:BLACKMOOR device

Date: 10/5/95 8:56:58 PM

From: TSR Bruce

Posted on: America Online

<<How about a Blackmoor sourcebook?>>

You bet it could be pretty exciting. Did you notice there was a small techno-fantasy setting described in the Hollow World boxed set?

Bruce Heard

Subj: Re:BLACKMOOR device

Date: 10/7/95 6:44:43 AM

From: Joe G K

Posted on: America Online

Missed it Bruce. I haven't looked over my Hollow World stuff in a long time. (That was one of the reasons Mystara had such appeal to me. It had Blackmoor, Hollow World, and the standard fantasy bits.) JGK

Subj: Re:BLACKMOOR device

Date: 10/7/95 4:27:49 PM

From: DragonRMM

Posted on: America Online

That's the reason it appealed to me so much too. Too bad Blackmoor didn't get preserved in the Hollow World . . .

And speaking of Blackmoor, does anyone know where I can get maps of the Empire of Thonia and/or more information on the lands of the Egg of Coot?

Subj: Re: Q/W#2 (Terari)

Date: 10/8/95 12:54:30 AM

From: Chronomncr

Posted on: America Online

>A setting without magic at all would be a "modern" world, or at least one that very much looks like real Earth where humans and technology gradually come to dominate.<

But there's no reason why this couldn't be a great campaign! Imagine what would happen if some concerned individuals discovered that all the old "legends" were true, that there used to be magic

on their world, and that there was a possibility of getting it back? An epic campaign if I ever heard one!

Subj: D&D Conversions
Date: 10/8/95 9:13:53 PM
From: TSR Roger
Posted on: America Online

What kind of success have people been having in converting the old D&D Known World game modules and accessories into AD&D MYSTARA materials for your campaign? I'd like to hear how this has worked out for everyone here. Roger

Subj: Re: Q/W#2 (Chronmcr)
Date: 10/8/95 9:22:01 PM
From: TSR Bruce
Posted on: America Online

<<But there's no reason why this couldn't be a great campaign!<<

Oh sure. I'm not doubting this for a minute. Even though it may be a logical future for Mystara, it's just very different from the "conventional" Mystara campaigns everyone's familiar with.

Perhaps I'm wrong in worrying about this, but in the past (even today) I often received angry letters from people who despise change or novelty in an established setting. This can make it pretty hard when decisions need to be made -- should we keep doing the same kind of stuff, or should we go with something radically different. It's hard to tell from fan mail only. A loud minority often gets the most attention, which isn't always representative of the majority of a campaign's supporters.

Bruce Heard

Subj: Re:D&D (Roger)
Date: 10/8/95 10:43:58 PM
From: Lostboy103
Posted on: America Online

Roger,

Golly, My gang really hasn't converted because we haven't had to.
Did we miss something? We're still using the 1980 red book, and ya know what?? We love it!

...It is looking awfully ratty, though!

the Lost

Subj: Re:D&D (LostBoy)
Date: 10/9/95 8:47:57 AM
From: TSR Bruce
Posted on: America Online

<<Golly, My gang really hasn't converted because we haven't had to.<<

Ah, thank goodness for those die-hards! Where would we be without them? :)

Bruce Heard

Subj: Re:BLACKMOOR (JoeGK)
Date: 10/9/95 8:54:56 AM
From: TSR Bruce
Posted on: America Online

>>Did you notice there was a small techno-fantasy setting described in the Hollow World boxed set?<<

It's called the Blacklore Elf Valley (see page 37 of the Hollow World's DM Sourcebook). If I remember well, their technology is based upon a form of magic. It just looks hi-tech.

Bruce Heard

Subj: Speaking of Old Materials.....
Date: 10/9/95 7:13:51 PM
From: Telrathin
Posted on: America Online

I haven't been able to find a lot of old D&D material locally and I was wondering if anyone here had an extra copy of pretty much anything from The Dymrak Dread adventure on back. Thanks for your help.

Tel

Subj: Magic Down the Drain
Date: 10/10/95 6:55:46 PM
From: Psychlops
Posted on: America Online

The idea of a magic-drain in the world of Mystara makes an interesting contrast with the rest of this highly magical setting. It must also provide a real challenge to players and DM's of this gameworld.

No other setting I know of allows so much magic, and then requires you to "pay the piper" for one Dread Day each year. I see no reason why this should change, even for the Red Steel campaign. I suppose the "curse" that is active in that area is as powerful as immortal magic, so it would be unaffected. The rest of the characters would simply have to rely on their wits and blades.

I do have a question about the Hollow World, however. Now that the Wrath of Immortals has passed and the Spell of Preservation has been weakened, have the enigmatic "burrowers" become more active? They were a major threat at the Hollow World's inception, yet they were never destroyed, only paralyzed. Perhaps some of their corrupted Brute-men disciples were paralyzed as well while they strove to achieve Entropic Immortality. Though the hidden menace of the burrowers might still be contained, if less fully than before, their Brutish followers could still help to fulfill their goals of bringing corruption and madness to the Hollow World. Agents of the Lighthouse might need to surreptitiously encourage resistance to this threat among the "unenlightened" races of the Hollow World.

Another element of the Hollow World has also interests me: who is that "electrifying" young lady on the cover of the boxed set? Is she Ixion's alter ego? What roles does she play in the Hollow World? I assume she's not Ordana, so who could she be? I think she could be the Immortal of the Lighthouse, the first (and possibly only) person to achieve immortality from *within* a Hollow World culture. Perhaps the rise of Brute Entropy has caused her to reveal herself and take an active role against the undermining efforts of the burrowers. Anyone care to describe her in more detail?

Just a thought,

Psychlops

Subj: Re:D&D Conversions
Date: 10/10/95 11:48:28 PM
From: B1Bard
Posted on: America Online

Roger - to be perfectly honest with you:

I haven't, I won't, and I have no desire to convert from the D&D system to the AD&D system.

On days when my group wants to play AD&D, we have our own little corner of some as-yet-unnamed world we're working on. For that campaign, we use the AD&D 2E PH and DMG, and that's it... no expansions, special powers, or any of that stuff.

Our normal campaign is D&D, in Mystara loosely based around the events of Wrath of the Immortals and the Princess Ark information. We're in and out of the Hollow World a lot, but we're NOT in and out of AD&D a lot. We like the D&D system and everyone who's ever sat in on one of our games comew away with a new appreciation for the D&D rules and the flexibility one has with them.

There is no need to convert between the two, and there are still some hard-chargin' old timers out here who prefer the simplicity of the D&D Rukes Cyclopedia over the endless optional everythings of the AD&D behemoth.

thank you

8)

B1Bard

Subj: Re:Speaking of Old Materials....

Date: 10/10/95 11:52:05 PM

From: B1Bard

Posted on: America Online

Wow, Tell...

you must be living in a void if you can't find anything from the Dymrak Dread on back. The first place I'd check is Waldenbooks... I just learned this weekend that they have this big factory-style clearinghouse where they send all of their stuff that doesn't sell too well initially, but sells steadily over a long period of time (like game stuff). Anyway... they can sometimes special order stuff up to 3 and 4 years old from the warehouse, and they can also check other branches to see if they have the product you want at another branch...

good luck

8)

B1Bard

Subj: Re: Roger's AD&D ???s

Date: 10/11/95 12:02:06 AM

From: B1Bard

Posted on: America Online

Just want to take a sec and ramble here:

(Roger I hope you're reading this)

I've talked to many a Mystara player over the past two or three years, and every one of us has been disappointed with the turn that Mystara has taken. Most of the Mystara gamers are NOT new folks to the hobby, but rather people who started to explore Mystara when X1 was released with the Expert Boxed set, and have continued to play it ever since.

The vast majority of the Mystara players (I would be willing to deduce) are therefore far more intelligent than the latest string of modules and supplements makes them out to be. TSR has treated us as if Mystara was our adolescence and we're expected to graduate into the adult worlds of the Forgotten Realms, Ravenloft, Dark Sun, et al. without realizing that the Mystara players are those who were well past their gaming adolescence when FR and (esp.) DS and Ravenloft appeared.

The Mystara world is not where new gamers jump in. It is a world rich in tradition and history that almost needs an experienced gamer to introduce you to it. The Forgotten Realms are like the X-men of gaming. Sure, they're popular and hip and sell well, but what about the Fantastic Four? They're the roots, the meat-and-potatoes of their field, just like Mystara.

Without Mystara, the Forgotten Realms would never be where they are now. It is unfortunate, however, that TSR has chosen to go the low road with a classic instead of raising it to new heights that keep the interest of their main constituency without insulting their intelligence. Just because someone decided to make D&D an intro to AD&D does not mean that the D&D background world needs to be treated like a kid's toy that is just a stepping-stone to the more "mature" AD&D worlds.

Mystara deserves better than that, the players deserve better than that, TSR's legacy deserves better than that, and the legends we created there certainly deserve far more than they are being given.

thank you

8)

B1Bard

Subj: Re:D&D Conversions

Date: 10/11/95 1:10:03 AM

From: MMonagle

Posted on: America Online

I'm going to have to join the group of people who admit that they haven't converted their systems to AD&D just because Mystara did. In fact, I've switched a recent AD&D product to D&D rules (Mark of Amber). Since Mystara is now on hiatus, I doubt that I will ever be in a hurry to make that change. It will simply be easier to continue on the campaign with the D&D rules as the the AD&D product line is very short and not going to grow.

HOWEVER, I would be willing to change overnight if it got the wheels moving at TSR to put Mystara back on the shelves.

By the way, does this question cover the Red Steel setting as well? I'm assuming that it doesn't since it has its own folder and all.

Subj: What magic drain????

Date: 10/11/95 1:31:34 AM

From: MMonagle

Posted on: America Online

Whoa! Did I miss something? I thought that at the end of the Wrath of the Immortals, the Nucleus of the Spheres was changed in a very radical way. It was switched from its present state of draining magic to draining Negative Energy (the bread-and-butter of entropy and the undead).

So why is everyone still talking about a continuing drain on the magic level in Mystara? Did it get switched back recently in an almanac entry I missed? I was under the impression that entropy was now being sucked out of Mystara.

The Day of Dread still exists, yes, the damage has been done, but a further loss of magic?!?!? How can that be possible?

I was sort of envisioning a slow weakening in the powers of the undead. This wouldn't be a sudden and quick change however but one that would take many, many years (perhaps centuries) to become apparent.

In the mean time, Glantri would begin to change. Before, wizards flocked to Glantri because they got wind of a device that could bolster their mastery of magic. This device (the Nucleus of course) was able to provide for these greedy wizards by tapping into the planet's magical domain.

Now imagine that device doing the same with negative energy. Who would come? Why the undead of course, particularly the smart and powerful ones like vampires and liches. They can now tap its power to bolster their own natural powers.

One could argue that the effect of the Radiance's change can already be seen. A powerful night dragon (Synn) was quick to show up and start building a base of power. In the description for night dragons (Dragon Mag., Nov. '90), they are listed as 'undead servants of Immortals in the Sphere of Entropy.' What better candidate could entropy have chosen to come in and take charge of the artifact?

Imagine a campaign where the undead find their powers bolstered in a certain area (ironically, sort of the 'Red Curse') As long as they stayed close to it, they would be powerful but the further out they got, the weaker they became. I feel that this would be the case because it was that way for the Glantrian wizards. The Radiance provided some neat powers but they sure didn't get far from Glantri City with them. This scenario would also provide a really interesting situation for neighboring rulers to decide on: Should they try to find the object that is attracting undead monsters to the area and destroy it? Or would it be better to tolerate an area controlled by undead for a century or two knowing that in the long run, they would be permanently sucking the negative energy out of the planet's domain?

At the very least, the bottom line to what I'm trying to say is **THE POWER SOURCE HAS BEEN CHANGED**. That means that the force this device is drawing in and focusing is completely different than what it was before. This has to have an impact on this device's powers, users, and effects.

Subj: What D&D Conversions?

Date: 10/11/95 2:31:07 AM

From: Psychlops

Posted on: America Online

Since no one I know uses all the AD&D rules, you might as well ask if anyone has had trouble converting AD&D supplements to AD&D. More to the point, people have been using D&D products in AD&D campaigns for many years with little effort, and now I have read posts saying that the same

thing is true in reverse. Sure the D&D rules are simpler than AD&D (except for weapon mastery, of course...), but the real difference is one of attitude: D&D is fun -- AD&D is a chore.

The D&D products followed a similar line. The D&D Gazetteers were fun (and cheap, or should I say a very good value); the Mystara boxes were an overpriced, overproduced marketing gimmick. They were probably fun, underneath all the glitz. But the Gazetteer fans didn't want glitz, they didn't even really care about the specifics of the game system. You could just as easily have re-labeled them AD&D accessories adaptable to D&D, and saved us all alot of trouble. You could still do that with the Red Steel products; include one page conversion notes to the Cyclopedia rules, and voila you're supporting your D&D fans again.

I've said this elsewhere and I'll say it here. Marketing needs to stay out of Design, and Design needs to concentrate on producing great products for the fans, not for distributors or salesmen. If the Marketing staff can't sell quality products, fire them; or at least make them all listen to those CD's for eight hours each day. They seem to be riding roughshod over the designers, and more importantly the gamers. It doesn't work. The Gazetteers didn't hype to sell them, quality was enough. Mystara was a success that was turned into a failure by bad Marketing. This time, listen to the buying public and give the people what they want.

Just a thought,

Psychlops

Subj: Re:What magic drain????

Date: 10/11/95 8:29:25 PM

From: Telrathin

Posted on: America Online

I've had the very same problem. From what I can tell from the Wrath of the Immortals boxed set, it appears the the Old One who interviened at the end with Rad change the Nucleus to drain Entropy instead of magic, that's why Hel had a Major Stroke and Thanatos became the Hierarch, am I right? When the Glantri set came out, I was confused about the Radience being re-established as a drainer of magic.

Tel

Subj: CD Games

Date: 10/12/95 12:09:18 PM

From: Terari

Posted on: America Online

All right, I've been thinking about posting this for a while now, but I just got around to it. I'm getting abit tired with everyone bashing the CDs. So the ones in the Karameikos and Glantri boxed sets

sucked. So what? A lot of you guys claim to not need that information anyway: why buy it? And don't dismiss an entire line because of one or two bad products. The rest of the CD line was great! Hail the Heroes, Mark of Amber, and The Savage Baronies really stick out in my mind. HtH and MoA adventures didn't attempt in any way shape or form to direct the flow of the game; they didn't even have PC voices. And The Savage Baronies, along with the regular Red Steel box set, don't have any adventures on them at all. They're just background music, and some great background music at that.

Dismissing an entire line because the first couple of products didn't appeal to you is exactly what the rest of the gaming community did to Mystara; don't let it happen here too.

Subj: Re:CD Games

Date: 10/12/95 9:23:16 PM

From: Joe G K

Posted on: America Online

I thought one of the problems was that they seemed to use the CD's to boost up the boxed sets to \$30.00 and that's just getting to be too much money for a hobby. A couple of hardbacks at \$20.00 wouldn't have been too bad (with a proof of purchase and an extra \$5.00 for those who wanted the CD's.) JGK

Subj: Re:Magic Down the Drain

Date: 10/12/95 10:27:55 PM

From: TSR Bruce

Posted on: America Online

Man -- you guys/gals have been busy lately! :)

<<No other setting I know of allows so much magic, and then requires you to "pay the piper" for one Dread Day each year. I see no reason why this should change, even for the Red Steel campaign. I suppose the "curse" that is active in that area is as powerful as immortal magic, so it would be unaffected.<<

I agree. I like the idea of keeping the Day of Dread. It is unique thus setting. It also keeps players (and monsters) on their toes (tentacles). Indeed, the Red Steel curse can be considered immortal magic and therefore doesn't need to be affected, unless the DM sees a need for that. As an option, it can be "weakened" allowing a few odd and unpredictable events to occur during an adventure.

Bruce Heard

Subj: Re: Hollow World

Date: 10/12/95 10:28:45 PM

From: TSR Bruce

Posted on: America Online

<<Now that the Wrath of Immortals has passed and the Spell of Preservation has been weakened, have the enigmatic "burrowers" become more active?>>

(You always have to ask the darnest questions!) As with the Red Steel curse, I would relegate this to the convenient "DM-need-only". Most of the time, they remain dormant, unless some adventure situation would really benefit from waking one up for some time.

Bruce Heard

Subj: Re: More Hollow World, Pt2

Date: 10/12/95 10:39:59 PM

From: TSR Bruce

Posted on: America Online

<<who is that "electrifying" young lady on the cover of the boxed set? Is she Ixion's alter ego? What roles does she play in the Hollow World? I assume she's not Ordana, so who could she be? I think she could be the Immortal of the Lighthouse, the first (and possibly only) person to achieve immortality from *within* a Hollow World culture.>>

This was never decided. I remember we were just looking for a cool looking Immortal. I like you last idea -- the Immortal of the Light House. This makes perfect sense! :)

Bruce Heard

Subj: Re:D&D Conversions

Date: 10/12/95 10:52:34 PM

From: TSR Bruce

Posted on: America Online

<<there are still some hard-chargin' old timers out here who prefer the simplicity of the D&D Rules Cyclopedia over the endless optional everythings of the AD&D behemoth.>>

Here! Here! :)

But I think there's room for both -- the two games have different strengths and weaknesses. I don't mind playing either. Since there are no Mystara releases expected anytime soon (other than Joshuan's Almanac this November -- plug! plug!), it's pretty much up to anyone to decide which game they use. I happen to know people who did convert all of the Gazetteer stuff to the AD&D Game. And they will never play anything but the AD&D Game. Then of course, I also know others who will never accept to convert to the AD&D Game. Is that for personal taste or for personal pride?

Heck, this is starting to sound like a religious war! I vote we convert ALL the rules to Dragon Dice!!!
:)+

Bruce Heard (ducking for cover)

Subj: Re: Roger's AD&D ???s
Date: 10/12/95 11:08:19 PM
From: TSR Bruce
Posted on: America Online

<< TSR has treated us as if Mystara was our adolescence and we're expected to graduate into the adult worlds of teh Forgotten Realms, Ravenloft, Dark Sun, et al. without realizing that the Mystara players are those who were well past their gaming adolscence when FR and (esp.) DS and Ravenloft appeared.<<

I suppose the problem came from a burning desire to introduce Mystara (and the whole AD&D Game line) to more people. TSR's intention certainly was not to step on anybody's intellectual maturity. Yes, Mystara was targeted at a broader segment of the overall market, which did include the younger players too. In some ways, it did make it sound like this was a kiddie setting, but in others it was still the same material as the older D&D Game version's. I think this was more cosmetic than anything else -- you could have looked beyond that and still enjoyed the parts that did really matter.

Honestly, I think the biggest problem was being unable to avoid repeating material for those who had no clue what Mystara was. This, I think, was the biggest problem because it unfortunately forced established Mystara fans to buy pretty much the same stuff. In the long run, I think this may be the final nail in Mystara's coffin. I don't really see a way of pleasing both sides here.

Bruce Heard

Subj: Re: FR vs. Mystara
Date: 10/12/95 11:24:15 PM
From: TSR Bruce
Posted on: America Online

<<Without Mystara, the Forgotten Realms would never be where they are now.<<

Excuse me? In the name of fairness and historical accuracy... FR's development had nothing to do with Mystara's existence. It took off as it did mostly because it was designed for the AD&D Game and was also based upon a pseudo-European medieval setting. These are two key elements here. Saying that it became successful because it targeted the intellectually-challenged spectrum of the market is unwarranted and inaccurate. FR players aren't any less challenged or mature than you are! It's a question of personal taste and convenience. I know you're upset with Mystara's turn of events.

So am I. You think Mystara beats the snot out of FR. Perhaps. But that's not a reason to turn around an insult your fellow gamers, especially when you're the one who complained of being insulted!

Bruce Heard

Subj: Re:D&D Conversions
Date: 10/12/95 11:27:43 PM
From: TSR Bruce
Posted on: America Online

< I would be willing to change overnight if it got the wheels moving at TSR to put Mystara back on the shelves.<<

Yep...

Subj: Re:What magic drain????
Date: 10/12/95 11:39:41 PM
From: TSR Bruce
Posted on: America Online

<<I thought that at the end of the Wrath of the Immortals, the Nucleus of the Spheres was changed in a very radical way. It was switched from its present state of draining magic to draining Negative Energy<<

I knew something like that would happen. Harumpf.

At the end of WRATH, the Nucleus was left draining the stuff of Entropy. For some darn reason, this event was overlooked when the AD&D Glantri setting was recompiled. This leaves you with two choices:

1. If you had an established campaign in Mystara, the Nucleus still drains negative energy (and logically would attract intelligent undead who might have discovered a way to tap into its powers)... Undead Radiance. Ugh... What a thought.
2. If you're creating a new campaign (you recently discovered Mystara and thought that it was a cool setting -- as you should have!), then stick with the latest version. Of course, no one prevents you from grabbing a copy of the D&D Game's Wrath of the Immortals, and converting it for the AD&D Game. It's good campaign and it gives you a good idea on how to run Immortals (yes, I know -- plug! plug! I have no shame.)

Don't you like these reality shifts?

Bruce Heard

PS. I won't bother ducking this time... I have a pretty thick skin! :)

Subj: Re:What magic drain????

Date: 10/12/95 11:49:36 PM

From: TSR Bruce

Posted on: America Online

<<The Radiance provided some neat powers but they sure didn't get far from Glantri City with them. This scenario would also provide a really interesting situation for neighboring rulers to decide on: Should they try to find the object that is attracting undead monsters to the area and destroy it? Or would it be better to tolerate an area controlled by undead for a century or two knowing that in the long run, they would be permanently sucking the negative energy out of the planet's domain?<<

Yep... The same old idea all over again. The power is there. Should it be used? Why... YES, of course! Never mind it will eventually doom its masters. Humans do it all the time in the real world. I doubt undead are any wiser! :)

Actually, this is worse than draining magic. There can be a world without magic. But what would be a world without entropy? Nothing dies, nothing changes (food cannot be digested, can't cut trees down, can't make fire, can't break stones to make bricks, etc). Could it even work? Would the Immortals even tolerate such a place?

Bruce Heard

Subj: Re:CD Games

Date: 10/12/95 11:54:23 PM

From: TSR Bruce

Posted on: America Online

<<The rest of the CD line was great! Hail the Heroes, Mark of Amber, and The Savage Baronies really stick out in my mind. HtH and MoA adventures didn't attempt in any way shape or form to direct the flow of the game; they didn't even have PC voices. And The Savage Baronies, along with the regular Red Steel box set, don't have any adventures on them at all. They're just background music, and some great background music at that. <<

Thanks! It's getting late. I'll go to bed with that one in mind! Nite! :)

Bruce Heard

Subj: MYSTARAs and STRIPES

Date: 10/13/95 6:40:27 PM

From: AgSquid

Posted on: America Online

Seems to have been a long time since I was last through here. looks like I have a lot to catch up on...

Let's start at the top, and flow down the mountain of mail:

BLACKMOOR: Yeah, I miss it too. They had the coolest toys, and ever since I moved I can't borrow my friend's copy of Temple of the Frog anymore. That has to be one of the single best adventures in creation. If anyone has a spare, I'm interested - mail me!

CONVERSIONS: I DM the local D&D campaign in Mystara, and my sister DMs the local AD&D campaign in the FR. I love both worlds and rule sets, but we both think that the Mystaran universe is more fun to explore. It has a far more 'unique' feel to it that the FR lack. They seem to be a more 'traditional' source of fantasy gaming. We use Weapons Mastery in both worlds merely because it allows an AD&D fighter to 'personalize' his weapons style better. It was always the most complicated part of D&D (after the war machine), and is a simpler way of running AD&D weapons proficiencies.

MAGIC DRAIN: I did not realize that Glantri was still leeching Magic's lifeblood from Mystara. I too was under the impression that the Beyonder had changed it's workings, and caused it to feed on entropy instead. I felt that the Day of Dread was merely an expression of how low the Magic had been drained - the Universe could no longer maintain its integrity for a full year. As for the eventual drain of entropy, I believe that the entropic immortals will merely increase their efforts to produce chaos, and 'feed' the machine - keeping their power base at subsistence levels.

CD GAMES: I agree with those that said these were an expensive blowoff. I use them for frisbees. I do congratulate TSR for an attempt at something relatively new; but in the meantime, I'll stick to using movie music, and stuff I put together on the Mac. Perhaps if they were cheaper, which leads me on to:

PRICE: I always like cheap games. I loved the Gazetters. Relatively inexpensive, and packed with fun information. The more recent boxed sets have been more like comic books, with too many full color prints. Give me liberty, and give me text! Somedays I just go down to Musabelle's books (a plug for my pal Ed, who owns the place - if you're ever in Katy, Texas - drop by and tell him that the Squid sent you...) and buy a cheap game from a small game company or an old module with pocket change. Of recent, I've been unable to get any of TSR's products without saving for a long time.

That seems to wrap it up. Anyone out there have a favorite race? Mine are the lizardmen. Long may they harvest the swamps, and may Ka smile fortune on them and on you...

THE AgSquid

Subj: Re:CD Games

Date: 10/14/95 12:42:01 AM

From: Sequitur X

Posted on: America Online

One note:

My household didn't have a CD player 12 months ago... you know what happens when marketers "Assume."

Subj: Re:MYSTARAs and STRIPES

Date: 10/14/95 12:44:45 AM

From: Sequitur X

Posted on: America Online

Not that i'm living with the apes or anything, but when I started playing, ALL MODULES were \$6. Can anyone tell me what they're going for now?

-Seq

Subj: Re:What magic drain????

Date: 10/14/95 10:04:28 PM

From: Psychlops

Posted on: America Online

>>>At the end of WRATH, the Nucleus was left draining the stuff of Entropy. For some darn reason, this event was overlooked when the AD&D Glantri setting was recompiled. This leaves you with two choices:

1. If you had an established campaign in Mystara, the Nucleus still drains negative energy (and logically would attract intelligent undead who might have discovered a way to tap into its powers)... Undead Radiance. Ugh... What a thought.
2. If you're creating a new campaign (you recently discovered Mystara and thought that it was a cool setting -- as you should have!), then stick with the latest version.

Don't you like these reality shifts?

Bruce Heard<<<

When Rad was taken by the Old One, the Nucleus was altered to be "reactive" with the Entropic "element". Though this was described as a permanent change, it could be that it was based on Rad's abduction and removal from the Immortal Hierarchy. The Sphere of Energy had lost much of its essence to the Radiance, and was losing one of its Immortals as well, one who had the closest relationship to the Nucleus. As soon as Rad entered the Nucleus, it was changed. If he has truly returned (and I assume that he has) the Nucleus could also return to its Energy-reactive state. This is option three:

3. Upon Rad's return to Mystara, the Nucleus draws its power from the Sphere of Energy. During his absence, he may have learned (whether consciously or not) the true danger that use of the Radiance brings to the world. Effectively it's too late to eliminate the Radiance, but with an "re-educated" Rad as caretaker, the dangers can be controlled. Not that the Old Ones would bother to spell this out for the Immortals. And which of them would believe Rad?

Who needs reality shifts when you have rationalizations?

Just a thought,

Psychlops

Subj: Known World Cyclopeda

Date: 10/15/95 1:46:59 AM

From: Psychlops

Posted on: America Online

>>>Honestly, I think the biggest problem was being unable to avoid repeating material for those who had no clue what Mystara was. This, I think, was the biggest problem because it unfortunately forced established Mystara fans to buy pretty much the same stuff. In the long run, I think this may be the final nail in Mystara's coffin. I don't really see a way of pleasing both sides here. Bruce Heard<<<

The Known World setting has changed considerably from the time period described in the Gazetteers. Mostly due to the Wrath of the Immortals, several nations have been drastically altered -- most notably Alphatia and Alfheim. If the new Known World (New World?) were presented in a more economical fashion, it could easily succeed in "pleasing both sides". This is similar to what has been done in the Almanacs, but would be focused on the Known World specifically.

While the Gazetteers may have been designed piecemeal, i.e., one nation at a time, a Known World Cyclopeda could draw from all the previous material: the Gazetteers, the Immortals and Dawn of Emperors, even the AD&D Mystara sets. All this good stuff could be assembled, brutally edited (not so much for brevity as for consistency) and polished to a high sheen. Since there wouldn't be multiple boxed sets to deal with, it would be a good investment for old and new fans alike. Some of the best adventure hooks from the Gazetteers and the Almanacs could be developed into modules, along with new work to support the Known World setting.

This kind of product should be made suitable for both the AD&D and D&D rules. It should retain the open-ended design philosophy of D&D, and utilize mostly the core rules of AD&D. With less focus on character kits and other optional rules, it can concentrate on the solid foundation that D&D and AD&D share. The supplemental rules for characters or magic can be detailed in (appropriately) the supplements; you could even publish the definitive AD&D Immortals rules in such a supplement.

There's lots of room to grow with this concept, and I think the fans would support it if they thought it would be supported by TSR.

Just a thought,

Psychlops

Subj: Re:Known World Cyclopedia

Date: 10/15/95 10:11:42 AM

From: Telrathin

Posted on: America Online

I think that's a great idea, I would certainly purchase such a product, if only TSR would come out with it....

Subj: Hollow World entrances

Date: 10/15/95 2:07:41 PM

From: Anodaewyn1

Posted on: America Online

Does anyone know how many entrances there are to the Hollow World, and where they are? I know that there's one in the City of Stars, in Aengmoor, but, that's all I know of...

J

Subj: Re: War Machine

Date: 10/15/95 6:11:47 PM

From: TSR Bruce

Posted on: America Online

<< We use Weapons Mastery in both worlds merely because it allows an AD&D fighter to 'personalize' his weapons style better. It was always the most complicated part of D&D (after the war machine)<<

I've never had much sympathy for the War Machine, as much as I hate to admit it. It does the job of determining the outcomes of real big battles and wars without actually running them, but I thought it could have been done more smoothly and more easily (that's just wishful thinking on my part). There were holes in the system and either way you looked at it, WM was either too much or too little. Or maybe it was just me -- I hated figuring out all the maths behind army ratings. That's something a computer program could do better, even a simple spreadsheet... (Geez -- now I'm talking about spreadsheets to run a D&D Game. Ugh). :)

Bruce Heard

Subj: Re: Costing
Date: 10/15/95 6:13:29 PM
From: TSR Bruce
Posted on: America Online

<<Not that i'm living with the apes or anything, but when I started playing, ALL MODULES were \$6.
Can anyone tell me what they're going for now?<<

And how long ago was that?

Bruce Heard

Subj: Re:What magic drain????
Date: 10/15/95 6:27:35 PM
From: TSR Bruce
Posted on: America Online

<<Who needs reality shifts when you have rationalizations?<<

Just kidding, Psychlops... My allusion to "reality shifts" had to do specifically with the fact there is a big discrepancy between the older and the newer versions of the Radiance. Although your idea (see below) is a good one, it still does not rationalize that problem.

<<3. Upon Rad's return to Mystara, the Nucleus draws its power from the Sphere of Energy. During his absence, he may have learned (whether consciously or not) the true danger that use of the Radiance brings to the world. Effectively it's too late to eliminate the Radiance, but with an "re-educated" Rad as caretaker, the dangers can be controlled. Not that the Old Ones would bother to spell this out for the Immortals. And which of them would believe Rad?<<

Perhaps some of his old supporters would be tempted to believe him. Rad would have to first prove that he is sane and really who he says he is. I bet many of the Immortals would love to ask him many questions about the Old Ones, if anything. Others, terrified of the idea a greater power than they really exists and has effectively intervened in all impunity, may prefer to destroy Rad instead. For the latter, he would symbolize their greatest fears.

Bruce Heard

Subj: Re:Hollow World entrances
Date: 10/15/95 6:37:49 PM
From: TSR Bruce
Posted on: America Online

<<Does anyone know how many entrances there are to the Hollow World, and where they are? I know that there's one in the City of Stars, in Aengmoor, but, that's all I know of...<<

There are the two huge polar openings (did you forget about these?). There also was the shaft build during the Wrath of the Immortals -- which since then has collapsed. Other than that, it's pretty much up to you. Other places that are likely to have a connection are the caves beneath Herath and Nimmur (Savage Coast). I don't see any reason why the Dwarves of Rockhome couldn't discover (or have discovered) a passage either. There could also be a submerged entrance where Alphatia used to be (or beneath the city of Aquas), or another somewhere at the bottom of the Sea of Dread. Perhaps the Sea People have found a way to swim down to one of the Hollow World seas. I would also think that a few truly powerful dragons could guard sacred passages somewhere in the Wyrksteeth Range. The dragons might be using these passages for ancient draconic rites.

Bruce Heard

Subj: Re: Costing(bruce)
Date: 10/15/95 9:42:20 PM
From: OldGuard 1
Posted on: America Online

I can answer that!

Back in the early 80's, TSR produced D&D and AD&D modules for \$6 on the average (I got them all!) The entire list to that date was printed on the back cover of each module. This was before they started putting the stripe along the top.

Good hunting!

-OldGuard 1

Subj: Re: Costing
Date: 10/16/95 4:33:53 PM
From: TSR Bruce
Posted on: America Online

<<Back in the early 80's, TSR produced D&D and AD&D modules for \$6 on the average<<

Yeah -- almost 15 years ago. Do you really believe any company in the world can maintain the same prices this long? FYI -- costs do rise on a regular basis, like paper for example which has more than doubled in the past couple years alone. That's why prices go up. It's happened before, and it makes no doubt in my mind it will again.

Some of you simply don't like large boxed sets because of the high sales price -- that's fine. Just don't buy them and TSR will probably stop producing them. But don't expect the larger products to sell for the price of a 32-page module. That's just not realistic.

Bruce Heard

Subj: JPEG Art
Date: 10/16/95 4:50:05 PM
From: MMonagle
Posted on: America Online

In the Gallery, under JPEG images, one of the entries is listed as Dark Knight of Karameikos. However, I could swear that that image was actually the one used for Dragonking of Mystara. Has anyone else noticed this? (Does anyone else care?).

Subj: Question of the Week #3
Date: 10/17/95 11:07:14 AM
From: TSR Bruce
Posted on: America Online

Ok, just to get a new topic on the board:

What do you think should happen with Alphatia in next decade in Mystara? Should the heir of the Alphatian Empire on the surface world begin regaining some of its former glory? Should the ancient empire, now in the Hollow World, find ways of interfering with the surface world?

Bruce Heard

Subj: Re:Question of the Week #3
Date: 10/17/95 6:16:28 PM
From: BlackDaggr
Posted on: America Online

I thought part of the spell of preservation that the HW Alphas are under makes them think they've been in the HW forever, and forget about the outer world. Of course, those still on the outer world would probably try to discover what happened to their brethren (Speak with Dead spell - oops sorry, not dead yet).

The outer Alphas would also likely not be unified, and several smaller nations, all claiming to be the true inheritors of Alphas, might start feuding. There is probably not enough cohesion, and a power vacuum is a result. Obviously, Thyatis is not in a position to deal with them, but perhaps some nation from the continent east of where Alphas once lay would start exploring/conquering/trading/whatever.

BlackDaggr

Subj: Re:Question of the Week #3

Date: 10/17/95 9:36:51 PM

From: Telrathin

Posted on: America Online

Alphitians are a resourceful lot, knowing them within a few years they would have re-contacted the outer world, or the outer world would have re-contacted them. For such a magic-rich nation such as Alphitia, being moved to the Hollow world shouldn't be such a huge problem. If they work it right, they could command nearly the same level of influence they had previously, as well as having large portions of the hollow world in their sway.

Tel

Subj: Re:Question of the Week #3

Date: 10/18/95 9:55:12 PM

From: TSR Bruce

Posted on: America Online

<<I thought part of the spell of preservation that the HW Alphas are under makes them think they've been in the HW forever, and forget about the outer world. Of course, those still on the outer world would probably try to discover what happened to their brethren (Speak with Dead spell - oops sorry, not dead yet).<<

I doubt it would take very long for the surface people to guess what really happened to Alphatia. The more powerful Alphas in the Hollow World however do remember what happened. Besides, the Spell of Preservation might have been slightly weakened as a result of Glantri's magical shenanigans.

Bruce Heard

Subj: Re:Question of the Week #3

Date: 10/18/95 10:00:15 PM

From: TSR Bruce

Posted on: America Online

<<The outer Alphas would also likely not be unified, and several smaller nations, all claiming to be the true inheritors of Alphatia, might start feuding. There is probably not enough cohesion, and a power vacuum is a result. Obviously, Thyatis is not in a position to deal with them, but perhaps some nation from the continent east of where Alphatia once lay would start exploring/conquering/trading/whatever.<<

Makes sense to me. "Surface Alphasians" are indeed trying to gather the remains of the old empire and regain some of the lost grounds, in particular the kingdom of Alpha in Norwold. Not to forget our friend Haldemar (of the Princess Ark) who has visited the Hollow World and is still acting for Empress Eriadna on the surface world. Obviously there are ways of communicating.

Nations east of old Alphatia so far have been described as lawless and harboring mostly pirates. I guess these pirates will have to raid further west now, into the Isle of Dawn.

Bruce Heard

Subj: Re:Question of the Week #3
Date: 10/18/95 10:00:58 PM
From: TSR Bruce
Posted on: America Online

<< Alphasians are a resourceful lot, knowing them within a few years they would have re-contacted the outer world, or the outer world would have re-contacted them.<<

They have!

Bruce Heard

Subj: Re:Question of the Week #3
Date: 10/18/95 10:03:27 PM
From: TSR Bruce
Posted on: America Online

<<If they work it right, they could command nearly the same level of influence they had previously, as well as having large portions of the hollow world in their sway.<<

They could probably, but remember that most transportation magic doesn't work in the Hollow World. If anything, this would limit Alphatia's impact in the Hollow World, or severely slow it down. Besides, I bet the Milenians and the Nithians would have something to say about that! :)

Bruce Heard

Subj: Influence vs. Power
Date: 10/19/95 1:24:33 AM
From: Kaviyd
Posted on: America Online

There seems to be no question that Alphatia will be very influential in the Hollow World -- the Immortals seem to have set them up as its new guardians. However, the Spell of Preservation sets

limits on what they can do, and I think that one of the "Poor Wizard's Almanacs" showed Eriadna learning those limits.

So, Eriadna will be a very influential person in Mystara's near future, although her actual power and control will most likely be limited to that single large floating continent.

Subj: Re:Question of the Week #3

Date: 10/19/95 8:38:36 PM

From: MMonagle

Posted on: America Online

It seems that the Alphatians will have to make up their minds on what to do with their might in the Hollow World. As I recall, their empress has recently changed their conquer-all mentality to a more tolerant one.

So: why not let them become the mercantile heavyweight in the Hollow World? They have all the necessary material; a fleet of airships and a huge floating base of operations (their continent of course). As for the remains of the surface empire, why not let it find its own course. The Spell of Preservation will affect the Hollow World Alphatians to some degree so they aren't likely to be eager to embrace change. However, the surface Alphatians don't have this restriction. I find it hard to imagine that this coupled with the difficulty of communication between the two groups would allow Sundsvall to keep a tight grip on the Surface World Alphatians. The Surface Alphatians already seem to have a good solution with their coalition. Why not let that idea continue and flourish while the Hollow World Alphatians settle in and keep their way of life the way it is for the next one thousand years (just like a good Hollow World nation should do).

Subj: Re:Question of the Week #3

Date: 10/20/95 1:09:25 AM

From: TSR Bruce

Posted on: America Online

<<why not let them become the mercantile heavyweight in the Hollow World?>>

Hey, that's a thought. Hollow World Alphatians could certainly do that rather than develop hostility with the Milenians and the Nithians. Of course the two latter would always remain suspicious of the newcomers. That's a little more subtle than outright militarism, and it lets the wizards do what they do best: quietly scheme without drawing a sword. Then we'd have a realm of priests, a nation of warriors, and an empire of wizards watching each other carefully. Nevertheless, Alphatia would be the heavyweight very soon in this situation. Time is on their side.

As far as the surface world goes, I'd guess Eriadna would not bear the thought of leaving it alone. She'd feel it is still a part of the empire and would want to find ways to pull the strings -- or even attempt to further weaken the Spell of Preservation (one can always hope). Meanwhile a burning wish for revenge could be consuming her soul.

Bruce Heard

Subj: Re:Influence vs. Power
Date: 10/20/95 1:16:22 AM
From: TSR Bruce
Posted on: America Online

<<There seems to be no question that Alpathia will be very influential in the Hollow World -- the Immortals seem to have set them up as its new guardians.<<

There's nothing worse than nations that don't want to be helped. Again, I'm thinking about Nithia, and the empires of Milen and Azca. I doubt they would want to see a "greater" nation acting as their "guardians". For Alpathia, this would be like baby-sitting a bunch rotten little brats. I guess Alpathia's responsibility would be more like preventing intrusions from the surface world (or keeping other Hollow World wiseguys inside). Greencard anyone? :)

Bruce Heard

Subj: Hello?
Date: 10/26/95 5:18:31 PM
From: TSR Bruce
Posted on: America Online

Falling asleep, are we? Ready for Question of the Week #4?

Bruce Heard

Subj: Re: Costing(flame)
Date: 10/26/95 11:16:52 PM
From: OldGuard 1
Posted on: America Online

Well, gosh, Bruce,

I didn't mean to offend... but to insinuate that I do not understand economics 101 is blatantly insulting (and I'm rather thick-skinned, on the average.) I would recommend a course in public relations (101 or remedial, perhaps, as the case requires.)

I try not try to be offensive to others and I don't think my post warranted such an frantic response. I was simply making an observation.

You've wondered, in the past, why there are so few postings on what should be, by all means, an exciting Worlds board. I think I see the reason for the defections. :/

At your service, sir

OldGuard

Subj: Re: Costing(flame)
Date: 10/27/95 3:16:49 AM
From: Selvarien
Posted on: America Online

Too bad Oldguard, people can be pretty snippy with each other, I know what you mean...

Subj: Re: Costing(flame)
Date: 10/28/95 12:39:58 AM
From: Lostboy103
Posted on: America Online

hmmm,

Speaking of participation.... where have all the posters run off to? Is there a sale on Greyhawk books at the corner or something? Quantity is one thing, but quality is starting to slack, too. Let's pull together and get some interesting topics moving, shall we?! (OK, that's what I like to hear! :D)

Lost

Subj: Re: Costing(flame)
Date: 10/30/95 12:21:20 AM
From: MMonagle
Posted on: America Online

Whoa! Whoa I say. Let's take a timeout out here and realize the situation.

Mystara is getting canceled (okay, put on hiatus). I'm not at all pleased with it and I can't imagine anyone else who posts to this board is very pleased with it either. However, pointing fingers isn't going to help attract participation to this board.

SO: let's all take a deep breath and realize that we (myself included) may be a bit frustrated at seeing the end of this campaign world. Taking that frustration out on each other certainly isn't going to get us anything but a bunch of mad gamers who end up abandoning this board.

Come on, we have such a rich and diverse campaign here. Let's not take it down by squabbling.

MMonagle

Subj: Mystara Gone?
Date: 10/30/95 12:45:54 AM

From: Selvarien
Posted on: America Online

Really? Oh well.....

Subj: Participation
Date: 10/30/95 1:49:05 AM
From: MMonagle
Posted on: America Online

For those seeking participation for this board, I have posted a question on the Red Steel board that is directly related to this one. It involves the Immortals of Mystara and how they should be handled in the future. I have chosen to post to that board since my question will hopefully have a greater impact on it since that campaign is (in a way) taking up where this one leaves off. Please feel free to post lots of responses to it.

Subj: World Shield
Date: 10/31/95 8:44:08 PM
From: Brovane
Posted on: America Online

I was wondering if the worldshield on Mystara that is supposed to block all magic will block psionics. Will psionic powers like teleport our wormhole penetrate the anti-magic shield because they are not magic. I am sorry if this ? has already been asked.

Thanks Greg

Subj: Psionics on Mystara
Date: 10/31/95 8:56:12 PM
From: TSR Roger
Posted on: America Online

There are two schools of thought about psionics on Mystara. Some RED STEEL products have detailed psionic powers for characters, but in general the designers and editors have downplayed or eliminated psionics from this setting. I would say that if some magical force could block normal magic (priestly and wizardly), then it also blocks psionics, which is really just another form of magic.
Roger

Subj: Raddiance
Date: 10/31/95 8:57:49 PM
From: Brovane

Posted on: America Online

I have been running a Mystara campaign since it first came out for AD&D. Early you asked the question about raddiance draining all magic. Well I got my group on a quest to stop this draining. I had a psioniscist who had the time travel power serve as a catalyst for this quest. The psioniscst was able to see Mystara's fate of losing all magic, even priestly magic. While most psioniscst wouldn't consider this all that bad she realized that this would severaly unbalance the world. The group after many adventures to even different worlds finally has secured a artifact that will prevent this draining but it will cut of all access to the raddiance for spell casting. Needless to say they have no idea of the forces that are allied against them. This saturday they will finally activate the artifact(they hope) and stop the drain for good. I am just offering my take on this entire raddiance thing. During the adventures they found out about the hollow world. That is why I am wondering if the world shield blocked psionics and what are other peoples opinions on it. The adventuring group has already mentioned trying to use psionics. Thanks

Greg

Subj: Re:Psionics on Mystara
Date: 11/1/95 3:41:35 PM
From: Brovane
Posted on: America Online

<<There are two schools of thought about psionics on Mystara. Some RED STEEL products have detailed psionic powers for characters, but in general the designers and editors have downplayed or eliminated psionics from this setting.>>

I am sorry that the game designers have chosen to downplay our eliminate psionics. TSR should leave psionics up to the DM in there published material not come out so harshly against it. I have psionics a very active part of my campaign. It really keeps the players on there toes and it has really added to the campaign. In my Mystara world, psionics will always be a active part.

<<I would say that if some magical force could block normal magic (priestly and wizardly), then it also blocks psionics, which is really just another form of magic>>

I thank you for your input on this.

Greg

Subj: Re:Psionics on Mystara
Date: 11/1/95 6:23:18 PM
From: Silveras
Posted on: America Online

Just a correction, Roger, but Psionics has repeatedly been defined as *not* another form of magic, and spells or devices which hamper magic do *not* affect Psionics (see the Psionics handbook).

Of course, any DM is free in any world to do as s/he pleases.

Hope that helps.....

Silveras

Subj: Re:Psionics on Mystara

Date: 11/2/95 1:10:41 AM

From: B1Bard

Posted on: America Online

I've never been a big fan of psionics myself. I do think they're neat to use when every character in the game has them, and that's their big schtick, but I haven't found a particularly good way of handling psionics when only some of the characters are "psionic positive."

The problem I have with psionics is that they don't stike me a magical power, but rather a mental power that produces effects that mimic magical effects. In a world where everyone has some sort of psi talent, it's a great setting that I very much enjoy.

Mystara, however, should remain very minimal on the psionics. The appeal of Mystara was teh high-fantasy feeling of it, where great wizards and famous warriors do their thing, not where some little dweeb with an ego whip sneaks in the back door and kills the kings and all hell breaks loose. I don't really see any positives coming out of psionics taking a bigger role in Mystara. What I do see is a loss of the flavor of the world, and I'd really like to minimize that as much as possible...

8)

B1Bard

Subj: Re:Psionics on Mystara

Date: 11/2/95 6:34:13 PM

From: TSR Bruce

Posted on: America Online

No one is telling you not to use psionics in your campaign, Greg. Eventually, that's up to you. It's just that Mystara originally was a world designed for the basic rules -- which by definition did not have psionics. Logically, the setting should not have psionics even after becoming a setting for the advanced rules. It's just not a Mystara feature. Finally, the Immortals in that setting should be powerful enough to block any mortal interferences if they wanted to, whether magical or psionic. That was the intent of the Hollow World's worldshield.

Bruce Heard

Subj: Re: Costing(flame)
Date: 11/2/95 6:52:54 PM
From: TSR Bruce
Posted on: America Online

<<to insinuate that I do not understand economics 101 is blatantly insulting<<

Oldguard -- You felt my post was insulting. Perhaps. But frankly I thought yours was hypocritical. I guess we're even.

<<I think I see the reason for the defections<<

Haven't seen you very often in this folder in the past -- just whose defection were you talking about?

Look, if you have any interest in the game world, why not talk about that instead of biting each other's heads off. Personally, I don't feel compelled to talk dollars and cents. Neither am I interested in spending my time in flaming or responding to flames.

Bruce Heard

Subj: Psionics; Barsoom; Hule...
Date: 11/3/95 5:28:53 AM
From: Mystaros
Posted on: America Online

When Mystara was transferred to AD&D I decided to add in an area which was dedicated to psionics in much the same way that Glantri and Alpathia were dedicated to magic. I chose the large "wilderness" plateau region north of Glantri/west of Wendar. The culture there is similar in some fashion to that of Athas in that it is mostly wasteland, with primarily a nomadic vs. metropolitan set of societies. However, the concept was not primarily derived from Athas, rather it was based on Barsoom (E.R.B.); it is an interesting combination between Barsoom, Nithia, and Gamma World (via Blackmoor influence).

There are no native elven, dwarven or halfling cultures; Beastmen are the primary barbarian influence; there are also the Uteni (mutant humans), who, like normal humans can be of any class and are all wild talent psionics (they are also physically mutated, as well) [more like GW than RS]. The Vorax are a more or less humanoid race; they are the result of ancient Blackmoorian biotagenic experiments gone awry (most of the wildlife of the Wilderlands is "mutated" through the release of Blackmoor biotagenic agents; the aurumvorax is an example). Hivebrood, Meks and other "alien" creatures are more common here (including Illithids and Aboleths, dire enemies who fight to control the remnants of their ancient underground empire).

While psionics is the major factor in the plateau region, it has had little effect on any outside realms, with the sole exception being Hule. Having had contact with the region for several hundred years, psionics and the powers of the mind have had a heavy influence on Hulean society and politics. Those of the Diviner class are either Psionicists or Mentalism specialist mages, and mind reading and control is a major factor in the rule of The Master.

Has anyone else out there developed the area north of Glantri? What other efforts have been made to integrate psionics?

Subj: Re: Costing(flame)
Date: 11/4/95 1:52:25 AM
From: CHURCH X
Posted on: America Online

WHOOAAA!

As a mere lurker, I must protest this use of Posting (especially you, bruce.)

There's a reason for E-mail. Let's not get personal.

Yours,
C

Subj: Re: Flame(TSR Bruce)
Date: 11/4/95 1:14:19 PM
From: OldGuard 1
Posted on: America Online

Sir,

Allow me to answer some of your questions. But first, perhaps you should back up and (re-)read my post. I was simply answering someone's question as to what modules used to cost. I also described the module cover design differences between the older and newer TSR modules.

So far, so good. No one has been insulted. TSR was not under fire.

Then, you proceeded to insult my intelligence a la "Economics 101." I still do not see why you felt that TSR was being attacked. I never made any reference to ANY of TSR's products being overpriced. I was simply stating some old-timer trivia.

<<You felt my post was insulting. Perhaps. But frankly I thought yours was hypocritical. I guess we're even.>>

Unless I am mistaken :::rechecking Webster's::: you are making up your own definition of the word, "hypocritical," as I can find no hypocrisy in my post. I was being completely factual and honest... and, no, not even a drop of sarcasm.

<<Haven't seen you very often in this folder in the past -- just whose defection were you talking about?>>

Clearly, I was referring to the drop off in postings. As a lurker, I usually only address open questions or topics that I feel that I can help with. Ostensibly, this is why you don't see me "very often." I only post when I feel it is necessary.

<<Look, if you have any interest in the game world, why not talk about that instead of biting each other's heads off...>>

And now for the coup de grace. We have come full circle. I *WAS* referring to the game, if not the specific world. I *WAS NOT* biting anyone's head off. Again, I was answering someone else's question about the early 1980's and TSR's pricing at that time. I'm sorry for your confusion. I felt that I was posting in a clear manner.

<<Neither am I interested in spending my time in flaming...>>

I think I have adequately disproved this statement already, so it needs no addressing. Let our respective posts on this matter speak for themselves.

At your service, sir

OldGuard

Subj: Re: Flame(TSR Bruce)
Date: 11/5/95 1:59:16 AM
From: Terari
Posted on: America Online

Okay...

Not to extend things, but... Yes, OldGuard, you were being VERY sarcastic("Economics 101,""Public Relations, Remedial") and there was a touch of hypocrisy as well.

Bruce, there was no need to respond to OldGuard's original post the way you did. It was condescending. But there was also no reason for OldGuard to respond the way HE did.

Now can we please stop all this fighting? Feel free to send me hate mail and flames, but please, as someone has already said, let's confine it to e-mail. This is the place to discuss my favorite game world, and yours.

Terari

Subj: Question

Date: 11/5/95 2:12:33 AM
From: Terari
Posted on: America Online

Okay, now that all that nonsense is done with(hopefully) let's see if we can get some conversation going.

I asked this one time before, and didn't get any response, so here goes again.

What do all of you take from other sources that is adaptable to Mystara? I personally have taken many "super-dungeons" from generic AD&D sources and from other worlds. Dragon Mountain is in Northern Karamaikos in my Mystara, and Myth Drannor has been changed to the ruins under Krakatos. The Underdark has been adapted to go under Darokin and Glantri with Shadow Elves replacing Drow, and the Menzobarranzan (God, I hope I spelled that right) boxed set has provided tons of material for the City of the Stars. And now, a poster on this board gave me a great idea (don't you love it when we can help each other like that, instead of tearing each other's heads off?) for using a Dark Sun type setting on the Plateau northwest of Glantri. I love it!

Any ideas, wonderful creative people out there?

Terari

Subj: Re:Psionics; Barsoom; Hule...

Date: 11/5/95 1:31:39 PM
From: TSR Steve
Posted on: America Online

"Has anyone else out there developed the area north of Glantri? What other efforts have been made to integrate psionics?"

I ran a 3.5 year campaign that only ended when I had to relocate to WI to go to work for TSR that started in Wendar and Denagoth [in my Mystara, Wendar is ruled by the rarest of Mystaran demihumans... the half-elf, while Denagoth is torn by an ongoing civil war between the army and the church], and, in response to increasing inference from Hule, the characters went there, and the campaign focus shifted west.

I never incorporated psionics into Mystara, because, first, I don't like mixing magic and psionics, and, second, I was running with D&D rules. :) I did do quite a lot of work with the Mystaran pantheon, tying Hule, the Master, the destruction of Blackmoor, and the Denegothian civil war together in a subplot involving meddling gods [as opposed to Immortals] who were returning to take charge of the world once again.

Alas... the epic final confrontation will never happen. :)

Steve Miller
TSR, Inc.

Subj: Psionics, Magic, & Mystara

Date: 11/8/95 11:23:38 AM

From: TSR Roger

Posted on: America Online

Ooops--I apologize. Yes, psionics is not magic--the Complete Psionics Handbook does say this. As a game DM, though, I would still be tempted to disallow use of psionic powers through the World Shield. I figure the Immortals would have thought of this possibility and would have locked it out as well. Roger

Subj: Patera/Myoshima

Date: 11/8/95 11:26:10 AM

From: TSR Roger

Posted on: America Online

BTW, has anyone set adventures on the tiny invisible moon of Mystara? Nothing much has been done with it since Bruce Heard introduced it in DRAGON issue #160, but I had some plans to write about it and expand it in a column I am doing for POLYHEDRON Newszine. Moore later--Roger

Subj: Re:Psionics, Magic, & Mystara

Date: 11/8/95 11:30:24 PM

From: Psychlops

Posted on: America Online

Roger,

You're not as wrong as you think (!) you were. Psi powers are not the same as magical powers, in that they are inherent to the psion (rather than acquired) -- but their applications are very similar. Therefore, certain magical defenses can be effective against both spells and psionic sciences and devotions. According to the psionics rules presented in the _Players Option_ book, "Anti-Magic Shell" is effective in blocking psi-energies, while the "globe of invulnerability" spells are not potent psi defenses. This is a change from the _Psionics Handbook_ ruling, but it seems quite reasonable.

"Anti-Magic Shell" can be called a broad-spectrum defense against preternatural energies, while the "globe" spells are too narrowly focused to provide such overall protection. Mystara's World-Shield should definitely be placed in this broad-spectrum category. I mean, if it's not sovereign against psionics, what is? Of course, this doesn't mean that psionics should be barred from a Mystara campaign, just that the DM is in uncharted waters. The difficulty lies in integrating the psionic class with the other character classes. All of the other classes are balanced in their functions so that they must rely on each other; the psion is potentially much more self-reliant, and can disrupt play.

On a larger scale they are difficult to integrate with any standard sword & sorcery setting, since it's unclear just what place they should have in such a society. Mystaros has an interesting suggestion

for using a Barsoomian sensibility to describe a psi-active culture. It is still an isolated civilization though, so the question of how well it mixes with the rest of Mystara is still unanswered. Maybe it is a self-imposed isolation, and the "Barsoomystrans" just don't want to involve themselves with the rest of the world. And who can blame them if they choose to turn inward to seek the source of their power, while the rest of the world squanders its precious magical resources?

Just a thought,

Psychlops

Subj: Monster Intelligence
Date: 11/11/95 11:31:10 PM
From: Lostboy103
Posted on: America Online

Whew!

Now that it has calmed down in here, I was wondering if anyone has wondered why Monsters' intelligence ratings have always been addressed, when their *wisdom* is what is really needed to conduct encounters appropriately...(?) Sure, Intelligence is crucial, but, as a TSR writer once pointed out, "Intelligence is what tells you it's raining... wisdom tells you that you should stay inside." (I've probably butchered the quote, but you get the idea.)

Any comments or rebuttals? I think I'm on to something....

-Lost

Subj: Re:Monster Intelligence
Date: 11/12/95 2:33:07 PM
From: Kaviyd
Posted on: America Online

I would agree with that assessment. I suspect that monsters are generally assumed to have wisdom comparable to their intelligences unless there is a specific indication to the contrary. For example, the old "Fiend Folio" mentions a few monsters with intelligence listed as "low, with high cunning". Also, I would assume that monsters with Cleric abilities have higher wisdom than intelligence, while the reverse is probably true for monsters with Mage abilities.

Subj: Re:Monster Intelligence
Date: 11/12/95 2:49:09 PM
From: Terari
Posted on: America Online

Sounds sensible. By the way, the quote was basically right. Reading directly from the source, it goes, "Intelligence tells you the drops on your shoulder are rain, wisdom tells you to get inside." I always liked that one. It explains the two scores very well.

Subj: Re:Monster Intell (Kav)
Date: 11/12/95 10:43:44 PM
From: CHURCH X
Posted on: America Online

Thanks for the tip,

Also, if one begins listing the pertinent abilities, not far away might come the secondary scores;
Constitution vs. its weight (cheetah vs. Ogre)
Charisma vs. its genetic cousins (Ogre to orc vs. Dragon to other colored Dragon)
etc.

This will be too involved for most Game Judges who happen to work for a living... but for others it could be fun and insightful.

Subj: Psionics on Mystara
Date: 11/13/95 2:56:10 AM
From: Brovane
Posted on: America Online

I appreciate everybody's input on the psionics penetrating the world shield on Mystara.

I would like to add a few things about psionics.

- 1-Psionics definitely have a place on all worlds and not all powers are boring, see the sparks fly when a psionist sends your favorite undead to the positive material plane:).
- 2-TSR by redoing the psionic powers in S&P's has definitely made psionics easier to play but there not including character kits for them in the S&P book, our by totaling ignoring them in the High Level Campaigning book has done a great disservice.
- 3-In your campaign you need to decide on how common psionists are. I usually make them as common as Paladins. You also need to establish guild were psionists are trained. I recommend that you have the Will & the Way for it is essential for running psionics in any campaign. Psionics have invigorated my campaign. All my players are kept on there toes.
- 4-You do need to either use spells out of Dark Sun our create some of your own that can let mages combat psionics.

I do not hold it against anybody for not allowing psioncs, to each his own. There is nothing more dangerous than a villain than can tap into the potential of his mind, our a player that can do the same.

Greg

Subj: Re:Monster Intell (Kav)
Date: 11/13/95 8:49:51 PM
From: Silveras
Posted on: America Online

One statistic that TSR played with but did not include in 2nd Ed (but which I thought was worth keeping) was aggressiveness. The monster descriptions in the Greyhawk Adventures hardcover provided a 1-10 rating for the likelihood of the monster feeling belligerent in that encounter.

Just another thought....

Subj: Shadow Elves
Date: 11/15/95 2:19:25 PM
From: INT second
Posted on: America Online

In the Hollow World boxed set it said that Scattenalfen take 1hp/hr. when exposed to the sun. Gaz. 13 (The Shadow Elves) gave Shadow Elves penalties in the outer-world sun. Does anyone know whether they are damaged by the H.W. sun or have the same penalties as they do on the surface? Likewise, are Scattenalfen burned by the Known World sun?

Subj: Re:Shadow Elves
Date: 11/15/95 10:55:22 PM
From: Terari
Posted on: America Online

I would assume that both types of Shadow Elves would be burnt by both suns, as it is a genetically low resistance to UV rays (god, I can't beleive I'm bringing science into this) from living underground for many generations that causes the burn damage, not some weakness magically linked to their particular sun.

By the way, anybody seen Bruce lately? He hasn't posted here in a while. I hope I didn't convince him to quit doing this with my little rant a while back. If you're reading this, Bruce, We still love you! :)

Terari

Subj: netMAG
Date: 11/18/95 12:48:23 AM
From: B1Bard
Posted on: America Online

I know I haven't said much in a while, but there hasn't been too much to say... big news now though:

I'M GONNA TRY TO RESTART THE netMAG for MYSTARA

anyone who wants to contribute to the next installment needs to email me in the next week or so, in order to get everything together in time for the 2nd issue. (The first one is available in the Journals section of the library).

AD&D or D&D stats, and please try to keep each article or entry to no more than 2 text files and 2 gifs...

all subject matter is welcome

also, please consider sending in your favorite character and a brief background on him/her for our Hiring Hall for other people to see who else is wandering around Mystara.

party on

8)

B1Bard

Subj: Re:netMAG

Date: 11/18/95 1:43:18 AM

From: OldGuard 1

Posted on: America Online

Bard,

Does this invitation include national histories, a la Gazeteer style entries?

At your service,

OldGuard

Subj: Re:netMAG (explanation)

Date: 11/20/95 12:29:08 AM

From: B1Bard

Posted on: America Online

Anything, everything, and all things related to Mystara will be considered for the netMAG. Last time I tried to do this, *everything* that got sent in went in to the netMAG. I'd love to have enough stuff that I'd actually have to cut something, but I don't really foresee this...

Send 'em all in! I'm going to start compiling over the long weekend, but won't finish up for another week or so. The sooner I get stuff, the easier this will be for me to get done.

8)
party on
B1Bard

Subj: Re:netMAG
Date: 11/21/95 9:28:51 PM
From: Terari
Posted on: America Online

Bard: This is really cool. I know you were really excited about the last effort, and very disappointed when it didn't come off. Glad to see you're trying again. I'll try to send you something in the next couple days.

Subj: Simple Mystara Product
Date: 11/22/95 1:40:43 AM
From: B1Bard
Posted on: America Online

Is there any way we would every see something along the lines of the excellent "City Sites" and "Castle Sites" series for Mystara? I'd even be willing to accept one for Red Steel if it would ever see print.

I really dig these things, but they don't seem quite right for the Mystara setting, and I'd like to see some a little more Mystara-oriented.

Of course, someone could always make it a netMAG submission :) (subtle plug)

8)
B1Bard

Subj: Re:New Races for Mystara
Date: 11/26/95 12:27:02 PM
From: Brandy106
Posted on: America Online

How about a jester type of character, or a thief/acrobat? I remeber seeing something like this in an old dragon.

Subj: Re:New Races for Mystara
Date: 11/27/95 1:26:34 AM
From: TSRO Tank
Posted on: America Online

The Thief/Acrobat was a charcter class from the First Edition "Unearthed Arcana" book. I don't have details on it, though. :(

Subj: Re:Mystara books?MORE
Date: 11/27/95 11:55:07 PM
From: PDeaton994
Posted on: America Online

THE PENHALIGON TRILOGY: TAINTED SWORD; DRAGON'S TOMB; FALL OF MAGIC ARE ALSO BOOKS ABOUT MYSTARA

Subj: Re:Gazetteer Formats:KEVIN
Date: 11/28/95 12:01:25 AM
From: PDeaton994
Posted on: America Online

DM&ADVENTURE vs. PLAYER BOOKLET WOULD BENEFIT ME BEST SIGN
KEVIN

Subj: Re:Still Going Strong: KEVIN
Date: 11/28/95 12:09:54 AM
From: PDeaton994
Posted on: America Online

I AGREE WE SHOULD KEEP D&D AND MYSTARA CAMPAIGN GOING STRONG! ANY IDEAS FOR THE FUTURE OF MYSTARA WE SHOULD SHARE. I AM A PLAYER FROM WAY BACK AND HAVE CHARACTERS WITH DOMAINS IN NORWOLD. I HAVE A FEW IDEAS OF MY OWN IF INTERESTED RESOND. KEVIN

Subj: Re:Mystara:
Date: 11/28/95 12:20:20 AM
From: PDeaton994
Posted on: America Online

THE FIVE SHIRES AND ROCKHOME AS WELL AS NORTHERN REACHES ALL HAVE BEEN EXPLAINED IN THE GAZ. AND THE 3 ALMANAC'S. ROCKHOME FACED CIVIL WAR AND THEN WENT UNDERGROUND; NORTHERN REACHES FOUGHT THE HELDANDER FREEHOLDS IN THE WRATH OF IMMORTALS; FIVE SHIRES REMAINED MOSTLY NEUTRAL TO IT ALL.. KEVIN

Subj: Re:Shadow Elves
Date: 11/28/95 12:28:49 AM
From: PDeaton994
Posted on: America Online

WENDAR WOULD SEEK HELP FROM THEIR PAST ALLIES ie:X11: Saga of the Shadow Lord I WOULD BELIEVE A MINIMUM OF GUERRELA WARFARE WOULD BE IN ORDER THERE. IMMORTAL MAGIC MADE THE FOREST OF ALFIEM WHAT IT IS TODAY I SUGGEST A THICKER VERSION OF WHAT IS THERE NOW DARKER AND MORE TWISTED. THINK OF ALL THE NEW FLORA AND FONA THAT CAN COME OUT OF THAT!! KEVIN

Subj: Re:Gazetteer Formats
Date: 11/28/95 12:39:08 AM
From: PDeaton994
Posted on: America Online

MORE INFO DROP THE ADVENTURES ; I GET MY IDEAS FOR ADVENTURES WITH BETTER INFO THAN ANYTHING ELSE ... KEVIN

Subj: IDEA!
Date: 11/28/95 1:35:38 AM
From: B1Bard
Posted on: America Online

Hey, howsabout everybody take one afternoon and a few \$s and go down to the nearest copyshop w/ a scanner and we all scan one or two maps from the Princess Ark column and upload them. If we get everybody to pitch in, it should only cost about \$2-3 each for the scanner time and then we'd all have the maps...

8)
B1Bard

Subj: Re:IDEA!
Date: 11/29/95 10:10:18 PM
From: Terari
Posted on: America Online

Great idea, but I'd like this to be addressed first: would it be legal? As far as I know, the maps are property of TSR, Inc., and they might not take too kindly to people distributing them. As I said, this would be great, but maybe not legal.

By the way, Bard, any idea when the Netbook is going to be available? Don't think I'm rushing you, I was just wondering if you had any idea. :)

Terari

Subj: Re:IDEA!

Date: 11/30/95 1:08:49 PM

From: TSR Inc

Posted on: America Online

Scanning TSR maps and giving them to other people (on paper or electronically) is illegal - it's a violation of copyright law.

- Sean Reynolds

TSR Online Coordinator

TSRinc@aol.com

Subj: Re:IDEA!

Date: 12/3/95 2:14:55 AM

From: Terari

Posted on: America Online

OK. As an alternative, how 'bout this: Anyone with a mapmaking program, or even a decent paint program, takes an undeveloped or underdeveloped region and makes a detailed map of that area, and uploads it. Would that still be in violation of copyright laws?

Subj: Re:IDEA!

Date: 12/3/95 9:38:51 PM

From: B1Bard

Posted on: America Online

I guess I figured that TSR maps in the TSR Online area would be OK. I didn't realize it would be illegal. Sorry...

8(

B1Bard

Subj: netMAG deadline

Date: 12/3/95 9:41:42 PM

From: B1Bard

Posted on: America Online

The netMAG will be posted on the 17th of December. All submissions need to be in by the 15th. I will be in and out all week while I'm on a classified test for the army, so I'll only be around to check the mail once a day at the most.

Once I've got all the stuff, I'll compile, zip, and upload.
Look for it on the 17th, late afternoon (Pacific Time)

8)
B1Bard

p.s. Terari - I need that file again, my wifa accidentally threw away my downloads folder!

p.p.s. Bruce - Any chance of you donating a column?

Subj: Josh's book
Date: 12/4/95 3:32:24 PM
From: Joe G K
Posted on: America Online

Anyone pick up this little trade paperback yet? I've enjoyed the books prior to this one in both the Mystara and Forgotten Realms and was wondering if there were any major changes in terms of format. JGK

Subj: Re:Josh's book
Date: 12/5/95 11:21:13 PM
From: Doc Moroni
Posted on: America Online

The format is entirely different, but I believe that it is better. I would buy this book if you play on Mystara.

Subj: Re:Josh's book
Date: 12/6/95 2:22:03 AM
From: FrenzyK2
Posted on: America Online

I agree, but the one thing I didn't like was that there was no info on what is going on in the Hollow World. We all know as DM's that it is real. So I would have liked some Info.
FrenzyK
Christian Johnson

Subj: Re: Costing(flame)
Date: 12/6/95 2:31:31 AM
From: FrenzyK2
Posted on: America Online

Is it just me or has Bruce Heard not returned since the flame. I am new to AOL and was excited to have the possibility of asking Bruce and Roger about The Mystara Products. I will be seriously disappointed if because of unnecessary infighting I am unable to do so.

Mystara is in my opinion the best game world TSR has for a DM to introduce players of all kinds into. Besides unlike other TSR planets it is not the size of Jupiter. The world is rich with ideas and I for one am glad for the Boxed sets even though they are not cheap. I feel they are the highest quality product TSR has ever released. I can't imagine the printing costs.

Just my observations as a new person,
FrenzyK2

Subj: Bring back Bruce
Date: 12/6/95 9:42:52 PM
From: Psychlops
Posted on: America Online

"Is it just me or has Bruce Heard not returned since the {costing} flame."
FrenzyK2

It sure looks that way. Bruce hasn't made an appearance here since early November. Then again, it is the holiday season and everyone's busy. Maybe he'll re-emerge in the new year. That is, assuming he's still with TSR; they go through staff pretty quickly these days. I hope he is still there, though. TSR can't really afford to lose the talent, and Mystara can't either.

Just a thought,

Psychlops

Subj: Spheres of Specialty Clerics
Date: 12/7/95 12:24:51 AM
From: FrenzyK2
Posted on: America Online

Anyone have any good lists of Spell Spheres granted by the various Immortals. I just want to get someone else's opinions. If you have one just e-mail it to me. I would like to compare it to my own to see if there are some general consensus (consensi?) out there.

Thanks,
FrenzyK2

Subj: Re:Bring back Bruce
Date: 12/7/95 12:10:20 PM
From: TSR Bruce
Posted on: America Online

Hi folks. Thanks for the good word. I'm neither dead nor gone from TSR. I'm pretty busy right now, but hopefully, the Christmas break ought to help. See you then.

Bruce Heard

Subj: Re:Bring back Bruce
Date: 12/8/95 7:39:25 PM
From: Terari
Posted on: America Online

Welcome back, Bruce! I remember you said something about seeing how this board would do on its own. Well, it's done okay, I guess, but the conversation is nowhere near as lively as it was. Hope to see you back again soon!

Terari

Subj: I saw my name...
Date: 12/9/95 12:13:25 AM
From: TSR Roger
Posted on: America Online

...and decided to say "hi." Sorry I was out for a while--I blame society. (Actually, I've just been skipping over to the GREYHAWK folder when I'm not working.)

So, like, um, what's new? (I'm going to read the back-posts before long!) Roger Moore

Subj: Re:Rad
Date: 12/9/95 12:50:32 AM
From: FrenzyK2
Posted on: America Online

Now that Rad has met one of the elders how will his powers change?
In my game I am starting to grant him more powers. Such as he now has Believe it or Not Paladins in my campaign.

FrenzyK2

Subj: Bruce Lives! Roger Too!
Date: 12/9/95 2:54:57 AM
From: Mystalos
Posted on: America Online

Great to have you both back! The folders been rather quiet lately... the Red Steel folder, I think, has all but died... can we expect better news from the 1996 TSR release calendar for Red Steel or maybe even Mystara? If we won't be seeing any product out, could we at least get a concession from Dragon... maybe by bringing back the Known World Grimoire as a regular feature, with articles (dedicated to Mystara) contributed by freelancers?

Subj: Write for periodicals!

Date: 12/9/95 7:36:56 PM

From: TSR Roger

Posted on: America Online

I'e encouraged people on other boards to do this, so I will do it here:

Hey, want to be rich and famous? Make up a list of 3-5 articles or adventures on Mystara that you would really love to write for DRAGON Magazine, DUNGEON Adventures, or POLYHEDRON Newszine, and write directly to the editors on AOL! Send e-mail on your article ideas to TSRMAGS (Tony Bryant), TSRDAVE (David Gross), or RPGAHQ (Duane Maxwell). The MYSTARA campaign will live on in writing--YOUR writing--if you act now! Good luck! (This is how I got my start at TSR!)
Roger Moore

Subj: Re:Josh's book

Date: 12/9/95 9:55:16 PM

From: GeetarSolo

Posted on: America Online

Josh's book is written on a more personalized, intimate setting. Although this can have certain advantages, you have to sort through obvious biases of the characters' point of view(i.e. Joshuan doesn't believe in the hollow world, hence there is little information is given on it). Another format change is the Current Event section. There is a topic for each month that is written about by one of the correspondents. Furthermore, even though there are event descriptions, the "what this means" category has been taken out. Basically you have become more of a normal citizen of Mystara than an omniscient DM. Despite the changes I recomend the book if you are continuing with the Mystara campaign.

Subj: Question of the Week?

Date: 12/9/95 10:05:15 PM

From: GeetarSolo

Posted on: America Online

I'm new AOL, but I love this board. My question is what happened to the question of the week? It always seemed to generate some interesting responses. I know Bruce is busy right now, but can't someone try to start some conversation. I don't know if I'm authorized to do this, but here's a general question:

What do you think happened in the Hollow World this past year? For instance, what will Eriadna do with Alphatia, what happened to the real Pharaoh of Nithia, and is the Karameikan expedition team still alive? Input is appreciated.

Subj: Spheres and Immortals

Date: 12/9/95 11:20:01 PM

From: Psychlops

Posted on: America Online

There has been some discussion of the relationship of Immortals to clerics, or priests in AD&D parlance, and the spells and other abilities the Immortals would bestow on them. There seems to be a presumption that the answer to this is to re-write Immortals in the terms of the gods of other AD&D settings. They would then have individual priesthoods, and grant spells from the same contrived spell groups just as these other beings do. I think a better answer for Mystaran clerics is to have their priestly orders organized around a veneration of the Essential Spheres of Power: Thought, Time, Matter, Energy, and Entropy.

The Immortal hierarchies are arranged along these divisions, so the clergy they inspire should be likewise arranged. This would also help retain the distinction between gods and Immortals. Immortals in this view would remain exalted beings, something like Saints or Angels, but not as powerful or distant as deities. The Immortal's patronage of mortal characters would continue, as long as it promotes the interest of the Immortal's chosen Sphere. Such patronage need not be limited to clerics, of course; some Immortals may even favor other classes.

Clerics would gain their standard abilities from the Sphere of Power they honor, and be subject to a church hierarchy that is not focussed on only one Immortal, or even one alignment. This would also explain the existence of a broad roster of "basic" spells that are available to all clerics. Each Church of Power (or Essence) would offer its clerics access to the same basic spells and abilities, but would differ in their preferences of how these powers are utilized. Clerics of Energy, for instance, could be expected to be more aggressive in combat and spell-casting while those of Thought would tend to be more philosophical in their attitudes.

The Churches of Essence might also follow broad alignment trends. Energy has traditionally been associated with Chaos, so Chaotic clerics (whether good, neutral or evil) could receive a modest experience point bonus in the Church of Energy. This does not exclude clerics (or Immortals) of other alignments, but will tend to encourage the traditional alignment trends. This pattern would follow with the other Spheres. Time would be associated with Neutrality, and Matter associated with Law. Under AD&D rules, there is also a Good and Evil alignment axis, and the other Spheres can be included here. Entropy would favor Evil, and Thought (somewhat by default) would favor Good.

Specialty priesthoods can exist outside these parameters, and some do. The Druidic hierarchies are most notable in this regard. They view all the Essential Powers as necessary, and do not revere one above the others. There may be other "mystical" religions that hold to a similar philosophy, or some national or "political" churches that view all Powers as useful to varying degrees. The Spheres of Power that permeate Mystara make it more magical than other worlds, and of necessity its religions will reflect this nature. The advantage to DM's of Mystaran campaigns is that this provides an opportunity to retain the solid foundation both D&D and AD&D rules share, while the presence of Immortals under these broad divisions allows for personalization within the Spheres of Power.

Just a thought,

Psychlops

Subj: Re:IDEA!
Date: 12/12/95 1:20:59 PM
From: TSR Inc
Posted on: America Online

<<I guess I figured that TSR maps in the TSR Online area would be OK. I didn't realize it would be illegal. Sorry...>>

Ah, nobody said you were going to upload it here! Anyway, I think we'd like to reserve scanning the official maps for ourselves - that way, we can make note of any corrections & etc. when we upload it. However, as with the WoG map, if you want to make your own version of the map and upload it, that is OK. Strange days we live in.....

<<OK. As an alternative, how 'bout this: Anyone with a mapmaking program, or even a decent paint program, takes an undeveloped or underdeveloped region and makes a detailed map of that area, and uploads it. Would that still be in violation of copyright laws?>>

Nope, that should be OK, and might be a good project, too.

- Sean Reynolds
TSR Online Coordinator
TSRinc@aol.com

Subj: News of the (Hollow) World
Date: 12/15/95 11:12:07 PM
From: Psychlops
Posted on: America Online

"What do you think happened in the Hollow World this past year? For instance, what will Eriadna do with Alphatia, what happened to the real Pharaoh of Nithia, and is the Karameikan expedition team still alive? Input is appreciated."

GeetarSolo

Since Joshuan Gallidox declared the Hollow World to be a hoax, there have been no reliable reports on the events that occurred there in the past year (1013 AC). However, this doesn't mean that there is no information at all. The members of the New Alphatian Council must still be in contact with Eriadna, but this will not be public knowledge. Only second and third hand accounts will be available and, of course, those will vary. It is possible that whatever contacts Rikard Prospero (the "Poor Wizard" of Almanac fame) had in the Hollow World are still intact, and that he still produces his little-known Secret Studies from information thus gathered.

Alphatia - The empress Eriadna seems to have accepted the new status of Alphatia. Rather than pursuing military conquest, she will use Alphatia's might to defend the Hollow World. She will also try to formalize relations with the other leading nations in the Hollow World, while remaining informed of events on the Outer World.

On a personal level, her intentions are less certain. She has, with great difficulty, managed to retrieve her son Zandor from New Alphatia. His personal and political disloyalties are plainly evident, but it is unlikely that she will have him executed. This may prove to be a great error on her part. While Zandor may be kept imprisoned, he is not without power or influence. The Empress may attempt to keep him treated with *mnemonics mineral*, but supplies will be hard to acquire. More importantly, there may be even more dangerous side-effects that only appear after chronic exposure.

Alphatia, and Zandor himself, would be also of great interest to certain parties; the Immortals of Entropy have been more active in the Hollow World in recent years, but one Immortal has been absent until now -- Alphaks. He has a special hatred of Alphatians, and will turn his attentions to them in the Hollow World. The once "Emperor" Zandor would be a perfect tool to use in his efforts if somehow he could manage to restore Zandor to Eriadna's favor.

Nithia - Ramose IV is in a dangerous position, to say the least. He must try to save himself and his empire from the forces of corruption. In order to do both, he can't flee. He must remain and confront his Queen, either to be reconciled with her, or oppose her. To do either he must be in a position of strength. He is not presently in such a position, but he has gained in character since his "demise" and may be capable of forming alliances he would never have before considered. Such allies need not be solely Nithians. His own Immortal patron will certainly desire to aid him against the forces of Entropy that guide Queen Senkha. Unfortunately, even if he survives to find allies he may still be faced with civil war.

Karameikan expedition - The team of explorers from Karameikos has proved itself quite resilient, and now has found some allies (however dubious) of its own in the Hollow World. The Karameikans and the Heldann both struggle to escape from the Hollow World. Both groups are resourceful and determined, and together they may well succeed. The greatest danger to the Karameikans will

probably come only if they return to the Outer World. At such point their Heldannic allies may find them embarrassing, and expendable. But what's a little treachery between friends?

Just a thought,

Psychlops

Subj: Petra and Vanya...

Date: 12/16/95 2:29:19 PM

From: Mystaros

Posted on: America Online

For some time now I've been working on a comprehensive Pantheon of Thyatis. During my research into the history of the Immortals of the Empire I ran into an interesting anomaly. On page 32 of the Codex of the Immortals (Book One of the Wrath of the Immortals set), it states that "Petra's patron was Vanya" and "... she is often in conflict with her ex-sponsor Vanya, who dislikes the Milenian Culture (which is descended from Petra's Traldar Race)". There is one small problem with Vanya being the Patron of Petra... Petra as an Immortal predates Vanya's existence as a mortal by approximately 400 years (ca BC 1000 vs. ca BC 600)!

Now, this anomaly can be interpreted in one of several ways:

FIRST, it can be chalked up to the vagaries of the Sphere of Time (after all, Khoronus sponsored Protius, though Protius predated Khoronus by Aeons; also, Khoronus may well have been his own sponsor). So it is entirely possible that Vanya may have gone back in time to sponsor Petra as an Immortal; note on page 38 it is stated that "... she was befriended by a Milenian cleric who helped her first to escape, then to find the Path of the Dynast, where she eventually found Immortality in the Sphere of Time; her patron was Khoronus". In this interpretation of the stated facts, the "Milenian Cleric" could very well have been a priest of Petra; after attaining Immortality under the sponsorship of Khoronus, Vanya may have discovered/been informed that/stumbled into the situation where she was needed in the past as the sponsor of Petra, a cleric of whom had led her to her own path to Immortality... needless to say, the sphere of Time has/will lead to many such anomalies.

SECOND, the facts as stated in the Codex may simply be WRONG... this is the interpretation that I made (temporal mechanics gives me a headache). I simply made Khoronus the sponsor of both Petra and Vanya; I felt that though the temporal loop presented in the first explanation was interesting, I wished to opt for a more simple explanation... in this version, Petra brought Vanya to the attention of Khoronus, and acted as a "demi-sponsor" to her. In this case, the relationship between them is still strained, due to the history of the Thyatians vis a vis the Milenians.

THIRD... well, the third and any other explanations are your own. Has anyone else out there done anything with this anomaly? Reached the same conclusions? DIFFERENT conclusions? I'd love to hear about them... I'd especially love to hear about the "Official" TSR version of the story, if there is one...

Subj: Creators of the Known World

Date: 12/16/95 2:50:12 PM

From: Mystaros

Posted on: America Online

As far as I am aware, the first mention of the Known World was in the first Expert set, published in January of 1981, "Edited" by Dave Cook and Steve Marsh. Page X60 described the Grand Duchy of Karameikos, Specularum (pop. 5,000), the Black Eagle Barony, Luln and the Gnome Lair; pages X61 and X62 had maps of Karameikos and the Gnome Lair. Module X1 "The Isle of Dread", published in 1980/81 (?), and written by Dave Cook and Tom Moldvay described the Known World (apparently not yet known as such) in "The Key to the Continental Map"; each kingdom of the Known World was given a brief description which has more or less held true to the current day (though the Heldann Freeholds were apparently at a pre-Hattian invasion stage). There was, as yet, no sign of Alphatia or even the Isle of Dawn. This pretty well places Mystara as one of the oldest "official" campaign worlds; only Greyhawk and Blackmoor are older!

The question at hand is: who "created" the original "Known World"? Was it created from whole cloth for the Expert set and for X1? Was it an amalgam of various campaigns brought together for the new system (like Dragonlance was brought together)? Or was it originally the campaign of Dave Cook, Steve Marsh, Tom Moldvay or another, uncredited game designer? Over the years the Known World has become the cumulative effort of many different people, from the first simple adventures (the B, X, CM, M and I series) to the Gazeteers and boxed sets, to the Known World Grimoire and other articles of Bruce Heard. But I still wonder, who it was that started it all...

Subj: Re:Petra and Vanya...

Date: 12/16/95 8:31:16 PM

From: Psychlops

Posted on: America Online

"There is one small problem with Vanya being the Patron of Petra... Petra as an Immortal predates Vanya's existence as a mortal by approximately 400 years (ca BC 1000 vs. ca BC 600)! [but] it is entirely possible that Vanya may have gone back in time to sponsor Petra as an Immortal"

Mystaros

Well, almost...Petra as a *mortal* predates Vanya's mortal existence by approx. 400 years. It is possible (if unlikely) that Petra didn't become Immortal until after Vanya. She may have tried to achieve Immortality with other patrons, but been unsuccessful for centuries. Petra may have held some undefined "Hero" status during those centuries: not just mortal, and not quite Immortal. Thus, she could have been revered alongside Halav and Zirchev until she found Vanya as her patron.

Just a thought,

Psychlops

Subj: Re:Petra and Vanya...

Date: 12/17/95 6:45:53 PM

From: Terari

Posted on: America Online

How about this: the Book was wrong, but only slightly. Petra was actually Vanya's sponsor. This would provide for the student-who's-gotten-bigger-than-the-mentor type conflict. T'would be cool.

Subj: Re:Petra and Vanya...

Date: 12/17/95 6:47:17 PM

From: Mystaros

Posted on: America Online

<<Well, almost...Petra as a *mortal* predates Vanya's mortal existence by approx. 400 years. It is possible (if unlikely) that Petra didn't become Immortal until after Vanya. She may have tried to achieve Immortality with other patrons, but been unsuccessful for centuries. Petra may have held some undefined "Hero" status during those centuries: not just mortal, and not quite Immortal. Thus, she could have been revered alongside Halav and Zirchev until she found Vanya as her patron.>>

I had thought about such a possibility... especially when you consider that Halav, Petra and Zirchev are all only 17th level Immortals, and Vanya is 23rd level... more experienced all around. However, I (personally) couldn't see how Vanya, regardless of her appreciation for heroic efforts, would be able to get beyond her intense dislike of the Milenian Empire and all it stood for, including Petra (unless her her own existence as an Immortal hinged on her sponsorship of Petra)....

Subj: Re:Petra and Vanya (Terari)

Date: 12/17/95 6:59:27 PM

From: Mystaros

Posted on: America Online

<<How about this: the Book was wrong, but only slightly. Petra was actually Vanya's sponsor. This would provide for the student-who's-gotten-bigger-than-the-mentor type conflict. T'would be cool.>>

T'would be, indeed. A direct sponsorship on the part of Petra vis a vis Vanya would lead to many interesting (if minor) clashes between the two Immortals. I opted for a "demi-sponsor" status between the two; Petra brought Vanya and her struggles to the attention of Khoronus, who acted as

the sponsor; Petra was assigned to follow and observe Vanya's efforts; sometimes she meddled a bit here and there (in vengeance for Vanya's efforts against the Milenians), which lead to the current strained relation between the two (note that at certain points in her quest Vanya was assisted by Diulanna, one of the patron Immortals of the early Thyatians; she was assisted by Diulanna only to the extent that it helped to negate the meddling of Petra; Diulanna has had a dislike for Petra since the Milenians encroached into Hinterlander territories centuries ago. Until the invasion of the Hinterlands by the Thyatians several decades ago, Vanya and Diulanna were on excellent terms; now their relation is almost as strained as that of Petra and Vanya).

Subj: Stone Folk, part 1
Date: 12/18/95 11:12:27 PM
From: Mystaros
Posted on: America Online

I thought I might post some more details on the Stone Folk, a race I created and placed on the Great Escarpment of the Isle of Dawn.... the Stone Folk are an offshoot of the Rock Men race found in the Mystara Maonstrous Compendium Appendix.

Nature of the Stone Folk

For most of their history, the Stone Folk of the Great Escarpment were little different than relatives found elsewhere, the Rock Men. This situation changed rapidly after the destruction of Blackmoor in the Rain of Colorless Fire. The energies released during the great explosions, though mostly controlled by the efforts of the Immortals, had a lasting effect on many of the lifeforms of Mystara, and the Rock Men were no exception. The primary effect on the Rock Men population of the Isle of Dawn was a decrease in life expectancy (the population that evolved into the Stone Folk would eventually have a life expectancy of only 300 years, as compared to the Rock Men average of 600 years); fortunately, this effect was more than balanced by a commensurate increase in the birth rate. Stone Folk females are able to reproduce as often as humans do, unlike their Rock Men cousins, who do so only once every ten years. Stone folk mature fairly rapidly, and reach adult age at around 20 years.

The physical nature of the Stone Folk also diverged from that of their Rock Men cousins; they began to take on a less ponderous form, appearing more "human" in proportion, though some still exhibit the rough-hewn appearance of their cousins. These changes took place rapidly, over the course of the millenium following the great cataclysm (BC 3000 to ca. BC 2000). During this period there were great cultural as well as biophysical evolutions; these came in part though adaptaion to their changing physical nature, as well as in part through cultural contacts with other intelligent races. The first races the Stone Folk came into contact with were the Dwarves and Gnomes, who are to this day the greatest allies of the Stone Folk...

Subj: Re:Creators of the Known Wor
Date: 12/18/95 11:16:29 PM
From: GeetarSolo

Posted on: America Online

Although the "Known World" was given a name in the Expert set, the seedlings of its creation I think were in the basic set. A nameless town was given here which I think became Threshold. Also the first characters were given: Aleena Halaran and Bargle the Infamous. Although Bargle killed Aleena the fact is that this was thier first appearance and therefore might be considered the beginings of the world of Mystara. On the other hand I might be totally wrong too so don't take my word as the undisputable truth.

Subj: Stone Folk, part 2

Date: 12/18/95 11:26:04 PM

From: Mystaros

Posted on: America Online

The Golden Age of the High Land

Dwarves and Gnomes had reached the Great Escarpment of the Isle of Dawn by around BC 2500; they apparently migrated over one of the land bridges between which still existed at that time Brun and the Isle of Dawn (either the Helskir Bridge or the Hardaranger Isthmus, as they are known by sages today; both apparently sank during the same period of vulcanism which seperated the modern isles of Ierendi and Minrothad from the mainland). Both the Dwarves and the Gnomes were very attracted to the region that the Stone Folk resided in, as it was replete with all manner of precious metals and gems; in fact, in those days, one could hardly step anywhere in the region without stumbling over a pile of gold nuggets or rough gemstones. Fortunately, there was plety wealth for all to share, and the Stone Folk welcomed the Dwarves and Gnomes to their land.

The Stone Folk learned the ways of civilization from the Dwarves and the Gnomes, including all manners of crafts. The Stone Folk eventually excelled their teachers in stonecarving and gemcutting, as they were much closer to the nature of these mediums than either of the other peoples. The Dwarves and Gnomes, in turn, prospered from what the Stone Folk could teach them about the ways of earth and stone. The Gnomes of the High Land (as the three races called the Great Escarpment) regard this period as a golden age which lasted nearly 1000 years. Tragically, the Dwarves of the High Land are no more, as they too perished along with the other Dwarves of the surface world...

Subj: Re:Creators (Geetarsolo)

Date: 12/18/95 11:36:44 PM

From: Mystaros

Posted on: America Online

<<Although the "Known World" was given a name in the Expert set, the seedlings of its creation I think were in the basic set. A nameless town was given here which I think became Threshold. Also the first characters were given: Aleena Halaran and Bargle the Infamous. Although Bargle killed Aleena the fact is that this was thier first appearance and therefore might be considered the

beginings of the world of Mystara. On the other hand I might be totally wrong too so don't take my word as the undisputable truth.>>

Actually, the Basic Set you are referring to was the SECOND "Red Box" edition of the Basic Set, published in 1983; this was a re-edited version of the Basic Set published in 1981... published at more or less the same time as the original Expert Set that I mentioned in the original post. The Aleena/Bargle adventure was a further development of the Known World... I think Threshold was first mentioned in the re-edited Expert Set of 1983...

Subj: Stone Folk, part 3
Date: 12/18/95 11:58:08 PM
From: Mystaros
Posted on: America Online

Of the Great King of the Stone Folk

By around BC 2000 it had become obvious to all the folk of the High Land that the dwarven race was dying out. At this time there lived a Stone Folk philosopher/mage known as "Thinker in Deep Stone". Thinker was a great friend of the Dwarves; he was a famous builder in stone, a metalsmith of legendary ability and unparalleled lapidary. His manner fit his name; he thought long and hard on the condition of the Dwarves. Eventually, he came to the conclusion that he would need to learn more about the origin of the Dwarves, so he went on a quest for knowledge. With him went his Dwarven companion known only as Laughing Axe.

For over 200 years the pair travelled the world in search of a way to save the Dwarven race; eventually, through their efforts they were able to bring the plight of the Dwarves to the attention of the Immortal Kagyar. Upon the transformation of the Dwarves in BC 1800 Thinker returned to the High Land under the sponsorship of Kagyar and set about the path to Immortality. Thinker became the first King of the Stone Folk, and King of the High Land; he is revered as the only "Great King" that the Stone Folk have ever had.

Over time Thinker delved into the deepest secrets of nature, as well as the ways of science and magic. Due to his unusual origin (no Rock Man or Stone Folk had ever before pursued Immortality, nor has any since), Thinker's path ended up being a combination of the several paths to Immortality; his quest was in part that of the Paragon, Polymath, Dynast and Epic Hero. In time he studied the ways of the Wizard, Warrior, Priest and Rogue; he achieved ultimate mastery in the ways of mortal magic; he helped found and maintain an empire (two, actually; more on that later); and he undertook a quest to find/create an artifact and with it thwarted a major Entropic plot.

Thinker achieved Immortality in BC 1500. While he is little known outside the Stone Folk community, he is revered as a minor deity by many Dwarven and Gnomish communities to whom he is simply known as "The Master of Stone". To the Hollow World Nithians and the outer world Thothians he is known as Thoth. Remember how I mentioned arlier that Thinker actually founded and helped maintain *two* empires? Well, one of them was the Kingdom of the High Land... the other was none other than the Nithian Empire itself....

More on that tomorrow...

Subj: Re:Write for periodicals!

Date: 12/21/95 8:23:14 PM

From: AgSquid

Posted on: America Online

Just as an open idea, B1 Bard - try sending your completed netbook to the TSRMAGS address. One never knows, and I still think it's a great project!

Subj: Irrelevant Question

Date: 12/21/95 8:54:00 PM

From: Terari

Posted on: America Online

Hi. I've got a question on something that's probably irrelevant, but has been bugging me. Is Prince Malachie du Marais's wife, Dame (insert first name here, I've forgotten it) Malinbois, old ugly bald and hating Malachie, or young beautiful and on good terms with him? The former description was given in both Night Howlers and Glantri: Kingdom of Magic. The latter was given in Mark of Amber. Basically, there are two schools of thought on how to resolve questions like this: go to the source material, indicating the former, and go to the most recent product, which would indicate the latter. Any ideas?

Subj: Re:Irrelevant Question

Date: 12/21/95 11:18:43 PM

From: Mystaros

Posted on: America Online

As some of my previous posts might have shown, my feeling on issues like this has been to go with whatever you feel works best in **your own** campaign. In the case of the Malinbois couple, If you feel that the story of your campaign goes better when there's some conflict (through a loveless, political marriage), then go with the earlier materials. If you like the way the marriage was presented in the latter material, then go with it. Of course, if you are referring to the "official" position on the issue, well, who really knows? There have been a fair number of problems with TSR campaign continuity in the past, and the quality of editing and proofreading has gone down noticeably in only the last year (check out Shaman... some sections are completely unreadable)! But I must emphasize... go with what you feel is the best for your **own** campaign...

Subj: Irrelevant Posts?...

Date: 12/21/95 11:34:32 PM

From: Mystaros

Posted on: America Online

I notice that nobody has reacted (positively or negatively, or in any way at all) to my posting of information on the Stone Folk race... there also hasn't been much reaction to my Petra/Vanya question or to my origin of the Known World question... how many people are actually reading this folder? Does anyone get any use out of my posts, or am I just using this as a cheap form of therapy? Where has everybody gone? There used to be a fair amount of interest in this folder; did the end of new Mystara products end this? Of course, this folder has been going crazy compared to the Red Steel folder... which hasn't had a post in several weeks...

Feeling Mightily Discouraged...

Mystaros

PS: Even if you HATE MY POSTS WITH A PASSION, PLEASE, PLEASE, PLEASE react to them in some way! The net only works as a system of communication if there is feedback! I'm not just babbling on and on about my campaign because I've nothing else to do... well, mostly... but I want to share my developments with others, and find out about other peoples campaigns... YOUR campaigns! So PLEASE post!

Myst

Subj: Re:Irrelevant Posts?...

Date: 12/23/95 2:22:49 AM

From: Terari

Posted on: America Online

Myst: I thought the posts on the Vanya/Petra question and the origin of the Known World had received a considerable amount of feedback, but its true, no one has commented on the Stone Race posts. Well, here goes: I went over all three posts and saved them all. There is certainly a lot of useful info in there, and I hope to use some of it soon in a campaign.

You also raise a good point: the lack of posts recently. It used to be that if I were to miss a few days of checking this board, I'd run up a couple bucks on my account going over the backlog. I was recently disappointed that, upon missing an entire week of checking, there were only five posts. Lurkers, if you're still out there, it's time to participate, or this board might just get shut down.

Subj: Contest

Date: 12/23/95 2:31:19 AM

From: Terari

Posted on: America Online

Okay. In order to stimulate some interest in this board, how about a contest? Here goes: Remember the Poor Wizard(somebody mentioned his name a few days ago, what was it?) that used to edit the Almanac? Well, what exactly happened to him? Why did he sell his publication to

Joshuan Gallidox? Write a story answering these questions and e-mail it to me(as AOL Text files, please) They will be judged by a panel of one, that one being me. I will then upload the winning story into the Stories, Journals and Logs section of TSR Online. Anyone wanting copies of the rest of the stories can e-mail me for them. Deadline is Jan. 16, so get writing.

Terari

PS: in case you were wondering, the grand prize is the awe and respect of your peers on this board.

Subj: Getting relevant

Date: 12/23/95 3:57:03 AM

From: Psychlops

Posted on: America Online

"Is Prince Malachie du Marais's wife, Dame (insert first name here, I've forgotten it) Malinbois, old ugly bald and hating Malachie, or young beautiful and on good terms with him?"

I'd go with the primary source material, Night Howlers & Glantri:KoM. I haven't read through Mark of Amber (or Glantri for that matter), but unless there is good reason to adopt the change, why do it? Of course there may be ways to reconcile the discrepancy: maybe she bears a curse back home that makes her appear old and ugly, maybe she uses magic to alter her appearance when traveling, or maybe Malachie found a way to rejuvenate her and she now loves him for it. I'm sure you can come up with other ideas.

"Where has everybody gone?"

Everyone is out Christmas shopping. Don't worry though, your posts are being read. It's just that most people find it much easier to observe than participate. Regarding the Stone-folk, the last word on them was "more on that tomorrow...". Is it tomorrow yet?

I'd like to know how the Stone-folk and their culture resemble Nithian-Thothian culture. Are they great monument builders? Did they invent hieroglyphics? Are they mystics? Do they mummify their dead (mineral mummies)? I'd also like to know how, or if, they interact with the other nations on the Isle of Dawn. Some adventure hooks are always nice, too.

So please keep posting. Mystara's a busy place, and there are always strange creatures, wild events, magical catastrophes and new discoveries to be reported. It would be a shame to let over a decade of campaign material go to waste.

Just a thought,

Psychlops

Subj: Re:Stone Folk, part 3

Date: 12/23/95 6:28:40 PM

From: Kaviyd
Posted on: America Online

I just got back to this area after an absence of about a month. I read the postings on the Stone Folk with great interest. I was wondering, though -- have you come up with any gaming stats for these people?

Subj: Gaz's an Trail maps
Date: 12/24/95 7:32:42 PM
From: Raider616
Posted on: America Online

I was wondering if there are going to be anymore trail maps to complete the known world and anymore Gaz's for the countries that don't have them.

John

Subj: Thanks...
Date: 12/27/95 2:21:34 AM
From: Mystaros
Posted on: America Online

... for showing interest in my posts, and especially in the Mystara folder! If even one person finds my posts useful, I'll keep writing them... though now I might even be a bit more prolific; so if it seems like your comments have gone to my head, well, they have, sort of. If I get a bit too, well, prosaic, let me know. I'll try to cut back... :)

Let's see;

Terari: Thanks for the interest! Hopefully, I will get a chance to write something up about the "Poor Wizard", and join in the fray...

Psychlops: All your questions and more will be answered. Soon. I promise. You will probably get more info than you will know what to do with not only on the Stone Folk, but on a whole bunch of stuff. And please remember (this is to EVERYONE WHO READS THIS STUFF!), if you like my material, you're more than welcome to use it in your campaign; that's why I'm posting. If you DON'T LIKE IT, please let me know (no flames please, only constructive criticism). If you have done something different with the same region, historical period, culture, etc, PLEASE POST YOUR VERSION. I, and others on this board, would love to read about your campaign...

Kaviyd: Statistics will be posted eventually. I am developing "Skills and Powers" style material for the Stone Folk that I would like to post with the basic information; if it ends up that that material won't be ready soon enough, I will post the basic workup of the Stone Folk. Please be patient...

Again, thanks to all, even the lurkers....

Mystaros

Subj: A bit of History...

Date: 12/27/95 2:56:30 AM

From: Mystaros

Posted on: America Online

In order to understand the development of the Nithian Empire in relation to the Stone Folk of the High Land, I will have to outline a bit of history; this is the history as *I* have developed it; use what you like, discard the rest. Ignore it in total if it goes against your developed campaign; but please, enjoy...

A bit of Thonian History

To truly understand the origins of the Nithian Empire, we have to go far into the forgotten past, to the Colonial Era of Imperial Blackmoor (ca. BC 3500). For five hundred years, Blackmoor and Thonian colonists dominated the eastern coast of Brun, from the Draconian Empire and Dwarven Principalities in the far north to the Azcan Empire and Neathar Tribes in the west. From BC 3200-3000, the Brun Colonies were dominated by the Corporations, great merchantile interests which were sovereign states in all but name. The greatest of these corporations (a MetaCorporation, with interplanetary and interstellar interests), was the Imperial Teigh-Mohr Combine, headquartered in the ancient Imperial Thonian City of Mohacs. The leaders of the Imperial Teigh-Mohr Combine ruled the colonies as though they were their own kingdoms. The primary concern of the colonial managers was the production of raw materials for use by the great manufactories on the continent of Skothar. Most raw materials were produced through the use of slave labor; though they were highly advanced technologically, the ancient Blackmoorians (or Thonians, as they referred to themselves) maintained many medieval traditions. The great majority of the slaves were originally from the Oltec Empire or the Neathar Tribes; the allied Azcan Empire was the primary source of slaves for the colonies.

[Note that although the ruling kingdom was Blackmoor, founded by Uther Andahar in BC 4000, the peoples of that land still referred to themselves as Thonians, though the Thonian Empire had long ago disintegrated into petty kingdoms]

The Great Rain of Fire ended the dominance of Imperial Blackmoor... though the land was shattered, many of the Thonian colonists survived, most of them employees of the Imperial Teigh-Mohr Combine; they were, however, outnumbered by the slave populations, and no longer supported with the technology of the east (remember, the colonies were providers of raw materials, they had little or no ability to produce finished goods). The Imperial Teigh-Mohr Combine colonies were unusual, however, in that they had a large percentage of mages, alchemists and specialist wizards. Several generations prior to the Great Rain of Fire, the kingdoms of the Empire went through one of their periodic "Mage Scares", in which the Thonian Church persecuted corporations and individuals that used and benefitted from wizardly magic. Many wizards fled Skothar, either settling off-world or in the Brun Colonies under the protection of the Imperial Teigh-Mohr Combine

(hereafter the ITMC). After the scare, the ITMC was able to use the magical and technomantic developments of their wizards to corner the magic-oriented markets. So in addition to the slave population and the ITMC management corps, the colonies had a large magic-able population. Many of these wizards, conjurors, alterers and especially, the necromancers, were able to use their abilities to survive the chaos which followed the Great Rain of Fire. Using their great magical superiority, the wizards of the ITMC were able to dominate the shattered remnants of the colonies, both the colonial and slave populations...

Subj: Re:A bit of History...pt 2

Date: 12/27/95 3:38:33 AM

From: Mystaros

Posted on: America Online

From BC 3000-2500, the region of the Thonian Brun Colonies was dominated by the wizards of the ITMC. Over this period there was a great deal of cultural evolution. Foremost was the loss of technological ability; there were several reasons for this regression. First, the colonies never had any real ability to produce finished goods of any sort, so they had neither the technical ability nor the knowledge to maintain their technology; second, the now-ruling wizards were terrified of the effects that the Great Rain of Fire had had on the planets ecology; and third, the wizards feared the use of high-technology against them by their subject peoples, so they eliminated any attempts to resurrect the old ways. The end result is that by the time that the chaos began to settle down (ca. BC 2900), the entire region had regressed to a bronze-age level of technology. By this time the population dominated by the wizards had taken on a new identity; they referred to themselves as the Taymora, and their land as Taymor. The wizards of Taymor had, by this time, come to dominate all of the old colonial territory. Each wizard or clique of wizards settled in their own city, with the remnants of the Thonian colonists forming the nobility and middle classes, and the slave population remaining slaves. The majority of the wizards that had survived the Great Rain of Fire had at least some working knowledge of necromancy; many of them were necromancers. [The ITMC had a great interest in combining the powers of the school of necromancy with the scientific medical knowledge of the time; many medicines and medical techniques of Blackmoor at it's height combined necromancy and technology]. Many of the wizards, naturally, had a vested interest in extending their lives as much as they could; they used their knowledge to plumb the depths of mortality, and eventually many of them came into contact with the Immortal Nyx. She granted necromantic knowledge to those of the wizards that she felt were worthy; the result of this is that by BC 2800, most of the rulers of the newly developing city-states were undead creatures, Greater Nosferatu (not vampires; these come into the picture later). Many of the wizards became priests of Nyx, even those who did not become full fledged priests still were granted some priestly abilities. Regardless of their actual priestly status, all the ruling wizards of the Taymoran City-States were known as Undying Priest-Kings by BC 2700. The era from BC 2700-2500 is known as the Taymor City-State Period. Each Undying Priest-King was absolute master in his own city, as well as in the surrounding region. Of course, many of the Undying Priest-Kings were not satisfied with ruling only their own city; thus, numerous wars were fought between the Taymoran city-states. When challenged, an Undying Priest-King could either submit to the agressor, or defend himself and his city. If he lost, he was then a Dead Priest-King, and his city

was ruled by a governor, or razed to the ground, it's citizens enslaved and it's slaves sacrificed for the greater glory of the victorious Undying Priest-King; if he submitted, he was allowed to keep his station as a sub-king, and the city would become a member of a growing kingdom. Finally, in BC 2500, all the city states were brought under the control of one Undying Priest-King. The Undying Priest-King of Colhador on Hadas conquered or reduced the other four remaining Taymoran kingdoms in several wars from BC 2535-2500. Upon the destruction of the final resisting city, he declared himself the Eternal Emperor of Taymor, Beloved and Chosen of the Night. Thus began the Imperial Period of Taymor, which would last for 500 years (BC 2500-2000)...

Subj: Imperial Taymor, pt 3
Date: 12/28/95 12:38:30 AM
From: Mystaros
Posted on: America Online

On the Imperial Period of the Taymoran Culture

I. The Social Structure and the Caste System

A. The Noble Clans, the Royal Houses and the Imperial House

With the ascension of the Eternal Emperor of Taymor in BC 2500 the Taymoran culture entered into its Imperial Period. The single most unifying factor during this era was the rule of the Eternal Emperor; the Eternal Emperor Kheresartun lived his life of undeath to the end of the empire in BC 2000. The Eternal Emperor was at the apex of Taymoran society; directly beneath him in the power structure were his subordinate Undying Priest-Kings and the other members of the Imperial House (all of the Undying Priest-Kings were Greater Nosferatu; many other members of the Imperial House were as well; the balance were Lesser Nosferatu.). The Undying Priest-Kings were all considered to be a part of the Imperial House even if they were not actual progeny of the Eternal Emperor. Following the Imperial House were the members of the Royal Houses of the subordinate Undying Priest-Kings (all Lesser Nosferatu); many of the Noble Clans of Colhador on Hadas were considered to be on a level with the subordinate Royal Houses; then followed the Noble Clans of the other city-states, in varying levels of power and prestige. The members of the Noble Clans who qualified made up the priesthood; many others were mages, or sometimes warriors (though there was a Warrior Caste, the great generals and war-leaders came from the warriors of the Noble Clans).

The Imperial House and the Royal Houses were considered to be a subset of the Noble Caste; almost all members of the Imperial House and Royal Houses were drawn from the Noble Clans, though there were some notable exceptions. The only way for a non-noble to become a member of a Noble Clan (or to form his or her own clan) was for a member of the Imperial House or one of the Royal Houses to ennoble him or her; this was generally done at the behest of the elders of the Noble Clans, when they felt that a member of the Warrior Caste or of the Merchant Caste was worthy of becoming a member of their Clan.

All political and spiritual power was held by the clans of the Noble Caste. The Temples of Nyx were the property of the Eternal Emperor, held in fief by the various Noble Clans; the Noble Clans also owned many plantations, Serf Craftsclans and Slave Houses, all in the name of the Emperor (or through a subordinate Undying Priest-King). Many of the plantations, Serf Craftsclans and Slave Houses were "sub-let" to the clans of the Merchant caste, especially during the later Imperial Period.

Even though a Noble Clan may not be very wealthy, they would always hold a certain level of power and prestige that even the wealthiest Merchant Clan could never hope to attain...

Next, the Warrior Caste...

Subj: Getting back on track...

Date: 12/28/95 12:44:07 AM

From: Mystaros

Posted on: America Online

... is what I will be doing very shortly. I just read over my last post... and realized that I have digressed somewhat from my original intent of providing the background for the Stone Folk. While I will continue posting more information on the lost civilization of the Taymora, I will also be posting a brief rundown on how the Taymora tie in with the Nithians, and subsequently with the Stone Folk and Thinker. Most likely tomorrow...

Mystaros

Subj: netMAG update

Date: 12/28/95 11:32:05 PM

From: B1Bard

Posted on: America Online

I know, I know...

I MISSED THE UPLOAD DEADLINE!

our test got held over a week, and then I got caught up in the holidays. the goal is to have this thing up by the new year. I'm still taking submissions (Terari - send yours again, my computer fried it!)

In case anyone's interested, I'm really looking for people to send something as simple as their favorite character, with appropriate stats and a few paragraphs on it for the guy (or gal) for fun.

I format all text as an "AOL text file"

I use a MAC (I don't know, but I think that windows works the same way) and I can create new text files in AOL simply by selecting "New" from the "File" menu. All text is formatted in this manner, so to open it, you need either a word processor that can read them, or simply open AOL (don't sign on) and select "Open" from the "File" menu.

I look forward to your submissions!

8)

B1Bard

Subj: Re:Imperial Taymor, pt 4

Date: 12/29/95 1:44:45 AM

From: Mystaros

Posted on: America Online

... actually, not the Warrior Caste, but rather a basic outline on Taymoran Society in general. Here are some basics:

1) As the Nithians are to the real world's Ancient Egyptians, so are the Taymorans to the real world's Sumerian/Babylonian/Assyrian/Mesopotamian cultures. Sort of... with a dark twist...

2) The Taymorans were a Bronze Age culture; though the Undying Priest-Kings knew of and had some access to the ancient technology, they frowned upon technological development of any sort.

3) The Taymorans were ruled by the Eternal Emperor and the Undying Priest-Kings (or the rare Undying Priest-Queen). These beings were Greater Nosferatu, as well as either very powerful mages, necromancers, or priests; even those who were not priests of Nyx had many priestly powers.

4) The Taymorans had a rather rigid caste system:

I. The Noble Clans (included the Imperial House and the Royal Houses) [all were connected somehow with the Temple Orders, even if not priests]

II. The Warrior Clans

III. The Merchant Clans (included artisan clans such as workers of gold and steel)

IV. The Serf Clans (included lesser artisan clans and farming clans; "Owned" by the Noble Clans)

V. The Slave Houses (all owned by the various Temple Orders)

5) Taymoran society centered around serving Nyx, the Eternal Emperor, the Undying Priest-Kings and the Noble Clans. The Warrior Clans served as stormtroopers; the Merchant Clans provided the more luxurious services; and the Serf Clans and the Slave Houses provided the grunt labor (or dinner for the Nosferatu, in the case of the Imperial and Royal Slave Houses).

6) The Taymorans had monolithic architecture in the form of the ziggurat, or "stepped pyramid", derived in part from the Azcan pyramid as well as a desire to physically represent the basis of Taymoran society (each ziggurat had five levels, no more, no less). A temple was often at the top; they were also used to bury important nobles and the rare member of the Imperial or Royal Courts who so warranted it (the Taymoran Mummy is a truly horrible creature; it was once a member of the Imperial House or one of the Royal Houses that was mummified "alive" while still in it's state of undeath as a Nosferatu; stats posted soon).

Next Year: the Taymoran Warrior Caste, the "Paladins of the Night"...

Subj: Secret Origins of Nithia...

Date: 12/29/95 2:31:52 AM

From: Mystaros

Posted on: America Online

In BC 2000 the Taymoran Empire came to a very abrupt end in a great war between those who had remained loyal to Nyx and the Eternal Emperor and those who followed the ways of Thanatos. The earth heaved, cracked and sank beneath the waves [Note that this date is based on the timeline in PC 3 "The Sea People"; more on this in another post]. The only city of the Taymorans that remained after the great war and cataclysm was the city of Nithus, on the River Nithia in the Eastern Plains. The ruler of Nithus had turned to the ways of Thanatos; he had been opposed in this regard by several of his progeny, which were led by the twin brothers Orisis and Setu-Kha. After the war and cataclysm, the brothers were able to depose their master; Orisis ascended to the throne, as he was the popular leader and elder of the twins (though only by minutes). This did not sit well with Setu-Kha, and he rebelled (BC 1950); eventually, Setu-Kha fell in with Thanatos, and ruled his own land to the south and west (this was the island that once existed where the isles of Ierendi now are). The two realms fought now and again, with no major gains on either part. During this period, Thinker visited Nithus on his quest to save the Dwarves; he befriended Orisis, who, though a Nosferatu, was very enlightened. Eventually, Thinker moved on in his quest. In BC 1800, Setu-Kha finally overthrew Orisis; in his attempt to save his kingdom, Orisis allied with the growing Cult of Horon (Ixion). Nyx abandoned Orisis to his fate... (which was, of course, similar to that of the real-world's mythic Osiris). Haterat, the High Priestess of Horon, did not abandon her late-found ally, and quested to recover Orisis's remains. She finally brought them together in BC 1760; Horon granted her request, and returned Orisis to life; real life, not the unlife of the Nosferatu. Setu-Kha had ruled Nithus with an iron fist; Orisis and Haterat had little problem in leading the populace to a rebellion. He called upon his old friend, Thinker, and by BC 1750 they had overthrown Setu-Kha's forces in the Nithian region. During the rebellion, Thinker took on the guise of Thoth, an aged and wise human sage. In several of the battles "Thoth" polymorphed into several forms which were advantageous at the time; that if the Ibis and the Baboon, among others. Gnomes and Stone Folk of the High Land also assisted the rebels. During the next 50 years, Orisis, Haterat and Thoth took the battle to Setu-Kha's island; they also transformed Nithian society; they cast down the ziggurats dedicated to Thanatos (perverted from their former status as dedicated to Nyx); they raised temples to Horon, Isiris and Ptahr (Rathanos and Pflarr came into the picture later). Thoth developed a new writing system, called Hieroglyphs, based on the old Taymoran cuneiform script (which itself was based on the ancient Thonian iconographic computer language); the allies of the Nithians, the Stonefolk and the Gnomes, brought the secerat of steel to the Nithians. The Nithians finally overthrew the forces of Setu-Kha in a great battle in BC 1700; the son of Orisis, Horon-Ausar (born BC 1755), slew Setu-Kha on the steps of his own royal dias; shortly thereafter, the isle blew up in the seismic activity following the elven folly in the area that is now the broken lands. Upon the end of Setu-Kha's kingdom, Orisis turned the rule of Nithia over to his son Horon-Ausar (BC 1700); Orisis disappears into the east on his quest for true Immortality under the sponsorship of Horon...

And that's the basics on how Thinker/Thoth helped to found the Nithian Empire...

Subj: Re:Shadow Elves

Date: 12/29/95 4:18:28 AM

From: Genjjie

Posted on: America Online

as for the elven attacks on the dark elves idea, lets face it there are a great deal more dark elves than alfhiem elves. dark elf lands reach throughtout the known world (all be it underground). as for the fate of the forest it might be good to stay away from the evil dark woods motife. to many people associate dark elves with forgotten realms drow (evil) and i do believe that in the latest wizards almanac it describes dark elves as not necessarely evil. they just have a different way of life that overworlders dont understand.

Subj: dieties and stuff

Date: 12/29/95 4:33:56 AM

From: Genjjie

Posted on: America Online

i would mind seeing info on the imortals. like thier worshipers , ethics , history, political standing among other immortals ect. also if the immortals are not gods how do they react with the gods of other world. also tell us a little about the Old Ones, i'v found only one brief mention of the biengs, who are supposedly to the immortals what the immortals are to humans, and that was in the mystara monstous compendium under the black ball

Subj: Re:Blackmoor?

Date: 12/29/95 4:44:11 AM

From: Genjjie

Posted on: America Online

what exactly was blackmoor. all i know is that it blew up and completly screwed up the world

Subj: Re:red steel and mystara

Date: 12/29/95 5:10:29 AM

From: Genjjie

Posted on: America Online

i just wanted to say that i never knew that red steel had anything to do with mystara

Subj: Re:Shadow Elf = Evil

Date: 12/29/95 5:14:28 AM

From: Genjjie

Posted on: America Online

just to reinforce agsquid's (i think that's right) comment about the deformed shadowelf babies bieng cared for by humanoids, i'd like to mention Kol. leader of the humanoids in the great crater.

Subj: Re:New Races for Mystara
Date: 12/29/95 5:19:03 AM
From: Genjjie
Posted on: America Online

well theres the rakasta that would be verely intesting, an entire moon with little or no human or demihuman exposure.

Subj: Re:NET BOOK NO MORE
Date: 12/29/95 5:22:09 AM
From: Genjjie
Posted on: America Online

sorry to bring it back up and you can call me stupid too, but im a bit ignorant to what a net book is

Subj: Re: New Races (Kaviyd)
Date: 12/29/95 5:33:33 AM
From: Genjjie
Posted on: America Online

correct me if im wrong but if we went with the race destroying/genecide idea, would it be likely to have an outcome like the world of dark sun

Subj: Re:Question of the Week
Date: 12/29/95 5:40:10 AM
From: Genjjie
Posted on: America Online

don't Thyatis go down the pot but don't let is get to powerfull (I get the feeling that the empire isn't verely happy with king stephan's defecting and if they had the power might get even)

Subj: Re:Rise & Fall of Rome - Er.
Date: 12/29/95 5:43:28 AM
From: Genjjie
Posted on: America Online

actually if you read the new poor wizards almanac thyatis has been cleaned up a bit. after the emporer died his son took over and weeded out the government

Subj: Re:Question of the Week
Date: 12/29/95 5:49:49 AM
From: Genjjie
Posted on: America Online

if there is to be a downfall to Thyatis it will probably be from its large number of slaves and the terretories it has fighting for thier freedom now. In fact when the about the same time as the emporor's recent death there was a verey large slave revolt that took weeks to get under control.

Subj: Why no support in 1996
Date: 12/29/95 1:40:20 PM
From: Tridion
Posted on: America Online

I just wanted to find out why no new products are being released for Mystara in 1996. I was looking at all the new releases of material and, as expected, the only game format fully supported is the Forgotten Realms world. Why is that? Why does TSR not release more material for Mystara, Dark Sun, etc.? Just wanted to know.

Thanks!

Subj: Events in Mystara
Date: 12/29/95 8:18:56 PM
From: Telrathin
Posted on: America Online

I was browsing through Joshuan's Almanac the other day at the bookstore, and found many events contained therein which will have major precussions throughout Mystara. One example is the Shadow Elf offer to let their Alfheim cousins back into Aengmor, and the splitting of the shadow elves into two factions, the ones in Aengmor and those who found their ancient lost city (I can't remember its name) and have begun to worship Azanteol (and so are more like the more widely recognized Drow in outlook)

Andrew

Subj: Wizard's Spell Compendium
Date: 1/2/96 7:02:44 PM

From: Spellbook1

Posted on: America Online

"WIZARD'S SPELL COMPENDIUM" FLASH NOTE:

Special thanks and season's greetings to all who have contributed their time and comments to this project. After a rather long hiatus required by the upcoming "Den of Thieves" accessory, work on the "Wizard's Spell Compendium" will accelerate with the new year.

Late in the first week of January, I will post an updated list of wizard spells as a final checklist for the interested. I will also post the current priest spell list, even though that is a future project.

Unlike ENCYCLOPEDIA MAGICA(TM) which reprinted EVERYTHING (and much in its original form) the "Wizard's Compendium" is intended to be a definitive reference work, geared to current 2nd Ed. standards. Closely related spells and minor variations will be resolved to a single entry as far as is possible. AD&D(R) spells will be included from all products and magazines from Aug. 1978 up through Dec. 1995.

In this product, wizard spells will be given a frequency rating: common, uncommon, rare, etc. Core book spells tend to be common. In addition, certain spells will be "restricted," that is, forbidden except to certain races, kits, or (in very rare cases) individuals.

To close, two items upon which I would especially appreciate responses from the interested by Jan. 15:

Any favorite bits of spell errata or questions you have, for example:

- 1) L1--"gaze reflection" specifically excludes medusae from its effects.
- 2) L6--"project image" The note that "spells cast by the wizard emanate from the image" disappeared between editions.

Also, concerning scrolls as a source of new spells for the wizard:

- 1) In 1st Ed. if you had a scroll you could transfer a spell directly to a permanent spell book.
- 2) In 2nd Ed. having a scroll reduces the required research time by half. All spells must be researched.

Which do you play? Which do you like? Should both be included? Should one be optional? If so, which?

Of course it's otherwise an open (spell) forum, gang. The only ground rules are 1) please do send constructive comments, 2) please don't send new spells, and 3) please don't telephone (deadline monsters are about).

I will be giving a seminar on this project at the Winter Fantasy Convention, Saturday, 8 pm. The seminar is Feb. 10, 1996 at 8:00 at the Mecca Convention Center in Milwaukee. The convention runs Friday through Sunday:)

Please send all comments to: Spellbook1.

Jon Pickens

TSR, Inc.

Subj: The Death of a World? Maybe.

Date: 1/3/96 9:48:17 PM

From: TGreywolf

Posted on: America Online

Has anyone heard if TSR is going to continue to support Mystara or not. '96 previews show no new products. Is this the end?

Subj: Re:Why no support in 1996

Date: 1/4/96 3:04:09 PM

From: TSR Inc

Posted on: America Online

I haven't finished the 1996 catalog postings yet, and there is some shuffling going on with Savage Coast right now that I don't want to keep updating, so I am going to wait until next week when it should be finalized.

- Sean Reynolds

TSR Online Coordinator

Subj: Great Crater jpg

Date: 1/5/96 12:46:49 AM

From: Anodaewyn1

Posted on: America Online

I just uploaded a jpg of the Great Crater from the Karameikos box set to my ftp site, at user.aol.com/~anodaewyn1

Its in the Gallery folder.

I will also be uploading other jpps this weekend hopefully..

Enjoy..

Subj: Re:Why no support in 1996

Date: 1/5/96 11:42:49 PM

From: Brandy106

Posted on: America Online

TSROStone, you never answered his question. Has TSR stopped creating new stuff for mystara?

Subj: Re:The Death of a World?

Date: 1/6/96 1:09:40 AM
From: B1Bard
Posted on: America Online

This was discussed ad nauseum on the first Mystara board. Rather than rehash everything that was said there, I would recommend you download the MB Archive from the Library and read it all yourself. It will take you a while to wade through it all, but Bruce Heard from TSR offers a lot of insight as to what happened.

The short answer is that TSR decided not to support Mystara because they couldn't convince the distributors who sell their products to the retail stores that the Mystara name was attracting enough of a following, so the business jockeys decided to can it.

8(
B1Bard

Subj: Re:The Death of a World?
Date: 1/8/96 8:07:28 PM
From: Terari
Posted on: America Online

Thanks for at least trying to end the questions that have been answered time and again, Bard. Not that I have a problem with people new to the board, but you could at least review the list of old posts to see if your concern has already been addressed.

With that said, Bard, I hope I'm not nagging, but do you have any idea when the Netbook will be ready? (A netbook, for whoever it was that asked, is a compilation of original material on a certain subject and distributed over the internet.) I realize you have a busy schedule, but could you give an estimate?

By the way, anyone who plans on entering the story contest, remember: the deadline is January 16.
Terari

Subj: Sorry
Date: 1/8/96 8:09:31 PM
From: Terari
Posted on: America Online

Oops. I just read over that last post of mine, and I realized most everything I said sounded snotty and concited. Apologies to anyone I offended.

Subj: Hunkering down...
Date: 1/8/96 9:47:27 PM
From: Mystaros

Posted on: America Online

To those who have been breathlessly awaiting the latest installment in my posts, sorry it has been a while, but the real world has intruded on my life lately ;)

Hopefully I will get around to posting some basic stats on the Stone Folk soon, but for now I am going to concentrate on doing what I should have done a while ago... write those darn articles for Dragon and submit them! With the new "Campaign Classics" feature, I figure a good article about Mystara has a better chance of getting published than before...

These are the articles that I want to submit; I would like to read some opinions on what you all out there would like to see published...

- 1) An expose on several of the various clans of Gnomes scattered throughout the Known World, including the Craftsgnomes of Highforge, the Goldgnomes of Darokin, the Deepgnomes of the Isle of Dawn, the Mechgnomes of Ierendi, the Magegnomes of Nouvelle Averoine and the Shadowgnomes of Krondahar.
- 2) An article detailing the Stone Folk of the Isle of Dawn (of course).
- 3) A series of articles detailing the Nine Canonical Imperial Dynasties of the Empire of Thyatis, including many of the Usurpers and Pretenders. Everything from the First Dynasty of Tatriokanitas through the modern Torion Dynasty. Includes all sorts of adventure hooks based on the treasures, actions and insanities of the past Emperors and Emperesses of Thyatis.
- 4) An article on the many Fighting Orders of the Empire of Thyatis.
- 5) A series of articles detailing the forgotten tribes of the Known World, including the peoples of the Isle of Dawn (the Helska, the Dunael, the Amanceria, the Caerda, and the Alasiyani Highlanders), the Alatian Islanders, and the peoples of Davania.
- 6) An article on the Nosferatu of the Known World; their history, their powers and their goals.
- 7) A series of articles on the various Cults of Entropy.
- 8) A series of articles about the various Specialty Priests of the Immortals and of the Spheres, as well as the various Churches (Blackdaggr and Psychlops take note)!

These are just a few of the things that I would like to write about, and actually put together in a format that could be published. Let me know what you would like to READ about, and that will give me a better idea of what to WRITE about...

Also, I'm not trying to be big-headed about this; as I have posted before, I would LOVE to see other people post campaign notes or cultural notes on the Known World; I would LOVE IT EVEN MORE if an article actually got published in the Dragon, whether it was mine or someone else's.

Subj: Re:Mystaros
Date: 1/9/96 1:49:21 AM
From: B1Bard
Posted on: America Online

I really like some of the ideas you've got going there. The one's I personally would like to see:

The Stone Folk & the Gnomes...

I really like new races and cultures. 50% of the thrill of gaming for me is exploring new places and finding new things, so I really dig those.

The Forgotten Tribes would be GREAT! (same reason)

One I'd rather avoid... the Nosferatu. To me, a vampire is a vampire is a vampire, and all I see when I see vampires is a horde of White Wolf worshippers wearing black and aimlessly wandering through college campuses moaning about how depressing the world is... (didn't mean to sermonize : \)

just my \$0.02

B1Bard

Subj: Re:Hunkering down...
Date: 1/9/96 4:28:29 PM
From: RJNuttman
Posted on: America Online

I'm glad to see there are actually people out there supporting the Mystara setting. I started gaming almost ten years ago with the D&D "Known World," and hate to see the biggest, most finely developed setting TSR has ever come up with sink silently into the gaming abyss with hardly a whimper.

Mystaros: I was intrigued by some of the proposed cultures. I look forward to picking up any forthcoming posts, as I'm always looking for new places for my PCs to visit. I have to agree with Bard's comment on the vampires, however.

I'll admit, I'm not much into demi-human cultures, and have been waiting (for at least three years) for someone to finally spit something out about the Heldannic Territories. After Bruce Heard's "Princess Ark" series (part two of which I'm STILL trying to find), I'd have thought that the game designers would be crawling all over the little-explored area.

I was HOPING Mystara's being pulled into the AD&D fold would finally generate the needed "incentive" for more product support.

Subj: Re: Re: The Death...
Date: 1/9/96 9:22:57 PM
From: TGreywolf
Posted on: America Online

Hey does anyone know if TSR plans to support Mystara in '96?

Hee hee. Just kidding! Ease up guys.

TGreywolf

Subj: Re:Blackmoor?
Date: 1/10/96 8:49:14 PM
From: RickH1121
Posted on: America Online

If TSR did Blackmoor technology with a fantasy setting, you might get a "final fantasy" world.

Subj: Shadow = Drow?
Date: 1/10/96 8:53:00 PM
From: RickH1121
Posted on: America Online

I am not too familiar with shadow elves. Are they somewhat like the drow of Forgotten Realms? If I could get a Mystara campaign started, would it be safe to use the drow's stats in the Monstrous Manual for the Shadow elves?
E-Mail me at RickH1121

Subj: Here goes nuthin'...
Date: 1/10/96 10:56:59 PM
From: Mystaros
Posted on: America Online

... I will concentrate on working on three articles. FIRST, the "Lost Tribes of the Known World"; SECOND, "Gnomes of the Known World"; and THIRD, "The Stone Folk of the Known World"...

... gee, I hope my articles are better than the proposed titles... :)

... I can understand the trepidation about the article on Nosferatu. Believe me though, the Nosferatu of the Known World are *NOT* related to the "Vampires" of the "World of Darkness". A single

Greater Nosferatu would have any one of the "Clans" from WW for breakfast... and would *NOT* feel guilty about it; Angst is *NOT* in their vocabulary...

Wish me luck; I'll be lurking around, at best, until I send at least one article to Dragon for their perusal...

Mystaros

Subj: Re:Shadow Elves
Date: 1/11/96 3:59:26 AM
From: JRLew2
Posted on: America Online

how about giving some information about shadow elves. I have no stats what so ever. do they have any abilities like the drow? please help with what ever info anyone has.

Subj: Re:Shadow Elves
Date: 1/11/96 5:18:02 PM
From: TSR Bruce
Posted on: America Online

...Just happen to be running by.

You can find all the info you need re. Shadow Elves in the library. Both booklets from the original Shadow Elves Gazetteer were uploaded there along with an optional adaptation of the D&D Game's stats for the AD&D Game.

Bruce Heard

Subj: Re:Re:Shadow Elves
Date: 1/13/96 2:01:50 AM
From: B1Bard
Posted on: America Online

Just a quick note to add to Bruce's explanation of the Shadow Elves...

They are NOT the drow. They are different, even if not terribly original. I personally like them better, but I'm biased toward Mystara anyway.

party on
8)
B1Bard

Subj: Re:Articles
Date: 1/15/96 10:47:43 PM
From: Terari
Posted on: America Online

Mystaros:

The lost tribe article sounds great. The rest sound good too, even the Nosferatu. The one I wouldn't mind not seeing is the gnomes. The only gnome article or product I've seen that I liked was "Top Ballista" and even that didn't excite me a great deal.

However, this could be the one to turn me around, and if it's published and it's Mystara, I'll be happy if it's about David the Gnome (anybody remember him?)

Hmmm, all this talk about little people got me thinking... remember the Kubitts, those warlike little Greek guys in the Hollow world? Now there's a concept that cries out, "Expand me!" Hmmm...
Terari

Subj: Re:Articles
Date: 1/17/96 9:11:34 PM
From: Telrathin
Posted on: America Online

Terari,

If you're looking for a book about gnomes along the lines of David the gnome, you should look into the book "Gnomes" by Rien Poorvliet and Wil Huygen published by Peacock Press and Bantam Books. The David the gnome series was based on the plethora of information found within this tome.

Tel

Subj: Re:Articles
Date: 1/20/96 3:26:21 PM
From: Terari
Posted on: America Online

Tel,

Uh... sorry. I meant the David the Gnome thing as a joke.

Everybody:

What's going on here? I thought this board was finally going strong again, and then here I come back after a couple of days and two new messages I find! My last one is one of them! If you like me were tied up for a couple of days and couldn't check the board, fine. I await your return. But if there are people checking the board out there, POST! Anything on your mind remotely connected to Mystara, POST! Got a question, no matter how stupid, POST! I rescind my earlier post about not talking about subjects that have been talked about to death, if that's what it takes to get conversation going again! Just POST!

(Okay... calm down...)

But please guys, let's keep this board alive. It's the one remaining "official" TSR approved source of Mystara information.

Terari

Subj: Odyssey?

Date: 1/20/96 3:33:33 PM

From: Terari

Posted on: America Online

I just checked the '96 product listings, and there's something called Odyssey in the same category as Savage Coast. What is Odyssey? Anybody know? Bruce or Roger, care to enlighten us?

Subj: Re:Odyssey?

Date: 1/20/96 9:22:27 PM

From: Joe G K

Posted on: America Online

I think it was mentioned in the Red Steel area as something that is going to be uploaded onto AOL. Sounds pretty strange too me. I figured that at least the Red Steel Monstrous Compendium would come out. JGK

Subj: Hey Bruce...Question o/t Wee

Date: 1/22/96 3:09:58 AM

From: Uxi10801

Posted on: America Online

Are there still gonna be Questions of the Week? I just found this folder a couple weeks ago. (It took that long to read up and then go back and download and read the first Mystara folder). I do have my two cents on Question #3 (sorry for being so late...)

Point one, I was very seriously ticked to see the results of Wrath of the Immortals. I bought the set just over a year ago. For a couple weeks, I just used the Codex of the Immortals (Immortal character rules were my purpose). I then went to The Immortal's Fury. I was pretty pleased and delighted with the story lines and the skillful presentation of the Known World going to war (all of which was caused by the Rad/Ixion quarrel over the Nucleus of the Spheres and the Radiance).

As I see it, Rad started that war. Glantri followed Rad. Rad's "studies" (i.e. amping of himself with the Radiance) were draining Mystara of magic. I was suprised that even more Immortals didn't jump into the Ring of Fire and oppose Rad. Ixion opposed Rad. I don't understand why he didn't just hunt down Rad in the Outer Planes and kick his butt. Ixion should have been able to make Rad's life much more miserable than he did by assailing him everywhere he could (that excludes just the Prime 'cause of the non-interference rule)

Point Two, regardless of who started the war, Rad lost. Alphatia kicked Thyatis silly and was just moving on to Glantri when Rad used his "Doomsday Device" on Alphatia, which we all know killed Empress Eriadna and caused the "Weed Without Magic." Maybe it's just a misprint, but my Timeline in the back of The Immortal's Fury says that opinion turns against the Ring of Fire. That's just nuts. The following sentences then say that Clerics receive answers to their queries on the cause of the disaster that Rad and/or his Doomsday weapon were the cause. This would turn opinion against the Fellowship of the Star. As I see it, Glantri should have been blasted by the Thousand Wizards and Rad's device should have got Glantri blown into the Hollow World.

Point Three, why didn't the Hierarchs just alter the Nucleus of the Spheres? The Second Alteration of the Engines (pg 8 of the Immortal's Fury), shows how a secret Council of Hierarchs caused agreed for various reasons that the Sphere of Energy would be leached by the device. The Hierarchy of the Sphere of Energy was then to be responsible for the Radiance. If so, Ixion, should've probably interfered when Rad (Etienne d'Ambreville) first started using the device. Obviously, somehow, the Hierarchy of the Sphere of Energy lost control of the Nucleus (and the Radiance), but why didn't Ixion just bring it up with other Hierarchs (why inform Rad? He doesn't need to know...)The Hierarchs could've then altered the device however they wanted, perhaps leaching each of the Five Spheres in succession, changing Spheres whenever the leaching became noticeable. Better yet, why didn't Ixion just take the Radiance? Once Rad was proven uncooperative, Ixion should've been able to just snag it.

Well, this should generate some comment (please, everyone...especially Bruce, if he even comes to this board still...)

Subj: question 3...

Date: 1/22/96 3:13:13 AM

From: Uxi10801

Posted on: America Online

Seems I didn't talk about question 3...oops. Aaaaah, it's been too long...

Subj: Re:QotW

Date: 1/22/96 7:51:26 PM

From: Terari

Posted on: America Online

In response to point #1: I think the reason more Immortals didn't oppose Rad was that they saw the Radiance as power that they could exploit, not a menace to fight as Ixion did. The Fellowship of the Star saw a way to increase their own power and importance, while Ixion saw a threat to his already supreme power and importance. As for why they didn't object to the negative ramifications of the Radiance, it probably comes down to the fact that it didn't leach their power, but mortal magic.

"Who gives a damn about them, what about us?" and that sort of thing.

Glad to see discussion on the board.

Terari

Subj: Re:QotW
Date: 1/22/96 11:27:04 PM
From: GeetarSolo
Posted on: America Online

In response to point #2: I think the reason why the thousand wizards didn't "blast" Glantri in the Hollow World was that they were still reeling from the first effects of the Doomsday Device. Not only did they have to clean up the mess in Sundsvall, but many of these wizards died due to old age, like Eriadna. I think opinion turned against the Ring of Fire because when Rad now sued for peace, Ixion insisted on completely annihilating Glantri making him look like the agitator and the "bad" guy. BTW I also agree that we should have the questions of the week again.

Subj: Where is everybody??
Date: 1/26/96 8:37:00 PM
From: GeetarSolo
Posted on: America Online

::brushes dust off folder:: HELLO! Is anyone in here? It has become apparent to me that no one has posted for a while. Well, to get discussion started again, I'll throw out a total opinion question: What is your favorite Mystaran nation(Known World or Hollow World) and why? Come on. I KNOW everyone has a personal favorite.

Subj: Re:Where is everybody??
Date: 1/26/96 10:51:30 PM
From: Kid Gaijin
Posted on: America Online

It's pretty meat & potatoes, but I like Karameikos best. I run it with the tension level tweaked up a bit from the way the gazetteer presents things; sorta like Roman occupied Jerusalem. I mean, Duke Stefan made a bargain with his fellow THYATIANS to swap Traladar for his homelands in Thyatis. What kinda deal was that for Traladar. Then he comes in, flattens the one real town they had, builds his own city over it, replaces the old aristocracy with his foreign chums, and puts his insufferable cousin in charge of a good chunk of the country and won't set things right. Good as he may be, there's room for revolt. A little like "okay, aside from the roads, the aqueducts, the wine, the sewer system and the schools ... what did the Romans ever do for us ?" Whether your Thyatian or Traladaran, there'll always be some part of Karameikos you're not welcome. That element of prejudice and segregation makes for some great role-playing, and because it's not a strictly racial difference I can DM it without offending people. It's a lot of fun. Glantri would be great to run if I could ever get my head around so many people being able to sleep and charm the

party at the drop of a hat. "I didn't rob him, he GAVE me his money. In front of witnesses. He BEGGED me to take it." With magic so much a part of the culture it's a real challenge to figure out how they would do even mundane crafts and business, but I keep working on it.

Subj: Re:Where is everybody??
Date: 1/27/96 1:46:17 AM
From: Barbarian
Posted on: America Online

I've been trying to find more information on the Hutaakan settlements in the mountains of northern Karameikos, could someone tell about them or where to find it.
I just designed the ruins of an ancient Hutaakan city, and need more info on their society and history.

Subj: favorite
Date: 1/27/96 1:50:35 AM
From: Barbarian
Posted on: America Online

My favorite Mystaran nations is Karameikos and Rockhome. I liked Karameikos for much the same reasons as the previous poster, and I like Rockhome due to past two Almanacs events dealing with Rockhome (namely the Oenkmoor (sp?), and the civil wars of AC 1113.). The cultural information also made Rockhome stand out more, and gave a good impression of dwarven life.

Subj: Dead Mystara???
Date: 1/27/96 10:11:18 AM
From: McMatster
Posted on: America Online

Has Mystara ended. The 1996 product calendar shows not a thing. Boo! Kill Birthright, not the Hollow World!
McMatster

Subj: Re:Dead Mystara???
Date: 1/27/96 2:29:44 PM
From: B1Bard
Posted on: America Online

We've discussed this many times before... see above or dig out the MB archive from the TSR download library...

Subj: Re:Where is everbody??

Date: 1/27/96 4:47:42 PM

From: Mystaros

Posted on: America Online

I'm still here... just working on that article I am going to submit to Dragon magazine... (the first I will submit is the one on the history and cultures of the Isle of Dawn)...

As to my favorite nation on Mystara, I would have to say that I am quite partial to Alphatia (which did NOT sink in my timeline; the empire HAS fallen, Eriadna is dead, Zandor is being a major nuisance, and you find out what all those big walls and chains of fortresses across Alphatia are for)... Alphatia has never been the happy, united empire that it always seemed (sort of like a big "Holy Roman Empire")... UNFORTUNATELY, any article I would write on this Alphatia would have less of a chance of being published, as it very much does not fit in with the "official" chronology...

Of course, I am also a big fan of Ochalea, the Pearl Islands, the Isle of Dawn and the Alatian Islands, the "forgotten lands" of the Known World...

Subj: maps

Date: 1/27/96 7:05:37 PM

From: Barbarian

Posted on: America Online

I'm a relatively new Mystara player (started it with the AD&D version), and I'm looking for some sort of map that links the New Alphatian lands (from the Almanac map) with Brun. Right now I can't judge how far they are away from the mainland, or get an idea of the geography of the Brun coast.

Subj: Re:favorite

Date: 1/28/96 2:19:54 AM

From: Uxi10801

Posted on: America Online

My favorite nation of the Known World would definately be Alphatia, (if it couldn't be guessed from my last comments). I loved Wrath of the Immortals up to the last page. Why up to that point, Alphatia had kicked Thyatis all over the place and were getting ready to show Glantri the real meaning of magic. In my campaign Glantri didn't get sent to the hollow world, it was destroyed by the Grand Council of the Thousand Wizards of Alphatia. But the official version? boooooooh!!!! hisss!!!

Why, I bet a boxed set like "Alphatia, Empire of Magic" would have sold alot more than that Glantri garbage. Besides which, except for the art and maps, it's basically just a rehash of the Glantri

gazetteer. Alphatia never got the attention it deserved. It had to share a boxed set with them stiff necked Thyatian barbarians, so we never saw the magical innovations that an empire of wizards would have surely come up with over the course of 2000 years (on Mystara alone, not counting the First Alphatian Empire).

Anyways, I liked Eriadna. She is still the Empress of Alphatia and she got that Zandor brat/looney taken care of with a nice Trap the Soul spell...Now Thrainkell Torson and his misfit son Eusebius are slaves in the Imperial Palace in New Sundsvall. Empress Gabriella was rightly given the throne of Thyatis and found a loving husband in the form of Tylion IV. There's even signs of an Alphatia/Thyatis union forming, though the populous of most nations would never accept it...[Heh, sounds like the European Union...] :)

Subj: Re:Where is everybody??

Date: 1/28/96 3:43:36 PM

From: RJNuttman

Posted on: America Online

In response to Babarian's question about Hutaakans in Karamaikos: try to find module B10:Night's Dark Terror. It's a HUGE adventure idea with grant ties to the Hutaakan culture in the mountains.

I'm personally a big fan of the non-human races of the Known World, particularly the nations of Alfheim and the subterranean Shadow Elves. One culture I'd like to see more of, though, are the elves of Wendar. There are several mentions of them in GAZ5:Elves of Alfeim timeline, as well as Wrath of the Immortals, but I have yet to see any other support of the culture. Is there anything "out there" on them?

Subj: Re:Where is everybody??

Date: 1/28/96 8:33:16 PM

From: TSR Bruce

Posted on: America Online

Personally, I like the original Glantri best... but maybe I am just a bit biased! :) (Hi there)

Bruce Heard

Subj: mystara support

Date: 1/29/96 3:39:10 PM

From: Barbarian

Posted on: America Online

I'm pretty sure this question has already been asked (so bear with me), so could there be any official articles for Mystara in Dragon, Polyhedron, or Dungeon? It seems as if the now defunct Al-Quadim and Greyhawk has gotten several articles, will the same be true for Mystara?

Subj: Re:mystara support
Date: 1/30/96 2:55:37 PM
From: TSR Bruce
Posted on: America Online

>>could there be any official articles for Mystara in Dragon, Polyhedron, or Dungeon?<<

There's no reason why not. I'm planning on writing an article for DRAGON(R) Magazine sometime in the future, but of course everyone else is welcome to jump in. The concept of what's "official" among articles can be pretty fuzzy. Basically, if you as the reader enjoy the article presented in the magazine, then I guess the contents are official in your game. It really doesn't matter whether someone at TSR wrote the article on the first place. Okay -- it's possible Mystara would get revived sometime in a distant future, but until then I think I'd rather see plenty of "non-official" articles (even if they don't totally jive with some future developments on the part of TSR) than one rarissimo "official" treatment once in a distant while. Don't you?

Bruce Heard

Subj: Re:mystara support
Date: 1/30/96 3:30:29 PM
From: Barbarian
Posted on: America Online

yeah.

Subj: Everything
Date: 1/30/96 4:13:21 PM
From: Terari
Posted on: America Online

Discussion! Posts! Happy happy Joy joy!

Barbarian: >>yeah.<< Extremely cool. Don't know if you intended it that way or not, but it was a very cool response.

Favorites: Everybody seems to be wanting their favorite country(Alphatia, in most cases) to come out on top of everything. One person even had Alphatia conquer Thyatis! You guys seem to be missing a key dramatic element: If nothing bad ever happens to the heroes(ie, heroes die, good kingdoms fall) stories cease to have meaning. To use an example from another form of entertainment, death in comic books long ago ceased to have any meaning whatsoever. Superman's death in Superman #75 was very heroic, but was then cheapened by his return(OK, OK I admit, I wanted him to come back as much as everyone else on the face of the earth, but the fact that I'm a

hypocrite has no bearing) Likewise, if only the countries on Mystara that we liked came out on top of wars, the wars themselves would no longer have meaning.

Keep in mind the drama of the game when deciding what goes on in your world. I know that the dramatic elements are one of the two main reasons I play this game (the other being that it's just so damn fun.)

Terari

Subj: Re: Drama

Date: 1/31/96 12:23:41 PM

From: TSR Bruce

Posted on: America Online

Indeed -- if the "heroes" always won, it would be a boring place to run adventures. On the other hand, if they win *sometimes*, dodge deadly foes *most of the time* just to stay alive, and have some hope *all the time* of someday sticking it to the bad guys, well that's different. Now you have a motive for wanting to get your heroes in trouble.

Alphatia got split up above and inside Mystara (in other words they're not really gone), Thyatis is a mess but still has enough teeth to cause some pain elsewhere, and Glantri is a place of chaos but they're taking their Niquil. Not to mention the minor troublemakers running around in the Known World. This should be enough to keep everyone in the neighborhood on their toes. What's to happen now? What do we blow up next? (...just kidding, kinda). I guess this could be the question of the week!

Bruce Heard

Subj: Classics

Date: 1/31/96 12:45:19 PM

From: Joe G K

Posted on: America Online

Hope to see some of the writers here get some stuff in Dragon under the old Campaign Classics. It'd be cool to see some spell books or magical items in that vein. JGK

Subj: Re:WHat Next?

Date: 1/31/96 2:33:55 PM

From: Terari

Posted on: America Online

I think the next major world-shaking event should be in Glantri. We've been seeing a buildup there for several years now, and with Etienne rturning in Mark of Amber, things should come to a boil pretty soon.

Subj: Re:What Next?/Glantri

Date: 1/31/96 6:28:12 PM

From: TSR Bruce

Posted on: America Online

Yep -- that's a natural. Trying to uncover and get rid of Synn and the Kobold "Wizard-Prince" are just other chapters of Glantri's ups and downs. Ramifications of such struggles could be fun. Now that Alphatia is experiencing a bit of a planetary logistical problem and Thyatis suffering from a slight spell of the internal rots, it might just be what Glantri's expansion-minded wizards need to quickly become more relevant to other Known World nations. Oh voh, here goes the neighborhood again. Radical housekeeping in Glantri could definitively spill over into satellite regions.

Bruce Heard

Subj: Re:Classics

Date: 1/31/96 6:29:32 PM

From: TSR Bruce

Posted on: America Online

>>Hope to see some of the writers here get some stuff in Dragon under the old Campaign Classics.<<

Indeed...

Bruce Heard

Subj: Re:What Next?/Glantri

Date: 1/31/96 10:41:49 PM

From: GeetarSolo

Posted on: America Online

Is it really necessary to get rid of Kol XIV? Synn is almost purely evil so Etienne, now that he's back, and Malachie, since he knows of Princess Dolores real identity(or at least has a good guess) will dispose of her. But, Kol was only a pawn. If Kol is successfully assimilated into Glantri it would mean an era of peace between Glantri and the Broken lands, and a golden age for the humanoids of the area(who could be good allies for the other wizard-princes).

Subj: Re:Where is everybody??

Date: 2/1/96 3:13:34 AM

From: FrenzyK2

Posted on: America Online

My favorite nation is one very little used in products and yet seems to be the brunt of much of the conflict on Mystara. The nation? Why Darokin of course. I just love the classic Italian feel of Darokin. Fencing and Swashbuckling now there is excitement. Not to mention it borders on just about every trouble spot in the Known World.

Just a comment,
FrenzyK2

Subj: Re:maps
Date: 2/1/96 3:16:31 AM
From: FrenzyK2
Posted on: America Online

Most of the new Alphantian lands and information can only be found in the Wrath of the Immortals boxed set or the earlier almanacs. You see Alphantia sank, but left islands in its wake. Those islands are far to the east of the Known world (well not that far if you have enough magic users).

Frenzy K2

Subj: Re:Where is everybody??
Date: 2/1/96 3:18:47 AM
From: FrenzyK2
Posted on: America Online

I do have to say that I miss the old days of ELF and their rivals. Then again secret society stuff ala Illuminati humor just really suits my style.

FrenzyK2

Subj: Re:What Next?/Glantri
Date: 2/1/96 3:36:54 PM
From: Barbarian
Posted on: America Online

In the Glantri boxed set t alluded to Kol's shadow elven heritage, now with this in mind, and the high levels allowed to elves, I think Kol could break free of being a "pawn" and become a major power in the world (if he isn't already).

Subj: Re:What Next?/Glantri
Date: 2/2/96 5:50:23 PM
From: TSR Bruce
Posted on: America Online

>>In the Glantri boxed set t alluded to Kol's shadow elven heritage, now with this in mind, and the high levels allowed to elves, I think Kol could break free of being a "pawn" and become a major power in the world (if he isn't already).<<

Good idea! :) Now the question is whether Kol knows of his heritage. If he doesn't (and just believes he is a truly gifted kobold), it would be good at some point that he does discover his own secret origins.

This could be a tie for an adventure -- a shadow elf hires the party to investigate the fate of a "long lost & beloved relative". Truth is that a vital part of a dark spell had been tattooed on Kol's back when he was very young -- which the clan didn't know at the time they abandoned the hapless creature under the Broken Lands. Some unscrupulous shadow elf has figured this out and now wants to recover the tattoo-bearer. The shadow elf thus hires the party to find the mysterious tattoo bearer... Meanwhile, some Glantrian wizard is pursuing his own investigation (just to give the party someone to compete with). To pile it on, some well-intentioned shadow elven priests might also want to erase all evidence of the evil spell, tattooed or otherwise.

Kobold hide, anyone? :)

Bruce Heard

Subj: Re: Darokin

Date: 2/2/96 5:54:06 PM

From: TSR Bruce

Posted on: America Online

>>My favorite nation is one very little used in products and yet seems to be the brunt of much of the conflict on Mystara. The nation? Why Darokin of course. I just love the classic Italian feel of Darokin. Fencing and Swashbuckling now there is excitement.<<

Well, since you mentioned it... Some of the material coming up in the revised Savage Coast setting offers new rules for fencing and swashbucklers that I'm sure will fit jut right in the Darokin setting (special passes, fencing schools, and so forth).

Bruce Heard

Subj: Egypt?

Date: 2/3/96 3:49:19 PM

From: Rues Valg

Posted on: America Online

Has anything been done in Mystara with an Egypt theme?...Like Ethengar = Mongolia....

Subj: Re: Darokin

Date: 2/3/96 4:00:51 PM

From: Joe G K

Posted on: America Online

What's up with the new Savage Coast material? It is going to be electronic format only or? Details please. JGK

Subj: Re:Egypt?

Date: 2/3/96 6:08:59 PM

From: TSR Bruce

Posted on: America Online

<<Has anything been done in Mystara with an Egypt theme?>>

Yes, this would be the Kingdom of Nithia (Hollow World).

Bruce Heard

Subj: Re: Savage Coast/JoeGK

Date: 2/3/96 6:13:15 PM

From: TSR Bruce

Posted on: America Online

<<What's up with the new Savage Coast material?>>

As far as I know it has become a product slated for electronic release. There are no longer paper versions planned for these titles. A note in the Red Steel folder said something about the electronic format being *free* which surprised me. I'm not sure this is correct. More later on this...

Bruce Heard

Subj: Re:Egypt?

Date: 2/3/96 8:46:29 PM

From: Rues Valg

Posted on: America Online

Did they ever make a Gazateer for it?..Or a peficic module that information could be gotten from?

Rues

Subj: Re:Egypt?

Date: 2/4/96 12:05:21 AM

From: Mystaros

Posted on: America Online

<<<<Has anything been done in Mystara with an Egypt theme?>>>>

<<Yes, this would be the Kingdom of Nithia (Hollow World).>>

And then there's also the Kingdom of Thothia on the Isle of Dawn...

Subj: Re:Egypt?
Date: 2/4/96 12:34:13 AM
From: Lexicon88
Posted on: America Online

Look for HWR2 "Kingdom of Nithia" by Blake Mobley with Newton Ewell TSR#9339

It was released back in '91-ish

Subj: Re: Savage Coast/JoeGK
Date: 2/4/96 12:57:57 AM
From: Kaviyd
Posted on: America Online

It appears that the Savage Coast material is being listed as an "On-line exclusive", which would seemingly imply that it is available only here on AOL. And it certainly would seem to be possible to work out a deal that permits both TSR and AOL to make money on the deal even if they give the products away -- the download times would have to be considerable.

But I am just speculating -- we really should wait for the real story.

Subj: Favorite nation
Date: 2/5/96 1:27:42 PM
From: B1Bard
Posted on: America Online

Once again, I'm the loner:
Northern Reaches! I dig the viking/ saxon England feel of the place, and it's a lot of fun to play a Beowulf-style hero...

I do enjoy the Milenian Empire from the Hollow World, and I would have liked to have seen more detail on some other Hollow World lands like the Merry Pirates and the India culture from HWA3, but the Northern Reaches are undoubtedly my favorite...

8)
B1Bard

Subj: re: maps
Date: 2/5/96 1:28:47 PM
From: B1Bard
Posted on: America Online

Get the Dawn of the Emperors box. It's got excruciating detail about Alphatia and Thyatis, and the maps. Also, if you can find them, the old TM1 & 2 had great Mystara maps...

8)
B1Bard

Subj: Egyptian/Nithian Armor?
Date: 2/5/96 7:07:47 PM
From: Rues Valg
Posted on: America Online

If anyone would be so kind as to tell me what kind, if any was used in Egypt/Nithia...

Subj: Re: Egyptian/Nithian Armor?
Date: 2/6/96 1:03:03 AM
From: Kaviyd
Posted on: America Online

>>Subj: Egyptian/Nithian Armor?
Date: 96-02-05 18:07:47 EST
From: Rues Valg

If anyone would be so kind as to tell me what kind, if any was used in Egypt/Nithia...<<

The gazetteer for Nithia lists various bits of piecemeal armor (as whole suits would be too hot). Unfortunately, because of some accidental omissions, you would also need a back issue of _Dragon_ to get the full picture. You could probably get away with using shields plus typical "Dark Sun" armor pieces and not be too far off.

Subj: Re: Favorites
Date: 2/6/96 7:21:53 PM
From: Terari
Posted on: America Online

After careful consideration, I have decided to cast my vote for favorite: all of them! I love the entire world so much, asking me my favorite is like asking a father his favorite son... well, okay more like his favorite second cousin, but you get the point. So Bard, you're not alone, and neither is anyone else who likes someplace different.

Terari

Subj: Free Savage Coast Files

Date: 2/6/96 8:45:06 PM

From: TSR Bruce

Posted on: America Online

Based upon info I could gather in-house, it seems the Savage Coast products to be made available in the downloads of the month will come free of charge other than the normal download time. It may indeed take a while for the files to get through considering they include the equivalent of full-size products and related art material. Not a bad deal.

Bruce Heard

Subj: Re:Free Savage Coast Files

Date: 2/6/96 10:08:54 PM

From: TSR Inc

Posted on: America Online

Just a follow-up on Bruce's note ... the products will probably come out on the 1996 schedule's dates because of art orders, editing, etc.

Note that interior art on the main box set and Orc's Head will not be present (they'll only have cover art and maps), but the art for the SC Monstrous Compendium will have illos for each of the creatures.

- Sean Reynolds

TSR Online Coordinator

Subj: Re:WHat Next?

Date: 2/6/96 10:58:57 PM

From: Biggloo

Posted on: America Online

In Gazeteer 2, the Emirates of Ylaruam, reference was made to the Immortality questing, evil dude, Barimoor. As stated in the Gaz, he was waiting for the ripe time for him to come bursting up from under the sands with all his nasties and finish his quest as a Paragon as becoming the most powerful wizard in the lands. Now that his homeland has sunk beneath the seas(Alphatia), and Thyatis is still trying to recover from its defeat(?)/curse wouldn't this be the perfect time for him to come and

make his bid for immortality. Glantri is about the only power that could really hinder his plans, but they seem to be having a few problems of thier own in the way of unity. Why would a lich, a night dragon(Synn), werewolves, an Immortal (can he interfere with a questing mortal?), a goblin king, elves and well, I'm missing something, work together to defeat him, (oh yeah, humans too). According to the Gaz, he has been putting together his plans for years, collecting artifacts, magic items, spells and other neat magic stuff. Would one Glantrian Prince allow another to get first dibs on the spoils? I would think not. They would, in my opinion, work independently and invariably be defeated.

Then, when it seems all hope is lost, the Known World sways to his pipe and the Emirates are becoming the burial grounds of its own people, a band of adventures, half way across the continent happen upon a wanderer in the Plains of Fire, seemingly unaffected by the pounding heat and the stinging sands. They watch as he sets a path to intercept him, walking unerringly across the dunes to stand before them.. He lowers the cloth covering his face and says "I am Al-Kalim, and I have come to save my people." and when he finishes a nation of nomads rise behind him, across the dunes, brandishing scimitars in the air and yelling in praise.

Here begins a new age in Mystara

Subj: Re:Free Savage Coast Files
Date: 2/7/96 12:24:36 AM
From: Kaviyd
Posted on: America Online

>>Note that interior art on the main box set and Orc's Head will not be present (they'll only have cover art and maps), but the art for the SC Monstrous Compendium will have illos for each of the creatures.<<

Now I am really confused. If the Savage Coast products are being offered *only* on-line, what is this "main box set" that you are referring to? If the product is sold in stores, I may simply buy it there for convenience (as I generally prefer to open a box and read through booklets rather than turn on my computer and call up files).
Not that I don't appreciate being given a choice, if that is what you are doing.

Subj: Re:Free Savage Coast Files
Date: 2/7/96 12:16:08 PM
From: TSR Bruce
Posted on: America Online

<< Now I am really confused. If the Savage Coast products are being offered *only* on-line, what is this "main box set" that you are referring to?

Looks like Savage Coast will only be available on line (no paper releases in stores). The "boxed set" reference is incorrect. This refers to the new campaign book that was originally planned for 1996 -- it's all of the original material in the earlier Red Steel box plus new developments included in one single "electronic" release for AOL. Does this make more sense now?

Bruce Heard

Subj: Re:Free Savage Coast Files

Date: 2/7/96 1:59:12 PM

From: TSR Inc

Posted on: America Online

<<Looks like Savage Coast will only be available on line (no paper releases in stores). The "boxed set" reference is incorrect.>>

Thanks for the clarification. I get confused about what you people call these things sometimes.... ;)

- Sean Reynolds

TSR Online Coordinator

Subj: Need Elves info.... Help !!!

Date: 2/8/96 4:45:02 AM

From: BrianB5689

Posted on: America Online

I'm glad to see that TSR has converted the Mystara setting to AD&D rules as I have always loved the setting. I need some help though. Anybody know where I can get my hands on a copy of the Elves of Alfheim Gazetter ? I've got an Elven character worked up but I need some more background info to flesh him out. Any help would be welcome.

Thanks,

Brian B.

Subj: Re:Need Elves info.... Help

Date: 2/8/96 3:57:23 PM

From: Terari

Posted on: America Online

>>In the past I would have recommended you talk directly to TSR's Mail Order Hobby Shop, but I'm afraid this will no longer be possible.<<

Huh?

Explain Please.

Terari

Subj: Re:Hobby Shop
Date: 2/8/96 5:58:15 PM
From: TSR Bruce
Posted on: America Online

<<In the past I would have recommended you talk directly to TSR's Mail Order Hobby Shop, but I'm afraid this will no longer be possible.

Huh? Explain Please.<<

Unfortunately the Mail Order Hobby Shop has been closed. It is no longer selling merchandise. I think you can get more info at their usual phone number. Sorry for the bad news. I'm not sure how this would affect AOL On Line Catalog (if at all) however. More info on this coming later.

Bruce Heard

Subj: Re:Hobby Shop
Date: 2/8/96 9:50:29 PM
From: TSR Inc
Posted on: America Online

Also, there is a press release posted in the NEW/Press Releases area.

- Sean Reynolds
TSR Online Coordinator

Subj: Re:Need Elves info.... Help
Date: 2/8/96 10:14:22 PM
From: Telrathin
Posted on: America Online

I know of an excellent dealer in used Role-playing material, particularly TSR items, who's right on-line. I've done business with him before (in fact I bought Gazetter 5 from him in mint condition for only \$15) Write to StackMC. His business is called "The Dragon's Trove".

Tel

Subj: Re:Need Elves info.... Help
Date: 2/8/96 11:28:56 PM
From: Kaviyd
Posted on: America Online

Well, now that you mention it -- since you uploaded the bulk of the Shadow Elves gazetteer a while back, would it be possible to persuade you to do that with the Elves of Alfheim or other classics such

as the Five Shires or the Orcs of Thar? Each of these gazetteers contains material for which there is no replacement on the market at present.

Subj: Re:Free Savage Coast Files

Date: 2/8/96 11:31:14 PM

From: Kaviyd

Posted on: America Online

>>Does this make more sense now?<<

Yes, thank you very much. I guess it is time to get ready for those large downloads. Maybe I should go shopping for a 28.8 modem now....

Subj: Re:Need Elves info.... Help

Date: 2/9/96 2:12:25 AM

From: B1Bard

Posted on: America Online

The GIX has a buy/sell folder that's actually pretty active...
good luck.

8)

Bard

Subj: Re:Need Elves info.... Help

Date: 2/10/96 12:15:10 AM

From: BrianB5689

Posted on: America Online

Telrathin,

Thanks for the help. I'll drop him a line. I've also got a couple of the local gaming stores looking for a copy for me. Maybe I'll find one.

Brian B.

Subj: Re:Need Elves info.... Help

Date: 2/10/96 12:16:12 AM

From: BrianB5689

Posted on: America Online

B1 Bard,

Thanks, I think I'm going to need a lot of luck. :)

Brian B.

Subj: Re:Need Elves info.... Help
Date: 2/10/96 12:18:24 AM
From: BrianB5689
Posted on: America Online

Bruce,

Thanks for the info. The Mail Order Hobby Shop going out of business is a bummer but maybe they will come back.

Brian B

Subj: An old name...
Date: 2/11/96 7:04:05 PM
From: MMonagle
Posted on: America Online

Now that Mystara's future has come to a close, can I ask what was being planned for Wulf von Klagendorf? He was one of the villains in the 'Princess Ark' series and now present ruler of the Heldannic Territories. In the Ark series, he was killed by Synn and then brought back to life! What is/was the story behind this? Is he a servant of evil, secretly at work at the head of Heldannic Knights Order? Or was his body retrieved by fellow knights? I would really like to know peoples (especially TSR's) opinions on this.

Subj: PSIONICS IN MYSTARA
Date: 2/18/96 1:56:55 PM
From: Nadow
Posted on: America Online

WHat, if there were, does everyone think the people in mystara would do about psionics??

ESPECIALLY IN GALANTRI

Subj: Re:Gazetteer Formats
Date: 2/18/96 4:45:49 PM
From: JGunter969
Posted on: America Online

splits are best helps give players some reading material without sacrificing secrets.

Subj: Re:PSIONICS IN MYSTARA

Date: 2/18/96 9:17:27 PM

From: Kaviyd

Posted on: America Online

>What, if there were, does everyone think the people in mystara would do about psionics??

Mystara has a native class called the "Mystic", which is in many ways similar to the first edition AD&D Monk.

Members of this class seem to be fairly well accepted in such diverse nations as Glantri and Ylaruam (each of

which has a very serious bias against one type of spell-caster or the other). I suspect that psionicists would

be granted the same tolerance as long as they don't seek power or otherwise cause major disturbances. Of

course, in places like the Savage Coast with its strange "Legacies", they would not even be noticed.

Subj: Re:Psionics in Mystara

Date: 2/18/96 9:35:37 PM

From: B1Bard

Posted on: America Online

I am personally opposed to the idea of psionics overall. If you're going to use them, then everybody should have them to maintain balance. And if you're going to use them, then what's the point of magic spells. I don't disagree with the idea of psionics as a gaming concept, but I don't believe that they have a place in the D&D game or game worlds. (Dark Sun could be an exception, but I don't play there, anyway...)

that's my 2 cents.

8)

B1Bard

Subj: Paladins in Glantri

Date: 2/18/96 11:19:39 PM

From: Anodaewyn1

Posted on: America Online

I have a player in my group that was expressing interest in playing a Paladin in Glantri. What's everyone's thoughts on that, and would he have to be a Paladin of Rad? I could use loads of input on this one...

Thanks,
J

Subj: Re:Paladins in Glantri
Date: 2/19/96 1:15:39 PM
From: TSR Bruce
Posted on: America Online

>>I have a player in my group that was expressing interest in playing a Paladin in Glantri. What's everyone's thoughts on that, and would he have to be a Paladin of Rad?<<

Boy, that's an odd one. Paladins being definitely biased toward the religious end of the universe may have some difficulty in Glantri to begin with (clerics aren't all that well appreciated there). Furthermore, the "official" Temple of Rad really is a fraud. They aren't run by clerics at all. Being an official paladin of *THE* temple of Rad could lead to a very comical situation. A *TRUE* paladin of Rad would also present some difficulties since Rad generally prefers the way of wizards. True paladins of Rad would also run into serious problems with the "official" Temple of Rad who would probably consider an autonomous paladin order as a source of rivalry if not outright "heresy" (hmmm, false priests accusing a wizard-like Immortal's paladins of heresy... my head hurts). Rad would probably not be much interested in "sponsoring" an order of fighter-types anyway. That's just not his style... Now, if they were paladin-wizards (???), it would be different. I think you'd have to bend several rules to create such a character class. Also watch that game balance too. :)

Bruce Heard

Subj: Re:Psionics in Mystara
Date: 2/19/96 3:44:14 PM
From: Barbarian
Posted on: America Online

My take on psionics in Mystara would be if there is any at all, there would be alot of practitioners. Due to the highly magical nature of Mystara I'd make psionics just as powerful (and common) as mage or cleric.

Subj: Re:Paladins in Glantri
Date: 2/20/96 2:46:22 AM
From: Kaviyd
Posted on: America Online

>>I have a player in my group that was expressing interest in playing a Paladin in Glantri. What's everyone's thoughts on that, and would he have to be a Paladin of Rad? I could use loads of input on this one...<<

As far as Glantrians are concerned, a Paladin is a Cleric/Fighter. He would be despised every bit as much as a normal Cleric, but he would be better able to conceal his Clerical abilities. And many of the Princes will oppose him on alignment grounds alone. Such a character could prove very interesting.

But I would not make him a Paladin of Rad -- too many problems there.

Subj: Re:Paladins in Glantri
Date: 2/20/96 1:45:37 PM
From: TSR Bruce
Posted on: America Online

<<And many of the Princes will oppose [[the paladin]] on alignment grounds alone.>>

How's that? No lawful good wizards in Glantri? Or is it that you think all wizards are rather chaotic by nature?

Bruce Heard

Subj: Re:Paladins in Glantri
Date: 2/20/96 8:38:35 PM
From: Terari
Posted on: America Online

Mmmm. I can smell drama and conflict here. I love it.
I wouldn't see why Glantrian paladins would have to be of Rad, but I also don't see why they couldn't. Maybe they would be similar to fighter/mages, sort of like foresters from Thyatis.
Cool.
Terari

Subj: Re:Paladins in Glantri
Date: 2/21/96 2:43:17 AM
From: Kaviyd
Posted on: America Online

>>How's that? No lawful good wizards in Glantri? Or is it that you think all wizards are rather chaotic by nature?<<

I said "many", not "all". There are definitely some chaotic and evil types among the Princes of Glantri: think of Morphail and Brannart, for example. But here is how I would see the situation: those Princes with chaotic or evil tendencies would oppose Paladins openly and wholeheartedly, but the lawful good Princes would be in a dilemma: on the one hand, Paladins uphold the same ideals that they do, but on the other hand, they have CLERICAL powers! Wizards who are not Princes would face the same considerations, but to a lesser degree.

Subj: Re:Paladins in Glantri
Date: 2/21/96 10:24:36 AM
From: TSR Bruce
Posted on: America Online

<< those Princes with chaotic or evil tendencies would oppose Paladins openly and wholeheartedly, but the lawful good Princes would be in a dilemma: on the one hand, Paladins uphold the same ideals that they do, but on the other hand, they have CLERICAL powers!<<

Ok. This makes more sense now. Provided the Glantrian upper-crust could get past the clerical overtones of the paladins, well then perhaps we could have paladins serving wizard-like Immortals (maybe not Rad himself).

Either way, they'd have to be fighter-wizards somehow to be more acceptable. In the basic rules, the "elves" would have a definite advantage here but would be missing the stuff of paladins; humans could run paladins, but without the wizard spells. In the AD&D Game, you'd have to twist the rules around in order to achieve the same result. Looks like a brand new type of warrior subclass to create (since when has game-balance stopped anyone, eh?) :)

Bruce Heard

Subj: Re:Psionics in Mystara
Date: 2/21/96 10:40:34 PM
From: AgSquid
Posted on: America Online

I have to admit that I am strongly opposed to the idea of psychic power in Mystara. It takes some of the mystique away from the magic-rich environment and cheapens the experience as a whole. It might be nice as an occasional bit of spice for NPC's, but in the long run, magic is almost indistinguishable from psionics and is merely a new way of doing the same old thing.

I say magic stays in Mystara, and the psionics should stay in Dark Sun and Gamma Terra.

Subj: Thankyou
Date: 2/22/96 1:59:32 AM
From: MMonagle

Posted on: America Online

I would like to take a moment and say thankyou to TSR and every single person who was ever involved with the D&D/Mystara campaign setting. I have been a role-player/DM for 16 years and this setting has always been my favorite.

Up until now, I don't believe that this has been said (can that be?) so I just wanted to make sure that at least one person said it here on this board. Thankyou so much for creating such a rich, diverse, and wonderful campaign setting. I shall strive to keep it alive in my imagination and in my gaming groups forever.

Sincerely,
Michael Monagle

Subj: Re:Thankyou
Date: 2/22/96 3:31:39 PM
From: TSR Bruce
Posted on: America Online

Thanks! I wish you all the best in your endeavor to keep Mystara alive out there!

Bruce Heard

Subj: Re:Thankyou
Date: 2/22/96 8:22:26 PM
From: Terari
Posted on: America Online

I'd like to echo Monagle's sentiment. I can't beleive someone hasn't said this yet. More, I can't beleive I haven't said it yet. With all the talk about Mystara "dying" and the protests about this happening to our favorite world, I'm glad someone finally stopped and realized the lack of gratitude shown so far toward those who made it our favorite.

So thanks from me too.

Terari

Subj: Re:Thankyou
Date: 2/22/96 8:58:03 PM
From: Kaviyd
Posted on: America Online

And I would like to thank you folks from TSR as well. I should have said that before anything else. Also, those suggested lists of spheres for Priests are very interesting -- a lot can be read into them.

Subj: Chevaliers of Rad, pt 1
Date: 2/24/96 12:14:29 AM

From: Mystaros

Posted on: America Online

The Chevalier of Rad is the closest one might come to finding a Paladin in Glantri. The Order of the Radiant Light, otherwise known as the Chevaliers of Rad is a new development; upon his return from beyond, Rad decided that the events of the last decade warranted a reconsideration of his "No Clerics" policy; he thus began granting some spells to his Shepherds, and caused the ORL to be formed under the guidance of "Prince Etienne d'Ambreville". Not all members of the ORL are Chevaliers; many are Wizards and Wizard/Mages. The current concern of the Chevaliers is to reverse the trend toward chaos and evil that is sweeping their country; while Rad and his followers value individualism and freedom, they understand that for freedom to be enjoyed to it's fullest there must be a certain amount of law and order...

Chevalier of Rad (Order of the Radiant Light)

Racial Requirements: Elf, half-elf, human, gnome

Ability Requirements: STR 9, INT 13, WIS 9, CHA 13

Prime Requisites: STR, INT

Hit Die Type: d8

Attack as: Priest

Save as: Wizard or Cleric

Advance as: Paladin

Spell Ability?: Yes, Special

Exceptional STR: No

Exceptional CON: Yes

Starting Cash (x10 gp): 6d4

Proficiencies

WPN Slots: 3

Add Slots: 3

NP Penalty: -3

NW Slots: 4

Add NW Slots: 3

Av Catagories: General, Warrior, Wizard, Priest

Bonus Profs: Spellcraft, religion, reading/writing

Rec Profs: Etiquette

continued in next post...

Subj: Chevaliers of Rad, pt 2

Date: 2/24/96 1:06:39 AM

From: Mystaros

Posted on: America Online

Abilities:

- 1) Detect Evil, as a Paladin
- 2) +2 on saves vs. Rod, Staff, Wand and Spell; saving throws are either Priest or Wizard (take the best that applies to the Chevalier's level) EXCEPT in the case of saves vs. Spell; saves vs. Priest spells are as per a Priest, and saves vs. Wizard spells are as per a Wizard.
- 3) A Chevalier also gets a special saving throw vs. any Wizard spell that does not normally allow a save; the Chevalier will save vs. any such spell on a NATURAL 20.
- 4) A Chevalier is immune to all forms of MAGICAL diseases (though not immune to CURSES which may cause effects similar to a disease).
- 5) A Chevalier may heal by laying on hands, as a Paladin.
- 6) A Chevalier wielding or wearing a Magus type item (Staff of the Magi, Robe of the Archmagi, etc.) projects a circle of power as per a Paladin.
- 7) A Chevalier can cast spells as a Bard of the same level. The Chevalier chooses three Wizard schools from which he or she may learn spells; if a gnome, these schools MUST be Alteration, Illusion and Enchantment/Charm; otherwise, there is no limitation on the combination. The Chevalier is not considered a "Specialist" in these schools in any way, and receives no benefits or penalties to the casting of these spells. The Chevalier also has minor access to spells from the following clerical spheres: combat, elemental (fire), healing, protection, sun. The Chevalier must maintain a Prayerbook/Spellbook that contains the formulae for the Wizard spells he or she learns, as well as the prayers used to memorize the Priest spells.
- 8) A Chevalier may learn to use any melee weapon; only the dagger and dart may be learned as ranged weapons. Chevaliers tend to favor light and quick weapons.
- 9) A Chevalier may use any magical item allowed to a Wizard, but not those allowed only to Priests. They may read and use Wizard scrolls.

Strictures

- 1) A Chevalier lives to serve the will of Rad; following this is the preservation of the Magocracy; then the protection of the nobles and people of Glantri. If the Chevalier ever turns from this path, he or she will lose their spellcasting abilities until they have completed a quest; if they ever willingly turn against the Will of Rad or Glantri, they will lose ALL spellcasting ability FOREVER, becoming a simple fighter (they will also be hounded by other Chevaliers and the minions of Rad). Don't downplay the influence of Rad; he isn't a nebulous "force for good" like most Paladins seem to follow. The Chevaliers are his TOOLS. If they do not serve him as he wishes, they WILL BE ELIMINATED...
- 2) A Chevalier may wear any armor, but may not cast spells while doing so (including priest spells)! This restriction is partially waved if the armor worn is magical in nature; the Chevalier may cast spells of a level equal to the magical bonus of the armor (thus, Chain Mail +3 allows the Chevalier to cast spells of up to and including 3rd level).
- 3) A Chevalier must place himself at the disposal of any Shepherd of Rad, Prince of Glantri or Master of the Great School who might require his or her assistance, so long as this does not threaten Glantri in any way. To deny assistance to any of these peoples is considered a moderate offense.
- 4) As the "Paladins" of Rad, the Chevaliers must zealously guard against any infidel faiths that attempt to gain a foothold in Glantri, especially from the Khanates or from Sind.

Subj: Chevaliers of Rad, pt 3
Date: 2/24/96 1:21:52 AM
From: Mystaros
Posted on: America Online

Chevalier Alignment: Non-Evil (70% are N or NG; Rad is not terribly picky so long as they OBEY him).

There is NO Chevalier multi-classing...

Dual-class is an option, so long as the prior class was not that of a cleric to another Immortal; former Wizards are preferred.

Chevaliers DO NOT Turn Undead...

They may pray for their Priest spells and memorize their Wizard spells after the same rest period...

Alphatians are The Enemy, as are followers of Ixion, Valerias, Ilsundal and Alphatia...

Let me know what you think...

Subj: D&D folder
Date: 2/24/96 11:48:05 AM
From: JOHN JOHN
Posted on: America Online

Hey, I was looking and couldnt find a folder dedictated to D&D. Not AD&D or mystra or anything else but just plain old D&D. I went to new folder suggestions under gaming talk and left a message about that. The reply from the TSR dude was that if there was more requests for one it would be created. Evidently I'm the only person to ever request one. How about if you'd like to see a D&D board around here go to "Gaming Talk" and under it "New folder suggestions" and put a request for a D&D board.

Subj: Re:D&D folder
Date: 2/24/96 2:13:47 PM
From: B1Bard
Posted on: America Online

We tried that once before... and lost. It was a pretty bitter struggle, but suffice to say that their reply to you was a polite "no" without dashing your hopes. Your best bet for getting a D&D folder is to go to the general RPG forum and start one there. There was also one that lasted for a while in the Sci-Fi board, where the DC Comics and such are.

good luck

8)

B1Bard

Subj: Re:Paladins in Glantri

Date: 2/24/96 11:17:14 PM

From: FrenzyK2

Posted on: America Online

In my game one of the player's in my game is a Paladin of Rad from Glantri. Currently those paladins are hunted down by the masses of Glantri because I had him use the Inquisitor kit for the paladin from the complete guide. I also made it so that every time he killed an evil mage in the name of his immortal Rad that he could use the inquisitor's natural dispell evil magic ability on the dead mage's body and recharge the Radiance by a number of points equal to the evil mages level. Like I said these paladins are being hunted down because of the threat they cause to the evil mages of Glantri. If you want an official paladin from Glantri there is Claude D'Amberville (I think it's Claude) From the Mark of Amber Sourcebook/Module.

Just My 2 Kopecs worth.

Frenzy K2

Subj: Re:Paladins in Glantri

Date: 2/24/96 11:27:31 PM

From: FrenzyK2

Posted on: America Online

Continuing the Paladin of Rad comments for my game. My reasoning behind this was that I felt that Rad would try to find a way to recharge the Radiance and help his selection process for who the new immortals would be. After all how many evil mages has Rad allowed to use the radiance in order to gain immortality? The answer is none unless you count lichdom. Letting them develop magic and use the Radiance is one thing, but granting them immortality is another entirely.

So in my game Rad started an order of Paladins (a whopping 2 paladins are members so far) in order to not only screen immortals, but also to feed the Radiance and eventually end the day without magic that happens on a daily basis. After all if Rad likes magic so much and he caused the day without magic wouldn't he try to correct this.

Also, one of the Paladins of Rad in my game (the NPC that noone has met yet) is a dual-classed magic-user/paladin. He is not opposed to magic rather the use of magic to promote evil.

Just another 2 kopecs worth.

FrenzyK2

Subj: Re:Paladins, Chevaliers

Date: 2/25/96 1:47:34 PM

From: Terari

Posted on: America Online

Great ideas, everyone!

Frenzy: Your ideas for replacing rad force points are great, but there should be some limitation on it. The way you're running it, the rad points already used would be gone in no time, making it too easy for Rad to accomplish his goal. I would recommend this system: Everytime an individual paladin of Rad killed (or otherwise defeated) 100 levels worth of evil wizard, 1 rad point would be replaced. If this seems too harsh, make it 50.

Mystaros: Very cool ideas. One thing bothered me though: unless your group failed miserably in the Mark of Amber game, which would mean Etienne/Rad wouldn't even exist as an Immortal anymore, Rad returned kinder and more human. He actually had some former enemies, such as Ixion, become allies. Your list of enemies of the chevaliers included some such now-friendly religions. I would, however, recommend keeping Alpathia as an enemy immortal, or at least a rival, as the hostility between the countries these two immortals embody has not cooled down one bit.

Subj: Thanks & Mystara Gifs

Date: 2/25/96 2:44:21 PM

From: Anodaewyn1

Posted on: America Online

I just wanted to say thanks to everyone for their help on the Paladins. :)

Also... recently I uploaded quite a few gifs from various Mystara books to Sean Reynolds.. maybe if we all bug him enough, he'll upload 'em so everyone can have them. <G>

Thanks again

J

Subj: Replacing Rad points

Date: 2/26/96 12:14:45 AM

From: GeetarSolo

Posted on: America Online

I would like to mention something on replacing rad points. Is it possible to begin with? You can't just give magic back to Mystara by killing evil wizards. The energy must come from somewhere else if it is possible at all. At best you could slow down or even stop magic drainage from Mystara, but not reverse the current situation. The energy must be obtained from an outside source in order to replenish Rad points.

Subj: Savage Coast

Date: 2/26/96 4:39:06 PM

From: ClimbXtrem
Posted on: America Online

What magical substances are unique only to savage coast?

Subj: Re:Savage Coast
Date: 2/28/96 3:18:38 PM
From: Joe G K
Posted on: America Online

Chickens and Fish.

Subj: Re:Replacing Rad points
Date: 2/29/96 1:23:46 AM
From: FrenzyK2
Posted on: America Online

In my game I decided that Rad points were supplied by the sphere of Energy (normally associated with Magic whereas Thought would be associated with psionics, but that is another issue) and that all mages tapped into the sphere of energy to cast spells.

Terari in reply to your conditions they would be ok except for a few things I already have that balance the replacement. First, I only have two paladin's of Rad who are both being vigorously hunted by the evil mages of Glantri. And that the number of times the inquisitor kit can dispel magic is limited to a number of times per week. So in order for a paladin of Rad to drain the dead evil mage he would not only have to defeat him, but would have to have some dispels left. If you are fighting a powerful evil mage that could be a difficult thing indeed. BTW the levels of the paladins are 5th (the PC) and 10th (the NPC inquisitor/mage).

Thanks,
Frenzy K2

Subj: Re:Savage Coast
Date: 2/29/96 1:25:28 AM
From: FrenzyK2
Posted on: America Online

Most notably Cinnabryl. It is a magical red metal that has many interesting qualities described in detail in various Dragon magazine articles and the Red Steel campaign setting.

FrenzyK2

Subj: Mystara Undying
Date: 2/29/96 11:51:08 PM
From: AgSquid

Posted on: America Online

Heck, I've always said Mystara was the single greatest world TSR ever offered. I've been DMing for only about eight years, but in all that time, THE KNOWN WORLD has been my favorite pre-published universe to visit.

If the wrath of the immortals couldn't kill it, then neither can the dreaded TSR marketing division. As long as we lend our support and our thoughts, deeds and words to the legend that Mystara and all of our "Saturday Night Heroes" represent, it can never die.

The hearts and minds of a people are the hardest thing to break. Remember that, and publish all of your stories, and your player stories here. Let characters and NPCs of yours travel into our campaigns and keep our Universes alive and mobile. We can recreate a whole new world from the ashes of the old.

Andrew Derksen
THE AgSquid

Subj: Re:D&D folder
Date: 3/1/96 12:08:30 AM
From: AgSquid
Posted on: America Online

John - The Mystara folder basically IS the Classic D&D folder. Most of the folks in here have decided that you can't beat the real thing, and keep coming back for more. Creating a new folder might divide our numbers, and not leave enough for TSR to maintain the folders. Keep us all together, and we're sure to have enough posts to make it worth continuing.

Subj: NETBOOK
Date: 3/1/96 12:13:48 AM
From: AgSquid
Posted on: America Online

Hey B1Bard -

Whatever happened to the netbook? No contributions again? Just as a suggestion - if you have the time - why not reprint some of the old articles people have written within these pages? Heck, I'd reread them.

Remember folks - this folder and site are open only so long as we can keep it occupied. The day we stop writing is the day it begins to disappear.

Subj: Re:Rad Points
Date: 3/2/96 12:24:12 AM
From: Terari
Posted on: America Online

Geetar: Never let what's possible get in the way of heroics! If it would allow for a cool campaign, feel free to scrap any rule you wish to. Take that "ultimate rule is the DM's rule" clause and run with it. Far.

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Terari

Subj: Re:NETBOOK
Date: 3/2/96 1:42:59 AM
From: B1Bard
Posted on: America Online

After waiting for a few extra weeks for some articles to eventually drift in (I did get two of them - thanxxx to those of you that sent them :)) I just lost motivation to do it, and then I had to spend a week on the tank range for our latest test, and I didn't have my computer with me, and then after that I just never got around to doing it. Maybe if I get a deluge of requests and submissions, I'll find a spare hour or two to do it.

If you want to help, please pitch in. Like Ag said, the only people who can help Mystara now are those of us still talking about it to keep it alive.

8)
B1Bard

Subj: Old maps
Date: 3/4/96 4:09:53 PM
From: MMonagle
Posted on: America Online

A while back, I downloaded maps of the Great Waste and Hule from somewhere on this board. However, I was looking for them today and was unable to locate them. Does anybody know under what topic/directory TSR is keeping this maps?

Subj: MYSTARA IS DYING????

Date: 3/9/96 3:10:51 PM

From: Dunton18

Posted on: America Online

Say it ain't so!!!! Who'll carry on the D&D legacy? I like Mystara, though it treats us players too much like kids, I still think the world is classic D&D, and to cancel the original world of swords and sorcery would be really wrong.

Subj: Question of the Week

Date: 3/11/96 12:48:26 PM

From: TSR Bruce

Posted on: America Online

What if...

...Wendar became a new rising power in the Known World. As a nation, Wendar certainly is "big" and advanced enough to represent a northern threat to the present status quo. As a nation predominantly of elves (gray/urban elves in AD&D terms), they have significant magical and military know-how. So far, they have never been presented as an expansionist power (actually, they have been rather nice people). But what if they changed their style -- and why? What would be the result? What could be the factors balancing out Wendarian political or military influence in the Known World?

Have fun (I hope!)

Bruce Heard

Subj: Re:Question of the Week

Date: 3/12/96 12:28:55 AM

From: Kaviyd

Posted on: America Online

The main obstacle that I would see to Wendar becoming an expansionist nation is geography -- surrounded as it is by mountains, it is difficult for its armies to invade any other nation or vice versa. However, I do see a way that Wendar could become quite aggressive, by use of the Elvenstar or some other powerful artifact as well as a large number of paving stones to hell (good intentions, in other words):

Denagoth has always been an "evil" nation, and the Heldanners have been aggressively expansionistic since the Heldannic Knights took them over several decades ago. To make matters worse, Glantri is becoming ever more twisted and corrupt as Princess Dolores exerts her evil influence. All it would take is some sort of crisis precipitated by one or more of these nations plus

the realization that Wendar after all had the power to do something about it to start Wendar on the road to empire.

Assuming that Wendar is successful in conquering these three nations, other nations would react with alarm to that development. While Norwold and Darokin could be appeased, Ethengar would have to be taken next -- and Wendar would then face endless guerilla warfare from the "conquered" Ethengars. Then comes the Broken Lands -- hordes of Orc refugees then head south, plunging Darokin into chaos. The Shadow Elves take advantage of this chaos to raid territories occupied by Wendar (after all, there is no love lost between them and the Alfheim refugees who make up a large proportion of Wendar's population), and Wendar counterattacks, perhaps even reconquering Aengmor/Alfheim.

Needless to say, at some point Thyatis will take notice and, despite its currently weakened state, send troops to areas occupied by Wendar to counter their influence. Then, if matters continue to get out of hand, the remnants of Alphatia may decide to become involved. Finally, if Darokin is seriously weakened by Orc raids, the Master of Hule may decide to invade Darokin again.

So there you have it -- without any Immortal taking an active role, you have another world war in Mystara. Enjoy!

Subj: Re:Question of the Week

Date: 3/12/96 1:46:25 AM

From: B1Bard

Posted on: America Online

Without starting a major war, I think that some of Kaviyd's ideas could be taken in a slightly different direction:

After subduing Denagoth in a quick political deal, Wendar turned on the ever-aggressive Heldannic Knights, and conquered the territories. The conquest was not well-executed, though, and the Wendarians ended up policing a lot of the territories, much like the Israelis in Palestine. After a few years the Wendar Elves decide to cut their losses and run, taking every Heldannic airship they can find, and decide to go exploring. Of course, the reputation preceeding their flying ships is one of subjugators and oppressors, spread by, of all people, the Heldannic Knights.

Word of the increasing flights reaches Thyatis and Darokin, who form an alliance to take down Wendar, but a funny thing happened on the way to the war. A sudden disease striking the ruling family in Thyatis (of suspicious magical origins, of course) ruins their resolve to join the fight, and instead, they sign several trade pact with the elves, offering them numerous concessions and monetary incentives in return for the use of the airships to take their wares all over the world. The resurgent Wendar becomes, quite unintentionally, a great mercantile power. Of course, this doesn't last, as a rather virulent disease that affects everyone but elves surfaces in the Wendar trading fleet, which the Heldannic Knights (obviously) claim is an elven plot to rule the world, and once again, the elves find themselves shunned and unwanted, even by their allies.

adventure ideas:

1. find a cure
2. Heldannic knights fighting elven "aggression"
3. Thyatian merchants need the elven trade and must rescue their reputation
4. Norwolders on a "holy quest" to eradicate the source of the disease
5. Heldanners wanting their ships back
6. pissed-off Darokin military types that want revenge on Thyatis

take your pick...

8)

Bard

Subj: Re:Question of the Week

Date: 3/12/96 3:46:43 PM

From: TSR Bruce

Posted on: America Online

Trading Wendarians... Hey, that's a thought. I bet the Minrothad elves would have a problem with that. They'd either strike a deal with Wendar to get something out of this mess, or else they might instead seek contracts with other nations to pose as corsairs (legalized piracy in someone else's name) in order to avoid confronting Wendar directly. No doubt Darokin would support any Minrothad schemes opposing this unwanted competition. :)

The threat of "presumably-peaceful-until-proven-otherwise" Wendarian traders offers all sorts of campaign possibilities. Over the years, Wendar could more or less "Finlandize" a lot of smaller powers and easily maintain the capability of paying armed visits to other powers (that is, with extreme prejudice). Keeps everyone on their national toes.

The idea of a powerful nation of elves who aren't evil, but nevertheless appear as unfriendly could certainly change a few things for PC running high elves in foreign places.

Bruce Heard