

Subj: * New Folder
Date: 3/13/96 2:23:40 PM
From: TSRO Tank
Posted on: America Online

Please resume the Mystara discussion here

--Tank

Subj: New Folder!
Date: 3/13/96 3:02:12 PM
From: TSR Bruce
Posted on: America Online

Hip Hip, Hurray!

Subj: Repeat -- Q of the Week
Date: 3/13/96 3:08:19 PM
From: TSR Bruce
Posted on: America Online

Subj: Question of the Week -- Repeated here from the previous folder for your convenience.
Date: 96-03-11 11:48:26 EST
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: 3/13/96 3:09:27 PM
From: TSR Bruce

Posted on: America Online

Subj: Re:Question of the Week

Date: 96-03-11 23:28:55 EST

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: 3/13/96 3:10:02 PM

From: TSR Bruce

Posted on: America Online

Subj: Re:Question of the Week

Date: 96-03-12 00:46:25 EST

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: 3/13/96 3:10:26 PM

From: TSR Bruce

Posted on: America Online

Subj: Re:Question of the Week

Date: 96-03-12 14:46:43 EST

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

Subj: Heldannic Skyships
Date: 3/13/96 3:19:43 PM
From: TSR Bruce
Posted on: America Online

Something that may cause difficulties for the Wendarians:

Heldannic skyships aren't truly magical (at least that's what I came up with back when creating the original order of knights in DRAGON Magazine). In fact, they each include a small chapel linking them to a central artifact. It is the artifact's power that provides the magical power to make these ships fly. The on-board chapels really only serve as energy relays.

This presents a number of inherent limitations to the Heldannic skyships. They have a set range (possibly subject to the level of the cleric tending the ship's altar), they may not be able to enter other planes, and they are vulnerable to theft of a vital part of the ships' altars which would instantly cut off the link to the artifact. If anything, Wendarians would have to come up with some creative ways to make sure the altars on stolen ships are properly handled. Furthermore, it may not be beyond the Heldannic Grand Master's ability to cut off the magical link to a stolen ship directly from the artifact (remote control?). Just a thought.

Bruce Heard

Subj: Re:Heldannic Skyships
Date: 3/13/96 3:56:28 PM
From: Barbarian
Posted on: America Online

Didn't a fleet of Heldannic Airships somehow make it into the Hollow World and, commit a number of raids and attacks on Alphatia and the other hollow worlders? (this comes from 94's Almanac).

Subj: Re:Heldannic Skyships
Date: 3/14/96 1:05:49 AM
From: Kenderspoo
Posted on: America Online

Not only did the airships make into the Hollow World they left the Hollow World.

Vjk

Subj: Re:Heldannic Skyships
Date: 3/14/96 3:43:45 PM
From: TSR Bruce
Posted on: America Online

They did... enter and leave the Hollow World. The Hollow World is still in the prime plane, so we should still be okay here as far as ranges go. We also know, based upon earlier Princess Ark episodes in DRAGON Magazine, that Heldannic skyships can reach at least as far as Myoshima (Matera and Patera, Mystara's two moons). How far into "space" can really they push? I don't recall establishing that. That's really up to your own campaign setups.

If you want nothing to do with the Hollow World, Myoshima, and outer space, then you might just as well assign Heldannic skyships maximum ranges relevant only to Mystara's surface, and top flight altitudes (very high mountains thus become obstacles). Ranges could be a little a several hundred miles to half-way around the planet -- whatever is convenient to your game. Heldannic skyships could all have the same ranges, OR you might allow the smaller ships longer ranges -- it might be easier to stretch a small amount of energy than a huge one between the ships and the artifact. The longer the range, the less energy relayed.

No doubt, these ships have been a thorn in Alphatia's flank. Back when Alphatia ruled the East, these ships were seen as cheap, shoddy competitors. Alphatian shyships suffered none of the limitations imposed on Heldannic vessels. They all benefitted from individual enchantments often with different approaches.

One more thing, I think I remember stating that the Heldannic artifact's power level was finite in that it could only sustain a set maximum of skyships at a given time. That's another significant limitation, else it would be too easy for the Heldannic Knights to create lots of cheap, non-magical ships and then imbue them with the artifact's power. Now *that* would create a major problem in any campaign world. Either way, they still remain a threat to everyone in the Known World.

Bruce Heard

Subj: Re:Heldannic Skyships

Date: 3/14/96 3:59:37 PM
From: Barbarian
Posted on: America Online

Although I am by no means an expert on Mystara (i have only the AD&D products), but something that has been overlooked in the Known World is the gnomish race. Unlike many worlds gnomes seem perfectly plentiful and advanced, but they don't have much influence at all.

Perhaps a way to shake this up would be the introduction of gnomes as a trading power. Perhaps some hidden kingdom of the little guys has created a nonmagical airship, that is not subject to the strange anti-magic effects of many places on Mystara.

These anti-magic ships (perhaps powered by steam or helium) could give the mercantile nations a run for their money (over the course of several years).

This advancement could also lead the Known World into a sort of Age of Enlightenment (or Technological Age) where gnomes have become a major player. This Hidden Kingdom could be placed many places, maybe in several hidden valleys, the underdark of Ethengar, etc. This of course would have to be played out over several campaign years for the real impact to become apparent. Just an idea though.....

Subj: Re:Heldannic Skyships
Date: 3/15/96 1:35:29 AM
From: Kenderspoo
Posted on: America Online

Gnomes I believe have created airships that are non-magical. I could be wrong. I do know that they have created a flying city that is vastly over looked.

VJK

Subj: Re: Sky-Gnomes
Date: 3/15/96 3:37:43 PM
From: TSR Bruce
Posted on: America Online

Yes, some Mystara gnomes have created flying machines. Some built the flying city described in the old D&D accessory Top Ballista. It travels over various nations of the Known World, mostly to trade goods. Others, the gnomes of Oostdok in the Hollow World, made non-magical airships (like WWI blimps), mostly to run in air races. The latter were described in one of the Princess Ark articles in DRAGON Magazine.

Bruce Heard

Subj: Re: Sky-Gnomes
Date: 3/16/96 2:30:10 AM
From: Kaviyd
Posted on: America Online

Now all we need for those Sky-Gnomes to become a real threat is for them to invent a non-magical cloning process. That would give everybody else on (or in) Mystara some real nightmares!

Subj: Mystara dying?
Date: 3/17/96 2:41:37 AM
From: Dunton18
Posted on: America Online

Since no one responded last time, I was wondering if Mystara was cancelled. I liked it alot, is it still going to stay? A simply yes or no will due

Subj: Re:Mystara dying?
Date: 3/17/96 6:46:37 AM
From: AJPalmer01
Posted on: America Online

Information in previous messages last year indicate that TSR have put the Mystara line "on hold"; see various postings in Mystara MB 2 for details or download Mystara MB 1 and unzip it to get the whole exchange of mail which includes info from Bruce Heard on the subject...

let's hope as has been suggested we see some Mystara articles in Dragon(r) magazine in the not too distant future!

come back Mystara!

regards
Allan

Subj: Hollow World?
Date: 3/18/96 12:30:17 AM
From: B1Bard
Posted on: America Online

All this recent talk about Heldannic skyships fighting Alphatians raised a question for me:

According to Joshuan's Almanac the Hollow World is a hoax. This may be sour grapes since he's never been there, but I'm wondering (and hoping against) if it's not a TSR editorial-level plot to undo the Hollow World.

Bruce, can you enlighten us?

8)

The Bardman

Subj: Re:Hollow World?

Date: 3/18/96 2:56:13 PM

From: TSR Bruce

Posted on: America Online

Joshuan's Almanac is just that: it's Joshuan's. Just about everything in this book is written from Joshuan's point of view. Personally, he's never been to the Hollow World and thus believes it to be a hoax. As far as the original campaign world goes, there's no harm to that.

If I recall the original plans by the folks who managed the AD&D version of Mystara, the idea was to present the Hollow World as a land of legends, a hoax, at least temporarily. Mystara had too much to offer all at once to new-comers. So first, the plan was to introduce the surface world, and later the Hollow World. The new venture just made it past Glantri for that matter, so the point remains largely moot.

Hollow World is a part of Mystara. I doubt it'll go anywhere now, regardless of what Joshuan thinks. The entire product line is on an extended hiatus, except for Savage Coast which will see some releases through AOL's Download of the Month this summer. That's about it for now.

Bruce Heard

Subj: Archive of Mystara MB 2?

Date: 3/18/96 4:07:08 PM

From: AJPalmer01

Posted on: America Online

When can we expect to see MB 2 for Mystara archived in .ZIP format in the Library?

As I've only recently gained access to AOL following its launch here in the UK in 1996, I'd at least like to catch up on my favourite TSR game world - even if it has been put on "extended hiatus" - so I've d/downloaded MB1 from the library and now would like to see MB 2 in this format...

judging from MB 2 there still seems to be plenty of interest in the Known World; having followed its development since the first release of the Expert D&D Rules box set (with the map of Karamaikos in the rule book and the map of the Known world in module X1: Isle of Dread), I'm sorry to see TSR's current lack of plans for Mystara.

I look forward at least to learning more about what others think of Mystara and hopefully finding the answers about a few questions have been bugging me. I'll post some "continuity"-type questions later...

regards,
Allan

Subj: Thanks Bruce
Date: 3/18/96 8:09:14 PM
From: Terari
Posted on: America Online

Whew! Sorry it's been awhile since I've posted, but I had mid-terms and then I was in Hawaii over Spring Break... poor me!

The reason I wanted to post now:

Bruce: At Gen Con this past year, I played in your Mystara demo. It was, quite simply, one of the most enjoyable games I've ever played in, and it was certainly the highlight of the Con for me. I never really thanked you for such a great time! I hope TSR will give you a booth again this year, even with the hiatus. {:-}>

Subj: Of Canals & Spells
Date: 3/19/96 3:39:56 PM
From: TSR Bruce
Posted on: America Online

Oh no... I'll have to watch myself the next time I'm scheduled to make a fool of myself in public. Some of my audience may obviously come back to haunt me! :)

The Mystara demo - a shoot 'em up gondola race in Glantri's canals -- was really fun to run despite my struggling with the upper level AD&D spells. Their subtleties still escape me today. I guess I faked it well enough -- after all, style was certainly more important than form in this demo.

Bruce Heard

Subj: Re:Of Canals & Spells
Date: 3/20/96 10:38:06 PM
From: Terari
Posted on: America Online

>>style was certainly more important than form<<

Sure was, and that's what made it so fun!

This reinforces what I've been saying for awhile: Throw out any rule you feel like if it would make the adventure: (1) more dramatic; (2) more heroic; or (3) most importantly, more fun!

Subj: Re:Of Canals & Spells
Date: 3/20/96 10:40:42 PM
From: Terari
Posted on: America Online

BTW, Bruce, I really was wondering if Mystara was being given a booth this year. Please, please, oh please, let it not have been taken over by Birthright or something!

Subj: Re:Of Canals & Spells
Date: 3/21/96 3:36:41 PM
From: TSR Bruce
Posted on: America Online

Re. Mystara booth.

Well.. ahem. With Mystara on hiatus, this *was* a tad tough to sell to the GenCon folks. Sorry. On the other hand, the canal demo setup still exists, obviously, and I doubt it will be simply thrown away. I'm not sure where, how, and by whom it will be used. I'll check into that.

Bruce Heard

Subj: Greenhorn i.s.o. stuff...
Date: 3/22/96 2:48:18 PM
From: BipBopFrog
Posted on: America Online

Hi. Am still relatively new to this medium, and am VERY new to this site, so I'm not sure if I'm committing some sort of online gaffe by posting this here or not (apologies in advance if I am); but I KNOW this is the relevant place for my topic, and I'm sure someone out there has some info I'd be interested in...

Am seeking 2, loooooong out-of-print, personal Holy Grails:

1. module B10/ Night's Dark Terror (&/or info on the Lake of Lost Dreams, the Lost Valley of the Hutaaka--& the inhabitants therein--, the Iron Ring, & *ESPECIALLY* details/comparisons/contrasts on the Callari & Vyalia elves)
2. module X10/ Red Arrow, Black Shield ('nuff said)

I don't need 'em in great condition, as long as they're complete and legible (ie. personal notations, doodles, etc. are okay as long as they don't obscure printed info to the point where it can't be read anymore).

Oh, yeah, and if there's a more appropriate spot to go lookin' for stuff like this, could someone please clue me in as to where that is?

Please e-mail if you can help.

Thanxxx fer yer time... :-)

Subj: savage coast's substances.

Date: 3/25/96 11:18:33 PM

From: UndrDark

Posted on: America Online

what is the other magic substance unique only to the savage coast, besides Cinnabryl?

Subj: Savage Coast

Date: 3/27/96 1:06:19 AM

From: Kenderspoo

Posted on: America Online

With the Mystara world in limbo for the time being, what sort of impact will the Savage Coast line have on the campaign world? Will we see further info on Hule's political activities? Also if Hule was able to conquer Sind why did it not try instead for one of the Savage Baronies?

Subj: Listing of files

Date: 3/27/96 10:38:57 PM

From: MMonagle

Posted on: America Online

I have been trying to keep up with all of the stuff that gets posted about Mystara on this network but there are now so many topics and folders that it is difficult. Below, I am posting a list of what I have found and where it is located. Feel free to use this as a checklist or a guide but please post a message telling me about any files that I have missed (and where it is located). Thankyou.

Shadow Elves: The DM's Guide

TSR Download of the Month!

Shadow Elves: The Players's Handbook

TSR Download of the Month!

Mystara Net Book #1

Library/Stories, Journels, & Logs

Mystara (1) MB Log

Library/Stories, Journels, & Logs

Roger Moore: Known World (list of products) Library/Treasures and Magic Items

Glantri Preview	Library/Treasures and Magic Items
Mystara Nosferatu Vampire	TSR Download of the Month!
Shadow Elves: The Official Stats	TSR Download of the Month!
Hutaakan PC	Library/Races, Kits, &NWP's
Pegataur PC	Library/Monsters and NPC's
Map of Hule (jpg)	Library/Treasures and Magic Items
Map of the Great Waste (jpg)	Library/Treasures and Magic Items
Dark Knight of Karamaikos (jpg)	Gallery/JPEG Images
War Machine	Library/DM utilities

Subj: Re:savage coast's substances
Date: 3/28/96 2:17:17 PM
From: TSR Bruce
Posted on: America Online

Cynnabril, crimson essence, vermeil, steel seed... Can't think of any others!

Subj: Re:Savage Coast
Date: 3/28/96 2:24:34 PM
From: TSR Bruce
Posted on: America Online

>>With the Mystara world in limbo for the time being, what sort of impact will the Savage Coast line have on the campaign world? Will we see further info on Hule's political activities? Also if Hule was able to conquer Sind why did it not try instead for one of the Savage Baronies?<<

Savage Coast should have little direct effect on the Known World (much less on the Hollow World). It is a sizeable portion of the whole campaign world since it covers the entire southern coast of Brun, but because of the nature of the curse, the setting is terribly limited to this coastal region. Future products in that category are subject to response on AOL (fairly unpredictable for now).

Hule did try to conquer the Savage Baronies and failed because all the nations united against Hule's attack. The presence of many super-beings (thanks to the curse) among the Savage Baronies' forces, and the quality of their weapons (red steel) probably have a lot to do with Hule's defeat there. Not so for Sind which is very poor, and nowhere near as dynamic as the Baronies.

Bruce Heard

Subj: Re:Listing of files
Date: 3/28/96 2:25:34 PM
From: TSR Bruce
Posted on: America Online

MMonagle -- Thanks for the list! That was a great idea.

Bruce Heard

Subj: RE: Listing of files
Date: 3/28/96 2:45:35 PM
From: AJPalmer01
Posted on: America Online

Thanks MMonagle for that listing! I've already started to download some of them - being new to this on-line service, I've got some catching up to do!!!
Had a quick look at the Roger Moore list of Known World products - I hate to say it but I think Roger's missed a couple... I'll get back to you when I've trawled through my collection of Known World gems

regards,
Allan

Subj: Gnome Power!
Date: 3/30/96 6:56:33 PM
From: AgSquid
Posted on: America Online

This is a response to the "Barbarian" who had only purchased the AD&D Mystaran products, and his allegations that Gnomes were overlooked as a race in Mystara.

I am shocked to hear this! In the original D&D products, they played a large part! Have we forgotten "GAZ1: The Grand Duchy of Karamaikios" so fast? Every year, a gnomish caravan travels from their holdings in the north to the south where the human cities such as Specularum and Threshold stand. They bring many creative inventions and mysterious items with them for trade, and also many crafts of fine quality and exotic or unique gems. They provided a passage for those who did not leave the cities to touch a piece of the Dwarven kingdoms north (who the gnomes trade with) and always caused some sort of trouble.

The gnomes of Krynn are based in part on their forerunners from the Mystaran homeworld, and the gnomes have many heroes all over the world - see the Princess Ark for more recent details on Gnomish Engineering - a clever blend of magic and science.

Even mighty Alphonatia owes much of its success to the noble gnomes who helped craft many of the wondrous artifacts of that area (see also the old "Wonderous Magic" Sourcebook - good deal if you can find it) that lead them on to a world spanning empire - and their eventual fall.

The gnomes are alive and well in my Mystara, thank you - and no one can ever say they've been neglected!

THE AgSquid

Subj: Never Say Die!

Date: 3/30/96 7:00:09 PM

From: AgSquid

Posted on: America Online

I'd like to repeat the sentiment that although Mystara is 'officially' dead, it will never really die. This folder is solid proof of that. We are already on our third incarnation, and our stories and thoughts will power the engines of the future.

Post, post and post, and post.

Keep up the good work. Long live Bruce, and long live the Known World!

Subj: Style

Date: 3/30/96 7:03:26 PM

From: AgSquid

Posted on: America Online

I echo the thought that style is more important than the rules. If it makes for a better story to have the never-missing Magic Missile spell to go slightly off course, then so be it!

Death to rules lawyers everywhere!

Andrew Derksen

THE AgSquid

Subj: Re:Gnomes

Date: 3/31/96 8:57:38 AM

From: LKing60991

Posted on: America Online

Gnomes are not as visible in Mystara because, in the basic D&D rules, they can't be player characters. Why detail a city of Gnomes, when you can have a character from a city of Dwarves.

Subj: Mystra-Immortals

Date: 3/31/96 9:24:53 AM

From: Wisp Krisp

Posted on: America Online

What spheres and powers do specialist clerics of Immortals in the savage coast get?

Subj: Re:Savage Substances

Date: 3/31/96 2:38:30 PM

From: Terari

Posted on: America Online

Uhh... Bruce? You kinda forgot Red Steel...

Subj: Known World list - errata

Date: 3/31/96 3:38:07 PM

From: AJPalmer01

Posted on: America Online

Just finished checking through my Known World collection re Roger Moore's listing of Known World products - in Library/Treasures & Magic Items, I hate to mention it but Roger missed 3 products...

from 1984, there is item no 9099 - AC2: D&D Combat Shield & Mini-Adventure the Mini-Adventure ("The Treasure of the Hideous One") is located from LuIn in Karamaikos

from 1985, there is item no 9156 - AC7: Master Players Screen which includes a mini-adventure, "The Spindle of Heaven" - the suggested location is either the Sind or the Alaysian desert...

I can't blame Roger for this one really, it's only a suggested location after all...

and from 1993, there is the item which I was surprised that was left out - item no 9437 - DMR1: D&D Challenger Series Dungeon Master Screen which include the adventure module (definitely not a "mini-adventure") "Escape From Thunder Rift" I wonder if Roger omitted this because it might appear to be a Thunder Rift accessory? In fact the adventure provides a transition for new players from Thunder Rift into the Known World campaign! It's also connected with volume 1 of The Penhaligon Trilogy of D&D novels - "The Tainted Sword"...

hope that's of use,
regards,
Allan

Subj: BTW - Bywater

Date: 3/31/96 3:41:34 PM

From: AJPalmer01

Posted on: America Online

Having dug out the info about product DMR1 and the "Escape from Thunder Rift" adventure in my previous post, I'm now wondering if anyone can provide a timeframe for this adventure and for the Penhaligon Trilogy?? The DMR1 module relates to Bywater in eastern Karamaikos post the events of "The Tainted Sword"; I think it's probably set between 1000 and 1004 AC... anybody get any better suggestions?

regards,
Allan

Subj: Re:BTW - Bywater
Date: 3/31/96 7:58:38 PM
From: Kaviyd
Posted on: America Online

>> I'm now wondering if anyone can provide a timeframe for this adventure and for the Penhaligon Trilogy?<<

I have no idea how to fit the Penhaligon trilogy into the Known World timeline. It has too many internal contradictions to fix a precise date. For example, the country is referred to as a "kingdom", but there are absolutely no references to any of the events of "Wrath of the Immortals", some of which occurred before Duke Stefan assumed the title of king.

Subj: Re:Known World list - errata
Date: 3/31/96 9:04:44 PM
From: GeetarSolo
Posted on: America Online

There is also another item which has a reference to Mystara. I believe I got in the mail from TSR. It's a mini-adventure (only 8 pages) called "The Jade Hare." It says it takes place in Ylaruam. Anyone else here know of it?

Subj: Re:Known World list - errata
Date: 4/1/96 12:15:33 AM
From: Kaviyd
Posted on: America Online

Another item to check if you haven't done so: _Dungeon_ magazine used to publish D&D adventures set in Mystara with some regularity. If these references are not in the list, it might be worthwhile for anyone who has a fair number of back issues to leaf through them.

Subj: Opinion
Date: 4/1/96 1:14:23 AM
From: Kenderspoo
Posted on: America Online

I would like to what people think would happen Glantri if they learned that Princess Dolores is Synn. What sort of affect would it have on Glantri or all of Mystara for that matter.

Kenderspoo

Subj: Re:BTW - Bywater
Date: 4/1/96 1:18:20 AM
From: Kenderspoo
Posted on: America Online

If you would read the almanacs you would notice that they never tied the story line into the campaign world at all. Why is that? I believe it to be a significant event to be mentioned. Also will we see more Mystara books or not Bruce?

Kenderspoo

Subj: Oh, such sweet Synn
Date: 4/4/96 8:46:35 PM
From: AgSquid
Posted on: America Online

As an answer to the Kender's question, I don't believe the Glantirians would be overly concerned of the truth of Synn's nature were to be unveiled. They already have lich-kings, werewolves, vampires and evil wizards (and possibly a kobold) as Princes - why not throw another log on the fire?

Admittedly some of the Princes might take exception to Synn's methods that lead to her sudden rise in power, but in truth, they are no more or less underhanded and murderous than their own actions.

Besides, who can call a nation who despises clerics rational?

Subj: Cards
Date: 4/13/96 7:40:26 PM
From: MMonagle
Posted on: America Online

Is there anyone out there who would happen to know if there were any D&D cards that appeared in the TSR card series a few years back. I'm talking about the card series that were released in 1991,

1992, and 1993. I had assumed that there wasn't but I don't know for sure. If anyone has these sets and has gone through them, please let me know. Thanks.

Subj: Re:Ever'thing
Date: 4/14/96 1:12:37 PM
From: Terari
Posted on: America Online

Glantri: Not much. Her main enemy, Prince Malachie, already knows, and he's probably told Etienne now that he's back, so the good princes may have started a plot against her already. So, basically, anyone with power who would care already knows.

Cards: Nay, unfortunately, no D&D or Mystara cards were included. That doesn't stop you from adapting other cards to fit into the Known World, however.

Bywater/Penhaligon/That Whole Mess: As revealed in "Hail the Heroes," (an excellent adventure, by the way) the Penhaligon Trilogy was written in Mystara by Johauna Menhir, the Knight of the Three Suns who stars in the last two. Here is how I look at it: The Tainted Sword really happened. There are few contradictions in this book, so it's reasonable to assume that Jo just wrote what really happened. In The Dragon's Tomb, the story doesn't contradict itself, but it does contradict certain things that have been said in various gaming products. So, the story happened, but Jo embellished and dramatized various parts of it. For instance, Flinn probably never became an Immortal, but possibly he was a Titan (dig out the Codex of the Immortals) of Diulanna instead. The Fall of Magic, then, is complete fiction. Almost nothing in that book is backed up by other Mystara products, so we'll just assume that Jo needed an end to her story that never came in real life, so she just made one up, detailing an "Armagedon" type end of Penhaligon.

Web: For any who haven't seen it, a college student in Australia posted a Mystara page on the Web, linking to lots of other pages of his own design. The Mystara mini-Web is still under construction (for instance, Karamaikos is the only country on the posted list with a link) but is already shaping up to be a very interesting site.

Subj: Re: Cards
Date: 4/14/96 9:46:55 PM
From: B1Bard
Posted on: America Online

While it is true that no cards were made with D&D material on the back of them. More than a few (like almost 100) were lifted from paintings that graced D&D products. On the back, though, they were given AD&D stats, and often associated with other realms.

Also numerous D&D images have appeared in Spellfire, and no doubt many more will appear in the new expansion "Ruins and Runes". "NOTE: This is not an advertisement... I HATE Spellfire, I just happen to know some people with the cards who love it, and I get to watch them play it a lot...)

I hope this helps your quest some...

The Bardman

Subj: Re:Ever'thing
Date: 4/15/96 6:47:32 PM
From: Telrathin
Posted on: America Online

I've been to that site, and it looks promising. There are already some interesting things on it, like some new spells, personalities, etc. Check it out...

Tel

Subj: One Card
Date: 4/16/96 1:14:01 PM
From: MMonagle
Posted on: America Online

For the record, I have one D&D card. I got it from a dealer who received a small promo pack of cards at a convention. I think it was a special series, of 11 cards; one card was devoted to each of TSR's game worlds. The D&D card describes a fighter who lives in Thunder Rift.

I was hoping that maybe there were more, like in some of the regular series of cards. I guess that's not the case.

Subj: Tournament of Champions Trivia
Date: 4/16/96 6:00:22 PM
From: TSRO Mage
Posted on: America Online

Hear Ye! Hear Ye!

The Tournament of Champions is now arriving on your favorite world for an evening of great celebration and jubilee! Will you join us for this joyous event as brave Challengers Mystara compete against each other in the Arena to find a truly heroic Champion?

Sign up now with the Royal Scribe (TSRO Mage) for your home world and help test the increasing knowledge of its participants!

The Tournament of Champions is a set of Triva game specializing in individual worlds. We have already had them for Forgotten Realms, Dark Sun and World of Greyhawk. We will have much fun at the Tournament and will be handing out prizes to the contestants and spectators. Please read more about it in the "Tournament of Champions" folder. The "ToC" folder can be found by going to the main TSR screen, press "New" then go to either "Upcoming Events" or "Seminar and Demo Games".

For those of you who are concerned about Mystara "dying" this is one way to show TSR that there is still interest in the world.

If you have any questions, or would like to sign up, please read the ToC folder then write to me, TSRO Mage. Thanks!

Subj: Re:Tournament of Champions Tr.
Date: 4/16/96 8:09:12 PM
From: Terari
Posted on: America Online

This sounds great! I encourage everyone to sign up. Hope to see you there!

Subj: Joshuan/Hollow World
Date: 4/17/96 1:48:04 PM
From: Ghostgames
Posted on: America Online

Some while back, there was a short discussion of Joshuan's Almanac and the Hollow World as a "hoax" (sorry I didn't jump in back then when it was happening -- have been pretty busy).

Bruce wrote:

>>Hollow World is a part of Mystara. I doubt it'll go anywhere now, regardless of what Joshuan thinks. <<

I'd like to add that one of the "predictions" in the back of Joshuan's Almanac can very easily be read as predicting the return of the Karameikan expedition to the Hollow World. My intention, when writing the Hollow World piece (er, I mean, um, when encouraging Joshuan to write it ;-), was to have Joshuan rather stoically eat his words/humble pie/crow/whatever in the next year's edition of his Almanac.

On the other hand, there were some D&D players who didn't like the Hollow World idea at all -- the "hoax" article gave them a graceful way out.

Best regards,

Ann Dupuis

Subj: TOURNAMENT OF MYSTARA

Date: 4/17/96 2:53:36 PM

From: TSRO Aure

Posted on: America Online

"At the start of it all, the Immortals created the world from a roiling, chaotic mass, then created animals and man, and for many years let man live in ignorance and bliss..."

"The Immortals let the Traldar live happy, simple lives... But the Immortals knew that the happiness of the Traldar was to end. From the land where the sun has perished a race of evil beast-men prepared to march through the easterly lands in search of booty, prisoners, and more hospitable homelands."

Come now to the Tournament of Mystara, May 25th, in Glantri - the Kingdom of Magic to find the most heroic Traldar or Beastman who will lead this world into competition with all other worlds in the Final Tournament! Don't miss up this excellent chance to win prizes and have lots of fun in your favorite world!

To participate, ask TSRO Mage how you can register to become a Challenger for Mystara. Otherwise, come as you are and watch as a Spectator of the glorious battles!

Sincerely,

TSRO Aure

Subj: Re:Joshuan/Hollow World

Date: 4/17/96 6:31:32 PM

From: GeetarSolo

Posted on: America Online

Anne wrote:

>>...have Joshuan rather stoically eat his words...in the next year's edition of his Almanac.<<

Does this mean there will be another Almanac this year?(I really hope the answer is yes!)

Subj: Re:Joshuan/Hollow World

Date: 4/18/96 1:30:56 PM

From: TSR Bruce

Posted on: America Online

<<Does this mean there will be another Almanac this year?>>

No, he answers somberly....

(Mr. Gloom & Doom)

Subj: Re:Almanac
Date: 4/18/96 5:15:11 PM
From: Terari
Posted on: America Online

I know I'm probably just dreaming, but...

Would it be possible to convince TSR to publish this one, single, itty-bitty product? It doesn't seem like a paperback book priced at \$9.95 could possibly stand to lose money, even if orders are dismal.

Otherwise, would it be possible for someone, possibly people on this board, to assemble an Almanac and upload it without being legally jumped by TSR?

Subj: Re:Almanac
Date: 4/18/96 5:47:58 PM
From: Joe G K
Posted on: America Online

How about submitting it to the Dragon? JGK

Subj: Immortals and Sigil
Date: 4/18/96 9:15:52 PM
From: MagianChua
Posted on: America Online

Hello folks,

I'm new to Mystara and I was just wondering Can an Immortal enter Sigil? Since an Immortal isn't a god technically they could be allowed in(Offcourse the Lady of Pain would wipe the floor with them and toss'm into the mazes).

Subj: Re:Almanac
Date: 4/19/96 1:16:54 AM
From: MMonagle
Posted on: America Online

Since somebody mentioned it, I have a confession to make. I've been working on an almanac for Mystara. The first one will cover AC1013. Yes, I know that Joshuans covered that year too but I will be using the format that the first three almanacs had. I feel that this allows for more material to be covered (like the Hollow World and some things that the shadier characters are up to). It also allows me to get the ball rolling for some events that will occur in 1014.

Right now, I'm working on graduating from college but this summer, I will have the time to finish the first one. (Translation: don't bug me about this yet).

However, since the point was brought up, would TSR have a problem with something like this? I guess I'm thinking that since TSR ran a product line, they might object to additions to it. I'm thinking I'll call it the Wizard's Almanac 1013 or something similar but not exactly like the product lines title. (I would post/send it to the TSR board of course). Also, the first one would have many of the same occurrences that were in Joshuans Almanac except there would be a lot more events covered. Is there any problem with me doing this as well (sort of reusing a product but expanding on it).

Also since I'm on the case of legality, can we talk about other websites on this board or this is this frowned on? I too have seen that Mystaran web page that was mentioned in an earlier post. If there's interest, I would say: It's at -----, check it out! Is it alright with TSRs online policies to do this?

MMonagle

Subj: Re:Almanac
Date: 4/19/96 11:11:28 PM
From: TSRO Aure
Posted on: America Online

MMonagle,

I do exactly what you do all the time. TSR has no objection to you or anyone enjoying their games and wanting to enhance them. If you go through the hard work to create something exciting for the world I would recommend submitting it to TSR or Dragon Magazine for publication (You can contact TSR Dragon for more information).

However, if you have a kind heart like me then you might want to share it with everyone as FREEWARE in the TSR Library. I'd love to see the Almanac! :)

Subj: Re:Almanac
Date: 4/22/96 12:34:02 PM
From: TSR Bruce
Posted on: America Online

Free Almanac material for all. Hey, this sounds great! What are the main events in your campaign world?

Bruce Heard

Subj: Chat of the Week
Date: 4/22/96 12:50:55 PM
From: TSR Bruce
Posted on: America Online

What if...

...Dragons of the Know World asserted their ancient claim to the land? Dragons have inhabited this region for far longer than human and demi-human kind. So far, they have remained aloof, keeping their suzerainty over the lands amongst themselves, much like humans would over a domain and its natural wildlife (you know... rabbits, trouts, locusts, etc). Obviously, human monarchs wouldn't bother to enforce their authority over the King of Foxes. Most of the time, humans ignore wildlife, or hunt it -- which is comparable to what dragons could decide to do: hunt mankind for some reason. Perhaps they have become too much of a pest infesting their ancient domains.

Bruce Heard

Subj: Re:Chat of the Week
Date: 4/22/96 2:57:46 PM
From: GeetarSolo
Posted on: America Online

If the dragons decided to do a suicidal thing like that, there not as wise as their cracked up to be. Humans certainly wouldn't like to be ruled by dragons and would immediatley rebel. Now a human by himself isn't much threat to a dragon, but humans do have a big advantage: numbers. The dragons would be hopelessly outnumbered. If dragons even decided to organize, the humanoid(demi-humans, and possibly orcs) world would take it as a threat and unite. The dragons would be hunted to extinction. The dragons are only safe now because they live in nearly uninhabited regions of the world. And if any human nation looked upon these lands any differently(for instance if gold were discovered) that safety would quickly change to danger.

Subj: Re:Chat of the Week
Date: 4/24/96 7:57:52 PM
From: Telrathin
Posted on: America Online

I'd have to disagree with you GeetarSolo. If the Dragons decided to assert their authority, the humanoid races could indeed put up a fight, but soon enough they would be crushed. Normally, dragons are content to be alone, and when they interfere greatly with human affairs, they are dispatched by great heroes. Even legendary heroes, however, are barely able to subdue or kill a dragon by themselves. This situation is magnified if the thousands upon thousands of dragon are

organized (as happened in the Dargonlord Saga) into an army. Only an army comprised solely of high level mages (14+) could even stand a chance of defeating such incredibly overwhelming odds, the likes of which appears not in Mystara nor any other world. In most likelihood, the dragons would not be seeking to rule the humans and demihumans, but rather to destroy their civilization, so that they are forced to reinvent technologies and rediscover lost knowledge that would inevitably be destroyed by or in the aftermath of such a war. That would keep the humanoid races back from prized draconic lands (perhaps draconic homelands), by slowing the other races' rate of growth. The dragons, as I see it, will do this if the races continue their expansion into unknown territories, which they most undoubtedly will. Dragons are intelligent enough to devise complex strategies if a significant threat, such as the united forces of humanoids, appears, and if the dragons decide to unite, there will be no stopping them (save immortal intervention[?])

Tel

Subj: Re:Chat of the Week/Dragons

Date: 4/25/96 2:10:33 PM

From: TSR Bruce

Posted on: America Online

>> Dragons are intelligent enough to devise complex strategies...>>

Indeed.

Imagine what would happen if scores of dragons decided to pass off as humans (et al) and quietly endeavored to sap, sabotage, confuse, betray, disinform, manipulate, and ultimately set one upon another. Dealing with an all out war with dragons may not necessarily involve all out combat, at least not in the early stages of such a conflict. The conflict would probably not start with a quaint, humanlike "Declaration of War". It could start very quietly, like a worm laying its eggs in an apple. My guess is their biggest effort would lie in the weakening of the enemy *first* before having to fight it. Why should they take any risk?

Then there *are* mercenaries and humanoid races that could be eager to serve their dragon masters, out of greed, sheer terror, or a desire for revenge on a hated neighbor. Dragons are powerful, intelligent, filthy rich, and totally scary, let alone the fact that many dragons do inhabit the Wyrmsheath Range in Norwold -- hundreds if not thousands. The possibilities are endless.

As a side note, it would be interesting to see how civilization would develop in such a deadly hostile environment. For example, society and daily life could grow around a culture centered on draconic warfare. City or stronghold architecture could include features designed to keep dragons at bay. Parts of the economy could rely on the benefits of the war (treasure troves, wyrm body parts, draconic science and magic, etc). In other words, the end of such of conflict might not be entirely desirable to everyone. Humankind can get very, very ingenious when it comes to survival.

Bruce Heard

Subj: Re:Chat of the Week/Dragons

Date: 4/25/96 2:16:53 PM

From: TSR Bruce

Posted on: America Online

...Oh yes. I almost forgot. You could throw in renegade dragons who, for whatever reasons, decided to oppose their kin, thus siding with humankind instead. This becomes a useful tool in balancing out a campaign game centered on this conflict. Keeps things nice and steady for everyone. Lords of Entropy would really love that... :)

Bruce Heard

Subj: Another Book?

Date: 4/27/96 3:00:18 PM

From: MMonagle

Posted on: America Online

I went to the bookstore this week and picked up Dragonmage of Mystara. At the time, I was sadly thinking that it could be the last Mystara product that TSR ever publishes (keeping in mind that I am considering Red Steel it's own campaign setting). However, at the back of Dragonmage, there is a page that talks about other books by TSR. One of those books is called Son of Dawn and is described as taking place on Mystara! The short description of the story supports this. SO, does this mean that there will be yet one more product coming out for Mystara? If so, when is it's scheduled release date?

Subj: Re:Another Book?

Date: 4/28/96 11:32:55 PM

From: Mysteros

Posted on: America Online

Son of Dawn has been in release for some time now; it was released as one of TSR's "First Quest" novels. It is product number 8153 and retails for \$3.95 U.S; if you really want it, just about any retailer should be able to get it for you if they don't have (dusty) a copy sitting around... needless to say, I was not terribly impressed by the little of the book that I was able to get through...

Mysteros

(who read "The History of the Kings of Britain" by Geoffrey of Monmouth and fell asleep only *once* (during the "Prophecies of Merlin", of course))...

Subj: Re:Cards

Date: 4/29/96 9:27:07 PM

From: AgSquid
Posted on: America Online

I actually have an almost complete collection of most of the card series, and there are no D&D specific cards, and definately no Mystaran cards that appear.

Sorry.

Subj: Almanackin'
Date: 4/29/96 9:34:54 PM
From: AgSquid
Posted on: America Online

I really would like to see your interpretations of the next year on Mystara, MMonagle - other people's ideas are always a welcome contribution to my own. Some day we should all get together and post a group-designed 'semi-official' universe.

As TSR has left us behind - we have inherited the mantle of caretakers of Mystara by default. Let's use it to the max!

- Derksen

Subj: Dragon Lords
Date: 4/29/96 9:47:22 PM
From: AgSquid
Posted on: America Online

Who are we to say that Dragons do not already rule some of the Nations of the Known World?

The Dark Lady Synne is a perfect example of how a spellcasting dragon can gain control by subterfuge. By merging themselves with the general population, it would be easy for these mighty shapeshifters to join the ranks of the wealthy and powerful in any city.

A dragon willing to spend it's wealth could buy almost anything of value that a human lord could. These deals would not need to be through direct routes, but could travel instead through the hands of loyal servents and allies.

TO maintain their power among all enemies, an army of friends could be sent (perhaps PCs!) against their foes - striking both directly, or indirectly. Perhaps by letting several prominent adventuerers know where the lair of a foedragon could be found, a deadly blow could be struck without raising a dewclaw, and if the attempt failed, no political damage could be incurred because it could never be proved that one attacked.

Dragons ruled on Athas for thousands of years - why not upon Mystara as well. They are the single most powerful mortal creatures born upon their worlds, and they have a duty and a right to rule.

Think superiority complex, because no matter how noble or gold, all dragons have it - and deserve it.

- Derksen

Subj: Re:Dragon Lords
Date: 5/1/96 11:10:19 PM
From: Terari
Posted on: America Online

While it's true that dragons could pretty much kick puny human butt if they wanted to do so, why would they? Perhaps they've got such a superiority complex that they don't feel humans to be worth getting their hands dirty (or bloody, as the case may be.)

Think of dragons as being the ultimate in evolution. They can fly. They have incredibly powerful natural weapons and defenses. They live thousands of years. And they're SAPIENT, for god's sake! They would owe us perhaps a bit more attention than we owe amoeba.

Now, if we can just figure out how to give dragons dysentary, the amoeba analogy will be complete. :)

Terari

Subj: TOURNAMENT OF MYSTARA
Date: 5/3/96 1:48:28 AM
From: TSRO Aure
Posted on: America Online

"At the start of it all, the Immortals created the world from a roiling, chaotic mass, then created animals and man, and for many years let man live in ignorance and bliss..."

"The Immortals let the Traldar live happy, simple lives... But the Immortals knew that the happiness of the Traldar was to end. From the land where the sun has perished a race of evil beast-men prepared to march through the easterly lands in search of booty, prisoners, and more hospitable homelands."

Come now to the Tournament of Mystara, May 25th, in Glantri - the Kingdom of Magic to find the most heroic Traldar or Beastman who will lead this world into competition with all other worlds in the Final Tournament! Don't miss up this excellent chance to win prizes and have lots of fun in your favorite world!

To participate, ask TSRO Mage how you can register to become a Challenger for Mystara. Otherwise, come as you are and watch as a Spectator of the glorious battles!

Sincerely,

TSRO Aure

Subj: Hule
Date: 5/10/96 10:10:35 PM
From: MikeDMastr
Posted on: America Online

Who is THE MASTER in Hule? Is he evil? Where can I find info?

Subj: Magazine Apperance?
Date: 5/11/96 4:00:10 PM
From: Joe G K
Posted on: America Online

Will there be any Mystara in Dragon's Campaign Classics anytime soon? How about a Planescape module?

Subj: Re:Hule
Date: 5/13/96 2:55:07 PM
From: TSR Bruce
Posted on: America Online

<< Who is THE MASTER in Hule?>>

He was originally described in the old D&D adventures Master of the Desert Nomads and Temple of Death (X4 and X5). The setting was then used as the background of several Princess Ark stories (DRAGON Magazine), and later in the Champions of Mystara boxed set. He is the evil ruler of Hule. A short entry in the Poor Wizards Almanac III talks about the Master (and Hosadus, and Bozdogan) and the history of Hule.

Bruce Heard

Subj: Re:Magazine Apperance?
Date: 5/13/96 2:55:28 PM
From: TSR Bruce
Posted on: America Online

Nothing firm yet.

Subj: Mystara Ideas
Date: 5/15/96 5:56:05 PM
From: MrHappy374
Posted on: America Online

I hear TSR isn't planning anything new for Mystara for a while. I need some info on Hule and The Master, and would appreciate tips on finding old Known World Gazetteers with anything about Hule. Also, I need to find maps detailing Alfheim.

Subj: Re:Mystara Ideas
Date: 5/15/96 11:21:01 PM
From: Joe G K
Posted on: America Online

Has Dungeon had any Mystara material within it? JGK

Subj: Re:Mystara Ideas
Date: 5/16/96 11:19:18 PM
From: Anodaewyn1
Posted on: America Online

I think that Dungeon or Dragon had a Mystara adventure in it last month. In Karameikos...

Wyn

Subj: Re:Mystara Ideas
Date: 5/17/96 2:11:23 PM
From: TSR Bruce
Posted on: America Online

<<would appreciate tips on finding old Known World Gazetteers with anything about Hule. <<

I don't think any of the old Gazetteers dealt with Hule. The only info I remember came from the original two D&D modules, the old Almanac, and the Champions of Mystara boxed set. Alfheim on the other hand had a Gazetteer devoted to that area (naturally, the Elves of Alfheim, GAZ5 I believe - even though it never came with a number on its cover). This stuff is out of print, but you should be able to get your hands on old copies at the GenCon Auction.

Bruce Heard

Subj: Anyone read the new Mystara

Date: 5/17/96 9:04:01 PM
From: SturmLance
Posted on: America Online

Did yo uguys read Dragonmage of Mystara it was awosome.

Sturm

Subj: Re:Mystara Ideas
Date: 5/20/96 7:06:40 PM
From: Telrathin
Posted on: America Online

If anyone is looking for excellent out of print items for very low prices contact StackMC, I've had business with him before and have gotten incredible discounts on both out of print items as well as current ones (25% off sugg. retail)

Tel

Subj: NPC Stats
Date: 5/21/96 4:06:21 PM
From: DMAURO2
Posted on: America Online

Check out that nosferatu vamp's stats! His lowest stat is 14! 14 for @#*^%in' out loud!! God!

Subj: Re: NPC Stats
Date: 5/22/96 1:33:58 AM
From: AgSquid
Posted on: America Online

Just as a reminder for all story based DMs, and for those statistic based DMs:

Check out that nosferatu vamp's stats! His lowest stat is 14!

Who cares?

Subj: Almanac Predictions
Date: 5/25/96 10:51:49 AM
From: BBlum6
Posted on: America Online

I'd like to know if i've correctly interpreted the predictions in Joshuan's almanac:

- Among the blighted Oaks...:War between Rafiel-Shadow elves and Atzanteotl Worshipers.
- Those thought lost...:Return of the Karamaikan expedition and the opening of the Aegos tunnel.
- Between two hillocks...:A Battle between Psagh and Thar.

I don't understand the last prophecy, and would greatly appreciate help on this topic.

Also is Gareth Benekander? I guess so but i'm not quite sure.

Subj: Tournament

Date: 5/25/96 11:04:10 PM

From: MMonagle

Posted on: America Online

!!!!!!!!!!!!!!!!!!!!!! I missed the tournament of Mystara!

I had a real interest in watching this take place and seeing what it was like. Did anybody watch or participate? If so, tell me about it. Thanks.

MMonagle

Subj: missed one

Date: 5/25/96 11:22:40 PM

From: BBlum6

Posted on: America Online

I just realized i missed a prophecy:

In her name: Heldannic Inquisition (probably revolt of local Anatalians)

By the way can anyone tell me how to download old Mailboxes?

Subj: Re:Tournament

Date: 5/26/96 2:01:01 PM

From: Kaviyd

Posted on: America Online

The tournament was canceled -- only two people entered.

Subj: Benekander

Date: 5/27/96 2:33:45 AM

From: AgSquid

Posted on: America Online

Benekander was the new immortal introduced in WRATH OF THE IMMORTALS.

He was the ship's engineer on an inter-galactic space freighter that jumped dimensions and crashed into Mystara long ago. The crew swore non-interference, but one member went rogue, and turned off everyone else's life pods. Ben's pod was specially designed with a power source of its own, and he survived. The rogue was trying to launch the ship and use its power to conquer the Known World (laser canons Vs. primitive spellcasters) but he tampered with the engine, and it began to explode. Realizing the power the explosion carried (it would have destroyed the planet), and knowing only one way to stop it, Ben imploded the engines in a last act of selfless bravery. Still, the explosion damaged the magical sphere of reality, and Ben's consciousness was fused with the heart of the ship and his communicator badge, and he survived.

Upon being freed from this prison, Ben would become a low-level immortal dedicated to deending Mystara against threats both internal and external.

Subj: Re: Benekander
Date: 5/27/96 10:42:46 AM
From: BBlum6
Posted on: America Online

Thanks, but i know all that (I own Wrath of the Immortals). I just wanted to know, if you agree that Gareth seems to be Benekander (after all both are against immortal interference).

Subj: Re:Anyone read the new Mysta
Date: 5/27/96 2:16:22 PM
From: Brandy106
Posted on: America Online

I just started the dragon lord of Mystara, but I went out a couple of weeks ago and bought the last two in the series. I can't wait to get to the end.

Subj: Re: Benekander
Date: 5/27/96 6:36:51 PM
From: GeetarSolo
Posted on: America Online

If Gareth is Benekander why would he us two different identities? Other more powerful Immortals have multiple identities, but it's usually due to cultural differences. It would make more sense if Benekander just concentrated on building a following under that name alone. Furthermore if Benekander truly is Gareth, what did Gareth mean when he said he returned from the Vortex? And why would he wait so long after he became immortal to develop a following. Why did he start in Sind, a nation conquered by the evil Master of Hule instead of a less turbulent nation? And what does Loki seem to know that no one else does, especially considering he inspired Hule to conquer

Sind? I'm not entirely disclosing the possibility that Gareth might be Benekander, but some things aren't making sense. Ann, if you're reading this we could really use some help here.

Subj: Re: Benekander
Date: 5/27/96 11:35:37 PM
From: BBlum6
Posted on: America Online

Well, Benekander did make some powerful entropic enemies during the wrath of the immortals, and since he is only an Initiate(last i knew), it would be quite intelligent to use a pseudonym. As for his waiting so long, as stated in Wrath of the Immortals Benekander still thinks of himself as a mortal. He probably needed 7 years (1004-10110) to adjust to his new status and even think about gaining a following. As for his appearance in Sind, it's much easier to get a following in such a turbulent nation, where the population has lost it's faith in it's traditional gods. As for Loki, i guess he just wanted to cause some confusion, by acting as if he knew who Gareth was. Anyway, Gareth's and Benekander's philosophy match, but Ann, since there wont be any more almanacs (as far as we know), please tell us who you intended Garteh to be!

Subj: Re: Benekander
Date: 5/28/96 12:07:10 AM
From: BBlum6
Posted on: America Online

Hey i just ahd another idea who Benekander might be, and this one involves Loki. First of all, Loki didn't inspire the Master to invade Sind, he had *lent* the desert nomads to atzanteotl during the wrath-war. Perhaps Loki isn't happy with Atzanteotl's invasion of Sind, perhaps by spreading his troops so far the master is losing his grip on Hule, who knows. Well, anyway, now Loki is trying to start a rebellion, sending the Master back home to Hule, and then creating a new order in Sind, with him replacing Ixion as the main sind god. He would probably get rid of Chandra ul Nervi, calling him a traitor. That way his power wouldnt suffer, he would have two free nations under his control, which is obviously better, than having Hule and the conquered Sind, and noone would be aware of the true extent of his power. Thats just an idea however, and i still think Gareth= Benekander, but i just thought i'd share my thoughts with you.

Subj: Gareth
Date: 5/28/96 12:13:42 AM
From: Kaviyd
Posted on: America Online

>>Furthermore if Benekander truly is Gareth, what did Gareth mean when he said he returned from the Vortex?<<

I mentioned to Ann Dupuis my theory -- that Gareth was a repentant Rad (the most likely candidate for an Immortal returned from elsewhere). She told me that she hadn't thought of that possibility!

Subj: Re:Gareth
Date: 5/28/96 10:16:03 AM
From: BBlum6
Posted on: America Online

I'm not sure if i understand you correctly. Do you mean that Ann hadn't determined who Gareth is? Anyway, here are two more ideas:

- 1.Gareth=Ixion. Seeing that the sindhi have lost their faith in him, he decided to come to them with a new name. His new philosophy of no immortal interference is like an apology for the recent wars he played a big part in.
- 2.Gareth=Old One. This i think is a better explanation for the reference to the Vortex. the Old Ones were perhaps angered by the wars started by the immortals, and are now trying to prevent more wars, by spreading the philosophy of no immortal interference. (They could have also contacted Benekander to do this, sice their philosophy matches his).

Subj: Re:Gareth
Date: 5/28/96 11:12:21 PM
From: Kaviyd
Posted on: America Online

>>I'm not sure if i understand you correctly. Do you mean that Ann hadn't determined who Gareth is?<<

From the way she answered me, I got the impression that she really hadn't made a firm decision about just who Gareth was. But I do like your "Old One" idea.

Subj: Re:Gareth
Date: 5/28/96 11:34:05 PM
From: BBlum6
Posted on: America Online

Since there seems to never have been an official answer, to the question who Gareth is (and there probably never will be) i'd really like to hear some more opinions on this subject, and i'd also like hearing which of the opinions stated so far you all support.

Subj: Immortals and Old Ones
Date: 5/29/96 1:34:31 AM
From: Kaviyd
Posted on: America Online

In regard to Old Ones, there is a thought that everyone should keep in mind:

It is well established that the Immortals have the ability to assume mortal Identities -- in effect taking the form of lesser creatures who are not bound by the non-interference rules governing Immortals in their normal forms.

Surely the Old Ones have a similar ability to assume lesser Immortal forms? That would be one explanation of those powerful Immortals who have no memories of mortal life.

Another possibility is brought up by the prevalence of time travel (cf. "Chronomancer"), as one of the four Spheres requires time travel of its Immortal candidates. A mortal whose life is excised from the time stream simply ceases to exist -- but Immortals and Old Ones may be better protected. Perhaps individuals who achieve at least Immortality in any time stream cannot be excised from existence -- only their mortal lives are lost, making them Immortals with no mortal past.

Subj: Re:Immortals and Old Ones
Date: 5/29/96 10:04:12 AM
From: BBlum6
Posted on: America Online

I dont have my Wrath of the Immortals box here with me now, but i believe an immortal was listed there, who was rumored to be an Old One (So it is pretty certain that Old Ones can take immortal form). But why should they then lose their memory of their old lives, as you imply by suggesting that those immortals who have no memory of their mortal lives are in fact Old Ones in immortal form (If they had a memory of their Old-One-Life why wouldnt they make up a story of a mortal life?)? I havent read Chronomancer, and didnt quite get that time-travelling stuff and it would be nice if you could try to explain that to me again.

Subj: Re:Immortals and Old Ones
Date: 5/29/96 1:26:32 PM
From: BBlum6
Posted on: America Online

I just had an idea:

In WotI it says that it is rumored that one can become an old one with the following procedure:

- 1.become immortal
- 2.become a hierarch

- 3.give up immortality and become mortal again
- 4.become immortal again
- 5.become a hierarch again

It would be possible that the old Ones use a similar procedure to become King of the old Ones or something like that. After having reached the world of the Old Ones(and perhaps having risen in ststus there), they return to the world as immortals, becoming a hierarch again, thereby becoming an Old One again, rising to the highest Old-One-Rank, and then reaching the highest possible *life*-form. This could mean that Gareth (assuming he IS an old one) is just embarking on this very quest. Just an idea.

Subj: Re:Immortals and Old Ones
Date: 5/29/96 9:27:50 PM
From: GeetarSolo
Posted on: America Online

An interesting idea, but I don't think the Old Ones really need a king or any kind of ruler/rank for that matter. They all seem about equal in power and very well behaved so they don't need anyone to govern them. But that doesn't disclose the theory that there's a more powerful being as far removed from the old ones as the Old Ones are removed from Immortals. If that's the case there may be no end in so-called rank! Yet it does seem that beings are aware of the next level of existence immediately above them(i.e. mortals are aware of immortals, immortals are aware of old ones). If this pattern continues maybe all we have to do to find out if you can go beyond an old one is to ask one of them.

Subj: Re:Immortals and Old Ones
Date: 5/29/96 9:54:54 PM
From: BBlum6
Posted on: America Online

As for the origins of the "original" immortals (those that have been there since the dawn of time, like Ixion), since Immortals can create races, i see no reason why old ones shouldnt be able to create immortals. The old ones probably thought this new world needed some, so they just created a few per sphere (they probably created them at Hierarch level).

Subj: Immortals without memories
Date: 5/29/96 10:18:57 PM
From: Kaviyd
Posted on: America Online

Okay, I will try to clarify what I was saying about time travel and the Immortals. Let us say that a mortal individual achieves Immortality. Afterwards, somebody else travels back in time and alters

events so that he was never even born. Had this Immortal never achieved Immortality, the time traveller would have edited him out of existence -- he simply would not exist in the altered time stream.

But since this person is Immortal, he is immune to being edited out of existence. At the point in time where he would have achieved Immortality, the new Immortal still appears. But since his mortal life was excised from the time stream, nobody remembers his previous mortal existence. Even if the Immortal remembers his mortal life (and it is quite possible that he does not), his memories do not reflect the reality of the current time stream.

An Immortal whose mortal life is edited out of existence is hurt, but not seriously. He loses any mortal Identity based on his past life as well as any relationship with his sponsor (who will have no memories of sponsoring him), although he can still build both from scratch. His old sponsor would be a natural ally, as the new Immortal has the qualities that the sponsor would have sought in an Immortal candidate. But he has all the powers of an Immortal, and none of the enemies that he would probably have acquired in his mortal life.

Subj: Re:Immortals without memorie
Date: 5/29/96 10:25:48 PM
From: BBlum6
Posted on: America Online

Hey thanks now i understand. But since these immortals appear to have been here forever, there was probably noone to excise them from the timestream when they first appeared. I prefer my explanation, that the original immortals were created by the Old Ones.

Subj: Re:Anyone read the new Mysta
Date: 5/29/96 11:33:07 PM
From: MMonagle
Posted on: America Online

I've gone through and read all three books in this trilogy and I enjoyed them. In fact, I'm seriously considering having the Nation of Dragons still in existence in present day Mystara as I go along with the almanacs. Would do people think of this? The Heldannic Knights will stir them up of course and then things can unfold from there.....

Subj: Re:Gareth
Date: 5/29/96 11:50:05 PM
From: MMonagle
Posted on: America Online

I felt that Gareth had to be one of two people: either Benekander or Rad. Rad has returned from the void but Benekander's philosophy matches a lot better so for my campaign, I choose Benekander. I simply felt that Benekander needed to start somewhere and I agree with the statement earlier that the Kingdom of Sind would be a good place. A turbulent nation is a good place to find new, willing followers. Plus, Gareth seems to have no established followers except the ones he just converted. This tends to support the Benekander idea since he is a new initiate. The actions taken by his followers seem to be actions for the good of people which is why I doubt Loki is behind the Gareth personae.

The idea that Gareth is an Old One is an intriguing idea but again, I am skeptical. The Old One that appeared in Wrath just got done telling the Immortals that they shouldn't play such a large role in the lives of mortals. To then turn around and start competing against the Immortals for followers seems to me to indicate a double standard; the Old Ones should set an example (like they have all along) by staying out of the affairs of the Immortals (the group below them).

Anyway, that's why I settled on Benekander but I think Ann's open ended response shows that we can choose whoever we want Gareth to be in our individual campaigns.

Subj: Re:Immortals without memorie
Date: 5/30/96 1:30:41 AM
From: Kaviyd
Posted on: America Online

>> I prefer my explanation, that the original immortals were created by the Old Ones.<<

I do too, but remember this: the Old Ones can easily fool most Immortals in regard to such matters; mortals do not even have a chance. Mystara is definitely a world where discovering great cosmic truths is virtually impossible.

Subj: Re:Gareth
Date: 5/30/96 1:06:59 PM
From: BBlum6
Posted on: America Online

Yeah, i always said that Gareth was Benekander, the other things i posted here were just a few ideas that popped into my head. I dont like the rad idea, cause rad has done pretty well without any clerical followers, and i think that if he returned he would go to Glantri and his shepherds. Heres another question for the world (but mostly for you people at TSR cause it seems to be a design error):

1. In the Poor Wizards Almanac III, it is said that John Beaumarys-Moorkroft is now the Archduke of Westheath (replacing Harald of Haaskinz), in the Glantri: Kingdom of Magic Box, it says he's still just a duke. Which source is correct?

Subj: Stuff
Date: 5/30/96 9:08:31 PM
From: Terari
Posted on: America Online

Hello, everybody! Sorry it's been so long since I posted, but I'm happy to see all these messages waiting for me when I got back. There hasn't been this much conversation since... last time there was this much conversation.

Gareth: I did like the Rad theory, and that's who I thought he was until Mark of Amber was released. This seemed very well supported, since he had been taken off into a vortex, and the reason he was there (illegal Immortal interference...iii, hmm, think I like that) fits with Gareth's philosophy. Now, however, it looks like Benekander is the best possibility. Or it could be a new immortal, possibly one whose mortal life was ruined by the Wrath of the Immortals war?

Blum's ?: Game world rule #1: Go with the most recently published material.(Almanac)

Game world rule #2(superseding #1): Go with whatever works best in your campaign.

And remember, the Almanac is an update to source material. That's its main function.

Bye now. Keep up the postin'.

Subj: Re:Stuff
Date: 5/31/96 4:30:29 PM
From: TSR Bruce
Posted on: America Online

>>1. In the Poor Wizards Almanac III, it is said that John Beaumarys-Moorkroft is now the Archduke of Westheath (replacing Harald of Haaskinz), in the Glantri: Kingdom of Magic Box, it says he's still just a duke. Which source is correct?<<

>>Blum's ?: Game world rule #1: Go with the most recently published material.(Almanac)

Game world rule #2 (superseding #1): Go with whatever works best in your campaign.<<

Indeed. The Almanac has precedence here. The info in the boxed set was inaccurate.

If I remember right, I think we had planned on Gareth being Benekander -- but that's neither here nor there at this point. Whatever works for you!

Bruce Heard

Subj: Time lines
Date: 6/3/96 12:30:49 AM
From: Duncan TKD
Posted on: America Online

I've been trying to figure out just when the Dragonlord trilogy occurred can anyone help?

Duncan TKD
confused highlander.

Subj: Re:Time lines
Date: 6/3/96 12:48:24 AM
From: Kaviyd
Posted on: America Online

>>I've been trying to figure out just when the Dragonlord trilogy occurred can anyone help?

I don't have the first volume handy, but that trilogy definitely pre-dates the influx of foreign settlers that preceded the founding of Glantri. Given data from other sources, I would guess about 700 AC or so would be a good estimate.

Subj: I'm back
Date: 6/3/96 1:02:40 AM
From: B1Bard
Posted on: America Online

Hi guys...
I've been lurking for a while, waiting for something interesting to pop up again. I was really hoping to see a resurgence of the ? of the week again.

Bruce: any chance that some of the ??of the wk ideas will be fleshed out, if only in online releases?

I don't think it much matters whether Gareth=Benekander or not, I think it really depends on how you need it to work for your campaign. If you need Benekander to make an appearance then do so. If you want to use Gareth to introduce a new immortal, then do so. I had a wild brainstorm for a mistaken identity/ immortal clash that runs along the lines of:
Gareth is a new immortal that rather than carve a niche for himself, would like to usurp Benekander's followers, and is using the PCs (unwittingly) to help. By dropping enough hints to make them think he's Benekander in disguise, he's trying to drag them along. Play it out from there...

gotta run - play on
8)
Bard

Subj: Re:I'm back
Date: 6/3/96 2:59:04 AM
From: Kaviyd
Posted on: America Online

>>I had a wild brainstorm for a mistaken identity/ immortal clash that runs along the lines of: Gareth is a new immortal that rather than carve a niche for himself, would like to usurp Benekander's followers, and is using the PCs (unwittingly) to help. By dropping enough hints to make them think he's Benekander in disguise, he's trying to drag them along. Play it out from there...<<

That idea would provide great support for the idea of Loki = Gareth (or at least, a follower of Loki = Gareth). Depressing as it would be to PC clerics of Gareth when they realize that they have been had, the idea of Immortals of Entropy creating a fake Immortal has a precedent in the "Wrath of the Immortals" boxed set.

Subj: Re:Time lines
Date: 6/3/96 11:47:46 PM
From: MMonagle
Posted on: America Online

In the 1994 TSR product catalog, the description for the first book, Dragonlord of Mystara, says: Five hundred years before the current time frame of the MYSTARA game setting, dragons roam the lands that later become Glantri.... so that seems to place it around 500 AC.

Subj: Dragons in Glantri
Date: 6/5/96 10:03:27 PM
From: Kid Gaijin
Posted on: America Online

It's kind of a big omission in the Glantri timeline for Dragons to have ruled as recently as 500 years ago. Not to be too geeky, but Flaems colonized in 395 AC, Braejr built in 450 AC, etc. And at no time is the overthrow of the dragon rule mentioned. Definitely worth a mention in the nation's history. Maybe they mean 500 years before the TIME-LINE, 3500 BC, as in before the rain of fire.

Oh well, I really miss having the new world expanding, Red Steel just isn't the same. If we can't have new lands that have the flavor, how about cheating a little and tying it in to this Chronomancer/Netheril stuff, and address the age of Dragons issue before the rain of fire in an expansion of the Blackmoor/Known World setting. Certainly a better-established precedent for time travel than Netheril is in the Forgotten Realms.

Subj: Re:Dragons in Glantri
Date: 6/6/96 11:03:36 PM
From: Kaviyd
Posted on: America Online

>> It's kind of a big omission in the Glantri timeline for Dragons to have ruled as recently as 500 years ago.<<

Actually, the dragons threatened a few of the human nations for a few years and then withdrew once again from involvement in their affairs. Since they left the overall balance of power unchanged, it was not long before the event of the Dragonlord trilogy became mere historical footnotes.

Subj: Re:Dragons in Glantri
Date: 6/6/96 11:06:24 PM
From: Kaviyd
Posted on: America Online

P.S. I am pretty sure that ca. 500 AC was meant. Since Braejr was founded ca. 450 AC and the wars that transformed the Highlands into Glantri occurred in the early 700s AC, the Dragonlord trilogy had to take place in the 500-700 period or thereabouts. Since the preview blurb specifically says 500 years ago, that would put the trilogy in the early part of that period.

Subj: Question
Date: 6/8/96 10:20:55 PM
From: Terari
Posted on: America Online

I have a question for you guys. What do you think the next big threat in Karameikos is going to be? With Ludwig and Bargle removed from power and out of the country for a while, there's no real inner threat. Now, I don't mean further corruption in the government, I think Karameikos has had enough of that for a while. I mean any threat from within the Kingdom. The only real threat right now seems to be Thyatis regaining power. Ideas?
Terari

Subj: Re:Question
Date: 6/9/96 8:15:35 PM
From: Telrathin
Posted on: America Online

Personally, I like internal threats, and Karameikos has another very nice internal threat right at the heart of the kingdom. The green dragon who resides in the Dymrak forest has not been exploited to his fullest. The cunning green could easily organize the bands of goblins and other humanoids in the Dymrak and stage organized raids and other troubles. Not many people even believe there is a green dragon right in the heart of Karameikos, so if he became suddenly involved, albeit indirectly, with internal affairs such as trade routes etc., the last being who would be suspected would be the mythical beast who supposedly resides next door.

Tel

Subj: Re:Question

Date: 6/14/96 4:54:59 PM

From: Terari

Posted on: America Online

That sounds good, Tel. Another one I thought of: What if the Veiled Society made a political move? They seem to have enough clout, and they're more patient than the Iron Ring, so they'd probably be willing to wait for a plan to pan out. Maybe one that's already been in place for a while...

Terari

Subj: Nulceus of the Spheres

Date: 6/15/96 7:24:57 PM

From: Telrathin

Posted on: America Online

Despite the many products which refer to or are invovled with the Nucleus of the Spheres, this artifact still manages to perplex me. I understand that the Nucleus produces the Radience, which is one aspect of the Nucleus which can be manipulated by mere mortals. In two sources off the top of my head (Wrath of the Immortals and the Dragonlord Saga), it is mentioned that the Nucleus has greater potenial than the Radience alone can offer, and beings such as dragons and Immortals are able to manipulate it in ways that can produce spectacular, world-shaking effects. What are the abilities (or rather what are the LIMITATIONS), of this incredibly powerful artifact? Are there any side-effects (besides the ones mentioned in Glantri boxed set) from toying with the Nucleus directly, rather than manipulating the Radience?

Tel

Subj: Re:Nulceus of the Spheres

Date: 6/18/96 4:31:30 PM

From: Terari

Posted on: America Online

I thought the nucleus was destroyed in Wrath of the Immortals, and the Radiance was a seperate force now.

Subj: Re:Nulceus of the Spheres

Date: 6/19/96 12:18:33 AM

From: MMonagle

Posted on: America Online

I'm not sure that a set definition of limits has ever been truly given for the Radiance (or the Nucleus) and I don't think that there should be. This is such a wonderful artifact to have around in our campaign world that I think that each DM should be able to set the powers and limits for it that best suits his/her campaign. (I also doubt that we could really come to such a universally set agreement if we tried anyway. We all probably have some differing ideas on what we think the Radiance should be allowed to do). I have also thought that the Nucleus of the Spheres and the Radiance were one in the same; is this correct or have they been described as different entities?

Subj: Regarding Dragons
Date: 6/20/96 1:31:58 AM
From: Duncan TKD
Posted on: America Online

I've been looking through my sources on Mystara about dragons and have come across some questions. 1) Are gold dragons really the only metallic dragons on mystara and if not what are the metallic dragons on this world? 2) Should the brown dragon from MM be the real mystaran counterpart to the Amber Dragon? Any thoughts guys?

Duncan TKD

Subj: Re:Regarding Dragons
Date: 6/20/96 12:59:30 PM
From: Telrathin
Posted on: America Online

From what I gathered, gold dragons are the only metallic dragons on Mystara. I would never use brown dragons as Amber dragons, however. there are major differences between the two. Brown dragons lack wings, while Amber dragons possess them. Amber dragons are at least as large as golds, if not larger, browns are smaller than golds. The breath weapon of an Amber dragon is similar to that of a ruby dragon's breath weapon, while the breath of a brown is very different. I don't know why the people at TSR put that Mystarans just called browns 'amber', because they are obviously very different dragons.

Tel

Subj: Re:Regarding Dragons
Date: 6/20/96 1:18:20 PM
From: Terari
Posted on: America Online

Golds are the only metallics on Mystara. There are, however, six gemstone dragons, different from those on other worlds, detailed in either the D&D rules cyclopedia or (I think) the Mystara monstrous Compendium.

Ter

Subj: Re:Nulceus of the Spheres

Date: 6/21/96 1:14:13 AM

From: Brandy106

Posted on: America Online

I am new to Mystara. Where can I find info on the Nucleus of the Spheres?

Subj: boxed set

Date: 6/22/96 2:10:27 AM

From: Hilander9

Posted on: America Online

is there a mystara boxed set? not Karmeikos Giantri etc. just Mystara?

Subj: Re:boxed set

Date: 6/22/96 2:20:11 AM

From: Duncan TKD

Posted on: America Online

Sorry, the only thing your going to get even remotely to a box set are Galantri, Karamekos, and the numerous old D&D books about it..

Duncan TKD

Subj: Re:Known World list - errata

Date: 6/22/96 3:45:39 AM

From: HilEmperor

Posted on: America Online

Geetar, I've heard of the Jade Hare and I have it. I got it from TSR when I filled out a registration card.

Subj: Re:Known World list - errata

Date: 6/22/96 2:39:26 PM

From: MMonagle

Posted on: America Online

!!!! Wow, what is this "Jade Hare"? What registration card did I fill out to get it? I'm green with envy because I don't have a copy. Is anyone willing to sell me theirs?

Subj: Re:Known World list - errata
Date: 6/23/96 10:08:41 PM
From: GeetarSolo
Posted on: America Online

It's a mini-adventure about 8 pages long. I forgot for which product I filled it out for, but it mentions it takes place in Ylaruam. It definitely said that if you sent it in TSR would give you a gift and the adventure was the gift. If I remember I'll tell you guys.

Subj: Stuff
Date: 6/24/96 1:45:42 PM
From: TSR Bruce
Posted on: America Online

Hi Guys/Gals

I was out on vacation for some time... I quickly scanned through the latest posts and noted a few questions.

Nucleus/Radiance: The Nucleus of the Spheres is the artifact producing the Radiance effect. Some experienced wizards (part of a secret society whose members do not even know each other) have learned how to use the effects of the Radiance. This Radiance and its related powers were originally described in GAZ3 Principalities of Glantri (a basic/expert D&D Gazetteer) dating back to the mid 80's. This was later rewritten for the AD&D Game and published in a boxed format. It may have extra information (new spells in particular), although I noticed several entries were removed from the original accessory.

Generally speaking, one cannot manipulate the Nucleus itself. It is hard to find and difficult, to approach, and impossible to move. Only immortals and possibly really powerful dragons might be able to tinker with it. Immortals (with the "help" of PCs) attempted to mess with it in Wrath of the Immortals, and as a result caused it to drain negative energy (from the undead & other evil things) instead of simple magic power. This might have been changed again in the novels (???)

Dragons: The only metallic dragons found on Mystara are the gold. The reason for this is that the original basic/expert D&D game only had gold dragons -- consequently its main game world offered only gold. When Mystara was rewritten for the AD&D game, none of the other metallic dragons were included in order to remain as close as possible to the original design. Now that the game world is opened to the AD&D game, there is no reason not to begin incorporating new AD&D monsters if you wanted to. You need, however, to find a logical reason for how the new creatures

got to Mystara, why they would have wanted to go there, and how much time they might have had to multiply. This could be to the beginning of a new series of adventures -- preventing "foreign" monsters from surviving on Mystara (sounds like hunting down aliens for outer-space). "Our" monsters vs. "their" monsters...

Hope this helps.

Bruce Heard

Subj: Re:Stuff
Date: 6/24/96 5:01:14 PM
From: Joe G K
Posted on: America Online

Is there any material or out takes that are going to make it into Dragon Magazine this year? Perhaps a return to the Princess's Ark or something of that nature? Perhaps something dealing with Spelljamming in a world like Mystara? JGK

Subj: Re:Stuff/Dragon Mag.
Date: 6/25/96 1:09:18 PM
From: TSR Bruce
Posted on: America Online

<<Is there any material or out takes that are going to make it into Dragon Magazine this year?>>

Not as far as I know -- but perhaps the question would be better addressed directly to DRAGON Magazine. I've been way too busy these past few years to handle something like the Princess Ark (although I'd love to). I'm not sure that DRAGON would want to devote the space to something as big and frequent as Princess Ark either -- on the other hand, previous Princess Ark readers regularly send requests for just something like this. If I don't pick up the series again, I wouldn't be surprised if someone else started a new one (probably not for Mystara though).

Bruce Heard

Subj: Re:Stuff
Date: 6/29/96 8:07:26 PM
From: Brandy106
Posted on: America Online

Thanks Bruce. As always your are a sage without equal.

Subj: World War II

Date: 6/30/96 1:47:42 AM
From: Duncan TKD
Posted on: America Online

A while back there was an entry that talked about another war. Well I was thinking about that recently and now that I have finished the Dragonlord Chronicles I thought that I would suggest the means of the begging of another war.

How bout this new war is against the followers of Diamond, Opal, and Pearl vs. the followers of Vanya (namely the Heldannic Freeholds). I mean after all the dragons chased the Alphations from Norworld twice should we expect no less from them giving the Heldanners trouble.

Subj: Falling asleep?
Date: 7/2/96 5:13:15 PM
From: TSR Bruce
Posted on: America Online

Hi there... Sounds like everyone went to the beach. Hope you're all enjoying this wonderful weather (ahem...) But for those left behind or the ones who just got back from vacation, here's something to start a new conversation.

Remember the old flying city of the gnomes (Top Ballista)? What did you like/not like about it and why? If you had been the author, what would you have done different?

What do you think the attitudes of the main powers in the Known World would be in regards to this wondrous invention and its journeys? (Think especially about major characters in Glantri, Karameikos, Thyatis, Heldannic Knights, and Darokin -- adventure hooks).

Bruce Heard

Subj: Re:Falling asleep?
Date: 7/2/96 9:00:29 PM
From: Kaviyd
Posted on: America Online

>>Remember the old flying city of the gnomes (Top Ballista)? What did you like/not like about it and why? If you had been the author, what would you have done different?<<

I loved the concept and the general tone of _Top Ballista_. The only thing that I would have changed would be the game mechanics of the new races -- some of them do not work too well in actual play.

>>What do you think the attitudes of the main powers in the Known World would be in regards to this wondrous invention and its journeys? (Think especially about major characters in Glantri, Karameikos, Thyatis, Heldannic Knights, and Darokin -- adventure hooks).<<

"This is powerful magic -- WE WANT IT!"

That would be the attitude of Glantri, Thyatis, and the Heldannic Knights, at least. They might try to recruit adventurers as exterminators to eliminate the "pests" who current infest Serraine so that they can seize this wonderful flying city for themselves.

Karameikos and Darokin, on the other hand, would prefer to be tourists and trading partners. Neither of these two nations is particularly aggressive, and Karameikos has a significant gnomish minority of its own.

Subj: Re:Falling asleep?

Date: 7/3/96 1:50:58 PM

From: TSR Bruce

Posted on: America Online

>>They might try to recruit adventurers as exterminators to eliminate the "pests" who current infest Serraine so that they can seize this wonderful flying city for themselves.<<

Can you imagine trying to run Serraine without its gnomes' help? This would be an adventure on its own. On the other hand, if there were a way of "convincing" the gnomes to cooperate... :)

Bruce Heard

Subj: Re:Falling asleep?

Date: 7/4/96 1:24:29 AM

From: Kaviyd

Posted on: America Online

>>Can you imagine trying to run Serraine without its gnomes' help? This would be an adventure on its own. On the other hand, if there were a way of "convincing" the gnomes to cooperate... :)<<

Actually, I would hate to see those Skygnomes eliminated -- but it might be fun to see them waging guerilla warfare against invading Heldanners. No -- strike that -- you already did that in the Hollow World during the "Princess Ark" series. But when Gremlins become guerillas -- now THAT could get nasty!

Subj: Re:Top Ballista

Date: 7/5/96 3:56:32 PM

From: B1Bard
Posted on: America Online

Hey there all -

I personally liked the Top Ballista product, but I thought there were a few too many "odd" races in the product without accurate descriptions of them all. I understand that the book assumed familiarity with the Creature Catalog, but I was still annoyed that I had to buy two products in order to use together.

As to the content I thought it was hilarious and a brilliant diversion from the normal dungeon-crawl and hack'n'slash stuff. I was VERY disappointed when it never showed up in the Princess Ark series.

I think the Heldannic Knights would be fairly interested in the city ;), but I think this would tie in nicely with the whole "resurgent Wendar" idea - what better platform for a newly militant Elven kingdom to "rescue" the world and their demi-human brethren from the clutches of the "self-centered, destructive" humans than a flying city with the planet's top fighter squadron.

The only thing (mechanically) that I'd change is the fireball and lightning bolt wands that are mounted on the fighters. I prefer good, old mechanical multi-shot crossbows and rock-launchers. But hey, I'm wierd.

Brant

Subj: Re:Top Ballista
Date: 7/6/96 11:22:24 PM
From: AMALDIS
Posted on: America Online

I loved the fact that they added gnomes as a PC race. However I think that including sphinxes as a PC race was going a little too far. It disturbed me when I saw the statistics of Erik Helsing mocking me(I had been unable to find GAZ3 anywhere), but besides those two minor irritants I adored it.

I think Top Ballista already stated the attitudes of the major powers except the Heldannic Knights. The Heldannic Knights would see in Serraine a chance to regain some gnomish technology and crafts that they lost when Alpathia kicked them off Oostdok.

Subj: Other Creature Crucibles
Date: 7/6/96 11:29:07 PM
From: AMALDIS
Posted on: America Online

Hey what do you think has happened to Undersea as a result of Wrath of the Immortals. Have the devilfish attacked yet, or are they waiting and letting Undersea crumble from within(due to the actions of weresharks and velya preying upon everyone).

Also what ever happened to the Wee Folk in Alfheim? Did they migrate to Karamaikos and Wendar with the elves or stay behind to hinder(help in the case of the wood imps) the shadow elves.

Subj: Thanks Bruce
Date: 7/6/96 11:37:40 PM
From: AMALDIS
Posted on: America Online

I'd just like to thank Bruce for everything he has done for this world. Writing the Princess Ark series, the Known World Grimoire, and The Tree of Life(my first Tsr product, and the reason I decided to buy the Basic boxed set).

-Amaldis

Subj: Re:Other Creature Crucibles
Date: 7/7/96 2:00:33 AM
From: Kaviyd
Posted on: America Online

>>Hey what do you think has happened to Undersea as a result of Wrath of the Immortals. Have the devilfish attacked yet, or are they waiting and letting Undersea crumble from within(due to the actions of weresharks and velya preying upon everyone).<<

Very little, I suspect. The folks of Undersea would not have been in any position to intervene in the Alphatia/Glantri conflict, so for them life should have gone on pretty much as before. However, two events would definitely have impacted them:

1) The Week of No Magic. Were the folks of Undersea depending on any form of enchantment to keep them safe from their enemies? If so, the loss of magic for a week or so might have given them some problems.

2) The destruction of Alphatia: This event must have stirred up the oceans quite a bit, even as far west as Undersea in the Sea of Dread. At the very least the Tritons should have suffered some severe property damage.

Subj: Re:Other Creature Crucibles
Date: 7/7/96 2:06:46 AM
From: Kaviyd

Posted on: America Online

>>Also what ever happened to the Wee Folk in Alfheim? Did they migrate to Karamaikos and Wendar with the elves or stay behind to hinder(help in the case of the wood imps) the shadow elves.<<

In my campaign (which actually had some Sidhe player characters), those races from PC 1 were relocated to the Hollow World as yet another culture in danger of extinction in the outer world. They were placed on an island adjacent to an "English" culture from Glantri (which a Novice Immortal had prematurely decided was in danger of extinction/assimilation).

The Sidhe player characters were reincarnated with just enough memories intact to give them problems -- they vaguely recalled that the sun used to move across the sky, and that east used to be to the right when facing north instead of to the left.

Subj: Behemoth

Date: 7/7/96 11:45:33 AM

From: AMALDIS

Posted on: America Online

I just thought of something. The behemoth that came out of an underwater cavern near Aquas could have severely altered the situation in Undersea. If it is intelligent it might be recruited by one of the sides as a transport barge and swallower of opposing bases/cities. Another idea is that maybe it was one of Saasskas's troops which was trapped under Alphatia by the Grand Council(or Alphatian Immortal). Finally perhaps it is none of these things but is just a stupid beast that eats everything and has destroyed many of the vast fish herds of Undersea. It also might have eaten a kraken or two.

Subj: Mystara Net Book

Date: 7/7/96 3:48:29 PM

From: AMALDIS

Posted on: America Online

Why has there been only one Mystara Net Book? If it is time constraints I would be willing to try to start it up again. I think it was a really good idea, and its equivalent for Greyhawk(the Oerth Journal) has been extremely succesful.

-Amaldis

Subj: Faenare

Date: 7/7/96 6:23:46 PM

From: AMALDIS

Posted on: America Online

For those of you who are interested I just uploaded AD&D 2nd edition stats for the Faenare from "Top Ballista". I don't know when it will be available but look out for it.

-Amaldis

P.S. By the way, who knows about the Shining Isles? With all the sky ships that the Alphatians and Heldannic Knights have did they ever find them. The only places I have heard about the Shining Isles from is "Top Ballista" and the "Creature Catalogue". In what adventure did the Shining Isles first come into being?

Subj: Re: Serraine & P. Ark
Date: 7/8/96 1:17:04 PM
From: TSR Bruce
Posted on: America Online

>>No -- strike that -- you already did that in the Hollow World during the "Princess Ark" series.<<

You know, this **is** a very good point. It never occurred to me when I was writing the Princess Ark episodes about such an encounter. I was so busy mapping out the western shores that I forgot about Serraine. I would make perfect sense for the two to meet -- they really should have. Haldemar's primary mission was to make connections with new realms on behalf of Alphatia. No doubt Serraine offers important strategic and commercial advantages. Plus Haldemar would be naturally interested in the flying magic at work inside Serraine. I wonder if Berylith (the sky wyrm) would feel attracted by such a wondrous magical flying object (Serraine could have the equivalent of a magical sword's ego).

B. H.

Subj: Re:Serraine/Wendar
Date: 7/8/96 1:23:07 PM
From: TSR Bruce
Posted on: America Online

<<I think this would tie in nicely with the whole "resurgent Wendar" idea - what better platform for a newly militant Elven kingdom to "rescue" the world and their demi-human brethren...<<

Actually, I wouldn't be surprised if the skygnomes volunteered some help for this. After all, gnomes are on very good terms with elves. Gnomes on a **humanitarian** (should I say demi-humanitarian?) mission to save elves. The problem comes with a temptation from the elves to use Serraine in some aggressive way (the skygnomes would definitely frown on this). On the other hand... Wendar elves

are powerful with their magic, and there could be much to gain for the skygnomes. So many opportunities, so little time! :)

B. H.

Subj: Re:Sphinxes/Serraine
Date: 7/8/96 1:27:19 PM
From: TSR Bruce
Posted on: America Online

>>However I think that including sphinxes as a PC race was going a little too far. <<

Well, I will agree with you here. Their stats were a *wee* bit imbalanced, without wanting to make a pun ;)

<<The Heldannic Knights would see in Serraine a chance to regain some gnomish technology and crafts that they lost when Alphatia kicked them off Oostdok. >>

Indeed. One more reason for the remnants of Alphatia to keep Serraine out of Heldannic hands.

B. H.

Subj: Re:Undersea
Date: 7/8/96 1:42:19 PM
From: TSR Bruce
Posted on: America Online

>>Hey what do you think has happened to Undersea as a result of Wrath of the Immortals. Have the devilfish attacked yet, or are they waiting and letting Undersea crumble from within(due to the actions of weresharks and velya preying upon everyone).<<

>>Very little, I suspect. The folks of Undersea would not have been in any position to intervene in the Alphatia/Glantri conflict, so for them life should have gone on pretty much as before.<<

Actually, I hate to see a part of Mystara not sharing the madness in Wrath of the Immortals! I bet partisans of the entropic forces would have stirred some trouble there as well. Chaos is what Entropy feeds upon. Basically, there should have been some fighting going on there, with the good guys winning out, eventually. They needed more good sagas down below. They would have had to receive some sort of help to defeat the devilfish (wonder who/what though)... Ah but of course, this could be the behemoth! Now all we need is an adventure to undersea PCs to find the creature, and gain its support. What happens after that? Well, I sure hope these PCs will have thought about that too. :)

Now, we could always create a race of... Sea gnomes! They would have created a truly gigantic travelling submarine city, Serraine's undersea counterpart in every way. Let's call it the Seaview! (remember the sub in Voyage to the Bottom of the Sea?) Just kidding of course...

B. H.

Subj: Re:Wee Folks/Hollow World
Date: 7/8/96 1:52:56 PM
From: TSR Bruce
Posted on: America Online

>>Also what ever happened to the Wee Folk in Alfheim? Did they migrate to Karameikos and Wendar with the elves or stay behind to hinder(help in the case of the wood imps) the shadow elves.<<

>>In my campaign (which actually had some Sidhe player characters), those races from PC 1 were relocated to the Hollow World as yet another culture in danger of extinction in the outer world.<<

As a twist, what if the Immortals on Hollow World duty duplicated parts of all of endangered species and placed the latter inside the Hollow World?

The Immortals would leave the original endangered species on the surface, just in case they survived and mutated into something new. This would be more true to the Immortals' philosophy of not intervening directly in the affairs of the mortals. The duplicated creatures in the Hollow World could then have different names and faces (just in case someone from the original bunch paid them an unexpected visit), and remember only partially about their past.

Else, the most likely future for the surface wee folks is to relocate to a remote area of Karameikos.

<< They were placed on an island adjacent to an "English" culture from Glantri (which a Novice Immortal had prematurely decided was in danger of extinction/assimilation).>>

A forgotten *English* culture from Glantri??? Hey, tell us more! I'm very curious about this development. How did they become threatened (what part of Glantrian history would you fit this in?), etc.

B. H.

Subj: Re:Alphatian Undersea
Date: 7/8/96 2:02:35 PM
From: TSR Bruce
Posted on: America Online

<<I just thought of something. The behemoth that came out of an underwater cavern near Aquas could have severely altered the situation in Undersea.>>

Which leads to another source of problems. When we had designed to sinking of Alphatia, it was assumed that a number of the *evil* creatures of Alphatia (those that the Immortals in charge of the Hollow World bureau of relocations liked the less) would not be transported to the Hollow World. Instead, they remained on layaway, basically undead monstrosities whose job was to haunt various sunken parts of Alphatia -- especially the ones harboring unspeakable and very evil secrets and other ancient Glantrian magic. If these are to your taste, you're welcome to a rain check! ;) By now, some of the more powerful creatures should have assimilated the powers/knowledge of whatever they were haunting. They would now be willing to use it to further their power in the undersea.

B. H.

Subj: Re: Krakens on a stick
Date: 7/8/96 2:03:51 PM
From: TSR Bruce
Posted on: America Online

>>It also might have eaten a kraken or two.<<

I'll have mine with fried rice, please! :)

B. H.

Subj: Re:Mystara Net Book
Date: 7/8/96 2:06:17 PM
From: TSR Bruce
Posted on: America Online

<< If it is time constraints I would be willing to try to start it up again.>>

Hey! Another gladiat... um, *volunteer*. Cheers! -- Ave Caesar. Morituri te salutant! ;)

B. H.

Subj: Re:Faenare
Date: 7/8/96 2:07:53 PM
From: TSR Bruce
Posted on: America Online

>>For those of you who are interested I just uploaded AD&D 2nd edition stats for the Faenare from "Top Ballista".<<

Thanks!

B. H.

P.S. OK, I'm done hogging the Mystara folder. See you later!

Subj: Faeries of Mystara
Date: 7/8/96 8:13:22 PM
From: Telrathin
Posted on: America Online

With Sean's uploading of the files from Top Bilista, I was wondering if someone could upload some of the info on the Wee Folk (hint, hint). (I've been wanting to add a bit of Celtic flavor to my campaign)

-Tel

Subj: Am I Sean?
Date: 7/8/96 8:28:02 PM
From: AMALDIS
Posted on: America Online

Something has been uploaded by Sean Reynolds about Top Ballista? Or is it that Telrathin thinks I'm Sean(I'm a little confused as you might imagine)? I can tell you now(if this is what your thinking) that I am NOT Sean Reynolds(check out 7/8/96 in the Red Steel folder where I quote Sean Reynolds).

-Amaldis the Confused(and also Scared and Apprehensive about something else)

P.S.If you know the answer to my question in the Red Steel please respond.

Subj: Wee Folk
Date: 7/8/96 8:33:30 PM
From: AMALDIS
Posted on: America Online

Even if he thinks I'm Sean I am willing to translate some of the 'Wee Folk' into AD&D 2nd edition stats(like I did for the Faenare). I will translate the dryads, then if there are any requests I will(probably, if I'm not too busy) translate the requested race. When I am done with the dryad I will post it that I uploaded it.

-Amaldis

Subj: Re:Wee Folks/Hollow World

Date: 7/9/96 2:21:06 AM
From: Kaviyd
Posted on: America Online

>>A forgotten *English* culture from Glantri??? Hey, tell us more! I'm very curious about this development. How did they become threatened (what part of Glantrian history would you fith this in?), etc.<<

Let's see -- time of removal to the Hollow World would have been ca. 950 AC. The areas affected would have consisted primarily of Fenswick and Westheath, whose inhabitants presumably came to Glantri at the same time as the people from Klantyre. At this point in Glantrian history, the cultures of those areas were not threatened with destruction -- but a newly promoted and rather chauvinistic Immortal saw that her culture would soon be assimilated into the larger Glantrian society and removed a few hundred of the people of that region to the Hollow World. The other Immortals were so amused that they let her get away with it.

One of the player characters in this campaign, a Cleric of this Immortal, eventually had a rather amusing encounter. He met an extremely aged hermit who turned out to be the (living and mortal) father of his Patron. I suspect that very few Clerics have had an experience like that!

Subj: Re:Undersea
Date: 7/9/96 2:21:10 AM
From: Kaviyd
Posted on: America Online

>>Actually, I hate to see a part of Mystara not sharing the madness in Wrath of the Immortals! I bet partisans of the entropic forces would have stirred some trouble there as well. <<

I wasn't meaning to imply that Undersea was peaceful during the events of "Wrath of the Immortals" -- just that whatever went on there would have no direct connection with anything happening above the surface, at least until the end.

As I recall, Undersea was already facing some nasty threats from an Entropic Immortal. That fiend would have proceeded with her plans regardless of what was occurring on dry land.

Subj: Shining Isles
Date: 7/9/96 2:21:15 AM
From: Kaviyd
Posted on: America Online

>>P.S. By the way, who knows about the Shining Isles? With all the sky ships that the Alphatians and Heldannic Knights have did they ever find them. The only places I have heard about the Shining

Isles from is "Top Ballista" and the "Creature Catalogue". In what adventure did the Shining Isles first come into being? <<

The solo adventure "Blade of Vengeance".

Subj: Bye Savage Coast
Date: 7/9/96 1:19:38 PM
From: AMALDIS
Posted on: America Online

I'm not sure if any of you knew this but I just found out that the upcoming Savage Coast products online, and the book coming out later this year, are the last products TSR is making for the Savage Coast. This means the last bastion of Mystara is gone. I suppose this is how the Greyhawk people felt when it happened to them.

-Amaldis

P.S.Still wondering about Netbook for Mystara. If I don't get a reply I am going to try to do all on my own.(Please don't make me have to do that).

Subj: Wee Folk
Date: 7/9/96 9:55:43 PM
From: AMALDIS
Posted on: America Online

Just letting everyone know I just uploaded AD&D 2nd edition stats for fauns(I know I said dryads, they will be coming too) from "Tall Tales of the Wee Folk".If you are interested look out for it in the Library.

-Amaldis

Subj: Savage Coast
Date: 7/10/96 12:16:38 AM
From: Kenderspoo
Posted on: America Online

Okay a question for one and all. What do you think the reaction of the populace was when they discovered that the powers granted by the Curse failed to work?

VJK

Subj: Re:Savage Coast

Date: 7/10/96 12:59:54 AM
From: AMALDIS
Posted on: America Online

When did the powers granted by the curse fail to work?(And more importantly, Why doesn't anyone care about the Mystara Net Book? Don't you all understand? Red Steel is gone, meaning Mystara is GONE! Am I the only one in this folder who wants to do something about this?)

-Amaldis,The Unappreciated and Belligerent(For now)

Subj: Oops!
Date: 7/10/96 4:07:42 PM
From: AMALDIS
Posted on: America Online

There is a mistake in the Faenare stats I uploaded(but not in the Faun stats, and there won't be in the dryad stats).Min/Max scores should read(going down column) 3/17,6/18,3/18,5/18,7/18,and 7/18. Sorry.

-Amaldis

Subj: Re:Am I Sean?
Date: 7/10/96 8:48:56 PM
From: Telrathin
Posted on: America Online

Sorry about that Amaldis... I was a little out of it the other night, and had just finished half of a letter I was going to send to Sean Renoylds. What I had meant to say was would it be OK with the online department of TSR (i.e. Sean) if someone uploaded portions (or even better, the whole thing, like they did with the Shadow Elf gazetteer), onto Downloads of the Month or something. Sorry about miscrediting the upload, Amaldis, and thanks for converting those Faerie races too!

-Tel

Subj: Net Book
Date: 7/12/96 10:16:09 AM
From: AMALDIS
Posted on: America Online

Except for Telrathin it seems that I am the only one concerned about the Net Book in this folder(I excuse Bruce Heard due to time constraints). However late nights spent recruiting Mystara fans has not been in vain, and many have agreed to write articles. It seems that I am editor by default, but I think I can manage. Any of you holding out because you thought it would be just you? If so there should be nothing holding you back now.

-Amaldis

P.S. Due to errors I have been experiencing with AOL I might not be visiting this folder quite as often. If you decide to do anything for the Mystara journal please post it or email me, I have to know your screen name so I can email you.

Subj: Spelljammers
Date: 7/12/96 10:37:24 AM
From: Joe G K
Posted on: America Online

Did TSR ever update this world to a crystal sphere with spelljamming material, or did it stay D&D style? I never picked up the new boxed sets because I wasn't interested in the audio tracks, and didn't think I should have to pay for them. JGK

Subj: Re:Spelljammers
Date: 7/12/96 1:27:56 PM
From: TSRO Bilbo
Posted on: America Online

The rules I use for Mystaran space travel were presented in DRAGON not too far back. The article was "Up, Away, and Beyond" by none other than Bruce Heard. I believe it was DRAGON #160. This was before Mystara was moved to 2nd edition, but I liked the feel of it so it stuck. It assumed Mystara was in a separate universe or prime material than the AD&D universe and one could not reach via normal spelljamming means. This left 3 alternatives-keep them separate, adapt a world from one system to another (D&D->AD&D or vice versa), or just altering the characters themselves. Although Mystara is under the AD&D system now, things still work differently in general and I keep them separate save for the occasional planar contact.

This article also details how space travel works in Mystara in a way better suited to the world than spelljamming.

-TSRO Bilbo

Subj: Re:Spelljammers
Date: 7/12/96 5:29:35 PM
From: AMALDIS
Posted on: America Online

Try looking in the boxed set "Champions of Mystara". It gives rules in regards to space travel above Mystara(probably same ones as the Dragon magazine article).

-Amaldis

Subj: Re:Bye Savage Coast
Date: 7/14/96 12:02:41 AM
From: Nellisir
Posted on: America Online

<<I'm not sure if any of you knew this but I just found out that the upcoming Savage Coast products online, and the book coming out later this year, are the last products TSR is making for the Savage Coast. This means the last bastion of Mystara is gone. I suppose this is how the Greyhawk people felt when it happened to them.>>

Kinda an empty, lonely feeling, isn't it? Now you too can messages in the "What I would like to see" folder pleading for space in the Odessey line... <g>

Nell.

Subj: Re:Bye Savage Coast
Date: 7/14/96 1:46:16 AM
From: Kenderspoo
Posted on: America Online

OK, I am now starting to get a bit annoyed here. Not because there will be no more Mystara or Savage Coast. It is the fact that you think that the adventures have to end. Last I check there was a section to place adventures in. True fans will not let the great die. If you truly do not want it to end then continue to adventure at home or wherever you do. Upload adventures, talk about it in the chat zone, continue to post, or those that know how create a web page dedicated to Mystara. I for one may be forced to see it go but I shall make sure that it does not go quietly.

VJK

Subj: Re:Spelljammers
Date: 7/14/96 5:30:45 PM
From: Joe G K
Posted on: America Online

Any chance we might see that updated to the 2nd edition? (And 160 is pretty long time ago dude, I mean it's one 230 now, so that's some odd 90 issues, and some odd, eight years eh?) JGK

Subj: Kenderspoo
Date: 7/14/96 7:57:04 PM
From: AMALDIS
Posted on: America Online

Hey Kenderspoo, you sound like the type willing to help on the Mystara Net Book(especially with that speech there) yet you have not left a post in response to my request for aid, nor have you emailed me. The Mystara Net Book is a perfect way to keep Mystara alive.

-Amaldis

Subj: Re:Kenderspoo
Date: 7/15/96 12:03:54 AM
From: Kenderspoo
Posted on: America Online

Well then either email me or post what you would like and I shall see what I can bring forth from the depth of me mind.

VJK

Subj: GAZETEERS
Date: 7/15/96 1:06:25 AM
From: Orion44
Posted on: America Online

I am only missing 3 Gazeteers - Orcs of Thar, Nothern Reaches and Khanates of Ethengar. Does anybody know where I could obtain them via mail order. I desperately want them.

Thanks,
Orion44

Subj: Re:Net Book
Date: 7/15/96 1:11:52 AM
From: B1Bard
Posted on: America Online

Hi everybody...

I donon here as often as I used to b/c of my email at work (cah2774@texcom-hood.army.mil if anyone's interested...)

Just to clarify:

The net book did not die b/c of time constraints. I had more than enough time on my hands. What I didn't have were submissions.

I got one over two months of solicitation. The first one that got posted was entirely my work, and I was hoping to spark enough interest to keep going but that never happened.

I have a role-playing game/world that I'm self-publishing next summer, and I wasn't going to sink my better ideas into a net book rather than my game.

To reiterate: I HAVE TIME, AND I HAVE A WILLINGNESS TO CONTINUE THE NETBOOK BUT I NEED SUBMISSIONS. I can whip out characters for the Hiring Hall very quickly, but I need help beyond that.

Brant

Subj: Next Net Book DEADLINE
Date: 7/15/96 1:14:32 AM
From: B1Bard
Posted on: America Online

I'll accept submissions through the first of August, and I'll have the next book up by the 3rd.

IF I DON'T GET AT LEAST 3 SUBMISSIONS, THOUGH, I'm going to have to push it back. Look for some good stuff, and I hopethat everyone has something to contribute.

email to me either here or at work...

Brant
B1Bard

Subj: Next Net Book Pledge
Date: 7/15/96 6:54:47 AM
From: MMonagle
Posted on: America Online

I too would like to see more participation in keeping Mystara alive on this board so I hereby pledge to make at least one submission for the upcoming netbook. Also, let me put up a reminder that I'm laboring on continuing the Almanac series. I hope to finish the first soon. I am interested in talking with other people via email to see how they would like things to go. If you have a comment, then email me at MMONAGLE. If you want your input on this matter, please mail me first, I think it would be too hard to seek people out and ask for suggestions.

Michael Monagle

Subj: Lords of the Net Book
Date: 7/15/96 12:01:24 PM
From: AMALDIS
Posted on: America Online

Sorry B1Bard, nothing personal but the Net Book(at least the one I've been setting up) is MINE(hideous laugh and possessive 'Gollum' type look appears on his face). I spent most of last week's nights in TSR Live recruiting people for the Net Book, and I must say that I feel strongly that all that work should not be in vain(read as no credit given). Also your Net Book had D&D stats, while

I have found that most Mystara fans prefer by far AD&D. So either we come to an understanding about this or the war of the Mystaran Netbooks shall occur.

-Amaldis the Belligerent

Subj: Re: D&D vs AD&D
Date: 7/15/96 1:38:03 PM
From: TSR Bruce
Posted on: America Online

<<I have found that most Mystara fans prefer by far AD&D>>

Hmmm, if I were you I might consider investing into flame-resistant armor. Just a thought. ;)

Bruce Heard

Subj: Re: Orion/Gazetteers
Date: 7/15/96 1:44:46 PM
From: TSR Bruce
Posted on: America Online

<<I am only missing 3 Gazetteers - Orcs of Thar, Northern Reaches and Khanates of Ethengar.>>

You're missing Orcs of Thar!? Oy, I'm hurt, man.... ;)
If everything else fails, you could try the auction at GenCon. Just three more weeks to go.

Bruce Heard

Subj: Flame resistant suit
Date: 7/15/96 3:04:53 PM
From: AMALDIS
Posted on: America Online

Sorry Bruce, but I've spent at least 24 hours in TSR Live last week asking who had played in Mystara and whether they were interested in helping with the Net Book. The majority of people I talked to liked AD&D more than D&D. I am not trying to put D&D down(it was good), but AD&D is better(this isn't just my opinion). I personally had switched Mystara over to AD&D as soon as 2nd edition came out because I loved Mystara and my players wanted to play in 2nd edition. So don't torch me yet(besides there is more stuff I'm planning on uploading, so it isn't in your best interest).

-Amaldis

Subj: Confused.....
Date: 7/15/96 6:54:52 PM

From: Telrathin
Posted on: America Online

I'm confused.... Who should I give my work to, B1Bard or AMALDIS?

Tel

Subj: Re:Confused.....
Date: 7/15/96 10:46:56 PM
From: AMALDIS
Posted on: America Online

You know what my opinion is but probably not the reasons. First of all I already have 10 people who are interested(not counting you and me). Second I am including the Red Steel fans into the Net Book(thats why I have the number of people I do). Third I spent at least 24 hours last week on TSR Live recruiting people and I feel that is real dedication both because of money and time I spent. Fourth I am using AD&D 2nd edition stats in the Net Book which means that it will be useful to more people(many people who don't play in Mystara but just use the old products for there own worlds have expressed interest in the Net Book in 2nd edition). And fifth there are 10 people out there who are going to be emailing me there work.

-Amaldis

P.S.I am looking toward early August as an upload date.

Subj: Heatmail
Date: 7/15/96 11:21:17 PM
From: OldGuard 1
Posted on: America Online

Ahem,

The Known World belongs in D&D, period.

All this talk of transition is blasphemy. AD&D, by the laws of physics and magic, cannot work in this world.

I hope I've settled the heresy.

At your service,
OldGuard 1

p.s. And there were never, EVER any wars in Greyhawk. Ashes Schmashes, the worlds all fall down.

Subj: The End of Mystara
Date: 7/16/96 2:00:05 AM
From: Kaviyd
Posted on: America Online

The news that TSR plans no further Mystara products, in and of itself, is not cause for concern. So nothing beyond 1013 AC is planned out, and we are free to take that world where we want. That is great!

(Gasp! What is wrong with this heretic!)

But what is not so great is that TSR will not be keeping the old Mystara material in print. Gaz 3 (Principalities of Glantri) and Gaz 5 (Elves of Alfheim), which are two of the three best Known World gazetteers, have been out of print for years, and many others are very hard to find. This is not a request for where I can find these gazetteers -- I have them! -- but the fact remains that anyone who just recently fell in love with Mystara will have a very hard time acquiring the source material. This problem is particularly acute for Mystara, as the gazetteers that I mentioned became hard to find before the gazetteer series was even completed!

But it occurs to me that there may be an opportunity here -- a business opportunity for TSR and an opportunity for pleasure for fans of Mystara and other discontinued worlds. What about uploading the old material in some digital form and making it available for some nominal fee? I suspect that people who have no other way to acquire out-of-print material would be most grateful for the chance to acquire the information in the gazetteers at something less than their original cover price. For TSR, this idea should be equally appealing -- after all, they make no profit on the resale of used gazetteers, and the cost of uploading the more popular gazetteers could be recovered several times over in a fairly short time.

So I guess my question is, what is preventing such a scheme from being carried out?

Subj: Invasion from Greyhawk
Date: 7/16/96 2:03:11 AM
From: AMALDIS
Posted on: America Online

What the heck was that. I thought this was the Mystara folder. I would rather see Mystara fans pressing for Mystara than Greyhawk.

-Amaldis

P.S.I still think AD&D 2nd is better, even if you all decide to lynch me for it.

Subj: Re:Invasion from Greyhawk

Date: 7/16/96 10:40:59 AM

From: TSR Inc

Posted on: America Online

<<What the heck was that. I thought this was the Mystara folder. I would rather see Mystara fans pressing for Mystara than Greyhawk. >>

The cross-poster has been asked not to do that again. My apologies for the disturbance.

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:The End of Mystara

Date: 7/16/96 10:45:40 AM

From: TSR Inc

Posted on: America Online

<<But what is not so great is that TSR will not be keeping the old Mystara material in print. Gaz 3 (Principalities of Glantri) and Gaz 5 (Elves of Alfheim), which are two of the three best Known World gazetteers, have been out of print for years, and many others are very hard to find.>>

"Out of print" is a misnomer. TSR prints a certain amount of each product, and whatever the distributors and retailers don't order remains in the TSR warehouse. "In print" merely means that we have copies here available for shipping to distributors. "Out of print" means that we don't.

Doing another print run of any product is expensive, and TSR needs to see that there are enough preorders for the reprint to justify the cost. That generally means at least five thousand or so.

If TSR has said that product X is out of print, I suggest you check online and mailorder retailers, for they are the places that tend to carry older material. Check the "About the Catalog" posting in the Online Catalog area. It lists several online or mailorder retailers that should carry the sort of product that you are looking for.

--

Sean Reynolds, TSR Online Coordinator

Subj: Re: Tease-proof armor

Date: 7/16/96 2:25:09 PM

From: TSR Bruce

Posted on: America Online

>>(...) The majority of people I talked to liked AD&D more than D&D. I am not trying to put D&D down(it was good), but AD&D is better(this isn't just my opinion). I personally had switched Mystara

over to AD&D as soon as 2nd edition came out because I loved Mystara and my players wanted to play in 2nd edition. So don't torch me yet (...)>>

Don't expect a flame from me about this. No doubt there are exclusive supporters of both game rules among Mystara fans (I was just teasing you). What is "better", however, often boils down to a question of personal tastes. Personally, I always thought Betamax was far better than VHS... but again, that's just me. :-)

Bruce Heard

Subj: Re: Netbook Warfare
Date: 7/16/96 2:28:45 PM
From: TSR Bruce
Posted on: America Online

No need to get upset about this. What if B1Bard handled the material written for the original D&D game, and Amaldis the material adapted to the AD&D game? Any better ideas?

Bruce Heard

Subj: Re:The End of Mystara
Date: 7/16/96 3:13:05 PM
From: Joe G K
Posted on: America Online

I wouldn't mind seeing TSR rerelease the old stuff updated to the 2nd edition on a couple of omnibus editions for like \$30 a pop as long as the material was up to date and fresh, as well as holding the feel of the old material. JGK

Subj: Re: Tease-proof armor
Date: 7/16/96 3:14:49 PM
From: Joe G K
Posted on: America Online

I enjoy AD&D2nd edition more than D&D, but the D&D game was a lot looser in it's rules with the various non-human supplements. I rember werwolves, and all sorts of nastiness as being playable by PC's. JGK

Subj: Re:The End of Mystara
Date: 7/16/96 8:52:48 PM
From: Kaviyd
Posted on: America Online

>>Doing another print run of any product is expensive, and TSR needs to see that there are enough preorders for the reprint to justify the cost. That generally means at least five thousand or so.<<

I was certainly not suggesting another print run -- but what about an on-line upload? You would need only have a single copy on hand for somebody to enter the information. How would the economics for that option work out? The Shadow Elves gazetteer was uploaded in this manner -- how did that work out from TSR's point of view? From my point of view, I would say, "Excellent! Any more coming?"

As I tried to make clear, I am not a potential customer for this old material -- I already have it. But I could very well refer half a dozen or so customers to any site where you will make this material available, whether for free or for some charge of less than \$20.

Subj: Re:The End of Mystara
Date: 7/16/96 9:36:09 PM
From: TSR Inc
Posted on: America Online

<<I was certainly not suggesting another print run -- but what about an on-line upload?>>

We are working on putting older materials online, but we are focusing mainly on the active game lines for now. I need to talk to our Director of CS for info on what we might do for the closed lines. I'll take your suggestion to heart. :)

<<The Shadow Elves gazetteer was uploaded in this manner -- how did that work out from TSR's point of view?>>

Well, as that was done just before I started working here, I'm not sure why it was done. Roger Moore put that stuff together ... perhaps you could ask him?

Anyway, we at TSR believe that classic material that is hard to find (and isn't just sitting here in the warehouse, waiting to be ordered) is a good choice to go online.

--

Sean Reynolds, TSR Online Coordinator

Subj: Re: Net Book Warfare
Date: 7/16/96 10:13:38 PM
From: AMALDIS
Posted on: America Online

Thats a great idea. I hope B1Bard agrees.

-Amaldis the Belligerent Peace-maker

Subj: Drama 101

Date: 7/16/96 11:31:45 PM

From: OldGuard 1

Posted on: America Online

>>The cross-poster has been asked not to do that again. << (Sean)

Haruumph, cross-poster indeed! What I do in my own boudoir is my business ;) Oh, I see. Sorry about that. Ahem.

>>My apologies for the disturbance.<< (Sean)

Disturbance, eh? Oh, Sean, you're so dramatic. Tsk.

For the nut, Amaldis, AD&D is fine but it just doesn't compare to the simplicity of D&D. The allure of "basic" is it's brevity of rules and tables. Also, my players (most live out of state now, and only get to play once or twice a year) usually insist on D&D because of the time involved in creating new characters. Yes, kids and spouses tend to subtract time from perfectly good gaming nights.

My point being that two versions of what is essentially the same game is necessary. A basic version for "casual" or "social" gaming, and an advanced version for when you want to get knee deep in the nitty gritty (when you get the time!)

The Known World has strong roots in the basic milieu. The transition, inevitably, will be abrasive to the fabric of the genre.

At your service,
OldGuard 1

p.s. The hazard of calling names on the net is that you can never be sure if the so-called offender is actually a "regular." ;)

Subj: Alphak's Volcano

Date: 7/18/96 2:02:00 AM

From: AMALDIS

Posted on: America Online

Hey does everyone remember Alphak's Volcano from "Dawn of the Emperors". Well just in case you didn't notice it said that it was around 300 miles of the coast of Alphatia. This is wrong, I looked at the maps and its more like 30. What do you all think happened to those 5000 fanatic Alphaks worshippers? Of course some were probably on the continent of Alphatia when it sank, but I'd say

at least 2,500 are left. What type of havoc are they causing in the New Alphatian Empire? I'm thinking of making an adventure for the Net Book(mine of course) in which these psychos make one last attempt at eradicating all Alphatians(on the surface world, not Hollow World). I'd appreciate any suggestions you all might have.

-Amaldis

Subj: Re:Alphak's Volcano
Date: 7/18/96 5:15:13 AM
From: Kaviyd
Posted on: America Online

>> Of course some were probably on the continent of Alphatia when it sank, but I'd say at least 2,500 are left. What type of havoc are they causing in the New Alphatian Empire? I'm thinking of making an adventure for the Net Book(mine of course) in which these psychos make one last attempt at eradicating all Alphatians(on the surface world, not Hollow World). I'd appreciate any suggestions you all might have.<<

They probably took a rest while Zandor was emperor -- for a while it looked as though he might destroy the remains of the Alphatian empire for them. But now, with Zandor deposed and all of the remnants of the Alphatian Empire "making nice" with one another, it is high time for the followers of Alphaks to stir things up again.

Subj: Planar Physics&Mystara
Date: 7/18/96 7:48:30 AM
From: AMALDIS
Posted on: America Online

Hey now that Mystara has been incorporated into the Planescape planar physics, where are Brynn, Draesten, Entrem, Mirage, and Pyts? I assume that Pyts is a layer of the abyss. Also where are the dimension of myth, dimension of nightmares, and the vortex dimension? I seem to remember that the dimension of Nightmares is now the ethereal demi-plane of nightmares, and I assume that the dimension of myth is now just another prime material crystal sphere. But even with these guesses I still have Brynn, Draesten, Etrem, Mirage, and the Vortex dimension that are unaccounted for.

-Amaldis

P.S.Planescape's recent product "Faces of Sigil" has a shadow elf with a multiple personality disorder. That's where I am getting the idea that Planescape now applies to Mystara as well.

Subj: Nagpa
Date: 7/18/96 7:51:58 AM

From: AMALDIS
Posted on: America Online

Hey according to the Mystara Monstrous Manual addition, Nagpa are cursed wizards who are doomed to live forever in a hideous vulture form. I thought that Nagpa were creatures that were from another dimension, and who are reincarnated on the Vulture Penninsula. What is it "officially" now?

-Amaldis

Subj: Hollow World Adventures
Date: 7/18/96 7:56:43 AM
From: AMALDIS
Posted on: America Online

Are the Hollow World (HWA) adventures counted as having happened already(speaking of beginning of 1014 as present). Is that why in Wrath of Immortals Hel is leader of the Entropics(Thanatos lost prestige from being defeated by mere mortals), and after the events of Wrath of Immortals he is the strongest Entropic Immortal(Hel lost prestige for not causing enough damage in the course of the war)?

-Amaldis

Subj: Re:Alphak's Volcano
Date: 7/18/96 8:05:23 AM
From: AMALDIS
Posted on: America Online

Yeah, I was thinking that they just sat back and relaxed when Zandor was in power as well. I'm thinking that the best place for them to get involved is in Esterhold(I mean get involved combat wise, of course they have been supporting anti-Alphatian causes in Thyatis and the Heldannic territories). After all thats where Bargle is, and he's about as evil as you get(I think he first appeared in the Basic boxed set as an example as a 'bad guy'). Esterhold probably appeals to these fanatics(cruel slave drivers and oppressed slaves, etc..). Just a thought.

-Amaldis

P.S.I have received 3 submissions for the Mystara Net Book so far. Keep them coming.

Subj: On Internet download site?
Date: 7/19/96 9:06:10 PM
From: Telrathin
Posted on: America Online

Will the Red Steel stuff be put up on the Internet download site as well?

Tel

Subj: Re:On Internet download site
Date: 7/19/96 10:23:46 PM
From: AMALDIS
Posted on: America Online

Do you mean for the Net Book? If so then yes.

-Amaldis

P.S.Hey, why isn't anyone answering what I posted earlier?

Subj: Re:On Internet download site
Date: 7/19/96 10:24:44 PM
From: RLaRue
Posted on: America Online

I heard about the Net Books being worked on. I have recently been doing some conversions for my own 2nd ed. Mystara game. Here's an example. I have more I'll up load if anyone likes it.

ACTAEON (AD&D 2nd Ed. PC/NPC Race)

Ability Score Adjustments: The initial ability adjustments are modified by a +2 bonus to Strength and Dexterity, and a -2 penalty to Wisdom and Charisma.

Ability Score Range:

Ability	Min.	Max
Strength		10 20
Dexterity		8 20
Constitution	7	18
Intelligence	3	18
Wisdom		3 16
Charisma		3 16

Physical Attributes: Height: 102Ó/98Ó + 2d6Ó Weight: 575/500 lbs. + 4d20 lbs. Age: 15 + 1d6 years (150 + 1d100 years) Move: 15

Class Restrictions:

Class: Level Limit

Fighter 11

Ranger 12

Druid 8

Thief 10

Experience: Normal for class

Hit Dice: Player character actaeons receive hit dice by class. In addition, they receive 11 bonus hit points at first level.

Alignment: Actaeons tend towards true neutral. PC actaeons may be of any alignment.

Natural Armor Class: 9

Background: A solitary being, the actaeon is a protector and hero among woodland creatures. Some call it an òelk centaurÓ because like a centaur, itÓs 9-foot-tall body combines human and animal elements. The actaeon has the torso, arms, and facial features of a human, but the antlers and lower legs of an elk. Brown elklike hide covers its entire body.

Actaeons live alone except during the mating season, which occurs in the spring of every third year. The following autumn, the female gives birth to a single fawn. The fawn remains with her for the following winter, learning the basics of survival. Many fawns freeze during their first winter, or fall prey to attack. Survivors set out on their own come spring, each pursuing its own solitary existence.

Languages: Actaeon, the language of sylvan creatures and common.

Role-Playing Suggestions: Actaeons belong to the woodland community that includes centaurs, dryads, and similar creatures. Because actaeons are bold and rare, other forest folk consider them heroes. They sometimes work with druids to preserve the safety of the woods, especially to thwart a serious danger.

Special Advantages: All actaeons can camouflage themselves perfectly in natural surroundings gaining -4 to surprise.

An actaeon can attack once per round with its antlers inflicting 2d8 points of damage.

At 5th level, the actaeon can summon woodland creatures once per day. 1d6 creatures will arrive in 1d4 turns. Use the following table to determine what types show up:

Woodland Creature Summoning Table

1	boar	4	griffon
2	bear	5	lizard
3	centaur	6	treant

At 7th level the actaeon can breath out a warm greenish mist once per day. The mist fills a 10Ó cube and anyone within must make a save vs. breath weapon or be effected by a polymorph other spell. The effected creature takes the form, intelligence and habits of a common forest creature. ÓCommonÓ forest creatures including owls, squirrels, deer, boars, and the like. The change is permanent unless countered by another polymorph spell, or by dispel magic cast at 12th level or higher. If the saving throw is successful, the change still occurs, but it lasts for only 24 hours.

Special Disadvantages: Actaeons take damage as large creatures.

Monstrous Traits: Monstrous Appearance.

Superstitions: Actaeons believe that the forest naturally provides all creature need to survive, and tend to dislike civilized items, people and places.

Weapon Proficiencies: Spear

Non-Weapon Proficiencies: Survival (Woodland), Appraisal, Natural Fighting, and Animal Noise.
References: Monstrous Compendium: Mystara Appendix p.8.

This all my look familiar because it comes straight from the Mystara MC, I just made it into a PC/NPC race.

Soory if this is too long for the message board, I won't do it again if it is.

Subj: Oops.

Date: 7/19/96 10:28:06 PM

From: RLaRue

Posted on: America Online

Sorry I am new at this, so my last post wasn't about The TSR Internet Uploads. It was about MY internet uploads. Oops.

Subj: Re:On Internet download site

Date: 7/19/96 10:34:43 PM

From: AMALDIS

Posted on: America Online

Thanks RL.

-Amaldis

Subj: Re:On Internet download site?

Date: 7/20/96 12:53:30 AM

From: TSR Inc

Posted on: America Online

<<Will the Red Steel stuff be put up on the Internet download site as well?>>

The Savage Coast campaign setting from TSR will be on AOL, GENie, and the internet site ftp.mp gn.com

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Sean Reynolds, TSR Online Coordinator

Subj: Faenare available

Date: 7/20/96 11:50:11 PM

From: AMALDIS

Posted on: America Online

Faenare are now available for download. See my post at 7/10 for the mistake in the stats for the faenare(it won't happen again, and I know it didn't happen with the fauns). It looks sort of weird because it's in rtf(my computer can't handle my own rtf for unknown reasons). I did upload a txt version, but I uploaded the version before I changed the stats(sorry).

-Amaldis

P.S.Don't expect something new in it. It's pretty much straight from Top Ballista.

Subj: Urgham
Date: 7/20/96 11:53:10 PM
From: AMALDIS
Posted on: America Online

What happened to the orc enclave in Alfheim Town when the shadow elves invaded? Did the orcs migrate with the elves, or did they go off to the Broken Lands.(They could now be respectable Glantrian citizens living in New Kolland, but with a special place in their hearts for the Erewan because they remind the orcs of the Alfheim elves).

-Amaldis

Subj: Re:Archive of Mystara MB 2?
Date: 7/21/96 1:03:23 PM
From: SlayBack01
Posted on: America Online

Mystara is dying

Subj: Re:Mystra-Immortals
Date: 7/21/96 1:11:48 PM
From: SlayBack01
Posted on: America Online

1. yOU CAN'T SPELL. 2. This is not forgotten Realms. and 3. there are NO (read it) NO! specialty priests on (REad this) M-Y-S-T-A-R-A that is how its spelled. Specialty priests are from The Realms...on Mystara they gain NO power,since they worship fake gods/immortals. Get the Mystara NETBOOK

Subj: SlayBack?
Date: 7/21/96 5:49:51 PM
From: AMALDIS

Posted on: America Online

Did I miss something? Who is this guy, and what is he talking about? Is he referring to really old posts?

-Amaldis

Subj: Where is everyone?
Date: 7/23/96 1:11:57 PM
From: AMALDIS
Posted on: America Online

Is this a holiday I don't know about?

-Amaldis

P.S. I am going to be for 4 or 5 days starting the 26th. Please email me anything for the Mystara Net Book during that time, but don't expect a reply very soon.

Subj: Mystara(2) Folder
Date: 7/23/96 8:47:37 PM
From: AMALDIS
Posted on: America Online

The Mystara(2) folder is finally available in the library.

-Amaldis

Subj: BLAH, BLAH, BLAH
Date: 7/24/96 11:44:02 PM
From: B1Bard
Posted on: America Online

Sorry I haven't been posting... just having fun watching the babbling going by...

Background on the last netbook:

We did D&D stats over AD&D stats b/c at the time we were also fighting for the D&D game. Say what you want, but there is no empirical way to decide which is better. I like D&D, you may not... to each his own and party on. I agreed (reluctantly, and with Bruce's urging) to go with AD&D stats after that in an attempt to keep Mystara alive, but I never got any submissions after that.

Recruiting:

I, too, spent many hours in the TSR live room attempting to get Mystara submissions for the netbook. I was disappointed, and (no hard feelings) I expect Almadis will, too. I don't think it's b/c he's a bad guy, I just think that people tend to overcommit to things online.

Which Netbook:

SEND EVERYTHING TO ALMADIS. If he wants to do it, he's welcome to it. I have no problem with that. I have a problem with the insinuation that he's the only person to invest time, effort, and money to make this happen, 'cause it ain't so, but he's welcome to it.

I'd rather see one HIGH quality netbook than two watered-down ones.

Almadis - it's your netbook. I hope you get more involvement than I did.

party on...

The bardman

Subj: Re:Urgham

Date: 7/25/96 5:38:43 AM

From: Alad3

Posted on: America Online

Hi, this is BBlum6 now talking to you from Germany.

In my campaign, Urgham and his orcs moved to the great crater. This is the only place where humanoids are accepted AND don't have to fight to survive.

Subj: Re:Hollow World Adventures

Date: 7/25/96 5:43:07 AM

From: Alad3

Posted on: America Online

I played the Blood Brethren trilogy after WOTI. After Thanatos being defeated there and Hel having screwed things up during the Wrath of the Immortals, I have Nyx as the leading entropic immortal.

Subj: Re:Nagpa

Date: 7/25/96 5:48:06 AM

From: Alad3

Posted on: America Online

Well, as far as I know, the Nagpas are the people of Varellya who were cursed by an unknown immortal. They travel all around the world, but all return to the Vulture peninsula on Ambrymont 24 to reincarnate the souls of their dead into cocoons. They aren't from another dimension nor are they all wizards (I think).

Subj: Re:BLAH, BLAH, BLAH
Date: 7/25/96 1:39:31 PM
From: AMALDIS
Posted on: America Online

Sorry if you felt that I was saying you didn't do any work, I didn't mean to be saying that. Yes I am a little dissapointed with the commitment of people(I have been promised many more submissions than I have actually received).

-Amaldis

Subj: Re:Hollow World Adventures
Date: 7/25/96 1:40:23 PM
From: AMALDIS
Posted on: America Online

I always thought that Nyx was the coolest Entropic Immortal.

-Amaldis

Subj: Re:Nagpa
Date: 7/25/96 1:42:19 PM
From: AMALDIS
Posted on: America Online

I don't have Bruce Heard's earlier Princess Ark articles so I don't know much about Nagpa. I am getting my info about Nagpa from Top Ballista.

-Amaldis

Subj: Idris
Date: 7/25/96 1:44:17 PM
From: AMALDIS
Posted on: America Online

Anyone remember an immortal called Idris from Saga of the Shadowlord? Is that her real name or is she really just another name for a less obscure Immortal(like Hel or Nyx) in your campaign?

-Amaldis

Subj: Fauns are available
Date: 7/25/96 5:38:25 PM

From: AMALDIS

Posted on: America Online

Fauns are now available in AD&D stats in the Library under Monsters&NPCs. Now I just have to get the dryads done.

-Amaldis

Subj: New Topic anyone?

Date: 7/26/96 6:06:33 PM

From: TGreywolf

Posted on: America Online

Greetings!

Not much action on this board, so I thought I'd throw out a topic.

I noticed while going through the Magic & Treasures library that many of the player created items are of the +5 Vorpal Dancing Sword of Unlimited Wishes variety. (lots not all!) Does this imply that most player's prefer campaigns steeped in magical power?

Now, I have been playing and DMing for something like 17 years. I went through my 'Monty Haul' phase, and my 'Rules Lawyer' phase same as everybody (no, I don't mean YOU, I mean everybody else!).

Many player's seem to equate the accumulation of magical items to success. Most of my own group believed until recently that it was possible to go to the 'Magic Store' and spend gold on magical items as if they were coils of rope. (I put a stop to this when my campaign started)

In my Mystara campaign, magic is uncommon. The common man (depending upon where he's from) knows it exists but does not take it for granted. He may fear it, not as an unknown, so much as a force of nature. He views adventurers (often magic-wielding people) with suspicion, wary of the trouble that usually follows them. In most lands (Glantri not included) magic plays a small role in the lives of most common people.

PCs are different (that's why they're PCs). PCs find or earn gold and magical items as a LOGICAL part of the campaign plot (at least they do in a well balanced game). I gear most items for the players I suspect will get them and try to stay away from 'production line' magic items (by this I mean each item my players find is unique somehow). Many items are meant to be temporary possessions, used up, lost or stolen.

So, I was wondering..., In a world where mortals can aspire to be Immortals, is there such thing as too much magic. Where's the limit? How wondrous is a mythical elven blade +4 if every PC and NPC has their own? Should magic ever be so common that it becomes mundane?

Should Mystara be only a "High Magic" campaign world and would running a low or no magic game spoil Mystara's feel?

Talin

Subj: Re:SlayBack?

Date: 7/26/96 11:17:41 PM

From: Duncan TKD

Posted on: America Online

Didn't the WoI give the ability for clerics to be under individual immortals and if they were they gained added abilities?

Duncan TKD

Subj: Re:Re:SlayBack?

Date: 7/28/96 9:16:31 AM

From: Alad3

Posted on: America Online

Yes, each of the mayor immortals in WOTI gave his followers a special ability, similar to those of the specialty priests of the realms.

P.S.>Since Eachainn McDougall is Duke of hightower (PWAIII, page 182) who is Marquis of Dunvegan? (I know it's a trivial question but I'm playing a political intrigue campaign in Glantri).

Subj: Re:New Topic anyone?

Date: 7/31/96 12:35:00 AM

From: AMALDIS

Posted on: America Online

I personally have a Mystara where the average person is in awe of magic, but a low level mage isn't hard to find. The exceptions in favor of magicians are Glantri, parts of Karameikos, Herath, remnants of Alphatia, Thothia, Thyatis, and Ulimwengu (this is leaving out the Hollow World). However there are innumerable countries where mages are distrusted or despised (Ethengar, Rockhome, and Ylaruam come to mind). My players don't find a lot of high powered magic items because I simply don't let them, however each player has at least one powerful (for their level) magic item (usually a weapon). I feel that magic is a crucial part of the feel of Mystara.

-Amaldis

P.S. One reason the folder is sort of slow is that its summer, and another is that people rarely answer questions of other people. I personally have tried to draw out conversation on many occasions, but I think it needs Bruce's involvement for a lot of people to post (don't know why).

Subj: Hi!

Date: 8/1/96 2:10:10 AM

From: Terari

Posted on: America Online

Hi everybody! Sorry it's been so long since I posted.

1. NetBook- Aaahh! Someone has started it again! Great! What kind of material are you looking for? Strictly game stuff (stats, maps, etc.) or "flavor" material (stories, histories, etc) as well? Let me know and I'll get something to you as soon as possible.

By the way, Amaldis, I'm sure you didn't mean anything by it, but it might not be the best idea to refer to it as "your" Netbook. The idea of a project like this is to bring us Mystara lovers together to keep it alive.

2. Activity- It does seem like everything dies down when Bruce isn't around, doesn't it? Maybe the Question of the week could be reinstated?

3. Gen Con- Are any of you going? And if so, are you participating in the D&D event? (that's right, D&D. There are no AD&D Mystara events this year, nor have there ever been. If more Mystara players truly prefer AD&D, they sure don't show it. I, by the way, play an amalgam. I use D&D as a base, with a lot of options and game world details from AD&D.)

Thanks for your time,

Keep the world alive,

Terari

Subj: Re:Hi!

Date: 8/1/96 11:54:58 AM

From: AMALDIS

Posted on: America Online

In response to the 'my' Net Book statement, that was to differentiate 'my' Net Book from the one that B1 Bard edited. I did not mean to imply ownership in any way. Anything on Mystara is good, although it should fit with previously released Mystara info. E-mail me about what you are planning on doing and I will give you feedback (such as if someone has or is doing that). Then e-mail me your submission and I will (attempt) to edit it (to clarify errors in grammar, history, etc...). Please note that information on any part of Mystara (including the Hollow World and the Savage Coast) is acceptable. I'm not going to Gen Con, but if I was I would attend the D&D event. I had long ago converted to AD&D, but as long as it is in Mystara I will play it. And finally, Where are you Bruce?

-Amaldis

Subj: Monstrous errata
Date: 8/1/96 12:01:15 PM
From: AMALDIS
Posted on: America Online

Can anyone tell me what the original(D&D) Sapphire Dragon's breath weapon effect was besides a lightning bolt?(As I remember it all of the Gem dragons had a cool breath weapon effect) I am pretty sure that the breath weapon given in the Monstrous Manual is wrong. Also for those of you who didn't notice, the info on the brown dragon is wrong in regards to Mystara. A brown does have wings and has the breath weapons of a ruby and a jade dragon. A Mystaran ju-ju zombie is known as a topi. And finally a Mystaran Merman is referred to as a merrow, but the AD&D merrow(a sea troll) does not exist in Mystara.

-Amaldis

Subj: GenCon Blues
Date: 8/1/96 3:08:36 PM
From: TSR Bruce
Posted on: America Online

>>And finally, Where are you Bruce?<<

Um,,, I'm here... (meek smile)

I've been monitoring your posts but did not get involved. It's the pre-GenCon roller-coaster here. Those of you who attend probably understand. Let's just say things have been busier than usual. Sorry. This should get better after our annual summer's dark hole. I'll think about a Q of the Week in the mean time. :-)

Bruce Heard

Subj: Re:GenCon Blues
Date: 8/1/96 3:41:00 PM
From: AMALDIS
Posted on: America Online

Thank you Bruce. I have tried to post questions but in general people don't answer them. I have a question. Was there any guiding light behind Mystara like there was behind Greyhawk(Gary Gygax). I've noticed that you and Aaron Allston seem to have had more of an influence on the world than anyone else.

-Amaldis

P.S. For those of you who still play D&D can you please answer my Sapphire Dragon question. I believe that the info is in the black Masters boxed set.

Subj: Re:Monstrous errata
Date: 8/1/96 5:33:23 PM
From: RJNuttman
Posted on: America Online

According to the D&D Rules Cyclopeda, page 171, the Sappire dragon's other breath weapon is "vaporize":

"A victim who fails the saving throw takes full damage, and he and all items carried are turned into gaseous form for one turn per Hit Die of the dragon." This checks out with the description in the Master DM's Book (Black box). The victim can't be seen, nor can he affect anything "solid." The vaporize effect can be dispelled, with the dragon's Hit Dice acting as the effective spell level. Vaporized victims can also move at a 60(20) rate by concentrating.

---RJN

Subj: Re:Monstrous errata
Date: 8/1/96 5:43:53 PM
From: AMALDIS
Posted on: America Online

Oh good. I don't have my D&D stuff anymore so I needed that to clarify the Sapphire. Planning on having the PCs run into one of those guys.

-Amaldis

Subj: A Mage for Mystara
Date: 8/1/96 10:43:06 PM
From: MMonagle
Posted on: America Online

I was noticing that about every other campaign world seems to have a mage that represents it in a way. Like Mordenkainen for Greyhawk, Elminster for the Realms, etc. Would anyone be interested in voting for a mage that could represent Mystara? Maybe if we put in enough mail, he or she could get a cameo in the occasional Wizard's Three article that appears in Dragon - like the Symbul did for Dark Sun (my apologies for any misspellings).

For me, I think that Terari (the once Alpathian emperor now Karameikan school master) would be a good choice. What are other peoples choices?

Subj: Re:A Mage for Mystara
Date: 8/1/96 10:48:10 PM
From: AMALDIS
Posted on: America Online

AHHHH.

- 1.the Simbul is from FR.
- 2.I already suggested Terari in 'What I'd like to see from TSR', but I took it back when I saw article #219's 'Wizards Three'. It was repulsive and I don't want Greenwood to come anywhere near Mystara(its sort of too late considering Five Shires, which oddly enough was very good).
- 3.I think that the occasional article in Dragon about Mystaran magical lore(narrated by Terari) would be excellent. Don't invite Ed to do it, I hate him at this point.

-Amaldis

Subj: Re:Guiding Lights
Date: 8/2/96 10:11:14 AM
From: TSR Bruce
Posted on: America Online

<<Was there any guiding light behind Mystara like there was behind Greyhawk(Gary Gygax). I've noticed that you and Aaron Allston seem to have had more of an influence on the world than anyone else.>>

...There was guiding light behind Greyhawk??? Oh I get it, the light was so bright it must have blinded everyone! ;) Just being facetious and terribly biased. Now, WE in the Mystara team however did have the true guiding light. It just got really foggy at one point (must have been the doing of some jealous Greyhawk gods). If we could backtrack just a little...

Aaron was a major contributor to Mystara in its time. Aaron is a freelance writer from Texas who contributed first to the basic/expert D&D adventures back in the early 80's. After I had developed the idea of the Gazetteers, he in turn became the author of the very first release in this new series (GAZ1 Grand Duchy of Karamikos), which had a very long life as a game setting. I wrote the third (GAZ3 The Principalities of Glantri, and later the Orcs of Thar). Mystara benefitted greatly from the fact I was able to guide its development from the mid-80's to the early 90's -- and that a few devoted writers, like Aaron Allston and Ann Dupuis helped carry out the development. Credit also goes to devoted cartographers, Dennis Kauth and Dave Sutherland, who really helped creating a consistent map system and interesting illustrations around the maps. It was a lot of work but also a lot of fun!

Bruce "flame-target" Heard :-)

Subj: Re:A Mage for Mystara
Date: 8/2/96 10:24:31 AM

From: TSR Bruce

Posted on: America Online

<< I was noticing that about every other campaign world seems to have a mage that represents it in a way. Like Mordenkainen for Greyhawk, Elminster for the Realms, etc. Would anyone be interested in voting for a mage that could represent Mystara? Maybe if we put in enough mail, he or she could get a cameo in the occasional Wizard's Three article that appears in Dragon - like the Symbol did for Dark Sun (my apologies for any misspellings).

For me, I think that Terari (the once Alphatian emperor now Karamaikan school master) would be a good choice. What are other peoples choices?>>

Terari seems like a very good idea (another creation from Aaron Allston, by the way) for a Mystara trademark. I would also throw in Etienne Amberville (Rad's avatar that is).

<<I already suggested Terari in 'What I'd like to see from TSR', but I took it back when I saw article #219's 'Wizards Three'. It was repulsive and I don't want Greenwood to come anywhere near Mystara(its sort of too late considering Five Shires, which oddly enough was very good).>>

Five Shires was an excellent contribution to Mystara, and I at the time, I wished Ed could have written more the Gazetteers. Creating an interesting setting for halflings is a tough job. Ed's creations have always been top notch. He really enjoyed working on Mystara and we got plenty of good feedback from Ed about it. Coming for the creator of the Forgotten Realms, I think this was a milestone. IMHO it makes no doubt in my mind that Ed would have done a wonderful job should he have had further opportunities to develop other areas of Mystara. Unfortunately, his time was locked into Forgotten Realms.

Bruce Heard

Subj: Re:Guiding Lights

Date: 8/2/96 10:25:41 AM

From: AMALDIS

Posted on: America Online

What ever happened to Aaron Allston anyway?

-Amaldis

Subj: Re:Guiding Lights

Date: 8/2/96 10:28:42 AM

From: TSR Bruce

Posted on: America Online

<<What ever happened to Aaron Allston anyway? >>

Aaron still is a professional freelance writer. I believe he contributes work to other game companies, computer software manufacturers, and I wouldn't be surprised if he wrote novels elsewhere too.

Bruce Heard

Subj: Re:A Mage for Mystara
Date: 8/2/96 10:29:23 AM
From: AMALDIS
Posted on: America Online

Read his 'Wizards Three' in Dragon #219. When I said repulsive I meant that it offended me (and quite a few others judging by the old Greyhawk folders I have read). From that article I get the impression that has a perverted mind.

-Amaldis

Subj: Re:Guiding Lights
Date: 8/2/96 10:30:07 AM
From: AMALDIS
Posted on: America Online

Did they get rid of him when Mystara moved to AD&D?

-Amaldis

Subj: Hear ye, Hear ye
Date: 8/2/96 10:33:59 AM
From: AMALDIS
Posted on: America Online

For those of you who were planning a submission for the Mystara Net Book the day of judgement is coming. I need you to email me your submission by August 6th. In addition if you have not yet told me what you are doing than you might be overlapping with someone else material (forcing me to drop you out of the first Net Book).

-Amaldis

Subj: Re:A Mage for Mystara
Date: 8/2/96 10:36:38 AM
From: TSR Bruce
Posted on: America Online

<<From that article I get the impression that has a perverted mind.>>

I know Ed. He's no pervert. If you judged me by some of the stuff I wrote, you'd think I'm a rather strange fellow too. You didn't like that article he wrote, that's fine. Everyone is entitled to personal opinions. I just don't think you should make personal judgements about Ed, or his ability to write totally different material. Putting this issue aside, I'd prefer concentrating on topics specific to Mystara.

Bruce Heard

Subj: Re:A Mage for Mystara

Date: 8/2/96 11:27:42 AM

From: Alad3

Posted on: America Online

I think a mystaran representative should have to be able to use the radiance. Since Rad isn't using his Etienne Avatar (though i prefer mortal identity) anymore, Harald of Haaskinz is be a possibility. Terari is of course a good choice, but since the radiance is the greatest source of magical power on Mystara, and since no other world has an artifact like that, i'd cast my vote for a Brother of the Radiance.

Subj: Re:A Mage for Mystara

Date: 8/2/96 12:24:52 PM

From: RJNuttman

Posted on: America Online

<<I think a mystaran representative should have to be able to use the radiance.>>

I don't think that would be a very good idea: After all, it was manipulation and use of the Radiance that sparked the Great War(What DO Mystarans call that war? "Wrath of the Immortals?" "The Immortal's Fury"? "The Magewars"? "The Known World War"?).

Mystara's representative should go agianst the grain of the other Wizards Three, who tend to be a bit flashy and full of themselves. Terari is a good choice, I agree: he keeps a pretty low profile away from the school of Magecraft. He makes for a good "narrator," per AMALDIS' suggestion of Mystaran articles in Dragon.

I also think it'd be a mistake to give the position to one of the wizards or wizard-princes of Glantri simply because those mages are ALREADY full of themselves. Like they need to boast a "world representative" among themselves.....

My two kopecs,

RJN

Subj: Radiance

Date: 8/2/96 11:41:06 PM

From: AMALDIS

Posted on: America Online

I have been looking through the old Mystara 1+2 folders I downloaded from the library and I'd like to comment about the Radiance. Lots of people pointed out that the Nucleus of Spheres was supposed to be draining from Entropy following Wrath of the Immortals. However in the Glantri boxed set it says that it is draining from Mystara's magic still. Also it suggests (but doesn't specifically say, I believe) in the Poor Wizard Almanacs that it still drains from Mystara's magic. In my campaign world I have explained all of this. First off, Wrath of the Immortals didn't occur exactly as described in the boxed set (this is not just my campaign, if you check it against the Poor Wizard's Almanacs you will find slight discrepancies). I have that at the end of the war Rad was sucked into the Nucleus of Spheres by the Old One he encountered. Regardless of whether Rad was destroyed or is just visiting with the old ones, his Immortal essence was absorbed and transferred to the world's magic supply. You might have noticed in the Glantri boxed set that the Immortals somehow were able to restore some of the world's Rad points, so Mystara is now missing 478. If they were able to restore those than they should have been able to restore it all the way, therefore I have my Rad's immortal essence replenishes the world's magic (somewhat). So basically that thing with Entropy being drained just never happened (which I think was TSR's last official stand considering the Glantri boxed set).

-Amaldis

P.S. Just have to say that Gaz 3, Principalities of Glantri (which due to inability to find it I have only borrowed and don't own) was the best of the Gazeteers. It was brilliant, and I must say that Bruce did perhaps the best product (at least idea wise) TSR has ever made. Good job Bruce. I also have to point out that the adventure booklet for Glantri (which I never used, either for Glantri or Karameikos) shows something from Dragonlance. Karameikos' adventure booklet had the original's cover on the adventure booklet, and I think that it would have been nice if Glantri's had too (I loved the original Gaz 3 cover).

P.P.S. Anyone ever notice that in the Aaron Allston Gazeteer's calendars the last day of the year had no magic due to 'stellar phenomenoms'? It even said that on 28 Kaldmont there is a 3% chance of the populace causing 'fear and disorder' on that day. So did Aaron Allston already have the idea of magic not operating on the last day floating in his head (it just wasn't accepted by others)?

Subj: Re:A Mage for Mystara

Date: 8/3/96 12:02:26 AM

From: Mystaros

Posted on: America Online

Ahem

With all humility, I, Mystaros the Magnificent, am more than willing to officially accept the titles of Sorcerous Protector of the Known World, Magician Supreme of Mystara, High Master of the Sclaran Mysteries, and Grand Wokan of Heap Big JuJu...

Having been the unrecognized protector of Mystara for the last four millennia hasn't been easy, but I am more than willing to continue for another 4000 or more years...

Mystaros, Demiurge, Master of the Solarian Sphere...

(Sorry, I couldn't resist... if I get a chance I'll upload some of Mystaros' story, which begins long ago in an ancient city called Blackmoor)...

Subj: Re:A Mage for Mystara

Date: 8/3/96 12:11:46 AM

From: Duncan TKD

Posted on: America Online

Why could Mystara's spokes person be Prince Heldamar of Hakken, Captain of the Princes ARK?

--Duncan TKD

Subj: Re:Radiance

Date: 8/3/96 12:23:35 PM

From: Alad3

Posted on: America Online

What kind of discrepancies?

P.S.>I've always wondered about that pre-WOTI day of dread.

Subj: Re:Re:A Mage for Mystara

Date: 8/3/96 12:30:32 PM

From: Alad3

Posted on: America Online

Harald isn't particularly full of himself. In Kingdom of Magic it says<Harald seems a kind man, sympathetic and generous to those seeking knowledge>. Also it is stated a few times that he is calm, harmless, and takes a low profile as headmaster of the great school (just like Terari). And his disfigurement clearly shows the dangers of the radiance.

Alad

P.S> Also i just love Glantri, and i wouldn't want mystara's wizard representative to come from a magic-poor country like Karameikos (even though Terari is of course originally alphantian)

Subj: Re:Radiance
Date: 8/3/96 1:33:22 PM
From: AMALDIS
Posted on: America Online

Can't remeber all of them. Alphatia was wholly recreated in the Hollow World(in Wrath it was created but with less landmass, and only preserving the more interesting parts of it). Also in the first Almanac it says that the Ylari hold a piece of Thyatian territory(but the Thyatians kick them off pretty quick), but in Wrath the Ylari left that area a couple years before. There are many of them, but I just use the more recent Gazeteers as what really happened.

-Amaldis

Subj: Re:Re:A Mage for Mystara
Date: 8/3/96 10:44:35 PM
From: MMonagle
Posted on: America Online

Actually, I sort of like the idea using Harald too. Still, I think that Terari is perhaps a more traveled mage and has seen more of Mystara and I like that quality.

Subj: Re:Radiance
Date: 8/4/96 4:20:39 AM
From: GALusaK
Posted on: America Online

My only problem with the Radiance is that, in the gazeteers, Poor Wizards, and other early, pre-Wrath stuff, there has always been a Day Without Magic at the beginning of the year.

Then, after the Wrath, everyone acts as if the world had never ever lost magic world-wide (admittedly, a Week Without Magic would have been a surprise...).

My pet peeve,
GALusak

Subj: Re:Radiance
Date: 8/4/96 3:47:08 PM
From: AMALDIS
Posted on: America Online

Poor Wizards is post Wrath. I think that Aaron Allston's idea never caught on until he was allowed to make major changes in Wrath. I have never seen the absense of magic on the last day of the year anywhere(referring to pre-wrath materials) except in the Gazeteers that Aaron Allston wrote. I

suppose no one(referring to TSR staff) ever noticed the pre-wrath lack of magic, and that Allston might have forgotten to tell them. Hey Bruce, can you clear this up? Did you guys know about it?

-Amaldis

Subj: Re:Radiance
Date: 8/4/96 6:33:06 PM
From: TSR Steve
Posted on: America Online

> I suppose no one(referring to TSR staff) ever noticed the pre-wrath
> lack of magic, and that Allston might have forgotten to tell them.
> Hey Bruce, can you clear this up? Did you guys know about it?

Actually, I thought this idea *came* from Bruce. Didn't it first get mentioned in the GAZ book on Glantri?

Steve Miller
TSR, Inc.

Subj: Re:Radiance
Date: 8/4/96 9:56:59 PM
From: AMALDIS
Posted on: America Online

Nope. I just checked the page. It first appeared on page 33 of Grand Duchy of Karameikos. It appears as a 'X' next to the 28th of Kaldmont. There is an explanatory note at the bottom of the page saying that it is caused by 'unusual celestial activity'. I don't own the original Glantri(which always bothered me, especially when I encountered members of the Secret Crafts in other products.) so I can't say anything about that. Thanks for getting involved in discussions in this folder though, its nice to see folks from TSR who care about Mystara.

-Amaldis

Subj: Re:Gnomes
Date: 8/4/96 11:41:32 PM
From: MF1234
Posted on: America Online

Check PC2: Top Serraine. They have statistics for PC gnomes.

Subj: Re:Radiance
Date: 8/5/96 6:57:10 AM

From: GALusaK

Posted on: America Online

First, I'm sorry to have said it was at the beginning of the year instead of the last day as noted. And, for saying that the Almanacs were pre-Wrath.

Now, the "Stellar Cataclysm" is mentioned in the Glantri gazetteer by Mr. Heard [page 52], Karamaikos (as AMALDIS mentioned), Dwarves of Rockhome [page 27] (also by Mr. Allston), Dawn of the Empires [book 3, page 20] (again, by Mr. Allston) and, I believe, the Western Countries trail map.

I agree that it was mostly just Mr. Allston that mentions the lost of magic, but, given the (assumed) nature of freelancing work, other writers were not told about including it or not. Or it may have been an idea that had slipped through that shouldn't have in the first place.

I will admit that, while the lost is/was listed as being caused by a space occurrence, I can and do see it as an early effect of the Nucleus. Given that it is a set day every year, not random like Mr. Heard mentions in the Glantri gazetteer, and that it happens on the first day now instead of the last as before, it isn't hard.

I have always liked the idea of a regular day without magic. It was an idea that I have carried into other worlds ever since I saw it in the gazetteers. But, since no one else seems to have remembered that old occurrence, maybe I'm in a minority. Not that I'm saying or meaning anything by that.

Maybe its just me,
GALusak

Subj: Re:Radiance

Date: 8/5/96 11:42:41 AM

From: AMALDIS

Posted on: America Online

I for one noticed it as well. People are often resistant to change to their favorite campaign world, and I think that those who adventured in Mystara before noticing the 'stellar phenomenon' might not have wanted to make the change. As an example of resistance to change, when I got Wrath of the Immortals I was horrified. Alpatia had been destroyed(at least it's outer world version was), and I couldn't comprehend why anyone would do such a thing. However as the Almanacs came out it showed that perhaps there was hope for the remnants of Alpatia(if somehow Zandor could be gotten rid of). With the coming of Poor Wizard's Almanac III(which IMO was the best of the Almanacs) Zandor was finally gone, and while Alpatia was weaker, I found that I liked the New Alpatian Empire more than the old one. In my campaign I have had the Council vote to eliminate slavery of any kind(with strong opposition from Thothia), and since it is more lenient about allowing non spellcasters to rule I find the New Alpatian Empire to be a kinder and gentler version of the old.

-Amaldis

Subj: Re:Loss of Magic
Date: 8/5/96 2:10:51 PM
From: TSR Bruce
Posted on: America Online

This mention in GAZ 1 and GAZ 3 goes back to 1986 -- pretty old stuff.

The loss of magic listed in these two original books comes with a 3% chance of it hapening at all. The same 3% chance is listed in both books, see pages 33 for GAZ 1 and 52 for GAZ 3. The day without magic listed after Wrath of the Immortals, however, is automatic -- 100% chance that day. The growing problems with the Radiance have simply boosted the anti magic effect. The "stellar cataclysm" of old merely acted as a catalyst for the Radiance's anti magic phenomenon.

Bruce Heard

Subj: Haldemar
Date: 8/5/96 2:12:54 PM
From: TSR Bruce
Posted on: America Online

I could also vote for Haldemar, the captain of the Princess Ark, as a "trademark" wizard representative of Mystara -- but then this would be a biased vote! ;)

Bruce Heard

Subj: Re:Loss of Magic
Date: 8/5/96 6:41:54 PM
From: AMALDIS
Posted on: America Online

Oh. I thought that the 3% was only in regards as to wether people would be frightened or not.

-Amaldis

Subj: Re:Radiance
Date: 8/6/96 1:41:14 AM
From: Kaviyd
Posted on: America Online

>> I have always liked the idea of a regular day without magic. It was an idea that I have carried into other worlds ever since I saw it in the gazetteers. But, since no one else seems to have remembered that old occurrence, maybe I'm in a minority. Not that I'm saying or meaning anything by that.<<

No, I noticed that old reference in many of the gazetteers too, and I made use of that idea in a pre-Wrath campaign. In this case, the player characters fell into a "Temporal Stasis" trap from which this Day of No Magic eventually freed them, as there was nobody else available to perform the rescue.

Subj: The 3%
Date: 8/6/96 2:40:58 AM
From: GALusaK
Posted on: America Online

Thank you, Mr. Heard, for the insight.

Unfortunately, I also took the 3% to be referring to the possible mass panic. While I thought it was weird to have had the percentage listed but, as it had (supposedly) happened often enough in the past, it had a little meaning.

Of course, the fact that it looks like there is a period after the percentage in parenthesis instead of at the end of the panic sentence added to my choice.

AMALDIS's thoughts on the people's resistance to change goes far enough to explain why it didn't take-off before for me, anyway.

My mistake,
GALusak

Subj: Re:Re:Radiance
Date: 8/6/96 5:40:31 AM
From: Alad3
Posted on: America Online

I just wanted to add, that the stellar cataclysm is also mentioned in GAZ 12 The golden Khan of Ethengar by Jim Bambra on page 22 of the DM's booklet.

P.S. I also always thought that those three percent had to do with the fear and disorder among the population.

Subj: Re:Radiance
Date: 8/6/96 9:11:51 AM
From: AMALDIS
Posted on: America Online

Did anyone think that the 3% was for the magic failing? It seems that only Bruce thought that(although I suppose that that's the official version). Just curious.

-Amaldis

Subj: Re:The 3%
Date: 8/6/96 1:25:21 PM
From: TSR Bruce
Posted on: America Online

<< I also took the 3% to be referring to the possible mass panic.>>

Yep, that's a legit editorial bug... :(

Bruce Heard

Subj: Re:The 3%
Date: 8/6/96 1:38:37 PM
From: TSR Bruce
Posted on: America Online

... and it was so "small" (a tiny footnote at the bottom of the calendars) that it was perpetrated. Sorry for the confusion. I remember a series of other small glitches related to the calendars. They popped up now and then in ensuing Gazetteers; mostly symbols dropped or altered, and seasons mixed up. The latter problem was fixed in the Almanacs.

Now of course, if you automatically played the stellar cataclysm every year on that date -- and the resulting loss of magic in your original campaigns -- oh well! I don't see anything wrong with that. Obviously everyone liked the idea on the first place. Now we just need to find an explanation for a stellar cataclysm that happens every Mystaran year.

Bruce Heard

Subj: Re:Haldemar
Date: 8/6/96 6:53:56 PM
From: Joe G K
Posted on: America Online

I think that Haldemar would also be an interesting fellow since the article is in Dragon, the readers of the Wizards Three should have an idea of who he is, and his own past explorations and travels. JGK

Subj: Weather for Mystara
Date: 8/6/96 10:38:02 PM
From: RLaRue
Posted on: America Online

Hi,

I just uploaded a program I wrote that forecasts weather for fantasy worlds. The original was based on 365 days in a year. This version is specific to Mystara. It's pretty self explanatory. You need an ASCII text reader to view the results. It save files with a .dat extension. Keep an eye out for it, and let me know what you think.

Rick
RLaRue@aol.cm

Subj: 3% and calendar anomalies
Date: 8/6/96 10:51:08 PM
From: Kaviyd
Posted on: America Online

>>Did anyone think that the 3% was for the magic failing? It seems that only Bruce thought that(although I suppose that that's the official version). Just curious.<<

It is an excellent way to reconcile an apparent contradiction -- I must admit that I don't even remember seeing the 3% figure, although I am sure that a perusal of the gazetteers will show me how inattentive I was in reading them when they first came out.

I do remember one other interesting contradiction -- in the _Minrothad Guilds_ gazetteer, mention is made of how the days of the week on the calendar shift from one year to the next. Since the Minrothad year is the same length as the year elsewhere on Mystara, that was obviously a mistake. And aren't those Minrothaddans perverse in using the calendar that they do on a world where the lengths of the months and years work out so nicely?

Finally, I was wondering if anyone has noticed the astronomical anomalies concerning Mystara's visible moon? Something very odd must be going on when a full moon can rise shortly after dawn! Obviously, the phases of this moon have nothing to do with the way the light of the sun would normally hit it.

Subj: Re:3% and calendar anomalies
Date: 8/6/96 11:36:43 PM
From: AMALDIS
Posted on: America Online

Why, can't there be a full moon right after dawn(forgive my astronomical ignorance)? I personally have seen the moon up in the early morning. Also, did Bruce Heard ever give any info(like maps and population stats) about Myoshima in his Princess Ark articles?

-Amaldis

Subj: Full moon rises at dawn?
Date: 8/8/96 12:11:40 AM
From: Kaviyd
Posted on: America Online

>>Why, can't there be a full moon right after dawn(forgive my astronomical ignorance)? I personally have seen the moon up in the early morning.<<

The problem is with the full moon rising shortly after dawn, not with the moon being in the sky at that time. In the real world, a full moon occurs when the moon is on the opposite side of the earth from the sun. That means that a full moon will usually rise around dusk and set around dawn. If the moon rises shortly after dawn, then it would generally be a crescent moon shortly before or after the new (invisible) moon -- not the sort of moon that would cause a werewolf to change.

In case you were wondering, that last part is important -- the reference to the full moon rising at about 7 a.m. appears in one of the PWA's in connection with a magical duel involving one of the contestants (Henri d'Ambreville) transforming into a werewolf shortly after the duel began.

Subj: Re:Full moon rises at dawn?
Date: 8/8/96 12:21:21 AM
From: AMALDIS
Posted on: America Online

Wow. I'm impressed. I never note things like that. I think I'll try to find as many of those I can.

-Amaldis

P.S.The Net Book is being uploaded tomorrow. It is sort of an intro to Mystara, I am making some really cool articles(IMO) for later Net Books, but for this one my contribution is practically worthless for anyone who knows much about Mystara. Expect better articles on my part in the future.

Subj: Mystara mailing list
Date: 8/8/96 12:26:04 AM
From: Kaviyd
Posted on: America Online

Since it has been a few weeks since anybody mentioned it, there is a mailing list that might be of interest to people who frequently check out this message board:

Send e-mail to:
Majordomo@lists.io.com

with message:

subscribe mystara-l amaldis@aol.com

Subj: Net Book

Date: 8/8/96 7:38:39 PM

From: AMALDIS

Posted on: America Online

I guess I really picked a bad time for getting out the Net Book(in the middle of Gen Con). It was my intention that the first Net Book was to be an intro to Mystara, but some of the articles have not arrived on time. One of them is an intro article so I am going to postpone the Net Book until after Gen Con so I can receive that article(I am assuming that is the reason I haven't received that article).

-Amaldis

P.S.I am just wondering if there is anyone out there who is interested in helping with the Net Book who didn't speak up before. Feel free to email me if you are, and also feel free to pester me with all sorts of questions(I much prefer that to not hearing anything from you, and I like to answer questions).

Subj: Blackmoor

Date: 8/9/96 11:54:17 AM

From: NHLT Rick

Posted on: America Online

Greetings!

Can anyone tell me if there is a connection between the city of Blackmoor on Greyhawk and Mystara's Blackmoor. Both were destroyed long ago and seem to have other similarities?

Also, what's in the Blackmoor supplement, and does it hold any relevant historical info for Mystara?

Thanks!

Rick

P.S. I normally post under RLaRue@aol.com, but I'm at work.

Subj: Re:Blackmoor

Date: 8/9/96 4:35:06 PM

From: AMALDIS

Posted on: America Online

I believe both are based on the original Blackmoor material which came out in 75' as Supplement II. From what I have been told (by those who are knowledgeable about Greyhawk) Blackmoor was incorporated into both Greyhawk and Mystara. There was a discussion in an old Greyhawk folder (which I don't think is available for download since I couldn't find it and I had downloaded every available Mystara and Greyhawk folder) which a Greyhawk fan told me about in which people discussed the ties between Oerth and Mystara. The fact is that many people used to think the 'Known World' was part of Oerth, and a large number of Greyhawk fans have used adventures officially taking place in Mystara and used them in their Greyhawk campaigns without realizing that the adventure didn't take place on Oerth. No offence to Bruce, but one of the major reasons for this is the Book of Wondrous Inventions which included things from both Oerth and Mystara (and the other major reason is the two Blackmoors). There are many other things that tie the two together (such as the similarities between the 'Dimension of Myth' and the world of Aerth, both of which are described as being a magical version of Earth), but needless to say everything is all jumbled up. I really don't know much about the City of Blackmoor on Oerth, but I think that Blackmoor still exists in a place called the Land of Black Ice on Oerth.

-Amaldis

P.S. I hope this helps.

Subj: Re:Blackmoor
Date: 8/9/96 4:42:56 PM
From: Locogui
Posted on: America Online

Amaldis...which Greyhawk folder did this discussion take place? I have 'em all downloaded, so I could look into it. ;-)

Subj: Re:Blackmoor
Date: 8/9/96 4:53:35 PM
From: AMALDIS
Posted on: America Online

It was about 6 folders or so back. Don't know its specific number.

-Amaldis

Subj: Re:Blackmoor
Date: 8/9/96 5:10:36 PM
From: AMALDIS

Posted on: America Online

Scratch that. It was probably Greyhawk folder #4 or #6, which I just found(for the first time) in the library.

-Amaldis

Subj: Re:Blackmoor

Date: 8/9/96 6:20:06 PM

From: AMALDIS

Posted on: America Online

Sorry for taking up so many posts with this. The discussion is in folder #6. It isn't a very long discussion, but basically it seems to have been decided by the Greyhawk folks that when the spaceship imploded on Mystara that it somehow created a rift between the two worlds, and some people from Blackmoor ended up in ancient Greyhawk(along with a few pieces of the spacecraft).

-Amaldis

Subj: Adventures&Mystara

Date: 8/9/96 11:20:27 PM

From: AMALDIS

Posted on: America Online

I have a question for Bruce(or any other TSR worker who knows about Mystara). Are all the old adventures considered completed now? For example, Red Arrow, Black Shield is obviously completed now because WoI had its own version of it. Also Saga of the Shadowlord has been completed because in the Denagoth description in Poor Wizard's it says that in the past a necromancer know as the Shadowlord rose to power, but Landryn Teriak never had the title the Shadow Lord until the adventure, and the way that adventure was designed, Landryn was doomed to die due to his rotting curse. Castle Amber has been completed because the Ambrevilles are now free, and it specifically mentions in the Glantri boxed set that Prince Jaggar von Drachenfels refuses to oppose the Ambrevilles due to their amusingly odd ways(including disappearing with their castle for 80 years), which of course infuriates his lover, Dolores Hillbury(aka Synn the Night Dragon). What about the other adventures?

-Amaldis

Subj: Re:Blackmoor

Date: 8/10/96 9:38:32 AM

From: MagianChua

Posted on: America Online

Ohh finally a conversation I can get into.....

And if we must discuss Blackmoor, we can't let it's permanent fixture, the EGG of Coot go untouched :)

By the way, are there any immortals that came from the ancient Blackmoor Civilization BESIDES Rafiel?

Chua:)

The Little Custodian of the Lady of Pain

Subj: Re: Blackmoor
Date: 8/10/96 9:40:52 AM
From: MagianChua
Posted on: America Online

I also believe that one of the events for World of Greyhawk in GenCon is an adventure of the Ruins of Blackmoor.

Chua:)

Subj: Azlum Swift
Date: 8/10/96 8:06:28 PM
From: MF1234
Posted on: America Online

I have a wizard to represent Mystara. Azlum Swift. I first learned of this wizard in Champions of Mystara. He travels in a geometric airship and takes notes of the world. Azlum may or may not be aware of the Hollow World, but he has mapped all of outer Mystara. Very few people know of his existence. More people know that Terari was Emperor of Alphatia 60 years ago.

Subj: Question of the Week
Date: 8/10/96 8:07:59 PM
From: MF1234
Posted on: America Online

Even though I am not a regular on this board, I have been lurking around, downloading old logs and current postings. Anyway, I have a question of the week for you.

What people do you think should represent Mystara in stories and Dragon articles?

Here's my answer. It applies to all three of the Mystara settings.

First, for Mystara proper, I would choose King Stefan Karamaikos, Emperor Eusebius Torion, Ludwig von Hendriks, King Thar, Prince Jaggar, Herr Wulf von Klaggendorf, Synn the Night Dragon,

Bargle the Infamous, Moglai Khan, Princess Tandaleyo, Azlum Swift, Terari, Prince Malachie, and of course, Prince Haldemar of Haaken.

For the Hollow World, I would choose Pharoahs Senkha and Ramose, Emperors Andross and Azcotia, Troikalathus of Lauron, Chief Zorok of the Toralai, Empress Eriadna, Jan Hembeek of Ostodok, and Anna von Hendriks.

Finally, for the Savage Coast, (for all you Red Steel fans) I would have Miles Killian O'Kayne, Francisco del Carrascal, Don Luis de Manzanas, Igor Balazar, Baronesa Isabel "La Terrible" de TorreÑn y Morales, Angel'c de Ariela, Sir John of the Wain, the Duke of Cimarron, King Sigismund III the Great of Eusidria, and the master of the Desert Nomads.

I hope this question is not too confusing. Please post any comments if you understand. I always go to this post first when I go on-line.

Please excuse any misspellings. I currently have no TSR products, except for what I downloaded. I do remember a lot, nonetheless.

- Thomas Forsyth (MF1234)

Subj: Re:Blackmoor

Date: 8/10/96 8:33:49 PM

From: AMALDIS

Posted on: America Online

Yes. Khoronus, Reigning Heiriarch of Time, is from the Blackmoor civilization. He has even saved the Blackmoor culture by time travel, and designed the city on a distant planet where the Blackmoorians he saved live.

-Amaldis

Subj: Re:Blackmoor

Date: 8/10/96 10:00:07 PM

From: MagianChua

Posted on: America Online

I remember, TSR Roger hinted that planet was OERTH!@!!!!!!!!!!

I guess there may be a connection :)

Subj: Re:Blackmoor

Date: 8/10/96 11:23:35 PM

From: MMonagle

Posted on: America Online

I play both this campaign and Greyhawk and for the answer of a relationship between the Blackmoors, I would say no. I believe that they both started from the same idea but then went down different paths. The maps provided by the DA series do not really relate to the Greyhawk

setting. Also, the history and characters involved are not from the Greyhawk setting. None the less, there is not much material on Greyhawk's Blackmoor so I can see how it would be very possible for people to take the DA series and adapt it to Greyhawk.

Subj: Re:Re:Blackmoor
Date: 8/11/96 6:29:53 AM
From: Alad3
Posted on: America Online

Asterius, Eternal of the Sphere of Thought, is from Blackmoor too, as is (if you stretch it a bit) Benekander.

Subj: Tarastia
Date: 8/11/96 6:36:38 AM
From: Alad3
Posted on: America Online

Hey, was Tarastia in her mortal life a Jennite cleric (Codex of the Immortals, page 36) or Empress Valentia of Thyatis (Dawn of the Emperors, Book 1, Page 5)?

Subj: Shadow Elves
Date: 8/11/96 6:40:08 AM
From: Alad3
Posted on: America Online

Has anyone ever noticed that there are big differences between the shadow elves history in the HW boxed Set and Gaz13? For Example in the boxed set, the shadow elves discovered the refuge of stone immediately after fleeing underground from the great rain of fire, in Gaz13 they discover it in 1104BC after fleeing the destruction of Aengmor. This isn't the only difference but the most obvious. So, what gives?

Subj: Re:Blackmoor
Date: 8/11/96 10:09:20 AM
From: Telrathin
Posted on: America Online

Actaully, the evidence very well could support MagianChua's idea that the Blackmmor on Oerth was the very same founded by Khronus. It would make sense that the Blackmoor of Oerth did not correspond with the Blackmoor of the DA series, for Khronus took a small portion of the population

of the original Blackmoor to this new Blackmoor and started anew, which would explain why the two do not have some of the same personalities, etc.

Tel

Subj: Re:Blackmoor
Date: 8/11/96 10:55:48 AM
From: MagianChua
Posted on: America Online

<< Actaully, the evidence very well could support MagianChua's idea that the Blackmmor on Oerth was the very same founded by Khronus. It would make sense that the Blackmoor of Oerth did not correspond with the Blackmoor of the DA series, for Khronus took a small portion of the population of the original Blackmoor to this new Blackmoor and started anew, which would explain why the two do not have some of the same personalities, etc.>>

Well it was an idea that has to be created toward Mr. Moore. I was just the delivery boy :).

But I love Blackmoor! :)

Subj: Re:Shadow Elves
Date: 8/11/96 10:32:45 PM
From: AMALDIS
Posted on: America Online

I personally follow the Atruaghin Clans version, with a little extra explanation. Aengmor was first started by Atruaghin and some of his followers, under the name Mictlan(at the time it was only a temple to Ka and Ixion). Atzanteotl somehow made the elves find Mictlan(slaughtering the humans they found there), and of the human inhabitants only Atruaghin survived. The shadow elves took up the worship of Atzanteotl (the being they thought the temple was devoted to due to their finding of a cursed feather cloak that Atzanteotl placed there). This isn't the first time Azcan temples(which are pyramids) were stolen from Ka and Ixion by Atzanteotl(all the major Hollow world pyramids were originally Ka and Ixion's). Then Atzanteotl decided to put humanoids there after the shadow elves had built the city around the temple. Therefore, the city itself was built by elves, but founded by Azcans.

-Amaldis

Subj: Re:Mage of Mystara
Date: 8/12/96 12:55:33 AM
From: GeetarSolo
Posted on: America Online

I vote for Bargle.

Subj: Re:Mage of Mystara
Date: 8/12/96 2:15:55 AM
From: MF1234
Posted on: America Online

Hey Greetar Solo! I like the thought of your individuality. Bargle's crazy, unlike Terari. That would be fun. We could start the articles with maniacal laughter.

....Bwah!Ha!Ha!Ha!

-Thomas (MF1234)

P.S. Who do you think should represent Mystara. Please read my earlier post. I was hoping some of you would answer. For example, Strahd, Azalin, Dr. vanRitchen, and Harkon Lukas represent Ravenloft, as Drizzit, Elminster, Marco Volo, and the Dale Lords represent Toril best.

Oh! I forget to add Matazumi, Erik Helsing, and Horrobin as Serrainians that would represent Mystar proper. I was hoping that I'd get a response. I know I'm new to this board, but I've been playing in Mystara since I was 11 years old (about eight years).

Anyone?

Subj: Re:Mage of Mystara
Date: 8/12/96 1:30:26 PM
From: AMALDIS
Posted on: America Online

Sorry MF, but I thought I already posted who I thought should represent Mystara(I think it was before your posting). As for everyone else, many had already posted ideas for it before your post as well, and I think there are probably lots of people at Gen Con now(I know Bruce is) so the response level to everything is pretty low. But since I don't want to discourage anyone from posting in this folder I am going to say who my choice is(even if I already said it, which I'm not positive of). I would chose Terari. I always thought Terari was cool from the minute I opened the red Alphatian booklet in Dawn of the Emporers.

-Amaldis

Subj: Re:Mage of Mystara
Date: 8/12/96 5:49:06 PM
From: RISPEN
Posted on: America Online

I have to cast my vote for Etienne d'Amberville as the mage to represent the "mage of mages" for Mystara! He is so far the only person that has tapped into the Radiance and became an Immortal. I

don't see Terari any where close to becoming an Immortal. Also of note, Etienne is the only Immortal that has not had a patron (Rafiel can not be counted because he was never a mage)

Out
Risp

Subj: Re:Blackmoor
Date: 8/12/96 10:43:31 PM
From: Duncan TKD
Posted on: America Online

Maybe Khronose is the reason why there was a blackmoore on Oerth.

Duncan TKD

Subj: Re:Mage of Mystara
Date: 8/12/96 11:11:20 PM
From: AMALDIS
Posted on: America Online

I believe the Glantri boxed set said someone else besides Etienne tried to become immortal(it didn't say whether she succeeded though). Although I loved the Wrath of Immortals, I never liked the idea of Immortal level play(I never even bought the original Immortals boxed set). I don't think an Immortal should be the representative of Mystara, and I wouldn't say he really is a mage anymore(no more than Ixion or any of the other immortals are, and any of them can have a really powerful mage avatar). Besides, isn't he gone now(I don't have Mark of Amber so I don't know Rad's fate, but I do know that his avatar form as Etienne isn't around anymore)?

-Amaldis

Subj: Re:Blackmoor
Date: 8/13/96 1:10:09 AM
From: Mystaros
Posted on: America Online

As I recall, the Blackmoor and Greyhawk campaigns were separate and distinct (Gygax had his GH in Wisconsin, and Arneson his Blackmoor in Minnesota); they were never really the same world; Gygax simply used the term Blackmoor (from Arneson) for a land to the far north. The first world to actually place Arnesons Blackmoor directly in conjunction with another campaign setting was the world of the Judges Guild Campaign setting, many moons ago. The lands of Blackmoor were found to the north and east of the Valley of the Ancient (this from the First Fantasy Campaign). The Judges Guild world was also filled with anachronisms, such as crash-landed anti-gravity vehicles, power armor, and energy weapons. Arnesons Blackmoor was officially tied into Mystara in DA1, Adventures in Blackmoor, in 1986 (GAZ1, from 1987, cements this relationship). Both these sources place the

end of the Age of Blackmoor at 2000 BC; starting with GAZ2, the date was set back 1000 years to 3000BC (I've always wondered why; Bruce?). This places the time of Uther and the crash of the Beagle (appropriate apologies to A.E. van Vogt and others) at approximately 4000 BC (moving back the date, again, from DA3, which mentioned that the time of Uther was about 3000 years before the "current campaign". Thus, there was 1000 years of cultural and technological evolution before the "Great Rain of Fire" that ended the Age of Blackmoor...

Subj: Re:Blackmoor
Date: 8/13/96 1:37:58 AM
From: Mystaros
Posted on: America Online

By around 3500 BC Blackmoor had taken the lead in power vis a vis the Thonian Empire; they had also begun colonising the continent of Brun (equate this period with our own historical Age of Exploration, including Black Powder weapons and miscellaneous techno-wizardry, thanks to the efforts of the University of Blackmoor). By 3300 BC technology and society reaches a level comensurate with our own 19th century; This, I propose, is the point at which Khoronus first sets on his path to become an Immortal (say, circa 3301 BC, analogous to our own 1899 AD, along with certain other Time-travelers of literature and silver screen). By 3200 BC Khoronus arrives and spirits away his descendants to another world, far far away in the Prime Plane (which, I maintain, is a Solar System-Galaxy-Universe type of Plane, not a Crystal Sphere type of Plane). Another 100 years and Blackmoor has expanded out into the Solar System and nearby Star Systems (ca. 3100 BC). Asterius lived and adventured in this time as a mortal, an interstellar Merchant and Thief who used Magic to gain advantage in an increasingly Technological society (sort of Cyberpunkish, in a Gernsback fashion). By 3000 BC, Blackmoor's power expanded to systems over 100LY away; older colonies turned against the increasingly brutal and grasping power of the Lords of Blackmoor, and in the Interstellar War that follows, Mystara is blasted with energies of a most extreme nature, which wipe Blackmoor from the face of the land in what eventually becomes known as the Great Rain of Fire. Perhaps, in the midst of the wracking, twisting, dimension and time-space warping energies released in this conflagration a group of Blackmoorians might, just might have been whisked to a world found at the center of it's own little universe, wrapped inside a Crystal Sphere... a world called Oerth...

Subj: Representing Mystara
Date: 8/13/96 2:09:58 AM
From: MF1234
Posted on: America Online

I'm sorry. I didn't ask what wizard should represent Mystara. I was asking which individual NPCs represent Mystara. This is wizards and non-wizards. Please read my earlier post from August 10th. I hope I didn't cause any confusion. I just wanted to restart the Question of the Week. By the way, Bruce, I loved Gaz10. I created a kobold gladiator who will be running for the Thyatian Senate in 1015. He was also a general in the Second Thyatian cohort and his alignment is chaotic good (That's

one thing I really like about AD&D: the good-evil alignment axis). Unfortunately, I don't have Gaz 10 anymore (Read that post for why), but once I get The Complete Book of Humanoids, it's going in Almadis's netbook

-Thomas

P.S. Please call me Thomas. My mother chose MF1234, because her name is Mary Forsyth. I'm living with my mother, because I'm 19, in case you were interested.

Subj: Re:Blackmoor

Date: 8/13/96 3:40:49 AM

From: AMALDIS

Posted on: America Online

Wait a minute. If Blackmoor had space colonies, then why didn't they have control of the entire world of Mystara? I thought the Great Rain of Fire was when Blackmoor attempted to create their own spacecraft, and since spacecraft technologies don't work on Mystara (which is why the Beagle couldn't be fixed) the thing exploded. I think Arneson really did get lots of ideas from Gygax, and Gygax in turn stole the idea of Blackmoor (which is why there is a city of the gods in Oerth's Blackmoor as well). What was Thonia like?

Subj: Post GenCon Blues

Date: 8/13/96 12:46:43 PM

From: TSR Bruce

Posted on: America Online

Boy, you people have been busy since last week! :)

Subj: Re:Weather for Mystara

Date: 8/13/96 12:48:02 PM

From: TSR Bruce

Posted on: America Online

<<I just uploaded a program I wrote that forecasts weather for fantasy worlds.>>

Anyone tried this yet? Any comments?

Bruce Heard

Subj: Re: Rogue Moon

Date: 8/13/96 1:01:45 PM

From: TSR Bruce

Posted on: America Online

<< I was wondering if anyone has noticed the astronomical anomalies concerning Mystara's visible moon? Something very odd must be going on when a full moon can rise shortly after dawn! Obviously, the phases of this moon have nothing to do with the way the light of the sun would normally hit it.>>

I hate it when you get technical! You're right, that should not happen (it belongs right there with the same river flowing in two different directions, fjords without mountains, and Ylaruam sitting next to Soderfjord, etc). The more detailed a world tries to become, the more likely are errors to occur. Apologies.

Henceforth, the moon shall have a truly large monolith. It shall sit on the hidden side of the moon, leaning toward one side. There shall be no monkeys playing with bones nearby, but occasionally an immortal servant of equally monstrous proportions shall come by and switch the monolith to lean toward its other side, thus turning off the pesky moonlight. Let it be known! Click...

Bruce Heard :)

Subj: Re: Myoshima
Date: 8/13/96 1:08:36 PM
From: TSR Bruce
Posted on: America Online

<< Also, did Bruce Heard ever give any info (like maps and population stats) about Myoshima in his Princess Ark articles?>>

No. This was left intentionally up to the DM. One of the reasons was that such treatment within the magazine would have limited DMs to operate with very little information (either too much or too little). It would have been difficult to be more specific about Myoshima's demographics and topography within the scope of maybe a couple of 5,000 word articles -- and small maps. The best I was able to negotiate with the magazine was a full page color map in issue 200.

Bruce Heard

Subj: Re: Blackmoor
Date: 8/13/96 1:27:39 PM
From: TSR Bruce
Posted on: America Online

The two Blackmoors were separate entities, at least originally. One was Gary's decision to place a version of the original Blackmoor in Greyhawk. The other, Arneson's version, ended up being placed in Mystara, an afterthought independent of Mystara's development. It couldn't really work with the already established material, thus the decision to roll back the timeframe of its existence. There was no intended link between the two world's Blackmoors, however, it would be tempting and logical to

assume there is one. Khoronus helping transplant original Mystara Blackmoorians to Oerth makes sense. BTW, Thar is another name that appears in two different worlds (FR and Mystara).

Bruce Heard

Subj: Re: Super Kobold
Date: 8/13/96 1:30:50 PM
From: TSR Bruce
Posted on: America Online

<< I created a kobold gladiator who will be running for the Thyatian Senate in 1015. He was also a general in the Second Thyatian cohort and his alignment is chaotic good (That's one thing I really like about AD&D: the good-evil alignment axis).>>

Cool! Does he have any foes yet? The senate can be a murderous place at times. :)

Bruce Heard

Subj: Re: Thar
Date: 8/13/96 1:37:30 PM
From: AMALDIS
Posted on: America Online

I wouldn't say that the two Thar's(one a vicious orc tyrant, and the other an area north of the Moonsea) have much to do with each other. Actually, I think Ed's Thar might be older since he had been running adventures in FR before the first Mystara product came out.

-Amaldis

Subj: Star Maps and Elves
Date: 8/13/96 1:44:26 PM
From: AMALDIS
Posted on: America Online

I was looking back over Bruce Heard's starmaps in 'The Tree of Life', and I started to look at the star map. I was quickly able to decipher what I assume to be elven runes below the month names. Apparently elvish translates directly to english(except that elvish has separate letters for double vowels). Also I noticed the names the elves gave the months. I tried to find those monthly names elsewhere but I couldn't. Are those officially the month names the elves use? Where they kept out of the almanacs due to error or by intention(due to Alfheim's destruction)? Also where is Mookroft originally from, and why does he have a relative in Glantri (Beaumarys-Mookroft)?

-Amaldis

Subj: Re: Blackmoor
Date: 8/13/96 3:55:33 PM
From: Joe G K
Posted on: America Online

It would be interesting to see a Blackmoor product as one of the Tomes of next year (i.e. Rod of Seven Parts) and it's history explained and expanded upon, or perhaps as part of the Odyssey line eh? JGK

Subj: Re: Thar
Date: 8/13/96 5:08:39 PM
From: TSR Bruce
Posted on: America Online

<<I wouldn't say that the two Thar's(one a vicious orc tyrant, and the other an area north of the Moonsea) have much to do with each other. Actually, I think Ed's Thar might be older since he had been running adventures in FR before the first Mystara product came out.>>

That's right. There's no relationship between the two, other than their names.

Bruce Heard

Subj: Re:Star Maps and Elves
Date: 8/13/96 5:28:15 PM
From: TSR Bruce
Posted on: America Online

<<I was looking beck over Bruce Heard's starmaps in 'The Tree of Life', and I started to look at the star map. I was quickly able to decipher what I assume to be elven runes below the month names. Apparently elvish translates directly to english(except that elvish has seperate letters for double vowels). Also I noticed the names the elves gave the months. I tried to find those monthly names elsewhere but I couldn't. Are those officially the month names the elves use? Where they kept out of the almanacs due to error or by intention(due to Alfheim's destruction)?>>

Good point. I think this was an omission. I didn't have my copy of The Elves of Alfheim Gazetteer at the time I typed this entry -- but I'll check when I get back home. If anything, this data should have found its way into the Gazetteer. I'm suspecting it did not.

As far as being *official* elves names, at least they were the first reference to an elven calendar in Mystara (in 1986 the name *Mystara* didn't even exist). If this calendar does not contradict info in the Gazetteer, then let's make it official. If it does, then assume it is a different calendar for a different clan or dialect. The runes are the result of the artist's initiative -- where he got them from still are a mystery, although they seem to work.

Bruce Heard

(Amazing -- I could not find this Gazetteer in TSR library. Scary... Is it *that* old!??)

Bruce Heard

Subj: Re: Blackmoor

Date: 8/13/96 5:29:31 PM

From: TSR Bruce

Posted on: America Online

<<It would be interesting to see a Blackmoor product as one of the Tomes of next year>>

Wouldn't that be great! ;)

Bruce Heard

Subj: Mark of Amber

Date: 8/13/96 10:30:12 PM

From: AMALDIS

Posted on: America Online

I just got Mark of Amber, and I must say that I loved it. It seems like something that both the old Mystara fans and the new ones could love(although I don't think there are that many new ones when you consider that the Mystara line, which seemed to be aimed at new players, failed miserably). It's a shame that some of the earlier Mystara products(in its brief career as an AD&D world) weren't as good. I being a Mystara 'purist'(somewhat) am now completely confused as to what is now pure Mystara. According to Wrath and Mark, the Nucleus now draws power from the Sphere of Entropy. However according to the Glantri boxed set(and as implied in the Poor Wizard's Almanacs) it still draws power from the magic supply of Mystara. Which is it?

-Amaldis

P.S.It was great to see Aaron Allston's name on a TSR product again.

Subj: Mystara

Date: 8/13/96 10:36:13 PM

From: AMALDIS

Posted on: America Online

Supposedly there was a tremendous amount of Mystara dumping at Gen Con(where all the products that didn't sell were sold there in huge amounts). Because Mystara did so badly under AD&D they

had alot of stuff to sell. However at the bookstore I go to I saw The Black Vessel as I went to buy Mark of Amber. I took a quick peek and saw an intro to Mystara in the back of it(impling it's a continuing line). Does this mean Mystara is coming back? Or is this just an example of the shoddy work TSR did when they transfered Mystara to AD&D?

-Amaldis, who misses the good old D&D days when he spent extra time converting stats to AD&D but had lots of stuff to use.

Subj: Oriental Mystara?
Date: 8/13/96 11:12:40 PM
From: Locogui
Posted on: America Online

Does Mystara have any Oriental realms?

Subj: Re:Oriental Mystara?
Date: 8/14/96 12:37:10 AM
From: AMALDIS
Posted on: America Online

Yes. Ochalea is based on China to some extent. The Ochaleans are the descendants of Alphatians with no magical talent, who migrated to the island of Ochalea(probably named it to). They worship the immortal Koryis. The Ethengar Khanates are based on the Mongols. Also there are two Ethengarian principalities in Glantri.

-Amaldis

Subj: Re: Super Kobold
Date: 8/14/96 3:43:43 AM
From: MF1234
Posted on: America Online

I'm still working on Alexandrius Tereterion (Gaahl in Tharian). He should prove to be like Mike Huckabee, a very honest man in a state even more corrupt than my own. I live in Louisiana. I'm referring to the Edwards days. Now, we're more honest, with the new conservative legislatures.

Subj: Wendarian Magicks
Date: 8/14/96 4:01:33 PM
From: AMALDIS
Posted on: America Online

A swirling bluish mist shot up from the Elvenstar and dissipated over the city of Wendar. Gylharen gazed in awe at the image he saw. The sands of the hourglass fell still.

"Have you seen enough?"

"Amazing Bensarian. How did that Hourglass record my attempts to amplify their magic?"

"Your attempts at duplicating it rippled throughout Wendar, and embedded itself in the Hourglass. It's a good thing that it didn't erase the history of Landryn Teriak."

"Why is this so important to you? Few besides myself and the Alfheim mages even know of our attempts."

"I knew, and I suspect that many others do as well. That magic has severely affected Wendar and areas near it. Did you ever wonder why magical fruit trees were recently found in the deep forest? After all, those forests have been explored by your people for hundreds upon hundreds of years. Wouldn't they have been earlier?"

"I never thought about possible side effects. The experiment was a failure, and I thought no more about it. Oh Bensarian, I am so glad that you were granted our lifespan so that you can continue to advise me in all matters for the rest of my life. Is there anyway to reverse the effects of the magicks? Have you tried to do so on the Hourglass?"

"Dispelling the effects is not possible by mere mortals. The ancient spells of Immortals amplified by an artifact can only be dispelled by an immortal, but annoying adventurers in Wendar's woods should be the least of your worries. I have sensed that there is an evil rising to the north, just as it has risen to the south. It is my belief that the Shadow Lord has risen again."

"How?"

"I do not know. I felt that he was stirred when the magics rippled through Denagoth. Then 10 days ago a fearsome dragon was seen flying north into Denagoth. I found a drawing in my scrolls that looks almost exactly the same. It is a night dragon, and I believe it has fully resurrected the Shadow Lord. I have heard from the elves of Geffron that the Entropic beast took the Blackstick from their shrine and headed toward Drax Tallen."

"Thank you Bensarian. I will call my generals, it is high time we rid Mystara of Denagoth's evil."

"I pray that you succeed my Lord."

The Shadow Lord has risen again. The queen of the night dragons, Dolores Hillsbury (aka Synn), was consulting books about necromancy in search of the Blackstaff. In the book, "Dark Tales from the Dark Lands" she encountered an excerpt from the logbook of one of the brave adventurers who fought and defeated the Shadow Lord long ago. In the book the adventurer claims that the Blackstaff was given back to the Geffron elves for safe keeping. Synn also read of how the Shadow Lord had stolen the Elvenstar and used it for his evil designs. A day later as she was flying north as she felt the amplifying attempts that Gylharen and the refugee Alfheim elves attempted. Synn was worried that Gylharen was attempting to interfere with Glantri in some way (this is somewhat true, Gylharen is planning on sending some brave Wendarian volunteers to Erewan via the Elvenstar to help their elven brethren) and thought of a brilliantly evil idea. If the dark folk of Denagoth could launch a massive attack into Wendar they might defeat it (she never did like Wendar's people, to kind and wise). Also the dark folk could then invade Glantri and stir up some more suffering there. That invasion would be on a relatively undefended area, and would be in a perfect position to strike at her enemies (Malchie + Isidore). And it would be so easy to. The Denagoth people worshipped Idris, and her symbol was a black dragon. Strange how similar a black dragon and a night dragon

look similar isn't it? When she went to Drax Tallen(after taking the Blackstaff) to pretend to be Idris's avatar and lead 'her' followers in a great war to end all wars, she met a frail and incapacitated Landryn Teriak. She knew he would be perfect as leader of the Denegoth hordes while she made sure Glantri lent no support to Wendar.

Subj: Wendarian Magicks pt.2
Date: 8/14/96 4:10:41 PM
From: AMALDIS
Posted on: America Online

Synn used her magic to restore Landryn, and then gave him the Blackstaff to lead hordes of undead into wendar along with more conventional forces. Synn now spends her time between Glantri and the high temple to 'Idris' where she encourages both humanoids and humans to go and join the Shadow Lords army, and destroy their old Wendarian 'oppressors' (due to their insistence on resisting raids and holding onto their land and valuables). Idris (the real one) has not interfered because she likes to see the turmoil, and hopes that Synn succeeds. Due to Idris's support the clergy is fully behind Synn, and encourages their followers to go on religious pilgrimages to Drax Tallen. The clergy and all available mages have been required by the Shadow Lord to animate as many undead as possible, and to recruit troops for the invasion of Wendar(and possibly Glantri).

Subj: Re:Wendarian Magicks pt.2
Date: 8/14/96 4:13:59 PM
From: AMALDIS
Posted on: America Online

Interested in seeing more? Would you like to learn of Wendarian magicks, both ancient and new? More info on Denagoth or Wendar? Troops that the Shadow Lord has at his disposal? Please post in this folder if you are.

-Amaldis

Subj: Re:Wendarian Magicks pt.2
Date: 8/14/96 7:30:30 PM
From: Telrathin
Posted on: America Online

Yes!!!! Wendar is one of the more interesting and less detailed parts of the Known World. Some of its ancient history was touched on in the Dragonlord novels, but other than one adventure and a couple of paragraphs, Wendar is chiefly unknown. I was wondering, does anyone have any of the old Elvenstar's attributes in D&D? I would love to convert the artifact to AD&D.

Tel

Subj: Age of Blackmoor pt1
Date: 8/14/96 9:45:23 PM
From: Mystaros
Posted on: America Online

With apologies to REH, here is an excerpt from one of my "works in progress" _The Age of Blackmoor_; this bit gives a general overview of the geopolitical situation at around 3000 BC...

" The Northern Continent was the domain of the Kingdom of Blackmoor; though the kingdom itself was but a small realm, its' might was such that it controlled vast territories of subject peoples. Directly south of Blackmoor lay the Kingdoms of Thonia; successors to the ancient and hallowed Thonian Empire, they were the heart of the territories controlled by the Lords of Blackmoor. Teigh-Mohr in the Dawn Territories was the westernmost colony of Blackmoor; the Thonian Marches the southernmost. These lands and those in between comprised the lands we know as Elder Thonia.

In the cold lands north of Blackmoor lay the Kingdoms of the Skandaharians; estranged from one another for centuries, they united only in the face of possible conquest by Blackmoor. West of the colony of Teigh-Mohr lay the great forests which were home to the barbarian empires and savage kingdoms of the Oltecs and the Azcans. Intent only on the destruction of one another, these savage lands served as fodder for colonial slavers; nearly as many Oltecs and Azcans existed in slavery to Blackmoor as lived in their own kingdoms. North of Teigh-Mohr lay the Draconian Empire; little of the history of this land is known to mortal men, and the Dragons descended from the rulers of that land tell no tales. Between the Azcans and the Draconian Empire, northwest of Teigh-Mohr, lay the lands of the Neathar; the most primitive of the human peoples, the Thousand Tribes apparently lived in relative peace, as their lands were neither fertile enough to farm nor rich enough in minerals to be of value to the great empires of the day. South of the Thonian Marches, whose people were both less sophisticated and united than those of their kindred colonies, stretched a wild and untamed expanse of mountains, jungles and deserts. In the less arid stretches of deserts, deep in the jungles, and high in the mountains lived the scattered kingdoms, tribes and clans of the Tangor, a mighty human warrior-race who remained unconquered by the Lords of Blackmoor at the height of their empire.

The Southern Continent was the home and dominion of the ancient Empire of Evergrun. Once dedicated to the ways of nature, the Elves had turned from their heritage to follow the sciences and technologies of the Lords of Blackmoor. The Elves, too, had their subject peoples and colonies, the greatest of which was Grunland, north of the Empire. To the north of Grunland stretched the near-mythical Golden Empire; the name of the people who inhabited this land, as well as the nature of this realm is lost to history. North and east of Evergrun lay the lands of the Hin, or the Halflings, as they are known to modern men. The Hin lived in peace and cooperation with the Elves, for they feared an ancient and mysterious empire that ruled the jungles to the north. This dread civilization, apparently inhuman and pre-Thonian in origin, remains as unknown and obscure as the Golden Empire that lay to the west; even the name of the realm remains unknown... "

This is derived from an early edition of the _Theran Chronicles_ of Alphatia (ca. 650 BC). This early chronicle makes no mention of the technologies used by the people of that time nor of the interstellar colonies held by the major powers (which included Blackmoor, Draconia, Evergun and the Azcan Empire); such may well be through the intervention of the Immortals, as this chronicle predates the destruction of the Empire of Nithia, and much of the knowledge gained by and through the peoples of that empire was purged from the fae of the earth...

Subj: Elvenstar as an Artifact

Date: 8/14/96 10:04:39 PM

From: AMALDIS

Posted on: America Online

The Elvenstar is not clearly defined except for its restorative abilities. Its amplification abilities are quite vague, so I figured it could amplify Alfheim magic. The stats are as follows:

- Can amplify spells 10 to 50 times power, and up to a year's duration.
- Acts as a sentinel, alerts Gylharen to the approachment of evil(not petty evil, big bad guy evil) within Wendar(no exact locations). (I used this ability for Gylharen to determine that evil was rising in Glantri.)
- To use the amplification process you must know certain magical procedures that are not available to the general wizard community(perhaps only Gylharen, the elves of Geffron, and Bensarian have these written down)
- Once per month the Elvenstar can heal two characters in mortal danger to full health. Or it can restore a level lost to energy drain.
- Somehow using the Elvenstar ties you to it, and makes you vulnerable to it when it is used to attack you.(This is why Landryn Teriak revived, and Bensarian, who had the stone for quite a while, could instantly sense the rippling of amplified Alfheim magic.)
- The side effect of the Elvenstar are that touching it causes a burning sensation, and adds 5 hit points per turn to the person touching it with exposed skin. If the bonus reaches the normal maximum or above then the person dies. If contact is stopped then the person permanently loses one hit point per day until they reach the number of bonus hit points. This can be stopped by a remove curse, or any equivalent. (Thus it is dangerous to touch exposed flesh to it, but if you do it's best to hold onto it until you are almost about to die from excess life energy. This effect is similar, but not exactly the same, to going to the positive energy plane.)

The history of this remarkable thing is unknown, but Bensarian has a rather interesting theory. According to the research he conducted while he was in ownership of the artifact, the stone is far older than the current Immortals. He believes that the rumored Sphere of Life(which was an ancient sphere which supposedly held all the current spheres besides Entropy) created the stone to fight against the various spheres of Entropy. The stone was later found by the elves of Geffron, and reportedly small sylvan folk(sidhe) were seen prancing about it.

-Amaldis

Subj: Re:Age of Blackmoor pt1

Date: 8/14/96 10:17:52 PM

From: AMALDIS

Posted on: America Online

I think I already pointed out why space colonies wouldn't work(it was the Blackmoorians attempt to build a spaceship and use it that caused the great reign of fire). However you failed to mention the elven colonies on the northern continents, these elves were the ancestors of the Wendarian elves(among others). Also the Azcans and Oltecs never had large scale contact with Blackmoor. While this makes little sense considering how advanced the Blackmoorians became, I suppose that there was a reason. As for the Neather, in the Hollow World boxed set it says 500 years before your history the Neather are preserved by the Immortals because they are turning into different peoples. That means that the Antalians are probably around by your histories. Why am I getting on your case? Well I think I've said it before, but I'll say it again. I am a 'purist' when it comes to Mystara. While I can apply creativity to Mystara, I try to never conflict with past source if possible, which it isn't always due to the numerous inaccuracies(and subsequent revisions) among the Mystara materials, especially among the timelines. Can you give more about Thonia, where did it start, and what was it like.

-Amaldis

Subj: Re:Wendarian Magicks pt.2

Date: 8/14/96 10:19:49 PM

From: AMALDIS

Posted on: America Online

You mentioned the Dragonlord novels. In which one is Wendar's past explained(I do use the Dragonlord cronicles for Mystara because it fits in with the product line, unlike some of the previous books like the Penhaligon ones).

-Amaldis

Subj: Re:Wendarian Magicks pt.2

Date: 8/15/96 1:23:44 AM

From: MF1234

Posted on: America Online

Amaldis,

I've found Wendar interesting, but I am by no means a big elf fan. Nonetheless, I would be interested in Denagoth and I still like elves, but they're not my favorite race. I like hutaakans and kobolds. I also want to know if you want more information on "super kobold". Once I get the CoH, his stats will either be here or in the netbook.

Subj: Re:Wendarian Magicks pt.2
Date: 8/15/96 2:16:18 AM
From: AMALDIS
Posted on: America Online

Put him here. I have already recieved stuff for future Net Books from you.

-Amaldis

Subj: Re:Wendarian Magicks pt.2
Date: 8/15/96 2:23:56 AM
From: MF1234
Posted on: America Online

I'll do that.

Subj: Re:Mark of Amber
Date: 8/15/96 12:15:45 PM
From: TSR Bruce
Posted on: America Online

<<However according to the Glantri boxed set(and as implied in the Poor Wizard's Almanacs) it still draws power from the magic supply of Mystara. Which is it? >>

It should be drawing its power from the sphere of entropy. The developer of the latest version of Glantri and its editor both missed the later change in D&D/Mystara accessories. One could have argued that they had wanted to revert to the original Glantri setting for the AD&D version, but then Mark of Amber (written for AD&D) continues where Wrath of the Immortals stopped. Mark of Amber therefore invalidates the info given in AD&D/Glantri.

Bruce Heard

Subj: Re:Mystara
Date: 8/15/96 12:16:53 PM
From: TSR Bruce
Posted on: America Online

<<I saw The Black Vessel as I went to buy Mark of Amber. I took a quick peek and saw an intro to Mystara in the back of it(impling it's a continuing line). Does this mean Mystara is coming back?>>

No.

Subj: Re:Oriental Mystara?
Date: 8/15/96 12:18:50 PM
From: TSR Bruce
Posted on: America Online

<<Does Mystara have any Oriental realms?>>

Kind of. It's called Ochalea, a large island located south of former Alphatia. There also is Myoshima, but that's for big cats. :)

Bruce Heard

Subj: Radiance
Date: 8/15/96 1:22:33 PM
From: AMALDIS
Posted on: America Online

Hey Bruce I have a question for you in your role as both Glantri creator and Mystara product line manager(until its change to AD&D). What type of rules would you use for draining Entropy out of the world? If the Entropy drainage is now official then it would be neat to see how it works. Do people live longer due to it, or are undead now weakened?

This all goes to show the shoddy job they did when they converted Mystara(especially in Glantri, has anyone noticed the horrid job they did on the timeline? Ah I see. Alphatia with its 5 times population of Glantri and 1 in 5 people are mages was founded after Glantri was. Alphatia even came after the empire of Thyatis, instead of the Thyatians rebelling against the oppressive Alphasians it was the other way around. Please don't hurt me Mr. 5th level Thyatian fighter, I'm only a 20th level Alphasian archmage who knows how to cast wish) to AD&D.

-Amaldis

Subj: Re:Radiance
Date: 8/15/96 3:33:13 PM
From: TSR Bruce
Posted on: America Online

<< What type of rules would you use for draining Entropy out of the world?>>

Draining "entropic" energy would only serve to physically weaken the power of related creatures (undead, fiends, etc), at least one would think at first. But it's really a catch-22 situation. How does one destroy the forces driving "destruction"? How does one kill "death"? The drain would merely be a source of pain to creatures serving entropy, and as a result they become more active in their dark, nefarious ways.

For example vampires would experience an even more painful thirst for the blood of the living. Fiends would crave even more new, untainted souls. Other creatures of the night would leave their lairs and band together to reap new crops of death and pestilence from the world of the living. In fact, the drain on entropy just connives to make its denizens much worse, driving Mystara toward another disaster. Instead of losing its magic, Mystara would witness its lords of entropy become an even more terrible threat.

You can interpret this approach in two ways. Either it is a status quo -- the magical drain stops, but evil just remains evil -- OR the balance of things tip in a different direction altogether -- lost magic is slowly regained, but you now need it even more in your desperate struggle against the unprecedented predations of entropic minions driven mad by their pain. It all depends on how you want to run you campaign.

Mechanics? If you need specific mechanics, roll d6-1 hit dice for entropic monsters rather than the usual d8 (or more simply, subtract 1.5 hit points per Hit Die as appropriate). These monsters would experience a permanent state of "hunger" and do whatever they normally did (per original monster descriptions) but now in attempts to regain these lost hit points. For example, shadows may choose to attack living creatures, draining their victims' Sthrength to regain their own depleted hit points, and leave as soon as their "hunger" is satisfied. Other cruder beings would more simply need to "eat" living flesh to achieve the same effect (zombies, ghouls). The tougher the creature, the more subtle its way of replenishing lost hit points. Points regained in this manner only last until the next new moon, after which they drain away again. So every new moon (on Mystara) or at the time of some regular event elsewhere (other planes for example), servants of entropy all suffer the same pain and a burning desire to seek a new retribution.

Bruce Heard

Subj: Re: Entropic magic
Date: 8/15/96 3:52:03 PM
From: TSR Bruce
Posted on: America Online

Now I have a question for you (question of the week?):

Does the day without magic on Mystara also affect the magic driving entropic creatures? I'm thinking powers other than spell-like abilities (level drains and the like). The Almanac is very clear about this - it **does** affect level drains. If not, the day without magic could be even scarier, since some of the entropic monsters would still benefit from super-natural powers while spellcasters would not. After all, it is entropic energy that is drained, not entropic magic if we define this as a different type of magic (for example, Immortal magic isn't affected the least bit that day). This could become a later consequence of the entropic energy drain, a perverse and unexpected effect making entropic magic more alien than normal magic, thus immune to the day without magic. Cursed pennies for your thoughts?

Bruce Heard

Subj: Blackmoorian Immortals
Date: 8/15/96 4:50:33 PM
From: MagianChua
Posted on: America Online

ok what were the occupations of the Blackmoorians turn Immortals?

All I know is that Rafiel was a Nuclear Scientist.....

Subj: Re:Blackmoorian Immortals
Date: 8/15/96 7:07:49 PM
From: AMALDIS
Posted on: America Online

Atsterius was a thief and merchant. Khoronus was probably a scholar(I know he was knowledgeable of architecture).

-Amaldis

Subj: Re: Entropic magic
Date: 8/15/96 7:12:11 PM
From: AMALDIS
Posted on: America Online

I really don't fully understand the last part of your question. Entropic powers(like energy drain) don't work on the Day of Dread. Could you please clarify your question(I looked it over a couple times and still don't understand it).

-Amaldis

Subj: Reply: RE AoB... (Amaldis)
Date: 8/15/96 8:53:52 PM
From: Mystalos
Posted on: America Online

This may be a bit harsh; apologies beforehand...
My reply to Amaldis... point by point...

<<I think I already pointed out why space colonies wouldn't work (it was the Blackmoorians attempt to build a spaceship and use it that caused the great reign (sic) of fire).>>

Where does it ever state that the Great Rain of Fire was caused by the attempt on the part of Blackmoor to build their own spaceship? It has only simply stated that "Some Blackmoor devices explode...". If you interpret this as being "The Blackmoorians attempted to build a spaceship and it blew up in their faces..." then you are more than welcome to do so, but you might want to know that that is being "creative", something which you don't seem to think is appropriate to the Mystaran scheme... maybe we should have left Mystara the way it was back in X1 and the first Expert set... Oops! But then it wasn't even Mystara! It wasn't even the Known World... well, gee, sorry to "get on your case", but it seems to me that the Gazeteers which you seem to hold so holy were none other than "creative" attempts to fill in more details... anyway...

<< However you failed to mention the elven colonies on the northern continents, these elves were the ancestors of the Wendarian elves(among others).>>

I failed to mention the elven colonies on the northern continent for much the same reason that a modern demographer describing our world might fail to mention a large population of Armenians living in Atlanta or the Mohawk Indian population in New York: these are interesting facts to be sure, but nonetheless not of a scale to be mentioned in so broad a work...

<<Also the Azcans and Oltecs never had large scale contact with Blackmoor. While this makes little sense considering how advanced the Blackmoorians became, I suppose that there was a reason.>>

Again, where is your source material for this?

<< As for the Neather, in the Hollow World boxed set it says 500 years before your history the Neather are preserved by the Immortals because they are turning into different peoples. That means that the Antalian are probably around by your histories.>>

Well, to quote one of the sources (the high and almighty "Hollow World Dungeon Master's Sourcebook", surely graven in stone somewhere), the Antalian culture did not evolve *as such* until 2400 BC, 600 years *after* the point in time mentioned by the AoB excerpt... and as to the Preservation of the Neathar, yes the Thousand Tribes were changing, and yes they were preserved by the Immortals... but not *all* of them were transported thusly, only a select few tribes were transplanted... else we would not have the Antalian and all the other Neathar descendant groups...

<< Why am I getting on your case? Well I think I've said it before, but I'll say it again. I am a 'purist' when it comes to Mystara. While I can apply creativity to Mystara, I try to never conflict with past source if possible, which it isn't always due to the numerous inaccuracies(and subsequent revisions) among the Mystara materials, especially among the timelines.>>

First, as far as I can determine, I am not "conflicting" with past source in any way shape or form; I am simply applying said source "creatively" to MY campaign... which is all this has been, all it HAS been, as far as my posts go (and my posts go a fair way back, too; check under this name and under "Gr8kan", as that was my stuff as well). Like Bard and Daggr and many others who LEFT this board long BEFORE you came along, I felt that I wanted to share MY OWN developments with others who

might appreciate them; I also enjoy seeing others post their OWN developments... it is all a part of the "creative" process which you seem to detest so much...

<< Can you give more about Thonia, where did it start, and what was it like.>>

Just so you can pick it apart like it was a dissertation or some such? *No Thanks*; I'm taking my bat and ball and going home...

Mystaros

Subj: Re:Reply: RE AoB... (Amaldis

Date: 8/15/96 10:39:27 PM

From: MagianChua

Posted on: America Online

<<Where does it ever state that the Great Rain of Fire was caused by the attempt on the part of Blackmoor to build their own spaceship? It has only simply stated that "Some Blackmoor devices explode...". If you interpret this as being "The Blackmoorians attempted to build a spaceship and it blew up in their faces..." then you are more than welcome to do so, but you might want to know that that is being "creative", something which you don't seem to think is appropriate to the Mystaran scheme... maybe we should have left Mystara the way it was back in X1 and the first Expert set... Oops! But then it wasn't even Mystara! It wasn't even the Known World... well, gee, sorry to "get on your case", but it seems to me that the Gazeteers which you seem to hold so holy were none other than "creative" attempts to fill in more details... anyway...>>

Actually your both wrong! The Nucleus of the Spheres came from a crash landed spaceship that caused the the Rain of Fire.

I think it's in the Shadow Elves Gazz.....

Chua

Subj: Re:Reply: RE AoB... (Amaldis

Date: 8/15/96 11:15:20 PM

From: AMALDIS

Posted on: America Online

Ok here goes. I got the thing about the great reign of fire being a Blackmoorian spacecraft attempt from all the books that say it was a spacecraft crashing. I think this might have been an error(they might have been referring to the Beagle which indirectly caused the rain of fire by advancing Blackmoorian technology), but that is where I got the idea that it was a Blackmoorian spacecraft attempt. On the Antalians, I believe the Hollow World book states that at 2400 B.C. the Antalians begin to flourish(I suppose that can be interpreted different ways, but I saw it as meaning that is when they start to become powerful and start to colonize other areas) . As for my lack of creativity,

well I suppose there is no way to prove I am creative, but I think so. On page 10 on the Hollow World Dungeon Master's Sourcebook it says that the Oltecs have a more stately rise to power, and because they are sheltered by deep forests and hills they do not have any communication with Blackmoor. We apparently have varying viewpoints on the importance of the elven colonies in the north(I like elves somewhat so I consider them important, but that's just me so I guess I was out of line with that one).

I think you misunderstood what I meant when I said purist. Purist does not mean I am better than anyone here. In fact it means I'm worse. One of the things that made Mystara great was how the people who wrote the products tossed out old ideas that weren't so good for new ones that were better. Think of when you first got Shadow Elves, it was obviously an improvement over the previous shadow elves are evil idea. I could never write something like that. My 'purist' ways straight jacket me into following accepted Mystara lore. For everyone else who is not a 'purist' be happy, you are so much better of than I. Now I must say that this does not make me less creative, I feel that some of the stuff I've written on Wendar(not yet seen by others) is quite good, but it doesn't conflict with any Mystara product I know of that hasn't been conflicted by another Mystara product. About my request for Thonia, it still stands. If you don't feel like it that's fine. I admire the work that you are doing, but I simply can not use some of the material due to my nature.

-Amaldis

P.S.Sorry. I probably should have put some compliments in with my earlier post.

Subj: Net Book Stuff

Date: 8/15/96 11:18:54 PM

From: AMALDIS

Posted on: America Online

Please note that I still accept material for the Net Book that conflicts with previous Mystara material(that I know of). I will however (due to the hideous curse known as puristism) put a little note saying that that articles conflicts with previous materials. For all of you without this hideous curse, feel free to use it.

-Amaldis the Cursed

Subj: Corrections

Date: 8/15/96 11:26:25 PM

From: AMALDIS

Posted on: America Online

I would appreciate it if any people who notice errors in material I put out in the Net Books or this folder to please email or post corrections of it.

-Amaldis

Subj: Responses

Date: 8/16/96 3:06:25 AM

From: MF1234

Posted on: America Online

<Amaldis>

Don't worry about being a purist. I'm a perfectionist and I get bent out of shape if my tie isn't straight.

<Mystaros> I would like some more information on Thonia. You're stuff is great. BTW, was history your favorite subject in high school? It was mine.

<TSR Bruce> I'm a little confused about your question, but I believe all "mortal" magic, including entropy does not work. This includes magical abilities.

Subj: Re: Entropic Magic

Date: 8/16/96 12:19:49 PM

From: TSR Bruce

Posted on: America Online

<<I'm a little confused about your question, but I believe all "mortal" magic, including entropy does not work. This includes magical abilities. >>

That's right, in the present version of the Day of Dread, all non-Immortal magic (i.e. from the living or otherwise) is pretty much neutralized. That's what the Almanac said. My question was whether to begin treating entropic magic separately, as a later consequence of the Nucleus draining its power from entropy. Am I still confusing you? (Yes, I *AM* splitting hair, no question about that).

Bruce Heard

Subj: Rain of Fire

Date: 8/16/96 12:23:58 PM

From: TSR Bruce

Posted on: America Online

If remember the original material, Blackmoorians caused the Rain of Fire by messing with the engines of the Beagle. The spaceship was not a native creation of Mystara and its technology was beyond the reach of the original Blackmoorians. Blackmoorians did acquire fairly sophisticated technology (laser guns and the like if I'm not mistaken), but not space travel. At least, I believe this was the intention.

Bruce Heard

Subj: Re:Rain of Fire

Date: 8/16/96 12:27:51 PM
From: TSR Bruce
Posted on: America Online

...Then again, I may be wrong. It's been a while. I'll double check all this. :)

Bruce Heard

Subj: Re:Rain of Fire
Date: 8/16/96 1:37:10 PM
From: TSR Bruce
Posted on: America Online

More about the Great Rain of Fire. Checking with GAZ3/Glantri, DA3 City of the Gods, and Wrath if the Immortals we have the following pieces.

The Beagle landed on Mystara during the Blackmoorian era. Blackmoor at the time was a pre-technology civilization. The starship's crew eventually caused their technology to become commonplace among Blackmoorians. The latter eventually detonated "a device" provoking the Great Rain of Fire in 3000 BC.

If you read the intro box on page two of GAZ3/Glantri, you'll notice a clue about what the Blackmoorian device really was. Sic >>Eons ago, when Blackmoor still was a great empire, visitors came from the stars in a great chariot of fire and landed in the realm of mortal men. Stranded, they soon disappeared from this world, leaving remains of their science. Among these, a huge object producing a deadly glowing energy was buried deep in the rocks under what was to become the City of Glantri. It was a great, wonderful piece of machinery, indeed the very one that enabled visitors to travel among the stars. Yes! Oh, Seeker of Lost Legends! This is the true nature of the Radiance."<<

In other words, the Nucleus of the Spheres is what remains of the Beagle's engines. This quote isn't entirely accurate since what made Blackmoor so powerful *was* the technology acquired from the Beagle's crew (details, details...) Else, the entire event is very clearly described in the adventure book in Wrath of the Immortals (check pages 6-7 in particular).

The Beagle self-destructed, but its engines survived and sunk deep into the rock. Later Blackmoorians did eventually figure out what energy powered the Beagle, but they failed to control it (Mystara's magic properties caused a chain-reaction), provoking the Great Rain of Fire. It is Mystara's magical properties that caused the Beagle's engines to become a true magical artifact when the rest of the ship disintegrated.

Eventually, an intrigued and amused Old One found the remains of the engine and its magical effects, and moved it to its current location, underneath Glantri. Immortals later altered the engine to balance out its impact on the five spheres (thus its name "Nucleus of the Spheres"). As a result the artifact began leeching magic from Mystara. In 1700 BC elves finally caused another explosion, the

one that messed up the Broken Lands. This explosion was the result of an "unknown" Blackmoorian device, presumably abandoned in the area.

Did I miss anything? :)

Bruce Heard

Subj: Re:Rain of Fire

Date: 8/16/96 4:18:36 PM

From: AMALDIS

Posted on: America Online

So it was nuclear power that the Blackmoorians were trying to use that caused the Great Rain of Fire. Ever notice a similarity between the Great Rain of Fire(or the time of interesting weather to the Beastmen) and the GH Rain of Colorless Fire?

-Amaldis

Subj: Re:Rain of Fire

Date: 8/16/96 6:02:06 PM

From: TSR Bruce

Posted on: America Online

<< Ever notice a similarity between the Great Rain of Fire(or the time of interesting weather to the Beastmen) and the GH Rain of Colorless Fire?>>

Indeed, this is very similar. Another common point between game worlds is the tendency to base "standard" datation upon major cataclysms. Mystara has been blessed to have gotten three so far (the Gt. Rain of Fire, the local explosion in Glantri, and the meteor from Wrath of the Immortals), not to forget the sinking of Alphatia either. I guess I'll take my umbrella this morning, it's been a while sine the last cataclysm! Cataclysms are convenient because all the nations can see it and use them as a common point of historical reference.

It came close for Mystara, but at the last minute we (TSR design group) had decided otherwise, precisely for this reason, and chose instead to start year #1 on the day of the crowning of the first emperor in Thyatis. This makes sense for the Known World, but it does not for Alphatia (obviously), and for more distant realms. "The" cataclysm of godlike proportions remains nevertheless in Mystara, as the Great Rain of Fire. Nothing terribly new here.

Is there something like the Nucleus of the Spheres in Greyhawk? Do they have "atomic magic"? (I meant the Radiance as kind of a joke, BTW, when I wrote Glantri). I know they do have extra terrestrial stuff floating around in GH (read the old module by E. Gary Gyax -- Expedition to Barrier Peaks). I think that's the one that was packed with all the SF weaponry. Here's another analogy: like

in GH, futuristic equipment surviving from the age of Blackmoor comes with painfully limited energy (and non-rechargeable by Mystaran standards of techno-magic).

Nuff rambling! :)

Bruce Heard

Subj: Re:Rain of Fire

Date: 8/16/96 6:55:39 PM

From: Kaviyd

Posted on: America Online

>>It came close for Mystara, but at the last minute we (TSR design group) had decided otherwise, precisely for this reason, and chose instead to start year #1 on the day of the crowning of the first emperor in Thyatis. This makes sense for the Known World, but it does not for Alpathia (obviously), and for more distant realms. "The" cataclysm of godlike proportions remains nevertheless in Mystara, as the Great Rain of Fire. Nothing terribly new here.<<

I always figured that you decided against using the Rain of Fire as the starting point of your calendar because it was so devastating that it essentially ended civilization. By the time folks had recovered enough from that calamity to care about things like calendars, they had only the vaguest idea how long ago that catastrophe was. Or am I reading more into this than you intended?

Subj: Re:Rain of Fire

Date: 8/16/96 6:55:46 PM

From: Kaviyd

Posted on: America Online

>>Blackmoorians did acquire fairly sophisticated technology (laser guns and the like if I'm not mistaken), but not space travel. At least, I believe this was the intention.<<

That definitely makes sense. If the Blackmoorians had developed space travel to the extent suggested, the Rain of Fire would not have brought their civilization to an end as it apparently did. The Blackmoorians would still be "out there somewhere", and could easily come back to Mystara and rebuild within a few years. Since they didn't, we really should assume that the Rain of Fire was truly the end of Blackmoor's civilization.

Subj: Re:Star Maps and Elves

Date: 8/16/96 6:55:52 PM

From: Kaviyd

Posted on: America Online

>> (Amazing -- I could not find this Gazetteer ["Elves of Alfheim"] in TSR library. Scary... Is it *that* old!??)<<

It is one of the oldest (#5, if it had been given a number -- which it wasn't, BTW) and most popular. It became scarce almost as fast as #3 ("Principalities of Glantri") did.

Subj: Re:Rarity
Date: 8/16/96 7:10:48 PM
From: AMALDIS
Posted on: America Online

I remember searching years to find a single copy of Principalities of Glantri in the stores, and never finding one. Now that was scarce Gazetteer.

-Amaldis

Subj: Cataclysms
Date: 8/16/96 7:13:55 PM
From: AMALDIS
Posted on: America Online

I think I found more cataclysms. Here they are in order of occurrence:
Meteor size of large island strikes Mystara(this is when Ka discovered the Hollow World)
Great Rain of Fire
Elves detonate device in what becomes the Broken Lands
Meteor crashes into Corran Keep(Why is it that two of these took place in or next to the Broken Lands?)
Alphatia Sinks
Mystara Canceled!!

-Amaldis

Subj: Net Book
Date: 8/16/96 7:22:33 PM
From: AMALDIS
Posted on: America Online

For those of you wondering, where is this thing anyway, an electrical surge erased the almost complete timeline editing so I had to start over.(And I must say that Alad3 did an excellent job on it. It is the best article for the Net Book and I want you all to understand how long that thing must have taken him to write.) I am done with that and need to complete the Immortals list(which is missing most of the Immortals because the the writer doesn't have Wrath and has to have its format changed to be approved by Sky), but I'll keep at it. Expect it uploaded Saturday or Sunday.

-Amaldis

Subj: Entropy Draining
Date: 8/17/96 11:44:57 AM
From: Alad3
Posted on: America Online

I've got a question about the radiance draining entropy from Mystara. Why does that have an immediate effect? Shouldn't it only start draining if someone uses it? Shouldn't there be something like rad points for it? After all the radiance only had accumulated 50 rad points after nearly 200 years of being used? What i want to say is, the entropy draining effects should only be felt in a few centuries OR if someone constructs something like the doomsday weapon again. Any comments?

Also i'd like to add another cataclysm to the list. The earthquakes that split the Minrothad and Ilerendi Islands from Brun, Thanegia Island from the serpent peninsula, destroyed the outer-world-azcans plateau and completely destroyed the Taymora civilization.

Subj: Re:Entropy Draining
Date: 8/17/96 2:03:57 PM
From: AMALDIS
Posted on: America Online

Your right about that Entropy thing. Also since Entropy is the actual sphere(instead magic which is just an important part of the Sphere of Energy) it won't go away because plagues will always spread and people always die. Therefore I think that the Radiance is now draining from an infinite source of power.

About the cataclysms, I think the Atruaghin one and islands one are different ones. Has anyone thought of adding the spreading of the Red Curse to the list? That seems pretty destructive to me.

-Amaldis

Subj: Re:Rain of Fire
Date: 8/17/96 2:14:47 PM
From: TSR Bruce
Posted on: America Online

<<By the time folks had recovered enough from that calamity to care about things like calendars, they had only the vaguest idea how long ago that catastrophe was. Or am I reading more into this than you intended?>>

I think you are. I don't remember the discussion going much deeper than that. As long as a few learned people survived the Great Rain of Fire, the memory of the cataclysm would survive through the legends, however distorted. According to the bible (the real one), our earth was totally submerged and only Noah & all aboard his arch survived (right? -- I'm not claiming to be a specialist of biblical history). Yet, most of us have heard of the deluge, haven't we?

Bruce Heard

Subj: Re:Re:Entropy Draining

Date: 8/17/96 2:21:47 PM

From: Alad3

Posted on: America Online

With the Radiance now draining entropy, the powers one gets from using it should change. This means that using the radiance becomes an evil act, so that a few of the brotherhood's members (most importantly Harald of Haaskinz) will stop using the nucleus' powers, turning the brotherhood of radiance into an evil, entropic society. Who will become the new leader, since Rad will probably lose interest in such a group, and perhaps devote his energy towards reprogramming the nucleus? Or will the brotherhood simply dissolve? This would stop the regulation of using the radiance, meaning that entropy would be drained a lot faster. Since these questions weren't addressed in the Glantri-Box, which still assumed that the radiance was draining magic, I'd like to know what you think.

Subj: Re:GAZ5

Date: 8/17/96 2:21:59 PM

From: TSR Bruce

Posted on: America Online

<<It is one of the oldest (#5, if it had been given a number -- which it wasn't, BTW) and most popular. It became scarce almost as fast as #3 ("Principalities of Glantri") did.>>

Here's some trivia. I guess I'm the one responsible for not giving numbers to The Elves of Alfheim and the Dwarves of Rockhome. By then, we had noticed an unfortunate tendency of sales numbers dropping a bit as serial numbers went up. I had decided to abandon the numbering to avoid the problem, but everyone back then looked at me as if I came from Mars. So, we started numbering the Gazetteers again with #7. Today however, TSR supplements do not have serial numbers anymore. I guess I was ahead of my time! :)

Bruce Heard

Subj: Re:Rarity

Date: 8/17/96 2:23:18 PM

From: TSR Bruce

Posted on: America Online

<<I remember searching years to find a single copy of Principalities of Glantri in the stores, and never finding one. Now that was scarce Gazeteer.>>

How many people on this board do NOT have a copy of the old GAZ3 Gazetteer?

Bruce Heard

Subj: Re:Cataclysms

Date: 8/17/96 2:25:31 PM

From: TSR Bruce

Posted on: America Online

<<Elves detonate device in what becomes the Broken Lands>>

Isn't that the one of 1700 BC? I think I already mentioned this one. This is really becoming amusing. I suppose the magical properties of Mystara have something to with all these cataclysms. Good thing the population shows a hardy growth! :)

Bruce Heard

Subj: Re:Entropy Draining

Date: 8/17/96 2:29:25 PM

From: TSR Bruce

Posted on: America Online

<<I've got a question about the radiance draining entropy from Mystara. Why does that have an immediate effect?>>

It does not, you're right. The only reason why I described an effect is in response to a request for game mechanics. Theoretically, no noticeable effect would really come about until major use of the Nucleus's powers. That's up to you at this point.

Bruce Heard

Subj: Re:Entropy Draining

Date: 8/17/96 2:33:26 PM

From: TSR Bruce

Posted on: America Online

<<Also since Entropy is the actual sphere(instead magic which is just an important part of the Sphere of Energy)>>

The Sphere of Entropy is of course not a physical place (a plane or a source of elemental energy), so one could not drain anything from it. I do remember something, however, about "negative" energy (which may be something related to AD&D only), something linked essentially to fiend-like creatures and undead. That's really where the idea came from.

Bruce Heard

Subj: Re:Entropy Draining
Date: 8/17/96 2:34:30 PM
From: TSR Bruce
Posted on: America Online

<< Therefore I think that the Radiance is now draining from an infinite source of power.>>

Yep. That was the plan. There isn't a way around that, obviously.

Bruce Heard

Subj: Re:Entropy Draining
Date: 8/17/96 5:17:22 PM
From: AMALDIS
Posted on: America Online

Why is that an evil act? Is draining from Entropy any more evil than draining from magic? I think killing off all the magical races(in the long term of course) is definitely evil. I am not sure that all the people know where the Radiance comes from, either before Wrath or after. Also remember that Entropy is NOT inherently evil. What would our world be like if no one died? Every one would be starving and miserable, wishing that it would end, but knowing it never would. That seems like as hellish a place as can be imagined. Although most Entropic Immortals are evil, not all are(it's just hard to get non-evil mortals to want to become an Immoertal dedicated to destruction). Take Nyx for example. She is not particularly good or evil, but she wants Mystara to be significantly changed from its current form. She doesn't go around killing people just to make them undead, she believes that mortals are like children that must grow and develop until finally they are mature enough to become undead.

-Amaldis

P.S.Great job on the timeline Alad. From what I could see you only missed three things.(And the only one that wasn't just adding to everything that happened that date was the three tribes migrating to Brun).

Subj: Re:Rarity
Date: 8/17/96 5:19:19 PM

From: AMALDIS
Posted on: America Online

I think you know I don't. I have the boxed set, but I was wondering something. Even with the boxed set, should I still look for the original?

-Amaldis

P.S.I know lots of people who despise Mystara except for Glantri which they drop down onto their favorite world.

Subj: Re:Rarity
Date: 8/17/96 5:49:16 PM
From: MagianChua
Posted on: America Online

<<How many people on this board do NOT have a copy of the old GAZ3 Gazetteer>>

I dont :(

Chua

Subj: Re:Entropy Draining
Date: 8/17/96 7:01:01 PM
From: TSR Bruce
Posted on: America Online

<< What would our world be like if no one died?>>

Again, that's not what I was suggesting. My question "How does one kill Death?" has only one answer: you can't. What you can do is bug the heck out of the creatures aligned with entropy, which was the intended consequence of WoI.

Bruce Heard

Subj: Re:Rarity
Date: 8/17/96 7:03:32 PM
From: TSR Bruce
Posted on: America Online

<<I think you know I don't. I have the boxed set, but I was wondering something. Even with the boxed set, should I still look for the original?>>

Not really. I noticed some differences but nothing that's worth losing some sleep. Who knows, some day the original GAZ3 material might end up on the download of the month.

Bruce Heard

Subj: Re:Re:Entropy Draining
Date: 8/17/96 7:54:49 PM
From: Alad3
Posted on: America Online

Well, what i meant was that with entropy being drained, the powers the radiance grants should become entropic, instead of related to magic. So, even though entropy is not inherently evil, the spells that use it are mostly destructive, instead of the metamagic-like spells the energy draining radiance offered. This means that a different kind of people will be drawn to the radiance, not the scholar-like Harald of Haaskinz, but more power-hungry *monsters* like Brannart McGregor. Entropy draining, of course, is not evil but good.

P.S: Thanks for the compliment, AMALDIS. I noticed that about the three tribes the day after i sent the timeline.

Subj: Re:Entropy Draining
Date: 8/17/96 8:34:17 PM
From: AMALDIS
Posted on: America Online

Bruce the thing with what if no one died was directed at Alad3. I thought he had been saying that Entropy is evil. I didn't think that the Entropy draining would actually make people live forever, I was just pointing out that Entropy is often a good thing. He later clarified what he had been saying.

-Amaldis

Subj: Re:Rarity
Date: 8/17/96 8:36:08 PM
From: AMALDIS
Posted on: America Online

I would rather they upload your old articles where the Princess Ark explored Davania and give info and maps on those areas. I don't have any of those articles and Champions only had your post new Princess Ark articles.

-Amaldis

Subj: Mystara , and Assassins

Date: 8/17/96 10:38:22 PM
From: RGould63
Posted on: America Online

Greetings. I'm relatively new to AOL, but have many of the old Gazetteers. Interesting are the things posted here; I hope to add my opinions in the future. I uploaded 3 files (hopefully correctly) last week with Mystaran overtones: Cosmetic.txt about an alchemist selling his wares, Aqua1.txt has spells from a Seahome resident, and Necsac.txt about a necromantic spellbook on the loose around Brun.

Question - In the Mystara I call home, there are many PC assassins and guilds. Any thoughts or quotes on who are (officially) the top assassins and where are major guilds located? I recall the di Malapietas of Glantri used assassins such as Signor Antonio di Tarento, a poisoner. Otherwise??

Thanks, Ross W Gould aka RGould63@aol.com

Subj: Re:Rarity
Date: 8/18/96 1:23:06 AM
From: Nellisir
Posted on: America Online

Ha!! Gaz #3, Principalities of Glantri, was the first D&D accessory I ever picked up. Thought it was really good, too.

Nell.

Subj: Re:Mystara , and Assassins
Date: 8/18/96 2:01:15 AM
From: AMALDIS
Posted on: America Online

Thanks for the uploads. As for assassins, well I never let my PCs be evil, but that is DMs choice. The Iron Ring is involved in stuff like that. The night dragon Synn has people she manipulates to have others killed(such as Innocenti di Malapietra and Henri d'Ambreville, see Mark of Amber for more details on Henri's murders). The Shadow Elves have the Second Shadow, which I'm sure perform assassinations from time to time. If you adventure in the Hollow World then the Kirtanta are perfect as an assassin group(if you play with the D&D rules you could even have players be part of the Kirtanta class). Other than that most thieve's guilds perform assassinations on occasion.

-Amaldis

Subj: Re:Rarity
Date: 8/18/96 2:20:04 AM

From: MF1234
Posted on: America Online

Neither do I. I have very little. Upload Gaz 3 and I'll be your best friend.

Subj: Re:Mystara , and Assassins
Date: 8/18/96 2:27:50 AM
From: MF1234
Posted on: America Online

I'd recommend the Shadow-Hand of Thyatis. The Vieled Society is another one with assassins. The Kingdom of Thieves has fewer assassins than American-born popes. The Fellowship of the Pouch, from Glantri should also be good for taking some guy out.

Subj: Re:Mystara, and Assassin
Date: 8/18/96 4:05:54 AM
From: Alad3
Posted on: America Online

The Unseen Hand from the Glantri:Kingdom of Magic Boxed Set is another assassin`s guild.

Subj: Prophecies
Date: 8/18/96 4:08:57 AM
From: Alad3
Posted on: America Online

I`ve asked before, but nobody answered, so i`ll ask again:

Does anybody know what the following prophecy from Josh`s almanac is supposed to mean:

From deep below will it arise
Its dreadful reach instilling fear
The air is filled with mournful cries
For hopeful fools the end draws near.

I think i understand all the other prophecies, so feel free to ask if you don`t.

Hope someone can help me.

Subj: Re:Rain of Fire

Date: 8/18/96 9:01:42 AM
From: Joe G K
Posted on: America Online

Now a product by TSR giving information on technology, (i.e. science fiction tech.) and how to integrate it fully into a fantasy campaign might be interesting. There was an article back in Dragon many years ago that did a pretty good job of such, but it only covered weapons. JGK

Subj: Blackmoorian Weaponry
Date: 8/18/96 10:12:57 AM
From: MagianChua
Posted on: America Online

Since I am lacking the DA modules, would someone be so kind as to tell me the technological weapons of Blackmoor and how much damage each did...

Thank you :)

Chua

Subj: Re:Rarity
Date: 8/18/96 12:01:49 PM
From: RJNuttman
Posted on: America Online

I've been reading this board for about ten months, and I've got copies of both GAZ3: Glantri and Gaz5: Elves of Alfheim.... I've been busting my chops trying to find Gaz1: Karameikos, but have had no luck. Last I saw of it, it was out of print.

Are there any plans to release the Gazetteers online, like was done with GA13: The Shadow Elves?

--RobJN

Subj: Re:Prophecies
Date: 8/18/96 12:02:32 PM
From: AMALDIS
Posted on: America Online

I have no idea. The only thing I could think of was one of the burrowers of Thanatos coming to the surface of Mystara.

-Amaldis

Subj: Re:Prophecies

Date: 8/18/96 12:11:06 PM
From: RJSuttman
Posted on: America Online

I have to agree with Amaldis. The only thing I could think of when I read the prophecy was the Great Annelids. The DO get released in HWA series. Why wouldn't Thanatos and the others release a few of them during Wrath? And what's to say there isn't one or two still tunneling around there in the World Shield?

RobJN

Subj: Re:Entropy Draining
Date: 8/18/96 4:33:40 PM
From: TSR Bruce
Posted on: America Online

<<Bruce the thing with what if no one died was directed at Alad3. >>

Oh, OK! You might want to include what you are responding to as <<bracketed ref. material>>. Some people find this approach annoying but I think it makes following the various conversations easier. Thanks.

Bruce Heard

Subj: Re:Re:Entropy Draining
Date: 8/18/96 4:51:40 PM
From: TSR Bruce
Posted on: America Online

<<With the Radiance now draining entropy, the powers one gets from using it should change. This means that using the radiance becomes an evil act, so that a few of the brotherhood's members (most importantly Harald of Haaskinz) will stop using the nucleus` powers, turning the brotherhood of radiance into an evil, entropic society.>>

Answering couple steps late... :)

Whether or not draining energy from entropic sources is evil remains debatable, as posted earlier. Nevertheless I certainly sympathize with the notion of people *believing* such power to be evil (or at least tainted in some way). This could be a later development of the artifact. Another possibility is the artifact itself becoming corrupt. Either way, there could be added risks using the Radiance as a result of the entropic sources of its energy.

The problem, however, is that wizards who use the Radiance would not want to give it up easily, even if they realized the Radiance had gotten corrupt (they have high INT scores, but not so high WIS

scores, especially Glantrians). This could be a real crisis for some, or not even an issue for most I would think, with all the game consequences this entails. Probably several would leave on a quest to restore the Nucleus to its former state, perhaps in hope of also removing its original flaw -- permanently draining magical energy from Mystara. This quest could be quietly endorsed by some Immortals, opposed by others as usual. This would certainly create a stir (this does sound like a replay of the Wrath of the Immortals scenario, doesn't it?) :)

Bruce Heard

Subj: Re:Re:Entropy Draining
Date: 8/18/96 5:10:12 PM
From: TSR Bruce
Posted on: America Online

<< Who will become the new leader, since Rad will probably lose interest in such a group, and perhaps devote his energy towards reprogramming the nucleus? Or will the brotherhood simply dissolve?>>

My guess is that Rad or Harald would consider the corruption of the artifact or of the power it gives as an unfortunate disease. Either would try to alter the artifact's power to better protect the followers (like adding filters to cigarettes!) or failing that, to warn the followers against the risks the Radiance poses. There would be limits and conditions on how to use the Radiance to avoid its corrupting effects (kind of like a "please don't touch this without gloves" for wizards). The brotherhood would become even more demanding as a result. No doubt some would fail and become corrupt, and this could really hurt the brotherhood in the long run. These unfortunate enough to end up this way would have to be dealt with pretty radically. Nasty stuff here.

I doubt very much Rad or Harald would be capable of substantially altering the nature of the artifact, in order to protect the followers. If this had been in Rad's power, he would have already done removed the original effects of the Radiance (remember Harald's diseased arm). I don't think the brotherhood would fall apart otherwise. Those who felt the artifact had become corrupt could stop using it, or go on a quest to find a cure. They would not be able to prevent others from using it (not very easily anyway), since the members of the brotherhood do not know each other.

Bruce Heard

Subj: Net Book is Done!!!
Date: 8/18/96 9:30:37 PM
From: AMALDIS
Posted on: America Online

"After untold ages the editor finished with the Mystara Net Book, and prepared to send it to the Immortal Tsrosky, so that he could give it to all of Mystara's children"
-Except from 'Chronicle of an Editor' by Amaldis

That's right. It is DONE. HA HA HA! This is only the first though, and I plan on continuing to edit the Net Books. Please post what you'd like to do for the next one(if anything).

-Amaldis the Incredibly Tired and Blurry Eyed from looking at his monitor too long

Subj: Re:Entropy Draining
Date: 8/18/96 9:32:37 PM
From: AMALDIS
Posted on: America Online

<<You might want to include what you are responding to as <<bracketed ref. material>>.>>

Sorry Bruce. I'll try to remember that in the future.

-Amaldis the still tired and blurry eyed

Subj: Known World boxed set
Date: 8/18/96 9:58:06 PM
From: AMALDIS
Posted on: America Online

Whose idea was it for there to be no Known World boxed set when Mystara first came out? I seem to remember Bruce saying in Dragon that Jeff Grubb would be making a Known World boxed set(that he was getting together all the info on the Known World, and working hard at it), and that it would be good(instead of the Karameikos boxed set in which Jeff proved he can copy from Aaron Allston verbatim). But then somewhere along the line the plans were changed to Jeff doing just a single area(hey Jeff, the marketing boys figure we could squeeze over ten times as much money if we never give them a 'Know World' boxed set, but instead give them boxed sets that cost the same amount but only cover one nation at a time. What, no, the buyers will still buy. This is a great marketing strategy, and if they don't, oh well, that just increased the number of people buying FR products). It doesn't seem like Jeff did that good a job to me(he did an excellent job on the FR stuff though). The only new parts were pretty much useless except as an update(which the Poor Wizard's already did on most things). So instead of having a \$30 Known World boxed set that everyone could use, we get a \$30 dollar boxed set that is a waste of money (being mostly a whole bunch of fluff) on a single kingdom. Oh yeah, that's going to make new players want to play in Mystara. "Hey Bob, guess what? I found this great world where a \$10(or \$15.95 if it were reprinted as a soft covered book) product is turned into a \$30 product of no extra worth except it includes a free frisbee for the dog(in the form of a CD), and in which you can only play in one tiny corner of the world because you don't know anything about the rest of the world. Want to play? What, FR? Why play in a world that has a boxed set detailing a large area and has considerable detail on a starting area, as well as plenty of info on power groups and gods, and lots of extra supplements if we decide to expand an area? Oh, and hints for beginners that doesn't treat them like they are 2 years old. Hey, you go off and play in that world while I get a group together to play in Mystara".

-Amaldis, the tired, blurry eyed, angry editor, who should have taken some breaks while doing the Net Book earlier today.

Subj: Re: Day of Dread
Date: 8/18/96 10:46:44 PM
From: RISPEN
Posted on: America Online

<(Day of Dread)...a perverse and unexpected effect making entropic magic more alien than normal magic, thus immune to the day without magic.>

This would be a great idea if you plan to make Entropy the major factor in your campaign. Imagine it, with Synn in Glantri and Entropic magic in a class of its own and immune, Entropy would be in the perfect position to dominate the other spheres (that one day could make a major difference). Synn could be told about the radiance and she could watch the progress of McGregor. Then plotting to take his findings from him when the time was right (Kladmont 28 of course) Entropy could hold all the info on the Radiance.

Subj: Re:Net Book is Done!!!
Date: 8/19/96 1:36:18 AM
From: MF1234
Posted on: America Online

I can't wait to download this product. I think we at the Mystara family should remember to thank Amaldis for his generous contribution to our world. His efforts could lead to the resurrection of Mystara. Let us not forget Roger and Bruce, who take time out of their lives to help our game world. With people like them, I will !!NEVER!! call TSR "T\$R".

Subj: Re:Net Book is Done!!!
Date: 8/19/96 4:12:02 AM
From: Alad3
Posted on: America Online

Great, AMALDIS!!! Where and when can we download it?

Subj: Poor Baron
Date: 8/19/96 4:13:24 AM
From: Alad3
Posted on: America Online

Why was Lord Piotr-Grygory Timenko, Baron of Kutchevski, left out of the Glantri:Kingdom of Magic boxed set?

Subj: Re:Poor Baron
Date: 8/19/96 11:02:17 AM
From: TSR Bruce
Posted on: America Online

<<Why was Lord Piotr-Grygory Timenko, Baron of Kutchevski, left out of the Glantri:Kingdom of Magic boxed set?>>

I doubt this had anything to do with the NPC itself. It's either because the editor ran out of space or a simple omission (I'd suspect the latter). ... another difference with the original material.

Bruce Heard

Subj: Re:Known World boxed set
Date: 8/19/96 11:04:17 AM
From: TSR Bruce
Posted on: America Online

<<Whose idea was it for there to be no Known World boxed set when Mystara first came out?>>

Not Jeff's, and it happened at the last minute so Jeff had little time to switch gears.

Bruce Heard

Subj: Re: Day of Dread
Date: 8/19/96 11:11:23 AM
From: TSR Bruce
Posted on: America Online

<<This would be a great idea if you plan to make Entropy the major factor in your campaign. Imagine it, with Synn in Glantri and Entropic magic in a class of its own and immune, Entropy would be in the perfect position to dominate the other spheres (that one day could make a major difference). Synn could be told about the radiance and she could watch the progress of McGregor. Then plotting to take his findings from him when the time was right (Kladmont 28 of course) Entropy could hold all the info on the Radiance.>>

Ok, but remember the Day of Dread's only one day in the year. Synn could indeed be told about the Radiance (by whom?) and try to mess with McGregor, but then again, there a fair chance McGregor would leave to another plane before the Day of Dread (with whatever it is that he is trying to

protect) to avoid being vulnerable. Finally, Synn would probably blow her cover trying to tamper with the Radiance, and thus cause the brotherhood to seek her out from then on. The bottom line is that anything is possible, it's just not as easy as it seems.

Bruce Heard

Subj: Blackmoor Devices
Date: 8/19/96 11:18:24 AM
From: TSR Bruce
Posted on: America Online

I had the descriptions of futuristic Blackmoor equipment scanned from DA3 City of the Gods. Hopefully this will end up in the download of the month or in the netbook.

Bruce Heard

Subj: Re:Blackmoor Devices
Date: 8/19/96 11:48:47 AM
From: AMALDIS
Posted on: America Online

Thanks Bruce. Is the old Blackmoor stuff worth buying? I mean does it give lots of info on Mystara's past, because I wouldn't use it to actually do adventures(unless they take place in ancient ruins, or as a time travel adventure).

-Amaldis

Subj: Re:Net Book is Done!!!
Date: 8/19/96 11:55:15 AM
From: AMALDIS
Posted on: America Online

<<His efforts could lead to the ressurection of Mystara.>>

Not in product form, but maybe it will get more people interested in Mystara.

<<Let us not forget Roger and Bruce, who take time out of their lives to help our game world.>>

I think Roger might be doing a Mystara article for Dragon soon(I sort of gave him the idea). May they both be long lived.

<<Where and when can we download it?>>

It will be somewhere in the Library, probably in the Logs&Journals section. It will probably be made available by Sky in a week or so.

-Amaldis

Subj: Re:Blackmoor Devices
Date: 8/19/96 12:22:12 PM
From: TSR Bruce
Posted on: America Online

<<Is the old Blackmoor stuff worth buying?>>

I guess it's all a question of personal taste. You'll be lucky to find these modules anywhere though.

Bruce Heard

Subj: Joshuan's Almanac
Date: 8/19/96 3:54:14 PM
From: AMALDIS
Posted on: America Online

I just had an idea for that last prophecy. What about an awakened Nithian evil(perhaps by Barimoor) as described in 'The Kingdom of Ierendi'(which I just got today), when it was talking about White Isle.

-Amaldis

Subj: Re:Entropy Draining
Date: 8/19/96 5:41:44 PM
From: MMonagle
Posted on: America Online

I too have thought that the change in the Radiance makes it more an artifact of evil than anything else. I believe that the idea that the Radiance now supplies its users with Entropic stuff for power rather than magic makes it this way. I suppose that it could be used for other purposes ... Anyway, as for a new leader for the group of users for the Radiance, I like the idea of Synn. I can't help but think that a Night Dragon would simply up and move to Glantri unless there was something there that she wanted. I doubt gold or tasty morsels would cut it. It would definitely have to be something major or big for Synn. She might also have an edge for using it. She is a dragon and didn't the Dragonlord book series say or imply that Dragons can work the Radiance better than humans? I think that her taking the helm for the group of Radiance users would certainly make times interesting in Glantri (if they weren't already).

Subj: Library of Congress
Date: 8/19/96 6:10:29 PM
From: MF1234
Posted on: America Online

Bruce,

I don't know if this is true, but I heard that any book ever published in the US could be found in the Library of Congress. Is this true about TSR products as well? If it is, I might consider another trip to the nation's capitol in the future. BTW, I just purchased CoH. Super kobold will be posted very soon.

Subj: Re:Library of Congress
Date: 8/19/96 6:40:22 PM
From: TSR Bruce
Posted on: America Online

<<I don't know if this is true, but I heard that any book ever published in the US could be found in the Library of Congress. Is this true about TSR products as well?>>

You can find *a lot* of published material there! TSR started issuing Library of Congress numbers to its products but I'm not sure how long ago this process started (perhaps a couple years ago). I suspect that the Library of Congress does not have the earlier material. On the other hand, it's possible that the organization handling trademarks sent their stuff to the Library of Congress at some point -- which would be great because we could then access very old material as well. I'll have more info about this tomorrow.

Bruce Heard

Subj: Re:Entropy Draining
Date: 8/19/96 6:42:58 PM
From: TSR Bruce
Posted on: America Online

<<... as for a new leader for the group of users for the Radiance, I like the idea of Synn.>>

That's pretty scary! If anything, it could lead to a serious rivalry between her and Harald of Haaskinz, and an interesting problem for PCs to solve.

Bruce Heard

Subj: Re:Entropy Draining
Date: 8/19/96 8:31:23 PM
From: AMALDIS
Posted on: America Online

I don't think Synn knows about the Radiance at the moment, but she could in the future because her 'mother' knew about it and had books about Radiance in her keep(which Synn hasn't looked through yet). Hey Bruce, who thought of the Nucleus of Spheres originally(referring to it as an artifact, not Dave Arneson's crashed spaceship's power source). Also, who created the Alphatians(referring to the game designer)?

-Amaldis

Subj: Old Modules
Date: 8/19/96 8:52:16 PM
From: AMALDIS
Posted on: America Online

What old modules would any of you suggest as something that was really good to play or particularly helpful in Mystara campaigns as background material(such as Saga of the Shadow Lord and The Tree of Life, both of which described new areas that were never gone into much detail anywhere else) ? In particular what did all of you think of B1-9 In Search of Adventure, M1 'Into the Maelstrom'(by Bruce, but I still want his opinion on it), and M2 "Vengeance of Alphaks'.

-Amaldis

Subj: Super Kobold
Date: 8/20/96 2:13:39 AM
From: MF1234
Posted on: America Online

Okay! At long last, I have the story and a few statistics for Alexandrius Terterion, kobold and reform candidate for the Thyatian Senate. A few areas are blank because I do not have many products with me and I hope you can fill in the unfinished parts for your own campaigns.

I hope you like it.

Alexandrius Terterion

12th. level male kobold pit fighter/witch doctor

Strength 18/00
Dexterity 18
Constitution 17
Intelligence 17
Wisdom 18
Charisma 14
HP: 95
AC:
Rear AC:
Unadjusted THACO:

Height: 3'6"

Weight: 75 pounds

Hair/Eyes: bald/red

Skin: Dark brown scales

Age: 30

Alignment: chaotic good

Weapon Proficiencies:

Nonweapon Proficiencies:

Languages: Tharian, kobold, orc, goblin, Thyatian, Alphatian, elf.

Thief Skills:

Fighter Skills:

Magical Items: Short sword+3:glows on command, gauntlets of ogre-power, bracers of protection (AC4), 3 bags of holding.

Other Possessions: Thyatian general's uniform(formal), plain clothes, long cloak, Estate in the Golden District, spellbook, boots, lots of gold (in first Darokin bank'Thyatian Branch').

Quote: " One day, humanoids and humans shall live together in harmony."

Description: Alexandrius Terterion, a.k.a. Ghaal, is a very interesting and odd humanoid, even for a kobold. Alexandrius was born in Kol-Slah, Kol on Ambrymont 25, 984AC. Alexandrius showed great promise as a warrior and he showed promise in spellcasting as well. At his coming of age ceremony, Kol, the High Doge told the populace of a dream in which "The Shining One" told him that young Ghaal would make a great warrior and spellcaster and that he would lead to a golden age for the Broken Lands. Kol heeded the advice and offered to train Alex ,with the help of General Zar, immediately. For the next four years, Alex learned the arts of combat and sorcery and he made his liege very proud. On his fourteenth birthday, Doge Kol offered young Alex the hand of his daughter, Kolina, in marriage. Kolina, Claudia Diocletius, proved to be an excellent spellcaster as well. Little did Kol know that Kolina was a half-elf with the appearance of a kobold. When Alex turned 15, a man appeared in Kol to announce that he was an envoy of The Shining One and that Alexandrius was to leave for Thyatis City immediately.

The people of Kol wished young Alex a fond farewell as he left for Thyatis. Once they arrived, the man revealed himself to be Kurtulmos, an agent for free pit fighters. Kurtulmos offered Gahl a job that night to fight against Drasta, a popular goblin, who was granted the name "Queen of Axetown", because she was the most popular goblin in the arenas. That night, Kurtulmos gave Alex a pair of gauntlets of ogre power and a magical short sword (+3) named "Kurtulmak". the sword would shine on command and blind opponents if they were sensitive to bright light. That night, Alex defeated Drasta, but he let her live. The crowd all bet that one would die, except for a man named Anaxibus. He won a very nice sum of money and gave a portion to Alex after the game. Alex continued to fight and win. He would often spare the lives of his opponents, unless they were forced to fight, because of some heinous act.

One night, Alexandrius was preparing for a battle for the Millenium Celebration. He was recommended as a gladiator to fight the beasts in the grand battle (see Dawn of the Emperors), but during the night before, he overheard the plot to assassinate Emperor Thincol. As the events were starting, Alex warned Captain Acrision and saved Thincol's life. This event endeared Alex to the people and he left the old pits to fight in the arenas with the humans.

During this time, Alex lived alone in an underground slum in Axetown, which was not bad, because it reminded him of home. This all changed during Sviftmont of 1000, when Princess Kolina was captured and sold into slavery. When Alex discovered this, he bought and immediately released her. The next night, Alex married Kolina in a crude church designed for the pit fighte

Subj: Re:Old Modules

Date: 8/20/96 2:18:44 AM

From: MF1234

Posted on: America Online

I found Night's Dark Terror one of the greatest games ever made. I also loved the Blood Brethern trilogy. I never played the products you mentioned above. I would love to see Night's Dark Terror uploaded in D&D stats with AD&D stats in parentheses for both audiences

Subj: Super Kobold pt.2

Date: 8/20/96 2:24:09 AM

From: MF1234

Posted on: America Online

The next night, Alex married Kolina in a crude church designed for the pit fighters to worship in. Over the next six years, Alex and Kolina lived a happy existence in their home, until Thyatis went to war. Alex enlisted in the army, but he was almost turned when Anaxibus spoke on his behalf and recommended that Alex be a captain. Alexandrius was stationed in the First Cohort and his wife lived with him in the barracks. During this time, Kolina had a baby and she named him Anaxibus. The original Anaxibus was so honored that he offered to let the Terterions live with him as guests. In the year 1008, for saving Prince Coltius's life, Alexandrius was promoted to general, being the first humanoid to ever become a general in Thyatian history. Prince Eusebius granted Alexandrius, Kolina, and Anaxibus Terterion full Thyatian citizenship. Alexandrius and his family now spent their off-time with the imperial family telling Coltius and Gabronius stories of kobold life and his days as a pit fighter.

All the hapiness would come to an end when Kolina and Anaxibus were kidnapped without a trace, except for an "A" in the appearance of flames on a note. Alexandrius retired to his old home in Axetown for several days to mourn the loss of his wife and son. Many of the pit fighters spent their off time trying to cheer up Alex, but nothing worked until Drasta visited Alex at nights to cheer him up. After a while, the two started a relationship and Alex was back to normal. Alexandrius bought a home on the Gold District and the two lived there happily for the next few years. In 1012, Alex learned of an onslaught of Hecuvras in the city of Piceno and he decided to return to work. Alex

left Thyatis with Drasta and the two organized a band of adventurers that ended the Hecuva problem, making himself a local hero of Picena. Now, in the year 1015, the current Senator is up for re-election. This man, Giacomo Torricelli, is a very corrupt man and a member of a machine operated by Theodosius Kantinomeiros, now a Senator in Kerendas. Alexandrius challenged Giacomo to a race and he (Alexandrius) has a good chance of being elected. Alex has been endorsed by Anaxibus, Eusebius, and every honest man in the Senate (which is a handful of people).

Well, there it is. Let me know what you think.

-Thomas

Subj: Re:Re:Old Modules

Date: 8/20/96 3:48:21 AM

From: Alad3

Posted on: America Online

I must agree, the Blood Brethren trilogy (even though its not THAT old) was great. It offered a nice introduction to the HOLLOW WORLD, and had a wonderfully epic touch.

Subj: Re:Super Kobold

Date: 8/20/96 3:52:31 AM

From: Alad3

Posted on: America Online

Nice job, but i've got one question. How did Kolina become a half-elf, if her father was a shadow elf, and her mother a kobold? Shouldn't she have been some weird kobold-shadow elf crossbreed?

Subj: Re:Joshuan's Almanac

Date: 8/20/96 3:54:03 AM

From: Alad3

Posted on: America Online

Yep, that's possible. But, about the Annelids, i doubt that they're meant, after all it says>

From deep below will IT (not they) arise.

Subj: Re:Re:Blackmoor Devices

Date: 8/20/96 3:54:56 AM

From: Alad3

Posted on: America Online

I believe (even though i don't own them) that the DA-modules were time-travel adventures.

Subj: Re:Joshuan's Almanac
Date: 8/20/96 8:15:36 AM
From: AMALDIS
Posted on: America Online

<<From deep below will IT (not they) arise.>>

I meant only one of them. These things are great critters to cause mass destruction.

-Amaldis

Subj: Re:Old Modules
Date: 8/20/96 8:18:03 AM
From: AMALDIS
Posted on: America Online

I already have the 1st and 3rd part of the Blood Brethren trilogy. They are excellent, and describe numerous areas of the Hollow World(such as Shajapur and Colima). Anyone here ever play M1 or M2?

-Amaldis

Subj: Re:Super Kobold
Date: 8/20/96 8:20:09 AM
From: AMALDIS
Posted on: America Online

Good job MF. While I too am confused about that kobold/elf crossbreed. I think that a kobold/elf would be its own race. After all, there are demi-ogres and ogre/elf guys running around in Davania and the Arm of the Immortals.

-Amaldis

Subj: Re:Joshuan's Almanac
Date: 8/20/96 8:22:49 AM
From: AMALDIS
Posted on: America Online

Maybe that prophecy refers to the Blood Brethren Trilogy. Maybe IT is the effects of the the Obsidian Mirror filtering through to the surface.

-Amaldis

Subj: Re:Super Kobold
Date: 8/20/96 12:09:21 PM
From: MF1234
Posted on: America Online

As you know, Kol is a physically deformed shadow elf, these deformities spread to his first daughter. She has the abilities and statistics of a half-elf, but the appearance of a kobold. A very powerful kobold indeed. If she ever returns. Alexandrius would have to explain about Drasta. That would be a fun scenario.

Subj: Re:Super Kobold
Date: 8/20/96 1:54:16 PM
From: AMALDIS
Posted on: America Online

What we meant(at least I am assuming that this is what he meant as well) is that since her mother is a kobold and her father a shadow elf, why isn't she a kobold/elf?

-Amaldis

Subj: Re:Super Kobold
Date: 8/20/96 2:11:30 PM
From: MF1234
Posted on: America Online

I am not very good at creating a seperate race. I have never tried to do this before. I will work on a kobold-shadow elf hybrid, but I do not have Gaz10 or even a Plater's Handbook. Any help will be greatly appreciated. Thank you.

Subj: Re:Old Modules
Date: 8/20/96 2:20:05 PM
From: MMonagle
Posted on: America Online

I liked M1 and M2. If you are a Mystara 'purist' I would definitely suggest M1. The adventure wisks the players away to the previous solar system that was home to the Alphatians. There is a lot of little pieces of Alphatias history sprinkled in it. As for the M2, I liked it too. The module ends with another major clash between Thyatis and Alphatia (with statistics provided for the armies for both sides of course). Has anyone that has this module noticed the strange way the Minrothad fleet assists the Alphatians nobles but then flees when the Thyatians show up? I thought they were supposed to be Thyatian allies...

Subj: Re: Early Ideas
Date: 8/20/96 2:42:23 PM
From: TSR Bruce
Posted on: America Online

<< Hey Bruce, who thought of the Nucleus of Spheres originally(referring to it as an artifact, not Dave Arneson's crashed spaceship's power source). Also, who created the Alphatians(referring to the game designer)?>>

I created the Nucleus. Who came up with the alphatians is a different story though.

Who made up the nation of arch-wizards? Honestly I don't know. I found references to the "Empire of Alphatia" whose foundation relies mainly on magic in module CM1 Test of the Warlords (1984, Douglas Niles, #9117). Doug came up with the first published material about Alphatia that I know of. I started at TSR in early 1983 and I remember there already was some talk about Alphatia's magical background back then. It is possible the idea of the Alphatian magiocracy could be attributed to Frank Mentzer, author of the Companion rules (1983-1984).

Bruce Heard

Subj: Re:Old Modules
Date: 8/20/96 2:50:45 PM
From: TSR Bruce
Posted on: America Online

<< M1 'Into the Maelstrom'(by Bruce, but I still want his opinion on it)>>

I wrote M1 before the Master's rules were even completed (most were still in Frank Mentzer's computer, being hashed out). The big thing about M1 is that PCs start out by becoming the fleet commanders of King Ericall of Norwold, off to a war against the isle of Qeodhar. After this, it gets... very strange. Trying to write a major encounter with a fiend without the appropriate rules and no DMing experience at such a level was challenging to say the least. If I had to write it today, no doubt it would be very different! :)

Bruce Heard

Subj: Re:Super Kobold
Date: 8/20/96 2:52:59 PM
From: TSR Bruce
Posted on: America Online

Hail Alexandrius Terterion! The Grandest of the Runts! 8)

Subj: Re: Library of Congress
Date: 8/20/96 2:59:47 PM
From: TSR Bruce
Posted on: America Online

I found out that the Library of Congress only collects our novels -- NOT the games. They should, however, have just about every single novel TSR ever published. I've got no idea however, how accessible to the general public these would be. I have this recurring image of Indiana Jones' artifact being carted away into this vast storage facility, maybe to sit just beside the TSR crate...

Bruce Heard

Subj: Blood Brethren
Date: 8/20/96 3:18:58 PM
From: APVarney
Posted on: America Online

How nice to hear that someone -- anyone -- ever saw any of my BLOOD BRETHREN trilogy for the Hollow World! It seemed to sink without a trace, so far as I could tell. Thanks to those who spoke kindly of it here.

-- Allen Varney

Subj: TSR Lurkers
Date: 8/20/96 3:28:05 PM
From: AMALDIS
Posted on: America Online

Exactly how many TSR people are lurkers on this folder? So far I have counted Ann Dupuis, Roger Moore, and Allen Varney. Is Aaron Allston out there by chance?(Aaron and Bruce being my favorite Mystara designers).

-Amaldis

Subj: Re:Blood Brethren
Date: 8/20/96 3:31:46 PM
From: AMALDIS
Posted on: America Online

Hey does anyone know where to get the second in the Blood Brethren series?(I really wanted to get the info on Colima that it has. Colima is one of my favorite Hollow World areas. Actually anything in northern and central Iciria are one of my favorite, it is so much more interesting up there. In the south it is too empty for me. Also I like Atzanteotl's followers, they make things interesting.)

-Amaldis

Subj: Re:Blood Brethren
Date: 8/20/96 5:18:42 PM
From: TSR Bruce
Posted on: America Online

Allen!!!! :D

Bruce Heard

Subj: Re:TSR Lurkers
Date: 8/20/96 5:20:16 PM
From: TSR Bruce
Posted on: America Online

<<Is Aaron Allston out there by chance?>>

I know Aaron isn't on AOL, unless he joined recently.

Bruce Heard

Subj: Re:Blood Brethren
Date: 8/20/96 8:10:55 PM
From: RJNuttman
Posted on: America Online

<< It seemed to sink without a trace, so far as I could tell. Thanks to those who spoke kindly of it here.>>

Certainly not, Mr. Varney! I snatched up the Hollow World Boxed set as soon as it came out, and the HWA series soon after... In fact, I must say, at the time, I waited like some kind of vulture for those to hit the shelf at my local bookstore.

The Blood Brethren Trilogy is one of the better series' that TSR has put out (at least, that I've seen), and I've been rather disappointed, waiting for something to come out nowadays that would surpass it....

I'd have to agree with MF1234 and Alad3 tossing in my two kopecs in for HWAs 1-3 and B10, Night's Dark Terror; more of a mini-campaign than a single adventure!) as some of the best Mystara has to offer. However, almost anything can be made to shine, with a little polish from the DM and a few "extra" twists thrown in....

RobJN

Subj: Re:Blood Brethren
Date: 8/20/96 10:18:26 PM

From: MF1234

Posted on: America Online

I heard soke talk about a movie based on D&D. If that ever goes through, Nights Dark Terror would make an excellent movie. So would the Night Conspiracy(my own name for the HWA trilogy). I don't have the games right now. It would be great if they were uploaded :hint!hint: Bruce, old buddy!:

Subj: Re:Super Kobold

Date: 8/20/96 10:20:22 PM

From: MF1234

Posted on: America Online

Don't say that to his face. He would accuse you of supporting Toricelli. Eusebius has plans to make Terterion ambassador to New Kolland if Alex loses the Senate race.

Subj: Re:Blood Brethren

Date: 8/20/96 10:51:21 PM

From: ME OMealey

Posted on: America Online

Yea verily, this is good stuff! And after getting off to such a good start, I was rather disappointed that more wasn't done in the Hollow World setting.

As for other modules... I too highly recommed B10. This module was specifically written as a transition adventure to bridge the gap between the Beginner and eXpert levels of play. It's truly a mini-epic capped off by the PCs discovery of the lost city of Hutaaka.

And what about X10, Red Arrow, Black Shield? This module was written as a (sort of) follow up to X4 & X5. It featured an invasion of Darokin by the Master (Hule) that led to a war that drug in most of the Known World countries. It was originally set in the present, then moved 100 years into the future when the Gazeteers started appearing to not hose up the continuity, then dropped back into the present during Wrath of the Immortals (in need of DM tweeking), and now resides in the recent past. As a quick resource on most of the Known World nations, it's great. Plus, you got War Machine stats on all the countries, a strategic (hex) map & a slew of counters to represent the armies, rules for using Battle System to play out significant skirmishes, and a roleplay quest for the PCs that takes them all over the Known World (as ambassadors) trying to influence the various nations to come to Darokin's aid with adventures sprinkled all along the way!

Another favorite (for play) is B6, The Veiled Society. This one was fun in that it was a Beginner module that was set in a city (rather than a dungeon)! It has the PCs doing some investigating/detective type work as opposed to a series of room encounters (read: fights) and a great chase scene (the mechanics for which are also used in X10). The only catch is that if the PCs

are successful, they majorly disrupt Karamaikan politics (with respect to other printed material), so folks that have a problem with diverging from "official" printed matter (not that there is going to be more forthcoming) and would have a problem deciding "what happens in my version of Mystara next?" may want to stay away.

One last dig at the continuity freaks. Did anybody else notice that most (if not all) of the plot/adventure ideas presented in Wrath of the Immortals showed up as events in the subsequent Almanacs? Did anyone run WotI? What did you do if your PCs little side adventure turned out differently than what was recorded as having happened in the Almanac(s)?

Stirring the pot,
Mark

Subj: Wrath&Almanacs
Date: 8/21/96 12:32:24 AM
From: AMALDIS
Posted on: America Online

If that happened I said, oh well, and for the rest of the campaign I stuck with my version.

-Amaldis

P.S.Maybe I'm not that bad a purist, I do consider events that occur in my campaign to take precedence over TSR's events.

Subj: Terari's notes
Date: 8/21/96 11:52:49 AM
From: AMALDIS
Posted on: America Online

Introducing Terari's notes, an article intended to be ongoing for the Net Book. Terari's Notes are about all types of subjects, ranging from magical observations to political analyzations. The first Terari article was made by Kaviyd, and discusses the strange movement of Mystara's moons. I am trying to get a quote from Terari in each one, and if you can't think of one then I will. Remember that Terari is an Alphantian, and has a bias against the Thyatians in Thyatis(though not the ones who went to Karamaikos).

-Amaldis

Subj: The Broken Lands
Date: 8/21/96 11:56:12 AM
From: AMALDIS
Posted on: America Online

Which humanoid tribes have moved into the Broken Lands and why? Remember that event in 1010 when tribes from nearby areas moved into the Broken Lands? I was thinking that maybe the Ethengar humanoid tribes(to get away from those pesky Ethengarians), some of the Orclands tribes(situated in Darokin), and tribes from Rockhome. What does everyone else think?

-Amaldis

Subj: Planar Trees
Date: 8/21/96 11:59:45 AM
From: AMALDIS
Posted on: America Online

Has anyone used Ylygisgard(major spelling errors), the ash tree, to send characters to other worlds(such as FR or GH)? Also, can anyone explain who the 'dark elves' are, who the Modrigswed(spelling again) learned their evil craftmagic from? Are they shadow elves?

-Amaldis

Subj: Re:Blackmoor Devices
Date: 8/21/96 12:16:24 PM
From: MagianChua
Posted on: America Online

<<

I had the descriptions of futuristic Blackmoor equipment scanned from DA3 City of the Gods. Hopefully this will end up in the download of the month or in the netbook.

Bruce Heard>>

Cool, I love Blackmoor. And I never got a chance to look at DA3. I wonder what wondrous inventions lie within.....

I'll be waiting ;)

chua:)

Subj: Re:Super Kobold
Date: 8/21/96 12:49:45 PM
From: Alad3
Posted on: America Online

MF, here are the rules for demi-races in Gaz10:

First roll 1d6:

1-2:of mother`s race

3-4: demi-race

5-6:of father`s race

If you come up with a demi-race, roll 1d6 for each feature or ability(like ability bonuses, size,appearance,life span...) of either parent race:

1-2:Use the featue(or lack of) corresponding to the mother`s race

3-4:find an average (rounded down), if that isn`t possible than 3 counts as 1-2 and 4 counts as 5-6

5-6:Use the feature(or lack of) corresponding to the father`s race

Hope that helps,

Alad3

Subj: Re:Super Kobold

Date: 8/21/96 2:24:20 PM

From: MF1234

Posted on: America Online

Thanks Alad3. Does that stand for Aladin? There's a guy named Mosenrath on-line. Ha!Ha!

Subj: Re:Blood Brethren

Date: 8/21/96 3:00:03 PM

From: TSR Bruce

Posted on: America Online

<<So would the Night Conspiracy(my own name for the HWA trilogy). I don't have the games right now. It would be great if they were uploaded :hint!hint: Bruce, old buddy!:>>

Yeah, yeah. I heard that! :)

Bruce Heard

Subj: Re:Blackmoor Devices

Date: 8/21/96 3:08:30 PM

From: TSR Bruce

Posted on: America Online

<<Cool, I love Blackmoor. And I never got a chance to look at DA3. I wonder what wondrous inventions lie within.....>>

Don't expect the Necronomicon here, these items are very straightforward and entirely *un-strange*. It's too bad that some of the more arcane equipment didn't make it into DA3 (armor, vehicles, or other unusual hand-held techno-wizardry).

Bruce Heard

Subj: Princess Ark online???
Date: 8/21/96 3:24:37 PM
From: MMonagle
Posted on: America Online

I was just looking through the Dragon section on this board and was surprised to find that TSR is now putting up old issues of Dragon on the board. These issues are not complete (there are articles missing) but there was one D&D article in #158 that appears posted. It's 'The Mightiest of Dragons'. My apologies if I missed any others.

Anyway, I was wondering if this could lead to the eventual postings of the Princess Ark series on this board. Please let it be so! That would be great for Mystara! I know that I've probably already asked a lot but if somehow the maps that went with the latter issues of the series could be posted, that would be fantastic!

Subj: Re:Princess Ark online???
Date: 8/21/96 3:40:08 PM
From: AMALDIS
Posted on: America Online

I have asked Sean, twice I think, if he could upload the Princess Ark series(especially older ones). He said he has other things to do right now, but he might in the future(at least that's what I think he said).

-Amaldis

Subj: Synn, Radiance....
Date: 8/21/96 3:55:18 PM
From: Duncan TKD
Posted on: America Online

SYnn, Radiance.....This sounds like its time for the dragonlord to come again.

-Duncan TKD

Subj: Re:Blackmoor Devices
Date: 8/21/96 4:46:56 PM
From: MagianChua

Posted on: America Online

<<Don't expect the Necronomicon here, these items are very straightforward and entirely *un-strange*. It's too bad that some of the more arcane equipment didn't make it into DA3 (armor, vehicles, or other unusual hand-held techno-wizardry).>>

What arcane equipment?????

Chua:)

Subj: Re:Super Kobold
Date: 8/21/96 5:44:15 PM
From: Kaviyd
Posted on: America Online

An interesting character, but I think his intelligence and wisdom are all too high, unless you can suggest that he has been magically enhanced in some way. Also, you should indicate that his strength comes from the gauntlets of ogre power and provide his unadjusted strength as well.

Subj: Re:Super Kobold
Date: 8/21/96 5:54:10 PM
From: Kaviyd
Posted on: America Online

I think we have a more general question here, since by the logic of what we know of Shadow Elves and the Broken Lands we should have hybrids of Shadow Elves with everything from Kobolds to Trolls. Also, we should define the "deformed" Shadow Elves who are raised as goblinoids. As a first cut, I would suggest that they have the variable size and appearance of Beastmen in the Hollow World Boxed sets, the aging statistics of Half-Elves, and all other characteristics as Shadow Elves (as defined in Bruce Heard's upload from several months back).

Subj: Re:Blackmoor Devices
Date: 8/21/96 5:57:05 PM
From: TSR Bruce
Posted on: America Online

<<What arcane equipment?????>>

I meant "unusual".

Bruce Heard

Subj: WOW!!!
Date: 8/21/96 6:03:11 PM
From: TSR Bruce
Posted on: America Online

Did anyone notice that in roughly a week we've have close to 130 posts in this folder!? We're just about to reach folder #4 as a result. Keep up the good work guys/gals! :D

Bruce Heard

Subj: Re:Princess Ark online???
Date: 8/21/96 6:37:28 PM
From: RJNuttman
Posted on: America Online

<< Anyway, I was wondering if this could lead to the eventual postings of the Princess Ark series on this board. Please let it be so! >>

I was just about to post something like this, MM! I, too, have been a follower of the series, and have even snatched up back issues, trying to fill in the holes that I missed. I was praying that the release of back issues online would contain the Princess Ark, and was depressed to find them missing from the table of contents, so to speak. I've got most of the series, except the very beginning entries!

Slightly depressed, and still scrounging for Issue 152,
RobJN

Subj: Re:WOW!!!
Date: 8/21/96 8:33:16 PM
From: AMALDIS
Posted on: America Online

Actually, yes I noticed. I was thinking of posting it, but decided to wait until we hit #4. Has the folder ever gone this fast before?(The 'best' record is FR, which changed folders in 14 days once. Such postings as 'Drizt is kewl' and arguments about Maztica and Christianity took up 99% percent of the posts. Rather go at a snail's pace than have that.)

-Amaldis

Subj: Re:Super Kobold
Date: 8/22/96 12:29:02 AM
From: MF1234
Posted on: America Online

His patron, Kurtulmak, chose the young prodigy to lead to unity among kobolds and humans, so it was the Shining One that enhanced Alex's abilities. Terterion's unadjusted strength is 10.

Subj: Re:Super Kobold
Date: 8/22/96 5:46:02 AM
From: Alad3
Posted on: America Online

Well, shadow elves don't mutate to resemble humanoids, its just a coincidence. So i wouldn't think that shadow elves resembling ogres or trolls would be possible (so shadow elven woman could give birth to such a huge child). I think for deformed shadow elves, we should stick to humanoids of at most human size. If altered a bit, the Beastman height table could sevre that function well, and depending on height, the shadow elven PC could then chose by which humanoid race he was adopted.

Subj: Re:Super Kobold
Date: 8/22/96 6:38:27 AM
From: MF1234
Posted on: America Online

That sounds like a great idea, but I don't have the chart you are referring to. If I did, I would work on it. Thanks for the suggestion.
-Thomas

Subj: Northern+Broken
Date: 8/22/96 9:15:44 AM
From: AMALDIS
Posted on: America Online

I take the lack of response as a NO on my previous question about using the Ash Tree and my question about the Broken Lands. Anyone even use the Eastern Broken Lands for adventures since Wrath(which is when the distinction between east and west began)? What about using the humanoids in the Northern Reaches(including everyone's favorite nosferatu orc)?

-Amaldis

Subj: Cynicidea
Date: 8/22/96 2:17:26 PM
From: AMALDIS
Posted on: America Online

I hope I spelled that right. What is this place like, I don't own the adventure it is in. I know it is underground and is incredibly decadent, but otherwise I know nothing. It's under Ylaruam, right?

-Amaldis

Subj: Half-breeds
Date: 8/22/96 2:21:21 PM
From: AMALDIS
Posted on: America Online

Has anyone played(or had in a campaign) any half-elves or half-orcs since Mystara's switch to AD&D 2nd edition? There are lots of half-orcs in Darokin, and I think lots of half-elves there too, but where else do they live(Wendar maybe)?

-Amaldis

Subj: Rogue's Gallery of Mystara
Date: 8/22/96 8:02:00 PM
From: RLaRue
Posted on: America Online

Greetings!

I was lucky enough to get an early look at Amaldis's Net Book, and it looks great. So good in fact I would like to continue the creative roll we've (i.e. this board) seem to be on. I thought it would be cool if each of us contributed a few of our favorite characters to be included in a Rogue's Gallery of Mystara. I know I have a few I would like to share. I'm not familiar with D&D, so the submissions will have to be in AD&D format, unless someone wants to volunteer to help edit it. I think we're off to a great start, and I hope to continue. It would be great if we can get to the point where we have something similar to the Oerth Journal over in GH (I just finished reading OJ4 and it's great). If anyone is interested, send in your characters to me by September 20th. Please use the following format so I can maintain some consistency.

NAME
RACE
GENDER
ALIGNMENT
CLASS/KIT
LEVEL/X. POINTS
APPEARANCE
Height, Weight, Hair color, Eye color, Build, Complexion, etc.
AGE / BIRTHDAY
ABILITIES
Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma

CLASS ABILITIES

Abilities from class and kit.

SPECIAL ABILITIES & NOTES

Racial and special abilities and any important notes on the character

WEAPON & NON-WEAPON PROFICIENCIES

COMBAT STATISTICS

Armor Class, Hit Points, THACO etc.

EQUIPMENT & POSSESSIONS

MOVEMENT

SPECIAL INFORMATION / DM NOTES

Any special information a DM would need to use the character.

BACKGROUND

History, place of origin, early motivations etc.

PERSONALITY DESCRIPTION

Attitude, outlook, likes, dislikes, philosophy, common behavior, etc.

CURRENT WHEREABOUTS

Where and when the character was last seen and what they were doing.

I would like submissions from ANYBODY with a Mystara character. Don't feel like you can't be involved because your new or don't know enough about the world. The only restriction I have is I'd like to stick to mortal characters. Also, Don't just send high level characters. Level doesn't matter as much as quality and originality (...can anybody say 'Super Kobald'...).

Rick

RLaRue@aol.com

PS. Thanks for all the responses on my question about Blackmoor, I was able to find lots on info and I hope to upload some kind of summary based on the discussion on this board and what I found.

Subj: Re:Northern+Broken

Date: 8/22/96 8:15:19 PM

From: Alad3

Posted on: America Online

Well, if i read the prophecy in Joshuan`s almanac right, we`ll soon have a war between the two humanoid leaders of the Broken lands, Thar and Psa`gh. This could be an interestin campaign, especially since the PCs in my group are old enemies of Thar.

Subj: Re:Northern+Broken

Date: 8/22/96 8:28:50 PM

From: AMALDIS

Posted on: America Online

I never really had Thar ever be an enemy exactly. Sure players hacked up his henchmen, but he was more of a pawn in the political games between various nations. Nothing beats an orcish horde when you want to cause chaos in another country. Glantrians and Shadow Elves manipulated the orcs(the orcs against the dwarves and Ethengars for Glantrians, against Alfheimers for Shadow Elves).

Subj: Dark Knight
Date: 8/22/96 8:37:23 PM
From: Alad3
Posted on: America Online

In dark knight of Karameikos, on page 19, the nameless thief says *Twelve years on the throne...*. Does that mean it is set in AC 1017?

Subj: Re:Cynicidea
Date: 8/22/96 9:06:44 PM
From: TSR Bruce
Posted on: America Online

<<What is this place like, I don't own the adventure it is in.>>

It was weird (like bizarre human sects living in a closed dungeon-style environment), a bit like (B1) Castle of the Borderland Keep except with kinda-sentient people in it! I remember translating that one into French back in 1983. Boy, you're really into archeological artifacts, are you! I'll have to dig into my basement to find that one! :)

Bruce Heard

Subj: Re:Half-breeds
Date: 8/22/96 9:10:50 PM
From: TSR Bruce
Posted on: America Online

<<There are lots of half-orcs in Darokin, and I think lots of half-elves there too, but where else do they live(Wendar maybe)?>>

Add to that Karameikos, Thyatis, Five Shires, Eusdria/Robrenn on the Savage Coast, and several other places inside the Hollow World.

Bruce Heard

Subj: Re:Cynicidea
Date: 8/22/96 9:27:15 PM

From: Mystaros

Posted on: America Online

<<I hope I spelled that right. What is this place like, I don't own the adventure it is in. I know it is underground and is incredibly decadent, but otherwise I know nothing. It's under Ylaruam, right?

-Amaldis>>

The city of Cynidicea was found in module B4 "The Lost City" by Tom Moldvay *waaaay* back in '82 (it was also reprinted, in part, in the MegaModule B1-9 "In Search of Adventure" in '87). The ruins of the city and it's unusual inhabitants were indeed found under the sands of Ylaruam (the second edition Expert book has the exact hex location on it's map). The three gods of the city (this is way back when Immortals were still known as gods) were Gorm, Usamigaras and Madarua, and were briefly mentioned in the Codex of the Immortals. Considering that the city seemed a mix between middle eastern and hellenistic history and culture, I placed it in my history as a sucessor-state of the Nithian Empire held by several tribes of Traldar (the three gods being the remnant of the ancient Traldar "Hero-Worship"). The city was overrun in the same migration of Alasiyan tribes that eventually settled in the Biazzan Valley.

Anyway, good luck finding a copy... your best bet is on the net, over in the OGF, as I have NEVER seen one offered at an auction...

Myst

Subj: Re:Half-breeds

Date: 8/22/96 9:47:43 PM

From: AMALDIS

Posted on: America Online

Five Shires? What type of half-breeds live in the Five Shires?

-Amaldis

Subj: Re:Rogue's Gallery of Mystar

Date: 8/22/96 10:10:36 PM

From: RLaRue

Posted on: America Online

Greetings!

<< ...can anybody say ÒSuper KobaldÓ... >>

I guess I can't. :) Duh! In English that's "Kobold". Opps!

Rick "the spelling impaired"

Subj: Re:Half-breeds
Date: 8/22/96 10:43:03 PM
From: RLaRue
Posted on: America Online

Doesn't it say in *Elves of Alfheim* that there are no half-elves per se, but the physical characteristics are dependent on the race of the mother?

I know that *Karamaikos* box set says they're rare, but is that just a AD&D rules change, or does some other book change the *Alfheim* statement?

Rick

Subj: Re:Half-breeds
Date: 8/22/96 10:44:17 PM
From: AMALDIS
Posted on: America Online

I think the *Dragonlord Chronicles* do too.

-Amaldis

Subj: Re:Half-breeds
Date: 8/22/96 11:37:54 PM
From: Kaviyd
Posted on: America Online

>>Has anyone played(or had in a campaign) any half-elves or half-orcs since *Mystara's* switch to AD&D 2nd edition? There are lots of half-orcs in *Darokin*, and I think lots of half-elves there too, but where else do they live(*Wendar* maybe)?<<

Let's see -- there should definitely be Half-Elves in *Wendar*, *Karamaikos*, *Glantri*, *Minrothad*, *Vyalia* (in *Thyatis*), and *Shiye-Lawr* (in *Alphatia*), all of which have Elves and are not off-limits to Humans. They are quite common in *Eusdria* and several other areas on the *Savage Coast*. And I would think it should be possible to find Half-Elves in virtually any human-dominated area except for (possibly) *Ylaruam* -- a careless Elven adventurer could leave quite a few behind wherever he goes.

As for Half-Orcs, *Darokin* and *Glantri* seem to be the most likely locations. Other possibilities would include *Karamaikos* and *Limn* (in *Alphatia*). Also, Half-Goblins would seem likely on *Honor Island* in *Ierendi*.

Subj: Undead babys
Date: 8/23/96 4:57:15 AM
From: Alad3
Posted on: America Online

I know it's a strange question, but can a Nosferatu, like Thar, have children?

Subj: Re:Undead babies
Date: 8/23/96 7:39:21 AM
From: AMALDIS
Posted on: America Online

Probably, after all, Vampires can have children. Aren't they called vampyre or something?

-Amaldis

Subj: A good quote
Date: 8/23/96 2:55:21 PM
From: AMALDIS
Posted on: America Online

For those of you who don't read any other folders it seems that TSR wants testimonial quotes about a world to advertise it next year. Of course this excludes lines like Mystara. However, I think that this would be some good inspiration for us. So please post some famous campaign moments for all of us.

-Amaldis Nostalgia's my middle name

Subj: When new?
Date: 8/23/96 3:20:48 PM
From: AMALDIS
Posted on: America Online

When do they start a new folder? I've seen them start one for FR at 478. What gives?

-Amaldis