

Subj: * New Folder
Date: 8/23/96 3:51:42 PM
From: TSRO Tank
Posted on: America Online

Please resume the Mystara discussion here.

--TSRO Tank
Message Board Host
TSR Online

Subj: Quotes again
Date: 8/23/96 6:46:02 PM
From: AMALDIS
Posted on: America Online

In case some of you haven't checked with the old folder:
<<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>>

-Amaldis it's still my middle name

P.S.First post after Tank.

Subj: Rogue's Gallery of Mystara
Date: 8/23/96 10:08:41 PM
From: RLaRue
Posted on: America Online

I'm still looking for submissions, so here's the format again in case you didn't catch it in the old folder. If anyone is interested, send in your characters to me by September 20th.

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 Kobold').

Thanks!

Rick

Subj: Re: Modrigswerg

Date: 8/23/96 10:57:30 PM

From: RGould63

Posted on: America Online

Using Gazetteer 7 and Planescape's Planes of Chaos, the following can be deduced and debated. The Modrigswerg, currently living in the Makkres and Hardanger ranges, are descended from a clan originally from Nidavellir, a realm on the third layer of Ysgard. In Nidavellir, two races of Norse dwarves exist, the Durin and the Modsognor. The Durin create powerful magic items and trade and sell them to anyone (no mores), just as the Modrigswerg do. The Modsognor are a peaceful race.

Subj: Re:Modrigswerg
Date: 8/23/96 11:10:03 PM
From: RGould63
Posted on: America Online

Sorry hit the tab.

Also on the third layer of Ysgard is the realm Svartalfheim, home of the dark elves (drow), the Land of Secrets. This land is believed to be connected to the Abyss, with several portals to the Demonweb Pits of Lloth, and other prime planes with drow domains.

2+2, in short: many, many centuries ago a clan of Durin and drow followers of Kiaransalee conduct trade in abandoned areas of Verkelheim, the greatest mine in Ysgard. Graz'zt the Abyssal lord - "Father of Demons" learns of this trade and has his priests make contact with both sides. Graz'zt is always looking to increase his strength. Evil things are done. To hide from the Powers (Immortals), the Durin clan move their operations to the Rockhome environs, taking the name of their cousins as a joke. Years pass. The conspiracy is discovered in the Abyss and Ysgard. The rest of the story is documented in GAZ 7.

Well?

Subj: RE: Undead Babies
Date: 8/23/96 11:40:38 PM
From: RLaRue
Posted on: America Online

Is it just me or does this give anyone else a very wierd and lasting visual?

Rick (picturing little zombie and vampire babies.)

ÒMaster?Ó
ÒYes Renfield?Ó
ÒI believe it's time to change your diaper.Ó
ÒAll right, but will you read me a story before bed time?Ó

Subj: Re:Modrigswerg
Date: 8/24/96 8:19:47 AM

From: AMALDIS

Posted on: America Online

I don't think that is right, and not just because I hate drow(which I do, it's all because of a certain drow whose name begins with D). First off, until Mystara came to AD&D 2nd edition its planar physics were very different. For example, there was an infinite number of outer planes, and there was no great ring. Also in the Hollow World boxed set it says that the original dwarves are not resistant to magic. Kagyar picked up the remainder of the dwarven race(which happened to live where the Modrigswerg live now and were dying off) and dumped half of them into the Hollow World, and altered the rest to make them resistant to magic. Kagyar then put the majority of the altered ones into Rockhome(which he created), and a few back into their homeland. Both sets of Outer world dwarves remember Rockhome as their original home, even though the Northern Reaches is their real original home. What I can't figure out is who are the Dark Elves. Bruce, can you enlighten me?

-Amaldis

Subj: Engine trouble

Date: 8/24/96 6:47:33 PM

From: AMALDIS

Posted on: America Online

What happened? One day we are full steam ahead, and the next we are going at a snails pace. Where are those nostalgic memories of gaming in Mystara? I'm sure you have some. The GH people certainly do. For example, I heard lots of people say that B10 Night's Dark Terror was good. What moments make B10 unforgettable to you? I don't really remember anything dramatic, but that is probably because I am relatively new to Mystara(1986 was when I got my first TSR product, Tree of Life) and because I am a DM. I suppose the most dramatic moment I have had as the DM was when the players decided to stop off on some of the Rainbow's worlds after beating Mookroft. Making places that are all purple, gold, or green(and are fun to explore) is hard and terrifying for the average DM(me).

-Amaldis

Subj: Purple,Green, and Gold world

Date: 8/25/96 12:36:58 AM

From: MF1234

Posted on: America Online

Amaldis, I believe the characters entered my home town of New Orleans during Mardi Gras? Did this tri-color world have lots of drinking, parades, and wild debauchery, along with a Catholic Church in every square mile?

-Thomas, who has just started college and currently lives in the campus of Christian Brothers University at Memphis, Tennessee.

P.S. I am using AOL only for TSR on-line. I will post my new e-mail address asap. That's why I haven't posted in a while.

Subj: Re:Purple,Green, and Gold wo

Date: 8/25/96 12:49:46 AM

From: AMALDIS

Posted on: America Online

WB, sort of. I thought you had left AOL forever. The Mystara folder needs all the posters it can get.

-Amaldis

Subj: Why Mystara?

Date: 8/25/96 12:53:36 AM

From: AMALDIS

Posted on: America Online

Why do the people in here like Mystara? Just curious. My reasons are: in-depthness, chaotic beginnings(it started as an adventure only line), magical lands(love Alphatia and Glantri), high fantasy, a realistic political setting, variety in areas(highly settled Thyatis to frontier Norworld), nostalgia, and so many more I couldn't count them all.

-Amaldis 'Nostalgia Man'

Subj: Re:Why Mystara?

Date: 8/25/96 7:39:09 AM

From: Alad3

Posted on: America Online

I like Mystara because:

- 1) It was my first campaign world (but i'm much newer to Mystara than AMALDIS, i bough the red basic box, second hand 6 years ago, in 1990)
- 2)size (It's three worlds in one, RED STEEL, MYSTARA and the HOLLOW WORLD, and that's not even all of it)
- 3)detailed history (you can see how detailed it is in the netbook, in an article by...me)
- 4)cultural diversity (you have it all, and all their histories are connected)
- 5)Glantri (the coolest fantasy kingdom ever)
- 6)Colima (from the Blood Brethren trilogy)

and much,much more...

Alad3

Subj: The Midlands

Date: 8/25/96 10:13:35 AM

From: Telrathin

Posted on: America Online

I was looking at the maps in my D&D Rules Cyclopedia when I came upon the world map for Mystara. I looked at the continent of Brun, and noticed that north of the Sind desert and northwest of the Known World, lay a huge expanse of forest labeled "The Midlands." Is there any more info out there concerning the Midlands? Has anyone conducted adventures in the Midlands?

Tel

Subj: The Immortals' Arm

Date: 8/25/96 10:21:22 AM

From: Telrathin

Posted on: America Online

This is another, but seperate question regarding information I drew from the world map of Mystara found in the Rules Cyclopedia. In the Savage Coast Campaign Book, and the article in Dragon #200 concerning the Immortals' Arm I had inferred the the Immortals' Arm was a penninsula on a different continent from Brun, but the maps in the Rules Cyclopedia seem to indicate that all that seperates the Immortals' Arm from the Savage Coast is the Yalu river, while in the Savage Coast maps a sea appears to seperate them. Which is correct?

Tel

Subj: The Tree of Life

Date: 8/25/96 10:26:12 AM

From: Telrathin

Posted on: America Online

I was wondering if anyone who had CM 7 or 9, (I'm note sure which one it is), The Tree of Life, could tell me where the Sylvan Realm is, and why the elves abandoned it. This is the only product that seems to detail the Sylvan Realm and I would like to know a little more about it.

Tel

Subj: Re:The Immortals' Arm
Date: 8/25/96 1:16:41 PM
From: AMALDIS
Posted on: America Online

The Bay of Yalu seperates the Arm and the rest of Brun. I don't have the almanac so I don't know what you are talking about, but I am positive about it's location(check the Red Steel boxed set map).

-Amaldis

Subj: Re:The Tree of Life
Date: 8/25/96 1:26:19 PM
From: AMALDIS
Posted on: America Online

I have the Tree of Life. The Sylvan Realm is in a northwest corner of Brun, and it borders the ocean. Only the Feadiel clan abandoned it(there are many more that stayed). Basically an evil wizard known as Moorkroft invaded and the elves who stayed embedded themselves in trees(it is hard to explain). Moorkroft found this out, and he is trying to maintain eternal life by using the elve's essences(he has marked all the trees with elves in them). In the center of this land there is a city that is in ruins. Beneath it is the Tree of Life(original one) and its undead Treekeeper. The adventure starts when the Feadie'ls Tree of Life is dying, so characters must travel to the Sylvan Realm and revive the old one. Why didn't the Feadiels return earlier and kick Moorkrofts but? Well, Moorkroft used to be pretty powerful, but now his armies are fairly weak(the humanoids he employed became disillusioned by his living in the Tower of Light, an elven tower they think should be destroyed, and he hasn't really maintained his armies very well). If you have one of the Glantris(Kingdom of Magic or Principalities) than you know of another Moorkroft. Are they related? Probably. After all, Bruce made both of those products.

-Amaldis

P.S.In return for that info I would like it if you answered my questions(such as why you like Mystara).

Subj: Re:Why Mystara?
Date: 8/25/96 4:18:16 PM
From: Joe G K
Posted on: America Online

My reason is the northland supplement. It had some pretty cool runes, talked about how the trolls fighting style may evolve, and it was a pretty good fantasy version of vikings. Some of their other products have been excellent as well, like the concept of the hollow world, and blackmoor. JGK

Subj: Re:Why Mystara?
Date: 8/25/96 7:10:25 PM
From: Telrathin
Posted on: America Online

Ok, Amaldis, since you answered my questions, I'll have to return the favor. ;)

Tel's Reasons for liking Mystara:

- Elves are still an active part of the world
- Blackmoor
- Hollow World
- Most of it is unexplored
- No Drizzt
- Immortals instead of Gods
- Demiplane of nightmares
- lots of old product support
- Ylarium (sp?)
- It has no association whatsoever with the Forgotten Realms
- Unique Dragons and dragon-culture

That's what comes off of the top of my mind.

Tel

Subj: Re:Why Mystara?
Date: 8/25/96 7:25:08 PM
From: AMALDIS
Posted on: America Online

Heh heh. I forgot the Drizzt and FR reasons. Those are some of my reasons to.

-Amaldis, who likes a flavorful world, not a land where Egyptians think of names for their capital city like Skuld, City of the Shadows

Subj: Re:Why Mystara?
Date: 8/26/96 4:46:00 AM

From: MF1234

Posted on: America Online

Well, I started with D&D in '88 and that Christmas, I received a number of modules, including Night's Dark Terror and The Veiled Society (Neither of which I have now). I wanted a game world and in '91, I got the Rules Cyclopedia and some of the information that I wanted. I then bought the gazateers and as time went on, I bought more and more, until a rather unfortunate and emberassing incident, which left me with nothing. Now I try to rebuild, but I'm not rich. Anyway, I'll tell you what I like about Mystara:

1. The nations and their similarities to Medieval Earth
2. The history (I love history)
3. Night's Dark Terror
4. Corrupt Thyatian politics allowing me to breathe easier when I watch C-Span
5. Immortality
6. The Hollow World
7. I started here. Why should I ever stop.
8. Alexandrius Terterion could be Mystara's newest hero and I made him.

Subj: Re:Modrigswerg

Date: 8/26/96 11:43:34 AM

From: TSR Bruce

Posted on: America Online

<<What I can't figure out is who are the Dark Elves.>>

That's gotta be a glitch. There are no dark elves on/in Mystara, only Shadow Elves. I'm sure Ken Rolston meant them.

Bruce Heard

Subj: Re:The Midlands

Date: 8/26/96 12:04:19 PM

From: TSR Bruce

Posted on: America Online

<<Is there any more info out there concerning the Midlands?>>

Not much really. Off hand, the only thing I remember is a quote somewhere about barbarians living there. The Midlands are mostly uninhabited, save for "barbarian hordes" and nomads. They are labelled "Wastelands" on the edge of the GAZ3/Glantri mapsheet. This really offers an opportunity

for DM to place all sort of wilderness adventures close to the Know World, and hide some new powerbases for miscellaneous bad guys who ran away from the civilized lands. Initially it wouldn't be very difficult for someone to carve out a decent-sized bordeland "dominion" (with no allegiance to anyone) out of these vast territories without being noticed.

Bruce Heard

Subj: Heretic World

Date: 8/26/96 1:16:38 PM

From: TYGHOCK

Posted on: America Online

Confession: I am a historical gamer. No dragons. No magic. All characters in our campaigns are human, more or less.

Know what? My wargames group and I LOVE Mystara! You see, we wargame with historically built armies from the Renaissance - 1530-1570. Our historical campaigns got bogged down, however. How many times can you besiege Vienna? The loser always winds up saying "Huguenots would NEVER have defected like that!", etc. We are historians, but we game for fun.

We needed a world with a system that worked. By accident, we stumbled onto the Known world, and purchased most (but not all) of the old Gazetteer series. Of course, to make it a "real" world (there's a loaded concept), we had to twist national origins and species a bit. All the geography, climate, historical associations, cultures, economies and politics were used as close as possible to the original Gazetteers. Some fit easily. Thyatis/Hapsburgish, Ethangar/Tartar, Sind/Persian, Ylaruam/Moorish, M. Guilds/English, etc. Some fits were a little harder. Alfhiem is just a big wood without cities (the Elves have left the building..), Glantri became an interesting Russian-like powerhouse, and the Broken Lands a bandit-infested no man's land. The oddest was the Dwarves of Rockhome turning into Scotsmen (apologies to Monty Python)!

Guess what? It WORKS!! Mystara is so well designed, even a neo-historical campaign like ours clicks within its boundaries. Thyatis had a naval war with the Minrothad Guilds and Ierendi for the Western trade routes. We had galley wars that made Lepanto look like a skirmish.

I know, I know, this makes me a heretic or something in this folder. But it works! You have a great world here, realistic enough that history buffs like myself can appreciate the construction.

By the way, we have nothing against dragons or magic. Hey, we play generals with toy soldiers. Whatever lets you have fun with friends. The point is, you have a well-designed world here. Be proud.

Anybody know where we can get maps of Wendar, Norworld or especially the Heldaan Freeholds? You see, Ostland is considering a blockade and siege of Freiburg....

- Ken Baggaley

Subj: Re:Why Mystara?
Date: 8/26/96 3:04:46 PM
From: Duncan TKD
Posted on: America Online

my reason for loveing Mystara.....its home.

Duncan TKD

Subj: Re:Heretic World
Date: 8/26/96 4:09:49 PM
From: AMALDIS
Posted on: America Online

That is a tough one. I don't think there are any indepth maps of the Heldannic Territories. The map in Wrath of the Immortals does give most of Wendar and the southern Heldannic Territories. Be warned, Wrath of the Immortals severely alters Mystara as you know it. First off(this isn't from Wrath of Immortals, but that was the first major product I saw them in) the Heldann Freeholds are ruled by a group of aggressive priests know as the Heldannic Knights. They are exiles from Thyatis and they worship Vanya, immortal patroness of war. They have been conquering Norworld, and the reason they are able to is they have sky-ships. In addition, Alfheim is destroyed(and occupied by shadow elves), Alpathia has sunk(and its colonies have been having some wars among themselves), Thyatis has lost possession of Ochalea and the Pearl Islands, a meteor has crashed to the west of the Broken Lands, and the Western Defense League has been formed(it contains Darokin, Karamaikos, Five Shires, Ylaruam, and Rockhome until recently). I think that these events should actually add to the excitement of your war games. As for Norworld maps, well check out Dawn of the Emperors. Also, you might want to consider buying either Poor Wizard's Almanac I or II, which give troop types, numbers, and percentage of the population able to go to war.

-Amaldis

Subj: Re:Heretic World
Date: 8/26/96 5:37:34 PM
From: TYGHOCK
Posted on: America Online

Thanks.

What ID number is Wrath of the Immortals? I have Dawn of the Emperors (1037) and the Mystara Karamaikos (2500XXX1901), plus Ethengar (9246) and the Northern Reaches (9230). All of these plus the Western Sea map show some of the Heldaanic territory. I have no problem with designing a map (I've done that often); I'd just rather stay with published sources if available.

By the way, we treat Apathia as if it doesn't exist, and its colony islands are ripe for Thyatian expansion (if Thyatis isn't warring somewhere else).

Our Isle of Dawn has some Ylari influence, so we might have some good conflicts there.

Our Heldaan Freeholds are also eyeing Norworld, and we've never used Wendar, but with Ostland aggression and the Khanate's increased raiding, the North suddenly comes into focus for us. Gee, and just when the Vestland Succession might lead to war....hmmm.....

Subj: Re:Heretic World
Date: 8/26/96 5:46:40 PM
From: TSR Bruce
Posted on: America Online

<<What ID number is Wrath of the Immortals?>>

That would be #1082. And yes, we **are** proud of that little world! Glad you enjoy it too. :)

Bruce Heard

Subj: Re:Heretic World
Date: 8/27/96 12:54:07 PM
From: MMonagle
Posted on: America Online

As I recall, the best map I've seen of the Heldann Freeholds is in X11 Saga of the Shadow Lord. As for a map of Norworld, CM1 Test of Warlords is definitely what you are after. CM1 also gives a mini gazetteer on Norworld as well.

Subj: Listing of files:update
Date: 8/27/96 1:09:07 PM
From: MMonagle

Posted on: America Online

Here is an updated list of all the Mystara files that I have been able to spot on AOL. If I have missed any, please let me know. I have listed them by section and upload date. You can use the upload date to find the files faster as they are in chronological order.

Upload	Title
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	TSR Download of the Month!
07/07	Mystara Nosferatu Vampire
06/27	Shadow Elves: The DM's Guide
06/13	Shadow Elves: The Player's Ha...
06/13	Shadow Elves: The Official Stats
	Library: DM Utilities
07/09	BAS: War Machine for PC
	Library: AD&D House Rules
04/06	TXT: Pegataur PC (revised)
04/06	TXT: Hutaakan PC (revised)
03/09	TXT: Pegataur PC
03/09	TXT: Hutaakan PC
	Library: Stories, Journals, & Logs
07/23	TXT: Mystara (2) MB Log
09/17	TXT: Mystara (1) MB Log
07/24	Mystara Net Book #1
	Library: Errata and Checklists
06/08	TXT: D&D 'Cyclopedia Errata
	Library: Treasures and Magic Items
06/19	Map of the Great Waste - Bruc...
04/26	TXT: Roger Moore KNOWN WORLD
04/07	TXT: GLANTRI Preview
	Library: TSR Images
07/30	JPEG: Dragonmage of Mystara
07/25	JPEG: Classic Basic D&D box c...
10/13	JPEG: Dark Knight of Karameikos (should read Dragonlord of Mystara)
09/27	JPEG: Son of Dawn
	Library: Campaigns & Modules
06/08	ZIP: Adventures in Glantri, M...

Library: Races, Kits, & NWP's
01/06 TXT: Hutaakan PC

Dragon: Dragon back issues: 1990 (153-164): #158 June 1990
#158 The Mightiest of Dragons

Look for a similar listing of Red Steel files under the same title "listing of files: update" on the Savage Coast & Red Steel board.

Subj: There is hope
Date: 8/27/96 4:19:31 PM
From: AMALDIS
Posted on: America Online

I emailed Jim Ward to try to find out what chance Mystara has in coming back, especially since he said that GH will probably eventually come back(and he even responded to my email). Basically he said there is no chance of it(although in nicer words), but suggested that Mystara will continue to be supported online. What this means I don't know. Maybe some rare products that few people one will be available for download. It was certainly more positive news than I was expecting.

-Amaldis

Subj: Levels
Date: 8/27/96 4:28:30 PM
From: AMALDIS
Posted on: America Online

For those of you who don't subscribe to the mystara mailing list, I have a question(which was unanswered there) on how to transfer levels from D&D to AD&D 2nd. Notice that all the old 36th level magic-users are now 20th level? However, Jaggar von Drachenfels(who was 35th level) is now 25th? What type of logic is that. In my mind Eriadna, Etienne, Terari/Tylion, etc.. should all be at least equal in level with Jaggar. Hey Bruce, how did they determine new levels?

-Amaldis

Subj: Re:Levels
Date: 8/27/96 5:09:02 PM
From: TSR Bruce

Posted on: America Online

<< Notice that all the old 36th level magic-users are now 20th level? However, Jaggar von Drachenfels(who was 35th level) is now 25th? What type of logic is that. In my mind Eriadna, Etienne, Terari/Tylion, etc.. should all be at least equal in level with Jaggar. Hey Bruce, how did they determine new levels?>>

They should all be 20th level. Jaggar's level probably is an error.

Bruce Heard

Subj: Re:Levels

Date: 8/27/96 7:14:27 PM

From: AMALDIS

Posted on: America Online

So all levels above 20 are discounted(Including non-wizards)? Is level 20 a limit for Mystara characters? Like 18 was a limit for Dragonlance(for PCs at least, Fistantilus/Raistlin sort of broke that rule), or 30 is a limit for Dark Sun and Forgotten Realms(Except that FR god avatars can go to 40).

-Amaldis

Subj: Re:The Immortals' Arm

Date: 8/27/96 10:27:22 PM

From: Mystaros

Posted on: America Online

The world maps in the Cyclopedia and in the Hollow World boxed set all accidentally extended the nearby land types into Yalu Bay; from the point where the Yalu River "splits" into two rivers on south is actually all open water; you can actually make out the major isle in the bay (the blue oval).

As to the Midlands, I've always had it as a large stretch of forest and plain inhabited by Oltec and Neathar descendant barbarian tribes (ancestors of the Urduks, Eusdrians and Robrenn), as well as tribes of savage Humanoids. In my campaign the Great Waste north of Glantri is a full plateau rather than an escarpment; the land is known to it's inhabitants as Taymaar, and is an Immortal "preserve" of what Mystara *would have been* if they had not interfered after the Great Rain of Fire (which in my campaign was a nuclear war of titannic proportion). Basically, it's Gamma World meets Barsoom with a dash of John Norman's Gor, full on with psionics, magic and super-sorcery (the one mile climb to the top of the plateau is only the beginning for any who are trying to reach it from the Known World; no flying creatures will cross the line either way; no teleportation in or out, etc.).

Myst

Subj: Re:Modrigswerg
Date: 8/27/96 10:43:16 PM
From: Mystaros
Posted on: America Online

<<<What I can't figure out is who are the Dark Elves.>>>

<<That's gotta be a glitch. There are no dark elves on/in Mystara, only Shadow Elves.>>

And I thank the Immortals every day that there are NO DROW in Mystara!!!

I've always made the "Dark Elves" (and all "Elves" mentioned in the Northern Reaches) out to actually be members of the Sidhe; the "Light Elves" are a group aligned with the Spheres of Life and the "Dark Elves" are a group that has aligned themselves with the Sphere of Entropy (yes, I know the Sidhe are the reincarnated forms of "Unaligned" Immortals from a previous age, but this is just the way it works for me). They are not only able to be Invisible to Mortals in our own world, they are also able to travel to The Otherworld (known as the Spirit World to the Ethengar and the Ochaleans; also known as The Otherworld by the Dunael, Helska, Danoia and Caerda) which is now their natural home. My rendition of these "Norse Elves" was heavily influenced (heck, lifted in whole for the most part) from the Skarpsey novels written by Elizabeth Boyer (The Sword and the Satchel, The Elves and the Otterskin, The Thrall and the Dragons Heart and The Wizard and the Warlord; there's a series, but I haven't really gotten into it). I highly recommend them for inspiration for Nordic adventures in general; they're also quite enjoyable to read.

Subj: Re:Levels
Date: 8/27/96 11:00:47 PM
From: Mystaros
Posted on: America Online

I've always gone with an adaptation of the Cyclopedia Conversion formula:

D&D Level to AD&D Level

Levels	Official
1 - 12	No Change
13+	Three equals 1 AD&D level (round fractions down)

Thus, a 36th level character would be $12+(24/3)= 20$ th level, exactly as presented in the Almanacs and such. I always felt that this shortchanged a lot of the major NPC's (after all, if the Forgotten

Realms can have Elminster at 28th something level, I figure surely Alphatia or Thyatis, if not even Glantri could field something equivalent, especially with all these types running around trying for Immortality). My conversion went like this:

D&D Level	AD&D Level
1 - 18	No Change
19+	Two equal 1 (Round fractions down)

Thus, a 36th level D&D character would be $18+(18/2)= 27$ th level.

Note, however, that I also recalibrated the level necessary to attain "Ultimate Mastery" in Alphatia down to the level at which a mage attains his or her first 9th level spell (21st in D&D, 18th in AD&D). I did this because I felt that a Council made up of 1000+ 36th level mages was just a wee bit too much, even for me...

Anyway, did anyone else adjust the Conversions? Or what about that Council of 1000 "Ultimate Masters"; how did/does everyone work that out?

Myst

Subj: Hello
Date: 8/27/96 11:51:26 PM
From: MF1234
Posted on: America Online

This is Thomas Forsyth(MF1234). I am now at Christian Brothers University. My new e-mail address is "tforsyth@odin.cbu.edu".

Subj: Voting
Date: 8/28/96 4:11:58 AM
From: Alad3
Posted on: America Online

Shouldn't the voting system in Glantri be changed now that there are 13 princes instead of 10?

Subj: Makai
Date: 8/28/96 5:38:39 AM
From: Alad3
Posted on: America Online

PWA III says on page 36 that the Makai are oltec-descended, while the HW boxed set lists them as a Neathar tribe. Also the PWA says the azcan plateau broke off from the mainland forming the Ierendi isles. Then why were they inhabited by Makai and Malpheggi? I always thought land masses broke off from the coast stranding those two tribes? Am I or the PWA mistaken?

Subj: Re:Makai
Date: 8/28/96 4:09:19 PM
From: AMALDIS
Posted on: America Online

Probably just part of the Ierendi's was made by the shattered pieces of the plateau. What was PWAIII?

-Amaldis

Subj: Re:Voting
Date: 8/28/96 4:10:30 PM
From: AMALDIS
Posted on: America Online

Probably another error by Monte. He made alot of those. What does everyone think it should be changed to?(I don't have the original, so I didn't notice this error).

-Amaldis

Subj: Re:Makai
Date: 8/28/96 8:26:21 PM
From: Kaviyd
Posted on: America Online

The Makai are definitely Neathar in the Hollow World boxed set. Suggested reconciliation:

The original Makai were Neathar. When the Oltecs invaded their lands, their original culture was lost and many of the natives were transported to the Hollow World. The invading Oltecs mixed with the natives and became a single people (still called Makai) by the time of the cataclysm that created the Ierendi islands. After the cataclysm, the Makai culture returned to its more primitive roots until the Thyatian invasion, at which point Ierendi began developing towards its present state.

Subj: Re:Levels

Date: 8/28/96 8:28:52 PM
From: Kaviyd
Posted on: America Online

There was one proposed solution in the Mystara mailing list that would make a lot of sense: Jaggar did a lot of adventuring and gained several levels between 1000 AC and 1012 AC. Just think how many XP he must have earned by leading Glantri's armies in battle and by fighting off the monsters that Alphatia sent against Glantri. He must have been nearly as active as a typical player character!

Subj: Re:Voting
Date: 8/28/96 8:33:54 PM
From: Kaviyd
Posted on: America Online

>>Shouldn't the voting system in Glantri be changed now that there are 13 princes instead of 10?<<

What changes are needed other than adjusting the math? There is a reference in one of the PWAs that needs to be corrected because it mentions too few Princes -- we just need to divide up the votes of the newer Princes to get similar results -- but the overall system still works. Of course, any rules about tied votes by the Princes will not apply unless one of the Princes abstains or (more likely) is prevented from voting.

Subj: Re:Voting
Date: 8/29/96 4:19:36 AM
From: Alad3
Posted on: America Online

I meant one should adjust the math. I came up with this

62 points or less: rejected

63 to 98 points: goes to parlaiment

99 and more: accepted

This could be rounded to:

60 points or less: rejected

61 to 99 points: goes to parlaiment

100 and more points: accepted

What do you all think?

Subj: Re:Makai

Date: 8/29/96 4:20:40 AM

From: Alad3

Posted on: America Online

Kaviyd, that`s really a good idea. The Makai could easily have been of the tribes subjugated by the early Oltecs.

Subj: Beasts&Alphatia

Date: 8/29/96 4:33:28 PM

From: AMALDIS

Posted on: America Online

Has anyone here ever included specially made monsters made by Alphatian wizards? I always thought those cool looking extra-planar would make a good monster. Magic is much declined on the outer world from those high days(when Alphatia dictated the level of magic on Mystara), ahhh well. At least we still have Glantri and Herath. Here are just a few critters that Alphatian wizards have made:

Acid Golems(cool idea, wizards of Alchemos made these)

Mutants(mixtures of monster body parts)

Kubitts(See Hollow World stuff)

Vampirism(And isn't Mystara better off for it?)

Lycanthropy(Another great accomplishment)

And here is a list of a fewcritters that they could have made:

The Behemoth(always loved this thing)

Pegataurs(some sources claim they did, some claim they didn't)

Gargantuans(Gargantua certainly sounded like the typical Blackheart resident)

May the remnants of the Alphatian peoples still be as creative when it comes to monsters.

-Amaldis

Subj: Rod of Seven Parts

Date: 8/29/96 6:10:13 PM

From: Joe G K
Posted on: America Online

Has anyone looked at this module, and what it's effects might be on the Mystara World? Will we see any of the old Mystara artifacts updated in the Tomes line? Will we see Mystara artifacts updated if they redo the Book of Artifacts? JGK

Subj: Net Book critiques
Date: 8/29/96 9:12:27 PM
From: AMALDIS
Posted on: America Online

I don't think most of you understand the purpose of the Net Book. Many people have mentioned to me that the Net Book(which I have sent out about 5,000,000 copies) is just a redundancy on old material. First off, yes, it was somewhat redundant, but it was an introductory article. Second, it presented ino in a format never seen in a Mystara product. Has anyone ever seen such a detailed time line? Has anyone ever seen such a detailed list of immortals? Well, unless you work at TSR(and only if they have more complete lists), no, you have not. Now I must reiterate, that was an introduction. What is in the future? Here is the things I can remember:Terari's notes, 'Dusk of the Emperors'(by Alad3, I made the most complete Mystara timeline ever made), some info on Wendar(by yours truly), and some other articles. Some have said that there is already plenty of information about Mystara. That is in part true, but does anyone here really know what conditions are like in the Eastern Broken Lands? What about Alphatia's ruins? Are the Bellisarians still boring, or has Alphatia's destruction jolted them into action? Why do strange phenomenon occur in the sky? If you were a memeber of secret society known as the 'Sword of Fire', who would you be? Why are magical fruit trees popping up in Wendar? Could other magical events be occuring as well? So basically, a Net Book is needed for those who don't have the time to detail everything adressed here.

-Amaldis

P.S.Now if I could only get Dragon to give me the 'good' news.

Subj: Dragon mag article
Date: 8/29/96 11:05:12 PM
From: AMALDIS
Posted on: America Online

Just to let everyone know, I just found out that Dragon magazine is going to have an article about Mystara. What about Mystara, I don't know. It was bought, so it might be an article by the titan among Mystaran writers, Aaron Allston. Look out for it sometime in the future.

-Amaldis

Subj: Re:Net Book critiques
Date: 8/29/96 11:37:46 PM
From: TYGHOCK
Posted on: America Online

Simple question.....how does one get a Net Book?

Subj: Re:Net Book critiques
Date: 8/30/96 12:49:59 AM
From: MF1234
Posted on: America Online

Amaldis, I would like to say that the netbook is excellent. I am surprised that over 1,000,000 copies were made in so short a time. Keep up the good work.

-Thomas

Subj: Re:Net Book critiques
Date: 8/30/96 3:49:11 PM
From: AMALDIS
Posted on: America Online

I was just kidding with the 5,000,000 thing. Although you probably were too.

-Amaldis

Subj: Re:Net Book critiques
Date: 8/30/96 3:50:29 PM
From: AMALDIS
Posted on: America Online

Well there are two ways. First, I send it to you. Second, when it finally is uploaded into the library by Sky, you download it from the Stories&Logs&Journals(slight chance it might be else where)

-Amaldis

Subj: Re:Rod of Seven Parts
Date: 8/30/96 7:40:07 PM

From: Alad3
Posted on: America Online

I haven't read it, but what ARE it's effects on Mystara?

Subj: Re:Rod of Seven Parts
Date: 8/30/96 9:36:58 PM
From: AMALDIS
Posted on: America Online

Effects on Mystara? I thought it was a GH artifact.

-Amaldis

P.S.Is everyone asleep out there? Haven't seen Bruce in a while.

Subj: Weather for Mystara
Date: 8/30/96 11:03:16 PM
From: RLaRue
Posted on: America Online

Has anyone downloaded this yet? I'd like to hear what you think. I know it's a simple DOS based program, but it adds alot to my campaigns, and I'd like to know if anyone else will find it useful.

Thanks!

Rick

Subj: Re:Rod of Seven Parts
Date: 8/31/96 11:41:13 AM
From: Joe G K
Posted on: America Online

This, like Dragon Mountain, is meant ot be an epic campaign that can be used in any world. Since it involves an artifact, and Mystara is kinda magic rich, I was wondering what effects it would have on the campaign, and if anyone had run it through this world yet. JGK

Subj: Re:Weather for Mystara
Date: 8/31/96 2:14:39 PM
From: AMALDIS

Posted on: America Online

It's good, but I tend to just make up my own weather depending on what I am doing to the players or depending on my mood. If I want snow in the middle of summer then there will be snow. Things like that could lead to interesting adventure ideas. Like a wizard developing a new secret craft for Ice Magic, or a Honor Island wizard experimenting with fire in the middle of winter.

-Amaldis

Subj: Thyatis&Shadows
Date: 8/31/96 2:18:38 PM
From: AMALDIS
Posted on: America Online

Does anyone remember that adventure that took place in the Arena of Thyatis City? It said that there are shadow elves in the tunnels below Thyatis, has anyone expanded upon this? Who are these shadow elves? Are they followers of Rafiel, Atzanteotl, or some other immortal? I was thinking that they might have a great amount of influence on Thyatis(sort of like an Undermountain for Thyatis City) as smugglers, etc..

-Amaldis

Subj: Dark Knight
Date: 8/31/96 8:22:11 PM
From: Alad3
Posted on: America Online

I've asked in the old board and i'll ask again here. Am i right, that Dark Knight of Karameikos takes place in 1017. Or, has anybody even READ dark knight of Karameikos?

Subj: Re:Dark Knight
Date: 8/31/96 11:43:57 PM
From: RLaRue
Posted on: America Online

I have, and I enjoyed it. It was simple, but interesting. I'll look back and see about the year.

Subj: Mood Music?
Date: 8/31/96 11:45:16 PM

From: RLaRue
Posted on: America Online

I was wondering if anyone uses mood music while playing. If so could you give me some suggestions, I haven't had much luck finding anything that really fits. Classical is too recognizable in many cases. Any ideas?

Rick

Subj: Re: Why Mystara?
Date: 8/31/96 11:46:42 PM
From: RLaRue
Posted on: America Online

This is a little late in coming but...

What I like about Mystara, is that when I opened the Karamaikos: Kingdom of Adventure box set I got the same feeling I had when I started playing D&D and AD&D in the early 80's. As I read the older products (i.e. GAZ series, Wrath etc.) it just got better.

Rick

Subj: Re: Weather for Mystara
Date: 8/31/96 11:47:28 PM
From: RLaRue
Posted on: America Online

AMALDIS

I ignore the generated weather if it suits me. But when you just want to know if it's raining or what the temp is, it's great. Special weather should be up to the DM.

Rick

Subj: Re:Thyatis&Shadows

Date: 9/1/96 12:15:58 AM
From: MF1234
Posted on: America Online

Don't forget about Mrikitat(PC4:Night Howlers) and his city of followers. An underdark Thyatis City would make for a good campaign. Don't forget Shadowland and Azetown is older than the rest of Thyatis. Think of what's left in those slums. Wererats, organized crime, homeless, and undiscovered ancient remnants of an older city. And you thought the New York City subway was wild, at least the Thyatians are more courteous.

Subj: Re:Mood Music?
Date: 9/1/96 11:15:31 PM
From: RJNuttman
Posted on: America Online

I use a lot of music in my campaign: I've found soundtrack music works best. I've used the "Introduction to Camrina Burana" during the burning of the temple in B11: King's Festival. I played some Gregorian Chant while running B7: Rahasia (while in the Siswa temple). Most music by composers like Jerry Goldsmith and Trevor Jones will work, depending on the "mood" you want to set.

Soundtracks work well because you can pull character themes out of them. I've even got "city tunes."

--RJN

Subj: Origins
Date: 9/2/96 7:20:25 PM
From: AMALDIS
Posted on: America Online

Where did Mystara originally come from(the place, not the name, which was Mystery Star)? Was it really a world that started when someone thought a future Blackmoor would be cool? Or was it a world that later absorbed Blackmoor? Who first thought of the Known World? It seems to me as if the history behind the making of Mystara is the least know of all the worlds. Bruce, do you know the answers to any of these?

-Amaldis

Subj: Re:Origins
Date: 9/2/96 9:09:51 PM
From: Mystaros
Posted on: America Online

I asked this same question a while back and got the same answer I expect you will: nobody really KNOWS who came up with the Known World ("Known World", by the by, seems to have been *Trademarked* by some two-bit company producing a game called "Legends of Yore", one of the more unremarkable games to premiere recently; for just this *once*, I'd like to see TSR's lawyers come down on someone *hard*). Anyway, the "Known World", at the time simply called "The Continent", first premiered in the first Expert Set and module X1 back in '80/'81. The Expert Set had been edited by David Cook with Steve Marsh; X1 had been written by David Cook and Tom Moldvay. The Expert book only included the Grand Duchy, while the module included a map and loose description of "The Continent". It is my theory that either Dave Cook, Tom Moldvay or someone else at TSR either had the Known World as their own, homegrown campaign or it was created on the spot for the new edition; Tom went on to write X2 "Castle Amber" and Dave went on to write X4 & X5 "Master of the Desert Nomads" and "Temple of Death" (note that the early B series (B1-3) predates or is co-existent with the '80/'81 edition, and there is no mention of any of the Known World until module B4 "The Lost City", notably written by... Tom Moldvay). The whole Continental map of Brun first began to take shape with the Companion Set and module CM1 "Test of the Warlords"; Frank Mentzer wrote the Companion rules and Douglas Niles (who wrote X3 "Curse of Xanathon") wrote CM1, which detailed Norwold and gave hints about Alphatia. In the Masters Edition Also by Frank Mentzer), the entire World Map is laid out and in module M1 "Into the Maelstrom" by our very own Bruce and Beatrice Heard, we get to see the remnants of the Old Alphatian Empire (this a year before module CM7, "The Tree of Life" which details the Sylvan Realm far to the west). IMOHO, the Known World may have started out as part of a Homegrown campaign, but it grew over the years with contributions from various authors (Skip Williams gave us M2 "Vengeance of Alphaks", which gave some more detail on Norwold and the Empires; Paul Jaquays gave us M5 "Talons of Night", which first described the Isle of Dawn; and then of course there are the contributions of Merle and Jackie Rasmussen, Anee C. Gray; Bruce Nesmith; Jim Bamba, Graeme Morris and Phil Gallagher, among others). All of whom we owe a debt of thanks for letting us in on their world...

As to the name "Mystara", as I recall (I'll have to check this later, but for now...) there was a contest in Dragon some way back to name the world of the "Known World"; I think two people came up with "Mystara" (don't know who though, off the top of my head). I always interpreted Mystara as being "Mystic Terra" or "Magical Earth", something along those lines, but I "Mystic Star" is as good an interpretation as any...

Mystaros

Subj: Busy Guy

Date: 9/2/96 9:56:38 PM

From: TSR Bruce

Posted on: America Online

Sorry for missing out on your latest posts. Some really interesting questions came up and I intend to answer at least several of them! I've been really busy these past few days however. I'll have to catch up later. Don't stop for me though! :)

Bruce Heard

Subj: Elves & Shields
Date: 9/2/96 11:24:11 PM
From: OldGuard 1
Posted on: America Online

<cough> pardon,

Just a quick note to say that in balancing out the Basic Rules, an interesting rule of thumb might be to disallow elves to utilize shields. They are still too powerful for my liking, xp requirements or no. The reasoning being that they dislike the additional weight and lack the body strength to effectively use a shield properly. Those who have taken a full body weight blow on their shield in real life know what I am referring to here. There's a phenomenon called "stumbling-backwards-cursing-loudly-with-eyes-wide-open." Elves weigh roughly 120 lbs. Dwarves make good use of shields, incidentally. Elves, in my world, have historically never considered shields worth the AC bonus. They prize their freedom of movement.

Some DMs also disallow the use of 2-handed swords/longbows by elves for size reasons. I'd like to hear comments from other judges who view certain classes to be outbalanced. The elves get the most grief in my opinion though!

At your service,
OldGuard 1

Subj: Re:Elves & Shields
Date: 9/3/96 10:11:49 AM
From: AMALDIS
Posted on: America Online

I never really disallowed anything for elves. While at first, yes they were incredibly powerful, but later on humans started to pass them by (of course this was only once the campaign had almost ended). Anyways, I don't play the original D&D anymore, and haven't since 1989, so I haven't run into that problem.

-Amaldis

Subj: Re:Origins
Date: 9/3/96 10:34:05 AM
From: AMALDIS
Posted on: America Online

So basically the Known World area of Mystara was started by Tom Moldvay&David Cook. It later grew from contributions of those two again, and others(including Bruce). Are Tom Moldvay or David Cook online(and when did Tom Moldvay leave TSR, I know when Cook did)?

-Amaldis

P.S.Can anyone tell me how Cook got the nickname 'Zeb'

Subj: Slagovich
Date: 9/3/96 10:55:55 AM
From: RGould63
Posted on: America Online

Can someone provide information or references for this port city: i.e. rulers, government, populace, etc. Thanks

Subj: Werewolves
Date: 9/3/96 11:02:38 AM
From: RGould63
Posted on: America Online

If interested check Sunday 9/1/96 New York Times. Front page - In India, Attacks by Wolves Spark Old Fears and Hatreds. This story can easily be placed anywhere in Mystara with a few cosmetic changes. It has intrigue, mystery, rumors and enough info to make a nice scenario.

By the way, anyone interested in seeing a write-up for a werewolverine terrorizing Norwald and the Northern Reaches?

Subj: Re:Slagovich
Date: 9/3/96 12:29:58 PM
From: AMALDIS
Posted on: America Online

Check out Bruce Heard's Princess Ark articles, the Red Steel boxed set, and the Odyssey:Savage Coast download.

-Amaldis

Subj: Re:Werewolves
Date: 9/3/96 12:30:49 PM
From: AMALDIS
Posted on: America Online

Sure. I don't get the New York Times, so could you tell me what it was?

-Amaldis

Subj: Re:Mood Music?
Date: 9/3/96 7:16:45 PM
From: RLaRue
Posted on: America Online

>> Most music by composers like Jerry Goldsmith and Trevor Jones will work, depending on the "mood" you want to set.<<

Thanks RJ! I'll give them a try. Are they available in most record stores, or will I have to search for them?

Rick

Subj: Re:Elves & Shields
Date: 9/3/96 8:28:07 PM
From: Kaviyd
Posted on: America Online

I would be more inclined to disallow Elves the use of armor heavier than chain mail for similar reasons as well as interference with their magic.

Subj: Re:Origins (Zeb & Tom)
Date: 9/3/96 10:43:45 PM
From: Mystaros
Posted on: America Online

Zeb claims that he got his nickname from his students (he used to teach); the story goes that his signature was so awful it looked like "Zeb" instead of "David Cook"; so, of course, he became "Zeb"...

As to Tom Moldvay, he went on to write the "Lords of Creation" game for The Avalon Hill Game Company; a neat little system, and one of the earlier Multi-Genre systems (like RIFTS and others, it mixed elements from Fantasy, Science Fiction, Science Fantasy, Horror, etc.). As I recall he was also a part of the Pacesetter crew, if not one of the founding members of the first "Ex-TSR Company"... most of my Pacesetter stuff was lost long ago, though, so I can't be too sure (Pacesetter published games like Chill, Wabbit's Wevenge and Star Ace, back in the early '80's)...

Subj: Re:Werewolves
Date: 9/3/96 11:56:58 PM
From: MF1234
Posted on: America Online

You betcha!

Subj: Re:Origins
Date: 9/4/96 1:16:16 PM
From: MMonagle
Posted on: America Online

I want to give a round of applause to Mystaros for his summary of the creation of the Known World. It is as accurate and complete picture as I have ever seen about it.

Subj: A Mage for Mystara
Date: 9/4/96 1:34:12 PM
From: MMonagle
Posted on: America Online

I brought this subject up on the last board before it closed and would like to start it up again. I asked people to voice their choice for a mage that would best represent Mystara (like what Elminster is for FR and Mordenkainen is for WoG). From what I can gather from the last board, this is how the voting went:

Terari = 3
Bargle = 2
Harald = 1
Haldemar = 1
Etienne(Rad) = 1

Mystaros = 1

My apologies if I misinterpreted anyone's vote. I am hoping to see more people make contributions for this choice. (I'm also hoping that with a lot of support, maybe TSR could let our mage make an appearance somewhere. However, I do not think that nine votes will do it). Anyone else care to make a contribution?

Subj: Re:Mood Music?
Date: 9/4/96 6:24:41 PM
From: RJNuttman
Posted on: America Online

<< Are they available in most record stores, or will I have to search for them?>>

You can find soundtracks by Goldsmith and Jones in any record store SOUNDTRACK section: Look for "Last of the Mohicans" (probably the BEST soundtrack you can get for Fantasy) by Jones, and "First Knight" by Goldsmith (He's also done "Medicine Man" "The Shadow," and the original "Legend" soundtrack...)

Subj: Re:A Mage for Mystara
Date: 9/5/96 12:58:24 PM
From: Telrathin
Posted on: America Online

I'd have to go with Terari. He's the only one who is powerful enough to represent Mystara while not having large matters to attend to (i.e. being an immortal or being a player in Glantrian politics)

Tel

Subj: Re:Dark Knight
Date: 9/6/96 4:06:26 PM
From: MMonagle
Posted on: America Online

I read this novel too and enjoyed it. As for the year, I would agree that the reference on pg. 19 sets this novel in AC1017.

Subj: What you would like to see
Date: 9/6/96 4:53:13 PM

From: AMALDIS

Posted on: America Online

What would you like to see in the Net Book? Here are a few ideas I have (other than detailing Wendar):

-An adventure set in the New Alphatian Empire. Alphaks is in a destructive mood, and Esterhold is his new playground.

-Something on the unique powers of Alphatian wizards. Why should Glantrians have all the fun?

-The Thanegioth Archipelago

-The Dark Realms. What other realms lie beneath the surface of Mystara?

-The Pearl Islands (is it just me, or is every black skinned culture on Mystara cool?)

-Some specific city that could be developed by people who don't have much time to do Net Book articles, perhaps a shop at a time. Not Mirros! Mirros is already highly detailed. Not Glantri City, Thyatis City, pretty much no Known World capitals. Some good cities that would work are: Kastelios, Alpha, Oceansend, Raven Scarp, Selenica, Akorros, Akesoli, Corunglain, and Dunwick.

If you have any ideas, please post them, or email them to me.

-Amaldis

Subj: SS Beagle

Date: 9/6/96 10:56:41 PM

From: RLaRue

Posted on: America Online

Did anyone ever notice the name of the crashed starship in the Star Trek episode "Bread and Circuses"?

The SS Beagle!

Rick (who watches Star Trek toooooo much!)

Subj: Re:SS Beagle

Date: 9/7/96 10:26:27 AM

From: Telrathin

Posted on: America Online

I never saw that episode, what happened in it?

Subj: Re:SS Beagle

Date: 9/7/96 1:37:46 PM
From: Alad3
Posted on: America Online

The mystaran Beagle was called FSS beagle, if i remeber right and i`ve always wanted to know what the F stands for. Bruce?

Of course i`d also like to know if you were inspired by Star Trek. :)

Subj: Re:SS Beagle
Date: 9/7/96 3:37:47 PM
From: RjNuttman
Posted on: America Online

I had to laugh the first time I saw mention of the Mystaran "Beagle" in the introduction to Wrath of the Immortals. If I'm not mistaken, wasn't the name of the surveying ship that Charles Darwin spent some time on cataloging all the earth's creatures and thinking up that idea about natural selection?

According to the WotI introduction, the Beagle was one such vessel, too: "[o]ne of [the highly technological race's] survey ships... on a mission to explore and map and unknown area of their galaxy when it was caught in a freak energy vortex..." ("A three hour tour... A three hour tour...")

Coincidence? Thematic, maybe? Or maybe just stuck for ideas?

That's my two kopecs
RobJN

Subj: Apathy
Date: 9/7/96 5:20:42 PM
From: AMALDIS
Posted on: America Online

Does anyone at all care about what appears in the Net Book? Or would you like it no matter what was put in?(always thought doing an article where Elminster comes to Mystara and kills Synn, Brannart, Morphail, and just about every evil person, would be good. Just kidding. He would kill some neutral people too.) The impression I am getting is:

'Oh wow. Amaldis is working hard to make Wendar an interesting and detailed place(it has received so little mention that I felt describing it would be appreciated by those who had not done so on their own), but I don't really care. And the other people who do Net Book articles? Well they are obviously wasting their time, because I don't care. If Amaldis just gets fed up with the apathy of myself and many others on this folder and stops working on the Net Book, well that is fine by me.'

Am I going to get fed up with all this lack of concern? Well, maybe I will eventually. But for right now an occasional outburst of 'WHAT IS YOUR PROBLEM' should be expected. Look at this folder. It is at its 4th folder. Do so few people care about Mystara? Or are there merely lots of lurkers out there? Maybe I haven't said this in the past, but I appreciate any type of question(if it is related to Mystara in at least some small way), and I'm sure others do too. I like to see people show an interest in Mystara, and if you are worried that you would be pestering people(yeah right Amaldis, but maybe there are some) by asking, don't. So, I now ask you to comment in some way on my last post. A comment of, 'Amaldis you idiot. Here are some far better ideas,' would be appreciated, although being human(alright I admitted it), I would appreciate, 'Some good ideas Amaldis, but not as good as some I have,' more. Alright, the firing has ceased. Expect another commencement in about a week if there are still no responses.

-Amaldis

Subj: Re:What you would like to se
Date: 9/7/96 5:26:04 PM
From: Magnus55
Posted on: America Online

About Alpathia--there are adventures set in that empire in the Gazetteer "Dawn of the Emperors."
Erik Magnus Lehnsherr

Subj: Re: What you would like to s
Date: 9/7/96 5:50:39 PM
From: Telrathin
Posted on: America Online

I'll work on something for the E'arr, something like I did with the Shadow Elves.

Tel

Subj: Jaggar
Date: 9/7/96 5:54:37 PM
From: Alad3
Posted on: America Online

Is Jaggar v. Drachenfels actually an immortal? After all Gaz3 and Gaz10 both say he is the star dragon, but WotI never mentioned this and it was left out of the Glantri box. What do you all think?

Subj: Re:Apathy
Date: 9/7/96 5:59:42 PM
From: Alad3
Posted on: America Online

AMALDIS, how many people are working on the netbook at the moment? Are you really getting that little feedback? I like the netbook as long as EVERYTHING in there has to do with MYSTARA and i'm already working on an article on Belissaria.

I like to answer any question on Mystara that I can, and am always glad to help or write for the netbook, and I hope that this folder gets a little more active (i'll help as much as i can)

Alad3

Subj: 1014
Date: 9/7/96 6:01:49 PM
From: Alad3
Posted on: America Online

What do you all think is going to happen in AC 1014/AY 2014?

Subj: Re:What you would like to see
Date: 9/7/96 6:20:03 PM
From: AMALDIS
Posted on: America Online

I meant something set after Alpathia's fall. Remember Alphak's Volcano, and the now(due to conversion) 20th level mage and 20th level cleric running it? They haven't been very active(it was suggested to me that it was because Zandor was on the throne and they felt he could do the job for them, and I think that is as good an answer as we'll get. Sure, it was probably just that people forgot about it when they wrote the Almanacs.), and I was thinking they might enjoy destroying the New Alpathian Empire, and started by going to their 'favorite' Alpathian area, Esterhold(where else would psychotic CE high level villains prefer?).

-Amaldis

Subj: Re: What you would like to see
Date: 9/7/96 6:20:47 PM
From: AMALDIS

Posted on: America Online

<<I'll work on something for the E'arr, something like I did with the Shadow Elves.

Tel>>

Thank you Telrathin.

-Amaldis

Subj: Re:Jaggar

Date: 9/7/96 6:26:48 PM

From: AMALDIS

Posted on: America Online

I must say, I am lost. I never had Gaz 3(I think everyone knows this), and I am missing my Gaz 10, but I can't remember him being an immortal in Gaz 10. Maybe the dragon he knows alot about is an immortal variety? Bruce?

-Amaldis

Subj: Re:Apathy

Date: 9/7/96 6:31:42 PM

From: AMALDIS

Posted on: America Online

There are two articles already done, and three supposedly on the way(one of them is mine). The Net Book needs more submissions than the Oerth Journal because the articles tend to be(with the exception of your timeline Alad3) shorter by a great deal. My Wendar might be of Oerth Journal length, but I will not know until I am done.

-Amaldis

Subj: Re:1014

Date: 9/7/96 6:32:13 PM

From: AMALDIS

Posted on: America Online

I believe there is someone who is making something on that. Who was it?

-Amaldis

Subj: Re:Jaggar
Date: 9/7/96 7:55:37 PM
From: Alad3
Posted on: America Online

In Gaz3 and Gaz10 it says Jaggar IS the Star Dragon, the immortal of Lawful dragons, also known as Diamond.

Subj: Re:Jaggar
Date: 9/7/96 9:26:57 PM
From: AMALDIS
Posted on: America Online

Jaggar as an Immortal? I don't think that fits with the current view of Jaggar as a normal human greatly influenced by a lover. Besides, I always thought of Diamond as being Lawful Good. Jaggar is evil. Probably the most recent material is accurate. Just like the most recent material is what is accurate about the shadow elves.

-Amaldis

Subj: Re:A Mage for Mystara
Date: 9/7/96 10:46:53 PM
From: MF1234
Posted on: America Online

You forgot about Azlum Swift- a wizard who travels in a geometric airship (Champions of Mystara) and maps the planet's surface. Few know him or know of him. He would be a perfect objective voice. That was my vote.

FYI, I think the wizards should be sent into some sort of council to debate spells and tell stories. Perhaps an immortal is sending them to the council. I know a number of people would want to zap Bargle, so they should have an immortal-level protection barrier around them.

Subj: Re:Apathy
Date: 9/7/96 11:01:59 PM
From: MF1234
Posted on: America Online

I'm sorry I haven't responded, but I've been busy with college life. I like the Net Book. I would like to see some more on the Thyatian Underdark idea. PC4 has an underground city of were rats in Thyatis along with areas in Axetown, which was not rennovated with the rest of Thyatis City. The Shadow Hand would make an excellent enemy. How about a love affair between Magda Marilinev and Anton Radu- a nice twilight romance? That could make a nice article. It's the Current Events factor in Mystara I love.

-Thomas

Subj: Re:Jaggar
Date: 9/7/96 11:06:46 PM
From: MF1234
Posted on: America Online

Gaz 10 refers to Jaggar as Uruk Vaath, a disguise he used on Thar to encourage Thar to lay off Glantri and attack Ethengar or Rockhome. Jaggar was a self-appointed emissary of Kaarash. Besides, the Star Dragon is Lawful Good and Jaggar is Lawful Evil. If Jagar was a dragon immortal, he would not fall for Synn.

Thomas

P.S. My e-mail address is tforsyth@odin.cbu.edu

Subj: PC4 - Night Howlers
Date: 9/8/96 12:17:24 AM
From: TYGHOCK
Posted on: America Online

Question....This module, PC4, the Night Howlers....does it include any maps which expand the Known World? I seem to vaguely recall a werewolf-based module that contained a Gazetteer style map with French-like names. I think it was on the Glantri border, but I'm not sure.

Can anyone confirm if PC4 is such a module with such a map? Thanks! (I love the Gazetteer style maps and despise the "freeform" Red Steel maps....anyone have opinions on that?).

Subj: Re:PC4 - Night Howlers
Date: 9/8/96 12:28:08 AM
From: AMALDIS
Posted on: America Online

I like 'freeform' maps, but only if they come with a grid transparency(such as FR and RL). I think Night Howlers covered Morlay-Malinbois, the werewolf principality of Glantri(alright, I confess, I never got it. Why is it I missed all the old D&D stuff on Glantri? HmMMM.....)

-Amaldis

Subj: Re:PC4 - Night Howlers

Date: 9/8/96 12:40:42 AM

From: Kaviyd

Posted on: America Online

>>Question....This module, PC4, the Night Howlers....does it include any maps which expand the Known World? I seem to vaguely recall a werewolf-based module that contained a Gazetteer style map with French-like names. I think it was on the Glantri border, but I'm not sure.

Can anyone confirm if PC4 is such a module with such a map?<<

The map you are describing provides detail on the region of Morlay-Malinbois, which is definitely within Glantri. If you already have a map of Glantri, then at best you may have gained a little more detail.

Subj: Re:Jaggar

Date: 9/8/96 12:40:49 AM

From: Kaviyd

Posted on: America Online

>>Is Jaggar v. Drachenfels actually an immortal? After all Gaz3 and Gaz10 both say he is the star dragon, but Wotl never mentioned this and it was left out of the Glantri box. What do you all think?<<

No, not yet. I would interpret the High Dracologist's ability as giving Jaggar the powers of the Mortal Form of the Star Dragon. He would be quite powerful, but still a long way from Immortal.

On the other hand, given the friendly relationship that Jaggar developed with the Dragon Immortals by foregoing the more abusive aspects of his power, it is possible that the Star Dragon may have returned the favor by assisting him in his quest for Immortality. Jaggar is certainly a candidate given his level and power. Given that Jaggar was once of LG alignment (as he would have had to be to ride a pegasus in combat), he seems to have achieved a great deal. After all, he seems to have gained several levels in the period AC 1000-1010, and that despite losing experience for two alignment changes!

BTW, where was it ever stated that the Star Dragon was LG? He is definitely lawful, but the good-evil axis would be supplied only in AD&D material. Is there any such material for any of the Dragon Immortals?

Subj: Re:Jaggar
Date: 9/8/96 1:59:20 AM
From: AMALDIS
Posted on: America Online

I thought he was LG because I thought he was a gold. As for Jaggar being LG once, I don't think so. He seems pretty evil to me. Although not the typical 'bad guy' evil. Also, all Glantrian military princes get a pegasus they ride. Probably have some sort of spell to let them ride.

-Amaldis

Subj: Re:SS Beagle
Date: 9/8/96 8:13:28 AM
From: TSR Bruce
Posted on: America Online

<<xThe mystaran Beagle was called FSS beagle, if i remeber right and i`ve always wanted to know what the F stands for. Bruce?<<

F was for Federation.

Bruce Heard

Subj: Re:Jaggar
Date: 9/8/96 8:17:49 AM
From: TSR Bruce
Posted on: America Online

<<Is Jaggar v. Drachenfels actually an immortal? [>>

No -- Jaggar is not supposed to be an Immortal. His powers as a high dracologist permits him to imitate the Star Dragon, but that does not make him an immortal (besides GAZ3 was written before WotI and there was no plan to make Ruling Dragons immortals back then). The original Jaggar from GAZ3 was not an evil character either. I'm afraid the change to lawful evil happened at the time Glantri was rewritten for AD&D. I'm not sure what the reason was for this though.

Bruce Heard

Subj: Re:Jaggar
Date: 9/8/96 10:07:06 AM
From: Alad3
Posted on: America Online

Thanks for the clarification Bruce. I think Jaggar was LG, or at least LN in Gaz3. Perhaps it is Synn`s influence...

Subj: Re:Jaggar
Date: 9/8/96 10:10:03 AM
From: Alad3
Posted on: America Online

I forgot to ask, can Jaggar still take the star dragon`s form, now that he is an immortal? Also, there was an article on the dragon rulers which i found online in an old dragon magazine. Is that article obsolete with the dragon rulers being immortals?

Subj: Re:Jaggar
Date: 9/8/96 10:20:09 AM
From: Telrathin
Posted on: America Online

I would have to agree that Diamond is LG, based on his goals and actions and the fact that he was a gold. I have to say though, I really don't like the importance of the Law/Chaos battle in Mystara, I much prefer the Good/Evil conflict used in other AD&D worlds. (I just can't image a neutral good ranger aligning with a neutral evil cleric... It doesn't work) Has anyone else disliked the Law/Chaos axis as much as I have?

Tel

Subj: Re:Jaggar
Date: 9/8/96 10:23:11 AM
From: Telrathin
Posted on: America Online

>>>The original Jaggar from GAZ3 was not an evil character either. I'm afraid the change to lawful evil happened at the time Glantri was rewritten for AD&D. I'm not sure what the reason was for this though.<<<

Could it be due to the subconscious manipulations of Synn (aka Dorlores Hillsbury) driving him towards deeds of evil, thus his alignment changed and he was unaware?

Tel

Subj: Re:SS Beagle
Date: 9/8/96 12:34:38 PM
From: Mystaros
Posted on: America Online

<<... If I'm not mistaken, wasn't the name of the surveying ship that Charles Darwin spent some time on cataloging all the earth's creatures and thinking up that idea about natural selection?>>

Yep.

<< According to the WotI introduction, the Beagle was one such vessel, too: "[o]ne of [the highly technological race's] survey ships... on a mission to explore and map an unknown area of their galaxy when it was caught in a freak energy vortex..." ("A three hour tour... A three hour tour...")
Coincidence? Thematic, maybe? Or maybe just stuck for ideas?
That's my two kopecs
RobJN>>

Actually, I think the more likely candidate for inspiration of the "FSS Beagle" (and the USS Beagle of Star Trek) would be "The Voyage of the Space Beagle", by A.E. van Vogt, written back in 1939; van Vogt is one of the authors from the same science-fiction/science-fantasy genre as Howard, Lovecraft and Vance (to whom we owe the "Spell Memorization" system of the D&D/AD&D systems). Van Vogt was definitely more science-fiction than fantasy, but you see his influences here and there...

Mystaros

Subj: Re:Jaggar
Date: 9/8/96 4:57:51 PM
From: AMALDIS
Posted on: America Online

Alad3, Bruce said that Jaggar wasn't immortal. It seems like you think he said that Jaggar is immortal(or maybe I'm the one who is confused).

-Amaldis

Subj: Law v. Chaos

Date: 9/8/96 5:07:31 PM
From: AMALDIS
Posted on: America Online

I see Mystara as organized on a law v. chaos basis in the highest levels(the Immortals and dragons, and civilization v. wilderness), but on an individual basis it is a more of a good v. evil place. However, I dislike the 'epic' good v. evil of other worlds(look at Dragonlance, 'and then the bad guys attacked again?'), and I think the law v. chaos is a breath of fresh air. I DM Mystara as a non-evil only party that is adventuring in a very 'real' world in terms of political organization. The rulers are not 'kill the bad guys' types, they are 'get the law breakers and expand my power base' types. The players are out to get the bad guys, and for the most part don't care about law v. chaos.

-Amaldis

Subj: Re:A Mage for Mystara
Date: 9/8/96 7:23:32 PM
From: Magnus55
Posted on: America Online

Champions of Mystara is cool! I got it at Kay-Bee Toys for \$6.99 today, and I got the Gazetteer Dawn of the Emperors for \$4.99 there yesterday. My friend got the First Quest thing there for \$6.99, and there's a Spelljammer thing and the Classic D&D game real cheap too!
Erik Magnus Lehnsherr

Subj: Re:Law v. Chaos
Date: 9/8/96 7:26:49 PM
From: Magnus55
Posted on: America Online

You know, the entire Law vs. Chaos thingamabob wasn't set up for AD&D. It was set up for D&D. Therin lies the fault of AD&D. You see, Gygax did the translation of alignments from D&D backwards, with good ol' law becoming Good and Chaos becoming Evil. A Law vs. Chaos campaign would not translate into an AD&D campaign.
Erik Magnus Lehnsherr

Subj: Re:A Mage for Mystara
Date: 9/8/96 8:33:44 PM
From: AMALDIS
Posted on: America Online

Thanks Mag. I'll check it out.

-Amaldis

Subj: RE: JAGGER
Date: 9/8/96 9:13:53 PM
From: RISPEN
Posted on: America Online

In GAZ 3 it states at 24lvl the High Master can turn into the Dragon Leader of his alignment, at which time said Dragon Leader will challenge him to a dual. If the High Master wins he becomes the new Dragon Leader. At that time, according to the boxed sets the Dragon Leaders were not immortals. Either the Immortal set or the Rules Cyclopedia changed that (I'm not sure and it would take to long to dig out the old Immortal set). Those are the old rules.

In the ADD rules in Glantri Grimoire it states, ÒWizards cannot link with dragon Immortals.Ó What I have done in my campaign was make Jaggar a Crystalline Dragon.

Out

Risp

Subj: Parallel Mystara
Date: 9/8/96 9:15:59 PM
From: RISPEN
Posted on: America Online

One fun thing to do to players that are accustom to a game world is to let it change because of their mistakes. Last year in Korea, I ran a campaign and the players were dragged into the original deÕAmbreville adventure. Needless to say they didnÕt make it past the throne room. When the party rolled up new characters and started gaming they entered a Mystara that still had an Alphatia and no Glantri. Thyatis and what was Glantri was under the control of Alphatia. Darokin was conquered by Sind. Five Shires and the remaining Elves were in a bitter battle with the Shadow Elves. Rockhome, Heldann Freeholds, and the countries of the Northern Reaches were warring with Ylaruam. After five or six adventures, the group heard of a way to help their warring world and went on an epic journey across Mystara, into the Hollow World, through time and to different universes (to include Ravenloft and Dark Sun). So brake out the old adventures or buy a new one and make few changes breath some new live into that Mystara campaign.

Out

Risp

Subj: Mages R Us
Date: 9/8/96 9:30:44 PM
From: Mystaros
Posted on: America Online

I was engaged in a little debate earlier with AMALDIS (and he got me on this one); we were discussing the number of wizards in Mystara vs. the numbers in FR, and I had maintained that FR had far more than Mystara, but he rebutted with the numbers as derived from Book Three of Dawn of the Empires (which can be frightening in implication). Page 14 states that "... one Alphatian in *five* is born with the trait of magic use". (Emphasis mine). As the Trail Maps and Almanacs state that Alphatia's population is between 5 and 10 million (including all dependencies, etc), and considering the culture of the Alphatians vis a vis training in magic, this would mean that Alphatia has between one and two MILLION wizards at it's disposal. Figuring only 1 MILLION of these get to 1st level (and 1 MILLION remain at "pre-1st level apprenticeship), and deriving it at one half point advancement, the breakdown of wizards in Alphatia would (semi-officially) look something like this:

LEVEL	# at that LEVEL
1	500,000
2	250,000
3	125,000
4	62,500
5	31,250
6	15,625
7	7,000 (rounded for ease of tally)
8	3,500
9+	around 3,500

HOW could any non-magical power, regardless of how buff it's gladiators might be, withstand even a fraction of the available "firepower", if all these wizards are trained "traditionally" (Magic Missile, Fireball, etc). And these numbers don't even begin to account for those wizards who are "trained" and not born with the "talent" for magic use (assuming such is possible). I know how things work out in my own campaign, but has anyone else dealt with the full implications of these numbers? I've always placed magic use in Alphatia into two categories; the True Wizard and the Craftsmage, with several other gradients in between. The Craftsmage simply uses his magical abilities in much the same way as any other craftsman uses his own, natural skills, only in Alphatia they are magically enhanced. Inspired mostly by Randall Garretts "Lord Darcy" stories...
Anyway, what has anyone else done?

Mystaros

Subj: Law/Chaos

Date: 9/8/96 10:31:12 PM

From: Kaviyd

Posted on: America Online

The Law/Chaos conflict was originally derived from the writings of Michael Moorcock, which you would have to read to have a better appreciation of that conflict.

Personally, I find the Law/Chaos (or "Order vs. Freedom") conflict more interesting than a simplistic Good/Evil conflict -- in a conflict of Law vs. Chaos, people can support either side (or oppose both) in good faith, but I have always found it difficult to suspend my disbelief when it comes to the major villains of most TSR worlds. In this respect, Mystara is a relief -- the "Wrath of the Immortals" was essentially a battle among the "good guys", and the stereotypical bad guys mostly stayed in the background.

Subj: Re:Mages R Us
Date: 9/8/96 10:31:19 PM
From: Kaviyd
Posted on: America Online

From what I have read, the main difficulty that Alphatia had with their Mages was in organizing them -- nearly all would rather stay at home and do research than join the army and risk getting killed in battle for somebody else's glory. The magical support that Alphatia got from Bellissaria, for example, must have been nearly nil -- and that despite the very high population of that island.

Subj: Re:Mages R Us
Date: 9/8/96 10:40:40 PM
From: AMALDIS
Posted on: America Online

Of course (being in the argument), I must comment. Alphatia's population is only slightly above 5,000,000 according to the Almanacs. And, because more non-wizards died than wizards, proportionally, than the old proportion of 1 to 5 is off. However because more wizards than non-wizards were stranded on the outer world, proportionally, so it has pretty much stayed the same. I disagree with Mystaros about doing a half for each level above. It makes there be far too few 20th level wizards for there ever to be a Wizard's Council. How do I resolve the fact that Alphatia should be able to crush the entire world? Well, I think Terari said it best when he said that the wizards of Alphatia do not live up to their potential. They are chaotic, and can not be forced to go to war. Their research, hobbies, etc.. are just too important.

-Amaldis

Subj: Re:Mages R Us
Date: 9/8/96 10:53:07 PM
From: Kaviyd
Posted on: America Online

>>Well, I think Terari said it best when he said that the wizards of Alphatia do not live up to their potential. They are chaotic, and can not be forced to go to war. Their research, hobbies, etc.. are just too important.<<

Am I Terari now? Hmmm.... I had better read up on this guy if I am to assume his identity.

Subj: Re: JAGGER
Date: 9/9/96 1:08:16 AM
From: MF1234
Posted on: America Online

Bruce,

Since you made Gaz 10 and probably invented Uruk Vaath, whatever became of him. Did Jagger give up the charade after Wotl or did you guys at TSR forget about him?

Personally, I never could see Jagggar as lawful good. For one thing, his best friend is Neutral Evil and Jagggar manipulated Thar to attack his (Jagggar's) racial enemies(dwarves and Ethengarians). Jagggar is a bigot and a typical Hattian. He distrusts Jherek and scoffs at Kol. I'm glad Kol is not evil. I hope he helps Terterion start a new age of humanoids and humans- a golden age of racial unity, where some humanoids accept human ways and leave their past.

Subj: Re:Jagggar
Date: 9/9/96 6:45:54 AM
From: Alad3
Posted on: America Online

Oops, AMALDIS, that should have read:

`Can Jagggar take the star dragon`s form even if he isn`t an immortal?`

My mistake.

Subj: Re:JAGGER
Date: 9/9/96 6:48:45 AM
From: Alad3
Posted on: America Online

I always thought, perhaps Jagggar made Thar attack Rockhome in 1011. After that Thar left Vestland, which is when he probably lost contact with Jagggar/Uruk Vaath. I`d agree that Jagggar is probably not LG, but if he WAS LN or LE is debatable.

Subj: Re:Jaggar
Date: 9/9/96 11:28:13 AM
From: TSR Bruce
Posted on: America Online

Jaggar was designed as plain "lawful", per basic D&D rules. In terms of him being a Glantrian at heart, this made perfect sense. I agree however that whether he is neutral or evil is debatable. I would definitely opt for LN in the AD&D game. Many politicians do things to preserve their people and their nation -- that doesn't make them necessarily evil I would think. Else Jaggar definitely is NOT an immortal. His ability to mimic a star dragon certainly makes him utterly powerful, but not an immortal.

<<I hope he helps Terterion start a new age of humanoids and humans- a golden age of racial unity, where some humanoids accept human ways and leave their past.>>

Pardon me for disagreeing with you. This ideal would be nice indeed in the real-world, but to put it cynically, peace in a fantasy setting can get boring. Conflicts often add to the excitement of running PCs because of the risks involved and the unpredictability of the setting. It's a design thing! :)

Bruce Heard

Subj: Re:PC4 - Night Howlers
Date: 9/9/96 2:01:51 PM
From: MMonagle
Posted on: America Online

Added detail to Glantri is correct. The map is a hex map where 1 hex equals 1 (square?) mile. Thus it only covers a small portion of Glantri. That area is north of the d'Amberville's lands and a small part does run along the border so in a way it may extend into 'new' lands but I would have to think that it is negligible.

Subj: Re:PC4 - Night Howlers
Date: 9/9/96 2:18:06 PM
From: TSR Bruce
Posted on: America Online

The mapsheet's scale is 1 mile per hex. The color map on the cover gatefold uses the standard gazetter scale of 8 miles per hex.

Bruce Heard

Subj: Mystara at GenCon
Date: 9/9/96 3:00:43 PM
From: MMonagle
Posted on: America Online

I have a listing of events for the last GenCon and noticed that there was one event titled: The Three Keeps of Karamaikos. Did anyone participate in this event? If so, could you please post what happened. Also, I am curious, is there anyway to get a copy of this event (as in copy, I mean a copy of the module that was used to run the adventure).

Subj: Re:Mages R Us
Date: 9/9/96 3:47:55 PM
From: AMALDIS
Posted on: America Online

Oops. I was in a IM conversation while writing that, and I took so long that you got that post in before I got mine in. Sorry. I was refering to the Dwan of the Emporers, where Terari says that Alphatians don't live up to their potential. If you check time of post, I was only 7 min. after you.

-Amaldis

P.S.If you want, I'll call you Terari.

Subj: Re:Mages R Us
Date: 9/9/96 8:08:17 PM
From: Kaviyd
Posted on: America Online

>>Oops. I was in a IM conversation while writing that, and I took so long that you got that post in before I got mine in. Sorry. I was refering to the Dwan of the Emporers, where Terari says that Alphatians don't live up to their potential. If you check time of post, I was only 7 min. after you.<<

That proves that I do need to read up on Terari -- I had forgotten that he was quoted as saying that. Sorry about that -- I had thought I was the source, but you really did have a better one.

Subj: Re:Mages R Us
Date: 9/9/96 10:00:58 PM
From: Mystaros
Posted on: America Online

<<I disagree with Mystaros about doing a half for each level above. It makes there be far too few 20th level wizards for there ever to be a Wizard's Council. >>

Quite true; I have done all the numbers (long, hard day at work; decompress by calculating out lots of numbers works real good). At a 1/2 progression, there are FAR too few 20th level wizards... about 998 too few, in fact (at 1/2 progression, there would be ONE 20th level wizard and ONE 21st level wizard). Quite unsatisfactory. The "best" regular ratio, I found, was 1/4 progression; with this, there are a little more than 3,000 20th+ level wizards, plenty to go around (note that this means that there would also be 250 or so 30th level wizards; a feat I feel not even the Forgotten Realms can top)!

Mystaros

Subj: Question of the Week
Date: 9/9/96 10:15:54 PM
From: Mystaros
Posted on: America Online

I noticed over in the GH folder a lot of discussion about the "Parallel Planes" and "Alternate Realities"; i.e., what's going on in peoples campaigns that differs from the "Official" histories. I was wondering what developments have taken place in other Mystara campaigns. For instance, in my campaign "History", Alphatia does **not** sink at the end of the Great War, though the Empire **does** fall (Eriadne remains dead, Zandor is a raving lunatic, various kings and other nobles are slugging out their differences (which admittedly are, in my campaign, a lot more different than in the official literature)). Thyatis is crumbling despite the best efforts of Emperor Eusebius I Torion (Ochalea broke away and is involved in it's own civil war; many Dawn Provinces are looking to break away; some of the "Old Guard" Thyatian Patrician clans are looking to raise their own full-blooded Thyatian Emperor). Glantri (which was **not** struck by a meteorite) is embroiled in a major invasion from the Ethengar Khanate; Good King Stefan rules from his capitol city of **Specularum** (Mirros, indeed! Hmmmph); Darokin is dealing with rampaging Humanoids led by Thar's successors; and the Kingdom of Alfheim is embroiled in an **extended** guerrilla war with the Shadow Elves (all this as of AC 1014; this is "Future History" to my current crop of players, who are starting out in AC 1000). How has everyone else dealt with "Official History" vs. their own campaign developments?

Mystaros

PS: Bruce, do you currently run a Mystara campaign, and if so, how has your campaign history developed?

Subj: Responses

Date: 9/9/96 10:38:30 PM

From: MF1234

Posted on: America Online

Bruce> I did not mean a world of peace and harmony at all. I was referring to a time in the future when the racial barriers were broken down and orcs would be given the tolerance accorded elves or similar humanoids. There will still be rampaging reactionary humanoids and other problems, like Storm Soldiers, corruption, and other events. I still would like to know about Uruk Vaath. Jaggar probably would be LN. Herr Wulf von Klaggendorf is that alignment, after all.

Amaldis and Kayvid> There is a Terari on this message board already.

Subj: Re:Question of the Week

Date: 9/9/96 10:41:36 PM

From: MF1234

Posted on: America Online

I tend to follow the books pretty much. I haven't played in a while, though. There is one difference. An evil shadow boss is plotting a war of conquest. He is very powerful and is well aware of the Immortals. He helps the Immortals with their dirty work in exchange for certain artifacts. His Immortal buddies are entropic, of course.

Subj: Re:Question of the Week

Date: 9/9/96 11:47:20 PM

From: TYGHOCK

Posted on: America Online

Out here in Heretic World, we are wargamers - no magic, no dragons, only humans - who use the Mystara maps, trade and cultures to create a "real" (read as "realistic") earth that parallels the Renaissance 1530-1580. This generates our conflicts and battles for wargaming.

I recommend Tony Bath's "Setting up a Wargames Campaign" to ANYONE as a great source of ideas. Our rulers and their families are NPC with "characteristics" which determine their actions and reactions to events. A random event system generates plenty of conflict.

We tripled the populations. Alpatia doesn't exist. The Savage Coast does but doesn't do much.

In our Mystara, Thyatis is a Hapsburg-like empire. The Minothad Guilds and Irendi are like Venice or England, colonial naval powers. The dwarves have turned into Scotsmen (3 men to a caber and no

blancmange...). No elves - Alfhiem is just a big low population forest. Ylaruam is Moorish, as are the Desert nomads. Ethengar is full of Tartars. Glantri is a Westernized Russian state. Wendar and Norworld are like wild Bulgarian/Romanian principalities. The Hind are Persian (hey, we didn't own an Indian army!). The Heldaanic knights are like Templars. Most other states are like Western European powers in the 16th century.

Since magic was out, economies caused population shifts. About one third of Rockhome migrated and settled the Isle of Dawn (IOD). Thyatis exported its citizens and rules half the isle. Rockhome feels ethnically isolated, wars with Ylaruam and Ethengar, and formed a defensive alliance with the Vestland and Soderfjord. Thyatis fought a huge naval draw with M.Guilds for the western trade routes. Ostland fought the Heldaans for the northern routes. Heldaan responded by invading Norworld. The nomads conquered Aughatin and pushed south to the Serpent Peninsula. War between the Sind and the nomads is coming. Darokin is exposed and fragmenting. Karamiekos holds the key to Thyatian expansion (they are an "autonomous Duchy"), the Shires buy peace at any cost, the broken lands are filled with bandits, and Glantri keeps to itself.

I have detail maps of some regions that we invented as we needed them. While they're not approved, I will share them with others if interested.

Subj: A Wierd Alternate...
Date: 9/9/96 11:48:16 PM
From: Mystaros
Posted on: America Online

Beware, All Ye that Enter...

One of the more interesting (and downright deadly) "Alternate Timelines" that I have developed for characters from Mystara is the one that I call "OARD-7" (note that I'm still developing it, I haven't dropped anyone into this evil place... yet). I started working on this one shortly after the Chronomancer sourcebook came out...

In this timeline, the Great War and other events progressed just as they had with the "Official" history up until the Summer of AC 1006. In the official history, Alphaks sends his meteor plunging into the mountains north of Darokin and south of Glantri; in OARD-7, the Oards (that interdimensional menace from CM6 "Where Chaos Reigns", years ago) modified the path of the meteor so that it struck Glantri City full on; with the addition of several technological devices they had added to the meteor's mass, the energies released in the explosion had an **extremely** negative reaction with the Nucleus of the Spheres, to the effect that not only was all **mortal** magic instantly rendered non-functional, but most importantly, all **IMMORTAL** magic ALSO no longer had any effect within the mystical boundaries of Mystara. Magical beings died in droves within days (this includes elves, Dragons and other monsters with magical powers, but NOT Dwarves, Halflings or Wizards; some **few** magical beings were able to survive); the Hollow Worlds sun was **instantly** extinguished and within days, all life in the Hollow World that had not frozen, suffocated as the

oxygen levels bottomed out; Myoshima, within Mystara's "Mystical" embrace, plunged into the depths of space, devoid of life....

Plague, famine, earthquakes and pestilence stalked the remaining population. Any Immortal that was in a Mortal Identity remained STUCK in that identity; if they were in a Manifestation form, that form "died" and they were cast back into their Home Plane. NO Immortal from outside the area could take form or affect ANYTHING within Mystara's "Mystical" realm. The Mortals were truly on their own, without Magic or Immortal Assistance...

And then the Oards invaded... led by a being known as HAL9000... a being formerly known as Halzunthram...

The Oards set up base camp in the crater left by the great meteor, where they set up a huge device that began siphoning off residual magical energies; they also hunted down and eliminated any remaining magical creatures or Immortals in mortal form that they could get; humans, dwarves and halflings were "Assimilated" into the Oard Collective (the Oards DO predate the Borg, by the way). Within five years, the only remaining major forces opposing the Oards were the peoples of Chronos-1 (a new city founded by the mortal identities of Khoronus and Vanya), the Hounds of Hel (a barbarian horde outfitted with captured Oard devices, led by the Mortal Identity of Hel) and the Federation Allied Forces, the most technologically capable group, led by the Mortal Identity of Rheddrian Benekander (outfitted with the best jury-rigged/reconstructed Blackmoorian and Federation technology available).

The PC's are dropped into the mix at the most crucial time (of course), when the hero of Chronos-1, the former Prince Jaggar von Drachenfels (souped up with captured Oard devices), transports *back in time* through an Oard time/space transporter (thus, he can be found anywhere, anytime searching for help).

Well, what does everyone think? Too Wierd? Too Dangerous? Too Cool?

Mystaros

Subj: Re:A Wierd Alternate...

Date: 9/10/96 6:42:25 AM

From: Alad3

Posted on: America Online

That sounds PRETTY cool. I'd just like to know how Halzunthram ended up as HAL9000?

Subj: Re:Question of the Week

Date: 9/10/96 6:49:35 AM

From: Alad3

Posted on: America Online

Well, i follow the books, but of course my players don`t. One of my PCs, a rogue wizard took control of Denagoth, and allied with another PC, a norwold baron. These two started a war with Heldann (Ericall didn`t do much against it, after all civil war was ravaging Norwold). They pretty much lost every battle, until the Ethengarians arrived, with whom they allied. They then took their troops and marched through thw Heldannic Territories, with most troops being trapped in Freiburg, and, in a surprise attack conquered Fort Tchernovodsk, abandoning it, and then coninuing on to Glantri City, where they met Thar, with whom they allied too. Using their few remaining troops, they started an attack on Glantri City, inspiring the orcs to attack too. They won, but their reign only lasted until the Heldanners came (i speeded events up a bit, so that they arrived early) and drove them out. When they returned home they found out, that the Heldanners had conquered their lands too, but they sure had a lot of fun.

So, in the end, the only change to my campaign was, that the Heldanners now control Denagoth (well, not really) and that the heldannic conquest of Norwold started early.

Subj: Re:Question of the Week

Date: 9/10/96 12:21:10 PM

From: TSR Bruce

Posted on: America Online

Anyone thought of adapting the idea of Sliders (the TV series) to Mystara. You'd have a group of PCs skipping alternate Mystaras to accomplish a series of goals in a variety of parallel settings. A lot of what you suggested could then be included. It could be really scary for PCs not to know what in the setting has been changed! Finding out would be half the fun.

Bruce Heard

Subj: Re: Responses

Date: 9/10/96 12:26:51 PM

From: TSR Bruce

Posted on: America Online

<<PS: Bruce, do you currently run a Mystara campaign, and if so, how has your campaign history developed?>>

No I don't (time cruelly lacks these days). But if I did I would probably run eiter a city-based campaign in the streets of Glantri or a Savage Coast adventure (coastal exploration a la Princess Ark, an exclusively naval-based campaign involving letters of marque to allow corsairs to practice "legal" piracy for one kingdom or another).

Bruce Heard

Subj: Re:Responses
Date: 9/10/96 12:28:25 PM
From: TSR Bruce
Posted on: America Online

<<There is a Terari on this message board already.>>

There was. He had to drop his AOL service. No idea when he'll be able to return. Let's make a posthumous wave for Terari@AOL.com! :)

Bruce Heard

Subj: Re:A Wierd Alternate...
Date: 9/10/96 12:30:04 PM
From: TSR Bruce
Posted on: America Online

<<Halzunthram ended up as HAL9000>>

LOL. You're sick, man! :)

Subj: Re:Question of the Week
Date: 9/10/96 3:56:44 PM
From: AMALDIS
Posted on: America Online

I stick to the established timelines unless the players alter something. If they aren't in Thyatis when a riot occurs then they don't affect the outcome in the least. I don't think of the Almanacs as strict history unless I am starting a campaign AFTER some of them(in which case I have viewed them as cannon).

-Amaldis

Subj: Re:Question of the Week
Date: 9/10/96 4:07:35 PM

From: AMALDIS
Posted on: America Online

Umm, not really Bruce. I have had the players explore the alternate Mystaras connected to the Rainbow. It was a mind numbing experience indeed. The players got a whole load of goodies from it though, so they were happy. That isn't to say I gave to much. They were mostly novelty items that aren't worth anything outside the alternate Mystaras. Of course their desire to sell them led to more adventures in the alternate Mystaras. In fact, the players never even finished 'Tree of Life.'

-Amaldis

Subj: Arypt
Date: 9/10/96 4:29:18 PM
From: AMALDIS
Posted on: America Online

Here is the information I have been able to gather on Arypt. Please fill in whatever you can. This place sounds really cool. I believe an article by Bruce described it(that I don't have).

First off, Arypt is based on Egypt(Wow, that sure was a big revelation). Apparently it has cities that travel to other worlds, and are only on Mystara at certain times(I remember reading that, but I forget the source. If you know where that is from please tell me.) It lies in a desert area to the south of the Jungle Coast on the continent of Davania. Arypt has been visited by large numbers of tabi, who documented what they found there(refer to PC2:Top Ballista). It once had(or still has) a people known as the Katapec, who were(are) renowned for their crystal pyramids(Top Ballista again folks). The area has octopi and the appropriate types of weeds to make papyrus, probably in a river(suggested in Top Ballista).

And that is it. Traveling cities, Crystal pyramids, and an Egyptian flavor? Wow! Is it just me, or do you think this is one fascinating place? Sounds alot cooler than Nithia(which I was never very impressed by).

-Amaldis

Subj: Savage Coast
Date: 9/10/96 8:08:37 PM
From: AMALDIS
Posted on: America Online

Does everyone here know of the Savage Coast? The Savage Coast folder sure doesn't seem to feel the effects of it if you do. Please check out my last post in the Savage Coast folder, and respond to Bruce's question there. even though they are in separate folders, the Savage Coast and Mystara are one. Brothers and Sisters of Mystara, UNITE!

-Amaldis, 'I sure feel gung ho today about everything but the AD&D CD-Rom Core Rules'

Subj: Sliders
Date: 9/10/96 8:45:53 PM
From: MF1234
Posted on: America Online

That sounds like a great idea, Bruce. Mystaros has already created one rather nightmarish realm. Another idea is to have a Quantum Leap game series, where a branch of unknown beings sends a hero (like Dr. Beckett) to travel within a host lifetime (Not his own) to set right events in Mystara's past. This should not change Mystara, though. The reason is similar to TimeCop. Someone like Kantinomeiros or Bargle (an unholy alliance of the two, perhaps) has traveled through time to benefit himself and alter reality in the process. The hero's goal is to preserve time and keep certain events like King Ludwig of Hendrikia, Emperor Belgoroth of Alphatia, or Mayor Horrobin of Serraine from happening. It's a used plot, but originality doesn't make something great. Just read Shakespeare.

P.S. What about Uruk Vaath?

Subj: Re:Savage Coast
Date: 9/10/96 8:46:52 PM
From: MF1234
Posted on: America Online

I already treat SC as Mystara. I'm right behind you on unity. Good Luck on the others.

Subj: Re:A Wierd Alternate...
Date: 9/10/96 10:31:37 PM
From: Nellisir
Posted on: America Online

I wanna play with the Hounds of Hel...I always thought she was a ve' kewl diety...

Nell.
And the Ravens...

Subj: Re:Question of the Week

Date: 9/10/96 11:42:38 PM

From: RJNuttman

Posted on: America Online

My Mystara campaign mainly revolved around adventures of my own design, just taking off on it's own after I ran B:11King's Festival and B:12Queen's Harvest. After defeating Ilyana and her goblin armies, the PCs got caught up in a major conflict between Odin and Hel: an Immortal-level bid for absolute control of "rebirth rights" so to speak. The wager, though, was carried out through mortals, and rather than dragging the whole Known World into the conflict, the two centered their focus on a chosen few: The PCs and villain NPCs. Each group was vying for artifacts that would spell the defeat of the other, the climax of the series coming when it was discovered that an ally of the PCs was "chosen" to bring forth the instrument of their destruction. (Hel always *did* have a sick sense of humor in my campaign.)

It was a combination of stroke-counterstroke and "Whoops, we goofed! Let's make it right, if we can..." adventures, and the players loved it, for the most part. (Their PCs wound up dying... then were "brought back"... but by which Immortal?)

There's two more kopecs,

RobJN

Subj: Re:Arypt

Date: 9/11/96 10:01:47 AM

From: Alad3

Posted on: America Online

I think, but i`m not sure, that Bruce posted that thing about disappearing citys a long time back in the SC folder (long before i was online, i just read it). Is that right Bruce?

Subj: Re:Arypt

Date: 9/11/96 12:51:05 PM

From: TSR Bruce

Posted on: America Online

<<I think, but i`m not sure, that Bruce posted that thing about disappearing citys a long time back in the SC folder (long before i was online, i just read it). Is that right Bruce?>>

Possible (I don't remember to tell you the truth). This gives Mystara three distinct settings all inspired from ancient Egypt, one in the Hollow World (Nithia), the other on the Isle of Dawn (Thothia), and Arypt on Davania. The third one is kind of an enigma. The reasons for its existence go back to the vague continental map published in the D&D Master Sets, circa 1985. The label "Arypt" appeared in the middle of Mystara's pseudo-African continent (Davania), just where Egypt would

have logically been. Two or three years later TSR published GAZ2 Emirates of Ylaruam (Ken Rolston), which made first mention of ancient Nithia and its destruction. About the same time came out M5, Talons of Night (Paul Jaquays) which was first to mention Thothia, I think. Thothia and ancient Nithia were connected, as the result of material published in the Hollow World set (Aaron Allston, 1990), but no mention was made of Arypt.

Could it be that ancient Nithia and Arypt were related? It's still the most plausible answer. If Thothia was spared, so could Arypt. This means Arypt is either another forgotten colony of ancient Nithia or a more recent splinter from Thothia (or both). With the tale of the disappearing cities, one could think that these were truly ancient Nithian creations gone to another plane while Pflarr and others, wiped out Nithia and moved its remains to the Hollow World. The Aryptian cities and their crystal pyramids came back at different times, many decades later, unexplicably finding a total desert where Nithian settlements should have existed. Meanwhile Thothians sent people there, following vague legends about Arypt's existence. Finding nothing at all and running out of supplies and energy, they resettled the region instead of returning to Thothia. *Then* did some Aryptian cities reappear with strange tales of ancient Nithia, and helped their Thothian cousins resettle the region. Occasionally, the Aryptian cities reappear, based upon an obscure celestial schedule. Just a thought.

Bruce Heard

Subj: NetBook
Date: 9/11/96 9:45:52 PM
From: MF1234
Posted on: America Online

Amaldis, I just thought of something. In addition to stories, we could also have such items as waves and clip-art, made by Mystaran enthusiasts like us. Think about it. We could have waves featuring conversations between Bargle and Nycaddeameus. " Don't worry, my liege. I shall dispense with Haldemaar and the Ark shall be a great present for you, Ha!Ha!Ha!Ha!"

Another wave could be a reconcilliation between Zandor and his mother. If Zandor met his mother again, it would probably return old feelings of guilt and a possible reconcilliation.

As for clip-art, this could be anything from a coat of arms to a portrait of some individual.

I don't know how you feel about the idea, Amaldis, but it would give us an edge over Greyhawk to say the least. Besides, some of us (not me, though) are artistic and if they wanted to make such a contribution, it would be excellent.

Subj: Sind Details
Date: 9/11/96 10:47:14 PM
From: TYGHOCK
Posted on: America Online

Map question again. I have the Sind map from the Ark series "The Great Waste" (24 miles/hex).

Is there a more detailed (8 miles/hex) map of the Sind? Or any of its components?

Thanks.

Subj: Re:Arypt

Date: 9/12/96 12:59:18 AM

From: Mystaros

Posted on: America Online

In my own campaign, Arypt was settled by survivors from the Southern Kingdoms debacle of BC 900 (when the Antalian and Dunael slaves revolted and overthrew the colonial governments). The surviving Nithians were mostly worshippers of the "Homegrown Gods" of Nithia (Orisis, Haterat, Thoth, Bastet, Horon-Ausar and Ausar-Ekar; in my campaign, Horon, Isiris and Ptahr were the "Old Gods", and Rathenos and Pflarr were the "Younger Gods", and came to the fore beginning in BC1000). They built a thriving civilization that had little contact with Old Nithia, and thus survived the destruction of that empire. The Imperial period of Arypt ended at about the same time as the Milenian Empire (BC 50 - 0 AC); the Aryptian peoples spread out across Davania and mingled with the remnants of the Milenians; the ancient cities of Arypt are now either ruins or thriving City-States, like the others of the Meghalia Plains....

Mystaros

Subj: Re:NetBook

Date: 9/12/96 3:53:57 PM

From: AMALDIS

Posted on: America Online

Ahh, I prefer Zandor as a raving psychotic. As for getting ahead of GH, not only is that counter productive, but there is no chance that this folder will ever come close to where the GH folder is. The voices will probably end up being really cheesy. However, the art idea is a good one. Is anyone here interested in art?

-Amaldis

Subj: It is up!!!!!!!!!!!!

Date: 9/12/96 9:38:56 PM

From: AMALDIS

Posted on: America Online

Yes, it is up. The Mystara Net Book is available in Campaigns&Modules in the Library. Go get it. And PLEASE respond about its content. :)

-Amaldis

Subj: Re:NetBook

Date: 9/12/96 11:33:31 PM

From: MF1234

Posted on: America Online

Even psychotics have mothers. Jason loved his. I guess waves could get cheesy, but they could be a funny cheesy, like a play by Emilio the Thespian. Now that would be a neat pile of crappy art. Any of you good at bad comedy? Three Stooges meet Duckman, anyone?

Subj: Opinion?

Date: 9/14/96 11:39:53 AM

From: AMALDIS

Posted on: America Online

Does anyone have an opinion about the Net Book? Be brutal, I want to be able to improve it as much as is humanly possible.

-Amaldis

Subj: Cities?

Date: 9/14/96 11:42:22 AM

From: AMALDIS

Posted on: America Online

Forgive me if I have just forgotten what people said. What city do you all think should be representative of Mystara in the Net Book? Not including ones that are already detailed, see the list I had posted in the last folder(if you were logging it). This could be a great project for people who don't have enough time to do something major for the Net Book.

-Amaldis

Subj: Re:Sind Details

Date: 9/14/96 2:44:32 PM

From: MMonagle
Posted on: America Online

For some sections of Sind in 8 mile per hex detail, GAZ14 The Atruaghin Clans has some of this on its western border. However, there is a city shown here (I can't recall its name off the top of my head) in Sind that is shown here but its placement is incorrect. It should be farther out and thus off the map. I think when this area was converted to an 8 mile map from a 24 mile map, it was overlooked that this city should also be 3 times hexes farther away from the Clans. Also, GAZ3 The Prin. of Glantri has a little of this area covered on its western border. I'm not sure about the Glantri boxed set but I would check it too along its western border. Hope this helps.

Subj: Re:Question of the Week
Date: 9/14/96 2:47:14 PM
From: MMonagle
Posted on: America Online

Wow! I like Bruce's idea of doing a Sliders-like thing with Mystara. That would be fun to have a group of PC's wonder through worlds and figure out how things went. I'm sure there could be a great many different ways that the Wrath of the Immortals wars could have ended (or a ton of different key events as well).

Subj: Remember...
Date: 9/14/96 2:58:29 PM
From: Joe G K
Posted on: America Online

Remember when TSR first announced that Mystara was going to become an AD&D campaign? They made a lot of bold promises then eh? I recall one was that we would see a dramatic increase in materials, and that there would be a world book of some sort to introduce the series. (You can tell I was looking over my old dragon mags recently eh?) I think that if TSR does make another attempt at Mystara, that they should come out with a world book that has no CD, and is aimed at all gamers and that its supplements do not come in massive \$30.00 boxed sets that are practically empty anyway. JGK

Subj: Anyone there?
Date: 9/14/96 9:00:34 PM
From: AMALDIS
Posted on: America Online

Just a quick question. Is anyone there? Have ANY of you downloaded the Net Book? It seems to have had people download it, but by the response level in this folder, I would say it hasn't gone out

yet. Come on, did you like it or dislike it? This isn't just a problem I have been having(lack of response), but others as well. Remember when RLaRue was going to make something that came out with some favorite characters we have had? I found out from him that NOT A SINGLE PERSON responded. Yes, I am just as guilty as the rest of you, but I feel I can excuse myself due to my work on the Net Book(alright, that isn't a very good excuse. I am sorry RLaRue, if you try starting it up again, I'll try to send you a character). SO RESPOND!!! It doesn't take any planning. I NEVER plan a post before I start typing. NEVER. I feel that I can express myself better if I just start typing. If part of the problem is money, try logging this folder. That way you can make a response offline, come online, and paste it to this folder.

-Amaldis

Subj: Re:Anyone there?
Date: 9/14/96 11:10:07 PM
From: Nellisir
Posted on: America Online

Amaldis, I downloaded it a day or two ago, and honestly haven't had a chance to look at it (though I did make sure it got unzipped and all by AOL) The only suggestion I have so far (concern, more like) is the multitude of files it contains. It can be a bother to open one, close it, open another, etc... I would prefer to have one or two larger files, possibly according to subject, rather than a whole bunch in their own directory. I have enough directories. :)

If it makes you feel better, I downloaded TSR Roger's stuff from the Download of the Month area at least two weeks ago, and haven't looked at those either. Rest assured, though, I will be "reviewing" this soon. :)

And yes, I'm still working on stuff for the next one. (Now if I can just decide what...)

Nellisir

Subj: Re:Anyone there?
Date: 9/14/96 11:44:44 PM
From: AMALDIS
Posted on: America Online

Good idea Nellisir. I'll do that for the next one.

-Amaldis

Subj: Re:Anyone there? (AMALDIS)

Date: 9/15/96 1:04:17 AM

From: RLaRue

Posted on: America Online

Thanks AMALDIS! I am still interested in putting the Gallery together. I was disappointed in the lack of response, but then none of the 90 people that have downloaded my weather program has said ÒbooÓ either. I was wondering if 1) People donÕt care enough to respond, 2) It stunk and they donÕt want to hurt my feelings, or 3) I havenÕt been posting long enough to deserve a response (in which case I would really loose some respect for this folder).

I read the Net Book, and I think itÕs good. I agree that it would be better as one file. I really liked the Timeline, and the description of the different nations was brief, but provided a good overview. The piece on Algonem was excellent. This is the type of detail and quality I would like to see in submissions to my Gallery.

Over all, it was a good first edition. I would like to see a more organized format, with regular features, like The RogueÕs of Mystara (NPCÕs and monsters, sorry I just had too), The Known Word (yes Word, not World, with information and rumors about different places and things in Mystara, narrated by whoever we decide to make our representative mage), The New Voyages of the Princess Ark (hint.. hint...!), and The Grimoire (new spells and magic tomes). Then maybe some room for one-shot articles about anything interesting.

IÕd be happy to help edit it, and/or make submissions. I just wish I could decide on what to submit!
:)

Rick (who is glad he didnÕt threaten to hold his breath until the first Gallery submission arrived!)

Subj: Re:Anyone there? (AMALDIS)

Date: 9/15/96 9:28:22 AM

From: AMALDIS

Posted on: America Online

I don't think that something on the new voyages of the Princess Ark is possible. I don't want to have copyright infringement in the Net Book. Unless Bruce was willing to do it, and we could work something out like the Oerth Journal did with Roger and TSR. But Bruce doesn't have the time(or at least that is the impression I got), so I don't think that would work. As for your weather, I think I did respond to that.

-Amaldis

Subj: Re:Anyone there? (AMALDIS)

Date: 9/15/96 10:03:09 AM

From: RLaRue

Posted on: America Online

Yes you did, sorry! I was refering to the other 89 people. :)

Subj: Re:Anyone there?

Date: 9/15/96 1:10:44 PM

From: RJNuttman

Posted on: America Online

Amaldis, I, for one leapt at the chance to downloade the Net Book when it hit the Library section. I've got it sitting here on my hard drive, just waiting to be read....

... Unfortunately, I'm also a college student, and I don't have TIME to dive into the cyberpages just yet. Add to that the Savage Coast material that I'm still picking my way through, as well as hosting an online writer's forum nine hours a week, in addition to working twenty hours a week....

When I can scrape together the time, I'll be sure to give my two kopecs (for what they're worth) re: what I think of the NetBook.

Until then, I've got studies, term papers, articles, and a whole lotta other things to worry about. But, eventually, it WILL get read.

--RobJN

Subj: Re:Sind Details

Date: 9/15/96 1:32:11 PM

From: TSR Bruce

Posted on: America Online

<<However, there is a city shown here (I can't recall its name off the top of my head) in Sind that is shown here but its placement is incorrect.>>

Are you talking about the town of Pramayama? I remember we had developmental problems galore with the author's rendition of the map of Atruaghin. Much of it had to be redone during production stages. I wouldn't be surprised if Pramayama or other features had been placed on the wrong hex as a result. I ran into problems of my own a few years later with this area, when the Princess Ark reached this region. I found a discrepancy with the distances between Sind and Atruaghin, and eventually "fudged" some of coastline scales to get the pieces to connect. The same problem happened with the connection of Slagovich, Hule, and the Savage Baronies. This happens when authors and mappers use different versions of the same continental map. At first nothing seems wrong until rough maps are conversted to 24 mile hexes, and later to 8 mile hexes. Sometimes small errors accumulate and later create a visible problem (after the incriminated maps are published, of

course). This is a problem inherent to hex-based map -- designers must be extremely correct with their scale conversions and show good mapping abilities, which is not the norm with your typical designers. Occasionally, mappers and I had to spend evenings or weekends redrafting such problem maps. Got used to this after a few years! :)

Bruce Heard

Subj: Re:Anyone there?
Date: 9/15/96 1:39:31 PM
From: TSR Bruce
Posted on: America Online

<<The New Voyages of the Princess Ark (hint.. hint...!),>>

It would be fun, but there are two big problems with this. First off, TSR owns the trademark on this material, so I guess our fearless leader would frown upon my attempt at publishing more of it through exterior channels, even though I created it! I guess I could up with new stuff on TSR's Download of the Month, but time is really what I am very short of. It doesn't seem to be getting much better either. (Don't despair though, I might yet come through). :)

Bruce Heard

Subj: Re:Opinion?
Date: 9/15/96 1:49:54 PM
From: Magnus55
Posted on: America Online

1. What is the Net Book?
2. How do I go about acquiring it?

Erik Magnus Lehnsherr

Subj: Re:Opinion?
Date: 9/15/96 2:47:07 PM
From: AMALDIS
Posted on: America Online

The Net Book is an attempt to keep Mystara alive despite its cancelation. It is in the Library, under Campaigns&Modules.

-Amaldis

Subj: the latest message board

Date: 9/15/96 3:35:45 PM

From: AJPalmer01

Posted on: America Online

Just a brief note to say how pleased I am to see that Mystara is now into it's 4th Message Board in TSR OnLine - who said this gameworld was dead? And I'm also pleased to see that Mystara MB 3 got uploaded to the Library pretty darn quickly as well giving me a chance to catch up on things a bit.

Looking back through MB3, belated thanks to those who responded to my enquiry about what timeframe the Penhaligon trilogy of D&D novels was set in - and also for the others who discussed the timeframe of the Dragonlord/king/mage trilogy.

I assume (because it refers to Mirros rather than Specularum) that the "Black Knight of Karamaikos" novel is set post Wrath of Immortals, i.e c 1013 AC ? anyone got any views on this?

regards,

Allan

Subj: Found -another Mystara novel

Date: 9/15/96 3:53:05 PM

From: AJPalmer01

Posted on: America Online

In reviewing the content of Mystara MB 3, I noted some postings about the "Son of Dawn" novel from TSR Books being set in Mystara. Well I scoured the bookshelves of a number of shops and eventually found it - one of TSR's "First Quest" Young Adult Fantasy series.

In searching for this book, I happened to look at another in this series - "Rogues to riches" by J. Robert King, TSR product no 8150, ISBN1-56076-825-8 - no outward mention of Mystara, but as I flipped through the pages, I spotted on page 19 references to King Lernal of Landfall and to the Heldannic Knights, and elsewhere Alpha, Norwold etc are locations; so I bought this book as well. This could well be the Mystara novel that TSR wanted to keep quiet about...

Now I haven't yet had time to sit down and read it and I think I'm going to have to be in the right frame of mind as my initial look suggests it's more humorous than the Dragonlord trilogy, but I thought I would share with you one amusing entry in the story which shows you the sort of humour contained in it -

at one point the "heroes" encounter "Jebb Grubb" and his partner "Woody Green" two thieves whose latest scam is to produce a game that's not played on a board or with pieces, that has the players deciding who they are by rolling dice and it's set in a far-off world without magic - the land is

called "Foggy Reaches" and there's a city on its west coast called "Deep Water", the City of the Angels...

now do you see why TSR probably kept quiet about this one?

I wonder if the real "Jeff Grubb" and "Woody Green" look like the characters described in this book?

I wonder if there are other references lurking in "Rogues to Riches"?

regards,

Allan

Subj: Mystara and RPGA and DUNGEON

Date: 9/15/96 3:58:02 PM

From: AJPalmer01

Posted on: America Online

Did anyone else catch the recent issue of RPGA's "Polyhedron" magazine which featured an article by Roger E Moore on the rakasta of Myoshima - Mystara's second moon? Good one, Roger! Worth joining the RPGA for.

Also I was (pleasantly) surprised to see a Mystara adventure featured in issue 59 of DUNGEON magazine. DUNGEON featured "Known World" adventures fairly frequently during its first couple of years, including the first look at the Savage Coast and the Tortles if I remember correctly.

What chance of more Mystara features in Polyhedron, DUNGEON, or even DRAGON ?

regards,

Allan

Subj: Names

Date: 9/15/96 4:02:53 PM

From: AJPalmer01

Posted on: America Online

I found an excellent post from Mystaros on MB 3 about the development of the Known World from the days of the first D&D Expert set etc. He notes Tom Moldvay as one of the original brains behind the development of the game world. Now U'm sure this hasn't escaped anyone's attention but the nation at the foot of the Serpent Peninsula is the Divinarchy of Yavdlom (Moldvay backwards) which I think was first mentioned in module X6, or are my recollections faulty?

Are any other game designers hidden in the locations of Mystara?

regards,

Allan

Subj: Re:the latest message board

Date: 9/15/96 6:12:05 PM

From: AMALDIS

Posted on: America Online

Don't know. I never read Dark Knight of Karameikos. Sorry.

-Amaldis

Subj: Re:Names

Date: 9/15/96 6:15:17 PM

From: AMALDIS

Posted on: America Online

Wow. Never thought of that. Heh Heh. Now we have the name game, just like GH.

-Amaldis

Subj: Allston

Date: 9/15/96 9:04:45 PM

From: AMALDIS

Posted on: America Online

Perhaps some of you remember this from the previous folder. I asked if Allston was online, and no one seemed to know. Well, he is, and I found him. To contact Aaron Allston, email allston@io.com. He does answer email, or at least he answered mine.

-Amaldis

Subj: Found -another Mystara novel

Date: 9/16/96 1:14:38 AM

From: MF1234

Posted on: America Online

I think I heard a similar joke. A wizard and knight were playing bureaucrats in a futuristic game world with high technology and no magic. It's a little corny, but still funny.

Subj: Re:the latest message board

Date: 9/16/96 1:16:42 AM

From: MF1234
Posted on: America Online

There was a discussion earlier and I believe it was resolved that the story was in AC1017. It is in earlier postings (MB#3). I hope this helps.

Subj: Re:Anyone there? (AMALDIS)
Date: 9/16/96 1:48:23 AM
From: MF1234
Posted on: America Online

Rick,

I just tried to use your weather program. It seemed to work except that I did not see the forecast. I don't know what happened. I think I have ASCII text-reader. Everything else was fine, but as soon as the forecast came out, my computer didn't read it. It seemed to have great potential for adding more life to the campaign-a true pity for me. As soon as I get some time, I'll get a character for your Rouge's Gallery. I'm sorry you didn't like Terterion. I created him as a powerful NPC, so he could be used as a major player in Mystara. Personally, I thought he was rather original.

Subj: Re:Mystara and RPGA and DUNG
Date: 9/16/96 8:37:29 AM
From: Alad3
Posted on: America Online

Hey, if i join the RPGA network, can i find old POLYHEDRON articles online, like i can do it here, with DRAGON articles? If so, i think i'll join (even though it's quite expensive here in europe).

Subj: Re:Mystara and RPGA and DUNG
Date: 9/16/96 3:53:01 PM
From: AJPalmer01
Posted on: America Online

whoops! I didn't realise how the system would truncate the Subject line... for DUNG read DUNGEON!
Alad3 asked if Polyhedron articles could be found on-line. as far as I'm aware they're not (unfortunately) unless someone can correct me on this (I'm still a relative newcomer to TSR OnLine). But it is a good idea isn't guys (Sean et al) howabout an online extension to the RPGA?

regards,
Allan

Subj: Re:Mystara and RPGA and DUNG
Date: 9/16/96 4:04:08 PM
From: TSR Bruce
Posted on: America Online

Personally, I kinda like my heap of DUNG' Magazine! :)

Bruce Heard

Subj: Re:Mystara and RPGA and DUNG
Date: 9/16/96 5:27:30 PM
From: RJNuttman
Posted on: America Online

I'm glad someone said it. I didn't wanna be the *only* one thinking it!! :)

RobJN

Subj: Re:Mystara and RPGA and DUNG
Date: 9/16/96 6:24:08 PM
From: TSR Bruce
Posted on: America Online

As long as it doesn't become a total DRAG' :)

Bruce Heard

Subj: Re:Mystara and RPGA and DUNG
Date: 9/16/96 7:08:25 PM
From: AMALDIS
Posted on: America Online

Ok, I think we've strayed from Mystara a wee bit too far at this point.

-Amaldis

Subj: Cities, again
Date: 9/16/96 7:09:47 PM
From: AMALDIS

Posted on: America Online

Ok, how about that city question(for the third time). Which city do you think should represent Mystara, if you couldn't pick any of the major ones(Darokin, Mirros, Thyatis, Glantri, etc..)?

-Amaldis

Subj: Re:Anyone there? (AMALDIS)

Date: 9/16/96 9:17:06 PM

From: RLaRue

Posted on: America Online

MF1234,

I'm not sure what happened with the weather program, but bear with me as I try to help. The forecast goes directly to a .dat file which uses the name you supplied earlier (ex. Test = test.dat). The program display shows "Forest Forecasted" etc. as a progress indicator, and will prompt you to continue or quit when finished. You then have to open the file with Notepad, Wordpad, Edit, Word or something similar. If you told it to forecast for all terrain types, the resulting file could be too large for most "generic" text readers (i.e. Notepad, Edit etc.). Try using Word or Word Perfect. Originally, I had the forecast data sent to the screen also, but the program was slower than I wanted, but too fast to really read the screen.

If you still have problems let me know and I'll help as best I can. Thanks for the response!

About Terterion, I'm sorry, but I don't think I even saw him. Did you E-Mail him to me for the Gallery or was he in the Net Book? If so, I obviously missed something.

Rick

PS I just went through the Net book files and still found no reference to him. I'm feeling very confused. :(

Subj: Re:Cities, again

Date: 9/17/96 10:33:09 AM

From: MF1234

Posted on: America Online

How about Piceno, Thyatis. The Heccuvas should make things interesting. Don't forget their upcoming Senate race.

Subj: Re:Terterion
Date: 9/17/96 10:34:43 AM
From: MF1234
Posted on: America Online

Terterion is the Super Kobold, Rick.

Subj: Re:Cities, again
Date: 9/17/96 2:27:19 PM
From: Alad3
Posted on: America Online

I always liked Crossroads on Ne`er-do-well (or Landfall in Norwold). Are there any other cities of thieves on Mystara?

Subj: Re:Cities, again(MF)
Date: 9/17/96 3:50:06 PM
From: AMALDIS
Posted on: America Online

I was thinking someplace larger than that, just not detailed very much.

-Amaldis

Subj: Re:Cities, again
Date: 9/17/96 3:53:39 PM
From: AMALDIS
Posted on: America Online

Never really liked Landfall myself, a dirty, corrupt town that infests everyone who enters it with lice just doesn't appeal to me. I think Crossroads is cool, but the city should be more diverse than that(Crossroads limits the feasibility of some options). Other cities of thieves? Isn't East Portage like that? Also, what about Akkoros? Those are the only ones I can think of off the top of my head.

-Amaldis

Subj: Re:Cities, again
Date: 9/17/96 4:01:37 PM
From: AMALDIS
Posted on: America Online

I was thinking, the city should probably be a port city of some type(either on a lake, or an ocean) and should be on the outer world. Port cities always seem to be more exciting due to the diversity you encounter there.

-Amaldis

Subj: Rod of 7 parts
Date: 9/17/96 5:01:21 PM
From: Duncan TKD
Posted on: America Online

If this little item did make it to Mystara What would happen? I mean Dragon completely left us out of the mix when they discussed it on the other worlds.

Duncan TKD

Subj: Re:Rod of 7 parts
Date: 9/17/96 7:10:47 PM
From: AMALDIS
Posted on: America Online

What happens in the adventure?

-Amaldis

Subj: Re:Mystara and RPGA and DUNG
Date: 9/17/96 8:35:07 PM
From: TSR Bruce
Posted on: America Online

<<Ok, I think we've strayed from Mystara a wee bit too far at this point. >>

Gee, thanks Amaldis. Where would the world go without your precious guidance!

Bruce Heard

Subj: Shadow of Alphatia
Date: 9/17/96 9:49:15 PM
From: TSR Bruce
Posted on: America Online

I found this post on the internet. Thought you might be interested.

>> From: remoore@nando.net
>> Newsgroups: rec.games.frp.dnd
>> Subject: Re: Mystara & Red Steel
>> Date: Tue, 17 Sep 1996 16:02:57 -0400
>>

>> I enjoy both, though I play OD&D. The Known World was better
>> before WotI, IMHO, because it still had Alphatia, but the new politics
>> with Zandor vs. Haldemar/Eriadna are interesting. The Savage Coast was
>> great when detailed in Champions of Mystara, especially the nation of
>> Aranea (one of my favorite monsters).

To which I answered what follows.

>> From: tsrbruce@aol.com (TSR Bruce)
>> Newsgroups: rec.games.frp.dnd
>> Subject: Re: Mystara & Red Steel
>> Date: 17 Sep 1996 22:26:21 -0400
>>

>>I kind of agree with you about Mystara without Alphatia lacking a bit of
>>spice, although the initial concept of the Hollow World as a forbidden and
>>out-of-reach land is now growing weaker. More and more beings are finding
>>ways to enter and leave the Hollow World, and at this rate, considering
>>the magical prowess of the Alphatians, nothing's to say that they could
>>not break free of their planetary prison and reach the surface again.
>> They might do so in a controlled fashion -- interacting with the
>>surface world would still remain an expensive and difficult process, even
>>for Alphatians, but I think this is just what we need to reset the clocks
>>with Thyatis. Basically, this would allow Thyatis and Alphatia to
>>represent powers of equal strengths -- on the surface world. Obviously, no
>>one other than the Immortals could realistically stand against the
>>Alphatians within the Hollow World. If you allow Eriadna to reach back to
>>the Know World without "opening the flood gates*", you now have a
>>politically complicated situation with Thyatis on the waning, trying to
>>retain its powers, Zandor ferociously cursing this ghost from his past,

>>and Eriadna endeavoring to re-establish Alphatia's historical grandeur on
>>the surface. Could be fun.

Any other thoughts? :)

Bruce Heard

Subj: Mystara FAQ, Pt 1
Date: 9/17/96 9:55:21 PM
From: TSR Bruce
Posted on: America Online

Here's another interesting post:

From: Herve MUSSEAU <musseauh@esiee.fr>
Newsgroups: rec.games.frp.dnd
Subject: Re: Mystara & Red Steel
Date: Tue, 17 Sep 1996 13:11:39 +0200
Organization: Groupe ESIEE Paris

Ok, here it is: Attached to this message is the Mystara FAQ.
Questions and comments welcomed.

PS: Any of you who are interested in Mystara or Red Steel, please join
us at the Mystara mailing-list.

--

Herve Musseau
Email: musseauh@esiee.fr
Homepage: <http://www.esiee.fr/~musseauh>

Mystara FAQ
version 1.1 by HervŽ Musseau

Q: What is Mystara?

A: Mystara is an imaginary world created by TSR as a campaign world for
roleplaying games using the rules of Dungeons and Dragons.

Q: What is a roleplaying game?

A: Roleplaying games are games in which people play the role of
imaginary fantastic characters like warriors or wizards and try to complete
an adventure under the guidance of a game master.

Q: I never heard of Mystara, but I know a setting called the Known World which looks pretty the same. What's the difference?

A: Mystara got a name as a world only recently; before that, it was often referred to as the Known World, although Mystara is more than just the Known World.

Q: So, what's Mystara? The Known World and what else?

A: Mystara is basically composed of 2 main parts, the Outer World and the Hollow World, plus 2 moons, and some other exotic settings.

Q: A Hollow World?

A: Yes. Mystara, unlike our earth, is hollow, an empty sphere. It has an internal sun that lights the interior world, making it inhabitable. It holds old civilizations that are now extinct on the Outer World, placed there by the Immortals with strong magic preventing them from evolving much or dying away. The only entrances to the Hollow World are through underground passages between the two worlds, and through the holes that stand in place of the north and south poles.

Q: And the Outer World?

A: The Outer World is mostly like our Earth. It comprises:

- the Known World, where the most civilized countries are located,
- Alphatia,
- the Savage Coast and Hule,
- the southern continent, called Davania,
- the eastern continent, called Skothar.

Q: I've already heard from the Known World, and from the Hollow World too, but never as Mystara. What does all this mean?

A: This is because Mystara is a very old world, one of the oldest created by TSR, and, as TSR grew, so did Mystara. All of these product lines are relevant to Mystara:

- Mystara, of course,
- the Known World and most stuff that were made for D&D (as opposed to AD&D) like these old good modules B and X, or the Gazetteers,
- the Hollow World,
- Red Steel/the Savage Coast,
- Blackmoor.

Also, some products bearing the label First Quest are related to Mystara.

Q: Blackmoor? I know a Blackmoor, but it's part of Greyhawk, isn't it?

A: Blackmoor was, like Greyhawk, the campaign world of one of TSR's founder.

It was later placed in both Greyhawk and the Known World (as a past kingdom in the later), effectively making two Blackmoors exist. It seems there is no relation between the two Blackmoors, however, although some people made the assumption.

Q: Ok, and now what's Red Steel?

A: Red Steel is a setting that is part of Mystara (west of the Known World), although it was released as a stand-alone setting.

Q: You spoke of Immortals, what are they? Are they Gods?

A: Mystara has a different pantheon when compared to other D&D settings. Most notably, it has no gods, but beings called Immortals. Immortals are mortals who, through their deeds, have reached a higher status granting them more power than mere mortals. Basically, however, Immortals are not very different from Gods of other settings.

(end of Part 1)

Subj: Mystara FAC, Pt 2

Date: 9/17/96 9:56:39 PM

From: TSR Bruce

Posted on: America Online

Q: Also you mentioned something about D&D not being AD&D. What does that mean?

A: Mystara was the world designed to be used with the rules of D&D (often called OD&D to better distinct it from AD&D and from the generic term D&D which could mean both; OD&D stands for Old D&D or Original D&D). It appeared in the old boxed rules: the Expert box, the Companion box and the Master box. Most of the earlier modules designed for D&D were set in this world. Recently, however, Mystara has been converted to AD&D (along with Red Steel), but many people who play in Mystara do it with the old rules (or their reedition, Rules Cyclopedia).

Q: I heard that the Mystara line was cancelled. Is this true?

A: It is unfortunately true. And Red Steel is cancelled too. Some novels pertaining to Mystara may be released as part of the First Quest line, and modules may be part of the Odyssey line. AFAIK, there is no such products in preparation however. Joshuan's Almanach was the last product of Mystara (to be precise the third part of a novel trilogy, Dragonmage of Mystara, has been released after) and the Savages Baronies the last of Red Steel (except for online exclusives).

Q: But I saw in TSR's preview that there would be Red Steel modules

released as online exclusive. What does this mean?

A: TSR will release these modules for free on its site of MPGN at ftp://ftp.mpgn.com and on AOL and GENie.

Q: So, if TSR has dropped the line, how can I get new material for Mystara?

A: There are many people on the web who love Mystara and have taken upon themselves to keep Mystara alive (and well alive).

There is a mailing list dedicated to Mystara where people discuss together about it, exchanging ideas, points of view, and more.

To subscribe, send e-mail to majordomo@io.com. In the body, have the single line: subscribe Mystara-L .

(etc...)

Posted here for all you lurkers out there who didn't know about Mystara but wanted to learn more!
Our thanks to Herve Musseau, Paris. :)

Bruce Heard

Subj: Re:Cities, again

Date: 9/17/96 9:58:19 PM

From: Mystaros

Posted on: America Online

My vote for the best "Second Tier" city to represent Mystara would be for Selenica, in Darokin. It is a major city along the largest land based trade route; you can find merchants from Darokin, Alfheim, Rockhome, Ylaruam and Karameikos on a regular basis, as ell as the odd factor from Thyatis, the Five Shires, Glantri or even Sind. With a native culture a mixture of part Traladaran, part Daro and part Ylari, with major influences from Alfheim and Rockhome, it is a very interesting city...

Mystaros

Subj: Re:Terterion

Date: 9/17/96 10:20:35 PM

From: RLaRue

Posted on: America Online

MF1234 said

>>>Terterion is the Super Kobold, Rick.<<<

Oh, that Terterion, well why didn't you say so. Boy is my confusion rapidly being replaced by embarrassment :) Please excuse me, my frontal labotomy did not go as planned, and I still suffer from moments of severe recto-cranial inversion. But I digress...

MF1234, I beg to differ, my original request for Gallery Submissions included a line specifically mentioning the "Super Kobold" as the type of character I was looking for. So for the record, I never disliked him. In fact, I think he's great. Please include him along with any other submissions. :)

Rick

(who must really remember to take his medication on a regular basis)

PS Did my ramblings help with the weather?

Subj: Re:Cities, again

Date: 9/18/96 1:34:47 AM

From: Kaviyd

Posted on: America Online

>> Which city do you think should represent Mystara, if you couldn't pick any of the major ones(Darokin, Mirros, Thyatis, Glantri, etc..)?<<

Darokin, certainly -- it is just about the only place that (almost) anybody from Mystara could go and not be seriously mistreated. Thus, people from all over would come to trade, and the entire Known World would be present in one form or another.

Subj: Re:Cities, again

Date: 9/18/96 1:42:34 AM

From: Kaviyd

Posted on: America Online

Let me amend that last post -- Darokin is the right nation, but the wrong city. Port Tenobar is much more accessible, plus it is adjacent to the Atruaghin (one of the few cultures whose people seldom leave their native land).

Subj: Re:Mystara FAC, Pt 2

Date: 9/18/96 2:04:50 AM

From: Joe G K
Posted on: America Online

Pretty good Q&A, but I disagree with some of the immortals thing. After all, the Norse powers are the old gods from our world, not some mortals from Mystara right? JGK

Subj: Evil Religions
Date: 9/18/96 3:26:43 PM
From: Locogui
Posted on: America Online

Since many "heretic" religions found freedom in our Americas...wouldn't it also be the same in Maztica? If that is true, then that would mean that evil cults and other undesirables would seek a safe haven in Maztica...scary.

Subj: Re:Evil Religions(Oops!)
Date: 9/18/96 3:28:10 PM
From: Locogui
Posted on: America Online

Uhhh...sorry, wrong folder.

Subj: Re:Shadow of Alphatia
Date: 9/18/96 4:22:49 PM
From: AMALDIS
Posted on: America Online

I don't know about that thing with Zandor. I have basically assumed Zandor is out of politics for the rest of his life. What is Aegos going to be like? Is the Pit repairable, or could another pit be dug? Alphatian Neatharum is one of the cooler places in the Hollow World due to its change over time(that is my biggest problem with the Hollow World, I like history and how it affects civilizations, the Hollow World is lacking in that aspect). But yes, I think a returning Alphatia is not only highly probable, but would make the Known World even better. It isn't THAT hard to get from the Hollow World to the Known World. Just take a gate to another plane, and then gate back onto Mystara, but onto the outer world instead of the inner. The Pit at Aegos, the Sundsvall Maelstrom, the polar openings, the normal caves connecting the two, and possibly the Hollow World sun(it is a gate to the plane of fire after all) are all possible 'free' connectors, and the Alphatians have already used two of them.

-Amaldis

Subj: Re:Mystara and RPGA and DUNG

Date: 9/18/96 4:25:28 PM

From: AMALDIS

Posted on: America Online

Sorry. But, I really do think that was straying too far. I've done the same(a fact which you pointed out long ago, in a forgotten corner of the galaxy), but I try to keep it to a minimum. :)

-Amaldis

Subj: Re:Mystara FAC, Pt 2

Date: 9/18/96 4:29:21 PM

From: AMALDIS

Posted on: America Online

Thanks Bruce. I'm not a lurker, but I like to see as many people as possible learning about Mystara. Once they do learn about it, they'll realize how much better it is to other worlds.

-Amaldis

Subj: Net Book moved

Date: 9/18/96 4:30:21 PM

From: AMALDIS

Posted on: America Online

The Net Book has been moved to Stories, Journals, & Logs. Sorry for the inconvenience, it was supposed to be there in the first place.

-Amaldis

Subj: Re:Cities, again

Date: 9/18/96 4:31:20 PM

From: AMALDIS

Posted on: America Online

Good choice. Yes, its uniqueness does make its lack of access to an ocean or large lake irrelevant.

-Amaldis

Subj: Re:Cities, again
Date: 9/18/96 4:33:19 PM
From: AMALDIS
Posted on: America Online

Por Tenobar is good, and offers some great opportunities for fighting the evil Tiger Clan. Also, the Malpheggi Swamp offers plenty of monsters for PCs to fight.

-Amaldis

Subj: Re:Mystara FAC, Pt 2
Date: 9/18/96 4:35:10 PM
From: AMALDIS
Posted on: America Online

According to our view, yes. But then is Tyr a god for FR, or is he a Norse god who is most famous for bravery? Is Loviatar an FR goddess, or is she from Finno-Ugric mythology? There are more, but only Tyche(dead) and Silvanus come to mind.

-Amaldis

Subj: Posting on the Mystara Diges
Date: 9/18/96 4:42:49 PM
From: AMALDIS
Posted on: America Online

Alright, Kayvid explained it to me, but apparently I didn't understand. How do you post on the Mystara digest? I've been getting it for months now(thanks to Kayvid for telling me about it), and I want to post in it. Maybe I could drum up some Net Book support there.

-Amaldis

Subj: Re:Net Book
Date: 9/18/96 7:40:00 PM
From: Duncan TKD
Posted on: America Online

when will work get underway for the next net book?

Subj: Re:Net Book

Date: 9/18/96 7:40:52 PM
From: AMALDIS
Posted on: America Online

Work for the next Net Book already has gotten underway.

-Amaldis

Subj: Re:Evil Religions
Date: 9/18/96 10:44:31 PM
From: MF1234
Posted on: America Online

What are you talking about. I believe you have the wrong message board. Maztica is in FR. As for evil Mesoamerican religions, try Atzaenteotl, elf-lord turned entropic immortal.

Subj: Re:Cities, again
Date: 9/18/96 10:49:20 PM
From: MF1234
Posted on: America Online

If you want a really cool city, try Oenkmar (now Aengmor). The shadow elves now live there. I would love to see how the city is changing, since it switched owners.

Subj: Re:Mystara FAC, Pt 2
Date: 9/18/96 11:45:45 PM
From: Kaviyd
Posted on: America Online

>>After all, the Norse powers are the old gods from our world, not some mortals from Mystara right?<<

The Northern Reaches have Immortals who correspond to the Norse gods in names and general descriptions. Whether these powers are normal Immortals or something more is definitely debatable.

Subj: Re:Posting on the Mystara Di
Date: 9/18/96 11:45:47 PM
From: Kaviyd
Posted on: America Online

>>How do you post on the Mystara digest? I've been getting it for months now(thanks to Kayvid for telling me about it), and I want to post in it.<<

Actually, I would like to know myself. When I was a full subscriber to the list, I had no problem. However, since I switched over to digest format I was unable to post. I finally unsubscribed after the discussions degenerated (well before Bruce Heard subscribed, BTW -- one good reason for me to re-subscribe, I think).

Subj: Re:Shadow of Alphatia
Date: 9/19/96 5:39:16 AM
From: Alad3
Posted on: America Online

According to the prophecies in Joshuan`s almanac the Aegos pit is repairable and will we reopened for traffic in 1014. Since the thyatians don`t know that the lphatians are in the HW, they`ll probably just expect some meek colony, and will surely be crushed by the alphatians, who will then take control of the tunnel again (perhaps they`ll even ally with the Minrothad traders). Then they`ve got an easy way to move from inner to outer world.

Subj: Re:Mystara and RPGA and DUNG
Date: 9/19/96 10:52:38 AM
From: TSR Bruce
Posted on: America Online

<<But, I really do think that was straying too far.>>

Hey, some of us live to boldly stray where no one has strayed before. Engage!

Bruce Heard

Subj: Re:Posting on the Mystara Di
Date: 9/19/96 10:57:10 AM
From: TSR Bruce
Posted on: America Online

>>How do you post on the Mystara digest? I've been getting it for months now(thanks to Kayvid for telling me about it), and I want to post in it.<<

>>Actually, I would like to know myself. When I was a full subscriber to the list, I had no problem. However, since I switched over to digest format I was unable to post. I finally unsubscribed after the discussions degenerated (well before Bruce Heard subscribed, BTW -- one good reason for me to re-subscribe, I think).<<

Somebody! Please give me a wheelbarrow! My mailbox is overflowing with stuff from the Mystara digest. Ack! No time to read it all! :)

Bruce Heard

Subj: Norse Immortals
Date: 9/19/96 2:48:19 PM
From: RGould63
Posted on: America Online

I started to read the immortals file from the net book and like it. However, I don't know why Frey and Freyja are related to warfare. (Is this stated in `Wrath...'? I don't have it.) From my references, including the good old " Gods, Demi-Gods & Heroes" Frey is known for Prosperity, Sunshine and Elves. Freyja for Love and Fertility.

In my campaign, these additional Immortals are used:

Energy - Tyr (War), Magni(Strength), Modi (Courage) all with many warrior followers

Thought - Bragi (Poetry, Eloquence, Song), Saga (History), Syn (Truth) with followers among skalds, godar (priests), wizards and sages

Matter - Baldur (Law, Beauty) has an extremely vain order of paladins serving him.

Time - Eir (Healing) godar and druids, Njord (Seas) sailors and raiders offer tributes and pray for calm seas before setting sail

Entropy - Surtur (Fire) King of the Fire Giants.

Subj: Known World Geography
Date: 9/19/96 2:55:46 PM
From: RGould63
Posted on: America Online

Questions - I just got an old D&D Master's DM book with a large map on the cover.

1. Are the areas of Arm of God, Empire of Dorfin IV, The Serpent Peninsula and Southold belong to Red Steel/Savage Coast game area?

2. Is Hyborea in Northwestern Brun related in any way to Robert E. Howard's (of Conan fame) Hyborea?

3. In the southern polar region is the country of Vulcania. Anyone know who or what is there?
Thanks in advance, Ross

Subj: Re:Known World Geography

Date: 9/19/96 9:28:40 PM

From: Duncan TKD

Posted on: America Online

Elves used to live there at one time. who knows maybe a few still do.

Duncan TKD

Subj: Re:Norse Immortals

Date: 9/19/96 9:51:08 PM

From: Mystaros

Posted on: America Online

<<However, I don't know why Frey and Freyja are related to warfare>>

Frey and Freyja (or Fredar and Fredara) were the culture-heroes of the Ancient Antalians circa BC 2400; in my history they figured in as the leaders of one of the earliest groups of Antalians to thwart the early wanderings of Beastmen (and their patroness, Hel). They are related to warfare in the Mystaran Norse pantheon in that they can represent protection of hearth and home. Their mortal existence predated that of their fellow members of the Norse "Pantheon", Thor and Loki, by around 200 years (Donar, or Thor, was an early Warlord of the Norse Antalians (themselves a mixture of Antalian Tribes and migrants from Nentsun); Lokar, or Loki, was Donar's contemporary and continuous opponent, a Shaman/Sorcerer of an Antalian tribe that lived on the Ethengar Steppes (before the time of the Ethengar). Odin and Hel are the two members of the Norse Pantheon that never were, to their own knowledge, mortal (Spuming Nooga, aka Protius, was a member of a race that predated humankind; Ruthin, of the Ruthinian faith of latter-day Vestland was/will be a mortal from the Empire of Thyatis; and Forsetta, the immortal of Justice, was (?) a mortal of unknown quality).

Mystaros

Subj: Re:Known World Geography

Date: 9/19/96 10:47:24 PM

From: Kaviyd
Posted on: America Online

>>1. Are the areas of Arm of God, Empire of Dorfin IV, The Serpent Peninsula and Southold belong to Red Steel/Savage Coast game area?<<

The Arm of God is the Arm of the Immortals, detailed in Dragon #200. The Serpent Peninsula is detailed in the boxed set _Champions of Mystara_. The Empire of Dorfin IV is a complete fabrication. I am not sure about Southold.

Subj: Re:Posting on the Mystara Di
Date: 9/19/96 10:47:32 PM
From: Kaviyd
Posted on: America Online

>>Somebody! Please give me a wheelbarrow! My mailbox is overflowing with stuff from the Mystara digest. Ack! No time to read it all! :)<<

You must be subscribed to the full list -- the digest gives you fewer messages, but for some reason it seems to be impossible to respond to individual items in it. One possibility is to check the titles -- after a little while you will realize that there are many messages that you don't want to bother with, so you can simply "Ignore" or "Delete" them.

Better yet, download your mail in flash sessions and read it off-line. Then you can save messages for later reading in folders within your PFC (personal filing cabinet). You will eventually find that some mail is not worth reading -- for example, message 21 in what is clearly a follow-up to a pointless 20-message flame-war. You should be ruthless in deleting such messages.

Subj: Re:Known World Geography
Date: 9/20/96 8:20:01 AM
From: Alad3
Posted on: America Online

The map in the Master`s set was later denounced as an invention of a thyatian general. Nearly everything, except for the continental outlines and some names, on it is wrong. What is called the serpent peninsula here, not only consists of the serpent peninsula but als of the entire great waste. Both are detailed in the Champions of Mystara boxed set. The empire of Dorfin IV, is an invention by a gnomish inventor. What is Southold on that map, is the Red Steel/savage Coast Setting, which it`s numerous countries. The arm of god should be called the arm of the immortals and is detailed

Dragon #200. Vulcania was originally known as Grunland, and is where the most elves on Brun come from. The elven civilization there was destroyed, and now only a few savage elves live there.

Hope this helps,

Alad

Subj: Re:Posting on the Mystara

Date: 9/20/96 8:20:55 AM

From: Alad3

Posted on: America Online

How do I get the digest. My E-Mail-box is bursting?

Subj: Re:Posting on the Mystara

Date: 9/20/96 10:53:04 AM

From: AMALDIS

Posted on: America Online

Is that a question or a comment? I really can not remember how I subscribed.

-Amaldis

Subj: Re:Cities, again

Date: 9/20/96 11:02:10 AM

From: AMALDIS

Posted on: America Online

MF, the city should be diverse. Oenkmar is all shadow elves. That doesn't make for much exciting play if you don't want to be a shadow elf. I am now leaning towards one of the cities in Darokin, probably Selenica, but it could be one of the port cities, there are advantages to each.

-Amaldis

Subj: Re:Sind Details

Date: 9/20/96 11:50:45 AM

From: MMonagle

Posted on: America Online

I liked the map that appeared in Dragon for the Kingdom of Sind. I also liked the fact that this barren desert was now made more lively with a nation and residents. As for the discrepancy that I was talking about in GAZ14, I meant the village of Bangore. In Dragon and the Champions of Mystara boxed set, Bangore appears 3 hexes away (around 72 miles) from Atruaghin in the Province of Jalawar. However, the map in GAZ14 shows Bangore 3 hexes away (now around 24 miles since its only 8 miles per hex) in the Province of Shajarkand. I am assuming that the maps that appeared in Dragon and Champions are the correct ones. Do not get me wrong, I liked the map that appeared in GAZ14, it gave wonder detail to the clans. I do not think that the location of one village outside the clans should make a difference to this map. I will use it as completely accurate for the clans in my campaigns.

Also, this discussion started when someone asked for more detailed maps of the Kingdom of Sind. I've checked the Glantri boxed set and found that it covers a decent portion of the Northeast corner of Sind. The village of Chandbali and the towns of Raneshwar and Mahasabad can be seen in 8 mile per detail with this map. I should also point out that while GAZ11 The Republic of Darokin does a great job of mapping the Republic, it does not go out far beyond its borders (I doubt there could have been room to do this). However, the Champions of Mystara boxed set has a Gazetteer like description of the Kingdom of Sind. A timeline and a few personalities are given as well as a lot about its culture and lands. The maps in this boxed set also reprints the map that appeared in Dragon along with the corrections that appeared in the issue following that map's appearance (some of the provincial borders were left out originally). Also, maps of Sayr Ulan, the Golan Keep, and a monastery in Sind are given. By the way, has anyone pulled out these maps lately? I forgot how much of the Theocracy of Hule is covered on these maps (but only the maps).

MMonagle

Subj: Re:Cities, again
Date: 9/20/96 4:50:46 PM
From: AJPalmer01
Posted on: America Online

My votes are for Slagovich - 'twixt Known World and Savage Coast...?
or howabout Tel-Akbir over on the eastern seaboard? (for some reason I always had a desire to run a "Maltese Falcon"-style adventure there...!!!)
Minrothad could be a good choice - centre of commerce, etc?

regards,
Allan

Subj: D&D Computer Games
Date: 9/20/96 4:55:53 PM
From: AJPalmer01
Posted on: America Online

I've just got a copy of SSI's "Fantasy Empires" computer game (yes, I know this isn't a new product) - one of the licenced products from TSR, and it's set in Mystara! haven't had a chance to delve into it much yet, but has anyone else played this one? how well does it capture the atmosphere of the Known World?

were there any other SSI Games with a Mystaran heritage?

regards,
Allan

Subj: Mystara solar system
Date: 9/20/96 5:05:28 PM
From: AJPalmer01
Posted on: America Online

In the old Immortals boxed set by Frank Metzner (apologies for any mis-spellings), the DM book suggested that the Known World existed in a solar system not unlike our own (if I could find my copy of the set, I'd dig out the page number, etc) where the Known World was the third rock from the sun...

with the Immortal revisions in the D&D Cyclopedia, together with the introduction of the Hollow world, etc, etc, this part of the original Immortals rules set has become null and void; the only part of the Mystaran solar system we are aware of is the planet and its two moons - has there been any suggestion as to what comprises the "revised" Mystaran solar system? or is this one of those areas left for individuals to develop possibly using the late SpellJammer game, etc

presumably the Alphatians original home planet (see Dawn of the Emperors) and that of the crew of S.S. Beagle were in other solar systems?

hands up anyone who's run a Star Trek/Known World cross-over adventure?

regards,
Allan (just rambling again...)

Subj: Re:D&D Computer Games
Date: 9/20/96 7:47:59 PM
From: AMALDIS
Posted on: America Online

I believe there was a game for the Sega Genesis known as warriors of the eternal sun, set in the Hollow World. Also, there was a VERY bad arcade game set in Darokin, supposedly it had shadow elves with black skin.

-Amaldis

Subj: Re:Mystara solar system
Date: 9/20/96 7:52:14 PM
From: AMALDIS
Posted on: America Online

The Alphatians were on another plane(in the old D&D rules). It is most likely that Alphatia is now a different prime material plane. The Beagle is either from another prime material plane, or a different dimension(I guess this all depends on whether the Planescape folks decide there are other dimensions or not. I hope they do, that would definetly not interfere with PS, and it would allow some continuity for other worlds.)

-Amaldis

Subj: Re:D&D Computer Games
Date: 9/21/96 1:19:07 AM
From: Kaviyd
Posted on: America Online

>>I've just got a copy of SSI's "Fantasy Empires" computer game (yes, I know this isn't a new product) - one of the licenced products from TSR, and it's set in Mystara! haven't had a chnace to delve into it much yet, but has anyone else played this one? how well does it capture the atmosphere of the Known World?<<

I don't mean to disappoint you, but "Fantasy Empires" can best be thought of as "Risk on a Mystaran map". The wars that you carry out in that game are highly unlikely in the Mystara we are familiar with -- as unlikely as the sort of world war you fight in a typical game of "Risk".

Subj: Re:Posting on the Mystara
Date: 9/21/96 1:19:13 AM
From: Kaviyd
Posted on: America Online

>>How do I get the digest. My E-Mail-box is bursting?<<

I just recently re-subscribed and found my e-mailbox filled with returned e-mail. Unfortunately, that sort of thing seems to be all too common with these mailing lists. Ideally, such messages would go to the list administrator and no one else. Anyway, I hope that the administrator of the Mystara list (whoever he is) fixes this problem soon, or I will have to unsubscribe again.

(BTW, I am not asking for help here -- I am fairly sure that the administrator of that list knows what is going on and will take steps to fix the problem ASAP.)

Subj: Re:Mystara solar system

Date: 9/21/96 1:21:59 AM

From: Kaviyd

Posted on: America Online

<<has there been any suggestion as to what comprises the "revised" Mystaran solar system? or is this one of those areas left for individuals to develop possibly using the late SpellJammer game, etc

presumably the Alphatians original home planet (see Dawn of the Emperors) and that of the crew of S.S. Beagle were in other solar systems?>>

Old Alphatia and the homeworld of the Beagle crew are on alternate planes of existence -- crystal spheres do not allow for much in the way of other solar systems. However, we can probably keep the solar system arrangement that you cited -- so far there has been no new material to contradict it.

But that suggests an interesting way to revive TWO dead product lines -- "Mystarospace", anyone?

Subj: The B Series

Date: 9/21/96 4:36:14 PM

From: NHLT Rick

Posted on: America Online

Can anyone tell me what's in the B series, and are they worth buying? Also, are they more useful as adventures, or resources? Thanks in advance!

Rick

Subj: Re:The B Series

Date: 9/21/96 7:41:16 PM
From: AMALDIS
Posted on: America Online

The B series were the Basic adventures(just as the X series was the Expert adventures). I believe that they take place in Karamaikos for the most part, though I think the first one actually takes place in GH(heard that from a GHer, who doesn't think Chateau d'Ambreville is a GH adventure). From what I have heard, B10 is VERY useful.

-Amaldis

Subj: Re:The B Series
Date: 9/21/96 10:04:47 PM
From: NHLT Rick
Posted on: America Online

Thanks, I'll check it out.

Rick

Subj: Religious Schisms
Date: 9/22/96 11:10:45 AM
From: TYGHOCK
Posted on: America Online

Anybody introduce any serious schisms into the religions in your worlds? In our Heretic world, somebody always tries to cash in by modifying a faith and gathering the discontented (or greedy) as followers. After all, what would the "historic" Renaissance have been without a little disagreement or two?

Since we tried to base our world as much as possible on Mystara culture, I just wondered if anyone else suffered any False Prophets (we did get a Mahdi from the nomads, a difference in ruthinian faith, and some questions of orthodoxy for the followers of the Rad).

Comments?

Subj: Re:Mystara solar system
Date: 9/22/96 1:44:50 PM
From: MF1234
Posted on: America Online

That could be a possibility. Mystara looks like a pre-historic map of Earth. I recall that the planet was designed after said map. I think the Princess Ark series is like Star Trek, except Haldemar is cooler than William Shatner. Perhaps Thyatis could use Aegosean airships to create a Second Generation.

Subj: Re:D&D Computer Games
Date: 9/22/96 1:45:54 PM
From: MF1234
Posted on: America Online

Sounds like Drow to me. Let's hope Drizzit hasn't found a way to enter Mystara.

Subj: Re:Mystara solar system
Date: 9/22/96 1:54:16 PM
From: MF1234
Posted on: America Online

Old Alpathia is a cluster with energy as the dominant sphere. It still exists and people still live there. Most babies are born as first-level wizards instead of normal men. The Beagle comes from another dimension and a storm sent it to Mystara, where it crash-landed.

Subj: Re:Religious Schisms
Date: 9/22/96 2:30:53 PM
From: AMALDIS
Posted on: America Online

No, not really. There is already a schism in the Church of Karamaikos though it hasn't broken out yet.

-Amaldis

Subj: Re:Mystara solar system
Date: 9/22/96 2:32:19 PM
From: AMALDIS
Posted on: America Online

That is all pre-transfer to AD&D 2nd info. Hey Bruce, what is it 'officially' now?

-Amaldis

Subj: Re:Mystara solar system
Date: 9/22/96 9:01:25 PM
From: GeetarSolo
Posted on: America Online

Not to confuse matters anymore, but Mystara is alive...at least according to the old D&D Immortals rules set. Mystara is in fact a megalith, a planet sized creature. It says (and I quote):
"The Immortals made special arrangement with this creature, who is known to them as Urt, before starting to cultivate life forms upon and within it."

Just to add a new dimension on this discussion.

Subj: Re: Cities
Date: 9/22/96 9:07:17 PM
From: GeetarSolo
Posted on: America Online

My city of choice is that of Kelvin in the Kingdom of Karameikos. It's an active trade center and is right on the edge of wilderness. I'm sure both Vyllia and Callaria(sorry for misspellings) elves visit there along with many gnomes. Its large enough to have the standard city problems such as thieves, close to Darokin to import some of that culture, and next to untamed lands, a great source of adventure. This could be a really interesting city if fully fleshed out.

::looks at time and gets up startled:: The equinox! How could I have forgotten! Got to go visit my brethen of the Radiance.

Subj: Re:Religious Schisms:Amaldis
Date: 9/23/96 12:35:28 AM
From: MF1234
Posted on: America Online

Just give it a few years. Maybe MMongale has him dead in 1014. The Civil War shall be great for adventuring. Perhaps an unidentified evil murdered Jowett just so the war could be sped up. We really don't know where Bargle is, now do we? Bwa ha!Ha!Ha!

Subj: Re:Mystara solar system
Date: 9/23/96 12:36:32 AM
From: MF1234
Posted on: America Online

We don't really need to change that information, do we, Bruce?

Subj: Re:Mystara solar system

Date: 9/23/96 9:29:26 AM

From: Mystaros

Posted on: America Online

I continue to go with a modified solar system as originally devised by Frank Mentzer;

Planets, in order, with real world equivalents:

Earth	Mystara
Sun	Solarios
Mercury	(Does not Exist)
Venus	Valerias (inhabited by Saurial beings)
Earth	Mystara (inhabited by many beings)
Luna	Matera (sub-lunar dwellings and pocket-dimensions; otherwise dead)
(-----)	Myoshima (inhabited by felinoids)
Mars	Ares (inhabited by unusual creatures and barbarian human tribes)
Asteroids	Vanya (Damocles) (inhabited by an advanced inhuman race)
Jupiter	Viudan (some moons are inhabited)
Saturn	Khoronus (home to a large draconic empire and many kingdoms)
Uranus	Protius (inhabited by sea creatures)
Neptune	(Razud) --- Generally known only to the Alphatians...
Pluto	(Does not Exist)
Charon	(Thanatos) --- Again, generally known only to the Alphatians...

Also note that I NEVER converted Mystara to the Spelljammer "Crystal Spheres" cosmology, nor do I use the Planescape "Wheel" planar configuration. I continue to use a combination of the systems from the Immortals boxed set and the WotI boxed set... Crystal Spheres? Why, as Joshuan would say... "Humbug!"...

Mystaros

Also, re: Elder Alphatia; in my campaign it is a nebula several hundered LY away; the Beagle and the Federation existed far across the Galaxy, in another arm; the Beagle fell through a "Wormhole" and crashed on Mystara...

Myst

Subj: Re:Mystara solar system

Date: 9/23/96 9:32:04 AM

From: Mystaros

Posted on: America Online

Whoops! I didn't mean to make it seem as though Mystara were an Mystaracentric solar system; the "Earth Mystara" at the top of the two columns simply were to clarify which column was which....

Mystaros

Subj: On Hollow Ground...
Date: 9/23/96 1:15:24 PM
From: Joe G K
Posted on: America Online

This book suprised me in that it not only did not mention any unique beings of Mystara's immortals, but skipped over the relationship the Norse immortals have with this world. Any one else have any comments on that? JGK

Subj: Re:D&D Computer Games
Date: 9/23/96 1:42:54 PM
From: Duncan TKD
Posted on: America Online

I have played that Arcade game and yes they did have black skin.

Duncan TKD

Subj: Re:Mystara solar system
Date: 9/23/96 1:44:00 PM
From: Duncan TKD
Posted on: America Online

May haps the Beagle wasn't from another dimension or prime material plane but from mystara's distant future.

Duncan TKD

Subj: Re:Mystara solar system
Date: 9/23/96 4:28:43 PM
From: GeetarSolo
Posted on: America Online

Then Mystara is doomed to succumb to the Nucleus of the Spheres and all magic would be drained leaving a technological society. Then this society would create a ship that goes back in time and crashes on Mystara. Yet if it never went back in time, then it would never have been created, for the society it came from was indirectly created by the Beagle. I hate temporal mechanics!

Subj: Re:On Hollow Ground...
Date: 9/23/96 7:44:19 PM
From: AMALDIS
Posted on: America Online

How did that suprise you? The Immortals have NEVER been mentioned in ANY Planescape products, even though Mystara has. Where do you think Factol Sarin's Red Steel Armor is from?

-Amaldis

Subj: Re:Mystara solar system
Date: 9/23/96 7:48:08 PM
From: AMALDIS
Posted on: America Online

Where did you get that Mystaros?(I mean, what product?) Interesting, though I think that Ares should instead be Vanya(Mars and Ares are the same god, Mars is just the Romans name for Ares). Was this in an official Mystara product?

-Amaldis

Subj: Re:Mystara solar system
Date: 9/23/96 7:50:10 PM
From: AMALDIS
Posted on: America Online

Apparently that Megalith didn't tell the Immortals that it was hollow. I'm not sure that applies anymore, but it would explain the Karimari.

-Amaldis

Subj: Re:Mystara solar system
Date: 9/23/96 7:58:53 PM
From: MF1234
Posted on: America Online

Actually, Bemarris (Wotl) is more like Ares. Vanya is much better than Ares. Ares was a coward, afterall.

Subj: Re:Mystara solar system
Date: 9/24/96 9:58:23 AM
From: Mystaros
Posted on: America Online

The basic information concerning the nature of the Mystaran Solar System is found in the original "DM's Guide to Immortals" on pgs 5+6; I added the Mystaran names myself (for my own campaign; they're not "Official" in any way, shape or form). As to the Ares/Vanya issue, I will cover that more in a later post on Religious Schisms; basically, the existance of Ares in my Mystara campaign is due to the fact that I could never work out how the Hattians, a racist and mysogynist culture could ever worship a FEMALE Immortal (Vanya), so in my campaign Ares took the place of Vanya in the Hattian faith; the Heldannic Knights still revere Vanya; this was the crux of the Schism that occured in the Hattian Temple of War that came to a head back in the 30's (and was the imeptus for the foundation of the Heldannic Territories by the Hatrtian Knights of Vanya).

Anyway, Ares is actually another name for Orcus, who I felt was perfect for the part of a vile, nasty, brutish Immortal worshipped by the Hattians. Bemarris doesn't come into the picture at all, though I had briefly considered him for the part, I felt he wasn't quite evil enough.

Ares/Orcus, by the way, was a Devil Swine who attained immortality during the Heroic Age of the Traldar; he was a Traldar King of acient-state (much like ancient Cynidicea of module B 4). Tales of his evil reign remain today in myths among the Alasiyani, and are the reason that the flesh of swine are forbidden to all who follow the Way of the Eternal Truth...

More about Vanya and Ares in a later post (gotta go to work)...

Mystaros

Subj: Re:Mystara solar system
Date: 9/24/96 8:35:22 PM
From: MF1234
Posted on: America Online

The Way of the Eternal Truth? This anti-swine doctrine sounds familiar. Are these people like the Ancient Hebrews?

Subj: Re:Mystara solar system
Date: 9/24/96 8:54:43 PM
From: AMALDIS

Posted on: America Online

Actually, I didn't have any problem with the Hattians worshipping Vanya. I think most mortals are not prejudiced against immortals for their mortal gender(Vanya can be any gender she wants, and no one is going to stop him/her). And Thanatos just lets Orcus interfere with his fun with the Hattians? I figured he didn't have much of a choice with the faith of Vanya since it is so built up.

-Amaldis

Subj: Re:The B Series

Date: 9/25/96 3:51:13 PM

From: MMonagle

Posted on: America Online

Most of the B series is set in Karameikos although not all of them say it in the material, later products set them there. An example is B2; no where in the module does it say that the adventure takes place in Karameikos but later products (the D&D Expert Set) put it there. B4 is the exception; it is set in Ylaruam. As for ones to buy, I really liked B2, B3, B4, B5, B6, and B10 off the top of my head. I think B2 and B10 would have to tie as my absolute favorites. B2 is an excellent starter module as there is a castle that the party can retreat to when they've taken a beating. That way they can go explore a network of caves on a hit-and-run basis and figure out how they work together as a team in the process. B10 is better for characters with a little more experience as it takes the party on a cross country run.

Subj: Re:The B Series (Amaldis)

Date: 9/25/96 3:56:45 PM

From: MMonagle

Posted on: America Online

I am curious to know why there is a rumor that B1 is set in GH. That is not true. No where in the product does it say that it takes place there. The D&D Expert Set (2nd edition) even placed the module firmly in Karameikos. Also why do you think X2, Chateau d'Ambreville is set in GH? This is a D&D/Mystara product both in the module's setting and according to the Expert Set.

Subj: Way of Eternal Truth

Date: 9/25/96 11:34:27 PM

From: Kaviyd

Posted on: America Online

>>The Way of the Eternal Truth? This anti-swine doctrine sounds familiar. Are these people like the Ancient Hebrews?<<

Not exactly. Hint: The "Eternal Truth" religion was founded in the desert land of Ylaruam by a prophet with an Arabic-sounding name.

Subj: Re:The B Series (Amaldis)
Date: 9/26/96 1:51:34 AM
From: KHYRIC
Posted on: America Online

Hi All....

Being a fan of Greyhawk means you look for every piece of information you can on anything that speaks of Oerth. The Module B1, In Search of the Unknown by Mike Carr is a great example. A little note on the bottom right side of page 6 put this excellent Module in my Private Oerth.

<<<Note: In the Mythical WORLD OF GREYHAWK (available from TSR) the stronghold can be considered within any one of the following lands--The Barony of Ratick, the Duchy of Tenh, or the Theocracy of the Pale>>>

When I first played this back in 82, it was a great starter module for our party and DM alike. I have since then always thought of this as pure Greyhawk, and I am sure you can understand why (see above beginning paragraph). Recently, AMALDIS has preached the quality of Mystara to me and made me take notice of the wonders of this world. The next time I do DM B1, maybe Mystara would be the place to put it.

KHY

Subj: Re:The B Series (Amaldis)
Date: 9/26/96 4:04:59 PM
From: AMALDIS
Posted on: America Online

I never said that I think Castle Amber(I like to spell it in English) is set in GH. I have always firmly believed that it is set in Mystara. The reason I mentioned that the GH fan thought it was set in Mystara is because many GH fans mistakenly believe it is a GH module. I can not trust someone about module B1 if they know so little about Mystara as to think Castle Amber was set in GH(that isn't to say they are stupid, just that they don't know anything about Mystara).

-Amaldis

Subj: Re:The B Series (Amaldis)

Date: 9/26/96 4:08:15 PM

From: AMALDIS

Posted on: America Online

Thanks Khyric. I'd like everyone to know that Khyric was the one who got me truly interested in GH. I really had no interest in it until he told me about how much he loved it, and I later checked out the GH folder. It was probably the same night I got him interested in Mystara. I happened to win a prize from the TSRO that night for taking some of the load of him(I answered questions, kept interesting topics floating, etc..). Never received it though(it has been months). :(

-Amaldis

Subj: Re:The B Series (Amaldis)

Date: 9/26/96 4:17:22 PM

From: AJPalmer01

Posted on: America Online

Just to add my thoughts,
when B1 was first produced, the only camopaign from TSR was Greyhawk, wasn't it? and at that time, D&D was still thought of as an introduction to AD&D, but subsequently D&D and AD&D went their own ways and D&D got its own campaign - the Known World (Yay!)

regards,

Allan

Subj: Re:The B Series

Date: 9/26/96 4:23:28 PM

From: AJPalmer01

Posted on: America Online

You're right that the B series was not originally set in the Known World, because the B series began development before the X series began the Known world settings. One product that hasn't been mentioned is the compilation B1-9 which takes all the single B series modules B1 to B9 and places them all in their respective Known World settings as an introductory campaign for levels 1 to 3. I think the package was titled "In Search of Adventure" with the novice adventurers starting out in Threshold and depending on which rumours, etc they followed encountering different adventures until they arrived in Specularum, by which time they should have progressed to Expert level and would be ripe for the X series modules...

I'll try and dig this out and post more info...

regards,
Allan

Subj: Re:On Hollow Ground...
Date: 9/26/96 4:24:58 PM
From: AJPalmer01
Posted on: America Online

sorry to appear dense, but what is "On Hollow Ground"? have I missed something?

puzzled Allan

Subj: Re:Mystara solar system
Date: 9/26/96 4:27:31 PM
From: AJPalmer01
Posted on: America Online

Duncan TKD -
liked the idea of the Beagle being from Mystara's future!
Now where's a Chronomancer when you need one?

regards,
Allan

Subj: Re:Mystara solar system
Date: 9/26/96 4:32:43 PM
From: AJPalmer01
Posted on: America Online

GeetarSolo -

well spotted that bit in the old Immortals set about the Known World being a megalith!
There's a lot in that Immortals set. Hmm. but if Mystara now is hollow, does this mean Alphatia is
now inside the megalith? it throws a whole new light on the floating continents (islands)...
and as for those polar openings....

oh dear,
I think I'm rambling again..

regards,

Allan

Subj: Re:On Hollow Ground...

Date: 9/26/96 7:15:28 PM

From: AMALDIS

Posted on: America Online

It is actually 'On Hallowed Ground'. It is a Planescape product.

-Amaldis

Subj: Re:On Hollow Ground...

Date: 9/26/96 8:09:25 PM

From: Joe G K

Posted on: America Online

On Hollow Ground talks about the nature of Gods in the planescape setting and how the gods of various mythos and TSR worlds function within it. Some mythological gods are on the Mystara setting, but no mention of Mystara was made under their listing. In addition, none of the unique Mystara deities are touched, but settings like Birthright, and even out of print Greyhawk got some mention, although in the latter case it seems to have been a mistake due to some poor wording....
JGK

Subj: Re:Way of Eternal Truth

Date: 9/26/96 8:35:54 PM

From: MF1234

Posted on: America Online

Oh yeah! Now I remember. I don't have Gaz2 or anything else for that matter. Thanks for the clarification.

Subj: Immortals vs, Gods

Date: 9/26/96 9:13:36 PM

From: MagianChua

Posted on: America Online

Well, since the coming and going of On Hallowed Ground, i wonder, is a God more powerful than an immortal?

I remember there being speculation that the Old Ones were Gods but many have dismissed that concept.

Yet when an Immortal tries to size up to a god in power, most sorta kinda fall flat on their faces...

So are they equally? Is one superior?

Chua:)

Subj: Re:Immortals vs, Gods

Date: 9/26/96 9:55:21 PM

From: AMALDIS

Posted on: America Online

Actually, I'd say that the least powerful immortal is more power than the least powerful god, but the most powerful immortal is less powerful than the most powerful god. Just my perception.

-Amaldis

Subj: Re:Immortals vs, Gods

Date: 9/27/96 12:48:35 AM

From: MF1234

Posted on: America Online

I treat Immortals and gods as one of the same. The Old Ones may be similar to the God we worship, but not a god from mythology. Immortals were once mortal and many gods are based on actual mortals of great renown(sp.). Odin was a Scythian statesman who was made a god. Gilgamesh was King of Ur in 2600 BC. Individuals such as Elvis and Hitler have been given godlike status (demon status for Hitler) by the denials that they were dead when they actually died. Another example is St.Germain, who was rumored to live for centuries. Better yet is Rasputin. But to get to the point, I view gods as Immortals who feel being called a god is more impressive than beingcalled Immortal.

Subj: Re: Mystaran solar system

Date: 9/27/96 12:53:12 AM

From: APVarney

Posted on: America Online

I don't know if my D&D Master Set module M4 (FIVE COINS FOR A KINGDOM) is canonical Mystara, but at the climax of the adventure I sent the party to the center of the Sun -- and not any bogus fantasy sun, either, but the Earth's actual Sun, surface temperature 25,000 degrees. At that time I was working under the assumption that the Known World was Earth in the ancient past, which was

the operating assumption during Frank Mentzer's tenure at TSR. If my module is still considered part of the Mystara setting, there's its sun.

-- Allen Varney

Subj: Re:Immortals vs, Gods

Date: 9/27/96 11:11:48 AM

From: RLaRue

Posted on: America Online

Chua,

I have been playing with that idea for awhile now. This is how I plan to deal with it.

Plans I have for my Mystara campaign include the return of the ÒOld OnesÓ. I still havenÕt worked out all the details yet, but this is how itÕs shaping up.

The Mystara Universe is similar to our own (i.e. Star Systems, Galaxies, etc.). It is an alternate Prime material plane with separate links to unique planes (ex. the Five Spheres, etc.) but is also linked to the Astral, Ethereal, Inner and Outer Planes of AD&D fame (i.e. Planscape etc.).

Loooong! ago, the ÒOld OnesÓ (i.e. Gods in the traditional sense) focused their attention primarily on Mystara. As time passed (and technology grew?), worship of the ÒOld OnesÓ began to suffer. Concerned with the trend, the Old Ones sought worshippers in other areas of the multiverse. Not wanting to abandon Mystara, they hatched a plan. The Old Ones chose from their followers, mortals who most closely followed their personal beliefs and set them on the Path to Immortality. This was a test of their worthiness to gain incredible power. Most failed, but the few who succeeded became the first Immortals. They were charged with seeing to the Old Ones remaining worshippers and furthering their goals. The new Immortals, although powerful could not match the raw power of the Old Ones. Their powers worked differently. The power of the Immortals was originally linked to the number of Mystarian worshipers of their patron Old One. When the Old Ones were sure their new minions were ready, they departed to seek out new worshippers elsewhere in the cosmos.

ÕcontÕ

Subj: Re:Immortals vs, Gods

Date: 9/27/96 11:12:18 AM

From: RLaRue

Posted on: America Online

As time passed, the powers of the young Immortals waxed and waned. Some of the religions devoted to the Old Ones disappeared, and with it the Immortal representative. The departure of the Old Ones increased the rate at which religions fell, and the Immortals began to fear failure of their task and their own deaths. They began to look into other sources of power. One Immortal, whose name is lost to time, discovered great sources of almost unlimited power. In all, there were five. They became known as the Five Spheres. The Forgotten One was the first to try to harness the power of the spheres, and died horribly due to a miscalculation. He/She attempted to harness the power of all the spheres at once. The remaining Immortals learned from him/her that they could most easily and safely harness power from the sphere that most closely matched their personal beliefs or goals. Thus was born the Immortals link to the Five Spheres.

With this new source of power, the ÒDriftingÓ as they referred to the gradual loss of worshippers (and thus power) stopped. Only a few of the original Immortals survived, and now their power began to grow as never before. They learned that as the power of their Sphere increased, so to did their own power. This began the struggle between the Spheres. All knew that each of the Five Spheres was essential to continued life, but they disagreed on which Sphere was to be the Òfirst among equalsÓ. They began to weave plots to further their goals and increase the power of their Sphere. Soon, they realized that with help, their job would be easier. They began to act as patrons to promising mortals who could be raised to Immortality and help strengthen their Sphere. Most of the mortals who achieved Immortality had be great leaders, and maintained that devotion upon ascension. This began the direct worship of Immortals as god-like being. Soon the Old Ones faded into legend. The Age of the Immortals had begun.

ÔcontÕ

Subj: Re:Immortals vs, Gods
Date: 9/27/96 11:12:49 AM
From: RLaRue
Posted on: America Online

Time passed, and the number of Immortals increased to include all the ones we know today. The true fate of the Old Ones has been forgotten, since only a few of the original Immortals remain, and even they canÕt remember their own origins. Today, it is believed that the fate of the Old Ones is linked to the Vortex Dimension. The struggle between the spheres continues, and mortals continue to seek Immortality. The Wrath of the Immortals has passed, Alphatia is gone from the surface world, Alfheim is overrun with Shadow Elves and Thyatis is in turmoil. Recently, unknown to mortals, events have taken place that have caused great concern amongst the Immortals. The older Immortals sense that something is changing. A religion has sprung up on Mystara that indirectly worships the Five Spheres but no Immortals. The religion teaches that all things are connected by a powerful life force and that the unrestrained use of magic, particularly necromancy damages the life force. These Priests have spells and special unique powers identical to those granted by some Immortals. The religion is small, but many Immortals are becoming concerned. The formation of a

council is being discussed to watch and learn about this strange new religion and determine the source of their power.

The truth behind the new Religion, is that the Forgotten One, thought to have been destroyed long ago has returned. He/She had not died as originally believed, but had had his/her consciousness scattered between the Five Spheres. It took a long time, but he/she has reformed, retained his/her link to all Five Spheres and now has power to rival the Old Ones. Quietly, he/she has been gathering followers on Mystara to help against the approaching danger. His/her link with the Five Spheres and to the Old Ones has allowed him/her to sense their impending return.

The Old Ones Have were not as successful in finding new worshippers as they hoped, and are returning to reclaim Mystara. When they get back they are not going to be happy about how things have changed. War is inevitable, with some Immortals siding with the Old Ones, others siding with The Forgotten One, and still others standing strong to protect their current positions. This will pit the mortal followers against one another and plunge Mystara into a time of great struggle and change. When the smoke clears, things will be very different.

I know this may seem like sacrilege to some of you and may go against some of the established ÓcanonÓ, but thatÓs OK, itÓs my Mystara. This wonÓt take place in my campaign for a long time, and is planned to be the culmination of the whole shootin match, when the players are very high level. You can bet that some things will change between now and then. I think it will be fun and have plenty of high level adventure and role-playing opportunities. :)

Rick

Subj: Re: Mystaran solar system

Date: 9/27/96 4:17:03 PM

From: AMALDIS

Posted on: America Online

What modules have you made for Mystara anyways?(Including the HWAs and Five Coins). I don't have Five Coins, but that sounds interesting. Does that mean that Mystara has an exact duplicate of the earth's sun? You introduced alot of magic items in that adventure, didn't you? I seem to remember Encyclopedia Magica having lots of entries that said the item came from Five Coins.

-Amaldis

P.S.Thanks for participating in this folder. It is always great when you see TSR types(or x-TSR types) in a folder. It shows that at least some people really care.

Subj: In search of Zeb and Mold

Date: 9/27/96 4:18:07 PM

From: AMALDIS
Posted on: America Online

Alright, anyone know if David 'Zeb' Cook, or Tom Moldvay are online? Thinking of asking about Mystara's true origins.

-Amaldis

Subj: Re:Immortals vs, Gods
Date: 9/27/96 7:39:51 PM
From: MagianChua
Posted on: America Online

<< I know this may seem like sacrilege to some of you and may go against some of the established òcanonÓ, but thatÕs OK, itÕs my Mystara. This wonÕt take place in my campaign for a long time, and is planned to be the culmination of the whole shootin match, when the players are very high level. You can bet that some things will change between now and then. I think it will be fun and have plenty of high level adventure and role-playing opportunities. :)

Rick

>>

Keep me posted on this.... it sounds totally cool :)

Chua;)

Subj: The Beagle
Date: 9/27/96 11:03:55 PM
From: Duncan TKD
Posted on: America Online

I never said that the people of the Beagle's time had time travel capabilities, maybe they just shot around the sun a few too many times.

Duncan TKD
"beam me up Heldamar"

Subj: Re:The Beagle
Date: 9/27/96 11:26:32 PM
From: MF1234

Posted on: America Online

"Berylith's givin her all she's got"

-Raman

Subj: Re:Immortals vs, Gods

Date: 9/27/96 11:32:18 PM

From: MF1234

Posted on: America Online

If the Old Ones are not aware of what the Immortals are doing, explain the Rad incident in 1009. Additionally an Immortal can become an Old One, so a few ancient Immortals have already become Old Ones. WotI said Khoronus is very close to Old Oneness, himself.

Subj: Re:Immortals vs, Gods

Date: 9/28/96 4:51:58 AM

From: Alad3

Posted on: America Online

In WotI it says that the thing with immortals becoming old ones is only a rumor and that all immortals who finished the path were destroyed by a blackball. Perhaps this was something the old ones left behind to prevent the immortals from getting to powerful. As for the rad incident, that is really an interesting question, and in this forgotten-one-campaign, who altered the radiance and moved it to Glantri? But, except for that, i think that that whole stuff is pretty cool, and i`d like to see more.

Alad

Subj: Re:Immortals vs, Gods

Date: 9/28/96 11:37:45 AM

From: Zeiram666

Posted on: America Online

Hey, is there any plans to re-release the old "hollow world" set?

Oh, and Mystara was the D&D game world, and it sprang out of the failed Blackmoor setting.

Zeiram

Subj: Hollow World
Date: 9/28/96 7:27:56 PM
From: AMALDIS
Posted on: America Online

No, the Hollow World set will not be re-released. The Mystara line has been canceled due to lack of sales. The only thing left to us is a few products for the Odyssey line, the Savage Coast MC and Orc's Head book, and then it is all over. :(

-Amaldis

Subj: Re:Hollow World(Amaldis)
Date: 9/28/96 11:50:39 PM
From: MF1234
Posted on: America Online

Don't be so glum, my friend. Mystara is not dead as long as we are here. MMongale is working on an almanac and Bruce and Roger are always willing to lend a hand. Mystara is only dead on the assembly line. It is immortal on the internet. Let's make it a good one.

Subj: Classical Hattians pt 1
Date: 9/29/96 1:01:45 PM
From: Mystaros
Posted on: America Online

As promised earlier, the beginning of the tale of the Hattians of my Mystara campaign...

The Tale of the Classical Hattians

To find out more about the Hattian peoples, we must search back through the mists of time to the year 1000 BC. At this point in time the Nithian Empire had reached its maximum extent; it had explored most of the Known World and conquered or settled any parts the Pharaoh deemed worthy; it had explored the ancient ruins of Blackmoor half a world away, bringing back many unusual artifacts, mystic and arcane; and it had traversed the universe and multiverse, and found an allied people, the Alpathians, and assisted them in their migration to the sparsely populated sub-continent now known as Alpathia. At this time the Pharaoh determined that the southern continent, Davania, was a worthy place for a Nithian Colonial Kingdom. Thus, thousands of Nithians and tens of thousands of Antalian, Dunael and Traldar slaves were transported to the southern continent where they built a kingdom from the jungle and plain, to the north and east of the newly-formed Traldar City States founded by the peoples of King Milen.

For generations the slave tribes labored under the lash of the Nithian overlords, ever tempted by the freedom offered by the Milenian City States to the south and west. By 900 BC, they had begun to settle in to the Nithian society, and the Milenians were beginning a golden age in their own lands. With Milenian assistance, the Antalian, Dunael and Traldar slaves were able to overthrow their oppressors (it had also helped that the Southern Kingdoms of the Nithian Empire were not in the good graces of the current Pharaoh; a dissident dynasty had formed and began to make overtures to the Nithian Nobility; this was foreshadowing for the Nithian Civil War, and the first fruits of the efforts of Thanatos in his plan to bring the Nithian Empire low). The slave tribes formed their own nations as the much-truncated Southern Kingdoms brooded in their loss.

Three Great Tribes were formed from the slave peoples. The greatest tribe was the Thyatians, formed of Antalian and Traldar groups; they lived on the north-eastern coast, to the north and east of the Milenians (from an in what is now the modern Manacapuru Tribal Lands and along the coast to modern Raven Scarp); inland to the west dwelt the Kerendans, a tribe formed mostly of Antalian and Dunael peoples; and to the south and west, between the Thyatians, Kerendans and the Milenians (centered on the now-broken lands south of the Hills of Desolation), lay the lands of the Hattians, a near "pure" tribe of Antalians. Many other Lesser Tribes were also created, living amongst the Great Tribes; they were mostly individual clans of Dunael peoples, as they were of a very independent mind set. The four Nithian Colonial Kingdoms still existed, but they were small and no longer powerful enough to control the Great Tribes.

Continued...

Subj: Classical Hattians pt 2

Date: 9/29/96 1:07:36 PM

From: Mystaros

Posted on: America Online

The next hundred years saw the growth of the Milenian City States and the consolidation of the three Great Tribes socially, politically and culturally. In 800 BC the upstart Nithian Colonial Kingdoms of Davania were utterly destroyed in the first battles of the Nithian Civil War (the local Nithian populace, which had taken to worshipping Set by 850 BC, would eventually evolve into the modern Manacapuru Tribe). The Milenians moved into the power vacuum; their influence was felt among the Great Tribes, as they became more urban, though only the Hattians would found their own city state.

Built upon the site of the largest village in Hattian territory, the City State of Hattios quickly came to dominate the Hattian clans. Founded by the Brother-Kings Hattias and Hattar, the City State of Hattios was in actuality one large military camp, physically based on the Milenian Citadel, socially based on

the Milenian military structure (i.e., the Classical Hattians were the "Spartans" of the Milenian City State Era). For nearly the entire period of its history, the City State and Kingdom of Hattios would be ruled by Two Kings, who would also be the head of the Hattian faith, which venerated the Patron of War and Destruction, Ares, the Son of Death (AKA Orcus, at this time still only a Temporal level Immortal, and still beholden to Thanatos; the corruption of the Hattians is a long-term plot of Thanatos).

The Thyatians, meanwhile, had become expert sea-rovers and reavers (which was the real reason why the Milenian City States and the subsequent Milenian Empire of the surface never had a naval presence; though the enmity of Protius, earned by King Milen and his people during their migration, was also a factor). Thyatian mercenary reavers often fought on all sides of the Nithian Civil War; one large group of such was granted lands on Brun by the Pharaoh in 753 BC. The land granted to the reavers was equivalent to the modern duchies of Thyatis and Lucinius. The City of Thyatis was founded on the ruins of the Traldar city of Mesonias (which had been founded on the ancient Nithian city of Ptahrnak, which in turn had been founded on the ruins of the ancient Taymor city of Shadar-Ghan). The Thyatians of the northern continent were effectively a client-state of the Nithian Empire, much in the same manner as were several Traldar cities and states further to the west and on the Isle of Dawn (the city of Trikelios on the Isle of Dawn still maintains many Traldar traditions, as do many peoples of the Alatian Isles).

Meanwhile, on Davania, the Milenian City States had begun a series of three great wars, called the Metropolitan Wars; the city states fought over trade routes, religion, wealth and pure power. Warfare continued intermittently from 760 BC through 460 BC, though there are three points that are identified as "Wars"; the first was centered on the year 730 BC, and is known as the First Metropolitan War. The major aggressor of this war, as in the other wars, was the City State of Hattios, which firmly consolidated its grip on the Hattian clans and intruded into Milenian territories, setting off a chain reaction of battles and raids.

Continued...

Subj: Classical Hattians pt 3

Date: 9/29/96 1:08:54 PM

From: Mystaros

Posted on: America Online

The forces of Hattios again played a pivotal role in the Second Metropolitan war, which began in 680 BC. The Hattians crushed several smaller north-eastern Milenian city states and encroached into Thyatian territories (which heralded the beginning of the Thyatian migration en masse), a policy they would continue for the next 40 years. Also during this phase of the wars, the City State of Milenos, to the south and west, consolidated its grip on its neighboring city states and barbarian tribes. The years 662 through 637 BC saw the greatest migration to Brun on the part of the Thyatians; by 637 BC, the power of the Thyatians on Davania had been shattered, with the Hattians and the local tribes filling the vacuum.

Also during this era, the Milenian City States saw a weakening of the old Dynastic Monarchies and the emergence of the power of the Oligarchic Families. The continual wars, battles and raids weakened the power of the monarch at home, as he became more concerned with raiding his neighbors than with keeping his city working. Beginning in 600 BC, many of the city states overthrew their regents in favor of a citizens council, or Senate, made up of the most powerful families and their representatives. The Hattians thoroughly opposed the new Oligarchic City States, and allied themselves with the reaver bands which formed around the more active deposed monarchs (many of the modern Free Companies of mercenaries now active on Davania trace their beginnings to this "Royal Heritage").

The Third Metropolitan War of 560 through 545 BC was the major thrust of the Hattians against the Oligarchic City States; during this time they also encroached into Kerendan territory (the Kerendans had taken up much of the Thyatians coastal territory; though they were excellent seafarers, they never attained the reputation that the Thyatians had; Vanya, now Patron Immortal of the Thyatian Empire, was born in a small Kerendan village in 560 BC). Though the Hattians had some early successes against the Oligarchic City States, they were soon brought to a stalemate, then later to a holding action against the other cities; to compensate for the loss of revenues from raids on the other city states, the Hattians stepped up their raids on the Kerendans.

From 554 through 530 BC, the Kerendans migrated en masse to the northern continent, to the forested plains found west of

their cousins, the Thyatians. The Kerendans of Brun absorbed the native Traldar population (from the decimated Traldar Kingdom of Karameisios, which had declared its independence from the Nithian Empire only to be utterly destroyed, though the latter-day Dukes of Karameikos claimed descent from the royal line).

Continued...

Subj: Classical Hattians pt 4/End

Date: 9/29/96 1:23:21 PM

From: Mystaros

Posted on: America Online

On Davania, the Hattians had moved in on the abandoned Kerendan territories and now dominated the north-eastern section of the continent (from the hills bordering the Meghala Kimata Plains in the south to the Sea of Dread in the north; and from the mysterious Kingdom of Emerond in the west to the river bordering the Manacapuru and Bogdashkan tribes in the east). The Hattians dominated the remaining tribes (ancestors of the modern Hinterlanders and the Manacapuru) as well as several Milenian city states. Their concept of "racial purity", however, had kept their forces overextended, as they would only hire Free Companies descended from Royal Lines; this meant that their forces were drawn thin over their territories, and their purse was always lean, as the Free Companies did not come cheap.

By 510 BC, Hattios was the only remaining Dynastic City State; almost all the other Oligarchic City States formed an alliance lead by the City State of Milenos, with the express purpose of destruction of the Hattian Threat. The Final War of the Nithian Civil War intervened, however, and the Immortals spent many long weeks during 500 BC eliminating the very memory of Nithia from the face of Mystara as well as from peoples minds.

Also in the year 500 BC, the Cult of the Grey Lady first made an appearance in the City State of Hattios, and her worship quickly spread among the disaffected in Hattios (which included many junior members of the military and lower classes; even the young King Hattias himself became a member after an extremely strong vision of the destruction of Hattios). On the sly, King Hattias began to prepare for the worst, and inspired by his vision, he had a secret fleet built on the shores of the Sea of Dread.

The power vacuum left by the Nithians was a boon not only to the Alpathians, but also to the Adakkians, a martial people to the south and west of the Milenians. With the threat of Nithian intervention no longer hanging over their heads (let alone even the memory of such), the Adakkians threw a huge army in the direction of the Milenian City States in order to extend their sphere of influence. Unfortunately for the Adakkians, the allied Milenian City States were far more united than Adakkian intelligence had been lead to believe.

In 490 BC the forces of the City State of Milenos and her allies destroyed the Adakkian army at the Battle of Meghalia Flats; the Tyrant of Milenos ("Tyrant" being the title of the elected leader of a city state), Androsar, lead the Milenian City States in their victory, and he was the force behind the formal creation of the Milenian League. The League then turned its forces toward the destruction of the City State of Hattios, and in 480 BC, the City State of Hattios was razed after 10 years of vicious war; Androsar himself (then 40 years old) slew King Hattar on the steps of the Hattian Royal Palace. The power of the Hattians destroyed, and the city itself razed, King Hattias lead his remaining peoples (mostly followers of the Grey Lady) to the shore of the Sea of Dread, where they took ship to the north, to settle on the continent of Brun...

Thus ends the tale of the Classical Hattians in their ancient Kingdom of Old Hattias...

Let me know what you all think so far!

Next I would like to post the history of the Hattians on Brun, including the formation of the New Hattian Kingdom; the evolution of the Hattian Temple of War (and the resurgence of the faction worshipping Ares); the Thyatian Conquest of Hattias; the Von Stregger Dynasty of Emperors (157 through 255 AC); the Cursed Thirteen Emperors and Brunhilda the Enchantress (255 through 267 AC), the Hattian Rebellion of 313 AC (led by the insane son of Brunhilda, Karolinus I Von Stregger); the Schism of the Hattian Temple of War; the formation of the Storm Soldiers; the rise of the Order of the White Drake and it's fall; and the rise to power of Count Heinrich Oesterhaus...

Mystaros

Subj: Re:Classical Hattians
Date: 9/29/96 1:38:48 PM
From: MF1234
Posted on: America Online

Excellent work, Mystaros. were you a history major in College? You strike me as one. Your ideas sound great, but I would like some information on the von Hendriks family as well.

Thomas

P.S. Weren't you going to do some reports on other histories, such as those you mentioned at the end of M.B.Log #2.

Subj: Hey Bruce

Date: 9/29/96 4:07:20 PM

From: AMALDIS

Posted on: America Online

Hey Bruce, is it better if I ask you questions here instead of in emails?

-Amaldis

Subj: Re:Classical Hattians

Date: 9/29/96 4:25:20 PM

From: Mystaros

Posted on: America Online

<<Excellent work, Mystaros.>>

Thanks!

<< were you a history major in College?>>

Anthropology/Humanities double major, actually, with emphasis on cultural evolution and the classics...

<<Your ideas sound great, but I would like some information on the von Hendriks family as well.>>

Don't worry about the Von Hendricks... they will be found in the more recent histories of the Hattian people (they are actually a cadet branch of the great Von Stregger clan. Ludwig's direct ancestor, Adolphus II Von Stregger, was for a very brief time Emperor of Thyatis in 266 AC, during the very short period that he caught Brunhilda the Enchantress's fancy, though the Von Hendricks are not descended from Brunhilda)...

<< P.S. Weren't you going to do some reports on other histories, such as those you mentioned at the end of M.B.Log #2.>>

Please refresh my memory as to who I was going to be dealing with at that time; other things came up, and I don't remember who I mentioned...

Thanks again for the compliment!

Mystaros, eagerly awaiting critique...

Subj: Re:Classical Hattians
Date: 9/29/96 4:42:15 PM
From: AMALDIS
Posted on: America Online

First, I loved the explanation of the 'real' reason Milenia avoided the coasts. While I like the indepth look at the three tribes, I am confused by the apparent weakness in Nithia and Milenia. How could such mighty empires be so greatly affected by primitive tribes? I had the impression that the Hattian, Kerendan, and Thyatian peoples were relatively primitive and were therefore known as 'tribes'. I don't have any hard facts to contradict you with, but your history leaves me with the feeling that the Milenian and Nithian Empires were never as glorious and mighty as I had thought. I liked the thought that Nithia was an almighty empire that only could be taken down by the Immortals. I also liked to think that Milenia was a mighty empire that was virtually unopposed until its decline. The three tribes in your history seemed to be making more of a strategic retreat or a colonization attempt of Brun rather than the picture I had of the three tribes fleeing. I had thought of a rather primitive group that was most advanced in shipbuilding and sailing. This primitive group of tribes was fleeing for their very lives, across the ocean to a land south of a decadent empire. I look forward to the next installment, and I think you did a good job, despite what it may seem I'm saying.

-Amaldis

Subj: Re:Classical Hattians
Date: 9/29/96 4:55:25 PM
From: MF1234
Posted on: America Online

I cannot seem to find the information, myself. I believe that one was a history of the Gabronius dynasty of Thyatis. I'll keep looking.

Subj: Re:Hollow World(Amaldis)
Date: 9/29/96 6:43:10 PM
From: Duncan TKD

Posted on: America Online

We don't know that they won't release the hollow world out on the internet now do we.

Ducan TKD

Subj: Re:Immortals vs, Gods

Date: 9/29/96 10:14:09 PM

From: RLaRue

Posted on: America Online

Excellent questions! Since I haven't set the timeline in stone yet, there is no reason to change who moved the Nucleus of the Spheres. The movement and alteration could just have been that particular Old One's test for his followers; to master the secrets of the Radiance. But it was too hard and none of his followers pulled it off before the great exodus of Old Ones. Some time after moving it, the Old Ones depart.

I have also begun to think that maybe the Old Ones had Immortals all along, as helpers and messengers. Not all of them had one, but a few. When they began to think about leaving, the rest started to recruit some of their own. Maybe, at some point, there was some kind of battle between the Old One's Immortal servants over who would act in their Old One's name. This battle killed most of the 1st generation Immortals off, and left the rest so badly wounded that they had no choice to recruit more Immortals to help them. I don't know yet, but I'll let you know.

As for the Rad incident in 1009, that is a good question. I hadn't gotten that far. Of the top of my head there are two possibilities.

1) The Being who drags Rad away is the Forgotten One, the only Immortal who still knows what their real purpose is. So angered by the events of WotI, he comes and says "You've failed to understand the nature of your privilege, Immortals. You should take better care of those from whom you've risen, and from whom you draw that which allows you to exist. Only then will you know who We are." In this case the "We" is inclusive, and he cryptically refers to the Immortals true origins. Awed by this mysterious creature, Ixion falsely believes him to be an Old One, thinking the "We" to mean "We the Old Ones". The Forgotten One intended to remind his fellow Immortals of what their purpose is, unaware of the fact that they have completely no idea of their true origins or purpose. This possibility does conflict with the adventure Mark of Amber, but I have to re-read it before making any intelligent suggestions on how to incorporate it without completely ignoring it.

2) It really was an Old One, who runs home to tell his fellow Old Ones just what's going on back on Mystara. This is part of what draws them back so the fun can begin :)

Obviously the creators intended for the "Dark creature" to be one of the Old Ones as it states in Mark of Amber, but with a little creativity it can be taken beyond.

Rick

Subj: Re:Hollow World
Date: 9/30/96 10:14:12 AM
From: Zeiram666
Posted on: America Online

So... I guess an Alpathia sourcebook is out of the question....?

Zeiram, who doesn't know when to give up

Subj: Re:Hey Bruce
Date: 9/30/96 1:59:36 PM
From: TSR Bruce
Posted on: America Online

<<Hey Bruce, is it better if I ask you questions here instead of in emails?>>

That's probably a good idea. I've been swamped with e-Mail lately. :)

Bruce Heard

Subj: Re:Hollow World
Date: 9/30/96 3:38:14 PM
From: AMALDIS
Posted on: America Online

It's possible someone might do one for the Net Book. Maybe that someone is you.(I prefer to mess with the outer world. It seems more alive to me).

-Amaldis

Subj: On Almanacs

Date: 9/30/96 4:22:02 PM
From: MMonagle
Posted on: America Online

A few people have been bringing it up, so I will mention it again--I'm working on reviving the almanac series (among other things). I intend to start with AC1013 and write it in the form that the Poor Wizard's Almanacs were written. I'm redoing 1013 because I wanted to cover the Hollow World and go more into depth on certain events that occur that year. I will upload this (AC1013) and AC1014 this December. For the most part, they will be an update on current events but I am trying to toss in a few goodies as well. For now, AC1014 will have a list of all material for the D&D/Mystara, Hollow World, and Red Steel. This will include Dragon and Dungeon articles. I do not have many Polyhedrons though so if someone who has a complete (or almost complete collection) can send me a list of D&D articles that appear in this magazine, I will be glad to include it.

I would also like to make a point: this work is not going to be officially recognized by TSR (it will be my view of Mystara). I will try to stay loyal to what's been done but I do plan to have events occur that will bring changes. It would be impossible for me to write an almanac that would please everybody so please bear in mind that what's occurring is what I've come up with. I do plan to support what I've written with other material though. I am also working on a gazetteer for the Heldannic Territories. I think that this is a land that holds a lot of promise for adventure and I've always wanted to see more on it so I'm doing it myself.

In the mean time, could someone please send me as complete a list of D&D articles in Polyhedron. I would really like to have this included as well.

MMonagle

Subj: Re:Mood Music?
Date: 9/30/96 5:04:12 PM
From: Anodaewyn1
Posted on: America Online

I've found that some of the classical guitarists (pardon my not knowing the names of any) Have worked great as far as the party being in any inn, or any sound effect cd's. Like thunderstorms, or streams or rivers... I think ya get the general idea. :)

Anodaewyn

Subj: Re:Hollow World(Amaldis)
Date: 9/30/96 9:15:59 PM
From: MF1234
Posted on: America Online

That's up to Bruce.

Subj: Re:Hollow World
Date: 9/30/96 9:17:42 PM
From: MF1234
Posted on: America Online

Maybe we can make it ourselves. I think we could get help from all of the Alpatia enthusiasts out there

Subj: Re:Hollow World
Date: 10/1/96 8:45:13 AM
From: Zeiram666
Posted on: America Online

First step: pick up dawn of the emperors. Even though Wrath of the Immortals messed-up most of the information in it, there's still enough basic data in there to make it worthwhile.

Zeiram, who's copy of Dawn looks like it went through some kind of machine

Subj: Re:Hollow World
Date: 10/1/96 7:31:32 PM
From: MF1234
Posted on: America Online

I agree. I don't have the product, myself, but that would be an excellent source. Additional information should be given on Neathrum. A timeline is good and expected. With a scanner and TSR's permission, we could have a whole new on-line product. I believe more individuality should present when discussing the kings of each nation-state as well as some information on Zandor. I'll help you when I can. How many products do you have that can help us. Are you interested in this project?

Subj: Re:Hollow World
Date: 10/1/96 8:29:48 PM
From: AMALDIS
Posted on: America Online

I believe scanning and transmitting copyrighted products is illegal without the copyright owner's permission. You'll have to ask TSR Inc if you really want to do that, and he'll probably have to ask someone above him(if he doesn't say no outright).

-Amaldis

Subj: Slow
Date: 10/1/96 8:30:23 PM
From: AMALDIS
Posted on: America Online

What happened? Why is this folder suddenly going at a snail's pace?

-Amaldis

Subj: Recent Uploads
Date: 10/1/96 9:24:04 PM
From: RGould63
Posted on: America Online

If anyone is interested, there are two Mystara-based files now available for downloading. In "Treasures ..." is Alymer's Codex - a list of alchemical concoctions from a Glantrian alchemist. In "Races, Kits ..." is Wise Women - The Viss a wizard kit based on the NPC class introduced in GAZ 7. I like to use these things in my campaign and hope they will be used in yours. Comments and questions welcomed. The Author.

Subj: New Maps
Date: 10/1/96 9:30:01 PM
From: TYGHOCK
Posted on: America Online

Slow, eh? Maybe this will perk some conversation.....

For our Heretic World, campaigns sometimes expand to areas not mapped, or mapped in less detail, on Mystara. To accomodate, we take snippets of info from existing maps and expand them to a full one. Likewise, if only a 24 mile per hex map exists, we break it down to 8 mile hexes. Our first attempts are crude, but we can get some detail to undetailed areas.

Would anyone have an interest in these maps? I can produce them in color BMP format, which is good on pretty much any Windows PC. Since they would be "non-canonical", people could do with them what they wish.

Currently, we are just about done on a five map set of Norworld. Because it's a wargames campaign, I admit it lacks interesting magical places (no "Wailing Waterfall of Wingraap", or "Lake of the

Queen's Tears"), but hey, they'd be yours to change. I've already been sharing the info with some on line Mystara fans.

Any takers? Comments? Flames? :)

Subj: The truth from Monte
Date: 10/1/96 9:44:28 PM
From: AMALDIS
Posted on: America Online

Hear ye, Hear ye. I have talked to Monte Cooke, and learned many things. A big book of Mystaran lore WAS made by Jeff Grubb, but TSR decided that new players(of whom almost none played Mystara) couldn't 'handle' it. Also, it was decided that nosferatu were out(personally I greatly dislike this decision). Apparently Mark of Amber was written well before Glantri, and the Nucleus does drain from magic. What is my response to all of this? Well, I think that all of those decisions were not good ones. Without a world book, who wants to play in a world? I liked nosferatu, and if the Nucleus still draining from magic then the Wrath of Immortals was a big war that solved nothing. But here is the good news out of this:a big book of Mystara was made. Perhaps we could get Sean to upload it. I hereby ask all of you to politely ask Sean to do so(beg, plead, but don't upset him).

-Amaldis

Subj: Re:The truth from Monte
Date: 10/2/96 6:04:23 AM
From: Alad3
Posted on: America Online

PLEASE, SEAN, PLEASE!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Alad3

Subj: Re:New Maps
Date: 10/2/96 8:11:36 AM
From: MF1234
Posted on: America Online

If you're selling, we'll take two of everything.

Subj: Re:The truth from Monte

Date: 10/2/96 8:15:44 AM
From: MF1234
Posted on: America Online

Sean my good man,

On behalf of Mystara lover's everywhere, we would be most grateful if you would be so kind as to download this wonderful sourcebook. We here at the Mystara message board would be ever so grateful if you were to render such a wonderful service unto us.

-Thomas

Subj: Re:The truth from Monte
Date: 10/2/96 9:40:32 AM
From: RJNuttman
Posted on: America Online

:::::prostrating himself before Sean:::::

I'd like to second everything that MF1234 had to say. The Oddessey line was intended to breathe life into the discontinued worlds, and get out some of that "extra" material. What better boon could TSR do for it's loyal followers? (I mean *aside* from resurrecting the Mystara line!)

I realize that you're probably overworked as it is, Sean, but.... I for one would deeply and sincerely appreciate the effort that you and/or anyone else there could put in to launch this sourcebook for us.

Just think: this task could well put you on the road to Immortality....

RJN, who is seriously consideing doing the "puppy-dog eyes" thing....

Subj: Re:The truth from Monte
Date: 10/2/96 10:00:24 AM
From: Zeiram666
Posted on: America Online

God knows I played Mystara for 6-something years before I switched to AD&D. I love the set, if only for nostalgia value.

And no Nosferatu? No world book? Newcomers couldn't handle it? The reason sales were low was because the only people buying the sets were people like US who originally played it in D&D...

Zeiram

Subj: Re:The truth from Monte
Date: 10/2/96 10:25:28 AM
From: TSR Bruce
Posted on: America Online

A word about *The Truth*.

The group that was in charge of developing Mystara for AD&D had to make some decisions because of the marketing direction they were given. That led Monte to eventually ignore what was published in the original Mystara, such as apparently nosferatus and the fact the Nucleus drains its strength from the entropy. I'm not going to debate the validity of these decisions here, but basically this leaves established Mystara-gamers with two options. Either you decide to follow the "modified" setting described in the AD&D version, or you stick with the long-established original version. Obviously they are not the same, and they don't match anymore. In this case, where you look from really determines *The Truth*.

Bruce Heard
(Always eager to confuse)

Subj: Mystery Manuscript
Date: 10/2/96 12:48:38 PM
From: TSR Bruce
Posted on: America Online

I have a printout of Jeff's original first draft for the *World of Mystara*. I haven't located the computer files yet however. The basic problem remains here. Should it be released electronically (not sure if that's OK yet), you'd still end up with a *streamlined* version of the original world of Mystara. There will be information missing or conflicting with the original setting. Here again, you'll have to take some and leave some.

The manuscript on my table break down more or less as follows:

A quick intro to Mystara
Character Kits (specific to AD&D game)
Spell Listing
Proficiencies
Languages (new background stuff here, interesting)
The Lands

Roughly covering each nation from Thyatis to Sind at a rate of 3-10 pages for each. They provide: an Overview, the Lay of the Land, People & Languages, History, Ruling Class,

Magic-use, Faiths & Philosophies, Cities, Adventuring, more kits and other tidbits specific to the local realm.

The manuscript stops here, rather abruptly, since this is probably where the project was interrupted. Judging from the intro, there didn't seem to be much more to be included. There was neither mention of the Hollow World (another quiet casualty of the aforementioned *streamlining*), nor of Myoshima, outer-space, the Savage Coast, etc. That's all I have. The pages are not numbered and I live in fear of dropping the pile of sheets on the floor. That would be bad... :)

Bruce Heard

Subj: Re:The truth from Monte
Date: 10/2/96 1:51:48 PM
From: Joe G K
Posted on: America Online

I agree that the main problem for the AD&D version of Mystara, was lack of focus in that there was no world, just two expensive boxed sets aimed at a newer generation of player. So, count me in on the people who want to see that material updated. JGK

Subj: Religion
Date: 10/2/96 5:29:19 PM
From: TYGHOCK
Posted on: America Online

For those with a passing interest in how Heretic World handles religion in our mock Renaissance setting, see my post under the Savage Coast. :)

Subj: Re:Mystery Manuscript
Date: 10/2/96 7:27:24 PM
From: Nellisir
Posted on: America Online

<< That's all I have. The pages are not numbered and I live in fear of dropping the pile of sheets on the floor. That would be bad... :)>>

Three-hole punch 'em and stick them all in a binder. (in order). Of course, this could eventually mean alot of folders... (I just had to get a bigger GH binder, and I'm not half done printing out GH's Best, Ivid, or even the OJs...<g>)

Nell.

Who may eventually look over the back folders of Mystara and see if there's enough stuff for a Best of Mystara compendium. :)

Subj: Re:Mystery Manuscript

Date: 10/2/96 9:20:44 PM

From: TSR Bruce

Posted on: America Online

<<Three-hole punch 'em and stick them all in a binder.>>

Organization? Order? Hmm, you should see my office at work. Jeff's manuscript now sits between my CDs and a pile of schedules, where my battlebeasts used to stand guard. I can now go to sleep, reassured Jeff's stuff is safe and sound with its mighty plastic sentinels! :)

Bruce Heard

Subj: Thank you and please

Date: 10/3/96 12:11:05 AM

From: Kaviyd

Posted on: America Online

Thank you -- for the Savage Coast Monstrous Compendium. I liked what I saw in the RTF version but, since my available RTF readers are less than ideal, I am glad to see the text version out so quickly. From what I saw in a quick skim, there seem to be some great monsters in there.

Please -- do upload that Mystara overview. Who cares if it has inconsistencies? -- resolving them will provide a lot of fun for the nitpickers among us. I am definitely looking forward to seeing this summary of Mystara.

Subj: Re:Recent Uploads

Date: 10/3/96 4:09:21 PM

From: AMALDIS

Posted on: America Online

The alchemy one was good. I didn't like the wisewoman one, but I am not a very big fan of kits anyway.

-Amaldis

Subj: Re:The truth from Monte
Date: 10/3/96 9:29:11 PM
From: Duncan TKD
Posted on: America Online

Sean if you uploaded it we will elivate you to immortal status. :)

Subj: Hattians (Amaldisidid)
Date: 10/4/96 10:36:32 AM
From: Mystaros
Posted on: America Online

<<While I like the indepth look at the three tribes, I am confused by the apparent weakness in Nithia and Milenia. How could such mighty empires be so greatly affected by primitive tribes? I had the impression that the Hattian, Kerendan, and Thyatian peoples were relatively primitive and were therefore known as 'tribes'. I don't have any hard facts to contradict you with, but your history leaves me with the feeling that the Milenian and Nithian Empires were never as glorious and mighty as I had thought.>>

The way that you understood the origin and nature of the Southern Antalian Tribes (Thyatians, Kerendans and Hattians) is due, I feel, to the lack of development of the historical evolution of Mystaran cultures and states found in the "Canonical" histories of the gazeteers. When, for example, the source materials states that the Milenian Empire was founded by the surviving followers of King Milen, it does seem as though an empire grew up overnight and forced itself on the surrounding nations and tribes; this is, of course, a fallacy. To use an ancient cliché, "Rome wasn't built in a day". Nor were the empires you mentioned (nor any other Mystaran or RW state or culture) always as powerful as they were at their height.

In 1000 BC, Nithia was, in fact, at what was perceived to be the apex of her power; but Nithia, too, would pass. By 900 BC, the power of the various Nithian Colonial Kingdoms had grown vis a vis the power of the Pharaoh, and cultural rot had set in throughout the Empire (aided and abetted by Thanatos and his minions, which included at least Set and Ares/Orcus at the time). The Southern Kingdoms were destroyed in the "opening shots" of the 300 year long Nithian Civil War (utterly destroyed, mind you; the few survivors reverted to the stone age). This, in 800 BC, allowed the various Milenian City States to wax in power; it also allowed the three Great Tribes to grow (the term "Tribe", by the way, can mean anything from a group of stone age peoples living in the jungles of Borneo to a group of "modern" peoples who identify with one another culturally; the wars of the

former state of Yugoslavia are, in fact, "Tribal Wars" just as thoroughly as those of Rwanda and Central Africa, or even the Yanomamo of South America).

Anyway, by 650 BC, the mid-period of the Thyatian Exodus, the Thyatians had reached a moderate level of cultural sophistication, and the Nithians to the north had achieved a new depth of decay; remember, in my history, the Thyatians were in fact *welcome* by the Nithians, as they were used as mercenaries in the Nithian Civil War. The Milenians on Davania were yet to achieve their Imperial Glory (in my history, the first Milenian Emperor, Androsar, would not be crowned until 460 BC, after which the Empire would enjoy 200+ years of dominance on Davania, followed by a 200 year decay; not too shabby considering our own RW republic of the US of A is only some 200 years old).

The main point of my little post is that cultures, RW or Mystaran, EVOLVE. They will have their "primitive" beginning; they will have a (perhaps) glorious middle "Imperial" period, and then they will end, or evolve (either quick and dirty, like the Thonians and Alphatians, or long and messy, like the Nithians and Milenians). I would suggest that anyone interested in reading up on the evolution of cultures, vis a vis the Thyatians, Milenians etc, should read up on the following cultures:

Thyatian = Romano-Byzantine (try the Aeneid of Virgil; Machiavellis "The Prince" is required reading; even Geoffrey of Monmouths "The History of the Kings of Britain" is useful, esp.the section dealing with Brutus and the Trojans)

Milenians/Classical Hattians = Classical Greeks (Thucydides History of the Peloponnesian War; any history about Alexander of Macedon)

Traldar = Achaean Greeks (the Iliad and the Odyssey come highly recommended)

Mystaros

PS: would anyone be interested in my posting my history of the Modern Hattians? Replies to my earlier post have been light

Subj: Hattians (Amaldis)

Date: 10/4/96 10:38:14 AM

From: Mystaros

Posted on: America Online

Whoops! Sorry about misspelling your name in the Subject header, Amaldis!

Mystaros

Subj: Religious Origins

Date: 10/4/96 12:41:12 PM

From: TYGHOCK

Posted on: America Online

Hey, Mystalos! I saw a reference to "Ruthinian" and I liked the name so much that I'm stealing it for my infant "Protestant" faith in Vestland. :) Could you give me some details on what it is historically in Mystalos? I can't find any references in the Gazetteers.

Thanks.

Subj: Re:Hattians (Amaldis)

Date: 10/4/96 4:06:49 PM

From: AMALDIS

Posted on: America Online

On your suggested readings, I would suggest against the "Aeneid." Virgil himself asked that it be burned upon his death because he knew it wasn't good(I personally feel it's as boring as ancient literature gets), but no one listened to him, and somehow it has come to be known as a 'great work'. "The Prince" wasn't based upon Imperial Rome, but more upon the exploits of Cesare Borgia(nephew of one of the most venal men to ever live, who just happened to be pope at the time) as he conquered the Romagna region, however it is excellent for any type of treacherous society.

-Amaldis

Subj: Re:Hattians (Amaldis)

Date: 10/4/96 9:12:08 PM

From: MF1234

Posted on: America Online

Mystalos,

If you're selling, I'll take two of everything.

Subj: Ruthinians, Part 1

Date: 10/5/96 12:25:51 AM

From: Mystalos

Posted on: America Online

The Ruthinian Faith is (as of 1000 AC in my campaign) still a dream in the mind of a priest of Solarios (Ixion), one named Rufinio diAmbrosi, an Amancerian of the Shadow Coast. Rufinio believes in a more structured, Lawful based faith than the more Neutral-oriented Temple of Solarios of Thyatis, of which he used to be a member. He has been much affected by the dogma upon which the Temple of the Sun in Narvaez (Savage Coast) is based, though he is much gentler than the proponents of that faith. His differences of faith caused him to have a falling out with his own

temple in 990 AC (at the age of 30); he then took to wandering and preaching his own faith throughout Thyatis and beyond. On the Isle of Dawn he became known as Ruthin (a corruption of Rufinio); he is making a good number of converts among the lesser nobility of the Dunael, Helska and Daumancer, and he has founded his own temple with their support (the nobility has begun to unite under the Ruthinian Faith as a means to unite against the Thyatians and Alphatians, whom they all see as interlopers).

The Ruthinian Faith, at the time of Ruthin's "Ascension" (in 1040 AC), will be firmly based among the nobility of the Isle of Dawn and will have spread to the nobility of other regions, including the Northern Reaches and the (then) remains of the Thyatian Empire. In form the Ruthinian Faith will have much in common with the Church of Karameikos (and will, in fact, be its major competitor in the Thyatian City States), in that it does not directly revere any one single Immortal; the major "Patron Immortal" of the Faith will be Solarios (the Patron of the new Immortal Ruthin); Vanya will also be a major influence, as will Forsetta, the Patron Immortal of the Helska and of Justice; and Finnegar, the Patron Immortal of the Dunael.

The focus of the Ruthinian Faith will be on Macro- Theological standings (concepts of Sin and Redemption, Following the Good Path, etc etc); mostly, however, it will be used as a vehicle for members of the faithful (mostly nobility) to validate their position in society, as it will be an Article of Faith among the Ruthinians that one's place in society is ordained by the Immortals; however, it will also be an Article of Faith that only the "Truly Noble" may rule (as in the concept of "Mandate from Heaven", if rebel nobles won their revolution, obviously the deposed rulers were not "meant" to rule). Hence, there is plenty of room for revolution and intrigue amongst the nobility and even amongst the nobility vis a vis the commoners.

Continued...

Subj: Ruthinians, Part 2/End

Date: 10/5/96 12:34:09 AM

From: Mystaros

Posted on: America Online

At the time of the Ascension of Ruthin, the Kingdom of Vestland will be in a state of civil war; the last of the primary line of King Ottar the Just will have been killed in battle with the Ostlanders; the Vestlander Jarls will battle with one another for supremacy; the Ostlander King will claim the Vestland Throne; and the Ethengar, Trolls and Heldannic Knights would take the opportunity to raid and pillage the countryside. Into this chaos will go Hamund, a Vestlander Disciple of Ruthin who founds a Ruthinian Monastery in Vestland in 1030 AC. Abhorring the chaos about him, Hamund would set his faith in the Way of Ruthin and seek out a man who was "Truly Noble"; he would find Gunnar Hrolfson, the youngest son of the Jarl of Norrland. Gunnar will have already been converted to the Ruthinian Faith by his Daumancer mother (against the wishes of his Pagan father).

Together, young Gunnar and Hamund would reunite Vestland under Gunnar's leadership (by Right of Might). In 1050 AC Gunnar will be crowned High King of Vestland in a solemn ceremony by

the First Patriarch of Ruthin, Hamund, at the Ruthinian Monastery in Vestland. Vestland would become the first ostensible Ruthinian Kingdom, though most of the common folk would remain faithful to Frey and Freya; disgruntled nobles will turn to the "Old Gods", mostly Loki and Hel, in order to regain their power. The power of the clans will wane as the kingdom enters a more "civilized" era of enlightenment, under the rulership of the High Kings and their nobles, advised by the Priests of Ruthin and guided by the power of the Sorona...

Note: The Ruthinian Faith was first introduced in the module X13, "Crown of Ancient Glory", by Stephen Bourne; I have changed the names of the High King and the First Patriarch to fit into the definitively Norse feel of the Northern Reaches as established in GAZ 7 (Hamund = Haymin, Gunnar = Gendar). The sketch of the history of the faith, and it's teachings are my own. Also note that in X13, the High Kings have ruled for "centuries", but as that didn't really fit in too well with established Known World history, I moved the death of High King Maramet back to 1250 AC, rather than 1150 AC as proposed in GAZ 7.

Thus, TY, the Ruthinians would fit in quite well as a "Protestant" form of faith (even in thair belief system, in some ways), esp. as it is only a growing faith as of 1000 AC through ~ 1050 AC, when the nobility and royalty of Vestland become openly Ruthinian...

Mystaros

Subj: Re:Ruthinians
Date: 10/5/96 5:04:41 PM
From: MF1234
Posted on: America Online

A pity the religion is protestant (Lutheran-more likely.) I was hoping for a Roman Catholic-like faith. Maybe that would be the Church of Karamaikos. Read my views on the SC board for more information.

"Roman'Irish' Catholic" Thomas Forsyth

Subj: Re:Ruthinians
Date: 10/6/96 9:09:11 PM
From: MF1234
Posted on: America Online

Any more upcoming comments? No one has responded all day. Mystara is not far from MB#5. Let's keep it up.

Subj: Thunder Rift
Date: 10/6/96 9:58:05 PM

From: Joe G K
Posted on: America Online

Did this little world go anywhere in Mystara officialy, or was it simply a one shot world with some decent beginner modules? JGK

Subj: Re:Thunder Rift
Date: 10/6/96 10:28:23 PM
From: MF1234
Posted on: America Online

That's a good question. It has a portal to Karamaikos. Originally, I thought it was the unsettled part of the Isle of Dawn, but that was foolish. I'd make it a pocket dimension the size of Nightwail created by a council of Immortals for unknown reasons.

Subj: Re:Thunder Rift
Date: 10/7/96 8:54:31 AM
From: TSR Bruce
Posted on: America Online

<<Did this little world go anywhere in Mystara officialy, or was it simply a one shot world with some decent beginner modules?>>

That's about it.

Bruce Heard

Subj: Question of the Week
Date: 10/7/96 11:42:16 PM
From: MF1234
Posted on: America Online

TSR designed Thunder Rift that way, but Mystara is now ours. Here's my question of the week. What role do you feel Thunder Rift should play in Mystara? Are the people of the two worlds aware of each other? What Immortals do the people of Thunder Rift worship? Would it be a fun place to conquer? These are only a few of the questions to answer for the small task of giving your opinion on Thunder Rift. We're 133 posts from MB#5 and if we work on it, we could reach MB#5 before Halloween, in fact, before Monday. It takes a little work and some simple postings. Just write in your opinion on this question. You might think the question is stupid and you may want me banned from the message board. Please respond. We're too close to go snail mode now.

Subj: Re:Question of the Week

Date: 10/8/96 7:00:02 AM

From: AMALDIS

Posted on: America Online

Being that I have never seen anything on Thunder Rift, could someone explain what Thunder Rift is like?

-Amaldis

Subj: Thanegioth&Beyond

Date: 10/8/96 7:50:41 AM

From: AMALDIS

Posted on: America Online

Does anyone wonder what ever happened to the Thanegioth archipelago? According to the map in Dawn of the Emperors, there is a shipping route to the Thanegioth archipelago(in fact, I think it goes to the Isle of Dread). What does the Thanegioth Archipelago produce that the Pearl Islands and the Yavdlom Divinarchies do not? Maybe a trade in dinosaur hides has sprung up? Has anyone expanded the Thanegioth Archipelago beyond what was given in Isle of Dread?(And the tid bit given in the Sea People, in which it mentions a merrow kingdom in the warm waters surrounding the Archipelago) What is that long forgotten empire of kopru called? Was it completely destroyed, or is there now a kopru empire on some sweltering isle in the Hollow World?(Perhaps one of the Floating Continents?) This is one of the things that makes Mystara great, its beginnings in adventure modules. Sure, having a beginning in adventure modules means the world is going to be a chaotic and disorganized mess(which Mystara is, IMO), but I personally find that endearing, and stimulating to my imagination. The impression I get with Mystara is that I could throw down the Zambegizanta people(a subterranean race which travels in an underground riverbed to trade with various people on the surface and underground, descended from some Tangor half-elves) in caves beneath the Minrothad Guilds and not think that I had done anything contrary to the feel of Mystara. That can not be said of worlds like Birthright or Dragonlance. And, even though it could be said of Forgotten Realms and Greyhawk, it still would not feel exactly right to toss down a culture in those worlds(FR especially, GH to a lesser extent).

-Amaldis

P.S.Bruce, maybe you should start up question of the week again, things are going pretty slow.

Subj: Re:Thanegioth&Beyond

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

From: TSR Bruce
Posted on: America Online

<<P.S.Bruce, maybe you should start up question of the week again, things are going pretty slow.>>

I'll see if I can up with something soon... Come to think of it, I 've been playing around with Gombar and Suma'a (Arm of the Immortals) whith folks on the Internet. One of the questions that came up was: what do Gombar ships look like?

Bruce Heard

Subj: AC3 or AC5
Date: 10/8/96 3:48:36 PM
From: MMonagle
Posted on: America Online

I have a question about a TSR product that I'm hoping that someone from TSR can answer for me. It is about Dragon Tiles II: The Revenge of Rusak. I have this product and when I look at it, it is clearly labeled AC3. However, there was an AC3 printed before this module as well so apparently there is some discrepancy in what to number this module. Dragon Magazine had a large fold-out insert that listed everything they've published and it calls The Revenge of Rusak AC5. However, I have another product that is called AC5; it is titled Player Character Record Sheets and is simply a bunch of those sheets. I what to know what to call this module: AC3 or AC5?

I do not understand why it simply cannot be called AC3 (that's what it says on the cover). There happen to be two different M1 and M2 modules but this didn't seem to cause any renumbering problems (the list in Dragon shows them both). I've even been told that this module (The Revenge of Rusak) was briefly labeled AC8 and that is why there never was a module printed with the number AC8. Is this true?

I ask because I have been told by several people that this module is called AC5 but since I have this product and thus can actually see that it is labeled AC3, I think differently. I welcome any help on this matter.

Subj: Re:AC3 or AC5
Date: 10/8/96 4:32:13 PM
From: TSR Bruce
Posted on: America Online

<<I ask because I have been told by several people that this module is called AC5 but since I have this product and thus can actually see that it is labeled AC3, I think differently. I welcome any help on this matter.>>

I would call it... AC-Wrong! Obviously, there was a foul-up somewhere in the numbering, and everyone pretty much got it wrong from then on. At this point, it really does not matter whether you use AC3 or any other number. Just use the title to avoid the confusion. :)

Bruce Heard

Subj: Re:Thanegioth&Beyond

Date: 10/8/96 5:43:57 PM

From: TYGHOCK

Posted on: America Online

Heretic World stuff here.....

We used the Thanegioth Archipelago, but in a non-conventional way. Thyatis and the Minrothad Guilds (allied with Ierendi) fought a six year trade war for the Southern Trade routes. The bloody war was a stalemate, but Thyatis took over almost all Guild colonies/trading posts on the Isle of Dawn and points East. The Guilds won Ierendi's recognized freedom and complete control of the Western trade with Yavldom and beyond.

The trick card in this was the Thanegioth A. In our campaign, the Minrothad Guilds had trading posts/ supply ports there, and used this Southern route to avoid Thyatian blockades. In fact, the Guilds still secretly support some posts to the East in this way. We never campaigned on the Archipelago, but the possibility is there.

Subj: Re:Question of the Week

Date: 10/8/96 5:51:40 PM

From: Telrathin

Posted on: America Online

Thunder Rift would go nicely somewhere in Northern Karamaikos, in the mountains perhaps. They could have limited contact and trading with small villages in the area which would not draw too much attention to Thunder Rift itself, but still allow it contact with the outside world. As to which Immortals are worshipped, I would say the dwarves worship Kagyar, the elves worship IIsundal, and the most prominent human church is that of Halav, with some following of Ixion and Odin as well. There could be some underground cults of Hel and Thanatos, and some of the wizards could revere Khronus (I always thought of him as a patron of wizards as well as rulers). Since Thunder Rift is relatively small, it could fit in just about anywhere the DM wants, however.

Tel

Subj: Re:Question of the Week

Date: 10/8/96 7:11:09 PM

From: AMALDIS

Posted on: America Online

Maybe you didn't understand my question. What is Thunder Rift? I do not own any products about it, and am curious about it. Who created it, etc...?

-Amaldis

Subj: Re:Question of the Week

Date: 10/8/96 8:04:03 PM

From: Telrathin

Posted on: America Online

Thunder rift is a hidden valley some twelve miles long and seven miles wide. Mostly forested, but also much good farmland. In the south are swamps, as is a small area in the west. Thunder Rift was a beginner setting put out around 93 or so. In addition to all modules with the name Thunder Rift somewhere in them, I believe the Haunted Tower D&D boxed set that was put out a few years back also takes place in Thunder Rift. Thunder Rift has remained relatively isolated, and within have taken such classic (cliched?) battles as Elves vs. Dwarves, swords vs. sorcery, and the like. It's a neat little place that has a lot of stuff placed in a very small area, which is bound to lead to adventures :)

Tel

Subj: Werewolves

Date: 10/8/96 11:19:54 PM

From: Duncan TKD

Posted on: America Online

Do elves and dwarves of mystara still die if infected by this disease called Lycantrhopy?

Duncan TKD

Subj: Re:Werewolves

Date: 10/9/96 9:49:10 PM

From: MF1234

Posted on: America Online

It's your call. Creature Crucible 4 talks of elven were-tigers and there is a were-badger which is exclusively dwarven. I like humaniod lycanthropes personally.

Subj: Re:Question of the Week

Date: 10/10/96 8:48:55 AM

From: Alad3

Posted on: America Online

AMALDIS:

Thunder Rift was a small valley created for beginner's adventures, not set in any game world (you could actually say it's a game world itself). Then in the adventure "Escape from Thunder Rift" the adventurers leave Thunder Rift through a portal, and enter Mystara in Karamaikos. So, Thunder Rift is a tiny dimension parallel to Mystara, created to have players have adventures from levels 1-5 and "grow up" and enter Mystara (Later, of course Mystara became the Thunder Rift of AD&D. Weird!)

Subj: Comments?

Date: 10/10/96 5:22:48 PM

From: AMALDIS

Posted on: America Online

Does anyone have any comments about the Mystara Net Book? Was it good, bad, average, etc... What did you like/dislike about it.

-Amaldis

Subj: Re:Comments?

Date: 10/10/96 9:30:11 PM

From: MF1234

Posted on: America Online

I loved it. Of course, I got the sneak preview. Are you doing the same with the next book?

Subj: Re:Comments?

Date: 10/10/96 10:13:28 PM

From: AMALDIS

Posted on: America Online

NO SNEAK PREVIEWS OF FUTURE NET BOOKS!!!! That is all.

-Amaldis

Subj: Thanegioth & Beyond pt 1

Date: 10/13/96 9:32:37 AM

From: Mystaros

Posted on: America Online

Sincethe fall of the Milenian Empire over 1000 years ago, the Southern Continent has been little more than a myth to the people of Brun; the only real trade to the southern regions has been between Ochalea and the Pearl Islands via the route hugging the coast of the Isle of Dawn; thus, except for myth and legend, the Thanegioth Archipelago and Davania have been little known. Modern exploration of the Sea of Dread and beyond began in the late 600's, when the Kingdom of Ierendi and the Minrothad Guilds began competing in earnest (until this time, the Guilds had pretty much an exclusive on trade throughout the Sea of Dread; new opportunities in Sind and the development of the Ierendian Royal Navy helped fan the competition). The hold the Guilds held on eastern trade was quite firm, but trade to the west was another matter, and competition there was fierce (it is believed by some that the destruction of the Sindhi "Navy" in Jaibul in 726 AC was the combined effort of agents from Ierendi and the Guilds, though there is little proof). The end result is that trade to the west eventually became the domain of merchants from Ierendi, and trade to the east remained in the hands of the Guilds. The south, however, became a hotbed of competition, with the discovery (through contacts in Sind, Tanakumba and Ochalea) of the existence of advanced city states on the southern continent (long though to be at best only a land of savages and monsters). In 735 AC, Donatello "The Black" Matringle, last legitimate member of the Matringle line, disappeared on an expedition to Davania; many others followed, until the trade between the north and south once again became a steady trickle. In the process of exploration, Guildsmen found a path between the Abyss (the deepest, nastiest section of the Sea of Dread) and the Sargosso Sea (a section of "dead sea" in which current keeps ships from leaving; north and west of Ochalea, midway between that isle and Thyatis). Called the Strait of Dread, passing along the route was very dangerous; one false step and you'd be lost, possibly forever... one expedition that found it's way back after trailing off the the west of the Strait returned with reports of a chain of islands, rich in ivory, gold and gems, but riddled with strange monsters and savage natives (this was in the 850's). While the use of the Strait stepped up trade with the south on the part of the Guilds, it also opened up possibilities for the Thyatians, as well. Emperor Gabronius IV "The Conquerer" Tatriokanitas sponsored a number of expeditions to the Southern Continent, as well as several small colonies. His successor, Gabrionus V "The Erudite" did little to support these colonies; support they recieved came from private interests. Thincol I Torion, seeing potential in these lands, began an official Imperial Colonization Program in 988 AC. The Thanegioth Archipelago, still mostly unexplored, became a point to gather water and food; little exploration or settlement would be done, especially on the easternmost isle, as the natives and monsters were too powerful and the gains too little for the effort required to conquer the isles...

more in another post...

Subj: Zzzzzzzz.....

Date: 10/14/96 8:35:07 PM

From: AMALDIS

Posted on: America Online

Alright, here's my attempt to cast raise dead upon this decrepit folder. What type of cultures do you prefer in Mystara? The ones closely based upon real world cultures(most of them), or the ones that are more abstract(Aengmor, Shadow Elf territories, Wendar, Denagoth, Alphatia, Emerond, the Broken Lands, Grakhalia, the Merry Pirates, Ierendi, the Minrothad Guilds, Norworld, Oostdok, Serraine, the Hutaakans, and the Krugel Horde)? Does being closely based upon a real world culture make a culture more vibrant and real, or does it make it boring and lacking in imagination?

-Amaldis

P.S.I acknowledge the current state of this folder is in part due to my lack of participation in comparison to the past months. Sorry, but that is in the past. Let's bring back this folder.

Subj: Re:Zzzzzzzz.....

Date: 10/14/96 10:23:08 PM

From: MF1234

Posted on: America Online

My favorite lands are Glantri, Broken Lands, Hutaaka & Traldar Valley (B10), Thyatis, Serraine, Karamaikos, Darokin, and Minrothad. I agree with the folder problem. Mystaros has yet to post his second posting. We are waiting Mystaros. I might just e-mail him. It's high time we got MB#5. We have less than 120 posts to go. If I have to post them all, I will. End of October or bust.

Subj: Re:Zzzzzzzz.....

Date: 10/15/96 6:57:47 AM

From: Alad3

Posted on: America Online

Well, sorry i haven't posted much lately, but i was busy discussing with people on the Mystara mailing list (too bad we can't ask them all to come here). Now with my two favourite cultures being Glantri(based on a dozen different cultures) and the shadow elves (not based on anything) i think you can't say adapted or original cultures are better. As a DM however it is of course much easier to DM a game in an adapted culture.

Another Question for all of you. Should the destruction of Canolbarth forest change the climate of the Alaysian desert, and if so how?

Alad3

Subj: Re:Zzzzzzzz.....
Date: 10/15/96 9:30:26 AM
From: MF1234
Posted on: America Online

No. It shouldn't. I wonder how it would, myself. BTW, How do you subscribe to the Mystara mailing list?

Subj: Re:Zzzzzzzz.....
Date: 10/15/96 1:49:21 PM
From: RLaRue
Posted on: America Online

My favorites are Karameikos, Darokin, Aflheim (before it was taken over) and Rockhome. I just found a copy of the Minrothad Guilds, but haven't been able to read it yet so I can't really comment on it. Glantri and Alpathia don't light any fires for me, but as they say "What ever boats your float".

Rick

Subj: Traladarian Gypsies 1
Date: 10/15/96 1:50:08 PM
From: RLaRue
Posted on: America Online

Does anyone know of any references to Traladarian Gypsies? I've been playing with some ideas, but I don't remember any direct mention of a gypsy-like group wandering Karameikos. Considering the native Traladarian's resemblance to Gypsies (i.e. Dress and names etc.), you would think there would be a nomadic group as well as the settled farmers.

I get a picture of your typical gypsies, maybe one or two tribes, consisting of several clans. Each clan would be an extended family that travels together. Each clan would have a reputation for something different, like seers, healers, entertainers, thieves, storytellers etc. They would travel in caravans of horse drawn Vardos(sp?), with farm animals (goats, chickens, cows etc.) trailing behind. Each clan would be lead by the elders (the oldest male and female). Typically, the oldest female would be the clan's primary seer/diviner/healer. The elders would have the final say on all matters that effect the whole clan. They would arrange marriages between clans to form alliances and diffuse feuds (as well as keep the clans strong and healthy). A clan might consist of one set of

grandparents, one or two of their sons, their son's families and maybe their grandson's families. Typically, only unmarried daughters would still live with their blood relatives, going to live with their new clan upon marriage. Maybe a few clans operate barges along the larger rivers, transporting goods and people for a small fee and acting as river traders and guides.

cont

Subj: Traladarian Gypsies 2
Date: 10/15/96 1:50:42 PM
From: RLaRue
Posted on: America Online

PCs might be primarily thieves and bards, with pure fighters being rare. There would be several types of Gypsy kits for each class, providing appropriate skills and flavor. Maybe a specialty Gypsy Seer kit combining wizard and clerical divination spells and a Gypsy Healer Kit.

They would play the role of bards in Karamaikos, traveling from place to place, entertaining and spreading news and gossip. While in town, they would perform music, songs and dance, storytelling, fortune telling, healing, as well as do some trading. Secretly, they would act as spies for the remaining Traladarian Lords and maintain an information network between them.

Being freedom loving nomads with a strong history, they would resent the current government. Many would be convinced that Traladarian people should determine their own destiny. They would feel oppressed under the often harsh rule of the new Thyatian lords. Being generally a peaceful group, they would seek to embarrass these lords instead of hurt or kill, but never at the expense of their Traladarian brothers and sisters. Truly sinister acts by a Thyatian lord might bring serious retaliation and ultimately a Gypsy Curse. Removed only if he undoes whatever he did to earn their anger.

cont

Subj: Traladarian Gypsies 3
Date: 10/15/96 1:51:44 PM
From: RLaRue
Posted on: America Online

Obviously, they would be seen differently by different people. Those of Traladarian descent would see them at best as heroes and at worst as troublemakers. Those of Thyatian descent would see them as lawless thieves and con artists. The new mixed blood Karameikans might see them as a colorful remnant of the past, or dangerous and close-minded upstarts trying to destroy the new order. The church of Traladar would turn a blind eye to their various unsavory actions, while the Church of Karameikos and the Order of the Griffin would actively discriminate against them. Their relationship with the Cult of Halaav would be vague. While they might agree with the belief that King Halaav will one day return to raise the Traladarian people to new heights, they would disagree that King Stephen, a Thyatian conqueror, is Halaav reborn. Local elves might see them as kindred spirits, ignoring their less honorable tendencies and enjoying their love of life and freedom.

Officially citizens, many Thyatian Lords might barely tolerate them in their lands, and from time to time declare them outlaws and thieves for real or imagined crimes. Since most people know little about them, they might mistake them as a single group, instead of several independent clans. So the actions of one clan might cause trouble for the others. In many cases, problems occurring after a visit from gypsies are blamed on them, regardless of their guilt. For example, a farmer's cow dies the day after a gypsy caravan passes through town. Superstitious townsfolk may blame the sudden death on a gypsy curse.

Several clans might travel outside of Karameikos, to Darokin, the Five Shires and Rockhome. They would see the Darokin merchant's strict mercantile ethics to be humorous, perfect for taking advantage of. The Hinn of the Five Shires would enjoy their visits, seeing them as mysterious and interesting. Their sheriffs might not agree, keeping a close watch on the light fingered nomads. The dwarves of Rockhome would dislike their larcenous reputation, but enjoy the chance to trade for colorful trinkets. Few clans ever venture into Thyatis or farther north than Darokin.

Cont

Subj: Traladarian Gypsies 4
Date: 10/15/96 1:52:13 PM
From: RLaRue
Posted on: America Online

They trade for EVERYTHING, preferring goods, services, trinkets and services over Royals and Cronas. They often accept promises for later services in place of immediate payment. They interpret promises literally, so care must be taken on the exact wording. Everyone knows that crossing a gypsy is foolish. Many stories told to frighten children, tell of a broken promise to a gypsy and the terrible consequences. The most common stories tell of gypsy curses and kidnapped children, but in any case, breaking a promise to a gypsy brings a harsh, but fitting punishment.

Gypsies follow only gypsy law, such that it is. They ignore laws they don't like, completely unfettered by guilt. To a gypsy, justice is more important than law. They believe that it is not wrong to steal, since if the person truly cared about the stolen item, they would not have left it where someone could steal it in the first place. They have harsh views on murder and rape, seeing both as the most horrible of crimes. They also dislike broken promises and lies, but think nothing of twisting the truth in their favor. Gypsy punishments for crimes are always fitting. A broken promise for services might be responded to by the kidnapping of a young child who will perform services in their parent's place. Meanwhile the child will be accepted as one of the clan and raised as any other gypsy child. They tend to rationalize this by saying that a parent without honor does not deserve to raise such a beautiful child, and to protect the child, they will take him and raise them properly. Assault on a gypsy would be answered with a curse like "May you always be the target of the anger of others" or "May the pain of your victims haunt your sleep forever." or something nasty and poetic.

Religiously, they would have a strong connection to Petra, Halaav and Zirchev(sp?). They might also have a strong connection to the land, drawn to it, but unable to settle down. This might have something to do with a curse placed upon them, or maybe a sacred charge given them by the Immortals to always travel across the land, protecting it and keeping the old traditions alive. In any case, their motivation to roam across Karamaikos should be deeper than simple wanderlust. The reason might even be so old, they no longer remember why they constantly travel, they just do. The few who settle down are usually restless, secretly longing for their old life. The gypsy blood in the children of these settled gypsies usually infects them with a similar desire to wander, causing them to seek a life as an adventurer.

This is off the top of my head, so I'll add more after I've had a chance to do some research. I plan on looking in Van Richten's Guide to the Vistani and some real world historical and cultural sources. Does anyone have any other suggestions for gypsy info (real world or Mystara)? Any comments or additions?

Rick

Subj: Re:Zzzzzzzz.....

Date: 10/15/96 4:08:25 PM

From: AMALDIS

Posted on: America Online

Yes, the rainfall should gradually increase, but not enough to make it into a plains area, just enough to give the Ylari some of the best years for the herds in a long time. Much of Alfheim's rainfall was magically created, only some of it was stolen from Nithia(later Ylaruam). Nithia wasn't a particularly wet place after all, and Ylaruam wouldn't feel right if it became a plains area.

-Amaldis

Subj: Re:Zzzzzzzz.....
Date: 10/15/96 4:09:31 PM
From: AMALDIS
Posted on: America Online

I suppose any response is a good response, but it wasn't a question about your favorite culture, it was a question about whether you like Earth based or non-Earth based cultures better.

-Amaldis

Subj: Re:Traladarian Gypsies 4
Date: 10/15/96 4:10:51 PM
From: AMALDIS
Posted on: America Online

Try looking at some Rhennee material(what little there is) from GH. Water based gypsies, tres chic.

-Amaldis

Subj: Re:Traladaran Gypsies
Date: 10/15/96 4:59:08 PM
From: Telrathin
Posted on: America Online

While, IMO, it's a good idea to have the Gypsies be of Traladaran descent, I don't think that they should be limited to Karameikos and nearby countries in their wanderings. If the Gypsies traversed across the temperate parts of the Known World (Darokin, Karameikos, Thyatis, Glantri, perhaps even Wendar) and were not based solely in Karameikos (as I assume your post about Gypsies taking over the role of the Bard in Karameikos was referring to) I feel that would truly lend them a sense of worldliness, and they could be the bringer of news, adventure, and whatnot wherever they may happen to be.

Tel

Subj: Re:Traladarian Gypsies 4
Date: 10/15/96 9:20:55 PM

From: Duncan TKD
Posted on: America Online

Richten's Guide to Vistani sounds like a good starting point.

Subj: Re:Zzzzzzzz.....
Date: 10/15/96 11:50:51 PM
From: Mystaros
Posted on: America Online

<< Mystaros has yet to post his second posting. We are waiting Mystaros. I might just e-mail him.>>

I'm still here... just didn't know if anyone was even READING my posts... (I've noted a frightening coincidence... at least, I HOPE it's a coincidence... these long periods of quietude have happened quite often after my lengthier posts)...

I haven't received much commentary on the Classical Hattian post yet, or ANY commentary on my Thanegioth Archipelago post... so I didn't know if second posts were necessary... I started working on the Thanegia post, and it ended up being a Mystaran "Genesis"; I started way back in the time of the Carnifax (ca. 25,000,000 BC), and it kind of blew out of proportion... I'll see what comes of it eventually...

As to the Hattians, if anyone is still interested in the History of the Modern Hattians, I think I might polish it up and expand it a bit and give it to Amaldis for the next NetBook... Amaldis, what do you think?

Mystaros

Subj: Re:Traladarian Gypsies
Date: 10/16/96 12:07:18 AM
From: Mystaros
Posted on: America Online

An altogether Excellent Start, RL!

I, too, have put together a little on the Gypsies of the Known World (the "Darine", in my campaign). The Darine, like the Traladara, are descendants of the Traldar (note that, at least in my campaign, MANY of the peoples of the Known World are descendants of the Traldar; including the Daro (the natives of Darokin are part Traldar, part Antalian); the Dairu (natives of Ochalea, heavy admixture of Oltec); the Milenians (and their descendants, the Minaeans); the Aran, or Danoia (part Traldar, part Dunael); the Alatiens and Trikelians; and of course, the Thyatians (Antalian/Traldar folk)). Anyway, the Darine are descended from Traldar that migrated west into Sind during the invasion of the Red

Orcs in 1000 BC (in myth the RW Gypsies were both from Egypt and India (Egypt/Gypsies); as the Traldar were descended from the Ptahr al-Dar clan of Nithians, I felt this was an appropriate origin). Never quite fitting in to the local culture, the Traldar Tribe that formed from these refugees moved out of the region in 600 BC and hasn't ever really settled down since... though the region of Traladara has become a "Homeland" for many of the clans, the Darine range all across the continent of Brun and beyond...

Mystaros

Subj: Re:Zzzzzzzz.....
Date: 10/16/96 12:12:08 AM
From: Mystaros
Posted on: America Online

<< What type of cultures do you prefer in Mystara?>>

I prefer the cultures that have *some* basis in reality, but can be "played with" sufficiently that the DM can make it his or her "OWN" culture... as a famous author once said something to the effect of "Once you file off the serial numbers and change the names, it's YOURS"...

Mystaros

Subj: Re:Zzzzzzzz.....
Date: 10/16/96 1:24:05 AM
From: MF1234
Posted on: America Online

I also prefer the cultures similar to Earth. I always try to compare the cultures, myself, to their RW counterparts. I am so happy we are past 400 posts. 92 to go.

Subj: Re:Traladarian Gypsies
Date: 10/16/96 1:28:15 AM
From: MF1234
Posted on: America Online

Pardon me, but Darokinians are an Italianesque culture with English names. That sounds like Thyatianized Hattians with open minds mixed in with Ancient Caerdwiccan "Briton" culture and strong neo-Thyatian (Italian) overtones.

Subj: Mystaran Magic

Date: 10/16/96 3:33:39 AM

From: LorenSoth

Posted on: America Online

Anyone know if TSR will be realing more spells from any of the old Gazeteers Modules?
It would be refreshing to get some of the old Mystaran stuff into the good old 2nd edition!
Mystra is a intresting world even though i am curious where it fall with the planar schemes.
Plus are these immortals trully differnent from the gods????

Subj: Traladarian Gypsies 5

Date: 10/16/96 12:01:33 PM

From: RLaRue

Posted on: America Online

Mystaros said

>>...the Darine are descended from Traldar that migrated west into Sind during the invasion of the Red Orcs in 1000 BC (in myth the RW Gypsies were both from Egypt and India (Egypt/Gypsies); as the Traldar were descended from the Ptahr al-Dar clan of Nithians, I felt this was an appropriate origin). Never quite fitting in to the local culture, the Traldar Tribe that formed from these refugees moved out of the region in 600 BC and hasn't ever really settled down since... though the region of Traladara has become a "Homeland" for many of the clans, the Darine range all across the continent of Brun and beyond...<<

Bingo! In my research I found the same origins of the RW Gypsies. Historically, the gypsies (considered a separate ethnic group) were first found in north central India. It is unknown weather they lived in India as part of the caste system, or on the fringes of that society. Regardless, they began migrations from India, through the Middle East during the 9th century. Originally called the Dom, and later Rom (meaning "the people"), they speak a language called Romany, a variation of sanskrit with loan words mixed in. Their wanderings brought them to Europe in the 14th & 15th centuries where they gained the name Gypsy after their assumed place of origin, Egypt. They have a history as entertainers, blacksmiths, fortune tellers and horse traders. They usually practice the religion most common to where they live. They are insular and believe contact with non-gypsies to be "polluting". They practice marriage arrangement, have a strict moral code and have a strong sense of tradition. The Kris (an informal court) is used to address and mediate disputes, matters of common law and Gypsy custom, using it in place of established institutions. They have been and continue to be discriminated against because of their refusal to integrate into mainstream society. A rough estimate places current gypsy population at over 6 million worldwide, with several tribes and numerous groups living across Europe, the Middle East and North America.

ÔcontÔ

Subj: Traladarian Gypsies 6
Date: 10/16/96 12:02:02 PM
From: RLaRue
Posted on: America Online

With this in mind, and with Mystaros's notes on Traldarian descent, I think Karameikos is the perfect place for Traladarian or Mystarian Gypsies. My intent when I said they didn't travel far north or into Thyatis was not to keep them isolated. I figured that they wouldn't go to Thyatis because of hard feelings against their conquerors and avoided Glantri because of the Glantrian attitude to strangers. Glantri blames the Dwarves of Rockhome for bringing a plague, what if they included the Gypsies too? I think that the idea of them traveling across Brun is cool, but was thinking about areas that might attract them. I don't picture them in Yularum(sp?) or the Broken lands or the Northern Territories, but there is no reason they couldn't go there. Maybe taking on some different characteristics. The more I think about it the more I like it. :)

I also like the name Darine, but think they should have many names. Maybe the people from Darokin call them one thing, the Karameikans call them something else, and they call themselves something completely different.

More later.

Rick

Subj: Re:Why Mystara?
Date: 10/16/96 4:40:36 PM
From: MrHappy374
Posted on: America Online

More than three worlds in one, don't forget the invisible moon.

Subj: Re:Dark Knight
Date: 10/16/96 4:49:48 PM
From: MrHappy374
Posted on: America Online

I read it. A good book. FINALLY, a story where the main character does NOT become an immortal or a god.

Subj: Re:Zzzzzzzz.....
Date: 10/16/96 6:42:46 PM
From: AMALDIS
Posted on: America Online

<<Amaldis, what do you think?>>

Sure. I accept almost anything related to Mystara(no swear words or offensive material within).

-Amaldis

Subj: Re:Mystaran Magic
Date: 10/16/96 6:50:29 PM
From: AMALDIS
Posted on: America Online

Not much of a chance of the spells getting into an AD&D 2nd edition product, but look out for some of Mystara's better ideas in various products, most notably the idea of the shaman class that calls upon spirits(no mention is made in regard to Mystara regreably). Planar scheme wise, who knows. As for gods v. immortals, the two are used interchangeably in many products(for example:check out the Player's booklet in Gaz 7 The Northern Reaches, it mentions both gods and immortals in one paragraph of one of the narratives, and it is highly suggestive of gods and immortals being either the same or quite similar).

-Amaldis

Subj: Re:Zzzzzzzz.....
Date: 10/16/96 6:59:01 PM
From: TYGHOCK
Posted on: America Online

By definition, Heretic Worlds prefers real world cultures rather than lands ruled by dragons or elves. While we never quite take a RW culture in toto and transplant it (remember, geography and history shape cultures), we do model them a bit on RW themes.

Hey, what do you suppose would happen if someone's characters from their campaign found themselves teleported (mages can do something like that, right?) into Heretic World? Kind of like Kirk and Spock trapped in Earth's "real" past (no, I'm not a trek). I guess elf characters would have to pull their Renaissance floppy hats tightly over their ears!! Their magic doesn't work, They face gunpowder weapons, and they need to find the portal back before.....uh, whatever. Just a thought.

Subj: Re:Zzzzzzzz.....
Date: 10/16/96 9:46:47 PM
From: Kaviyd
Posted on: America Online

>>I suppose any response is a good response, but it wasn't a question about your favorite culture, it was a question about whether you like Earth based or non-Earth based cultures better.<<

The cultures that seem to work best are those that are based on real world cultures but "twisted" in some surprising way. For example, I recall seeing some interesting parallels between Glantri and the final days of the old USSR....

Subj: Glantri
Date: 10/17/96 12:13:42 AM
From: MF1234
Posted on: America Online

Kayvid, that's an interesting point. Are you referring to the rampart chaos and signs of collapse in Glantri? I see Glantri as a combination of cultures. Berghdoven (Dutch), Fenswick (England), Averoigne and Morlay-Malinbois(France), Sablestone(Italy), Alaban (Germany), Klantrye (Scotland and Ireland), Morphail's domain (Romania), Belcadiz (Spain), Krondahar and other (Mongolia), as well as a few I can't identify. This is just me, but others may agree. New Kolland would be somewhat Roman, because Prince Kol tries to act Thyatian.

Subj: Re:Traladarian Gypsies 6
Date: 10/17/96 12:15:08 AM
From: MF1234
Posted on: America Online

It sounds to me that gypsies should originate in Sind, Rick.

Subj: Re:Bruce Q&A
Date: 10/17/96 9:53:15 AM
From: TSR Bruce
Posted on: America Online

<<Hey Bruce, have you asked about the Mystara book by Jeff Grubb?>>

Yes. I need to go to Jeff's at some point and pick up his original disk. We're not sure yet if it has all the stuff that he wrote. Also remember that this was written for AD&D-Mystara, and thus will show some discrepancies with the original world.

Bruce Heard

Subj: Re:Glantri
Date: 10/17/96 9:53:26 AM
From: Zeiram666
Posted on: America Online

>>Are you referring to the rampart chaos and signs of collapse in Glantri? I see Glantri as a combination of cultures.<<

The USSR was the same way. None of the Russian states "asked" to be part of the USSR. Russia just kind of annexed them.

Zeiram

Subj: Re:Glantri
Date: 10/17/96 10:48:09 AM
From: MF1234
Posted on: America Online

Conquer and pillage is a more accurate term than annex.

Subj: Re:Zzzzzzzz.....
Date: 10/17/96 10:50:01 AM
From: Alad3
Posted on: America Online

I'd really like to tell you how to subscribe, but I'm sorry to say... I lost the note, and I forgot! If anyone knows, please post.

Alad3

Subj: Re:Bruce Q&A
Date: 10/17/96 4:04:27 PM
From: AMALDIS
Posted on: America Online

Why did he change things around in the transfer? This isn't like FR(the first time he worked on a world set), people had already been playing in it before he got to work on it. The lack of continuity would definitely alienate old timers(even me, though I would still buy it), and the world(no matter how much TSR wants to argue the point) is not the most appropriate one for beginners(although some, such as myself, have had their beginnings there).

-Amaldis

Subj: Re:Bruce Q&A
Date: 10/17/96 4:35:03 PM
From: TSR Bruce
Posted on: America Online

<<Why did he change things around in the transfer?>>

Well, this was not necessarily Jeff's choice, nor mine either. Some decisions had to be made because of the switch itself, which created the differences between the original and the new versions of the setting. Since this Mystara was being relaunched it was felt that it had to be initially packaged as a *new setting* for people who had never gamed in it. The decision to gear AD&D Mystara toward a *beginner* clientele compounded the changes. There was just too much available from the old setting to bring up in the new game, at least in the initial products. This is one of the reasons why for example the Hollow World was never mentioned. I'm not saying established Mystara fans have to agree or disagree with the rationale here, that's just part of what happened.

Bruce Heard

Subj: Questions of the Week
Date: 10/17/96 4:42:14 PM
From: TSR Bruce
Posted on: America Online

A trade war flares up between Minrothad Guilds and Darokin.

Question #1: Why?

Question #2: How would the two merchant powers compete (their tactics)?

Question #3: Who would side with whom, and who would stay neutral?

Anchors away! :)

Bruce Heard

Subj: Re:Questions of the Week

Date: 10/17/96 8:25:49 PM

From: TYGHOCK

Posted on: America Online

In Heretic World, that's not an impossibility! Although a Darokin/M Guilds war isn't happening, here's a scenario.....

Thyatis fought the M Guilds (allied with Ierendi) for control of the South Sea trade. Six years of blundering and brutal naval warfare followed, leading to huge stalemates between the main battlefleets (we fight galley wars ala Lepanto). In the end, Fiveshires brokered a peace. It was a draw, with Thyatis capturing all trade to the East, and the allies controlling all trade to the West.

Now our Darokin is in desperate straits. It is still rich, still controls central trade and still has a vaunted diplomatic corps. However, central government is ineffective and polarization of different areas toward their neighbors has begun. Defense and management is in the hands of "Wardens" from six Wards - Lakelands, The North, Riverplain, Bayport, Longroad, and The Peaks. These are eyed, respectively, by the Sind, Glantri/Bandits, everyone (Riverplain is central Darokin), Ierendi/M Guilds, Ylaruam and Rockhome. "Everyone knows" Darokin may fragment, and they all want a piece of it.

The autonomy of the Wardens grows in inverse proportion to the dissolution in the center. After the Trade War, the allies tightened policies to increase Western revenue and compensate for the loss of Eastern revenue. Bayport has its trade constrained and objects. Fiveshires won't fight, but the Guilds were weakened, so the Warden of Bayport has a plan. THYATIS!!! The empire doesn't have designs on Darokin, and won't fight itself, but would send aid and (later perhaps) timely intervention to crush the Guilds. The Warden sways the weak King, and a secret agreement is struck..... (con't).

Subj: Re:Questions of the Week

Date: 10/17/96 8:48:07 PM

From: TYGHOCK

Posted on: America Online

(continued from previous post...)

The Warden of Bayport, with the King's weak nod, signs a secret agreement to fight the Guilds and Ierendi.

How to campaign and win? First, try to separate the allies. A number of Kalimite agents are sent with Darokin gold, smuggled by the sophisticated diplomats, to stir up trouble (and perhaps rebellion) in Ierendi. A land campaign supported by naval would be a secret expedition down the coast to the Ierendi trading ports along the Barren Plains, which are usually looking landward against the Desert Nomads! Of course, from a naval angle, the Darokin fleet is toast. So except for the Kamakazi mission against Ierendi trading, most of the fleet stays in harbor, but carefully planning an escape route through the swamps. A Fiveshires alliance would be great, but neutrality is their middle name. Karamiekos is looking for a Thyatian bride/alliance, so Imperial pressure would keep them neutral leaning Darokin.

Note that these efforts are mostly directed at Ierendi. The assumption is the M Guilds would divert resources to the Western theatre, and immediately blockade both Darokin ports (or so they think). The second phase would be, with Ierendi In-Rebellion/Engaged/At-Least-Bothered, the Imperial rows into the picture and smashes an undermanned M Guild covering force. Depending on events in Ierendi, the Darokin fleet then slips out the escape routes planned through the swamps. The fleet a.) invades Ierendi, b.) joins/picks up Desert Nomads for an attack on Ierendi or its colonies, c.) commits a suicidal attack on Guild ships for a second front. If timed well, the allies might sue for peace, or some conquests gained.

The problem here, of course, is a.) Thyatis may string them along and never invade, leaving Darokin suing for a costly peace, or b.) all those surrounding states take advantage of Darokin involvement and start carving! Since Darokin's land forces are still free, and Wardens will look to their charges, it's possible rich Darokin could hold its own on some fronts. But the risk is there.

Like I said, in Heretic World, invasion by the Sind or Selencian treachery with Ylaruam is more likely. But the scenario could work.....

Subj: Darokinians pt 1
Date: 10/17/96 8:48:26 PM
From: Mystaros
Posted on: America Online

<<Pardon me, but Darokinians are an Italianesque culture with English names. That sounds like Thyatianized Hattians with open minds mixed in with Ancient Caerdwican "Briton" culture and strong neo-Thyatian (Italian) overtones.

MF1234>>

Actually, a close approximation. As I mentioned, the Daro, or Darokinians are descended from an Antalian/Traldar mix. In this case, the Antalian influence comes from a group of Antalians who had

lived on the Ethengar Steppes from 2400 BC through 2000 BC; at that point in time, they were driven south into the Dwarfgate Mountains by the invading horde of Oltec-Neathar peoples who would one day be known as Ethengars (the proto-Ethengars migrated north and east along the Streel River, from the area of modern Darokin; they were remnants of the Taymoran Slave Caste and Serf Caste). The proto-Ethengars drove groups of the steppe-dwelling Antalian south and east (the north was held by stronger, Norse-Antalian tribes and the west was in the grip of the Thonian Ice Age). The lowlands and plains of modern Darokin were held by more powerful relatives of the proto-Ethengar (almost entirely Neathar, with some Oltec descent, these people were descended from the Serf Caste and Merchant Caste of the Taymora). So the Taymoran Neathar folk held the lowlands and plains, and the Antalians held the mountains; then in 1500 BC the Nithian Ptahr al-Dar clan colonized the areas corresponding to modern Karameikos, Thyatis and Darokin, intermingling with the native Taymoran Neathar. Within 100 years, the Nithian culture of these peoples had "regressed" to a more barbaric state, and the combined people came to regard themselves as the Traldar. The Southern Traldar (south of the Cruth-Black Peaks-Altan Tepes range) were more "advanced" culturally than their cousins to the north, in the lands of modern-day Darokin (this was in part due to the influence of the Hutaaka as well as their closeness to the sea; they kept more in contact with other, more advanced cultures). The Northern Traldar also had a greater admixture of Oltec culture than those of the south (more Slave Clans were found in the farming plains of the north than in the more mountainous south during the Taymoran Era), as well as Antalian influence from the Antalians of the Dwarfgate Mountains. Also note that the Dunael folk of the Isle of Dawn (the Mystaran equivalent of the RW Celts) were descended from Antalian and Oltec peoples (having evolved ca. 2200 BC); so the Northern Traldar actually had more in common with the Dunael than with the Southern Traldar (Northern Traldar were Neathar-Oltec-Antalian-Nithian mix; Southern Traldar were Neathar-Nithian-Oltec mix). [If you watch the Hercules/Xena shows, the Southern Traldar were the "Civilized", citified Achaeans of Hercules, and the Northern Traldar were the "Barbaric", rural Celtic types of Xena]. In 1000 BC the Beastmen Races surged forth from the Broken Lands, destroying everything in their wake; this included most of the Northern Traldar and many of the Southern Traldar (around 1 in 10 Northern Traldar survived the invasion; about 1 in 5 Southern Traldar remained in their lands after the invasion). The Beastmen also pushed the Antalians out of the Dwarfgate Mountains; these peoples survived the destruction of "Civilization" better than even the Southern Traldar, as they had less of it than even the Northern Traldar (the casualties among the Northern Traldar were due to the fact that they felt the brunt of the initial Beastman Blitz, not due to collapse of infrastructure, as was true for many Southern Traldar Kingdoms).

continued...

Subj: Darokinians pt 2

Date: 10/17/96 9:05:59 PM

From: Mystaros

Posted on: America Online

The Antalians moved into the plains and lowlands that the shattered remnants of the Northern Traldar lived in, and merged with these people. Precariously placed between the Red Orcs of the

west and the emerging Elven Nation of Alfheim in the east (the Canolbarth being founded in the area of Mealidor in 800 BC, the forest reached as far west as the River of Monsters by 500 BC), the Humans of the land, like their cousins to the south, by 500 BC began to identify themselves as descended *from* the Traldar, rather than being *of* the Traldar. The Northern Traldar/Antalians became known as the Traladaro, while the Southern Traldar became known as the Traladara. By 200 BC the Traladaro had shortened the name to simply Daro. The languages of the two peoples were even more greatly divergent, as the Daro had been very strongly and directly influenced by the Antalian peoples (there was also a great deal of influence from the Elves). The Daro tongue was *based* on the Antalian language, with strong influence from their Traldar antecedents; the Traladara language was *based* on Traldar, with influence from Thyatian and Kerendan (which were Antalian-Traldar and Antalian-Dunael languages, respectively). [I think that the real-world relationship would be somewhat similar to that of the RW Norman French vs. Romanian]. So the Darokinians are, in fact, descended from a Hattian-type people (the Hattians being mostly pure-Antalian); there is also the Celtic and "Italianate" influence (Traldar, or "Achaean Greek", in this case, but close enough). [I suppose that the Northern Traldar might also have been compared to the RW Dorian Greeks in their pre-civilized state (ca. 1600 BCE, RW), as much as with the Celts].

Mystaros

Subj: Re:Darokinians pt 2
Date: 10/17/96 10:32:47 PM
From: TYGHOCK
Posted on: America Online

In Heretic World we consider Darokin kind of like Poland - it's a wide open land of plains, lots of big cities with strong local economic strength, expansive, central to trade between East and West, a vast mix of cultures, and (in our world at least) a weak central government. The only difference is we treat the culture as more Western than Eastern, and Darokin is tolerant of all faiths, not rabidly Catholic like historic Poland.

Hey, Poland got carved up eventually, too.....but culture made it fight on until it re-emerged. Will Darokin be so lucky? Hmmm.....

Subj: sixth sphere
Date: 10/18/96 12:21:27 AM
From: Duncan TKD
Posted on: America Online

Lately I've heard of a sixth immortal sphere that is kind of the opposite of Entropy. Does anyone else know anything about it?

Duncan TKD

Subj: Re:Darokinians pt 2
Date: 10/18/96 12:39:28 AM
From: MF1234
Posted on: America Online

Are there Darokinian jokes like polish jokes.

Subj: Re:sixth sphere
Date: 10/18/96 11:08:02 AM
From: TSR Bruce
Posted on: America Online

<<Lately I've heard of a sixth immortal sphere that is kind of the opposite of Entropy.>>

Yeah, I think it's called Wall Street. :)

Bruce Heard

Subj: Re:Darokinians pt 2
Date: 10/18/96 12:50:14 PM
From: AMALDIS
Posted on: America Online

Darokin is actually descended from a vast number of human cultures that migrated into Darokin in the past. Nithians, Traldar, Antalians, maybe a few Ethengars, Ylari, Thyatians, and more. This follows very closely with Italy since the Italians were descendants of a mix between Arabic peoples(in the southern areas, they ruled some parts of Italy in the Middle Ages), Etruscans, Romans, Various germanic invaders and barbarian hordes, and numerous slaves brought to Italy in Rome's height. In addition, Darokinian is a dialect of the Thyatian language(which is itself based upon Antalian and Alphatian).

-Amaldis

Subj: Re:sixth sphere
Date: 10/18/96 12:57:50 PM
From: AMALDIS
Posted on: America Online

I believe I posted something here about that once. Yes, one of the forgotten sphere is known as "Life." Long ago(very long ago), Entropy was the dominant force in Mystara. There were four entropic spheres, Entropy of Matter, Entropy of Time, Entropy of Energy, and Entropy of Thought. In opposition to Entropy was a single sphere known as the sphere of life. In time the sphere of life gained more power, and overthrew the other spheres from their high position(this was probably a dramatic event with huge explosions, loud cries of pain from once invincible immortals, etc...). The sphere of Life seperated itself into four spheres, and to the remainders of Entropy only one sphere was allowed(there is probably a limitation to the spheres that there must be no more and no less than five spheres). Some of the Immortals of Entropy had not actually been evil, and thus they were allowed to live upon Mystara in the form of faeries, or as some central Darokinians call them, Wee Folk.

-Amaldis

P.S.Long live the pooka.

Subj: Re:Darokinians pt 2
Date: 10/18/96 2:40:44 PM
From: MF1234
Posted on: America Online

Good for culture. Why the English names?

Subj: Re:sixth sphere
Date: 10/18/96 2:43:06 PM
From: MF1234
Posted on: America Online

I'm afraid you never posted that. Sorry.

Subj: Re:Darokinians pt 2
Date: 10/18/96 6:38:15 PM
From: TYGHOCK
Posted on: America Online

<From: MF1234

<Are there Darokinian jokes like polish jokes.>

Q: How many Darokinians does it take to screw in a lightbulb?

A: Depends...how much do you have on you? Is that all? Well, I suppose we can arrange a small loan for you, at a reasonable rate of interest.....

Subj: Re:Darokinians pt 2
Date: 10/18/96 6:46:49 PM
From: TYGHOCK
Posted on: America Online

<From: MF1234>

<Good for culture. Why the English names?>

Class distinction. In a culture as diverse and mixed as Darokin, money makes the nobility, not origin. But those who "make it" need to distinguish themselves from the riff-raff. They need to pick names that set themselves apart as a class that has made it. What culture is more class-conscious, superior-attitude, wealthy-yeoman stock, salt-of-the-earth successful than British, by jove pip pip cheerio jolly good show bully m'boys oh I say!

(by the way, my heritage is English Polish-Lithuanian, so nothing bad is intended above).

Subj: Re:sixth sphere
Date: 10/18/96 7:10:12 PM
From: AMALDIS
Posted on: America Online

I don't think it was actually titled sixth sphere. It was something about the Wee Folk, maybe it was explaining what the Wee Folk are for those who didn't own PC1. Probably associated with my uploading of stats for one of the Wee Folk races.

-Amaldis

Subj: Re:Darokinians pt 2
Date: 10/19/96 8:58:18 AM
From: TSR Bruce
Posted on: America Online

<<What culture is more class-conscious, superior-attitude, wealthy-yeoman stock, salt-of-the-earth successful than British, by jove pip pip cheerio jolly good show bully m'boys oh I say! >>

The Japanese? :)

Bruce Heard

Subj: Re:Darokinians pt 2
Date: 10/19/96 2:21:38 PM
From: TYGHOCK
Posted on: America Online

<<What culture is more class-conscious, superior-attitude, wealthy-yeoman stock, salt-of-the-earth successful than British, by jove pip pip cheerio jolly good show bully m'boys oh I say! >>

<The Japanese? :)>

Good point....I guess in retrospect, every culture is capable of assuming innate superiority to every other one. I just thought the English won so many battles, put colonies all over the world, and had a "modern" western cultural outlook, the English-sounding names in Darokin could be used as a mark of those attitudes.

I don't think of Darokinians as Victorian Britons, however. What Darokinian caught in a scandal would put the gun to his head to "keep the regiment's honor, you know". That doesn't fit.

Subj: Re:Darokinians Pt-X
Date: 10/19/96 11:03:41 PM
From: TSR Bruce
Posted on: America Online

Darokinians are supposed to be merchants, just plain, simple, venal tradesmen (and diplomats, okay). What they call themselves doesn't matter. Over the years, many wealthy immigrants from other areas of the Known World could just as well figure among the affluent Darokinian society. Some of the aspects of their culture and society are reminiscent of medieval and renaissance Italy (Macchiavelli, the Borghias for example). The author of the Darokin Gazetteer used English sounding-names because he simply felt more comfortable with them. Besides, he could not find a reason he thought plausible enough for why they would have Italian-sounding names (I guess English names are kind of the *default* in American medieval fantasy, save for totally non-culture-specific names).

Bruce Heard

Subj: Re:Darokinians Pt-X
Date: 10/19/96 11:13:11 PM

From: TYGHOCK
Posted on: America Online

OK.....I'll buy that.

Subj: Re:Darokinians Pt-X
Date: 10/19/96 11:42:16 PM
From: TSR Bruce
Posted on: America Online

<<OK.....I'll buy that.>>

Yes-yes, and for how much, Effendi? :)

Bruce Heard

Subj: The Death of Darokin
Date: 10/20/96 11:01:56 AM
From: TYGHOCK
Posted on: America Online

Anybody having problems keeping their Darokin together? In Heretic World, we have serious polarization in that very rich nation. Geographic distance, hungry neighbors, and a weak central government all contribute. Economic interests take precedence over national ones. The only national interest is security, and security considerations are devolving locally, to Wardens, who are charged with local defense. Ostensibly, this allows for quicker response and a local appreciation of situations. In reality, it pulls at the threads of nationhood. The diplomatic corps is still gifted and funded, but central policy is uncertain, and it takes their best abilities to present a front of unified policy and direction.

The King and Council are great at counting coins, but really lack that "Vision Thing". Natural forces are pulling Darokin apart. And perception plays a roll, too. If you're a powerful merchant in Selenica, and "everybody knows" Darokin might break, isn't it in your best intersets to be chummy with that Ylari lord? Such is the power of a self-fullfilling prophecy.

Darokin's not hopeless or defenseless. It's not quite the "Sick Man of Mystara". But a strong leader is needed and not present. The timing and results of any invasions will tell just how sick he is.

Subj: Re:Darokinians Pt-X
Date: 10/20/96 7:58:53 PM
From: AMALDIS
Posted on: America Online

Did anyone besides me think that Darokin was a badly written gazeteer? Darokin being such a vibrant land it seems the author could have made it a little more exciting(while Ed Greenwood took a rather dull race, the halflings, and made them into a vibrant and intricate part of Mystara). Even Ilerendi(which wasn't exactly a favorite of mine) peaked my interest with Honor Isle and White Isle.

-Amaldis

Subj: Re:The Death of Darokin
Date: 10/20/96 8:00:18 PM
From: AMALDIS
Posted on: America Online

Actually the Darokin in my campaign is running just fine. Peaceful, prosperous, and supportive of subvertive elements in Glantri and Sind.

-Amaldis

Subj: Darokin and Migrations pt 1
Date: 10/20/96 10:07:58 PM
From: Mystaros
Posted on: America Online

<<Darokin is actually descended from a vast number of human cultures that migrated into Darokin in the past. Nithians, Traldar, Antalians, maybe a few Ethengars, Ylari, Thyatians, and more. This follows very closely with Italy since the Italians were descendants of a mix between Arabic peoples(in the southern areas, they ruled some parts of Italy in the Middle Ages), Etruscans, Romans, Various germanic invaders and barbarian hordes, and numerous slaves brought to Italy in Rome's height. In addition, Darokinian is a dialect of the Thyatian language(which is itself based upon Antalian and Alphantian).

-Amaldis>>

The idea that the Daro are descended from numerous different peoples, I think, comes from the section in GAZ 11 titled "Land of Leftovers" (pages 4 and 5). In this section is described the migrations of peoples from different lands into Darokin, the majority of which take place from 725 through 925 AC. Prior to this period, there were a few other periods of immigration; first

and foremost were the Alasiyani migrations of the late 200's, which resulted form the Thyatian and Alphatian settlement of the Alasiyani desert and surrounding regions.

By 250 AC, the Attleson Dynasty was still strong and longed to expand eastward. The Prince of the City State of Salonikos (descended from a long line of Southern Traldar Kings, but thoroughly Darokinian in culture) had long resisted the overtures of the King of Darokin to become a vassal. Mithras II showered gifts on the Alasiyani Sheikhs for their support in destroying the upstart prince. The combined forces of the Darokinian Knights and the Alasiyani Nomads destroyed the forces of the Salonikan Prince, and the City State fell. Many of the alasiyani settled in the new Darokinian Principality, where the most powerful of the Sheikhs was made Archduke under Mithras II. Eventually, the city came to be known as Selenica, and the culture became thoroughly Darokin, as the Alasiyani merged with the local peoples (many of the Alasiyani who did not wish to settle in Salonikos were granted passage through the kingdom to the Sindhi border, where they were welcomed as mercenaries and kindred spirits).

During the early half of the reign of Attleson Kings (88 AC through the late 300's AC, the "Golden Age" of Darokin) the kingdom reached its maximum extent, and its kings were hale and sane. Some small inmigration occured during this time, mostly from the surrounding lands which the Attleson Kings had added to the Kingdom (parts of Traladaran Sindhi and Alasiyani territories were held by the king; there were also the trans-Sierran settlement north to the Red River, but little ever came of them). The latter half of the Attleson Dynasty (ca. 400 AC though 725 AC) saw three larger inmigrations occur:

--- a number of Flaemish clans (beginning around 400 AC; many of the Flaems, like their Alphatian cousins, found they had not nearly as much magical power as previously; those of little magical prowess but otherwise quite talented found their way into Darokin, where their talents were more appreciated);

--- the inmigration of a fair number of Thyatians, Kerendans and Hattians in the early to mid 500's AC. The Empire of Thyatis had a period of Theological chaos during the rule of the Theostridaes of the II Kerendans Dynasty (dedicated purely to Vanya in her Most Bellicose Aspect), the Hattian Knights of Vanya were at their peak of power until Zendrolion V "The Inquisitor" was slain by Tarantius I "The Kind". The cities were not safe for those who followed the more tolerant Pantheon, let alone for those who revered a faith that did not include Vanya; thus, a number of urban folk left mainland Thyatis, either for the colonies or elsewhere, including Darokin. The Linton House is descended from a Thyatian/Hattian family from this migration.

Continued...

Subj: Darokin and Migrations pt 2

Date: 10/20/96 10:12:13 PM

From: Mystaros

Posted on: America Online

--- the years 640 through 660 AC saw the reduction of Alphetian power on the Isle of Dawn and the rise of the Thyatian standard, until the entire Isle of Dawn was a Thyatian dominion by 660 AC (the Oesterpolitian, or Redstone Dynasty, was based not in Thyatis City itself, but rather in the Great Citadel at Redstone). Many of the native nobility and merchant class loyal to the Alphetians fled the land, either to Alphetia proper or to other lands, including Darokin. Many Danoia and Dunael fled to the inland regions of Darokin, settling in the Borderlands; many Amancerians and Daumancer settled in the more urban regions.

The most common factors of all three of these immigrations was the fact that all these peoples were assimilated *by* the Daro culture; they left some mark, but not enough to cause any major evolution on the part of Daro society (these were immigrations, *not* invasions). The Daro still spoke Daro (a language evolved from Traldar with many Antalian influences, *not* a dialect of Thyatian, which is an Antalian derived language with influence from Milenian, which in turn is a derivation of Traldar); there were a sufficient number of borrowed words and phrases to indicate minor evolution in the language, however, and this would become more pronounced as more peoples migrated into Darokin in the 8th through 10th centuries. The difference between "Low Daro" (the more "bastardized" dialect) and "High Daro" (the purer, more stilted dialect) is about the same as that between "American English" and "Queen's English"; enough that there is social status differentiation, but not enough that they are by any means different languages (Darokinian Thieves Cant is equivalent in this respect to a Cockney accent, with Dickensian thematic throughout, and more than a dash of Monty Python).

More in a later post...

Mystaros

Subj: Re:Daro vs Thyatian
Date: 10/20/96 10:28:03 PM
From: Mystaros
Posted on: America Online

I meant in Part 2 that Daro is a language evolved from *Antalian* with many *Traldar* influences, not that Daro is derived from Traldar. I must emphasize that Daro (at least in MY campaign) is *not* a dialect of Thyatian, which is an Antalian derived language with influence from Milenian, which in turn is a derivation of Traldar (Thyatian also had some small influence from Alphetian, but mostly in specialized jargon regarding magic and government, as well as in noble nomenclature).

As I stated in an earlier post, Traladaran is a Traldar based language with some Antalian influence (via Thyatian and Kerendan), while Daro is an Antalian based language, with Traldar influences (as well as in more modern times, borrowed words and phrases from half a dozen languages, but nonetheless still Daro). "High Daro" (AKA Auld Daro) has many Thee's and Thou's and is used mostly in Old Noble and Gold gatherings, while "Low Daro" is more of a Silver and trade tongue; Copperspeak is the Patois of Darokin, and is little different from Thieves Cant (mostly a matter of specific jargon). There are also regional dialects of "Low Daro", but I won't delve into those here...

Mystaros

Subj: Re:The Death of Darokin

Date: 10/21/96 9:32:16 AM

From: Bargle1066

Posted on: America Online

TYGHOCK,

your Darokin needs a good chancellor.

Bargle 1066(Formerly known as MF1234)

Subj: Re:The Death of Darokin

Date: 10/21/96 11:27:23 AM

From: TYGHOCK

Posted on: America Online

True, a good Chancellor (and King in our case) is needed desperately. Historically, merchant classes sought protection from noble abuse by appealing to central government, i.e. the King. The King used the merchants to 1.get rich, 2. get back at the nobles, and 3. use the new skills (banking) to check the old skills (fighting) to support the Royal goal (increased royal power).

Darokin doesn't fit that model precisely. Merchants realized a good thing in Darokin, and certainly want it to continue and prosper. But where does one find the cultural "glue" to make a Daro merchant fight for his homeland? As economies become more international, that tie is weakened. Darokin has a culture mix that does not engender patriotism. Holland and England had cultural & geographical compactness...not a Darokin scenario. Darokin has the Renaissance problems of Poland and Germany - and in our world, passing the buck to local defense is increasing the problem.

The USA beat these problems by turning good British virtues against their former motherland. But that's 18th century egalitarianism, not the Renaissance. And it argues the issue of distance.

A strong ruler might do much, yes....but I would argue dismemberment is still a constant threat. Just look at the map of Darokin. Look closely. You can see how broken up it is, by the forest, the lake, etc. The Streel River gives it its only source of unity. The long East/West road is too close to other borders and too isolated to be a unifying force. Imagine controlling that spread with conventional means of communication.

I think a strong ruler is not just a plus, but an essential, if Darokin is to survive.

Comments?

Subj: Re:The Death of Darokin
Date: 10/21/96 12:21:28 PM
From: Bargle1066
Posted on: America Online

A strong central government is not needed. Darokin is a land of free-enterprise and freedom. The merchants should be patriotic to Darokin, because of the prosperity and possible supply-side economics in this land. Wealth is rewarded and no one is chained to his father's job. Great men rise from poverty and they aren't overtaxed when they succeed. It's like America before the Great Society.

Subj: The Rebirth of Darokin
Date: 10/21/96 12:41:56 PM
From: TSR Bruce
Posted on: America Online

<<A strong ruler might do much, yes....but I would argue dismemberment is still a constant threat. Just look at the map of Darokin. Look closely. You can see how broken up it is, by the forest, the lake, etc. The Streel River gives it its only source of unity. The long East/West road is too close to other borders and too isolated to be a unifying force. Imagine controlling that spread with conventional means of communication. I think a strong ruler is not just a plus, but an essential, if Darokin is to survive.>>

I agree with you entirely TYGHOK. One of the reasons the corridor south of Alfheim remained open was mosly because Darokin has such *nice and friendly* neighbors there. Selenica sorta holds the east against Ylari incursions, although that looks really flimsy considering the distance from the capital. The west is too inhospitable to make a major invasion all that easy (yet it is possible from the point of view of The Master). The north is a real problem. Neither the natives of the Broken Lands nor the Ethengarians can be trusted, and little lies in their way to stop them.

Darokin needs a type A ruler -- one who can make sure the southern allies remain allied, and one who would bolster military dispositions in the north. To some degree it is okay to have a locally-controlled defense, but that ruler must create another force under central command that would be ready to move against a major threat. It would not be controlled by the locals. But not all of this relies on military or diplomatic prowess.

The ruler of Darokin really ought to attempt what Charlemagne did in RW-European history -- to implement a school system throughout the country whose goal is not only to educate, but also to develop a sense of civic duty and national identity. If you look at RW history, nations have used very different ways of achieving this. The RW-Germans I think used references to great *historical* battles and *kolossal* victories to galvanize the national spirit. The RW-French instead erected big monuments and used abstract figures to represent the republic and freedom. Fantasy Ylaruam uses

the way of Al-Kalim as a common rallying point for its people (etc). The ruler of Darokin would have to find his own way. This would be an entirely new start for Darokin.

Bruce Heard

Subj: Question/Debate
Date: 10/21/96 12:49:25 PM
From: TSR Bruce
Posted on: America Online

I was forwarded this E-Mail from someone who had an interesting question re. Karameikos:

<<I am playing a game where the cleric has reached 9th level and now wishes to build a stronghold in the Kingdom of Karameikos, but his character though does not belong to either of the kingdom's churches. I understand he would have to petition to King Stefan to obtain land for his church, but would the cleric swear Fealty to the king, therefore paying taxes from the land governed by his church. This makes the cleric a lord of the kingdom (good adventuring hook), but what if his belief took him away from his obligation to the king? Would some other agreement be made? I understand how the church obtained land in the middle ages, but in the fantasy game world there are so many different beliefs that the model seen in the real world does not fit well in such a simulated environment. All these points make great adventuring hooks after the stronghold, and even a small community is formed, but I would like to know what you (the game and source writers) feel might or should happen, as I'm in two minds as to whether fealty should be used, or whether some other method, as yet unknown, would best be used in the Mystara world. As after all clerics are not all lords of lands like other classes, and the DM and PH don't have much to say on the subjects. >>

Any thoughts?

Bruce Heard

Subj: Princes ark
Date: 10/21/96 2:41:34 PM
From: Duncan TKD
Posted on: America Online

Hey Bruce whats the Princess up to lately?

Duncan TKD

Subj: Re:Princes ark

Date: 10/21/96 3:21:45 PM

From: TSR Bruce

Posted on: America Online

<<Hey Bruce whats the Princess up to lately?>>

Not much interest from Dragon. The last time I asked there was no further interest for a regular feature devoted to Mystara because the product line is no longer an active one.

Bruce Heard

Subj: Re:The Rebirth of Darokin

Date: 10/21/96 4:44:21 PM

From: TYGHOCK

Posted on: America Online

You're right, pleasing neighbors to the South are key to Darokin's survival (or at least comfort). Fiveshires (FS) is a peaceful, agricultural land, happy with a civilized Northern neighbor and trading partner. FS is also downright cowardly, and will do anything to broker or buy a peace, to the point where we NEVER get to fight with FS troops! Their navy does a little pirating, but that's about it. We treat its culture like Irish/Balkan pastoral, though its formal army would be Westernized. Karameikos (KM) is much more interesting. KM is modelled on Hungary, with its fine mix of Feudal armored knights, hussar light cavalry and motley foot troops. It has the same localized petty lord problems Hungary did before Mohacs (their great defeat in 1526). Of course, they have a coastline and naval considerations, plus the church situation (in Heretic World, they consider themselves the heart holyland and birthplace for Immortalist worship). Also, our character generation system produced a ruling family split down the middle for guaranteed Civil War problems.

Darokin is safe, too, because the M.Guilds and Ierendi have good trade relations with them right now. The Atruaghin Clans were partially conquered by Sind and Nomad armies, so even the SouthWest looks secure. Thyatis has no designs on Darokin.

Right now, Sind, Ylaruam, the Khanates, Broken Land Bandits and maybe Glantri pose the biggest threats. And Rockhome would gladly settle surplus populous into the East border "for our mutual security".

So, if you're the new ruler of Darokin, what do you do first.....?

Subj: Re:Princes ark
Date: 10/21/96 4:50:14 PM
From: AMALDIS
Posted on: America Online

Arrggggghhhhh. Dragon has gone down a LONG ways from the good old days of your Princess Ark articles. I know plenty of people who don't play in Mystara but enjoyed the Princess Ark. Ah well, they ask for good articles, but refuse them when they are offered. So much for 'Campaign Classics'. Strangely enough Floyd and similar series have no product line attached to them, but somehow they survive.

-Amaldis

Subj: Trade Wars
Date: 10/21/96 4:56:34 PM
From: AMALDIS
Posted on: America Online

Sorry for the late response on your Minrothad/Darokin trade war question. I doubt the two of them would ever start a trade war. War isn't good for business, and both nations are ruled by business interests. However, if such a conflict did break out Darokin would crush the Guilds with little effort. How many close allies does Minrothad have? I can name two countries (Karameikos+Five Shires) that would even commit troops to help the Darokin cause, and other Western Defense League members might as well. In addition, the economy of Darokin is much broader and could sustain Minrothad attempts to destroy their trade for a longer period of time than Minrothad could sustain Darokin attempts.

-Amaldis

Subj: Re:Daro vs Thyatian
Date: 10/21/96 5:01:35 PM
From: AMALDIS
Posted on: America Online

For all other canonists(aka purists), canon Mystara has Darokinian as a dialect of Thyatian. For every normal human being, do what you want with it(especially considering that it is only mentioned in one product directly, and one indirectly).

-Amaldis

Subj: Re:Question/Debate
Date: 10/21/96 5:03:05 PM
From: AMALDIS
Posted on: America Online

The Immortals being somewhat tolerant creatures, I would say that a cleric's loyalty to King Stefan takes precedence.

-Amaldis

Subj: As I thought
Date: 10/21/96 5:21:30 PM
From: AMALDIS
Posted on: America Online

I believe I have said upon many occasions that TSR attempted "FRAsize" Mystara when they transferred it to 2nd edition. I have mentioned several pieces of evidence, such as elimination of nosferatu(and the general genericizing of the monster lists), sharp price hike(it wasn't paper costs, it was the CDs and all the stupid handouts that made them so expensive), etc... However, I have just found something which makes me conclude that there are only two explanations, TSR was attempting to FRAsize Mystara, or TSR did some very shoddy work with Mystara in 2nd edition. What makes me think this? Is it the horrendous timeline errors of Glantri:Kingdom of Magic? No. Is it the other numerous errors present in the Mystara products(such as the errors in the name lists in Steven Schend's Dungeon Master's Survival Guide)? No. It is, in fact, the appearance of a globe OF TORIL on the cover of one of the Mystara products. Which product is this you ask? Why it is Steven Schend's Dungeon Master's Survival Guide(BTW, this isn't Steve's fault. He is one of the best, and is certainly the best writer for the FR product line). On this map the land is marked in brown and the water in white. While it might have been just a coincidence if it just looked incredibly similar to Toril, but the Sea south of the continental land mass(known as the Great Sea in the FR campaign) is labeled as the Great Sea. Also, there is the fact that the contours match the FR map almost perfectly(sure it is a little messed up on the connector between the Moonsea and the Sea of Fallen Stars, but no one is perfect). Personally this makes me think that Mystara is irrevocably dead, and we will only see it again in the form of its best ideas being ripped to shreds to create things like the AD&D 2nd shaman class(which is based upon the Ethengar gazeteer's shaman). Ah well, if you like classic fantasy you had better start liking FR or you are out of luck. I suppose I am among those who are out of luck. As the Nouvelle Averognians would say, "C'est la vie."

-Amaldis

Subj: Re:Question/Debate
Date: 10/21/96 5:28:29 PM
From: Bargle1066
Posted on: America Online

There is the Church of Karamaikos and in order to gain a clerical dominion, you should belong to that church. It is the state religion.

Subj: Re:Floyd
Date: 10/21/96 5:32:02 PM
From: Bargle1066
Posted on: America Online

Floyd is in Earth, roughly 30,000 years from now.

Subj: Re:Question/Debate
Date: 10/21/96 6:41:12 PM
From: Silveras
Posted on: America Online

Hi Bruce,

I've had some success adapting the domain rules from Birthright to my Custom campaign world - that sounds like exactly the sort of information your questioner is seeking.

Hope that helps.....

Subj: Mystara's future
Date: 10/21/96 8:38:47 PM
From: CmnWld
Posted on: America Online

I have gamed in mystara for over 10 years.

I have gone to Bruces D&D at genconseminars and own almost everything that was created for Mystara. I have not bought into the AD&D version. I think that it was a good choice from what I have been reading. My players strongly urged me not to. (I think they would quit)

Where is it heading? !?

Personally I have created alot for Mystara and I dont seem to need to buy modules and accessorys anymore, yet it is always nice to have them around for some new ideas. I loved the 'Dragon' Princess Ark and did buy the box set as soon as it came out. Bruce is a great guy! I wish that more was comming out or that he would drop off some great onfo here!

I was verry surprised to see this forum. I only play in mystara now, its my favorite world. The known world is set up a-little goofy but Its still my favorite. Its easy to customize what I want into Mystara.

Good Gaming
Rob Rickard
CommonWorld
Box 265
Wauzeka WI, 53826

Subj: Re:Daro vs Thyatian
Date: 10/21/96 8:45:09 PM
From: Mystaros
Posted on: America Online

<<For all other canonists(aka purists), canon Mystara has Darokinian as a dialect of Thyatian. For every normal human being, do what you want with it(especially considering that it is only mentioned in one product directly, and one indirectly).

-Amaldis>>

Hmmm... Okay, I admit I'm stumped. Where are these two references?

Mystaros

Subj: Modern Darokin pt 1
Date: 10/21/96 8:50:22 PM
From: Mystaros
Posted on: America Online

For those still interested...

The 8th through 10th centuries AC saw numerous wars and revolutions which caused massive migrations of peoples across the land.

--- First came the migration of the Erewan Faction of the Erendyl Clan in Alfheim in 700 AC; most of the Erewan would stay in Darokin for a period of time before finally moving on to the Highlands in 710 AC; some would remain in Darokin (a number of the Erewan who remained in Darokin would intermarry with Umbarth

House).

--- The unification of the Kingdom of Sind under Rajadhiraja Narenda ul Nervi in 714 AC caused the migration of a number of Sindhi (and Darine); mostly, these Sindhi would remain west of Lake Amsorak, but some would make the crossing and settle in Akorros or Darokin City.

--- In 720 AC, Morphail Gorevitch-Wozslany, Lord Count of Rymskigrad in northern Traladara brought the baronies of Volaga and Ivorga under his control (he had earlier in the year dedicated himself to the service of the Immortal Nyx, and had become a Greater Nosferatu). Over the next five years northern Traladara was in a state of war, as the Count of Rymskigrad attempted to conquer the lands of the Duchy of Halavos (modern Kelvin). The war destroyed the economy of the northern Traladaran states (long since fallen from the grasp of the Attleson Kings), and many of the natives fled elsewhere, including north into Darokin. In 725 AC Rymskigrad fell to the forces of the Duke of Halavos, and the Count of Rymskigrad (known in Traladaran legend as the Black Count of the Moors) was staked through the heart by the Duke himself (unfortunately, the Count was saved by his minions before the Duke had the chance to finish the job). With the destruction of Rymskigrad, the trickle of refugees to the north became a flood, as the entire population of Rymskigrad fled the purge of the Duke of Halavos (the northern territories of Traladara have yet to recover from the decimation and outmigration of the population at this time). The Traladaran refugees settle in the area around Selenica, protected by the wiles of their cousins, the Darine Gypsy folk.

--- In 728 AC the Alphantian Colonies in Alasiya got the upper hand on the Thyatian Colonies and destroyed numerous settlements. Thyatian, Amancerian, Espadi and Hattian colonists either returned to Thyatis or decided to move on to the new territories opening up in the Highlands; they traveled through Selenica en route to the northwest, and while passing through met up with and joined the Rymskigrad refugees. Thus a very large and mixed group of peoples left for the Highlands in early 729 AC; while many would complete the trip to the Highlands, nearly as many would stop on the way in Darokin and remain in a town or village where they either felt at home, or when they felt they just couldn't go on any further.

--- It must be noted that this period (early to mid 700's AC) was a turbulent one in the history of Darokin; the Reign of the Darokin Kings had come to an end with the death of Santhral II Attleson in 723 AC; local princes, dukes, marquis and barons would openly assume power, and many petty wars were being fought over local land and rights. The merchant class, who had gained power over the last century, was the unifying factor throughout the land (they were the ones to guide the refugees throughout the kingdom, milking them for all they were worth in some cases). Many lords welcomed the opportunity to settle their territories with the Traladaran, Thyatian, Amancerian, Espadi and Hattian refugees; it meant more income and the growth of their own territories.

continued...

Subj: Modern Darokin pt 2

Date: 10/21/96 8:54:08 PM

From: Mystaros

Posted on: America Online

--- At the same time that the Thyatian, Traladaran, Hattian Espadi and Amancerian refugees were heading to the Highlands, refugees of another sort were also fleeing to that land. The d'Ambrevilles, fleeing from their own native world, arrived in the Highlands in AC 728; by 729 AC, a number of the d'Ambreville clan and their allies would discover that their magical prowess was less on this world than it was on the old (similar to the loss of power experienced by the Alphatians and the Flaems, but different in essence). Many of the less-magical Averoine would settle to the south, just as the Flaems had done three centuries ago.

--- In 735 AC Donatello "The Black" Matringle, last legitimate member of the Matringle Royal Line of Ierendi, disappeared while exploring southern trade routes; the Council of Lords of Ierendi seized full power and began the Forty Year Terror. Many merchants and commoners fled to Athenos or Port Tenobar; for a brief period, the might of the Darokin "Navy" grew, as these expatriates added their expertise to the Daro efforts.

--- With some exceptions (notably, an influx of peoples from Klantyre and Averoine in the late 740's AC), the next 50 years were ones with little immigration; mostly, peoples were moving within Darokin itself, as the balance of power shifted from one prince to the next, or as war flared up in one province or another. Many of the Ierendi returned to their native land in 775 AC after the Merchants Rebellion limited the power of the Council of Lords (and allowed for the popular election of a King and Queen); many of those born in Darokin remained, however, and continued to thrive in their adopted land.

--- Beginning in 784 AC the Highlands experienced over forty years of incessant war; many of the peoples there returned across the Broken Lands or through Fletcher Pass and settled in Darokin, like many had done 60 years before. This was also the time of the Orcwars (beginning in 800 AC), the Highlands Gold Rush (801 AC, attracting many Dwarves and other prospectors) and the time of The Plague (802 through 805 AC, with sporadic outbursts for the next 50 years), all of which was centered just north of Darokin, in the Highlands or in the Broken Lands.

--- Darokin was badly hit in The Plague, as over 30% of the populace was taken (naturally, a higher percentage in the cities than in the countryside). Dwarves, who were immune to The Plague, were driven out of the Highlands in what is known as the Years of

Infamy; many of these Dwarves settled in Darokin and the mountainous Sindhi territories. The mainland was mostly quiet for a human generation, as nations recovered from The Plague (except, of course, the Highlands, which were in the middle of the Forty Years War).

Subj: Modern Darokin pt 3/End

Date: 10/21/96 8:57:13 PM

From: Mystaros

Posted on: America Online

--- The Alasiyan wars heated up in the mid 820's AC under the leadership of Suleiman Al-Kalim; the Alphatian and Thyatian colonies, much harder hit by The Plague than were the Alasiyani, could not resist the "Desert Wind" of the Faithful, and the colonial presence was driven from the desert within five years (725 through 730 AC); the founding of the Confederated Tribes of the Emirates of Ylaruam followed in 731 AC. This was also the time of the founding of the Highlands Republic, under the leadership of Lord Alexander Glantri. Following the formation of these nations came the usual banishments and migrations (on the part of the losing side, of course). All Dwarves were expelled from the Highlands Republic, and many Thyatian and Alphatian settlers decided to leave the Emirates (though Suleiman Al-Kalim did not force them to leave, they felt decidedly uncomfortable under the new regime); many non-Faithful of the Emirates also fled (mostly Hazar, they would settle either in Selenica, with the Espadi in Provincia Septentriona or in the Duchy of Tel Akbir in Thyatis).

--- A similar outmigration from Ylaruam and the Highlands took place in 858 AC, with the foundation of the Council of Preceptors and the University of Eternal Truth in Ylaruam and the Light of Rad decision in the Highlands Republic (then renamed the Republic of Glantri, or more commonly, the Principalities of Glantri).

--- Thereafter followed forty years of peace and growth, until the reign of Thyatian Emperor Gabrionus IV "The Conqueror" Tatriokanitas (890 AC through 913 AC), who reestablished Thyatian dominance across the Empire and inspired more than a little intolerance. Many Thyatians and subject peoples decided to move on to greener, more tolerant pastures; this included Darokin and Glantri (well, Glantri for those who had magical talent, Darokin for those who didn't). Thus, another wave of Amancerian, Thyatian, Hattian, Kerendan, Daumancer, Ispan, Danoia and even a

few Caerda, Nuari, Ochaleans and Alphatians moved into Darokin or on to Glantri (and again, more Traladarans after the conquest of Traladara in 900 AC).

--- Many believe that the Great Merger of 927 AC, which once again created an organized central government in Darokin was partially a result of the influx of immigrants; the reforms enacted at the Second Great Merchants Council in 934 AC included many references to the rights of immigrants, and reinforced the Darokin "Open Door" policy vis a vis Political Refugees.

--- Other than an influx of Traladarans and Thyatians at the formation of the Grand Duchy of Karamaikos in 970 AC, there have been few major inmigrations in the last 100 years.

Though many a Darokin citizen can proudly claim descent from immigrants, many are more likely to identify with their Darokin antecedents.

More on that in a later post...

Subj: Re:Modern Darokin pt 3/End

Date: 10/21/96 9:00:33 PM

From: Mystaros

Posted on: America Online

<<within five years (725 through 730 AC); the founding of the Confederated Tribes of the Emirates of Ylaruam followed in 731 AC. >>

These dates should, of course, read "(825 through 830 AC)" and "831 AC". I shouldn't have been up so late last night...

Mystaros

Subj: Re:Trade Wars

Date: 10/21/96 10:15:27 PM

From: TSR Bruce

Posted on: America Online

<<Sorry for the late response on your Minrothad/Darokin trade war question. I doubt the two of them would ever start a trade war. War isn't good for business, and both nations are ruled by business interests. However, if such a conflict did break out Darokin would crush the Guilds with little effort.>>

A trade war does not necessarily involve a military conflict. It centers mostly on taxes, competition on prices, struggles to steal markets and supplies, market manipulations, unfair competition and dirty tricks, etc. That's what I was thinking of. In the event of a military confrontation, Darokin would be hard pressed to really hurt the Minrothad Guilds anyway, considering the guilds are infinitely better at sea than Darokin. Darokin's fleet just doesn't compare with Minrothad's. On the other hand, Minrothad just does not have the land forces to even threaten Darokinian territories. In general war isn't good to many people's pocket books... perhaps, depends for whom! (Remember the umpteenth Rule of Acquisition: Peace is good for Business. Umpteenth Rule +1: War is good for business too.) I bet some merchants or guilds could find ways to benefit from a trade war, with a little imagination. RW powers do it all the time. Gotta be some in gold in this! :)

Bruce Heard

Subj: Re:Mystara's future
Date: 10/21/96 10:23:30 PM
From: TSR Bruce
Posted on: America Online

<<The known world is set up a-little goofy but Its still my favorite.>>

No kidding. I still shudder at some of the original stuff that made Mystara (and other bits of goofiness that we added along the way, I might add). It's still a favorite here too! :)

Bruce Heard

Subj: Re:As I thought
Date: 10/21/96 10:41:45 PM
From: TYGHOCK
Posted on: America Online

Be of good cheer, stout fellow. Mystara will live on the mind's eye of Imagination. It may grow little formally, but the intelligence and effort of a few brave souls will give it life immortal. Granted, it may take many non-canonical forms (our Heretic World being one), but live on it shall.

And where there's a market.....

Subj: Re:Mystara's future
Date: 10/21/96 10:56:32 PM
From: TSR Bruce
Posted on: America Online

<<Personaly I have created alot for Mystara and I dont seem to need to buy modules and accessorys anymore, yet it is always nice to have them around for some new ideas.>>

Also have a look at the Savage Coast/Red Steel folder. It is related to Mystara western region.

Bruce Heard

Subj: Re:Trade Wars
Date: 10/21/96 10:57:27 PM
From: TYGHOCK
Posted on: America Online

>A trade war does not necessarily involve a military conflict..<
>Darokin would be hard pressed to really hurt the Minrothad Guilds anyway, considering the guilds are infinitely better at sea than Darokin.<
> Minrothad just does not have the land forces to even threaten Darokinian territories.<
> I bet some merchants or guilds could find ways to benefit from a trade war, with a little imagination. Bruce Heard<

Agreed on all points. In Heretic World, Darokin couldn't touch the Guilds, and vice versa. In a previous post I gave an example of a Darokin strategy to cause overthrow in Ierendi/colonies and bring in a delayed Thyatian counterstroke. For the Guilds, countering that policy is all that's needed, since the SEA trade is all they have; whereas, Darokin loses the sea trade (a small portion of their wealth, but still gold!). In my study of the Renaissance Mediterranean, sea trade was king for a long time - witness who won the power struggles in the RW (England, Venice, Holland etc.).

But I ultimately agree, it's an unlikely pair of adversaries - unless the Warden of Bayport is a dummy, or Darokin starts to crumble and the Guilds want a piece.....

Subj: Re:Question/Debate
Date: 10/21/96 11:01:07 PM

From: TYGHOCK
Posted on: America Online

>There is the Church of Karamaikos and in order to gain a clerical dominion, you should belong to that church. It is the state religion.<

Historically, I agree. You've got to go with the State religion, at least until you are established.

Subj: Re:Mystara's future
Date: 10/22/96 2:20:17 AM
From: Bargle1066
Posted on: America Online

Here's a thought. The bigwigs at TSR (this dosen't include you or Roger, Bruce) decide to have Toril conquer Mystara. Everyone is helpless and unable to fight, except for turtles. The turtles lead the revolt and save Mystara.

Subj: Re:The Tree of Life
Date: 10/22/96 3:12:45 AM
From: ChanDog21
Posted on: America Online

According to "The Dragonlord Chronicles", book one, Wyndar is Known as the Sylvan land.

P.S. The Book have some GREAT back ground info;)

Subj: Re:Daro vs Thyatian
Date: 10/22/96 9:39:32 AM
From: Mystaros
Posted on: America Online

<<For all other canonists(aka purists), canon Mystara has Darokinian as a dialect of Thyatian. For every normal human being, do what you want with it(especially considering that it is only mentioned in one product directly, and one indirectly).

-Amaldis>>

I think I found the one "indirect" reference, especially considering your later post on the "Dungeon Master Survival Kit". On page 15 of that work, Steve Schend states that "Admittedly, most of these [dialects] are directly descended from Thyatian...". I see...

He goes on to assert in the very next sentence that "After all, English, French, and Spanish were all spawned from Latin". Pardon moi? Je suis un homme de Angelterre, non? Pardon my *atrocious* French (I THINK I said something like "I am a man of England, no?", but I can't be sure). You see, I am a native ENGLISH speaker; note that English is "spawned" from the Germanic, not Latin branch of the Indo-European Ur-Tongue. Basically, all I'm saying is that if so basic a mistake as this concerning the RW has happened... well, you get the idea.

By the way, on a further note concerning Darokin and linguistic/cultural ship... I myself am descended from a long line of Amish/Mennonite Germans on my fathers side and very recent Italian immigrants on my mothers side... yet I speak ENGLISH as my native tongue, and I identify far more with American history and myth than with Menno or Garibaldi (though I do speak German, but I learned that in High School, not as a Secondary language). Mi solo Italiano in spiritu y Americano in situ...

Mystaros

Subj: A Thyatian Darokin...

Date: 10/22/96 10:37:05 AM

From: Mystaros

Posted on: America Online

For those Canonists among the readers of this folder, I have posited a Darokin origin more in keeping with the history of the Known World as viewed by Amaldis. As stated in the Darokin gazetteer, the Nithian Traldar clans did in fact settle in the lands now called Darokin in 1500 BC; most of these peoples were killed, however, when the Gnolls ravaged the south and the Orcs invaded the north in 1000 BC. A few survived, however, to found a few settlements (or refound them, at least in the case of Akorros and presumably Selenica); this was ca. 800 BC, the time when Mealiden and his followers were settling in the northern plains and hills. To establish a Thyatian origin for the Darokinian language we must posit a further invasion, this presumably in or around 600 BC (perhaps somewhat later, during the Thyatian Pirating era). Module IM2 "The Wrath of Olympus" mentions that the founders of Darokin "... sailed northward into the rivers of Malpoggi Swamp" (page 35). I myself had always interpreted this as the settlement of Darokin by the Ptahr al-Dar clan of Nithians in 1500 BC; it can just as easily apply to a migration of Thyatians, Kerendans and Hattians circa 600 BC. The Lich later mentioned in the Legend of Aurum would then be a Nithian Lich (I had always interpreted it as being a Taymoran Lich, but again, that would be non-canonical). Thus, a Thyatian invasion would easily wipe out or absorb the remnants of the Traldar; they would drive the Orcs to the west of the Streel by 200 BC, and their culture and language would diverge from their cousins to the east through contact with the Alfheim Elves... and later though massive immigration as posited by Amaldis. A thoroughly acceptable and mostly canonical version of Darokin history, unlike my more heretical and apocryphal interpretation...

Mystaros

Subj: Re:Daro vs Thyatian
Date: 10/22/96 4:03:45 PM
From: AMALDIS
Posted on: America Online

Well, you got the indirect reference. The direct reference is in Karameikos:Kingdom of Adventure.

-Amaldis

Subj: Re:Question/Debate
Date: 10/22/96 4:09:31 PM
From: AMALDIS
Posted on: America Online

What about the Church of Traladara? While the Church of Karameikos might be the religion sponsored by King Halav, he is smart enough not to enforce conversion of those in the Church of Traladara(he would, BTW, probably be assassinated by an otherwise loyal citizen). After all, in King Stefan's mind they are all one big happy Karamiekan family willingly paying the taxes they 'owe' him.

-Amaldis

Subj: Re:Question/Debate
Date: 10/22/96 9:49:06 PM
From: Bargle1066
Posted on: America Online

King Stephan might allow a member of the Church of Traladara to gain a barony, but he would draw the line there.

Subj: Re:Question/Debate
Date: 10/22/96 10:06:13 PM
From: TYGHOCK
Posted on: America Online

I agree. You may tolerate the "Unofficial" faith because a powerful existing Lord holds it (or pretends to hold it). But newbies play by the rules, i.e. the "Official" faith, unless they have a powerful Lord as a mentor - and in that case, the King might think twice anyway.

Subj: Re:Daro vs Thyatian
Date: 10/22/96 10:19:31 PM
From: Kaviyd
Posted on: America Online

>>For all other canonists(aka purists), canon Mystara has Darokinian as a dialect of Thyatian. For every normal human being, do what you want with it(especially considering that it is only mentioned in one product directly, and one indirectly).<<

The canonical approach seems to work best, IMO. Most game worlds have a "Common" language, and in the Known World that language would be either Thyatian or Darokinian. But which? If the two languages are so closely related as to be dialects of the same language, the problem is solved.

Subj: Continents
Date: 10/22/96 10:41:56 PM
From: Duncan TKD
Posted on: America Online

Has anyone ever developed some of the other continents on Mystara?

Duncan TKD

Subj: Re:Daro vs Thyatian
Date: 10/23/96 5:34:16 AM
From: ChanDog21
Posted on: America Online

I've have been playing AD&D for 16 year and DMing for over 10. What I fail to understand is how there can be a "COMMON TONGUE".

I have only been DMing in Mystara for the last year and a half, but it would seem the me that if Darokinian is a dialect of Thyatian, then Thyatian would be, by far, the most "COMMON TONGUE", on Brun at any rate. I would also suggest that Alphatian would by the second most spoken tongue. But I am no historian, as you all seem the be, nor am I a linguistics major ;)

ChanDog21

P.S. I spent 4hours on the 22nd reading this entire folder. You guys are doing a great job. Everyone, needs a pat on the back now and then.

Subj: Immortals
Date: 10/23/96 6:04:43 AM
From: ChanDog21
Posted on: America Online

According to some of the thoughts that Ya'll (Yes I'm from Tx) have put forth regarding Immortals, some of you think that they are Gods calling themselves Immortals or that they are something all together different.

In my game they are Demi- or Lesser- Gods. The Old Ones were Greater Gods, who left Mystara to find new followers in the Multiverse, there by, gaining strength and knowledge. I also say that the named Immortals of other worlds (Odin, Thor, Orcus etc.), are infact avatars of these Greater Gods sent out to other worlds to gain strength and power. These Immortal avatars may not even know what they truely are.

I know that sounds a little off the wall, but to me it seems to fit in with everthing else.

After saying that, I pose two questions:

- 1) Would anyone like to see the Immortals set up in the Faiths & Avatars format?
- 2) Can Gods be truely destroyed, (poof, gone, don't come back no mo) if they have worshipers on other planes? (ie the Immortal Orcus, if he were the same Orcus killed in Planescape)

Subj: Re:Immortals
Date: 10/23/96 8:53:02 AM
From: Bargle1066
Posted on: America Online

I don't know, Chan. I make all these gods and evil lords of the lower planes immortals. So, you're from Texas. How is Phil Grahm doing? Are you familiar with Teresa Doggett? I hope she wins by 40 pts. against Lloyd.

Subj: Re:Daro vs Thyatian
Date: 10/23/96 9:50:48 AM
From: Mystaros
Posted on: America Online

<<What I fail to understand is how there can be a "COMMON TONGUE"
ChanDog21.>>

<< If the two languages are so closely related as to be dialects of the same language, the problem is solved.
Kaviyd>>

A "Common Tongue" in a D&D or AD&D game is the same as the "Lingua Franca" in the RW; this is the language used by the dominant society of the time, and in which most people who are well travelled, well read, or otherwise concerned with doing business outside their own native country (or with traders and travellers from other countries) are likely to speak. The concept of "Lingua Franca" itself (meaning "Language of the French" literally, or "Common Tongue" most generally) developed long ago; I suppose the "Common Tongue" of the Achaean Age was most likely Minoan Greek or perhaps Egyptian; in the Middle Ages it was Latin and in the Renaissance and earlier modern times, French (thus, "Lingua Franca"; also related to money, some say). In modern times the "Common Tongue" throughout the world has pretty well been English (American or Queens; most Germans speak with a British accent); though French is still used in the UN and elsewhere. Thyatian is the "Common Tongue" on the continent of Brun at least as far as Slagovich, where the local Pidgin version of Thyatian (known as "Slag", after Slagovich) takes over (presumably there is much Traladaran influence in Slag, as the people of the City Sates are descended from Traladaran migrants ca. 450 AC). On the Isle of Dawn, the Common Tongue is either Thyatian or Alphatian (or, rarely, Thothian), depending on where you live; those who can, speak both. In the Alphatian Empire and to the east, the Common Tongue is Alphatian.

The fact that Darokinian is a "Dialect" of Thyatian has only two sources (both of them suspect to my way of thinking). I have given TWO different variants of the history of the Daro; one, my own, in which Daro is a descendant of Antalian-Traldar developed in ISOLATION from Thyatian (which is also an Antalian-Traldar tongue, developed on the Southern Continent); and the other, on which Daro is descended from Thyatian/Kerendan/Hattian, with influence from Elvish. The Isolated version of history is my own, while the Descent from Thyatian seems to some to be more in keeping with Canon. What you use is your own business, I have simply been proposing historical derivations for both...

And, by the way, Linguistics *was* one of my major area of studies in college... for whatever that may be worth...

Mystaros

Subj: Jeff's Mystara Stuff
Date: 10/23/96 12:58:14 PM
From: TSR Bruce
Posted on: America Online

I finally got Jeff's files from the unpublished Mystara/Known World companion. It'll take a while to put it in a format that is appropriate for download. But at least it here. :)

Bruce Heard

PS -- remember this was written for a product line that is NOT the same as the original Mystara world (nor was it intended to be). It has not been edited. It was written before the other AD&D/Mystara products that DID see print and therefore, may show further discrepancies there as well. Use at your own risk.

Subj: Re:Jeff's Mystara Stuff
Date: 10/23/96 4:24:24 PM
From: AMALDIS
Posted on: America Online

Thanks Bruce. Did they think it was more likely to sell if they made it unfamiliar to new timers? I assume that decisions made at TSR are intended to make TSR more money, but this just doesn't make sense. How did they expect Mystara to succeed if they destroyed the base that it rested on and tried to build a completely new one. The new one was inherently unstable due to FR's publicity, hearing about FR from friend, TSR's add campaign of FR is the most popular campaign setting in history(they seem to continually repeat this point, as if hearing it would somehow make me more likely to enjoy the world itself. "Hey look! I play in the 'cool' world."), and novels. I must admit that Mystara was doomed to failure even if they had used a good market strategy. Any world that goes up against the FR behemoth to fight for a position(a position mind you, not the championship) as a "generic" world is cast down into the pile of forgotten worlds(It is my opinion that if TSR restarts the GH setting it will crash and burn just as Mystara did).

-Amaldis

P.S.Notice a sense of gloom in recent posts? I guess that Torillian globe on a Mystara product has depressed me more than I realized.

Subj: Re:Immortals
Date: 10/23/96 4:37:10 PM
From: AMALDIS
Posted on: America Online

Faiths&Avatars was excellent, and it would be neat to have a Faiths&Avatars for Mystara. Yes, if gods are killed on their home plane(and they have only one home plane) then it doesn't matter how many worshippers they have.

-Amaldis

Subj: Common Tongue

Date: 10/23/96 4:40:05 PM

From: AMALDIS

Posted on: America Online

The common tongues of the various TSR worlds go a little farther than RW common tongues. In the TSR worlds even peasants are able to speak the common tongue, and they consider it their native language. It doesn't make much sense(in fact it makes no sense), but it lets PCs talk to everyone in a large area(and therefore makes the world more adventurer friendly).

-Amaldis

Subj: Re:Jeff's Mystara Stuff

Date: 10/23/96 5:15:32 PM

From: TSR Bruce

Posted on: America Online

Amaldis, I understand your disappointment with the current status of Mystara but this topic is really getting stale. It is for me anyway. There is no sense in bringing up this topic ad nauseum -- what's done is done. To keep grinding at it won't change that. Of course no one's to prevent you from pursuing this topic if you choose so, but on the hand don't be surprised if I abstain from responding.

Bruce Heard

Subj: Re:Jeff's Mystara Stuff

Date: 10/23/96 7:46:39 PM

From: Nellisir

Posted on: America Online

On a totally off the subject matter for a moment...

Amaldis is no doubt busy creating the Mystara Net Book 2 (or 3...wasn't there one last year?). However, this folder has a great deal of stuff already written -- the older folders. A Best of Mystara file or files compiling the earlier, creative efforts would be a wonderful thing for someone to do, and make it easier for new people and lurkers to catch up what has gone before.

Be aware thought, that this is not a quick thing...I estimate I spent at least 10 hours on Best of Greyhawk 6 (admittedly, from a folder stuffed with goodies...# 7 should only be 8 or 9 hours...)

Good luck...

Nellisir

Subj: Re:Jeff's Mystara Stuff

Date: 10/23/96 7:50:18 PM

From: Bargle1066

Posted on: America Online

Let's face it. Mystara is off in the market and at our mercy. If Mystara ever comes back on the market, our work will be imprinted in it, if that makes anyone feel better.

Amaldis, I'm sorry I couldn't reach you two days ago, but my laptop wouldn't let me. Nothing personal.

Subj: Re:Immortals

Date: 10/23/96 8:34:09 PM

From: Renardois

Posted on: America Online

>1) Would anyone like to see the Immortals set up in the
>Faiths & Avatars format?

Cool idea. Are you volunteering to complete the work as part of the new net book???

Subj: Post #499

Date: 10/23/96 8:35:02 PM

From: Renardois

Posted on: America Online

Mystara folder going... going... :)

Subj: Post #500!

Date: 10/23/96 8:36:55 PM

From: Renardois

Posted on: America Online

Ding-ding-ding-ding-a-ding! ***500*** It's time to close! :)