

Subj: Hi...
Date: 2/14/95 3:44:14 PM
From: Sycism
Posted on: America Online

What is this thing? I saw it in Waldenbooks, and I almost bought it... but I didn't and I wonder what it is.

Subj: Re:Hi...
Date: 2/14/95 6:08:56 PM
From: TSR Inc
Posted on: America Online

RED STEEL is a setting in which you must have the substance to survive. There is a land, the Savage Coast, where this metal grants great power. It also...changes.

Rob Repp
Manager, Digital Projects Group
TSR, Inc.

Subj: Find it in Dragon
Date: 2/14/95 8:44:50 PM
From: Myridian
Posted on: America Online

You can find an early version of it in Dragon Magazine from about a year or two ago... The Princess Ark feature about the Mystara setting. Something called "Cinnabar" I believe. I haven't actually seen the inside of the new box tho'.
Myridian

Subj: Red Steel
Date: 2/14/95 10:50:51 PM
From: Bloodstone
Posted on: America Online

The boxed set is pretty neat. It has a CD with some good mood music and a few interactive stories that try to set the mood of the place.

The Red Steel 'world' is different. There are new races, new classes, firearms are common, etc. They say you can drop it into any world by putting it on a coastline somewhere not travelled, which could work.

I thought it was interesting but, honestly, I haven't intergrated it into my gaming group yet as I think it would disrupt our current campaign. I wouldn't hesitate to start a new one there though...

Gard Bloodstone

Subj: Re:Red Steel
Date: 2/16/95 9:38:44 AM
From: JStrick
Posted on: America Online

As soon as my group finishes our Dragon Mountain adventure, I am going to get them over to the Red Steel land. It is almost as good as Dragon Mountain.

Jim S

Subj: Message from Roger Moore
Date: 2/17/95 6:45:14 PM
From: TSR Inc
Posted on: America Online

I have a message from Roger Moore. Replies by mail can be sent to TSR Inc. Otherwise, go ahead and reply by posting. I'll be printing out messages for Roger and others, so he'll see them.

Rob Repp
Manager, Digital Projects Group
TSR, Inc.

FOR RED STEEL MESSAGE FORUM

Title: Roger Moore says hello (part 2)

Hi, there. I'm Roger Moore, the creative director in charge of the RED STEEL(TM) campaign. I left a "hello" message in the BIRTHRIGHT(TM) game forum, so I'll skip all the introductory stuff.

I'm going through my computer looking for things to upload for everyone to get a better picture of what we're doing with the RED STEEL campaign (a.k.a. "the Savage Coast"). We're going to convert it from an AD&D(R) accessory into a full-fledged setting, starting in 1996. All the materials in the RED STEEL boxed set from last year and <Savage Baronies> from this year will be presented in a new format (without audio CDs), and lots of accessories and adventures will follow along after that.

The campaign, in an area of the MYSTARA(TM) setting to the west of the "Known World" (the old D&D(R) campaign zone), is based on the game writings of Merle and Jackie Rasmussen, Bruce Heard, and Tim Beach. Bruce greatly expanded the Savage Coast materials of the Rasmussens when he produced his "Voyage of the Princess Ark" article series for DRAGON(R) Magazine (I edited the articles and remember them well). Tim Beach has now largely picked up the mantle for being the in-house RED STEEL setting guru.

If I had to describe the campaign flavor in a few words, it would be like so:

"Swashbuckling Hispanic/Texan daredevils with guns, rapiers, and magical powers challenge power-crazed mutant cinnabryl-addicted psychopaths in the name of glory, heroism, and flashy outfits!"

I'm not sure how to work the canine Musketeers and feline knights into that statement, nor the pseudo-Assyrian scorpion-men, the shape-changing spider wizards, the turtle-people, the winged

minotaurs and elves, the Immortals, or the evil empire to the north. I've loved this setting ever since Bruce was bombarding me with his articles, and it is a hoot.

I'll post more later, but I did want to introduce myself and let everyone know that I will do my best to support this topic on America Online. Cheers!

Roger E. Moore
TSR, Inc.

Subj: Re:Message from Roger Moore
Date: 2/20/95 6:17:26 PM
From: Rogue TKE
Posted on: America Online

Is the Red Steel Campaign Setting written for AD&D 2nd Ed Rules?

Subj: Red Steel
Date: 2/20/95 10:18:17 PM
From: RPGA Kevin
Posted on: America Online

Yes, Red Steel is 2nd edition.

Subj: Re:Red Steel
Date: 2/21/95 3:21:06 AM
From: Rogue TKE
Posted on: America Online

Thanks. Sounds Interesting, I'll have to check it out.

Subj: Re:Red Steel
Date: 2/21/95 2:16:57 PM
From: RMSweeney
Posted on: America Online

I would just like to voice my hope that the Red Steel and Cinnabryl -- if it is like what I read about in the Dragon Magazine -- is kept dark and loaded with negative repercussions. At first glance it sounds too much like steroid popping and drug addictions. I am afraid that some DMs and players will simply see the red steel campaign as a way to Power up their PCs. (As if they weren't getting hoaky enough already.) If I ever played such a game, those who use cinnabryl would have to be evil, corrupt, villianous, drug lords enslaved to their addiction that will eventually destroy them and all they care for an own. Otherwise, some poor oaf might think drugs and steroids are not that bad...

Subj: Re:Red Steel Drug Addicts.
Date: 2/23/95 4:14:48 AM
From: Rogue TKE
Posted on: America Online

It's not like that at ALL. See, you have no choice. The whole world "suffers" from the effects of the Red Steel. I just bought it and at a quick glance, it looks pretty interesting, I'll post more after I digest a wee bit more of it.

Subj: Latest word from Roger
Date: 2/24/95 4:16:56 PM
From: TSR Inc
Posted on: America Online

Another note from Roger. Enjoy!

Rob Repp
Manager, Digital Projects Group
TSR, Inc.

Hello, again. I've prepared an introductory file that describes the RED STEEL(TM) campaign setting in broad detail. It's based on material from last year's RED STEEL boxed set, and it should give basic answers to the questions that many of you are asking. I called the file REDINTRO. Rob will give details on where the file is and how to get it. I'm still cyberspatially challenged.

If anyone has any comments or questions on this setting, I can pass them along to my product group and the two current TSR masters of the Savage Coast, Tim Beach and Bruce Heard (who work within 30 feet of my cube). Bruce developed the setting in his "Voyage of the Princess Ark" articles that you may remember from DRAGON(R) Magazine.

In my earlier posting, I overstated (as I sometimes do) the use of cinnabryl. No one is really addicted to it, but it does prevent the worst effects of the Red Curse of the Savage Coast, so cinnabryl is greatly valued and sought. There are also many more "cultural" types than the pseudo-Hispanics or pseudo-Texans, but they are quite prominent and add a marvelous flavor to the goings-on in the area. The region is quite a melting pot! Any characters from the MYSTARA(R) "Known World" campaign can just wander westward by horse, foot, or boat and arrive on the Savage Coast, joining the campaign.

One interesting aspect of the Savage Coast is the presence of firearms (wheel-lock pistols), which are fairly common in some of the so-called Savage Baronies. There's been a long-standing debate in fantasy gaming about the presence of firearms, even primitive ones. Not every AD&D(R) setting has firearms; the BIRTHRIGHT(TM), DRAGONLANCE(R), MYSTARA, DARK SUN(R), and GREYHAWK(R) worlds have no guns, while a few are present in the FORGOTTEN REALMS(R) setting, and lots are present in the SPELLJAMMER(R) campaign. (Tinker gnomes might build a gun in the DRAGONLANCE

campaign, but it would usually blow up and kill them all. Not very encouraging research results, but the gnomes keep trying.)

The RED STEEL campaign was designed to allow firearms use for those who like them (and who like the Three Musketeers), but I'd like to hear more opinions about the topic. How about it?

Cheers! Roger Moore, TSR, Inc.

Subj: RED STEEL Info in Library
Date: 2/24/95 7:11:06 PM
From: TSR Inc
Posted on: America Online

Roger Moore wrote up a fairly complete info file for RED STEEL, which I have placed in the Misc. Treasures section of the Library. Enjoy! What follows is a message from Roger.

Rob Repp
Manager, Digital Projects Group
TSR, Inc.

Hello, again. I've prepared an introductory file that describes the RED STEEL(TM) campaign setting in broad detail. It's based on material from last year's RED STEEL boxed set, and it should give basic answers to the questions that many of you are asking. I called the file REDINTRO. Rob will give details on where the file is and how to get it. I'm still cyberspatially challenged.

If anyone has any comments or questions on this setting, I can pass them along to my product group and the two current TSR masters of the Savage Coast, Tim Beach and Bruce Heard (who work within 30 feet of my cube). Bruce developed the setting in his "Voyage of the Princess Ark" articles that you may remember from DRAGON(R) Magazine.

In my earlier posting, I overstated (as I sometimes do) the use of cinnabryl. No one is really addicted to it, but it does prevent the worst effects of the Red Curse of the Savage Coast, so cinnabryl is greatly valued and sought. There are also many more "cultural" types than the pseudo-Hispanics or pseudo-Texans, but they are quite prominent and add a marvelous flavor to the goings-on in the area. The region is quite a melting pot! Any characters from the MYSTARA(R) "Known World" campaign can just wander westward by horse, foot, or boat and arrive on the Savage Coast, joining the campaign.

One interesting aspect of the Savage Coast is the presence of firearms (wheel-lock pistols), which are fairly common in some of the so-called Savage Baronies. There's been a long-standing debate in fantasy gaming about the presence of firearms, even primitive ones. Not every AD&D(R) setting has firearms; the BIRTHRIGHT(TM), DRAGONLANCE(R), MYSTARA, DARK SUN(R), and GREYHAWK(R) worlds have no guns, while a few are present in the FORGOTTEN REALMS(R) setting, and lots are present in the SPELLJAMMER(R) campaign. (Tinker gnomes might build a gun in the DRAGONLANCE campaign, but it would usually blow up and kill them all. Not very encouraging research results, but the gnomes keep trying.)

The RED STEEL campaign was designed to allow firearms use for those who like them (and who like the Three Musketeers), but I'd like to hear more opinions about the topic. How about it?

Cheers! Roger Moore, TSR, Inc.

Subj: Re:Latest word from Roger
Date: 2/26/95 11:44:03 PM
From: Kaviyd
Posted on: America Online

Let's see if I got this straight -- there are firearms in Red Steel, but not in Mystara? I seem to recall that the Red Steel campaign area is located on the world of Mystara, so that can't quite be true. Also, what is to stop adventurers from Karameikos or its neighbors from traveling west, picking up some firearms, and bringing them home? Or does gunpowder only work in areas affected by the Red Curse?

Subj: Re:Message from Roger Moore
Date: 2/26/95 11:49:25 PM
From: Kaviyd
Posted on: America Online

About re-issuing Red Steel without the CDs -- excellent idea; the CDs drove the price up too much for the value received. If you have a choice between a CD and another book or two, please go for the additional text.

Subj: Re:Latest word from Roger
Date: 2/28/95 2:57:13 PM
From: Nitstkr
Posted on: America Online

I recently got the Red Steel set and I liked it, but haven't used it yet. The way I understood about the guns was that only the used cinnabryl could be used for gunpowder and this would limit where the guns would be present.

NITSTKR

Subj: stollen from Dune
Date: 3/2/95 5:35:45 PM
From: Dananaus
Posted on: America Online

The Ideas of this Game setting sounds so much like the story line of Dune. Special Powers. Deformations. Does anyone see this also or am I nuts. But I still like it!!

Good Gaming
Dananaus
(God of Complaints)

Subj: Roger Moore Message, Pt 1

Date: 3/2/95 6:04:01 PM

From: TSR Inc

Posted on: America Online

Roger asked me to post the following message.

Rob Repp

Manager, Digital Projects Group

TSR, Inc.

I'd like to add some thoughts on firearms in AD&D(R) games in general before commenting on firearms in the RED STEEL(TM) setting in particular.

The decision to put firearms into an AD&D fantasy setting wasn't made lightly. The historical example of the effects of small arms and cannon on medieval society is dramatic. Cannons knocked down castles, destroying the power of feudal lords. Heavy armor was discarded in favor of mobility to gain cover from bullets that could penetrate steel. Long-range rifles and artillery altered tactics and strategies. Much of this has not been accurately portrayed in game mechanics for reasons of game balance, but there are exceptions. For instance, HR4, <A Mighty Fortress> Campaign Sourcebook, by Steve Winter, presents Elizabethan Europe as a fantasy-historical AD&D setting (A.D. 1550-1650). Gamers interested in the possible (and reasonably accurate) aftereffects of the widespread use of firearms in fantasy campaigns should read this product--particularly pages 36, 54, 56-61, and 69-70, which discuss firearms, their effects, and related skills. Elizabethan Europe, as presented here, would make an excellent alternate world to which adventurers could travel by magical gates and experience the power of firearms first-hand.

Advanced technological weapons have been cropping up in AD&D game worlds since the 1970s, but usually appeared in very limited, irreplaceable quantities as special treasures. For example, in the very first module for the D&D(R) game ("Temple of the Frog," in the D&D Original Set Supplement II, <Blackmoor>), published in 1975, were science-fiction high-tech devices as treasures. An early AD&D module, S3 <Expedition to the Barrier Peaks>, also included futuristic technological devices that PCs could use. One illustration in the latter product even showed a mind flayer using a high-tech weapon--brrrrrr.

Otherwise, high-tech weapons appeared on alternate worlds and would not function when brought back to a "normal" AD&D campaign. Further, they were greatly and unrealistically restricted in damage, rates of fire, and armor penetration, in order to keep them within "game balance." Gary Gygax otherwise specifically forbade the general use of gunpowder and modern explosives in AD&D games. (See the AD&D 1st Edition <DUNGEON MASTER(R) Guide> (1979), pages 112-114, for BOOT HILL(R) and GAMMA WORLD(R) game conversions to and from the AD&D 1st Edition game; note comments in the section, "Transferral Of Fire Arms To The AD&D Campaign," on page 113.) Gary wrote in DRAGON(R) issue #30, page 12 ("From the Sorcerer's Scroll") that the WORLD OF GREYHAWK(R) setting disallowed firearms entirely. Also note the D&D module IM1 <The Immortal Storm> (1986), by Frank Mentzer, in which Immortal PCs visit Manhattan and Chicago and perhaps encounter gunfire in those places.

Subj: Roger Moore Message, Pt 2

Date: 3/2/95 6:04:23 PM

From: TSR Inc

Posted on: America Online

The first in-depth coverage of primitive firearms in the AD&D game was made by Ed Greenwood, in two articles in DRAGON Magazine: issue #60, page 24, "Firearms," and issue #70, page 31, "A Second Volley." Gary Gygax objected to the widespread introduction of firearms into the game, as noted in his letter in issue #66, page 4, but did allow Murlynd, a quasi-deity of the GREYHAWK(R) campaign, to use them because of his innate properties (issue #71, page 21, "Greyhawk's World"). Interestingly, Gary's prohibition on firearms lives on in the WORLD OF GREYHAWK setting (see SPELLJAMMER boxed set, <Lorebook of the Void>, page 89), but firearms are now allowed in the FORGOTTEN REALMS(R) campaign that Ed developed (see <FORGOTTEN REALMS Adventures>, pages 11-13 and 20; also the FORGOTTEN REALMS boxed set, new edition, <A Grand Tour of the Realms>, page 11).

It was in the space-fantasy SPELLJAMMER(R) setting that firearms began to take off. The 1989 SPELLJAMMER boxed set by Jeff Grubb brought in bombards, wheel-lock pistols, and smoke powder (<Concordance of Arcane Space>, pages 42 and 45), and later accessories added even more smoke-powder weaponry (<Lost Ships>--by Ed Greenwood, and <War Captain's Companion> boxed set). I even let spacegoing scro forces use them in my novel, <The Maelstrom's Eye>, volume 3 of the Cloakmaster Cycle.

With the AD&D 2nd Edition game, however, the doors opened for firearms on a broad scale. Arquebus statistics appeared in the AD&D 2nd Edition <Player's Handbook> (pages 68-69, 73) and DMGR3 <Arms and Equipment Guide> (pages 53-54, 108-109); smoke powder in the AD&D 2nd Edition DMG (pages 138, 179-180); and ground-based bombards and cannon in DMGR2 <The Castle Guide> (pages 98-102). DMGR5 <Creative Campaigning> discusses combining firearms and magical worlds (pages 4, 8-11, 17, 33, 35-36). The "final word" on firearms in the AD&D game (as author Rich Baker puts it) will appear in the PLAYER'S OPTION(TM) Combat & Tactics hardbound due out in July of this year.

The RED STEEL, SPELLJAMMER, and <A Mighty Fortress> campaigns are not the only AD&D campaigns with lots of guns. The RAVENLOFT(R) <Masque of the Red Death> boxed set, for instance, details Earth of the 1890s for Gothic horror role-playing, complete with guns and other elements of technology crossed with AD&D game's magic. Other than this and their rare appearance in the Realms, they are not much seen.

Moore later on this topic. Comments and questions are welcome.

Subj: Message from Tim Beach, Pt 1

Date: 3/2/95 6:14:40 PM

From: TSR Inc

Posted on: America Online

Tim Beach, author of the RED STEEL Boxed Set, has asked me to post the following message. Replies can be posted here. He'll see them.

Some designer's notes from Tim Beach, author of the RED STEEL(TM) boxed set.

I've been watching the comments on the RED STEEL campaign. Thanks, everybody, for the interest. I really like the setting myself, so I'm glad to see it being received favorably. I'll try to actually come on line sometime and talk about it, when I have a little more free time (maybe in late March or early April).

In the meantime, here's a few notes on firearms in the RED STEEL setting.

Please note: Bruce Heard talked about firearms and the MYSTARA(TM) world in DRAGON(R) Magazine, issue #199. Those rules, while good for adding gunpowder weapons to a campaign, are not really compatible with the RED STEEL campaign. First, he talks about gunpowder, while the RED STEEL campaign uses a special form of the magical "smoke powder" found in the AD&D(R) game. Making smoke powder is tied closely to the curse of the Savage Coast. Second, Bruce talks mostly about big guns. There aren't any big guns on the Savage Coast, because of the arcane process and rare materials needed to make smoke powder; it's too rare to waste all at once.

I have several motives for adding smoke powder and firearms to the RED STEEL setting. First, I played a character -- Killian, who will be showing up later in the line -- in a RAVENLOFT(R) campaign run by fellow TSR writer/editor Thomas Reid. That brief campaign had an Elizabethan feel to it, and Killian was a swashbuckler who carried firearms (the arquebus from the Player's Handbook). I liked the character and wanted to bring him over to the RED STEEL setting -- and the guns were part of the character. Second, I really like the historical sourcebook, A Mighty Fortress. It's rules for swashbuckling, sword duels, and firearms seemed to fit the RED STEEL setting very nicely. Third, firearms are part of the historical swashbuckler (that's why they're called "the Musketeers"), and I wanted swashbucklers to play a prominent role. Finally, I needed something for Cimmaron County. In his original "Voyage of the Princess Ark" articles, Bruce Heard presented Cimmaron County as an old west setting, with six-shooter crossbows. Well, when I changed things over to the AD&D game from the D&D(R) game, the hand crossbows didn't have the desired effect (since weapons mastery wasn't available in the AD&D game, and I didn't want to introduce it). That is, they were useless in a duel. To get the desired effect, I had to change the crossbow or go to firearms. In addition, Bruce had gotten a few letters from people that thought Cimmaron County -- with its cowboys, dance halls, and so forth -- was silly, and I wanted to avoid that image.

Subj: Message from Tim Beach, Pt 2

Date: 3/2/95 6:15:01 PM

From: TSR Inc

Posted on: America Online

So I compromised. I liked a lot of the "old west" flavor of Cimmaron County, but realized some of the letter-writers had a point: some flavor is okay, but too much changes it from the AD&D game. I looked for ways to mix the old west feel in, concentrating on the gunslinger as an honorable warrior. I considered making a separate kit for this (I'd had one in an old home campaign I ran in college), but decided to fold it in with the Honorbound warrior, which had general applications across the coast. I also concentrated on the duel. Single-shot guns make for more dramatic duels, and using the older

pistols allowed a mix of the more medieval AD&D game flavor with the old west. This shifted Cimmaron from the borderline humorous to the more serious, while retaining much of the rough flavor. I'll talk more about Cimmaron in another posting, I hope. I chose the wheel-lock pistols because they fit my needs the most. As a rationale for why there were smoke powder weapons here and nowhere else on the world, I tied the stuff to the Red Curse: smoke powder in this setting can be made only by using substances related to the curse.

The decision to use firearms also helped with game balance in one very significant way. I'd already decided to use the Inheritor kit (though I don't remember if it had been named yet), a kit that allows characters to gain multiple Legacies (the magical "super-powers" of the campaign). I didn't want them to become overbalancing, so they needed some disadvantages, and maybe other characters needed some advantages. And with the smoke powder weapons came both. Since smoke powder was tied to the curse, it could interact oddly with an Inheritor, making it a very, very bad thing for the Inheritor to use smoke powder weapons. Since others could use them, the issue of balance was partly resolved (there are other factors as well).

Anyway, that's it in brief. I'll try to talk more later, and I'll try to answer any questions you might have. One question for you: is anyone interested in a crossover between the RAVENLOFT setting and the RED STEEL campaign? The cursed Savage Coast seems appropriate for a RAVENLOFT treatment, which I'm tentatively calling "Black Steel." Let me know if you'd like to see more.

Subj: Re:Message from Tim Beach, Pt 2
Date: 3/7/95 8:28:17 AM
From: Go4rshado
Posted on: America Online

Moooooooo! :) (KANK)
Hiya! I think that the "Black Steel" scenario sounds really cool! Especially on the Savage Coast!
Your Fan,
The guy with the bubble pipe :P

Subj: Missing Kits
Date: 3/8/95 2:03:14 AM
From: GypsyGrey
Posted on: America Online

I recently purchased the Red Steel Boxed Set, and am really impressed; it's the best product I've seen from TSR in a long time.

Question for the TSR guys, though, on a couple omissions from the Campaign Book: a "Shaman" kit is mentioned on p.12, and a "Spy" kit on p.14, but neither of these are detailed in the appropriate sections. Is there any chance that we could get some kind of "official" notes on these kits from TSR?

Subj: Red Steel
Date: 3/11/95 11:49:54 AM

From: Megaspam
Posted on: America Online

I think that my Red Steel campaign is one of the best I have ever done. I love those Legacies. But I have one question. Does electricity flow through Red Steel? If any one knows PLEASE tell me.

Send your answers to megaspam.

Subj: How do you play on AOL?
Date: 3/11/95 2:44:47 PM
From: Chimera657
Posted on: America Online

Alright Red Steel is my fav campaign setting in Karameiakos. I just want to know how do you play Games Through the computer, I have NO IDEA!!! I'd appreciate help, Graci everyone

Subj: The Bottom Line on Red Steel
Date: 3/11/95 8:00:19 PM
From: Moon Druid
Posted on: America Online

Here's what it all comes down to, for me. I would like to know who likes this setting, and why. Please either drop me a message or post it here.

Moon Druid

Subj: Re:Bottom Line
Date: 3/12/95 1:17:48 AM
From: Crosshome
Posted on: America Online

I like the Red Steel Campaign because it gives players a chance to play interesting new races. Also it is a world created with firearms in mind unlike FR where they were added as an afterthought.

Subj: Re:The Bottom Line on Red Steel
Date: 3/15/95 1:20:42 AM
From: JeffLudwig
Posted on: America Online

I like Red Steel because of the basic campaign flavor. I'm intrigued by the sense of exploration and conquest, and a setting in which one can finally play out those adventures paralleling the great adventures on the high seas as per the English buccanniers and the Spanish Armada. It truly is a place for pirates and swashbucklers, pistols and rapiers, and buried treasure chests brimming with gold and pearls. I think the detailed work that went into creating the setting, as well as the carefully-selected CD music, really helps Red Steel come alive.

Subj: Red steel and mystara
Date: 3/18/95 10:12:34 PM
From: Cabin42boy
Posted on: America Online

Who knew the the red steel campaign set in the original D&D game is actually far west of the known world area (Karmiekos, Thyatis etc)?

Subj: Re:Red Steel
Date: 3/21/95 11:14:14 PM
From: Grayen
Posted on: America Online

RMSweeney, people are not addicted to cinnabryl, they need it to survive

Subj: Note from Roger
Date: 3/23/95 5:54:03 PM
From: TSR Inc
Posted on: America Online

Yet another pearl from Roger Moore, TSR editor. :)

Rob Repp
Manager, Digital Projects Group
TSR, Inc.

Thanks to everyone who is posting comments here! Rob Repp has downloaded this folder so I can copy it and pass it around to the members of my product group, which is in charge of the RED STEEL(TM) campaign line. Tim Beach is the RS designer in our group, as I mentioned earlier, and he might be able to answer any questions you have. ((Later note: Yes, he can answer questions, and his posting follows mine to help out gypsygrey (95-03-08) and Megaspam (95-03-11))).

Cabin42boy (95-03-18): I think that most explorers, cartographers, sages, royalty, and so forth in the MYSTARA(R) campaign area would know where the "Savage Coast" was (i.e., the RED STEEL(TM) campaign area). Thus, anyone could hop on a boat and go from Thyatis or Karameikos and wind up on the Savage Coast--assuming, of course, that no sea monsters or pirates or hurricanes wreck the skip first.

I am pleased to see the good reactions to the RED STEEL setting. What sort of information would you like for us to post on this folder? Would you like for any special material to appear here? Our next audio CD product, called *Savage Baronies*, is due out shortly; we could preview a bit of it here if you like. What say you?

Also, does anyone have some tales about activities and adventures in your current RED STEEL campaign you could share here? Moore later, Roger

Subj: Posting from Tim Beach, Part 1

Date: 3/23/95 6:25:48 PM

From: TSR Inc

Posted on: America Online

Here's a note from Red Steel's author, Tim Beach.

Rob Repp

Manager, Digital Projects Group

TSR, Inc.

Post from Tim Beach

Thanks for the interest, everyone! I've seen most of the posts from people, and I'll try to answer some questions. But first, a plug: the RED STEEL(TM) campaign got a great review in DRAGON(R) Magazine's April issue. There are a couple of mistakes about how things operate, but it sums up the "feel" of the world pretty well. Feel free to pass the review around to anyone you want to get interested in the campaign ...

Here's a question, by the way: what types of characters are people playing in your campaigns? Are they using Inheritors? Swashbucklers? Any psionics out there?

I was happy to see the interest in Black Steel; is there more interest out there? In any case, I'm going to see what I can do with the idea, *maybe* in DRAGON Magazine if they like it.

Subj: Posting from Tim Beach, Part 2

Date: 3/23/95 6:26:08 PM

From: TSR Inc

Posted on: America Online

In answer to Cabin42boy: Yes, there are a number of people (cartographers, sages, and the like) who know where the Savage Coast is -- but it's incorrect to state that most of those people do; a lot simply don't have any interest in what lies so far away from their home. And while hopping in a boat and going to the coast for a vacation might sound simple, remember the level of technology we're talking about. By sea and along the coast, Slagovich is about 5,500 miles from Karameikos, through the well-named Sea of Dread and around the Serpent Peninsula. That's pretty significant, and enough to intimidate most would-be travelers. Add to that (as you mention) the sea monsters, intelligent undersea races, hurricanes and other bad weather, and pirates of many places. It is very tough to get there. But it's obviously not impossible, as evidenced by the people who have already traveled to the Savage Coast and settled there. Slagovich carries on an irregular trade with the eastern nations, and some people from the eastern lands do choose to stay on the Savage Coast and explore; that's why there's a procedure for what happens when an outsider comes to the cursed lands. Yes, anyone can hop in a boat and go to the coast, but not many do, and those that do are endangered. It's not a very friendly place to outsiders.

In answer to Megaspam: I didn't specify about the ability of red steel to conduct electricity, so I guess I was assuming it wouldn't be any different from other enchanted steel -- that is, it would conduct electricity. However, now that you've raised the question, you've caused me to give it some more thought, and my gut reaction is to say "no," it doesn't conduct electricity, at least not well (certainly not as well as regular steel, or silver). I've presented red steel as a "generic" magical metal and this reinforces the idea of it having pretty universal powers. Thus, if a warrior is wearing red steel armor, a wizard would have to hit the warrior's adjusted (armored) AC for a shocking grasp spell to work. And if the wizard is using a red steel dagger, shocking grasp can't pass through it to affect a victim. Note that a lightning bolt (or something similar) is unimpeded by red steel; that much electricity is a powerful force. That's how I feel now, but I'll bounce the idea off a few other people. What do you think?

In answer to gypsygrey: I've been going through the RED STEEL campaign set in some detail, and yes, I too noticed the mentions of the Spy and Shaman kits (as well as the lack of mention of the Wokan wizard kit on page 29, where it should appear with the short descriptions of the other wizard kits). I originally wrote those two kits, as well as a few others, for inclusion in the set, but they were deleted for space. The Wokan almost went away, but was saved at the last minute. The Spy, a kit for many classes, was chosen because it wasn't as conducive to campaign play as many of the other kits. The Shaman was deleted because it applied only to races that were cut almost entirely from the set (the original manuscript included details on using lizard kin, as well as other races, as PCs -- which I may try to get published in DRAGON(R) Magazine). Note that without the information on the other races, the Shaman kit is still useful for encounters with NPCs. Anyway, I've put the kits in another file for anyone who is interested.

Subj: Re:Red steel and mystara
Date: 3/25/95 2:26:28 PM
From: B1Bard
Posted on: America Online

Actually... some of us still remember what was along the Savage coast BEFORE the Red Steel campaign was plastered into place all over it... and I have to admit that I liked the Spiral Cities of X6 a whole heckuva lot better than I like the new Red Steel stuff that's now in place there.

Subj: Red Steel..!!!! :)
Date: 4/8/95 12:55:26 AM
From: Thranduil
Posted on: America Online

Hello to Mr. Moore and Tim Beach...I recently purchased the Red Steel campaign set for future use...(mainly prompted by the positive review and interesting flavor revealed in the April Dragon Game Reviews Column) It looks very good..I LOVE the different races..Just Super..I don't really care all that much for the firearms though...I can take or leave them...Of course I am a new GM and will be starting with Dark Sun...(another fabulously intriguing Campaign setting !) so I feel no desire to explore any modern type of weaponry yet...maybe when I become a tiny bit "jaded" by the medieval/magical type of weapons.. ;) ANYWAY...the CD was OK..about a 6 out of 10...I would have appreciated an adventure and some more reference books included instead...Dark Steel sounds scary and good! Keep up the good work and the FUN!!!

Sincerely, Thranduil....

Subj: what's on the CD?
Date: 4/12/95 4:00:01 AM
From: E Bigas
Posted on: America Online

Is it just a bunch of background music clips to play behind standard RGP gameplay?

Subj: Re:what's on the CD?
Date: 4/13/95 1:45:10 AM
From: Kappy M
Posted on: America Online

Yes. The CD in the box set has a small intro for the game but that is about it. If you wait a couple months, TSR will be putting out the Savage Baronies box set with another CD as well as a box set with just 2 CD's in it. They are mostly if not all music to them for campaign setting. I have used them and found my players are happier with a little music in the back.

Subj: Roger Moore Note
Date: 4/26/95 1:52:03 PM
From: TSR Inc
Posted on: America Online

While Roger is in the UK for EuroGENCON this week, he's asked me to post the following note. The file he refers to is in the "Misc Treasures" section of the Library.

Rob Repp
Manager, Digital Projects Group
TSR, Inc.

As noted in the MYSTARA(R) folder, I have uploaded a list of all TSR game products dealing with the D&D(R) game's Known World, which later became the AD&D(R) game's RED STEEL(TM) and MYSTARA campaigns--materials for which are also listed. Rob Repp has put the listing in one of the game libraries as KNOWNW.TSR (for "Known World"). I hope this bibliography helps you compile materials you need for your campaigns.

This board seems to have slowed down a lot lately. Is there anything you'd like to see here that would perk up your interest? Drop a note here soon and let me know. Have fun--Roger

Subj: Re:Roger Moore Note
Date: 4/27/95 9:15:07 PM
From: Joe G K
Posted on: America Online

I'd like to see the Red Steel and Mystara products made available without the CD's. JGK

Subj: Re:Roger Moore Note
Date: 4/28/95 2:51:19 AM
From: ME OMealey
Posted on: America Online

I've already voiced my opinion about CD products in the Mystara folder, but I'll add my Yea vote to making Red Steel products available sans CDs here as well. As far as I can tell, the CDs are a crutch for unimaginative DMs and players and help ensure that more experienced players shun these two settings. Mystara (of which the lands of Red Steel are a part) is one of the oldest, if not THE oldest game worlds and to position it (and Red Steel) as beginner products doesn't do the setting justice.

It's also not fair to those of us that have been following events in Mystara through the D&D game for years. The main reason I won't buy the Glantri box is that I'd never use the CD, yet I know that it must account for 1/3 - 1/2 of the price. I'm not willing to eat the CD just to get rest of the product.

Subj: Red Steel w/o CD
Date: 4/28/95 6:14:55 AM
From: WPMartin
Posted on: America Online

Instead of coming out with all these boxed set. Why not come out with books , along the lines of the Historical Reference Series where they had the map in the back of the book. I'd like to see that for some of the old Gazateers (If not all , I do "collect" AD&D after all).Just a suggestion,

Thanx for listening, WP :)

Subj: Greetings All!
Date: 5/17/95 1:06:13 AM
From: Jaaxx
Posted on: America Online

I have just recently purchased the Red Steel Campaign as well as the Savage Baronies and thought I would relate my thoughts on the material. A few weeks ago my players approached me and wanted to run a more Three Musketeers type game. Since I am a World of Greyhawk diehard (yes, a troublesome member of that notorious board) I had a bit of trouble deciding on what to do. I purchased Red Steel to see if it was what I wanted and as some reading material. I must admit that it peaked my interest right off and then it went sour. Sorry, but the heavy Spanish overtones almost prompted me to repackage it and try to trade for something else. However, I struggled through and decided that the Campaign was very close to what I might need.

I really like the maps, the limitations on gun powder and the whole curse ideology. But, I really don't care for the Mystara setting so I started trying to figure out if I could place it in Greyhawk. Of course it would never work as it stood. I decided reluctantly to rid myself of it and start from scratch but found little interest from fellow traders.

So, I got out my liquid paper pen and changed all of the Spanish names to Greyhawk format, started rewriting the books (the information was excellent, just the names again), lost some of the more exotic races and dropped in the Greyhawk setting. My only concern was that gunpowder did not work in Greyhawk but since the powder is magical and part of the curse and is only found in the Red Steel lands I let it stand. Also, the curse is limited to those lands so it does not upset my original and hopefully authentic Greyhawk campaign.

I must admit that it was a lot of work (not too bad actually, I scanned the book then used OCR to convert to text then just edited) but I think it was well worth it. I referenced all of the old names with the new so that I can use future products and for the most part made cosmetic changes, leaving the meat intact. I do commend the designers on the great setting, I just wished they had not stressed the particular culture.

Subj: Arm of Imortals
Date: 5/17/95 11:36:11 PM
From: JMunro8986
Posted on: America Online

Exactly what is on the Arm of imortals? Dragon issue 200 gave some insight but i'd like to see more will it be included in red steel. Also what about Hule, i'd really like to know were the western and northern borders are.

Subj: Re:Missing Kits
Date: 5/20/95 3:47:34 AM
From: DaniloThan
Posted on: America Online

There is also mention of a Swashbuckling bard kit. Have I just missed it or has it disappeared. If so may it reappear here somewhere on line.

D T

Subj: Re:Arm of Imortals
Date: 5/25/95 1:13:06 PM
From: TSR Bruce
Posted on: America Online

Hi, this is Bruce Heard -- original creator of Red Steel.

The Arm of the Immortals is located on the far western edge of the Savage Coast. It is actually separated from the S.C. by a sea. The Arm of the Immortals (so far) has been a realm mostly occupied by flying creatures (winged minotaurs, winged elves, and all manners of flying monsters). Do doubt other similar civilizations that we haven't described yet thrive north and south of the Ee'aar (winged elves). More will come in 1996 or 1997 about that land.

Great Hule was originally described in Module X5 Temple of Death (Basic D&D, Copyright 1983). A hex map appears on page 5 that shows the rough location of the borders. Great Hule is much larger

than the whole Savage Baronies region. It has the general shape of an upside down triangle, about 500 miles north-south. Again, we plan on providing more info on Great Hule.

Subj: Re:Hule errata
Date: 5/25/95 4:41:31 PM
From: TSR Bruce
Posted on: America Online

The map of Hule is on page #31 of Module X5, not page #5. By the way, Module X4 Master of the Desert Nomads shows a map of the desert separating Hule from the Known World. I'll see if I can upload scans of these two maps.

B. Heard
TSR, Inc.

Subj: RedSteel/Mystara-Spiral Cities
Date: 5/26/95 3:15:57 PM
From: TSR Bruce
Posted on: America Online

Spiral Cities still exist. They are located in the Serpent Peninsula, outside of the RED STEEL(TM) Setting. A bunch of them have actually been reclaimed by the Yavdlom diviners to build their capital city of Tanakumba. These were described in the Princess Ark column #17 in the June 1991 DRAGON(R) Magazine. No doubt others exist in the peninsula's many swamps and lagoons begging for further exploration.

Subj: Re:Cultural Bias
Date: 5/26/95 3:33:46 PM
From: TSR Bruce
Posted on: America Online

About Jaaxx's comment of 95-05-17 re. Spanish overtones.

The RED STEEL(TM) Setting isn't only about Spanish culture. It also deals with cultures inspired from the French, English, Serbo-Croatian, Portuguese, Assyrian, ancient druidical Gaul, Charlemagne's western Europe, Australian Aboriginies, South American Jivaro, not to mention all the monster cultures (araneas, lizardmen, cay, gatormen, flying minotaurs, winged elves, orcs and goblins), and last but not least, North American West. Come on, there's gotta be enough room for everyone with all this. Si? :)

Bruce Heard

Subj: Savage Coast colonies
Date: 5/29/95 9:57:44 PM
From: JMunro8986

Posted on: America Online

In the princess ark series and in the red steel boxed set there was a mention that some of the savage coast nations had colonies in davanaia. Is there anything about them in the new savage baronies boxed set, if not will they be described later.

Also what is the Red Steel product line for next year.

Subj: Colonies on Davania

Date: 5/31/95 8:49:39 AM

From: TSR Bruce

Posted on: America Online

We did mention that several nations of the Savage Coast had established colonies on the Davanian shores (the continent down south across the sea from the Savage Coast -- for those who didn't know). They were never designed. I had originally planned on covering these in a Known World Grimoire in DRAGON(R) Magazine a couple of years ago, but the column reached an end before I could complete that task.

More unfinished business.

What little we know about Davania appears in the latest Almanac (the one released in November 1994). If you look under "Davania" in the geographical section, it talks about a collection of city states (Kastelios, Garganin) of ancient Milenian origins. These are all independent from each other and are heavily inspired from ancient Greek city states. They do business mostly with the Yavdlom of the Serpent Peninsula, not too far north.

Also in the same book are notes about the Realm of Emerond -- these guys are cool-looking humanoid aliens with a green skin, who have learned to use the local jungle to their best interest. I had originally created these in an earlier episode of the Princess Ark in DRAGON Magazine.

There also is a city in that general vicinity that had originally been founded by Hulean explorers, but since then, it went independent. The Hulean navy being pretty much useless (with the gracious help of the fleets in Slagovich, Texeiras, and Vilaverde), Hule was never able to reestablish their power over that part of Mystara. They will never be able to until they conquer all these sea-faring nations.

It would make sense that Vilaverde, Texeiras, and the Eastern City States (in particular Slagovich, Hojah, and Zvornik) would found colonies further west along the Davanian coast. The eastern city states would have the advantage there because of their position north of the Serpent Peninsula. This forces Texeiras and Vilaverdan ships to either sail straight south into high seas -- a bit risky even for them -- or follow the eastern coast right under the nose of the Eastern City States. The latter is a longer route and the eastern city states would probably cause some difficulties there, especially to Vilaverdan ships. These are often considered pirates, more so than Texeiras vessels. I would assume therefore that colonies founded by one or the other City States to be more common on Davania. After all, Texeiras and Vilaverde have concentrated their efforts and their rivalry on the western shores of the Savages Coast.

The list isn't exhaustive either. A couple of Renardois lupin colonies might have sprung to existence on Davania, probably with some help from generous Glantrian friends seeking to support their ally's expansion in that area of Mystara. Definitely add several trading posts from nations as far away as the Minrothad Guilds. Of any Known World nations, the latter definitely has the wherewithal to accomplish this.

Don't forget to include the natives either. Some could be quite civilized and simply tolerate the foreigners out of short term interest (selling trading concessions to rich adventurers or to other nations isn't out of the question), or a temporary inability to militarily defeat the newcomers. Others could be tribes of nomads simply ignoring the coastal lands, or primitive humanoids just waiting to

find a weak spot to sack. Now that the RED STEEL(R) Setting is a part of the AD&D(R) Game, we have all these neat humanoid race for which to develop new civilizations. How about a wemic nation of nomad warriors to really mess up all these fine "civilized" colonies?

With all these interests engaged in a fierce competition for colonial expansion, natural resources, and exotic secrets, that part of Davania is bound to become a hot bed of intrigue and naval skirmishes. There be pirates! Perhaps one could look at the 1600's Caribbeans, 1700's East Indies, and 1800's China as good sources for inspiration. That ought to make for a fun setting.

Bruce Heard
TSR, Inc.

Subj: 1996 Game Releases
Date: 5/31/95 7:01:05 PM
From: TSR Bruce
Posted on: America Online

Please don't ask for specific details on 1996 releases. We'd love to tell you more about our plans, but that's a bit premature. I'm afraid you'll have to be patient. We do have plans for a good deal of product support for RED STEEL(R) Setting, much of which is already in the works. Thanks.

Subj: Math
Date: 6/7/95 8:30:17 PM
From: TMagann
Posted on: America Online

A question for TSR. In several places it seems to say that Cinnabryl rduces over time to 1/4 it's weight (8oz cinnabryl gives 2oz red steel). This process happens when Cinnabryl is worn to keep back the red curse, and proceeds at the rate of 1oz lost per week.

The rules also seem to say in several places that this process takes 8 weeks for an 8oz talisman. My math says 6 weeks. Have I missed something or was this just a persistant error on the part of the writing and editing staff?

Thank you,
Tom

Subj: Pyre
Date: 6/8/95 4:45:16 PM
From: JMunro8986
Posted on: America Online

In Dragon issue #196 in the Known World Grimoire it says that there is a dragon called Pyre who rules the Dark Jungle orcs and gained power and a longer life span off of Cinnabryl, but in the Red Steel boxed set it says that the Dark Jungles are not affected by the curse and that anyone who leaves the area will lose there powers gained by cinnabryl. Can anyone clarify this for me.

Subj: Search for errata

Date: 6/8/95 10:23:03 PM
From: DuaneVP
Posted on: America Online

I just started playing in a Red Steel campaign and rolled up a Rakasta cleric (monk kit). I noticed the level maximum for Rakasta clerics is listed as 2. The DM said this was probably a misprint and even if it wasn't he wasn't going to adhere to level maximums anyway. Naturally, I agreed wholeheartedly. Since the character is specialized in claw and bite and using exceptional quality Tiger claws (as per Complete Fighters handbook - +1/+1 non-magical bonus). For a cleric this guy is a DEATH machine! But I digress...

Anyone know if the level 2 limit is truly a misprint? I suspect it isn't and that it reflects their -2 wisdom.

Downtime

Subj: Re:Old Pyre vs. New Pyre!
Date: 6/8/95 11:19:07 PM
From: TSR Bruce
Posted on: America Online

You bet Munro. Here's the scoop. When I originally created the RED STEEL(R) Setting for the D&D(R) Game in DRAGON(R) Magazine (pardon the trademarks), the Dark Jungle was part of the cursed regions.

The setting was later redevelopped for the AD&D(R) Game. The developer assigned to the task, Tim Beach, decided to keep the Dark Jungles out of the cursed region. I suspect he made that decision simply because there was no way of including Orc's Head within the original scope of the boxed set. Covering as much of the Savage Coast as Tim did was a feat to begin with. Piecing back together all my little square maps was no easy job either. Kudos for Tim on that one!

This leaves you with two choices. You can decide that the curse has now spread in that direction -- which is a definite possibility. Or you can readjust your campaign to match the latest setting -- whichever you like better. I would prefer the first choice simply because it would help explain how Pyre has survived for so long.

Bruce Heard

Subj: Re:Rakasta Cleric Errata
Date: 6/8/95 11:45:13 PM
From: TSR Bruce
Posted on: America Online

DuaneVP -- I suspect the level 2 limit on rakasta clerics is a misprint. It doesn't seem to make much sense. I'm really tempted to say it should be 12. More later on this one...

Clerics using war claws? Hmmm... This also seems a bit suspicious. A typical cleric normally doesn't resort to sharp weapons, only blunt ones. The question is -- would rakasta clerics still allow war claws? Unless this is a cleric whose philosophy is one specific to rakasta warfare, then perhaps yes. Otherwise, I would declaw that nasty kitten at once.

The RED STEEL(R) Setting's Campaign Book says this about fighting monks: The fighting monk receives two bonus weapon proficiency slots, which must be spent on unarmed combat styles (...)

The character can only choose BLUDGEONING weapons." If I understand my standard AD&D(R) Game rules, only fighters can acquire weapon specialization. In this case, however, the monk is allowed martial arts as a specialization (unarmed combat).

I don't think your rakasta fighting monk should use war claws, much less with "specialized" natural claw & bite combat styles. In order to get the special benefits for war claws, I believe you would have to pick a separate weapon specialization.

Make sense?

Bruce Heard

Subj: Re:Old Pyre vs. New Pyre!

Date: 6/9/95 7:51:18 PM

From: Kaviyd

Posted on: America Online

>> This leaves you with two choices. You can decide that the curse has now spread in that direction -- which is a definite possibility. Or you can readjust your campaign to match the latest setting -- whichever you like better. I would prefer the first choice simply because it would help explain how Pyre has survived for so long.<<

I can think of a third somewhat bizarre possibility: The part of the Orc's Head peninsula where Pyre lives (or lived) is an area that used to be affected by the curse but no longer is for some reason (perhaps something about the way the curse spread removed it from that area). When this happened, many Orcs died of cinnabryl poisoning, and Pyre migrated to Herath, where he is causing the aranea no end of trouble.

In any case, the Red Steel boxed set seems to imply that there are two sharply divided regions -- the cursed lands, which those affected by the Red Curse do not dare leave, and the normal lands, whose inhabitants have similar motives to avoid the cursed lands. Should there not be intermediate regions where there is enough of the Red Curse present to prevent cinnabryl poisoning but not enough to inflict the Red Curse on "normals"?

Subj: Re:Rakasta Cleric Errata

Date: 6/9/95 9:43:16 PM

From: DuaneVP

Posted on: America Online

Thanks for the response Bruce. I hadn't thought about the blunt vs: pointy aspects. I'm not sure if it was a mere oversight on my part or my subconscious desire, heh heh. There is this however: the Red Steel books state that rakasta characters may specialize in their natural claw and bite attack forms. There was no specific mention of excluding clerics from this option much less other classes like mage or thief or even restrictions about multiple specialization for paladins and rangers which aren't supposed to be allowed specialization in more than one weapon. [please note that I do not personally own the Red Steel set and cannot remember which of these classes are allowable to Rakasta] Actually, I rather took it to be strictly a special racial ability and thus allowable to all Rakasta characters.

As for the war claws: the books also stated specifically in the description of those weapons that specialization in natural claws was equivalent to specialization in war claws. I can't recall the exact wording but it clearly specified that the two were completely interchangeable and proficiencies spent towards one also counted towards the other.

I should point out that these proficiencies were indeed spent as if for a separate weapon and not as for the monks required unarmed/martial arts combat proficiency and I consider the two as being unable to combine in any way - you'd either attack with martial arts or using the war claws, you can't use both. As further regard specialization I would hasten to state that this is all possible only as a combination of the Rakasta racial ability to specialize with claws and the war claw equivalency with natural claws. A monk, as a priest kit, cannot otherwise be specialized in any weapon.

In essence this is a fluke combination which slipped through the cracks. I'd also like to proclaim innocence in its discovery. It was strictly an accidental combination I put together and not a munchkin/power-gaming/min-maxing attempt on my part. I don't play that way. Although in this case I really don't mind the result!

Downtime

Subj: Re:Rakasta Cleric Errata

Date: 6/9/95 9:48:32 PM

From: DuaneVP

Posted on: America Online

One more thing I forgot to mention. I think it is possible that the maximum level of 2 for Rakasta clerics is intentional. If you look at the Complete Humanoids book there is something of a precedent. Ogres, Half Ogres and Half Orcs particularly being restricted to 3rd or 4th.

Subj: Re:Old Pyre vs. New Pyre!

Date: 6/10/95 11:50:25 PM

From: TSR Bruce

Posted on: America Online

Kavyid, I think your third option is an interesting one. The orcs' jungle could still have lots of cinnabryl buried under its surface -- which the orcs would certainly attempt to sell to the highest bidder. On the other hand, Pyre being pretty much stuck in Herath also means the orcs are now free of the dragon's tyranny. They would quickly resort to ancestral tribal warfare and eventually fall prey to their arch-enemies, the Nimmurians. As a consequence, you could also expect a clash between a suddenly powerful and aggressive Nimmur and Herath. This would destabilize the region big time, unless you can find a way of allowing Pyre to control the orcs, even from Herath. Any ideas?

I suppose any DM could create a fringe region separating the curse from the normal lands. In effect, cursed people in that region would act as if they still were in the fully cursed areas, and outsiders would not be affected in any way. Why not? It would certainly make trade a lot easier between both "worlds". I am currently working on a project for the RED STEEL(R) Setting, covering in particular the eastern City States (Slagovich, Hojah, Zvornik, et al). Slagovich has a cinnabryl mine, but the region isn't part of the cursed area (see map in the box). Could it be that the curse receded or simply shifted away? Either answer could sound pretty sinister, depending on who your PCs are. In any case, your idea for a neutral fringe would work perfectly for Slagovich.

Bruce Heard

Subj: Re:Rakasta Cleric Errata
Date: 6/11/95 12:04:35 AM
From: TSR Bruce
Posted on: America Online

The Rakasta limitation to level 2 seems overly harsh, regardless of earlier precedents elsewhere. I can't understand why Rakastas are so badly limited when all other races described in the RED STEEL(R) Setting can reach levels 9-15.

I would suspect most DM's running NPC rakasta clerics would simply ignore the limitation (like they ignore other such limitations already in print elsewhere) and instead use something they feel works better for their campaigns. I wouldn't limit rakasta clerics to level 2 in mine -- and I created the RED STEEL Setting! It certainly wasn't my intention in the D&D(R) Game's version of the Savage Coast to put such limits on rakastas. Furthermore, Bellayne has a whole dominion ruled by its clergy (Bishopric of Kittings) -- I can't believe that dominion would be under the rulership of a level-two cleric!

Bruce Heard

Subj: Roger Moore sends files!
Date: 6/12/95 11:55:41 PM
From: TSR Inc
Posted on: America Online

A special note to everyone here: In the "Download of the Month" section are two items of interest to everyone who uses the MYSTARA(R) or RED STEEL(R) campaigns and also loves shadow elves. The first file gives the official AD&D(R) game statistics for shadow elves; more files on shadow elves will follow. This material is not available anywhere else. The second file is a preview of an AD&D product that will appear in September: <Chronomancer>. This accessory details wizards who can time-travel; the download describes how the school of chronomancy can be integrated into the various official AD&D campaign worlds (including Mystara). More downloads are yet to come! Post your reactions here, if you can, so I can pick them up later. Cheers! Roger E. Moore, TSR, Inc.

Subj: Princess Ark Files
Date: 6/15/95 2:45:54 PM
From: TSR Bruce
Posted on: America Online

Anyone interested in seeing the original Princess Ark adventures written for the D&D(R) Game? They could appear in the Library section.

Bruce Heard

Subj: Re:Princess Ark Files
Date: 6/15/95 6:40:08 PM
From: JediGirrl
Posted on: America Online

"Anyone interested in seeing the original Princess Ark adventures written for the D&D(R) Game? They could appear in the Library section."

Sounds like a killer idea to me! :)

JediGirl

Subj: New, new Pyre, Pt. 1
Date: 6/15/95 10:21:44 PM
From: TSR Bruce
Posted on: America Online

Nicky Rea has the final word on the question about Pyre's fate in the "post-Red Curse" Orc's Head region, and how it can continue to rule there. Get this!

(...) "The overking of the orcs is Pyre, a huge, ancient vermilion dragon. Exclusive to the Savage Coast, and possibly unique, vermilion dragons are red chromatic dragons that have been affected by the Red Curse and ingested cinnabryl. Rather than gain only one Legacy, these dragons gain several and hold off the side effects through the cinnabryl they've eaten. They even have the advantage over others in that the acquired Legacies cost them nothing in terms of their abilities. They lose no Strength, Intelligence, or other assets when a new Legacy is gained. Furthermore, even after leaving the area affected by the Red Curse, the magical nature of the dragon combines with the cinnabryl to make the change permanent. They breed true once changed.

Though they still require cinnabryl occasionally, the dragons can live outside the affected area and maintain their powers. They even live longer than normal dragons. The main penalty for them seems to be a tendency to sleep for longer periods of time in between awakenings and to sleep more deeply when at rest.

Pyre was once a normal red dragon with the ability to cast spells. Originally from Robrenn, Pyre gorged himself on cinnabryl when affected by the Red Curse and contaminated himself with the substance in order to gain powers like an Inheritor but without incurring any bad side effects. Because he still has need of cinnabryl, Pyre frequently demands that his orcs raid caravans and ships carrying cargo that includes that metal or goods that can be easily traded for it.

He has acquired the following Legacies: Anti-Missile, Displace, Duplicate, Feel Magic, Phase, Regeneration, Repel Metal, and Spell Shield.

Pyre has access to a great number of magical abilities as well. Due to his venerable age, he is able to use the following three times a day: affect normal fires and pyrotechnics. Once a day he can use heat metal, suggestion, and hypnotism. Rather than being able to detect gemstones

three times a day as a normal red dragon can do, Pyre is able to detect cinnabryl when within 100 feet of it three times a week.

Aside from these advantages, Pyre has a magical artifact that gives him enormous power. This item is known as the ebon eye.

An ancient king of Robrenn once went on a quest to destroy Pyre. He died in his quest but not before wounding the dragon and causing him to lose an eye. Pyre fled, but before leaving Robrenn he stole a sacred object from the druids, an eye made of ebony. This eye was a key item in the Robrenn mythology.

Pyre placed the item into his empty eye socket as he left. The eye bestows upon its user the ability to turn foes into ebony statues. The druids had used it for centuries to punish criminals and heretics. It is said that a victim's soul remains in the statue until it is destroyed or until the statue is returned to flesh.

The missing ebon eye has become the object of many quests since it was stolen. The Military Order of the Ebon Eye was established by the druids with the sole purpose of recovering the sacred object. Many of the order's young knights have sworn to find the ebon eye and have left on life-long quests. So far, none of these popular heroes have returned. It is a great honor among Robrenn warriors to become such a knight, or even to have such a knight in the family.

Pyre uses the eye's magic to help control the orcish tribes at his command. The orcs believe it is a forest spirit that turns unfortunates into ebony statues. Actually, Pyre uses this ability to punish those who displease him. Anyone gazing at the dragon can be changed into an ebony statue if Pyre so wills it (a save vs. petrification is allowed). Removing the ebon eye (manually or with a wish spell) from his head would cause Pyre to suffer 3d6 points of damage (no save).

(see Part 2, next)

Subj: Re:New, new Pyre, Pt. 2

Date: 6/15/95 10:27:49 PM

From: TSR Bruce

Posted on: America Online

In addition to all his other advantages, Pyre owns a great many magical items. Among them are an ankle bracelet of shapechanging and a crystal ball with clairaudience. He uses this to check up on the various tribes and to watch events transpiring in the north. The crystal is not actually shaped like a ball but more like a four-pointed, flat star. Though mostly clear, the crystal has strange hieroglyphics etched into its surface. They form an incomprehensible pattern.

This is the viewing crystal needed to fully utilize the star device in Nimmur. Pyre has no idea of its true value, utilizing it to further his schemes without examining it too closely. If he did care to study the device more fully, he might be able to discern that the etchings are actually written Nimmurian and refer to focusing the device in tandem with a key.

Pyre's lair is reputedly found underground at a secret location that

has hidden accesses to all of the orcs' caverns. Rumors say that he keeps hundreds of slaves there mining for gold (or diamonds, reports differ). None of the tribes knows exactly where Pyre's lair is. They know that it lies in a mist-covered valley somewhere within the Dark Jungle but none have ever traveled there and returned to tell the tale. Pyre meets with them at prearranged places. When they have need of the dragon, the tribes beat upon huge drums made from the shells of hollowed-out trees. If this awakens the dragon and if he chooses to respond, the tribe that called him had better have a very good reason for the summons or be willing to part with a large percentage of their members to assuage his anger.

If not sleeping or spying on his underlings, Pyre is likely to be secretly traveling the northern nations utilizing a hat of disguise. He usually assumes human shape and travels the lands outside the Dark Jungles to spy out secret places in Herath, Nimmur, and Robrenn. He steals precious magical items and kills rulers and key military leaders.

With all his abilities, this is one of the most powerful dragons on the world of Mystara. He is also very intelligent. His long life can be attributed to genius as well as power and luck, and he should not be underestimated."

Thanks again to Nicky Rea for a job well done!

Subj: Re:New, new Pyre, Pt. 3
Date: 6/15/95 10:30:22 PM
From: TSR Bruce
Posted on: America Online

BTW, I've just submitted a copy of the MONSTROUS COMPENDIUM(R) version of the vermilion dragon file for the on-line library. Hope you enjoy it!

Bruce Heard

Subj: Beyond the RED STEEL(R) Setting
Date: 6/18/95 10:13:43 AM
From: TSR Bruce
Posted on: America Online

Hi folks -- one more question:

If TSR were to continue the development of the World of Mystara beyond the Savage Coast and the Know World, what direction would you prefer, and why?

Bruce Heard

Subj: England or Japan ?
Date: 6/18/95 7:31:12 PM

From: JMunro8986
Posted on: America Online

Is Bellayne's culture based on England or Japan in the Voyage of the Princess Ark it seemed definatly English but in the Red Steel boxed set it seemed to be more Japanese,also is Bellanye's capital named Leminster or Leominster.About one of my only compaints about the Red Steel boxed was the fact that out of the 12 nonhuman races of the savage coast only 4 were covered as PC Races,I know that the other races were covered in the voyage of the princess ark but they were covered as D&D races so,I was wondering if these races will be covered in a later product(such as a Creature Crucible)or reprinted in Dragon.Also are there Half-Elves elsewhere on Mystara besides the Savage Coast.

Subj: Re: England or Japan?
Date: 6/18/95 8:28:54 PM
From: TSR Bruce
Posted on: America Online

Bellayne was originally inspired from late medieval England. Unfortunately, developper Tim Beach, decided to include some Japanese features when the material was rewritted for the AD&D(R) game. Since the original idea was to make them somewhat English in nature, I would therefore suggest the following:

1. The area within Bellayne's borders remain thoroughly British
2. The area outside Bellayne (i.e. nomadic rakastas) take the more Japanese feel. Perhaps is there another settled rakasta realm somewhere on the World of Mystara that would be inspired from the Japanese. Of course, I had established earlier that rakastas came from one of Mystara's moons. These ancestors of Mystara's rakastas were in a large part inspired from the Japanese, but there were several other kingdoms up there with a different oriental flavor.

As far as the other non-human races of the RED STEEL(R) Setting go, all of them will be covered in 1996. We simply couldn't include them in the original boxed set for lack of space. Remember that the earlier articles in the DRAGON(R) Magazine did take 2-3 years to see print. That's a lot of material to re-release. But I think you'll be happy with what we're planning for in 1996.

Bruce Heard

Subj: Re:Beyond the RED STEEL(R) Setti
Date: 6/19/95 12:03:52 AM
From: Kaviyd
Posted on: America Online

I would like to see you explore the eastern continent, especially the Tangor region, for two reasons:

- 1) I have been fascinated by those civilized Half-Ogres that you introduced in your last "Known World Grimoire" column.
- 2) It would give you an excuse to create an African-based culture. There is a great deal of unmined material there.

Also of interest would be the flying creatures of the Arm of the Immortals as well as the southern continent. In each case, you have provided tantalizing hints about what these areas are like; I want more!

Subj: Errata
Date: 6/19/95 4:33:05 PM
From: TSR Bruce
Posted on: America Online

Cleric Rakasta

This is to confirm (officially) that rakasta clerics can reach level 12 (not level 2 as listed on page 8 in the Campaign Book).

Legacies by Region

Page 53 in the Campaign Book shows another glitch. In the column for Region 3, the "Fog" legacy is repeated twice. Change the duplicate "Fog" entry to "Gas Breath". Ditto the extra "Missile" entry in the column for Region 4. Please change it to "Phatasm" instead. Thanks.

Sorry for the trouble.

Bruce Heard

Subj: Maps of Hule/JMunro8986
Date: 6/19/95 6:23:34 PM
From: TSR Bruce
Posted on: America Online

I mentioned earlier (my post of 05/25/95) that some of the earlier maps of Hule would be made available. They presently are in the "Miscellaneous Treasures" section of the Library as "Map of Hule" and "Map of the Great Wastes".

Bruce Heard

Subj: Re:Errata
Date: 6/20/95 3:11:49 AM
From: DuaneVP
Posted on: America Online

Thanks Bruce. BTW, I discussed my monk Rakasta with my DM again over the weekend and realized that I forgot to mention an additional minor detail. The war claws are a blunt/slashing weapon and it is specifically stated that such combination-type weapons are allowable for clerics. I guess I just hit on one of those combinations that can be exploited.

Still, I wouldn't consider the combination to be out of control at all. Since we're talking about a monk kit here the characters armor class has a distinct tendency to stink. Even with the 20 dex. I rolled up his AC is only 6. I figure to eventually be using Barkskin a great deal which should help

tremendously (still only 2nd lvl), but even so AC will no doubt be his Achilles Heel for his entire career. Jeez, I got knocked to 0 in one round by skeletons! How humiliating.

Downtime

Subj: Re:War Claws
Date: 6/20/95 7:54:52 AM
From: TSR Bruce
Posted on: America Online

How can war claws be at the same time a blunt and slashing weapon type? Isn't this mutually exclusive?

Subj: Re:War Claws
Date: 6/20/95 5:56:12 PM
From: Silveras
Posted on: America Online

Bruce: "How can war claws be at the same time a blunt and slashing weapon type? Isn't this mutually exclusive? "

Some weapons in AD&D have combination listings, such as P/S for Piercing/Slashing -- however, as I recall, that means that the weapon can be used in both manners, with appropriate AC adjustments for the style used. Technically, then, a cleric could use a B/S or a P/S weapon as a B only, or a P only -- though in my own campaign I'd probably just forbid them. Specialty priests, or Priests of specific mythoi, are a different matter; individual pantheons or Immortals or deities, as appropriate to the setting, can allow whatever weapons they wish to their priests (though usually at a cost in spell spheres for more weapons).

Hope that helps....

Subj: Re:War Claws
Date: 6/20/95 6:03:48 PM
From: TSR Bruce
Posted on: America Online

Silveras -- Thanks! :-)

Subj: Downloading maps and letters
Date: 6/27/95 5:16:08 PM
From: MMonagle
Posted on: America Online

I have downloaded the map for Hule with no problems but when I try to do the same for the Great Waste, I am notified of an error. Is anyone else getting the problem?

Also, is there anyway to download the notes that are posted here. I would love to have a hard copy of the details about Pyre. That is one awesome dragon/foe.

Subj: Beyond Red Steel
Date: 6/27/95 5:26:44 PM
From: MMonagle
Posted on: America Online

I posted on the Mystara board where I would like to see TSR go next with the Mystara campaign but for Red Steel, let me put a different spin on it.

I would like to go north. There is a great deal about the continent on which both of the Mystaran campaigns are on that is unknown. Dungeon Magazine issues #6 and #7 had an adventure that briefly explored these areas. I couldn't help but notice that in the Savage Baronies boxed set that a good deal of this land is shown on the map. (Richland is now a city?) Let's hear more about it.

Also, I can't wait until next year to see what the Red Steel campaign will have forthcoming. A set detailing the Eastern City States?! I can't wait. I also hope that the idea of covering the Arm of the Immortals is something that is done. I loved the the article by Bruce that briefly covered this area.

Subj: Re:Downloading maps and letters
Date: 6/27/95 6:15:27 PM
From: TSR Bruce
Posted on: America Online

Indeed, I ran into the same problem when trying to download the maps (just checking to see if "it" worked). I simply chose to click on the "ignore" button and everything seemed to work out fine.

For the notes posted here, I generally block out the section I'm interested in and paste it back into a new file. You should be able to do this with either MAC or Windows environment. With DOS I'm not sure how you would accomplish that. Ideas anyone?

Else, please let me know and I'll have the background info on Pyre uploaded as a file.

Bruce Heard

Subj: Re:Downloading maps and letters
Date: 6/27/95 8:04:16 PM
From: Kaviyd
Posted on: America Online

Saving postings from this board is quite easy in Windows. You just select "File" from the menu bar, then "Save", then make up a new file name. You don't even need to select the text -- all of it goes into the text file. You can combine the files in any way you like once you have signed off.

Subj: Red Steel CDs
Date: 6/29/95 8:16:18 PM
From: Dusk Bmn
Posted on: America Online

I have recently heard some tracks from the CDs in the Red Steel boxed sets. I totally dig it! Unfortunately I don't run any Red Steel campaigns and don't plan to either but I really want to get a hold of the fine music. Is there any way I could purchase the CDs without buying any of the boxed sets? Thank you.

Subj: Re:Red Steel CDs
Date: 6/29/95 10:51:23 PM
From: QSamantha
Posted on: America Online

Alright! Something I can get enthused about and boy do I need it. In the recent issue of the Dragon, there is a CD sampler. I've never been a fan of CD's but I really liked the Red Steel tracks that were sampled. They were all music and it wasn't bad. If there must be CDs this is the way to go. I still resent the cost but the music sounded cool. CDs only cost \$2.00 to make so why the hike at the game store?

Anyway, I think I'll give these products a try.

QSamantha

P.S. The group picture was cool. I didn't know you guys were so buff. ;)

Subj: Re:Red Steel CDs
Date: 6/30/95 3:09:20 AM
From: NghtScreed
Posted on: America Online

Tim Beach - World's Greatest Game Designer - has done it again! Forgive me for ever doubting you! <We're not worthy! We're not worthy!>

I loved Mystara but would not go for Red Steel because of those CDs. Now, I'm shown the true light by the CD sampler in the Dragon. Red Steel has CDs with JUST music. No silly stories. And the music is halfway descent! I was wrong.

TIM BEACH RULZ! Tim. Can you find it in your heart to forgive me? I'm rushing right out to buy the Red Steel line. ;)

NightScreed

P.S. - I'm serious. I actually liked the Red Steel tracks. No! wait! Not the net! I'll go quietly. Hey! Cut it out! How can I type with those long arms tied. . .

Subj: Re:Red Steel CDs
Date: 6/30/95 9:26:19 AM
From: TSR Bruce
Posted on: America Online

Why, yes! TSR will be releasing a standalone musical CD this year in November. Look for it!

Bruce Heard

Subj: Re:Red Steel CDs
Date: 6/30/95 9:50:00 AM
From: TSR Bruce
Posted on: America Online

I'm sure you're referring to the manufacturing cost of the CD. Did you really believe, however, that the composer worked for free, just for us, hmmm? And besides manufacturing and artistic costs, there are plenty others that do affect the way the CD is distributed on the market too.

Tell me know, how many companies out there are capable of selling standalone CDs for \$2.00 at retail, hmmm? So far, when I buy my CDs in a store they run anywhere between \$9.00 to \$15.00. And of course, TSR doesn't produce anywhere near as many of a single CD as an international musical hit (a million CDs, yeah, right... There's room for growth here, obviously!). The number of CDs does affect the final overall cost.

Finally, if you look at a typical TSR CD product, say Mark of Amber, the retail price is \$18.00. The paper components are roughly equivalent to a standard \$8.95 retail price. Thus the CD accounts for \$9.05. As an average, that's pretty good, no?

Bruce Heard

Subj: Re:Red Steel CDs
Date: 6/30/95 11:49:09 AM
From: JStrick
Posted on: America Online

I have the first Red Steel CD. It is mostly music but has 2 or 3 short tracks of story.

Jim s.

Subj: Re:Red Steel CDs
Date: 6/30/95 2:02:51 PM
From: KidFractal
Posted on: America Online

We would like to express our pleasant surprise upon hearing the sample CD in the recent issue of the Dragon. We have not purchased the Red Steel material because of the CDs. However,

the Red Steel musical tracks sounded quite good. We would prefer music to text readings. CDs take from the DM the critical function of setting the tone and atmosphere of a setting when they are purely dramatic readings. Similarly, they also slow play by constant reference to the CD, upsetting the pacing of an adventure that is equally critical to tone. Musical CDs avoid both pitfalls. We may purchase Red Steel products after all.

However, we join in objecting to the price. While TSR Bruce makes a good argument, it is flawed. CDs can be manufactured for a mere \$2. This has been all over the news amid complaints of price gouging in the music industry, price fixing in that industry and controversy over the introduction into American markets of Japanese CD players that can record directly on to blank CDs. While music CDs are priced at between \$8 and \$16 dollars, that does not justify TSR playing by the music industry's questionable pricing policies. This last point is underscored by the fact that the TSR CDs which we have heard are simply not of the quality of Billy Idol, Enya, Meatloaf etc.. This quality comparison seems entirely fair in light of TSR Bruce's reliance on music industry pricing models.

While it is true that TSR will not have Red Steel go platinum, that still does not justify adding an \$8 CD price to a game. Assuming that TSR can't use economies of scale and has double or even triple a record company's costs, that would justify only a \$4 or \$6 addition to the price. One must accept that TSR's costs are quadruple the industry norm to justify an \$8 or better addition for a CD inclusion. Certainly, this might be the case, but if so one must question why bother with CDs at all?

While we liked the sampler, it was not worth \$8. Similarly, the Red Steel musical CDs are not worth raising the price of Red Steel to \$30. Thus, while we will give Red Steel a try, we will still wait to find it used or remaindered.

The Fractal Kidz

Subj: Re:Red Steel CDs
Date: 6/30/95 4:03:14 PM
From: TSR Bruce
Posted on: America Online

KidFractal, I don't think you are being fair at all. If you're expecting something of the quality (define quality) of Meat Loaf (Meat Loaf?), I doubt that TSR would have been able to locate the resources to complete an audio CD of this caliber on the first place, much less producing it at average industry costs.

The \$2.00 production costs that someone originally referred to may perhaps be the cost of manufacturing, but you seem to be forgetting that many, many other costs get added to that, including profit margins of distributors and retailers outside TSR. Even if TSR sold the audio CD at cost, it would still end up being three to four times more expensive by the time it reaches retail shelves. This isn't under TSR's control! How else would distributors and retailers survive in the industry? IMHO, it is your judgement, FractalKid, which flawed in that respect.

There hasn't been price-gouging on TSR's audio CDs. We're sorry to see you still find the audio CDs more expensive than you would have preferred, but we've honestly tried our best here to come up with something new and different in role-playing. And we'll keep trying.

Bruce Heard

Subj: Red Steel = Beginner???

Date: 7/2/95 1:21:36 AM

From: MMonagle

Posted on: America Online

I am curious. TSR had slated the Mystara campaign as the one that would be aimed towards new, beginning gamers (with all of the plusses and minuses that that means). Since the Mystara campaign (the one way, way to the east of the Red Steel campaign) is going to be defunct next year, does that mean that Red Steel will now have to shoulder the designation of being the campaign for beginners? After all, it is on the same planet as the previously mentioned campaign, so it could easily get bumped to the top of the list for such a designation.

Not that I am hoping that it is. If anything, I hope that some other campaign gets to deal with that label (preferably the FR campaign). It's like the kiss of death in my opinion.

Subj: Re:Red Steel = Beginner???

Date: 7/2/95 11:21:41 PM

From: TSR Bruce

Posted on: America Online

>>(...) does that mean that Red Steel will now have to shoulder the designation of being the campaign for beginners?<<

No way, man. The RED STEEL(R) Setting is slated to remain a campaign for experienced players and for intermediate- to high-level PCs. Although there were reasons for it, the move to make the MYSTARA(R) Setting (that is the Known World) a campaign setting for beginners yielded less than terrific a response. I doubt that it'll be repeated anytime soon. :o)

Bruce Heard

Subj: Red Steel's Future?

Date: 7/3/95 12:56:12 AM

From: NyteScreed

Posted on: America Online

Well, I said I'd rush out and buy Red Steel and I have. I

would like to say that I find it interesting and a worthwhile setting. The CDs are also the best I've heard.

I do, however, have a question. Is Red Steel going to continue with the CD format?

And I guess I have another question. How many Red Steel releases are scheduled for next year? Approximately.

NyteScreed

Subj: Re:Red Steel's Future?

Date: 7/3/95 8:09:24 AM

From: TSR Bruce

Posted on: America Online

I don't believe any audio CDs to be scheduled in any upcoming RED STEEL(R) products. However, I am not yet at liberty to release info on the number of products planned for 1996. Please have a little patience until TSR can distribute the 1996 product catalog. Thanks.

Bruce Heard

Subj: Re:Maps of Hule/JMunro8986

Date: 7/4/95 1:54:37 AM

From: JMunro8986

Posted on: America Online

Thank you for uploading these maps. I was wondering is Rockwater a swamp or a lake, there also there appears to be a town north of the Great escarpment could I have information on this town.

Subj: Re:Maps of Hule/JMunro

Date: 7/4/95 6:49:51 PM

From: TSR Bruce

Posted on: America Online

>>I was wondering is Rockwater a swamp or a lake? [...] There also appears to be a town north of the Great escarpment. Could I have information on this town?<<

Rockwater should be a swamp. I presume the city you are asking about is the dot appearing on the uploaded map, just north of what would be the Eastern City States. It's hard to tell at that scale. The uploaded map uses a scale of 24 miles per hex. If I refer to the map that originally covered this region in DRAGON(R) Magazine (8 miles per hex), it should be Castle Yanidir & the City of Ayskudag. They actually sit on a river which does not appear on the larger scale map, the Kaman River. The latter runs close to the border between Hule and a wilderness region filled with goblins. One needs to sail up the river for 16 miles before reaching the city. Castle Yanidir controls the river's mouth.

Goblins frequently raid the farms surrounding Ayskudag and caravans travelling near the border. Rumor has it that wealthy traders from Zvornik and Sagora are paying the goblins to harass the

Hulean military and Hulean merchant caravans. People in these two city states fear possible invasion plans from Great Hule, and use the goblins as a delaying tactic.

Bruce Heard

Subj: Cinnabar
Date: 7/8/95 3:13:53 PM
From: MMonagle
Posted on: America Online

I couldn't help but notice that there is a TSR Dark Sun book due out in August called 'Cinnabar Shadows'. Is there any relation or just a coincidence?

Subj: Re:Cinnabar
Date: 7/9/95 12:07:12 PM
From: TSR Bruce
Posted on: America Online

This is a coincidence. No relationship at all.

Bruce Heard

Subj: Vermilion Dragon
Date: 7/11/95 3:46:47 PM
From: TSR Bruce
Posted on: America Online

...Come on... Who's gonna get the 1000th download of the Vermilion Dragon? :o)

Bruce Heard

Subj: Musical CDs
Date: 7/11/95 10:44:23 PM
From: Nimmurian
Posted on: America Online

I just wanted to say I found the CDs in Red Steel very cool. They enhance the game without getting in the way.

Subj: Foreign Trading Posts
Date: 7/11/95 11:17:48 PM
From: Nimmurian
Posted on: America Online

Apparently, some merchants were able to sail from the Known World to the Savage Coast and back. Have some of the merchants from Texeiras or the city states been able to do the same and reach the

Sea of Dread? Is there a possibility that some could purchase or lease land from kingdoms in the Known World to establish trading concessions?

I'm thinking about something like Hong Kong (an agreement with a fixed time limit). Perhaps Thyatis, in their present state of economical decay, would be tempted to "rent" a few coastal villages and collect the yearly leases. That would allow temporary foreign "colonies" to crop up here and there in an otherwise familiar setting.

Surely, that would be more lucrative than whatever meager taxes Thyatis could extort from the impoverished local population. This would also allow greater ties between the Known World and the Savage Coast.

Subj: Re:Foreign Trading Posts
Date: 7/12/95 10:56:54 PM
From: TSR Bruce
Posted on: America Online

Hey, that's not a bad idea. What do you think, guys? Want to sell off a few (lots) of Thyatian real estate? It might just bankroll a return of the great empire! The Thyatian coastline might look a bit like swiss cheese for a while, but it sure would add color to the setting. What the heck, it beats starving to death.

Bruce Heard

Subj: Re:Foreign Trading Posts
Date: 7/16/95 10:57:10 PM
From: Nimmurian
Posted on: America Online

No problem, we'll learn Thyatian. Where do we sign up?

I think Herathians too should try to set up trading posts outside of the Savage Coast. Not for money, but just to keep an eye on the Known World. Initially, Herathians would send humans or demin-humans to build settlements according to "pre-established plans" ;-). Later on, the real spider-kin would come using their own teleporters. Their job is to learn about Glantrians and other powerful spell-casters in the Known World. "Greetings, Good Sir Terari! Cast any good spells lately?" They might also go on a quest to find out about the fate of the Alphatians, hoping to discover some lost magical secrets.

Thinking about it, Herathians would have a better time than Nimmurians at setting up a trading post in foreign nations. They can always resort to sending unsuspecting (and expendable) humans first. Later on, they could negotiate on behalf of Nimmurians for some settlement, in exchange for which Herath would extort untold treasures and services from Nimmur back home. Works for me.

Subj: Beyond Red Steel Set
Date: 7/18/95 11:06:09 PM

From: DragonRMM
Posted on: America Online

I don't know about everyone else, but I'd like to see more on the southern continent of Davania. Especially the Aryptian desert and Izondia area. I've heard some references to the "mysterious Aryptian desert" on the back cover of Top Ballista and it got me curious about what sort of civilizations might live there.

Also, I've read about some area known as the Four Kingdoms. What are these? Are these the lands of the Raven clan, Jackal clan, Rhino clan, and Leopard clan?

Subj: Re:Beyond Red Steel Set
Date: 7/20/95 12:14:41 AM
From: TSR Bruce
Posted on: America Online

>>I don't know about everyone else, but I'd like to see more on the southern continent of Davania. Especially the Aryptian desert and Izondia area. I've heard some references to the "mysterious Aryptian desert" on the back cover of Top Ballista and it got me curious about what sort of civilizations might live there.<<

Very little has been developed for this region. Almost no information exists on either Arypt or Izondia. I'm not sure whether a major effort should be made to push south into Davania before finishing the greater part of Brun (Known World/Savage Coast). The northern coast of Davania still seems a bit spotty and wild anyway. There doesn't seem to be major realms there, nothing like the realms lying on the opposite shores. Perhaps Davania should be preserved as some sort of open-ended adventure-land, some place largely uncivilized and unexplored. Large areas of land could be left open for the benefit of the do-it-yourself DMs. Any preferences anyone?

Else, some years ago I did play around with the idea of amazon warriors controlling Izondia (historical inspiration pretty shaky). It was an option for a future trip aboard the Princess Ark. Izondia would have been a militocracy where women dominate society. Early in their history, women of that civilization received a special blessing from their patron Immortal(s) (one of them probably being Vanya of course) which gave them a clear advantage over their males companions. As a result, their society progressively became matriarchal. Since then, however, the effects of the blessing have become very rare, perhaps limited to a small clerical elite. But it no longer matters. Izondian culture is now solidly set in its old ways. Details beyond this are up to anyone's imagination.

And Arypt -- what I had envisioned was a kingdom a bit like Thothia on the Isle of Dawn, but which belonged in another plane. It only appeared in the Prime when certain stars aligned. It remained on Davania for a few months, and then disappeared again (much like Brigadoon) either to return to the planes, or to reappear on another world. Arypt would have been travelling for centuries, bringing along a lush vegetation, splendid buildings and roads, an exotic people, a utopic culture, and fantastic outer-planar treasures (of course -- gotta have something to attract those greedy PCs!). When the magical realms returns to the planes, it only leaves a desert behind, and vague rumors of its name, Arypt.

Of course, none of this is official stuff. These are just ideas simmering somewhere in the back of my PC. :o)

>>Also, I've read about some area known as the Four Kingdoms. What are these? Are these the lands of the Raven clan, Jackal clan, Rhino clan, and Leopard clan?<<

I think that's what they are. I'll have to x2 check this one though (not calling from my usual spot...
Ack! Where's my library when I need it!?)

Bruce Heard

Subj: GenCon Demos
Date: 7/20/95 12:21:53 AM
From: TSR Bruce
Posted on: America Online

Just a quick note to say there will be a Savage Coast demo at the TSR castle. If our plans hold together, the demo should involve swashbucklers locked in a fight (bar room brawl likely). Game mechanics will be probably put together a point system to allow swashbucklers to fight in most outrageous and colorful ways. The goal is not necessarily to skewer one another, but to show style and above all... panache!

If anyone has some thoughts please feel free to jump in. We're looking for new ideas regarding these game mechanics. Thanks!

Bruce Heard

Subj: Hinterlands/4 Kingdoms
Date: 7/20/95 11:05:30 PM
From: Kaviyd
Posted on: America Online

The Hinterlands or Four Kingdoms are a small area of northern Davania that was partially conquered by the Thyatians near the end of the tenth century AC. According to _Dawn of the Emperors_, the people here comprised four tribes: Wolf, Horse, Raven, and Lion. I thought I read somewhere that the Thyatians mistakenly gave a couple of these tribes the wrong name at one point.

The Hinterlander culture seems to be of a very primitive Celtic character. _Wrath of the Immortals_ and the subsequent _Poor Wizard's Almanacs_ do not mention this region; they probably revolted and regained their independence during the war. Of course, it is possible that the Hinterlanders have absorbed just enough "civilization" that a mighty leader will arise to unite them -- a leader whose first deed will be pulling a sword from a great stone in Raven Scarp....

Subj: Re:Hinterlands/4 Kingdoms
Date: 7/21/95 8:24:28 AM
From: TSR Bruce
Posted on: America Online

Actually these tribes are mentioned in the Almanacs. They are listed under "Davania".

Bruce Heard

Subj: Re:Hinterlands/4 Kingdoms

Date: 7/21/95 6:32:10 PM
From: TSR Bruce
Posted on: America Online

The actual clan names are Jackal, Rhino, Raven, and Leopard. See AC1012 Almanac III, page 19.

>>great stone in Raven Scarp...<<

Hey, why not. Considering the state of economic and military decay affecting Thyatis, now would be a great time for the hinterlanders to pull that great big spear out of the coconut... <GRIN>

They do have a distant ally, at least culturally. This would be the druids of Robrenn. It wouldn't be too difficult for Robrenn emissaries to get to Raven's Scarp. They would need to book passage on any ship sailing east along the Savage Coast, and then south along the Yavdlom Divinarchy (the Serpent Peninsula). The jump across the strait to Davania is a short one, and then off to Raven's Scarp, further east.

Robrenn has roughly the same cultural background and the Savage Coast curse really doesn't affect them that much. (They actually hate the curse, the red metal, and cinnabryl).

Bruce Heard

Subj: Re:Hinterlands/4 Kingdoms
Date: 7/22/95 2:56:10 AM
From: Kaviyd
Posted on: America Online

Thanks for that Almanac reference. I remembered a "correction" to the clan names but had forgotten where it was. Now it all falls into place.

Subj: Re:Hinterlands/4 Kingdoms
Date: 7/22/95 3:13:35 AM
From: TSR Bruce
Posted on: America Online

Glad I could help!

Subj: Red Steel Benefit At Gen Con
Date: 7/27/95 6:14:43 PM
From: Petilli B
Posted on: America Online

For those who want to experience the world of Red Steel, the RPGA is having a special Red Steel benefit at Gen Con. It runs in slots 2,4,8,9,10& 11.

Dan Donnelly

Subj: Re:Red Steel Benefit At Gen Con
Date: 7/27/95 10:46:43 PM
From: Kaviyd
Posted on: America Online

So how are the proceeds of this benefit handled?
Are they used to buy cinnabryl for those who have fallen victim to the dreaded Red Curse? ;)

Subj: Potential MC
Date: 8/2/95 10:32:59 PM
From: TSR Bruce
Posted on: America Online

Repeated from Mystara Folder

>>BTW, we're looking at the possibility of putting together a MONSTROUS COMPENDIUM(R) Appendix -- faithfully bowing to our legal eagles :-)) -- for the RED STEEL(R) Setting (bowing once more). I'm looking around for some neat ideas for new monsters. These can be either monsters for use anywhere in the MYSTARA(R) Setting (I need a back rub now), or others that are specific to the Savage Coast and its curse. Any ideas out there?<<

Bruce Heard

Subj: Re:Potential MC
Date: 8/5/95 3:45:41 PM
From: Kaviyd
Posted on: America Online

Well, this isn't exactly a specific type of monster, but a _Red Steel_ MC should definitely have a section that describes some of the effects of the Red Curse on monsters, perhaps to the extent of giving a list of "monster legacies". There seem to be just enough differences to make such an effort worthwhile. Also, since most monsters would have difficulty obtaining cinnabryl, they should probably be considered as fully "Afflicted".

Subj: RE: Foreign Trading Posts
Date: 8/7/95 12:11:49 AM
From: Gr8kan
Posted on: America Online

In my campaign, the major trading post of the Savage Baronies to be found in the Sea of Dread region is, unusually enough, found on the isle of Ochalea. Trade began between the merchants of The Isle and the LB Trading Company several decades before Almarron took over the claw peninsula in 939 AC (it is rumored that Ochalean Alchemists had a hand in the development of smoke powder). The LB trading post on Ochalea was set up on a small island in the harbor of Wonzhao Tsu Yi; most trade was for precious items, such as silk and gemstones (as well as magical knowledge), though some factoring was done for various Thyatian and City States interests. An influx of merchants and refugees arriving from Cimmaron in 1007 coincided with Teng Lin-Dieu's efforts to eliminate Thyatian influence on The Isle; a troop of Cimmaron adventurers assisted in the "persuasion" of the

Thyatian garrison to abandon their fortress at Beitung. In recognition for their assistance (as well as in consideration for several trading concessions and mutual defense pacts), the LB Trading Company was awarded a 99 year lease on the ancient Thyatian fortress. In the last five years, the LB Eastern Trading Division has become one of the major economic leaders in the southern Sea of Dread (acting as factors for many Ochalean merchant clans).

Subj: Re:Potential MC
Date: 8/7/95 2:47:16 PM
From: TSR Bruce
Posted on: America Online

Kavyid -- good points.

My assumption re. need for cinnabryl is that low-intelligence monsters with legacies do not require cinnabryl. The ones that have the means to locate and compete for it would definitely need the usual ration (1 ounce/week). This should make for interesting monsters & logical motivations. This is where the Immortals' "design" of the Savage Coast's curse match those your yours truly. :-)

"Afflictions" I would simply incorporate as part of the monster description. Obviously, the need for a special introduction on cinnabryl usage and "afflictions" remains very clear in any case. For example, plenty of standard Known World monsters could wander into the cursed regions and become tainted, afflicted, or even gain legacies. Some may require Crimson Essence to acquire such legacies, for others it may only be a function of their Hit Dice. More fleshed out guidelines than what was provided in the earlier boxed set would be nice.

A list of monster legacies? Oooh, I like that. Legacies are like spells, the more are described and "specialized" per type of use or region, the better I would think. So, for anyone reading this, feel free to post some cool monster legacies and related afflictions.

Bruce Heard

Subj: Lack of Interest?
Date: 8/7/95 2:52:53 PM
From: TSR Bruce
Posted on: America Online

Re: Potential MC Monster Ideas

So far, response for this topic has been really weak. That's really too bad. I know this isn't representative of the overall interest in Known World or Savage Coast products. In a day and age where shows of support are highly desirable for support of Mystara products in general, I'm surprised so few have jumped in with their two cents-worth. Or is it that network-visitors are more interested in complaining than actually making constructive contributions? There seems to be a good channel for gamers' ideas that could directly impact a possible future product. Why not use it for everyone's best interest? Okay all you lurkers out there, make a save vs paralysis!

Bruce Heard

Subj: Re: Foreign Trading Posts

Date: 8/7/95 3:06:48 PM
From: TSR Bruce
Posted on: America Online

>>In recognition for their assistance (as well as in consideration for several trading concessions and mutual defense pacts), the LB Trading Company was awarded a 99 year lease on the ancient Thyatian fortress. In the last five years, the LB Eastern Trading Division has become one of the major economic leaders in the southern Sea of Dread (acting as factors for many Ochalean merchant clans).<<

Welcome to Hong Kong. (Neat). What if a bunch of other commercial enterprises got a toe-hold as well on Ochalea? I could see Minrothad merchant guilds, some presence from Darokin, Karamaikos, etc. They would all try to get their hands on the precious smokepowder, treating the news that smokepowder only works on the Savage Coast as a pitiful Ochalean scheme to cut them out. I'm assuming everyone would eventually discover the existence of smokepowder.

Perhaps Ochaleans have had a hand in the creation of smokepowder, but the main component (steel seed) still has to come from the Savage Coast. As a result of this, and perhaps as part of the 99 year-long lease, the LB Trading Co. acquired a monopoly to purchase all smokepowder manufactured in Ochalea. No doubt, paranoid nations of the Know World would truly hate to hear that. This could earn the LB Trading Co. many enemies in places faraway and cause unexpected trouble for Ochalea as well.

Bruce Heard

Subj: Potential MC
Date: 8/8/95 10:15:22 AM
From: JStrick
Posted on: America Online

How about a cinnabryl rust monster. Roll a couple of random legacies for it, and everytime it successfully eats something with cinnabryl it gets another legacy. It is like a regular rust monster except it's first priority is cinnabryl and red steel.

Jim s.

Subj: New Monster pt1
Date: 8/8/95 12:08:04 PM
From: Doc Moroni
Posted on: America Online

VERMILION PUDDING

Climate/Terrain: Any
Frequency: Very Rare
Organization: Solitary
Activity Cycle: Any
Diet: Cinnabryl and Red Steel
Intelligence: Non-(0)

Treasure: Nil
Alignment: Neutral
No. Appearing: 1
Armor Class: 3
Movement: 6
Hit Dice: 10
Thaco: 11
No. of Attacks: 1
Damage/Attack: Nil
Special Attacks: See Below
Special Defenses: See Below
MR: Nil
Size: T-L (1'-10')
Morale: Special
XP Value: 2000

Also known as the red or quicksilver pudding, the vermilion pudding is the result of the red curse acting on any of the deadly pudding species. Vermilion puddings are a silvery-red color and cover a 1'x1' area per 10 hps (or fraction thereof) they possess.

Vermilion puddings consume cinnabryl and red steel. They can sense the presence of these metals within 60 yards. A vermilion pudding will continue to attack until slain or until no consumable metal is detectable. Vermilion puddings can travel on walls and ceilings, and they can squeeze through any opening at least 1 inch wide.

Vermilion puddings are immune to acid, cold, and poison. Weapon blows and lightning bolts split the pudding into two puddings each being half the size of the original and with half of the original's hps. A 1' diameter pudding will split into two thinner puddings. Fire, magic missiles, and the missile legacy will cause normal damage.

Vermilion pudding acid does not affect organic matter but does dissolve cinnabryl and red steel. A vermilion pudding may consume 10 lbs. of red steel or 8 ounces of cinnabryl per combat round. Every pound of red steel or ounce of cinnabryl consumed adds 1 hp to the creature's total at the end of the round. Red steel weapons that strike the creature are consumed but do not cause the creature to split. If a smoke powder explosion occurs within 2 feet of a vermilion pudding then the creature will suffer 1-10 pts of damage. Crimson essence acts as a deadly poison to vermilion puddings. If spashed on the creature, the pudding must save vs poison or be destroyed suffering 20 hps of damage even if the save is successful.

Vermilion puddings reproduce by fission; splitting when they reach 80 hps into two 40 hp puddings. For each week that goes by in which the creature does not consume at least one ounce of cinnabryl or one pound of red steel it will lose 1 hp. When a vermilion pudding is destroyed its remains will dissolve and leave behind 1 ounce of vermilion for every hp the creature possessed.

Hope you like it. Comments appreciated.

THE DOC

Subj: Re:Potential MC
Date: 8/8/95 6:02:52 PM
From: TSR Bruce
Posted on: America Online

Cinnabryl rust monster -- yep, had already thought about that one, except for its ability to gain legacies as it consumes cinnabryl. Pretty cool. Thanks.

Bruce Heard

Subj: Re: New Pudding
Date: 8/8/95 6:08:41 PM
From: TSR Bruce
Posted on: America Online

Vermilion Pudding -- that ought to mess up a few good inheritors! I bet once it's dead, that pudding would make a good source of components for making Crimson Essence too.

I'm wondering though if you've been a bit heavy-handed with the amount of cinnabryl it can spoil (8 ounce supply = 8 weeks worth of protection) with each successful attack. What was the logic behind that? Eight pounds of red steel, on the other hand, seems to make good sense, since that would be equal roughly to a sword.

Thanks for the idea, Doc!

Bruce Heard

Subj: Orc's Head Peninsula
Date: 8/9/95 1:54:46 AM
From: MMonagle
Posted on: America Online

I just read about a Red Steel product that is supposedly due out in November. It's called 'Orcs Head Audio CD'. The thing is, it's not listed in the 1995 TSR release catalog so I'm curious, did it get added (I hope) as an after-thought or was this an idea that never got off the ground?

The following is it's description:

Orc's Head Audio CD

A CD Adventure! Face the dangers of the Orc's Head Peninsula in a search for ancient treasure! Just beyond the western end of the Savage Coast lies the Orc's Head Peninsula, home to savage jungle orcs and dreaded manscorpions! Are the heroes adventurous enough to face these challenges in the search for lost treasures? Orc's Head features expanded source material on this exotic and sinister setting, plus a series of short adventures that bring it to life. Featuring thrilling background music and sound effects on compact disc, designed to enhance any bold hero's expedition to the Orc's Head Peninsula. Includes 2 poster-sized maps, 8 sheets, a 64-page booklet, and a 32-page booklet. (#9501) CD \$20.00

Subj: The Black Boars of Carnax pt 1
Date: 8/9/95 2:48:02 AM
From: Gr8kan
Posted on: America Online

Here are a few nasties to throw at your unsuspecting adventurers. I plan on posting a new creature 2 or 3 times a week; each time I post such I will include both the creature species and a unique individual of that species. The first creatures that I will post are the Black Boars of Carnax; these creatures are found on the plateau and in the valleys of the lands of Carnax, northeast of the Confederated Kingdom of Robrenn. They are a thoroughly vile lot; when a pack becomes united under a powerful leader they often dominate a local tribe of orcs (the orcs of the region consider them to be sacred beasts, so they consider it an honor to work "with" the pack), working with them to raid and pillage the human lands with no mercy. In these cases the most elite warriors of the orc tribe will have the honor of riding the boar into battle.

The boars are social creatures, of a sort. The most powerful male boar rules the pack, though the eldest and most powerful sow has a voice as to where the pack hunts. The females are part of the "Alpha" male's harem, with the other males being kept in line by threats; if a male doesn't like the alpha's rule, he can either challenge and attempt to defeat the leader, or he can leave the pack. A pack consists of 1d6 males, 2d6 females and 2d6 young. While the boars are omnivorous, they prefer fresh meat. A pack will have a lair where they shelter for the night; they also keep their treasure there (being intelligent, they realize the value of treasure; it often saves them the bother of going hunting, as their food will usually come to their front door)... There is a 30% chance that 1-3 CE Wereboars will be found associated with the pack. Also, there is a 10% chance that a tribe of orcs will be associated with the pack; if so, there will usually be 10-30 orcs in and around the lair as well (the pack will not live with the tribe; they will raid together, but maintain separate residences). The boars worship Tanar'ri; there is a 5% chance that the eldest female will have the spellcasting powers of a 5th level priest (requiring neither material nor somatic components). The boars can speak orcish, and the most intelligent of them can speak a smattering of common (almost all can understand common).

The Folk of Robrenn have several legends concerning the black boars, the majority dealing with "_The_ Carnax Boar", known as Daman Emrys. Daman Emrys is the King of the Black Boars; it is believed that he is immortal, as there are several legends which state that he has been killed (and even once, eaten), yet he is always invariably sighted once again. Daman Emrys, though called the "King" of the black boars, apparently cares little for his "people", as on the few occasions that he has organized them, he has done little more than lead them to slaughter (causing much chaos and destruction in Robrenn as well). Daman Emrys seems to exist only to cause chaos and destruction at any opportunity; while he appreciates mass destruction, he enjoys causing personal suffering just as much, and often thinks up long and convoluted plots just to cause one person grief. There is a 50% chance that he is encountered with 1-3 CE wereboars; he tends not to associate with orcs.

Stats in following post...

Subj: The Black Boars of Carnax pt 2

Date: 8/9/95 3:39:24 AM

From: Gr8kan

Posted on: America Online

Statistics for the Black Boars and their "King", Daman Emrys, follow. The stats for Daman Emrys are in brackets.

The Black Boars of Carnax [Daman Emrys]

Clim/Terr: Land of Carnax [plus Kingdom of Robrenn]

Freq : Uncommon [Unique]

Org : Pack [Nomadic, Solitary (generally)]
Active : Night
Diet : Omnivore
INT : Low to Very [Genius]
Treasure: C [R,S,V]
Align : Chaotic Evil

App : 5D6 [1]
AC : 5 [2]
MV : 15
HD : 6+6 [92 HP (approx. 12+ HD)]
THACO : 15 [9]
ATT : 1 [2 or 1]
D/A : 4-16 [5-30/5-30 or by Weapon +7]
SA : Paralyze, Disease
SD : Hit only by Silver or Magical weapons [hit only by +2 or better magical weapons, Regeneration]
MR : Nil [15%]
Size : M (4' at shoulder) [L (8' at shoulder in boar form; 8' tall in human form)]
Morale: Steady (11-12) [Champion (15-16)]
XPV : 1400 [12,000]

The Black Boars of Carnax appear as large, shaggy black boars, with highly intelligent eyes and razor sharp tusks. They speak a strange dialect of orcish, and most understand common, though not all speak it.

Combat: When presented with intelligent opposition, the boars are capable of providing a united front; the alpha male will bellow out orders in stunted orcish; most of these orders will be followed, at least until blood is shed. Once blood is shed, the boars lose all sense of cohesive attack and revel in combat. Many parties unaware of the nature of the Black Boars will chase after a lone boar, thinking to catch dinner, only to find that they are the ones who have been caught...

The tusks of a black boar are coated with a paralytic fluid; the first time in a combat that a character takes damage from any one boar he must roll vs. poison or be paralyzed for 1-6 turns; if he saves, he is immune to any further effect from that specific boars poison for 48 hours (this has no effect on exposure to the poison of another boar). A character who survives an attack by a black boar, and has taken more than 50% her hit points in damage (from any combination of boars), must make a saving throw vs. death magic, or that she will become a wereboar with the next full moon; if Cure Disease is cast on her before the night preceeding the full moon, the lycanthropy will be removed; otherwise, the lycanthropy can only be removed with a Remove Curse cast according to the monster manual will succeed in removing the disease. For every month spent as a wereboar (beginning with the first change, and on every change thereafter), the character moves one step closer in alignment to Chaotic Evil. Ffirst he will move from Lawful to Neutral to Chaotic, then from Good to Neutral to Evil; a Lawful Good character will become Chaotic Evil in only 4 months (LG to NG to CG to CN to CE). This affects the character in both human and animal form, so it may be some time before the characters friends realize why he's become so surly of late. This alignment change can be stopped only by removing the lycanthropy; after it is removed, the character may return to his old alignment. Once the character has become CE, she will seek out the Black Boars to serve them; they might accept the wereboars service, or the wereboar may serve them once... as dinner.

Habitat/Society: See pt 1

Ecology: The Black Boars are enemies of all that is good and wholesome; they also have no respect for the balance of nature, so they are also the avowed enemies of the Druids of Robrenn. They provide nothing to the ecology.

Daman Emrys "_The_ Carnax Boar"

Daman Emrys most commonly appears as a huge black boar with red rimmed eyes and huge tusks; he is also capable of taking on human form, in which case he appears as an 8' tall hairy bearded barbaric type of fellow. In either form he regenerates 1 hp/round, beginning the round after he is damaged; he will regenerate *any* damage, *except* when the damage is done by a "Holy" weapon of Breig [continued...]

Subj: The Black Boars of Carnax pt 3

Date: 8/9/95 4:19:25 AM

From: Gr8kan

Posted on: America Online

Daman Emrys (continued)

When he is damaged by a "Holy" weapon of Breig, he will attempt to either destroy the opponent who holds such a weapon, or, if the odds are against him, he will flee, using other methods to destroy his opponent (remember at all times that Daman Emrys, while Chaotic and Very Evil, is also a Genius; Chaotic Evil does *not* mean Chaotic Stupid). Being immortal, he will have generations to wreak havoc on the descendants of such an enemy. In human form, he is more than capable of using weapons; he is proficient in any weapon he might have, and is a Master in the use of the Battle Axe. He will stash his treasure in a hidden place when he takes boar form (he has several such stashes throughout the region, the listed treasure types being only that which he has available at the moment). His favorite weapon, _Barkgnasher_, a +3 Druidslaying Battle Axe, was lost over 3 generations ago in a battle against one of the Robrenn Defenders (who died making good her escape with the weapon). he constantly searches for the axe; it's current whereabouts are unknown, as it disappeared shortly after the Defender who took it from him died.

Combat: Daman Emrys is capable of goring twice with his tusks while in boar form; the paralysis effect is the same for his attacks as for other black boars, except that the character must save *each* time he is damaged with the tusks (twice in one round equals two saves that round)! If a surviving character takes more than 50% hp's in damage from his tusks, she must save vs. Death Magic at -3 or be affected by lycanthropy as per the black boars, above. However, the first time the character changes into wereboar form, she will become Chaotic Evil, no matter what her current alignment, and will seek out Daman Emrys to become his servant. If he considers the lycanthrope worthy, he will assign it to some minor task; more tasks will be assigned if the character continues to be successful. Eventually, the character will be assigned an area of Robrenn to torment (of course, the character will have become an NPC under the control of the DM by the time of the first change). In human form, Daman Emrys is unable to cause lycanthropy or paralysis in any manner, even if he chose to bite a character. He will attack once a round with any weapon except the Battle Axe, with which he has 3 attacks every 2 rounds. With any weapon but a Battle Axe, he has +3 to hit and +7 to damage; with a Battle Axe, he is +6 to hit and +10 to damage. He will use any magical weapons or other items he has to the best of his ability (he may use any item that a warrior may use). Note that if he has a cursed item, he will do the best he can to convince any innocent character he might come across to take it off his hands (he is not affected by any cursed items or scrolls, though he will be

affected by geas, the reverse of Remove Curse, etc.), representing it as some strange (yet powerful) item he found in a tomb, or some other such story (he plays "dumb" very well). More than a few promising warriors have fallen due to such machinations.

Habitat/Society: He has little to do with his "people", unless he wants to stir up a whole lot of chaos (see pt 1). He is sometimes found with several of his wereboar followers, generally only when he has some plot that is about to come to fruition. Other than that, his only interaction with society is his attempt to bring it down. He can be found anywhere in the Robrenn/Carnax region, and he sometimes ranges further afield, though never further west than Renardy, nor further north or east than Hule.

Ecology: Daman Emrys can be understood to be chaos incarnate when it comes to ecological balance; he has no respect at all for the balance of nature, and over 100's of years he has made it his goal, and his "peoples" goal, to destroy the Druids of the Carnuilh. Note that as such the rangers of Robrenn may take the Black Boars of Carnax as their "Enemy", and the bonuses that apply against the Black Boars also apply against Daman Emrys.

Subj: Re:Orc's Head Peninsula
Date: 8/9/95 9:56:34 AM
From: TSR Bruce
Posted on: America Online

This product was removed from the 1995 list of releases several months ago. Sorry.

Subj: Re: Ochalean Smokepowder
Date: 8/12/95 12:24:10 AM
From: Gr8kan
Posted on: America Online

>>Perhaps Ochaleans have had a hand in the creation of smokepowder, but the main component (steel seed) still has to come from the Savage Coast.<<

Actually, the Ochaleans use a similar (local) concoction to create their smokepowder; until the development of the arquebus in 957, the local version of smokepowder had only been used in fireworks and ceremonies. The local smokepowder is made from combining various materials with a local substance known as "Spirit Ash". This substance was created (in part) by the movement of the Spirit Plane into conjunction with areas of Mystara back in 3000BC (see GAZ 13, The Golden Khan of Ethengar); when the elves set off the cataclysm in Glantri in 1700BC, parts of the Spirit Plane "caught fire"; the material results of this are found in areas where the Spirit Plane is in highest conjunction with the Mystaran plane (it is as yet unknown whether the black sands of Ethengar contain any Spirit Ash, or if the phenomenon had different repercussions there). Needless to say, the cataclysm of 1700BC had a profound effect on the local spirit population of Ochalea; the resultant war between the positive forces (matter, energy, thought and time) and the negative forces (entropy) continues to this day...

Subj: Cohuetlacs pt 1
Date: 8/12/95 1:01:56 AM
From: Gr8kan

Posted on: America Online

Cohuetlacs are very powerful creatures; for many years, the various Orders of Inheritors have tried to ally themselves with these mystical creatures, but to date, only the Order of Crimson has had any success, and that only limited. If your party is prepared for a long, dangerous and yet fruitful relationship with one of these guardians of nature, feel free to use them; if the party is in any way opposed to the balance of nature, beware, for the Cohuetlac will know... and his vengeance is as swift as the desert wind, and not as forgiving...

[As in my previous post detailing the Black Boars of Carnax, I will describe a unique individual of the cohuetlac species; Raziatlar is the most well-known of the cohuetlacs, at least to the Order of Crimson, with which he has openly allied himself. Unlike Daman Emrys in my other post, Raziatlar is not the king of the cohuetlacs, nor even the most respected among them; he is merely the one most likely to have open dealings with friendly characters].

Cohuetlacs [Raziatlar]

Clim/Terr: Terra Vermelha, El Grande Carrascal and The Badlands
Freq : Rare (Terra Vermelha), Very Rare (Elsewhere) [Terra Vermelha]
Org : Solitary
Activity : Any
Diet : Special
INT : High to Genius (13-18) [Genius (18)]
Treasure: F
Align : True Neutral

No. App : 1
AC : 3
MV : 9
HD : 13 to 20 [20 HD, 100 HP]
THACO : 13 & 14 HD: 7
15 - 20 HD: 5
#Attacks: 5-12 or Breath Weapon or Spells
D/A : 1-8 or Special
S/A : Breath Weapon, Spells
S/D : Spells
MR : 50% vs 1st level spells (-5% per level above 1st)
Size : H (13-20' at shoulder)
Morale : Elite (13-14)
XPV : 12,000+1,000 per HD above 13

Cohuetlacs are found only in the waste regions of the Savage Baronies. A cohuetlac has a superficial resemblance to a hydra in that it has 5 to 12 snake like "heads" growing out from a central trunk; that, however, is the only commonality with the reptilian creature. The snake like heads only appear to be snakes; on closer inspection, they are revealed to have neither eyes nor nostrils, and the "mouth" has only razor sharp edges. The body of the cohuetlac is that of a giant, well muscled human, 13' to 20' tall at the shoulder (the snake necks are twice as long as the creatures body is tall). To further confuse observers, the cohuetlac has a perfectly human face right where it's torso is, with the eyes in the area of the chest, the mouth in the belly area, and the nose right in the middle. Cohuetlac faces are all male in appearance, generally of middle aged appearance or older (the larger and more powerful the specimen, the more wizened the appearance). Most have mustachios, the

larger specimens having long, flowing white beards. The only article of clothing worn is a pure white kilt; jewelry is rarely worn (and when it is, it is generally magical in nature). When a cohuetlac speaks, he speaks from his human face; the snake mouths are unable to articulate in any way, though they often sway in a somewhat menacing way toward the subject the cohuetlac is speaking to.

Cohuetlacs will have 5 to 12 snake "heads" (add 8 to this number to derive their hit dice). Cohutlacs are able to cast spells as a priest of a level equal to their hit dice; they have major access to all the spheres of a druid, and minor access to all other spheres. Some have been known to be able to use wizard spells as well, but only of the alteration, illusion/phantasm and enchantment/charm schools (they can use these spells as though they were priest spells of one level higher; a 1st level wizard spell would use a 2nd level priest spell slot). They are able to use any magical item usable by a priest or wizard.

Continued...

Subj: Cohuetlacs pt 2
Date: 8/12/95 1:41:56 AM
From: Gr8kan
Posted on: America Online

Cohutlacs have a number of special powers, similar to the spells of the same name. At will, they can pass without trace, turn invisible and know alignment. Also, they can polymorph self 3/day, control winds 2/day and commune with nature 1/day. They are able to detect the presence of any being with a legacy or affliction within 1000 yards (number and type of legacy), as well as the presence, quantity and quality of any curse derived material (including cinnabryl, vermeil, steel seed, red steel, crimson essence and smokepowder); they can scan a 30' radius area in one round.

Combat: Cohuetlacs avoid combat if at all possible. Though they are capable of using weapons, they **never** do, preferring to use their spells and powers to avoid confrontation. They use their breath weapon only as a **last** resort, and use their snake bites only when confrontation is unavoidable. Their snake bites each cause 1-8 points of damage; they may target any opponents in a radius equal to their hit dice; all the "heads" may attack a single opponent or any number up to the number of heads. Each head can take a number of hit points of damage equal to the cohuetlacs hit dice before being severed; attacks and damage used this way **do not** effect the main pool of hit points.

The breath weapon of a cohuetlac is a cloud of noxious vapors which fill a radius of 60' (the cohuetlac is not effected by his own breath weapon, nor the breath weapon of any other cohuetlac). All those caught in this area must save vs. breath weapon; those who save will take half damage; damage is equal to the hit points of the cohuetlac at full strength. A second saving throw must also be made (independent of the results of the save vs. breath weapon) this time vs. death magic. Those who save vs. death magic are stunned for a number of rounds equal to the damage they took; those who fail are also stunned, and they also **immediately** begin the "Time of Loss" as described in the campaign book, as they will have aquired a new DETRIMENT. This effect will NEVER allow the character to acquire a new LEGACY. Randomly determine the region and the specific detriment that will affect the character; cinnabryl will help if applied in time, if applied as described in the campaign book. However... the breath weapon has one last, possibly lethal effect... all cinnabryl in the area of effect is **immediately** depleted a number of weeks value equal to the hit dice of the cohuetlac! Fortunately, the cohuetlac is able to use his breath weapon only once a day.

No cohuetlac has ever exhibited the ability to use a legacy, nor has any exhibited the affects of any detriment. However, this does not appear to give them any specific immunity to the powers of the legacies... at least, thus far...

Habitat/Society: Cohuetlacs are solitary creatures; for some reason, they seem to prefer the company of other races to their own. They reside in the deepest parts of the wastelands, generally in areas of high vermeil concentration (it is said that the greatest red desert winds are the "Cohuetlacs Wrath"). No cohuetlac will lair within ten miles of another cohuetlac; if one ever encounter another in the wilds, they will pass each other by with no acknowledgement. However, no matter what the distance, if a cohuetlac is ever killed, **every** cohuetlac will know of it, and will see the face of the killer (if the one killed saw it, that is). The killer of a cohuetlac will be hunted for the rest of it's life by all cohuetlacs; one will even hound the killer attempting to bring it to justice.

No living creature knows more about the nature of the red curse than the cohuetlacs. Over the centuries they have developed more ways to use and manipulate vermeil, cinnabryl and steel seed than the mortal races will ever know. The one variation that never occurred to them, and which they abhor, is smokepowder. They will deal with no creature which has this item in their possession, nor with any other beings associated with such a one... (continued)

Subj: Cohuetlacs pt 3

Date: 8/12/95 2:07:50 AM

From: Gr8kan

Posted on: America Online

Cohuetlacs tend to have few dealings of a formal nature between themselves and other races; only one to date is known to have allied himself with another's cause (Raziatlar the Deep, described later). The beings who have the most dealings with the cohuetlacs are those who share the cohuetlacs concern with the balance of nature and the responsible use of the "gifts" bestowed by the red curse; in this case, the Order of Crimson. As mentioned, Raziatlar the Deep is the only cohuetlac to openly ally with the Order, but other cohuetlacs have been known to assist, and sometimes even interfere in the affairs of the different orders (especially when balance has been swayed). So, while cohuetlacs are **supposedly** found only in the wastes, it is possible to encounter one elsewhere on the Savage Coast (usually in polymorphed form, and **always** on a specific mission). Also, on very rare occasions, assistance in the form of magical items or strange potions has been given to certain members of the other orders when they were struggling against overwhelming opposition from the opposing order (mysterious assistance like this is known as the "Cohuetlacs Boon" in the Savage Baronies, even if it is not necessarily from a cohuetlac).

Ecology: Little is known of the ecology of the cohuetlacs; where they came from; how (or even if) they reproduce; and what, if any purpose they serve is all a mystery. Even the most loquacious cohuetlac (Raziatlar the Deep) is silent on these issues. What is known is that they **seem** to function in much the same way in the Savage Baronies region as would a treant in a forested region; as nurturer, protector and general caretaker. Some believe that the function of the cohuetlacs is to bring about an end to the red curse; others believe that they exist to expand the power and area of the red curse. Whatever the truth of the matter, no cohuetlac has ever hinted at giving an answer to any such inquiry.

Some information that supports the theory that cohuetlacs exist to eliminate the curse is the fact that to all appearances, the cohuetlacs seem to subsist on vermeil. They have never been seen to eat any other substance; there are those who claim, however, that the vermeil is merely a necessary component of the cohuetlacs breath weapon. The cohuetlacs, of course, are silent on the issue, although it has been reported that Raziatlar enjoys receiving a gift of pure bottled vermeil...

Raziatlar is described in part 4...

Subj: Cohuetlacs pt 4
Date: 8/12/95 2:42:38 AM
From: Gr8kan
Posted on: America Online

Raziatlar is somewhat of a celebrity amongst the intelligencia of the Savage Baronies (and to a lesser extent, of the whole Savage Coast). His relationship with the Order of Crimson began with the Neutral Alliance, back when it was merely a merchantile consortium. One day, he stumbled on a group of weary explorers, most of whom were rangers or druids. Curiosity got the better of him, and he appeared to the group in the form of a dwarf, long of beard and deep red of face (this has since been his favorite form for dealing with the mortal races). Passing himself off as an itinerant miner and alchemist, he joined the group and followed them back to the area of the newly founded baronies (ca. early 900's). It was while he was exploring this region that he decided that a closer relationship with the mortal races could help to keep the balance in the region. Over the last 100 years he has used his influence and powers to keep any one barony from growing too great in power; he has also helped to bolster the strength of some of the weaker baronies as a balance against the stronger powers. Some of his handiwork, from *way* behind the scenes, can be found in, among other things, the "development" of Crimson Essence, the formation of the Signatory Council under the Treaty of Tampicos, and most recently, the establishment of Cimmaron County. Of course, he distances himself from all of these things... he is, after all, simply interested in maintaining the balance of nature in his little area of wasteland... To help maintain his influence, he has established a faction within the Order of Crimson. These agents do not know who their leader is, and seldom know more than two other members of the faction. Most of the upper levels of the Order, however, are members of Raziatlar's faction, and through their influence, most of the Order has maintained a very balanced, understated and orderly demeanor. Raziatlar's main concern at the moment is the spread of the red curse beyond the region of the Savage Baronies; he is gathering information through all his sources as to the viability of the new situation; he will, eventually, determine whether or not the curse should again be reigned in; until he has the information he needs to make an educated decision on the subject, he and his faction will fight any attempt to bring the curse back to the old borders.

Notes: Raziatlar is capable of casting spells as a 20th level priest; he also has access to numerous wizard spells, especially of the enchantment/charm and illusion schools. In addition to the normal powers of a cohuetlac, he is able to use his polymorph self ability at will, as often as desired; his favorite form is that of an ancient, wizened dwarf. He is also able to fly 3 times per day (MV 9 in cohuetlac form, 18 in humanoid form). While he has numerous magical items (especially potions), the only ones he carries regularly are his Staff of Power, his Ring of Human Influence, and his Amulet of Proof Against Detection and Location.

Raziatlar is a powerful and influential opponent; he can also make an excellent patron for a party of like minded adventurers, or even a disparate party, for short term adventures and specific missions.

Subj: Re:Cohuetlacs
Date: 8/14/95 4:26:40 PM
From: TSR Bruce
Posted on: America Online

What I'd like to know now are the "intended" origins of the creature (where it came from, why, how it was created, by whom, etc) and its true goals. BTW, does this monster draw its origins to published literature or mythology?

Bruce Heard

Subj: Secret Origins: Cohuetlacs

Date: 8/15/95 1:37:38 AM

From: Gr8kan

Posted on: America Online

>What I'd like to know now are the "intended" origins of the creature (where it came from, why, how it was created, by whom, etc) and its true goals. BTW, does this monster draw its origins to published literature or mythology?

Bruce Heard<

First the easy part: as far as I am aware, the cohuetlacs are entirely from my own warped imagination; the physical form is, of course, a mishmash of a hydra and a humanoid (the humanoid portion, BTW, is similar to a creature in the cartoon Lightyears; maybe I was influenced by that, I don't really know). The name "cohuetlac" itself is derivative of two native meso-american words: "Coatl" (snake), and "Hue" (old, if I remember my anthropology); I just mixed them up a bit, and added -ac at the end; it sounded sort of like something one might hear from and Oltec... so the word sort of means "old snake", which brings me to the origins of the cohuetlacs...

In 1700BC the Nithians colonized the Savage Coast region; over the next 200 years, the local Nithian nobility grew in power, and began to develop strange magics which they wished to use to wrest power away from their Pharoh. This plan was, in fact, part of the plot that Thanatos had concocted to destroy the Nithian nation. The magical energies that the Savage Coast Nithians were working with caught the interest of Eldar Dragons (a race now found only in the Hollow World); when the dragons investigated, they slowly became entwined in the diabolical plot of Thanatos, and over decades became one of the primary supporters of the Nithians experiments. Then, of course, everything blew up in their faces...

When the Immortals judged the Nithians, and found them lacking, special attention had to be taken to the group of allied Eldar Dragons; it was felt by the attendant Immortals that the Great One had already suffered enough at the hands of the Herathians in the Wallara Conflict, so the Immortals felt that some mercy should be shown to those allied dragons who showed remorse. Those few who saw the errors of their ways were allowed a way to repay their debt: they were altered at the hands of the Immortals and given the duty of guardianship over the cursed lands. There are perhaps no more than a dozen cohuetlacs living today of the thirtysome who chose to atone for their deeds some 2500 years ago.

The goals of the cohuetlacs are decided by each individually; the only charge that the Immortals gave to them was to be the "guardians" of the cursed lands. Each has interpreted this in his own way (all cohuetlacs, BTW, are derived from male Eldar Dragons; no female Eldar Dragon was weak enough to be caught in the snare set by Thanatos [Females are very dominant in the Eldar Dragon species]). Only Raziatlar, thus far, has taken an active part in the "guardianship" of the region as pertains to the various human and demihuman races. His concept of "guardianship", in this case, is seen as an attempt to limit the power of any group or groups that would use the resources of the

cursed lands to their advantage. Thus, the goals of the cohuetlacs are, in fact, their own; their only limitations are the fact that they all truly feel remorse for the actions of their previous life, and this motivates all their actions.

Subj: Golem, Red Steel
Date: 8/15/95 2:04:19 AM
From: Gr8kan
Posted on: America Online

WARNING: Yes, this IS the "Golem with No Name". If you feel this creation is inappropriate for your campaign, by all means, don't use it. However, if your Inheritors are getting "Too big fer their britches", maybe you can dust this feller off, and give your "Superhero Swashbucklers" a run for their money...

Golem, Red Steel "The Golem with No Name"

Clim/Terr. : Savage Baronies
Freq : Unique
Organize : Solitary
Activity : Any
Diet : Nil (?)
INT : Average (10)
Treasure : O, R
Align : Neutral

App : 1
AC : 2
Move : 12
Hit Dice : 15 (90 Hit Points)
THACO : 5
Att : 1 or 2
D/A : By weapon +6 or 1-10*/1-10*
S/A : See Below
S/D : See Below
MR : Nil (Special)
Size : M (6'6")
Morale : Fearless (20)
XP Value: 12,000

The red steel golem is very humanlike in appearance; on a dark night, it would be difficult to distinguish it from any mortal adventuring duelist who might be wandering the Savage Baronies. In the light or a fire, or during the day, the golems nature is quickly apparent. In form, the golem resembles a pistoleer duelist from Cimmaron: wide-brimmed hat, tall boots and heavy rain slicker... but all these accoutrements, as well as the body and workings of the golem, are made of burnished red steel (oddly, the golems hat and slicker seem to move with the breeze). It's face is very humanlike, with a grim and fearsome expression; it's eyes are made of rubies, and glow red when it is in combat, or anticipating action. When it readies itself for combat, objects resembling odd-shaped wheellocks emerge from it's wrists and slide into it's hands with an audible click (these cannot be removed, BTW; they are integral to it's body).

The golem can understand Common and Espa; it can also speak them, as well, though it rarely chooses to do so (it's common has a distinctive Cimmaron twang). Unlike most golems, it has a good level of intelligence and creativity. It seems to travel at random, and apparently at will, though it does have a definitive mission: it seeks out and destroys Inheritors and others with legacies who attempt to gain power through use of their curse-derived "gifts". While it particularly concentrates on members of the Ruby and Flame Orders, members of the Crimson order have also found themselves on the business end of it's pistols. From time to time, it has been known to take part in struggles which have no powerful Inheritors involved; how this fits into it's mission, and even what the full scope of it's mission is, is unknown.

Continued in part 2...

Subj: Golem, Red Steel pt 2

Date: 8/15/95 2:25:02 AM

From: Gr8kan

Posted on: America Online

Combat: While the golem prefers to use it's pistols, it is quite capable of handling itself on a melee front. It may use any weapon as though it were proficient; swords, daggers, maces, axes handles, and so forth. It is +3 to hit and +6 to damage with any melee weapon; it may also use any form of unarmed combat except for martial arts. It has an 18/00 strength for gripping and combat purposes; due to it's frame, it has a max press of five times normal (i.e., it can lift 2400 pounds, slightly over one ton).

While it is more than capable of handling itself in close combat, it much prefers to use it's pistols, as Inheritors have a disadvantage when smokepowder weapons are concerned. It may make two attacks per round with it's pistols; it may attack with them in the same round as it "draws". The pistols have a range of 3/5/7; these attacks receive all considerations given to wheellocks concerning extra damage from 8's and 10's, as well as armor piercing abilities and range penalties. Due to the magical nature of the creature, it's pistols never jam, and it never has to worry about a reload. It has been noted that the golem apparently "prides" itself on being a sharpshooter, as it is fond of using called shots to embarrass an opponent before finishing him off.

The red steel golem is immune to all forms of poisons and cannot be affected by any form of hold, fear or slow spells (it may be immune to timestop, as well; as yet, no one knows if anyone has tried such a tactic). It is also immune to any spells of the enchantment/charm, illusion/phantasm and alteration schools (clerical versions as well as wizardly). The golem is immune to weapons of less than +1 enchantment; it is immune to any red steel weapon (including all magical sorts). It is immune to all forms of natural and magical fire and cold, and takes only half damage from electricity and acid (if a save is allowed and it makes it, it takes no damage). The golem regenerates 1 hit point per turn. It may consume undepleted cinnabryl to heal damage; 1 ounce of cinnabryl will heal 1 hit point (the cinnabryl is instantly depleted upon consumption, and the resultant red steel is used to heal the body, fill in dents, etc.).

Continued in part 3...

Subj: Golem, Red Steel pt 3

Date: 8/15/95 2:45:08 AM

From: Gr8kan

Posted on: America Online

Habitat/Society: It is most commonly believed that the red steel golem was created by a wizard or a priest who had (or has) an extreme antipathy against those with legacies, and a particular hatred for Inheritors. The golem first recorded appearance was in Saragon in 1003, when it suddenly "involved" itself in an altercation between two feuding groups of Inheritors (there were no survivors; the report came from some local peasants who witnessed the combat). since then it has been encountered at irregular intervals in every barony in the region, destroying several Inheritor groups and generally attempting single handedly to wipe out the Inheritor population. Naturally, all three Orders have sent out posses to bring the creature down; there were even several cooperative attempts between the orders. No member of any one of the posses has ever returned to report on their efforts...

While the Orders all are actively hunting the golem, the creature has become somewhat of a folk hero to the peasants, especially those who have suffered at the hands of those who abuse their legacies. If the golem notices this, it has made no indication. It never stays in one area long; it finishes it's work, and rides off into the sunset.

Ecology: There is another theory, or rather belief, concerning the red steel golem. The peasants saw that the golem is a force created by the Immortals to counteract the power of the Inheritors. After all, they say, the golem appeared after the Inheritors came into being; there were people abusing their legacies for generations before the Inheritors came on the scene. Whether there is any truth to the belief in an Immortal origin for the golem, only the Immortals may know, and of course, they are as inscrutable as ever.

The golem does not appear to need to eat or sleep, though it has been known to affect both habits from time to time (and witnesses have seen it consume cinnabryl). It has thus been hypothesized that it is somehow powered by cinnabryl; it is also believed that it may need to consume smokepowder, or perhaps steel seed and vermeil, to power it's pistols. In either case, it has yet to offer up any corroboration....

Subj: Re:Secret Origins: Cohuetlacs

Date: 8/15/95 11:21:06 AM

From: Gr8kan

Posted on: America Online

>In 1700BC the Nithians colonized the Savage Coast region...

<snip>

There are perhaps no more than a dozen cohuetlacs living today of the thirtysome who chose to atone for their deeds some 2500 years ago.<

Whoops! Of course, the proper dates for these are 700BC and 1500 years ago. The Red Steel set originally used only BP (Before Present), which screwed up my calculations...

Subj: Re: MC entries

Date: 8/15/95 1:34:33 PM

From: TSR Bruce

Posted on: America Online

Thanks for your contributions. I've been getting material through E-Mail too. That's OK if you feel the amount of material submitted doesn't work with the Q&A format. Simple ideas, about a paragraph-worth at a time, are OK too.

Bruce Heard

Subj: Tim Beach is gone?
Date: 8/17/95 3:40:19 AM
From: MMonagle
Posted on: America Online

Did anyone notice that in the Rumbings section of Dragon #220 it said that Tim Beach has left TSR? (He's the one who did the Red Steel boxed set). I am curious, will this have some sort of an impact on the campaign setting? While I'm at it, let me ask: Is there someone who directs or oversees the products for the Red Steel setting? If so, who?

Subj: Re:Tim Beach is gone?
Date: 8/17/95 8:44:39 AM
From: TSR Bruce
Posted on: America Online

Tim Beach has left TSR for new pasturelands. Good luck to Tim.

Tim had developed the original Savage Coast material from DRAGON(R) Magazine's series for the AD&D(R) Campaign Setting. If you want to know, the Creative Director in charge of the Savage Coast is Karen Boomgarden, along with the BIRTHRIGHT(TM) Setting. I'm heavily involved with the creative process in Karen's group since I am the original creator of the Savage Coast. Karen isn't on AOL (yet?) but feel free to address messages to her via my account.

Bruce Heard

Subj: Blood Pixies, pt 1
Date: 8/18/95 4:55:52 PM
From: Mystaros
Posted on: America Online

[This is yet another post by the Gr8kan; Mystaros is the screen name I will use from now on. I took the name Mystaros in honor of the Lost Realm of Mystara...]

As with most of my previous posts, I will include the description of the blood pixie race as well as a description of a powerful member of that race; Sangreto, Lord of the Forest of Phantoms.

Blood Pixies [Sangreto]

Clim/Terr : Any forest
Freq. : Rare [Unique]
Organize : Tribal

Activity : Night
Diet : Special
Intelligence: Low to Average (5-10) [High (15)]
Treasure : D [F]
Alignment : Neutral Evil

No. App : 5-20
AC : 3 [1]
MV : 6, Fl 12 (C) [12, Fl 18(B)]
Hit Dice : 1-1 [4+1; 25 HP's]
THACO : 20 [17]
Attk : 3 [3]
D/A : 1-3/1-3/1-4 [3-6/3-6/4-7]
S/A : See Below
S/D : See Below
MR : 25% [See Below]
Size : T (1 1/2' tall) [S (2 1/2' tall)]
XPV : 420 [9,000]

Blood pixies are cursed versions of their cousins, the sylvan sprites and pixies. Like their cousins, blood pixies have distinctly elven features, however, in their case, these features are grotesquely twisted and exaggerated. Also like their cousins, blood pixies are naturally invisible; this magical ability, plus their wings, is the only thing that remains to them of their original nature. Blood pixie wings are similar to those of a beetle, and like a beetle they may be folded in back for protection. Unlike their good natured cousins, blood pixies consort with evil creatures, and prefer to prey on those who are good and kind. Blood pixies are found throughout the forested areas of the Savage Coast, primarily in the less inhabited deep forests and jungles.

Combat: Blood pixies disdain the use of weaponry, as their natural attacks are much more deadly than any other weapon they might use. Blood pixies attack with a claw/claw/bite routine; the claws each inflict 1-3 points of damage, with the bite inflicting 1-4 points on the initial strike. On the round following a successful bite attack, the blood pixie will begin to draw blood from the victim at the rate of 1 point of strength per round (STR: Stamina); they will continue their claw attacks only if the victim struggles against the blood pixies efforts. The blood pixie will have an effective strength of 16 for any attempts to pull it off the victim; if this is successful, the victim will take an additional 1-4 points of damage from the violent removal. If a blood pixie attached to a victim is attacked and missed, a roll to hit the victim must be made as well. Unless the blood pixie is torn away or killed, it will continue to drain blood until it has drained a number of strength points equal to its hit points; if at any time the victim falls to 0 strength (or STR:Stamina), he or she dies. Strength will return to a surviving victim at the rate of 1 point per day of complete rest; no strength will return if the character exerts himself or herself in any way. Healing spells will return 1 strength point per level of the spell, but they will not heal hit points at the same time.

If the victim of a blood pixie drain has one or more legacies, then the blood drain will have other deleterious effects. For every 2 points of strength drained by a blood pixie, the victim will lose one daily use of one of his or her legacies (chosen at random, if the victim is an Inheritor). This effect is cumulative; if 4 points are drained, a total of 2 daily uses are lost; if 6 points are drained, a person with but one legacy will be unable to use the power at all. The uses of the legacies are not returned until the character has returned to FULL strength.

As with other pixies, the blood pixies are naturally invisible; they may appear visible at will, and they MUST appear visible once they have begun to drain blood (they will remain visible for a number

of turns equal to the number of strength points drained). They attack while invisible with no penalty; those who attack them are -4 to hit...

Subj: Blood Pixies, pt 1
Date: 8/18/95 4:55:52 PM
From: Mystaros
Posted on: America Online

[This is yet another post by the Gr8kan; Mystaros is the screen name I will use from now on. I took the name Mystaros in honor of the Lost Realm of Mystara...]

As with most of my previous posts, I will include the description of the blood pixie race as well as a description of a powerful member of that race; Sangreto, Lord of the Forest of Phantoms.

Blood Pixies [Sangreto]

Clim/Terr : Any forest
Freq. : Rare [Unique]
Organize : Tribal
Activity : Night
Diet : Special
Intelligence: Low to Average (5-10) [High (15)]
Treasure : D [F]
Alignment : Neutral Evil

No. App : 5-20
AC : 3 [1]
MV : 6, Fl 12 (C) [12, Fl 18(B)]
Hit Dice : 1-1 [4+1; 25 HP's]
THACO : 20 [17]
Attk : 3 [3]
D/A : 1-3/1-3/1-4 [3-6/3-6/4-7]
S/A : See Below
S/D : See Below
MR : 25% [See Below]
Size : T (1 1/2' tall) [S (2 1/2' tall)]
XPV : 420 [9,000]

Blood pixies are cursed versions of their cousins, the sylvan sprites and pixies. Like their cousins, blood pixies have distinctly elven features, however, in their case, these features are grotesquely twisted and exaggerated. Also like their cousins, blood pixies are naturally invisible; this magical ability, plus their wings, is the only thing that remains to them of their original nature. Blood pixie wings are similar to those of a beetle, and like a beetle they may be folded in back for protection. Unlike their good natured cousins, blood pixies consort with evil creatures, and prefer to prey on those who are good and kind. Blood pixies are found throughout the forested areas of the Savage Coast, primarily in the less inhabited deep forests and jungles.

Combat: Blood pixies disdain the use of weaponry, as their natural attacks are much more deadly than any other weapon they might use. Blood pixies attack with a claw/claw/bite routine; the claws each inflict 1-3 points of damage, with the bite inflicting 1-4 points on the initial strike. On the round

following a successful bite attack, the blood pixie will begin to draw blood from the victim at the rate of 1 point of strength per round (STR: Stamina); they will continue their claw attacks only if the victim struggles against the blood pixies efforts. The blood pixie will have an effective strength of 16 for any attempts to pull it off the victim; if this is successful, the victim will take an additional 1-4 points of damage from the violent removal. If a blood pixie attached to a victim is attacked and missed, a roll to hit the victim must be made as well. Unless the blood pixie is torn away or killed, it will continue to drain blood until it has drained a number of strength points equal to it's hit points; if at any time the victim falls to 0 strength (or STR:Stamina), he or she dies. Strength will return to a surviving victim at the rate of 1 point per day of complete rest; no strength will return if the character exerts himself or herself in any way. Healing spells will return 1 strength point per level of the spell, but they will not heal hit points at the same time.

If the victim of a blood pixie drain has one or more legacies, then the blood drain will have other deleterious effects. For every 2 points of strength drained by a blood pixie, the victim will lose one daily use of one of his or her legacies (chosen at random, if the victim is an Inheritor). This effect is cumulative; if 4 points are drained, a total of 2 daily uses are lost; if 6 points are drained, a person with but one legacy will be unable to use the power at all. The uses of the legacies are not returned until the character has returned to FULL strength.

As with other pixies, the blood pixies are naturally invisible; they may appear visible at will, and they MUST appear visible once they have begun to drain blood (they will remain visible for a number of turns equal to the number of strength points drained). They attack while invisible with no penalty; those who attack them are -4 to hit...

Subj: Re:Blood Pixies
Date: 8/18/95 6:22:46 PM
From: TSR Bruce
Posted on: America Online

Thanks again for all the ideas! :-)

Bruce Heard

Subj: Blood Pixies, pt 2
Date: 8/18/95 8:34:40 PM
From: Mysteros
Posted on: America Online

Hello again! I was cut off several hours ago, and told that the system would be down until 18:00 Eastern time; I had thought that would be 21:00 Pacific, but stupid me, I just realized that that meant 15:00 Pacific! Anyway, here is the continuation of the Blood Pixie Post, including details for the Blood Pixie Lord, Sangreto...

Combat (continued): Any individual blood pixie has a 10% chance of having a legacy appropriate to it's area of origin. Blood pixies do not understand the significance of cinnabryl, except that those who carry a lot of it tend to have an interesting taste...

Habitat/Society: Blood pixies are quite brutish by faerie standards; they have none of the fun loving characteristics of their cousins. Blood pixies dwell in savage clans where the strongest rule. They have no arts or crafts, nor do they have any appreciation of such except to the extent that they decorate their lair with the items carried by their victims. They celebrate no festivals recognized by

other faeries, rather, they celebrate only those days that their goblinoid allies might hold dear, holding a horrid, screeching revel on the darkest nights of the year. Blood pixies do not acknowledge any Immortal patron; they abhor all such dealings (note that any priest who affects spirits instead of undead can "turn" blood pixies; holy water of such faiths may also damage blood pixies in a like manner).

Ecology: While blood pixies prefer the blood of sentient creatures, they are able to subsist off the blood of animals, and in lean times, even the blood of each other (with the weakest going "into the stewpot" as it were). The blood pixies find the increased Inheritor activity as a boon to their larders, as they find the blood of those with legacies to be the sweetest of all.

The faerie courts of Robrenn and Eusdria actively hunt down the blood pixies with a hatred rarely seen in their kind; they feel the blood pixies to be an abhorrent blight on otherwise fair forests and meadows. The blood pixies, for their part, return the faeries hatred tenfold.

Sangreto: Vampire Lord of the Blood Pixies will be showcased in part 3...

Subj: Blood Pixies, pt 3
Date: 8/18/95 9:04:08 PM
From: Mystaros
Posted on: America Online

Sangreto: Vampire Lord of the Blood Pixies

Sangreto is the most powerful blood pixie lord; he rules several clans in the heart of the Bosque de las Sambras (though he does not control all the clans of the forest... yet). In appearance, he resembles a cross between a large blood pixie and a vampire bat; exaggerated fangs, leathery wings, long claws. Sangreto is ancient by blood pixie standards, and it is well known by his clans that he is one of the undead. He became a vampire over 500 years ago when, one night, he chose the wrong victim. The vampire he attacked was intrigued by the vicious nature and obvious intelligence of the little creature; he chose to "experiment" with Sangreto by attempting to give it the "gift" of unlife. The experiment was successful, and Sangreto became the vampires willing assistant and accomplice. Sangreto and his master travelled throughout the known world for over 400 years, from the Arm of the Immortals in the west to Alphatia in the east.

Sangreto's master was destroyed in Thyatis in 898AC; after taking suitable vengeance on the murderer, Sangreto decided to return to his native land, as he had heard that there was a great migration from the Thyatian regions to his homeland. From 905 to 965 he travelled the length and breadth of the Savage Coast, taking advantage of the chaos the invading Ispans brought. He returned to his natal forest shortly after the Yazi invasions and began to build a power base with the descendants of his old clan. He has had some success in the region; the peoples of Saragon believe the whole forest to be haunted by the ghosts of those who died in the Yazi invasions. Once Sangreto has solidified his grip on the forest, he plans on searching for a likely "companion" of human or elven nature, in order to spread his influence to the surrounding lands...

Combat: Like other vampires, Sangreto has great strength (18/01); this allows him to have extremely powerful claw and bite attacks. His claw attacks only cause the normal hit point damage; it is his bite that will drain life levels. The bite only causes normal hit point damage on the initial attack; however, like other blood pixies, Sangreto will hold on and on the round following the bite, he will begin

draining life energy at the rate of 2 levels per round. For every 2 levels drained this way, the victim will lose one daily use of a legacy *PERMANANTLY*. If Sangreto drains a character of 6 or more life levels (and of course, assuming the character lives, and in the case of a character with more than one legacy, only one of the legacies has been drained) then the character *LOSES* that legacy, *FOREVER*. Unfortunately, this does not affect the status of a detriment; protection bust still be sought else it shall take effect as normal. Note that even when a character regains levels, whether through restoration or regular experience progression, that character will never regain the lost usage or lost legacy. Even if a character imbibes a potion of crimson essence, if the legacy granted is the same as that lost, the potion will have no effect, even for a temporary duration.

Sangreto's charm person gaze is not as effective on humans and demi-humans as a normal vampires; all such characters get a +2 to save. Sangreto may attempt to use his gaze charm monster once per day. He is unaffected by weapons of less than +1 enchantment. He regenerates 3 hit points per round, beginning the round after he is damaged. If reduced to 0 hit points he is forced into a crimson colored gaseous form; once in this state, he will flee. Sangreto does not sleep in a coffin; he may use any dead tree stump with a suitable hollow or any dark cavern in order to regenerate; he will regain his corporeal form after 8 hours of rest. As with other vampires, if he is unable to reach a place suitable resting place within 12 turns, his essence will dissipate, and he will be destroyed.

Continued in part 4...

Subj: Blood Pixies, pt 4
Date: 8/18/95 9:23:58 PM
From: Mystaros
Posted on: America Online

Sangreto Continued...

In addition to the normal 25% magic resistance of blood pixies, Sangreto is unaffected by sleep, charm and hold spells; he is also immune to all poisons and paralysis. Cold and electricity do only half damage. He is able to assume gaseous form at will, however he is unable to shapechange or spiderclimb; he may summon 2-8 blood pixies once per day, but only if he is in a region where they are found naturally. He still maintains the blood pixie ability to fly (note that his wings are those of a bat, rather than the beetle wings of other blood pixies); he also has the standard blood pixie invisibility; he becomes visible while feeding, as others do.

Sangreto is not affected by garlic in any way, nor by mirrors, though holy symbols and water will affect him normally. Unlike normal vampires, Sangreto does not need an invitation to enter a private dwelling. He is turned as a wraith, or 6HD creature. He can be destroyed by sunlight or running water; a wooden stake through the heart has no effect on him, though a stake made of cinnabryl (wholly undepleted!) will have the effect a wooden stake would have on a normal vampire. To destroy him, one must immobilize him with a cinnabryl stake, cut off his head and stuff his mouth with 4 or more ounces of undepleted cinnabryl that has been blessed by a priest.

Any human or reasonably humanoid creature drained of life energy by Sangreto will become a vampire if they are bried; thus far, he has had all his victims burned or similarly destroyed. He does not know what effect his "gift" of unlife would have on the legacies of such a victim.

Habitat/Society: As noted above, Sangreto is the leader of several blood pixie clans in the Bosque de las Sombras. Thus far this group is the only moderately organized group of blood pixies. His greatest enemy is the faerie court of Robrenn; they are aware of his nature, and unfortunately for them, their druidic forces has no power against him. As yet, the non-faerie peoples are not aware of his

existence, though there are whispered rumors of a horrible bat-like creature that lives deep in the forest.

Sangreto is a doubly foul creature, being both a blood pixie and one of the undead. As such, he has no natural place in the ecology, and no place in the scheme of nature.

Subj: About Maps
Date: 8/22/95 8:30:16 PM
From: TSR Bruce
Posted on: America Online

Repeating the same question (see Mystara folder)...

In a booklet in the style of the AL QADIM(R) Campaign book, would you rather see a small poster map folded in the back or a series of color, atlas-style maps inside the book?

Bruce Heard

Subj: Re:About Maps
Date: 8/22/95 11:55:54 PM
From: Socrates1
Posted on: America Online

Atlas style. Last longer, won't be removed and misplaced.

Subj: Re:About Maps
Date: 8/23/95 12:37:25 AM
From: DuaneVP
Posted on: America Online

Oh definitely atlas style. Much more fun, better for detail and thus more useful, and better to make changes and updates on.

Downtime

Subj: Re:About Maps
Date: 8/23/95 9:45:49 AM
From: JStrick
Posted on: America Online

I prefer atlas style. I tend to separate and misplace the foldout style maps. Of course, I would like to see map files here on AOL so we could download them also.<g>

Jim S.

Subj: Re:About Maps

Date: 8/24/95 5:13:43 AM
From: Socrates1
Posted on: America Online

"Of course, I would like to see map files here on AOL so we could download them also." Jim S.

Killer idea. In both postscript and bitmap formats, color is optional. Perhaps TSR would do this for other campaign settings as well?

Subj: Swashbucklers & Firearms, Pt1
Date: 8/25/95 4:44:56 PM
From: TSR Bruce
Posted on: America Online

Here's an approach to debate for the Savage Coast.

The idea is that the Savage Coast is emerging more and more as a setting for swashbucklers -- picture Cyrano de Bergerac, Zorro, Three Musketeers, Three Amigos, Sea Hawk, Capt Blood, Princess Bride, etc. as inspirational material. Two elements come out that have a substantial impact on the setting -- fancy sword play and firearms.

Most settings are inspired from fantasy-medieval backgrounds. Savage Coast instead seems to be pulling toward the late Renaissance, early 1600's. As a result, how does one go about to alter the setting so PCs naturally choose armor and weapons that correspond to that era?

Armor

Historically, warriors have progressively abandoned armor because of the appearance of firearms. To support that, it would be possible to implement *optional* rules on armor efficiency to favor firearms. For example, firearms would have a +4 bonus to hit rolls against all plate mail or plate armor, a +2 to hit against all other metal armor, and no bonus at all against other armor or unarmored targets. Furthermore, it could be ruled that armor weighing 30 lbs or more negate both high Dexterity bonuses and the use of special fencing passes (see later in this post).

This would naturally push warriors toward light-armored, fast-moving combat patterns to better respond to firearms and fencers armed with rapiers. Rogues would have a much better time in that setting than elsewhere too. Wizards wouldn't be affected all that much. Priest PCs would probably have problems with all this although I would allow priests to use any firearm, (and small firearms for wizards). Rules on firearms could be modified as well to make

them more attractive in general, despite their tendency to misfire.

Secret Passes

These are special combat moves taught by a master swordsman. They complement rather than replace what's already available in the rules for weapon specialization or combat proficiencies. Any PC (warrior, rogue, wizard, and priest) could have learned some secret fighting pass from a master. The idea is to favor (but not limit) the rapier as the weapon of choice for most characters. Here are some general ideas.

A character may have a basic skill with a weapon, or even weapon specialty without necessarily knowing a secret pass. The latter requires teaching from a master. Picture the secret pass almost like a wizard's spell. A character would need to find such a master and convince him/her to teach some new skills. The character needs to accumulate a month-worth of training with the master at a fee, and then make an Intelligence check. If the check succeeds, the character gains the master's "secret pass". If the check fails, the character cannot study with this master until he/she gains a new level of experience. A character can use a secret pass depending on the hit score rolled in combat:

For rapiers: an unmodified hit roll of 18 or better

For any other sword: an unmodified hit roll of 19 or better

For any other melee weapon: an unmodified hit roll of 20 or better

Experience levels would not affect these scores. (Should magic plusses do though? This could become a problem.)

The secret passes are listed in a chart (see later in this post), in order of rarity. When a student makes an Intelligence check to acquire a secret pass from a master, roll on that table. If the same secret pass is acquired, either roll again (and accept the next result, regardless), or improve by 1 the hit roll needed to use the secret pass (17 for a rapier, 18 for another sword, etc). This way, a character could learn several different combat moves *or* improve a single one.

Continued on following post.

Subj: Swashbucklers & Firearms, Pt2

Date: 8/25/95 4:46:19 PM

From: TSR Bruce

Posted on: America Online

Secret passes are just that -- secret. One does not want to use them in public for fear that another swordsman might see it and try to copy it. Generally, a swordsman would use such moves in combats to death. In order to "steal" someone else's secret pass, one first needs to be skilled with the weapon that was observed. Then, the character needs to make an Intelligence check to understand the move. If it succeeds, the character must spend the equivalent of a month in self-training, trying to duplicate the move. The character then must make another Intelligence check (with a -4 penalty this time) to see if he/she can really master the move. If either Intelligence checks fail, the character cannot copy that secret pass for the moment. The character can start self-training all over again when reaching the next experience level, and attempt to succeed the Intelligence check (at -3 this time). The attempt gets easier each time.

The effect of a secret pass is always in addition to normal damage from the swordsman's attack. It can only be used against human, demi-human, or humanoid foes up to 8' tall, or creatures using weapons (DM call otherwise). In general, each secret pass requires a special condition (using a small buckler shield, a main-gauche in addition to a sword, a cloak, the presence of a piece of furniture or a rope, etc). The secret pass also implies that the swordsman ends up in a specific spot and in a specific position *after* using the secret pass (possibly exposing the swordsman in some fashion). These conditions would be detailed at another time.

Here are some ideas for secret passes:

- 01-50 Roll for Basic Passes
- 51-85 Roll for Difficult Passes (extra -1 penalty to Intelligence check to learn)
- 86-98 Roll for Master Strokes (extra -2 penalty to Intelligence check to learn)
- 99-00 The Death Move (extra -3 penalty to Intelligence check to learn)

Basic Passes

- 01-20 Cut: swordsman can cut any single non-living object within reach (pouch, rope, candle, feather, etc).
- 21-40 Disabling wound to the sword-bearing arm: foe fights at -2 to hit until damage is healed (effect is cumulative with each secret pass)
- 41-60 Disabling wound to the other arm: foe's AC suffers 2 point penalty; (effect is cumulative with each secret pass)
- 61-80 Disabling wound to a leg: foe suffers a -2 penalty to Initiative Rolls; (effect is cumulative with each secret pass)

81-00 Thrust: swordsman rolls for *extra* damage equal to the weapon's basic unmodified damage +4.

Difficult Passes

01-10 Mark: swordsman carves a personal mark into the foe's forehead or clothing. Scar requires regeneration

to erase.

11-20 Display: swordsman's spectacular skill requires NPC foe to succeed a Morale Check or flee.

21-30 Cloak: swordsman can swirl a cloak to confuse the foe or entangle the foe's weapon.

Automatically

causes the foe to miss the following melee attack.

31-40 Punch: foe must succeed a Constitution check at -4 penalty or be stunned.

41-50 Throw: foe must succeed a Dexterity check at -4 penalty or drop to the floor.

51-60 Push: foe must succeed a Strength check at -4 penalty or take 1d4+2 steps away from the swordsman.

61-70 Disarm: foe must succeed a Strength check at -4 penalty or drop main weapon.

71-80 Whirl: swordsman seems to play with the foe's weapon, showing that the foe cannot seem to even

touch the swordsman's blade. This is equivalent to a magical taunt spell.

81-90 Break: swordsman may break the foe's weapon (save vs. crushing blow) as long as it weighs less than

10 lbs. Requires the use of a main-gauche or secondary weapon.

91-00 Surround: swordsman skillfully steps around a foe blocking the way (including through a doorway) and

automatically gains initiative on the next round with the weapon in hand.

Continued next...

Subj: Swashbucklers & Firearms, Pt3

Date: 8/25/95 4:47:34 PM

From: TSR Bruce

Posted on: America Online

Master Strokes

01-25 Recover: swordsman temporarily "heals" 2d4+2 points of damage lasting until the round after the battle;

cumulative with each secret pass. (Remember? "My name is Inigo Montoya. Ten years ago you

killed my father. Prepare to die!")

26-50 Sudden counterattack: Subtract unmodified hit roll from 21. Result indicates how many extra attacks

the swordsman can roll (applied immediately before any other action). Maximum 3 extra attacks.

51-75 Counterspin: swordsman deflects or dodges foe's next attack which then automatically hits someone

else (the foe itself if no one else is present)

76-00 Blind: swordsman gouges out one of the foe's eyes. -2 to all attacks, initiative rolls, and AC rating until

eye is magically regenerated. If both eyes are gouged out, the foe suffers a -4 to all the above.

The Death Move: swordsman inflicts as many hit points as he/she has to the foe (save for half-damage).

I guess by now you've got the idea. Your comments are welcome! Thanks!

Bruce Heard

Subj: Maps
Date: 8/25/95 4:50:02 PM
From: TSR Bruce
Posted on: America Online

Thought so... :-)

Bruce Heard

Subj: Swashbucklers & Firearms
Date: 8/25/95 4:52:45 PM
From: TSR Bruce
Posted on: America Online

Sorry for the TXT format. It looks goofy on screen. If you enlarge the posts' window size, then these three posts should become more legible. Playest notes welcome!

Bruce Heard

Subj: Re:Swashbucklers & Firearms
Date: 8/25/95 5:01:22 PM
From: TSR Bruce
Posted on: America Online

Just another comment as I reread these posts -- fencing moves should be limited to melee weapons of 5 lbs or less (use some common sense here). Nope, can't sign your name on someone's forehead with that two-handed dragonslayer. Nope...

Bruce Heard

Subj: Re:Swashbucklers (TSR Bruce)
Date: 8/25/95 5:25:54 PM
From: Socrates1
Posted on: America Online

"Here are some ideas for secret passes:

- 01-50 Roll for Basic Passes
- 51-85 Roll for Difficult Passes (extra -1 penalty to Intelligence check to learn)
- 86-98 Roll for Master Strokes (extra -2 penalty to Intelligence check to learn)
- 99-00 The Death Move (extra -3 penalty to Intelligence check to learn)" TSR Bruce

I'm a bit confused as to what this chart is for. At first, I thought it was the range for each type of secret pass: a basic pass means you can't have a roll greater than 50, for example. But each type of secret pass has its own percentile table, so that's wrong. Could you clarify this?

Also, what if the campaign is already using the "optional" rules from C&T. The critical hit system outlined there would also be in effect when one scores a secret pass. Should these be cumulative?

I like the idea of a swashbuckling setting, and your ideas to discourage the wearing of heavy armor are good ones, particularly with regard to negating dex bonuses. (Actually, one might argue that magic would discourage the wearing of heavy armor in just the same way that gunpowder and other technological advances did in the real world. Fireballs would be more of an inducement for a high mobility rate than muskets, I'd think. But that's a debate for another folder...)

Subj: Re:Swashbucklers (Socrates)

Date: 8/25/95 6:15:55 PM

From: TSR Bruce

Posted on: America Online

>>I'm a bit confused as to what this chart is for. At first, I thought it was the range for each type of secret pass: a basic pass means you can't have a roll greater than 50, for example. But each type of secret pass has its own percentile table, so that's wrong. Could you clarify this?<<

When learning a secret pass from a master swordsman, you'd first roll to determine what kind of pass was taught. Once you figure whether that was a basic, a difficult, or a master stroke, you'd roll on the corresponding subtable to find out exactly which pass that was. Okay? I tried keeping all that in a single chart, but the numbers didn't work out well enough.

>>Also, what if the campaign is already using the "optional" rules from C&T.<<

In this case I suggest you stick with C&T equivalent rules. Trying to run both at the same time would be both too complicated (if at all possible) and could lead to major game imbalances I would think.

>> Fireballs would be more of an inducement for a high mobility rate than muskets, I'd think. But that's a debate for another folder...<<

Heck, if I were carrying any smokepowder and wizard started casting fireballs in the vicinity, I'd REALLY start running fast! Indeed, magic has at least as much an effect on old world combat habits as technology.

The two advantages of firearms I can immediately see are that almost anyone can use them and if loaded at the beginning of an encounter, they can be used to shoot at spellcasters and waste their spells. Ready guns should be faster than spellcasting too. I think this discussion is certainly part of the overall debate anyway. It's all part of the setting.

Bruce Heard

Subj: Bigger Bang for the Gun
Date: 8/25/95 9:48:29 PM
From: TSR Bruce
Posted on: America Online

Actually, the rules in C&T on firearms seem to work pretty well. C&T makes them even more powerful than what I mentioned in the previous posts.

For the sake of standardization, this part of C&T could be picked up in the new Savage Coast campaign to make sure firearms are playable even by those who do not have a copy of C&T. Ditto some new system for secret fencing passes that would be more suitable to swashbucklers than the combat options listed in C&T.

Bruce Heard

Subj: Fencing
Date: 8/25/95 11:51:41 PM
From: DuaneVP
Posted on: America Online

I rather liked the fencing styles presented in the Mighty Fortress campaign setting. In fact, the whole thing might be useful for getting a handle on some of the flavor of a swashbuckling Three Musketeers type setting.

Downtime

Subj: Re:Fencing (Duane)
Date: 8/25/95 11:59:56 PM
From: TSR Bruce
Posted on: America Online

>>I rather liked the fencing styles presented in the Mighty Fortress campaign setting. In fact, the whole thing might be useful for getting a handle on some of the flavor of a swashbuckling Three Musketeers type setting.<<

Yup, sounds like a good idea. It's cannibal time! Let's see what we can pillage out of Might Fortress that might work for the Savage Coast!!! :-)

Bruce Heard

Subj: Re:Fencing
Date: 8/26/95 9:04:07 AM
From: JBaichtal
Posted on: America Online

I think these are great rules. But wouldn't the character ask for a specific pass? Would a wizard go up to his master and ask for just any old spell or would he ask for one specifically? The same should apply for passes. Furthermore, by putting them in a table, you drain them of all life -- they are a statistic. While this may make them easy to present, it renders them rather colorless. But what if you were to present them like a spell?:

Benigno's Counter-Defense
-2 Intelligence to Learn

This pass is designed to..... (etc.)

This would take up a LOT more space but I think it would be worth it.

Subj: Re:Fencing (JBaichtal)
Date: 8/26/95 11:27:18 PM
From: TSR Bruce
Posted on: America Online

>>I think these are great rules. But wouldn't the character ask for a specific pass? Would a wizard go up to his master and ask for just any old spell or would he ask for one specifically?<<

Actually, this is debatable. I've seen a lot of games where the DM determines what spell a Master gives a student. I've seen others where this is randomly determined.

The tables of secret passes are designed only to make sure rare passes remain rare. Now if the DM understands this and avoids giving away the better moves too soon, then the randomness can be ignored altogether. That's a DM's call.

What I would not allow, however, is the possibility for a PC to go "shopping" for Masters, asking what kind of "secret" pass might be taught as a result of future training. That's silly. You're lucky when you find a Master who even accepts your PC as a student (and later accepts to teach a secret move). What the Master teaches is then entirely up to that Master. You might just as well roll the dice.

Now, if the PC was a good student, befriended the Master, or provided some relevant service to the Master, etc (which would be determined through roleplay and adventuring), then some bonuses on the die roll determining the category may not be a bad thing. The tables would have to be modified in this case to avoid making the Death Pass too easy to get as a result of the bonuses.

Tables are also interesting when a quick NPC needs to be rolled up. I'd say less than 10% of the swordsmen know any secret passes at all. But that's a different issue.

I agree with you about the descriptions of the passes -- detail would be nice, such as their origins, who invented them, their goals, their requirements, the end results for both the foe and the swordsman when succeeding or failing, etc. That would be provided outside the tables themselves.

Bruce Heard

Subj: Re:Swashbucklers (TSR Bruce)

Date: 8/27/95 3:19:30 AM

From: Socrates1

Posted on: America Online

"When learning a secret pass from a master swordsman, you'd first roll to determine what kind of pass was taught. Once you figure whether that was a basic, a difficult, or a master stroke, you'd roll on the corresponding subtable to find out exactly which pass that was. Okay? I tried keeping all that in a single chart, but the numbers didn't work out well enough." TSR Bruce

Ok, thanks for the clarification.

"In this case I suggest you stick with C&T equivalent rules. Trying to run both at the same time would be both too complicated (if at all possible) and could lead to major game imbalances I would think."

What, you think giving a secret pass to a bladesinging elf with grand mastery would be overkill? Wimp. ;)

Subj: Re:Swashbucklers (TSR Bruce)

Date: 8/27/95 11:58:34 AM

From: TSR Bruce

Posted on: America Online

>>What, you think giving a secret pass to a bladesinging elf with grand mastery would be overkill? Wimp. ;)<<

ROFL Socrates -- you got me on that one! I'm still thinking in terms of your "basic" (pun intended) fighter picking up the swashbuckler kit and eventually one or two cool moves. The last DM I played with did a number of the bladesinger kit, toning it down a bit. Of course there's almost nothing a good old blunderbuss couldn't fix in the Savage Coast!

Bruce Heard

Subj: Re:Swashbucklers (TSR Bruce)

Date: 8/27/95 11:15:48 PM

From: TSR Bruce

Posted on: America Online

Just speaking to myself here... :-)

Subj: Re:Swashbucklers
Date: 8/28/95 9:00:13 AM
From: JBaichtal
Posted on: America Online

So, is there going to be a "reference" to Earthly cultures like the Mexico of Zorro or the France of the Three Musketeers in this setting, or will you invent unique cultures? I mean reference in the way the Great Glacier supplement "referenced" Aleutian culture and the Anaurok supplement "referenced" Bedouin culture and Maztica "referenced" Central American cultures.

Subj: Re:Swashbucklers (JBaichtal)
Date: 8/28/95 1:39:07 PM
From: TSR Bruce
Posted on: America Online

>>So, is there going to be a "reference" to Earthly cultures like the Mexico of Zorro or the France of the Three Musketeers in this setting, or will you invent unique cultures? <<

Well, both. That's how the original RED STEEL(R) Setting was designed. Please check the original boxed set. Part of the setting focuses on a series of Hispanic-like settings where swashbucklers would be perfect for "Zorro/Three Amigos" settings. A series of other nations follow along the coast, but these may have to be modified a bit to fit more with the swashbuckler trend. For example, the lupin and rakasta kingdoms currently are inspired from late medieval France and England. The natives could easily copy their Ispan neighbors, including their firearms, fencing techniques, armor, and clothing. We'd end up with "Three Musketeers/Cyrano" setting. And of course, pirates are all over the place.

Other cultures would naturally remain the way they were originally invented (Herathian aranea, Nimmurian manscorpions, most of the cultures in the Orc's Head and the Arm of the Immortals). The most they would do is attempt to acquire fireams to deal with their stylish (and deadly) eastern neighbors.

Bruce Heard

Subj: Firearms
Date: 8/31/95 8:57:38 AM
From: TSR Bruce
Posted on: America Online

I had a look at the rules on firearms in Combat & Tactics. They seem to be working pretty well. If a setting actually implemented them, I could see a lot of characters wanting to drop their heavy plate armor and switching to firearms altogether. Any comments out there?

Bruce Heard

Subj: Re:Firearms
Date: 8/31/95 1:37:59 PM
From: Doc Moroni

Posted on: America Online

I agree with you Bruce. The rules for specialist with firearms are nasty. Since the savage baronies are supposed to have a climate like the gulf coast how about implimenting the penalties for wearing heavy armor that are found in the AL-Quadim setting. (I've worn chainmail in the summer in Georgia. It's not fun.)

Been real busy lately but hope to have two new monsters up for your viewing pleasure later this week.

THE DOC

Subj: Re:Firearms (Doc)
Date: 8/31/95 5:46:16 PM
From: TSR Bruce
Posted on: America Online

>>Since the savage baronies are supposed to have a climate like the gulf coast how about implimenting the penalties for wearing heavy armor that are found in the AL-Quadim setting.<<

Good idea, especially in the Orc's Head peninsula. Now of course, one could have plate armor enchanted with a permanent chill spell which would take care of the heat. But then, the armor would continually consense water, thus causing a nasty rust problem. On the other hand, this could come really handy in the desert. :)

Bruce Heard

Subj: Re:Firearms
Date: 9/1/95 12:04:07 AM
From: Joe G K
Posted on: America Online

the good thing about C&T's firearms, was that the fire arm didn't have to inflict maximum damage to roll another die for damage. Most of the time, fire arms were normal, but every now and then, WHAM! JGK

Subj: Re:Firearms (JGK)
Date: 9/1/95 1:08:14 PM
From: TSR Bruce
Posted on: America Online

Then again, there's the good, old blunderbuss. It's quaint, it's silly, but it's fun when its smoking thunder and mayhem spreads chaos among a group of charging foes. I could see dwarves carrying these things around.

Bruce Heard

Subj: Panache
Date: 9/1/95 1:11:21 PM
From: TSR Bruce
Posted on: America Online

Coming soon in this folder are potential rule additions for *PANACHE*, how to be accomplish anything at all (including utter failure) with flair! Works great for swashbucklers, but it's not limited only to them. The ultimate "How to be totally cool -- the Red Steel way!"

Bruce Heard

Subj: Shadow of the Curse
Date: 9/1/95 1:17:32 PM
From: TSR Bruce
Posted on: America Online

We're talking about possibly including an area around the cursed regions that allows either cursed characters to meet with outsiders with no ill effects to either. This "neutral zone" would not allow legacies to be used, but would permit those affected with the curse to remain, as long as they have cinnabryl. Outsiders could remain in the neutral zone without any effect at all. This "Shadow of the Curse" would extend past the Eastern City States, and include part of the Yazak Steppes and the Western Sea, most of Hule and the Gulf of Hule, the Orc's head Peninsula and a part of the Arm of the Immortals.

Bruce Heard

Subj: Firearms: C&T Version
Date: 9/1/95 5:39:10 PM
From: TSR Roger
Posted on: America Online

I did a seminar at the GEN CON 95 Games Fair on firearms and technology in fantasy games. I liked Rich Baker's summation of firearms in C&T. He included their basic powers to negate armor, cause increasing damage, and blow up in your face. I could see using that material just as it was for the RED STEEL setting, which is almost what's there now (perhaps varying only in the choice of weapons and lack of big guns).

I also like the tendency of some worlds to exclude firearms altogether, like the GREYHAWK and BIRTHRIGHT campaigns, to give them a particular flavor. The laws of alchemy can vary from world to world as the DM likes.

Bruce Heard showed a list of cultures and ideas from which many of the Savage Coasts cultures were derived. Perhaps he might reprint it here....? It was great for capturing the particular flavor of one Savage Barony vs. another one. How about it, Bruce? Roger Moore, TSR, Inc.

Subj: Re:Firearms (Roger)

Date: 9/1/95 6:55:12 PM
From: TSR Bruce
Posted on: America Online

ROGER!!! :-D

>>Bruce Heard showed a list of cultures and ideas from which many of the Savage Coasts cultures were derived. Perhaps he might reprint it here....? It was great for capturing the particular flavor of one Savage Barony vs. another one. How about it, Bruce?<<

Oh sure! Now you're tempting me! Actually, I don't believe we've ever posted a list of the main cultures of the Savage Coast and what they were inspired from. Some lend themselves very well to firearms & fantasy-fencing (as described in recent posts). Others still linger in late medieval styles, but I think we'll have them "evolve" in the upcoming campaign book revision to better fit the swashbuckler flavor. I'm thinking in particular Eusdria, Renardy, and Bellayne. The others are just too "monstrous" to be adapted in any elegant fashion.

In a nutshell we have:

Eastern City States (Slagovich, Zvornik, etc): originally inspired from late medieval balkan kingdoms (Serbia, Albania, Romania, Hungary, Bulgaria, etc), these will naturally evolve to "embrace" the fencing & firearm era (F&F?).

Vilaverde: Mostly a kingdom of pirates and adventurers. Portuguese in flavor. Definitely swashbucklers. They have colonies throughout the Savage Coast and control most of the local seas.

Texeiras: Inspired from Portuguese sea explorers and merchants. Swashbucklers and rivals of the Vilaverdians. As their rivals, they also have colonies throughout the Savage Coast and compete against Vilaverde for the control of sea routes.

Torreon: Inspired from Spanish conquistadors, mostly swordsmen for hire and mercenaries. Everybody has Torreoners in their pay.

Narvaez: Inspired from the Spanish Inquisition (knights and priests, early 1600's). A place to avoid for heretics, non-humans, and wizards. They would love to compete against Texeiras and Vilaverde.

Saragon: Inspired from Moorish Spain. Also a magiocracy.

Gargona: Mid 1600's Spain, a place for artists and diplomats.

Almarron: A place that strangely looks like Los Angeles at the time of Zorro!

Guadalante: More like the gauchos of the Argentinian Pampas -- gentlemen cowboys-Spanish style.

Cimarron: American west, complete with The Duke (Sir John of the Wayne) ;)

Robrenn: A druidic society under a king, inspired from Celtic Gaul. Definitely NOT a swashbuckler's paradise, although it has a class of warriors that look like druidic paladins.

Eusdria: Inspired from Charlemagne's empire, these may be modified to adopt firearms and fencing as opposed to plate armor and lance. Could require a stretch of the imagination!

Renardy: A kingdom of French-sounding dog-men (lupins), originally late medieval, now probably late 1500's.

Bellayne: A kingdom of English-sounding cat-men (rakastas), as above, and rivals of the lupins. ;)

Herath: A strange empire where most people aren't truly what they appear to be. Sorry, that's for DMs to know.

The Lizardkins: intelligent lizardmen, gatormen, and cayma (hobbit-sized caiman-men). They all hate each other fortunately.

Wallara: chameleon-men inspired from Australian Aborigenes. These are good guys.

Jibaru: Flying, raccoon-faced, hobbit-sized squirrels (he, he), inspired from Amazonian head-skriking Jivaros.

Nimmurians: evil, translucent, manscorpions inspired from ancient Assyria. These are *REALLY* baaaaad. Fortunately, they catch fire when exposed to sunlight or moonlight, or any natural or magical reflection of sunrays -- resulting from a great offense to their Immortal ex-patron (Ixion).

Orc's Head: your regular orcs, trolls, and goblins, under the control of a truly butch dragon (see vermilion dragon description in TSR Download of the month).

Ee'aar: These are winged elves living in mountains lining the Arm of the Immortals.

Enduk: These are lawful good, flying minotaur, ancestors of the evil, wingless (fallen) minotaurs. They are the Ee'aars' buds and hate the Nimmurian manscorpions who conquered their ancestral lands.

OK?

Bruce Heard

Subj: Cultures
Date: 9/1/95 10:11:28 PM
From: TSR Bruce
Posted on: America Online

Oh, and I forgot -- the Free Tortles of Zul (turtle men and their evil aquatic cousins, the snappers). These mysterious wanderers seem to quietly exist almost everywhere on the Savage Coast. Their origin and destiny remain shrouded in the mists of time.

Bruce Heard

Subj: Re:Cultures
Date: 9/2/95 11:39:25 AM
From: JBaichtal
Posted on: America Online

Sounds pretty cool...

Subj: And there's Hule...
Date: 9/6/95 10:22:55 AM
From: TSR Roger
Posted on: America Online

I forgot what Bruce based Hule on. I've misplaced the paper he gave to me. I think it was sort of like the Ottoman Empire as it would be if taken over by a super-powerful evil character. I've also heard Hule compared to a very hostile Iran by some. The Yazak Steppes humanoids had some background with mounted plains peoples, in part American Indian (with none of the latter's good qualities).

I thought the Bayou had a legendary Louisiana flavor, too.
Roger Moore, TSR, Inc. :)

Subj: Re:And there's Hule...
Date: 9/6/95 4:35:25 PM
From: TSR Bruce
Posted on: America Online

>> I think it was sort of like the Ottoman Empire as it would be if taken over by a super-powerful evil character. I've also heard Hule compared to a very hostile Iran by some.<<

This may end up how we do in the long run. Another possibility unveils the fact that many different cultures fit under the Hulean label, from previously conquered lands. One thing is sure, however, the southern half of Hule is very loosely inspired from the late 1500's Ottoman Empire. Throwing bits of modern day Iranian politics sounds OK with me!

Bruce Heard

Subj: ENDUKS R US!
Date: 9/6/95 8:55:47 PM
From: TSR Roger
Posted on: America Online

This morning I sent a file to Those Who Rule (actually, Sean Reynolds at TSR) containing an article that Bruce Heard and I wrote for the 1995 GEN CON game fair. The article gives complete details on creating winged minotaur player characters for your RED STEEL campaign. The winged minotaurs, called enduks, are trying to retake Nimmur from the manscorpions. Look for the file before long!
Enjoy--Roger Moore, TSR, Inc.

Subj: Panache, Pt. 1
Date: 9/7/95 11:15:13 PM
From: TSR Bruce

Posted on: America Online

At last! Tentative rules for "Panache" -- a system designed for swashbucklers and other fighters with a flair! Ted Stark aka. "Meneldir" designed the system which I am providing here for your perusal. Please let us know what you think! Thanks!

Special Ability: Panache

Cost: 2 Non-Weapon Proficiency Slots for Swashbucklers;
3 for everyone else.

Effects: Even though characters must expend non-weapon proficiency slots to learn panache, it is NOT a non-weapon proficiency. Instead, it a special ability native to the Savage Coast that characters can learn how to control.

Simply put, the panache special ability allows characters to take advantage of the flamboyant, swashbuckling, adventuresome nature of the Savage Coast and mold situations to their advantage. Characters with panache can do what, at first, seems to be impossible_and accomplish these acts with style.

Rules: When a character learns panache, he gains the ability to accumulate Panache Points (PPs). Panache Points are an accumulation of heroic energy gathered by flamboyant individuals and expended, almost unconsciously, on their behalf. A character can accumulate a number of PPs equal to his current level plus his Charisma reaction modifier. So, a 1st level character with an 18 Charisma can accumulate up to 1 (his level) + 7 (his reaction modifier) = 8 PPs. A 5th level character with a 3 Charisma, however, can only accumulate 5 + (-5) = 0 PPs. It is important to look good and act flamboyantly_merely being competent doesn't help.

Of course, obtaining the panache special ability doesn't give characters PPs automatically. PCs and NPCs alike must accumulate them by performing heroic, often dangerous, actions in a flamboyant, stylish manner. A panache-using character does not approach a problem by thinking _how can I accomplish this task?_ but, rather, _how can I do this and come out looking great?_

Continued on the next post...

Subj: Panache, Pt. 2

Date: 9/7/95 11:16:32 PM

From: TSR Bruce

Posted on: America Online

For example, two characters are standing on a balcony, looking at a bar fight below. They see, standing in the doorway, Pirate Pete, Scourge of the Savage Coast. Pete is about to break the first rule of tavern brawling—he's pulled out his wheellocks and is about to fire into the crowd. The characters must do something to prevent this (they have people who owe them money in the crowd).

The first character, Miguel de Rocha, is a fighter who does not use panache. Drawing his weapon, he runs down into the crowd, forcing people aside with his great strength and using his dexterity to side step battles. Because of his natural abilities (and good die rolls), he should be able to cross the room in one round.

The second character, however, Melisande Sharp, is a swashbuckler, and she has learned panache. She could draw her rapier and follow her large partner through the crowd, arriving in front of Pirate Pete at the same time—but that would be dull. Instead, she chooses to grab the rope to the nearby chandelier, cut it with her dagger, and use the force of the descending weight (not to mention her tumbling proficiency) to swing over the bar fight and right at Pirate Pete. When she gets there, instead of kicking him or drawing her sword, she kisses him full on his lips, stunning the scoundrel and allowing Miguel (who catches up breathlessly) a good chance to disarm the man.

When Melisande Sharp does this, the DM is encouraged to reward her inventiveness and devil-may-care attitude with a Panache Point or two (1-3 is the standard award for a flamboyant act in the middle of an adventure). The DM may choose, instead, to make a note of the accomplishment and award Melisande a bulk award at the end of the adventure. However the DM does it, Melisande should gain some PPs for her exciting display.

And that's how characters get PPs_by performing flamboyant and exciting actions.

Continued on the next post...

Subj: Panache, Pt. 3

Date: 9/7/95 11:18:00 PM

From: TSR Bruce

Posted on: America Online

PPs can later be spent to increase the chances a panache-user has of accomplishing some task, or even to

accomplish a seemingly impossible task with _little_ effort. The simplest translation of this effect in game terms is: If a character spends a Panache Point, he gains a +1 (or +5%) to whatever action he is currently performing. The action could be an attack, a non-weapon proficiency check, or even a one-round improvement of the character's armor class. Virtually anything can be improved by panache. In addition, the character can spend a number of PPs equal to his level on any one action. So, a fifth level character could spend 5 PPs to improve his chances on any single action by +5 (or +25%).

There is another way to spend PPs, however, though this is a subjective expenditure, and the effects are usually left up to the DM. A character can spend a bulk amount of PPs to accomplish a task (usually one for which there are no or little rules for in the game) and the DM determines whether or not the character is successful, possibly asking for ancillary attribute or non-weapon proficiency checks at the same time. The character might spend 1, 5, or 10 PP, hoping to accomplish a particular action_and the DM determines whether he succeeds or fails.

In order to rate these types of actions, the DM can use the following examples:

Cost	Result
1 PP	A normal task automatically (a non-weapon proficiency check; impress a potential employer)
5 PP	A challenging task automatically, or with a few skill rolls (diving from the crow's nest of a ship into the water safely; making a hostile enemy retreat)
10 PP	A seemingly impossible task with a skill check (diving from a castle tower into a moat; taking over the leadership of a band of hostile mercenaries)

While this chart is only a series of benchmarks, it should give DMs something to work with.

Note: If a character spends one or more PPs to accomplish a particular action, that character receives no PPs as an award for a flamboyant action. The rationale is simple: If the character spends PPs to do something, he is actually taking less of a risk, and so cannot

accumulate Panache Points for the action. This does not affect awards given out for accomplishing adventure goals, however since they are awarded based on a whole adventure's worth of actions, not one single action.

Continued on the next post...

Subj: Panache, Pt. 4

Date: 9/7/95 11:20:22 PM

From: TSR Bruce

Posted on: America Online

Nothing Comes For Free

Characters cannot simply spend Panache Points to get the above effects. PPs are not just a game mechanic the characters can use to cheat or avoid die rolls no, they have to complement the roleplaying and imagery for these things. Whenever a character spends even one PP, the player must describe, in detail, how his character is using panache to accomplish his action, or the action automatically fails.

For example, Melisande Sharp is in trouble again. Pirate Pete's men have grabbed Miguel from behind and the Scourge of the Savage Coast isn't amused by Melisande's little trick. He throws her to the ground and draws his cutlass, preparing to carve her into bait for the fishes.

Melisande's player states she'll use five PPs to decrease her AC from 8 to 3. The DM asks for a description of her action the player can't just mark five PPs off Melisande's sheet and leave it at that.

The player describes Melisande's action: Melisande reaches around on the ground and finds a metal tankard, apparently cast off in the fighting. She swings the heavy cup around, blocking Pirate Pete's fatal blow. When Pete retreats in surprise, Melisande drains the dregs of the wine and throws the mug in his face, flipping onto her feet and saying, 'Now, let's dance!'

Since this is a colorful description sure to impress the natives, the DM allows the PP expenditure. Note: If Pirate Pete rolls well enough to hit AC 3, Melisande will get hit despite her panache she can't change the outcome of an action; she states her intent.

Out of Panache Points

If a character runs out of PPs, or has none because he has just started down the round of derring-do, he can accumulate Negative Panache Points (NPPs). For every NPP a character takes, he gets one Panache Point he can use immediately or later on. The maximum number of NPPs a

character can have is limited to ten.

Negative Panache Points tie into the _trouble magnet_ aspect of the swashbuckler lifestyle. NPPs can be used by the DM, at almost any time, to make the character's life more difficult.

The DM can, during an adventure, tell a character who has accumulated Negative Panache Points to mark one off_ and then the DM gives the player the bad news. When an NPP is discarded, something bad happens. There are two ways the DM can _use_ a character's NPPs.

The easiest way is to cancel out any successful action performed by the character, immediately after it is performed. One NPP erased cancels one successful action. Period. The character can try to perform the action again, if the circumstance allows, but that prior success is negated.

The DM, however, is constrained by the panache rules as well_ he must describe, in detail, how the action was negated.

For example, when Melisande Sharp spent her 5 PPs to improve her armor class, she had to _buy_ two PPs with two NPPs_ so, now, she has two Negative Panache Points the DM can use at any time to make her life more difficult.

Currently, Melisande is dodging Pirate Pete's blows. She grabs up a chair and swings it at him, catching him right over the head and doing him maximum damage. The DM notices that this would knock Pete unconscious and end the fight_ so he tells Melisande to mark off an NPP right away, and he describes how the action failed.

As you raise the chair over your head, you notice the fear in Pirate Pete's eyes. Desperately, he raises his arms to protect his head, but too late you bring the surprisingly light chair down on his skull.

Or you think you do. When you look at your hands, you notice you are holding two broken chair-legs. Next time, you'd better look more closely at the weapon you grab for. Meanwhile, Pete growls and hefts his cutlass again. This fight is far from over!

Continued on the next post...

Subj: Panache, Pt. 5

Date: 9/7/95 11:22:45 PM

From: TSR Bruce

Posted on: America Online

There is one exception to this cancellation of successful actions: If a character spends a Panache Point to succeed at an action (or to improve his chances)_ even

if he spends just one_the DM cannot use an NPP to cancel that success.

The other way a DM can mess with a character's life using NPPs is a little more subtle_and a little more interesting. The DM can have a character erase one NPP and introduce a_story twist_; an event or situation that makes the situation more complicated for the character.

For example, Melisande and Pirate Pete are still sparring in the bar as Miguel holds Pete's men at bay. But Melisande still has one NPP left_the DM asks her to mark it off now.

_You breathe a sigh of relief as you see the city watch burst into the tavern. Everyone looks at the uniformed men and women_some with fear, a few with anger. Everyone pauses in their battle. Pirate Pete lowers his cutlass.

_You!' the leader of the watch yells at Pete, 'Drop your sword!' You smile. Pete is the only armed person in the bar. Surely, the watch will haul him off.

But, as the leader approaches Pete, you see the pirate dig into his pocket and come out with a gem the size of your eye. Without hesitating, he flips it to the watch commander. 'Now, I'm sure you fine officers can tell who the real culprits are, can't you?' Both Pirate Pete and the watch captain turn to face you.

Summary

A swashbuckler can buy the panache ability for two non-weapon proficiency slots; a non-swashbuckler spends three.

A character can gain, through heroic action and exciting roleplaying, Panache Points (PPs), up to his level of ability, plus his Reaction Adjustment.

Characters can spend PPs to enhance flamboyant actions. Generally, the character gets a +1 per PP spent, as long as the action is exciting and flamboyant.

Characters can keep spending PPs on actions, even when they are out of points. For every PP they spend when they have no points, they accumulate one Negative Panache Point (NPPs).

The DM can use one of the character's NPPs at any time to_foil_ any action performed by the PC (except ones already enhanced by the expenditure of PPs).

Characters cannot spend PPs to get rid of NPPs.

Characters gain PPs by acting in a flamboyant, exciting manner and roleplaying well. PCs can gain 1-3 PPs per flamboyant action, as long as the action is interesting, original, and they did not spend PPs to accomplish it.

Characters can be awarded PPs at the end of an adventure for good roleplaying, success, or flamboyant

failure.

That's it folks. This is a tentative system. Your opinions are welcome as always! Thanks!

Bruce Heard

Subj: Re:Panache
Date: 9/8/95 9:13:53 AM
From: JBaichtal
Posted on: America Online

Wow. That is profoundly cool.

John

Subj: Re:Panache
Date: 9/8/95 6:49:52 PM
From: Nimmurian
Posted on: America Online

This is great IF the DM makes sure nobody abuses the rules. This system could otherwise turn into a dice rolling vs roleplay experiment.

Something I did not understand -- how can a PC gain PPs if he's already got some negative Panache Points accumulated? If Negative-PPs cause the PC to automatically fail actions that would otherwise succeed, then how does that PC gain normal PPs back? Shouldn't Negative PPs negate the acquisition of normal PPs?

Subj: Red Steel = Power
Date: 9/8/95 6:54:46 PM
From: Nimmurian
Posted on: America Online

Between firearms, secret fencing abilities, the Curse's magical legacies, and now the extravagant Panache system, isn't Red Steel becoming a bit too overpowered? Are you planning on allowing psionics too? :)

Subj: Re:Red steel and mystara
Date: 9/8/95 8:39:38 PM

From: AStover776
Posted on: America Online

>>From: B1Bard

Actually... some of us still remember what was along the Savage coast BEFORE the Red Steel campagin was plastered into place all over it... and I have to admit that I liked the Spiral Cities of X6 a whole heckuva lot better than I like the new Red Steel stuf that's now in place there.<<

Um... I must say sorry to those that created Red Steel. I agree with B1Bard. I liked the ideas presented in X6 better. Also, I very much dislike the placement of fire arms in an an already established gamming world that many still use. Though I must admit that Red Steel is something many in the AD&D/D&D realms have asked for, I am displease with WHERE you put it. You might as well placed it in Krynn or FR or better yet, in SpellJammers or Dark Suns. Fire arms don't belong in Mystara in MY opinion.

Subj: Re:And there's Hule...
Date: 9/9/95 2:31:21 AM
From: Mystaros
Posted on: America Online

>>Throwing bits of modern day Iranian politics sounds OK with me!<<

Hmmm... from the Poor Wizards Almanac III: "Hule's holy men preach an unusual philosophy of lies and deceit... In Hule, lies are holy things, especially if they convert new followers to the way of Bozdogan, further the expansion of the Great Hule, or bring the downfall of foreigners, infidels, or "wrong thinkers"." (p. 34).

This philosophy sounds more like modern american politics than anything else, with a large dash of televangelism and a firm bit of "Red Scare". Sort of like a "Medieval Paranoia", with The Master taking the place of The Computer (The Master is your Friend...).

The original modules (X4 and X5) had a very middle eastern feel to them, but once the "Philosophy of Deceit" came into the picture, I was never able to view Hule with a serious mien again... not that this was at all bad; in fact, I viewed it in the same light as I viewed the Orcs of Thar, with a slightly twisted mind. Please note that I *LOVED* the Orcs of Thar; it brought a very different and individual flavor to the humanoids of Mystara.

Anyway, I just wanted to note that the comparison of Great Hule to Iran under the Mullahs is no more (or less) valid than comparing Great Hule to our own twisted socio-political process here in the states. If any of you have watched TV Nation on Fox, you especially know what I mean...

Subj: Re:Panache
Date: 9/9/95 10:52:07 AM
From: TSR Bruce
Posted on: America Online

>> how can a PC gain PPs if he's already got some negative Panache Points accumulated? If Negative-PPs cause the PC to automatically fail actions that would otherwise succeed, then how does that PC gain normal PPs back? Shouldn't Negative PPs negate the acquisition of normal PPs?<<

I suppose you could still gain PPs by... failing wonderfully! If you attempted something and failed, but failed gracefully and with a unique and colorful style (he, he), then perhaps you could effectively gain PPs. That's the way I would interpret the system Ted designed (I'll ask him at the first opportunity nevertheless). The object here is that whatever your character does, even utter failure, it must be accomplished with flair! :)

Bruce Heard

Subj: Re:Red Steel = Power
Date: 9/9/95 10:56:27 AM
From: TSR Bruce
Posted on: America Online

Psionics have never been part of Mystara and it isn't our plan to add them. You're right, Red Steel has plenty already, it really doesn't need psionics on top of everything else. I could see, however, some of the psionic abilities being imitated with legacies anyway.

As for the rest, a lot goes together (fencing, firearms, and panache) in a setting adapted for swashbucklers. That leaves the Curse which was part of the Savage Coast latest design. Its legacies come with a price though.

Bruce Heard

Subj: Re:Red Steel and Mystara
Date: 9/9/95 11:14:41 AM
From: TSR Bruce
Posted on: America Online

>>>>From: B1Bard

Actually... some of us still remember what was along the Savage coast BEFORE the Red Steel campaign was plastered into place all over it... and I have to admit that I liked the Spiral Cities of X6 a whole heckuva lot better than I like the new Red Steel stuff that's now in place there.<<<<

I suppose you are referring to "Quagmire". There's still lot's of room in the Serpent Peninsula to run this old adventure. BTW, the Serpent Peninsula isn't part of the Savage Coast or the cursed area of Red Steel.

>> I very much dislike the placement of fire arms in an already established gaming world that many still use. Though I must admit that Red Steel is something many in the AD&D/D&D realms have asked for, I am displeas with WHERE you put it. You might as well placed it in Krynn or FR or better yet, in SpellJammers or Dark Suns. Fire arms don't belong in Mystara in MY opinion.<<

I'm suspecting you simply don't like firearms. Anywhere they would appear would probably bother you. Frankly, the Savage Coast was a vast wilderness described in one 32-page module 10-12 years ago. I wouldn't qualify this an "established setting". Of course, if you prefer running your campaign on a vast wilderness vaguely described 10-12 years ago, nobody is preventing you one way or the other. Nor are you forced to use firearms in your campaign.

Firearms in Krynn and Dark Sun??? LOL! Have you ever played in these two settings? FR would be far more suitable for firearms, but then, Mystara in general isn't all that much different from FR at least as far as the adaptation of firearms is concerned. And Spelljammer isn't even supported these days as an active product line.

Based upon the way firearms are set up in the Savage Coast, it is easy to prevent them from spreading throughout the rest of Mystara (and the Known World). The Savage Coast is far enough and well separated from the Known World to avoid difficulties at that level. Finally, I think the Savage Baronies (Spaniard Nations) lend themselves to firearms, fancy swordplay, and panache, far better than anything FR has to offer. It is thus a natural for this setting to become a setting allowing firearms.

Bruce Heard

Subj: Re:And there's Hule...

Date: 9/9/95 11:19:07 AM

From: TSR Bruce

Posted on: America Online

>> I just wanted to note that the comparison of Great Hule to Iran under the Mullahs is no more (or less) valid than comparing Great Hule to our own twisted socio-political process here in the states. If any of you have watched TV Nation on Fox, you especially know what I mean...<<

You're right with that one! Any philosophy based upon deceit really does sound like the internal politics of most nations. Nothing new here. I guess the point is to set up Hule as great nation of bad guys we could love to hate. Always need these guys in any setting to stir up trouble. :)

Bruce Heard

Subj: Re:Panache

Date: 9/9/95 2:27:43 PM

From: Nimmurian

Posted on: America Online

Thanks for the answers. Did you guys playtest this at all?

Subj: Re:Red steel and mystara

Date: 9/9/95 2:34:42 PM

From: Nimmurian

Posted on: America Online

I think red steel has more to offer than the old stuff. It makes no sense for unclaimed lands to stay that way for long, especially with so many countries in Karamiekos with ships and people who want to migrate. Gun powder is new, but it's worth a fair try, IMHO.

Subj: That gosh-darn Hule...
Date: 9/9/95 4:53:46 PM
From: TSR Roger
Posted on: America Online

[This is the second time I'm trying to post this. My computer locked up on me.]

Anyway, I will agree to drop the comparison of Hule with modern Iran. An interesting thought, anyway.

I've been interested in Hule because it links up both the "Known World" area of Mystara and the RED STEEL setting, by being an enemy of both areas. I thought of a few ways for a DM to link the RED STEEL and (traditional) MYSTARA campaigns using Hule; perhaps others here can suggest more.

1. A Hulean spy ring operating in the Savage Baronies sends a team to Karamiekos to steal a few special magical items that the ring needs to spy on some barons or attack an army base. The PCs become involved by tracking down the stolen items back to the baronies, where the Huleans are using them.

2. An Inheritor diplomat from one of the baronies comes to a Known World nation, and while talking with the PCs becomes the object of an assassination attempt. The poisoners are Hulean agents disguised to make it seem that another Known World nation committed the attempt on the ambassador's life. The PCs must help the diplomat get home to the baronies, though other Huleans might try to kill him. (He's been a pain in Hule's side.)

3. A bandit leader/thief from a barony travels east to a Known world nation. There, he hires the PCs to be his guards, and they have a chance to discover that he is really a marauder. The bandit stole some sacred items from a Hulean temple; if the PCs return them, they might prevent a new war between Hule and the baronies.

Just a few thoughts! Roger

Subj: Re:That gosh-darn Hule...
Date: 9/9/95 5:48:03 PM
From: TSR Steve
Posted on: America Online

There's also the connection that Loki [worshipped, if memory serves, in the Northern Reaches] and Bozdogan is one and the same.

A connection could be established that way, too.

[BTW, a major leg of my long-lived Known World/MYSTARA/RED STEEL campaign took place in Hule... I'll try to get some time, organize my notes, and toss out some fairly convoluted scenarios involving the Master/Hosadus vs. the PCs...]

Steve Miller
TSR, Inc.

Subj: Re:That gosh-darn Hule...

Date: 9/9/95 6:13:15 PM
From: TSR Bruce
Posted on: America Online

>> 2. An Inheritor diplomat from one of the baronies comes to a Known World nation<<

Those the curse has affected can hardly leave the cursed areas. Effects: losing all legacies (an inheritor without legacies???) Hmmm, I don't think so); system shock after several days; dropping to 1 hp; unconsciousness; etc. Unless the adventure lasts less days than the PC has constitution points, you're asking for big trouble here. This means the PC has to teleport in and out of the Know World and accomplish the adventure REALLY quickly.

Bruce Heard

Subj: Re:That gosh-darn Hule...
Date: 9/9/95 6:14:29 PM
From: TSR Bruce
Posted on: America Online

>> I'll try to get some time, organize my notes, and toss out some fairly convoluted scenarios involving the Master/Hosadus vs. the PCs..<<

Hurray! Thanks Steve!

Subj: Re:Red Steel and Mystara
Date: 9/9/95 7:18:14 PM
From: AStover776
Posted on: America Online

>>Firearms in Krynn and Dark Sun???) LOL! <<

That was my point. Firearms would be just as uot of place in these settings as well. The only realm setting I havn't played IS Red Steel or Birthright. I do agree that firearms would fit better in FR though, but wasn't it the intent in the first place when creating D&D and AD&D NOT to put firearms in? Even a limited weapon such as the single shot blusters in my opinion place the fantasy world that we play in just a little bit closer to reality. (even though there is magic, dragons ect.) I'd rather just stay away from it.

Since you did move it into the AD&D realm, I can't complain too much since I can simple keep it simple in that the AD&D Mystara is just a parallel world of the D&D Mystara in which gunpowder, guns, and other none magical based technology is developing.

By the way, I just would like to say that I HAVE enjoyed the work you've done over the years and DO hope you keep it up for some time to come.

Subj: Re:That gosh-darn Hule...
Date: 9/9/95 7:43:08 PM

From: Mystaros
Posted on: America Online

>>Those the curse has affected can hardly leave the cursed areas.<<

I, for one, never really liked this rule all that much. So, while I understood and agreed with the need for it, I have come up with a way around the rule. As I have noted in previous posts, there has been quite a bit of commerce and cultural exchange between Ochalea and the Savage Baronies. Recently, the LB Trading Company gained a foothold in Ochalea in the form of the ancient Thyatian Naval Fortress. In order to assist in the furtherance of the Ochalean Connection, the LBTC brought together a team of wizards, priests and alchemists to come up with a way to allow allied Inheritors to take part in Ochalean expeditions (in this endeavor they cooperated with alchemists from Ochalea and Inheritors from the Order of the Ruby). They eventually came up with the Invaluable Potion of Independence, also known as Glorious Essence of Red Lotus. The potion enables a being who has been affected by the curse to leave the cursed area for an extended period of time. The potion **alone** will extend the period the character can be out of the area without ill effect to a number of weeks equal to the characters constitution; immediately after this period, the character will suffer the ill effects at the normal rate. However, when the consumption of the potion is combined with the imbiber receiving a geas or a quest spell from a **Lawful** mage or priest, the duration of the potion is significantly extended. The potion's effect will last until the imbiber returns to the cursed region, or until the recipient of the geas/quest breaks the conditions of the activating spell, upon which the recipient will immediately suffer the ill effects of separation at the normal rate. The terms of the geas/quest generally fall along the lines of "Serve the representatives of the LB Trading company in true faith in all matters so long as such will not interfere with the performance of your duties as outlined in The Code of the Orders". As the production of the potion is dependent upon trade with and ingredients from Ochalea, and the secret of it's construction is known to but a few dedicated members of the Order of the Ruby (as well as a few Ochalean Alchemists), it is unlikely that the potion will be reproduced by members of other Orders. The other Orders have recently heard of the potion and have begun operations to acquire example and information; the members of the Order of Crimson prefers to negotiate, while the members of the Order of the Flame are less particular about how they achieve their goal...

Subj: Re: That gosh darn Hule...
Date: 9/10/95 11:25:02 AM
From: TSR Roger
Posted on: America Online

Um, okay, well, suppose there's a guy who is **pretending** to be an Inheritor from the Savage Baronies, and he looks the part and all, and he's probably going to fool the MYSTARA campaign PCs unless the players have read the rules for the RED STEEL set-up. So, this guy **pretending** to be an Inheritor is murdered, and the PCs go after his killers, then they find out (once they get to Hule or the Savage Coast) that the guy who was killed wasn't the guy he said he was, and things get really messy after that. THAT might work. (Whew.) Roger Moore, dancing on eggshells again, TSR, Inc.

Subj: Enduks are IN!!!
Date: 9/10/95 11:26:48 AM
From: TSR Roger
Posted on: America Online

If anyone has comments or questions on the Enduk PC file, now posted in the "Downloads of the Month" section, please let us know! Enjoy--Roger Moore, TSR, Inc.

Subj: Enduk PC Download
Date: 9/10/95 2:01:28 PM
From: Nimmurian
Posted on: America Online

Way cool! Thanks for the download. :-D

Subj: Re:Panache
Date: 9/11/95 2:15:24 PM
From: TSR Bruce
Posted on: America Online

>> Did you guys playtest this at all?<<

Not yet! The material given here is in its BETA format. We wanted to present the ideas for fencing and panache to get your opinions in general, what you like or don't like, suggestions, other ideas, etc. Actually, if *YOU* have time to playtest these ideas, please let us know how it went. Eventually, we'll get around to performing our own playtest, later on when the editor, Cindi Rice, has had more time with the project. We've been bouncing a few more ideas back & forth since she got started. If you're interested in suggesting more stuff in regards to the curse, panache, fencing, or firearms, now's a good time to do it. Thanks. :)

Bruce Heard

Subj: Adapting RS elsewhere
Date: 9/12/95 10:05:21 PM
From: TSR Roger
Posted on: America Online

Has anyone taken parts of the RED STEEL campaign and used them in other game worlds? Firearms, Inheritors, cinnabryl, strange races, Hispanic baronies, manscorpions, enduks, lupins ("Give me all your lupins!"), rakasta, and so on. What did you borrow? Roger

Subj: To blast or not to blast?
Date: 9/12/95 10:39:39 PM
From: TSR Bruce
Posted on: America Online

For those who actually do like firearms, what about allowing smaller canons, especially aboard ships. This might be of interest if the setting is used for swashbucklers -- gotta have canons on ships for decent pirate adventures. Of course, Savage Coast canons might make more smoke and noise than true damage, but it would work well in that style of game play (yeah, Hollywood-style canons!)

Bruce Heard

Subj: Ninjas on the Savage Coast
Date: 9/13/95 2:58:35 AM
From: Kaviyd
Posted on: America Online

Given the recent release of the "Complete Ninja's Handbook", I am surprised that nobody has mentioned in connection with the races of the Savage Coast. There are at least two races for which Ninjas should be addressed:

1) The serious one: Since the Rakasta borrow many elements of their culture from Feudal Japan, Rakasta Ninja should be fairly common.

2) The absurd one: People familiar with a certain cartoon should not have overlooked the possibility of Tortles becoming Ninjas. Of course, such characters must be no more than 19 years of age and should have powerful Legacies....

Subj: Re:Ninjas on the Savage Coast
Date: 9/13/95 6:08:46 PM
From: TSR Bruce
Posted on: America Online

>>1) The serious one: Since the Rakasta borrow many elements of their culture from Feudal Japan, Rakasta Ninja should be fairly common.<<

Indeed -- but that would be for the nomadic races. The rakastas living in Bellayne were originally inspired from medieval Britain. I suspect this nomadic version of the ninja might have to adopt some ranger abilities in exchange for others that are typically relevant to urban settings.

>>2) The absurd one: People familiar with a certain cartoon should not have overlooked the possibility of Tortles becoming Ninjas. Of course, such characters must be no more than 19 years of age and should have powerful Legacies....<<

Yeah, well... "It was a dark and stormy night" when I added these guys to the setting and hinted at the cartoon characters. Feel free to ignore these "fighting monks" if you feel they are a tad silly. :)

It seems to me tortles would be a natural race for rangers and druids. They are outdoors creatures -- thus... In the RED STEEL(R) Boxed Set, they do not have the option of being either however. Tim Beach -- the developer of the AD&D Game version of the Savage Coast -- somehow decided not to allow these options. It's debatable I think. Likewise, I have difficulties seeing tortles as being more than mediocre wizards (they are presently limited to level 9).

Bruce Heard

Subj: Re:Ninjas on the Savage Coast

Date: 9/13/95 7:24:11 PM
From: Mystaros
Posted on: America Online

In my game, actual Shinobi Ninja are seldom encountered in any regions other than the Isle of Ochalea (where they are far too common, some would say). The Shinobi clan lords, however, do send ninja on long-term recon missions to regions that they are concerned with, which at this time includes the Savage Baronies. There are also Shinobi factions in any area where Ochaleans have settled and maintained their cultural identity (which meant primarily Alpathia, though there are several Shinobi clans in Thyatis City, in the section known as Little Beitung).

Spies are far more common, especially in the City States and Savage Baronies regions; Herath, of course, also has a well developed spy organization. Some of these organizations are based in a single city or barony, while others are mercenary in nature and sell their services to the highest bidder. All of these organizations also have members of the eliminator kit, some have punishers and a very few have ravagers. Similar organizations are believed to exist in Great Hule, under the auspices of the Theocracy and at the service of The Master.

Subj: Oriental Savage Coast
Date: 9/14/95 5:34:05 PM
From: TSR Bruce
Posted on: America Online

I suppose we could set part of the Yazak Steppes aside for a "mostly-Rakasta" setting. This would be a region under the control of the original nomadic Rakasta, Oriental Adventures flavor. It would have to be inspired from medieval Japanese, although I could see them running around with rifles, in accordance with the idea of making firearms more available in this setting.

The question is -- do the Myoshimans have gunpowder too? I would suspect they don't unless they have been able to maintain spies in your campaign and to find a way to make it work on their world. :)

Bruce Heard

Subj: Re:To blast or not to blast?
Date: 9/17/95 4:16:22 PM
From: Nimmurian
Posted on: America Online

I wouldn't mind sailing past the Orc's Head Peninsula and bombarding the orcs once in a while, just to keep them on their toes. The noise alone should send them scurrying back into the jungle. The only problem with ships and canons is the powder they have to carry. I'd always be worried about someone sneaking in and setting it off. How does damage apply to PCs on deck? Automatic death?

If you allow canons on ships, would you then allow bombards to be hauled around on land? What would prevent armies of the savage coast from then defeating all others (Hule and the Yazak goblinoids first, and later, the Known World)?

Subj: Re:Ninjas on the Savage Coast
Date: 9/17/95 4:25:25 PM
From: Nimmurian
Posted on: America Online

Cool! Rakasta ninjas! I could see using one of these. I'd like to see an article on oriental rakastas settled somewhere in the Yazak steppes.

Subj: Tortles of Zul
Date: 9/17/95 4:28:45 PM
From: Nimmurian
Posted on: America Online

There's also very little information on the tortles. Any chance something will be printed on the tortles and their secrets? What are those ruins in turtle land, east of Dunwick anyway?

Subj: City of Plaktur
Date: 9/17/95 5:41:02 PM
From: Mystaros
Posted on: America Online

This is the city found on the southern edge of the Yazak Steppes, along the shady river. What is the official position on the disposition of the city?

I myself have designed Plaktur as being an ancient city of the Rakasta which was long ago taken over by the humanoids & chaotic factions and is now a "Free City", much as the Free City of Dunwick in the south. In this case, Plaktur is ruled by the Council of Chaos, which has seven major factions (the Hupkur, Huptai and Dankut Tribes, the Friends of Freedom, the Chaotic Sisterhood, a merchant faction loosely organized in a guild known as the Western Merchantile Alliance, and the Temple of Chaos, which is a group of priests and their followers who were exiled from Hule). There are also a dozen or so minor factions representing temples, minor tribes, independent merchant companies and various other organizations. Needless to say, the city is a rather chaotic place! The Council of Chaos is the "Legislative" body; there is also the Tribunal of Chaos which is the "Judicial" branch; and the Guard, which is the "Executive" branch. The size of the Council depends on the number of followers each faction represents, and the numbers fluxuate each month; the 7 Judges are appointed by the Council for life terms; and the Guard is led by The Tyrant, who is appointed and removed at the Councils discretion (there are 7 Warlords appointed to the Guard, one by each of the major factions; they ostensibly report to The Tyrant).

The greatest portion of the population is, of course, humanoid (mostly Hobgoblins, Highgoblins, Goblins, Bugbears and Ogres, with some Orcs, Trolls, Kobolds and Hill Giants). There is also a strong human population; other races and species are rare. The total population is around 33,000 (22,000 humanoids, 10,000 humans, ~1,000 other residents of misc races, species and halfbreeds). If any one leader could unite the forces available under one banner, it would represent one of the greatest dangers on the Savage Coast...

Subj: Re:To blast or not to blast?
Date: 9/17/95 9:28:30 PM

From: TSR Bruce
Posted on: America Online

>>The only problem with ships and canons is the powder they have to carry. I'd always be worried about someone sneaking in and setting it off. How does damage apply to PCs on deck? Automatic death?<<

Good question. :) I see canons more as a background color than as actual weapons. But hey -- here's a thought (be afraid... be very afraid).

Buried somewhere in the AD&D version of Red Steel that Tim Beach developed, it says that an ounce of smokepowder causes 1d2 points of damage. I'm assuming that's at point blank range. Unless I'm got my maths wrong (sorry guys, I'm more familiar with metrics), a pound of smokepowder could then inflict 5d6 points of damage. A single powder keg containing 10 pounds-worth of smokepowder could then inflict 50d6 points of damage -- yikes.

If they were *TEN* kegs igniting at the same time, then... aww, that's gonna hurt! At that point, I would not just keep multiplying damage for each keg. I would simply add another 10 dice of damage for each extra keg, up to 100d6, for the sake of gameplay (he says with a straight face). One can hope that not all the smokepowder will ignite simultaneously -- some might not ignite at all.

Arguably, shrapnel causes most of the damage in an explosion (plus nasty concussion if indoors). To keep it simple, I would divide damage per two, rounded down, for each 10' of distance from the blast area if there is *LITTLE OR NO DEBRIS*. So, at a range of 50', damage from your ten exploding kegs would drop to 10d6 instead. At 100', damage is reduced to 5d6, etc. Basically lots of noise, lots of smoke, but not much damage, really.

If there is *LOTS* of debris (like the deck of an exploding ship or a building), damage drops by increments of 30' instead of 10' -- so at a range of 60', damage would drop to 25d6, or 16d6 at 90', etc.

If your PC is outdoors or on the ship's deck at the time of the blast, I would also allow a saving throw against breath weapon (save for half damage). If your PC happens to be indoors, then assume that character has probably been blown to bits (roll for damage at the given range, but no save). The DM could also rule that hard cover can reduce damage (a boulder, a ship mast, etc).

Now, If we have anybody in the military reading this post, please feel free to present your own version. The above is an off-hand, wild guess on my part! Judging from the above -- just make sure smokepowder remains relatively rare and expensive, and thus won't often be found in stacks of more than two or three small kegs at a time. A bag of holding could be a safer way to carry smokepowder around. :)

Bruce Heard

Subj: Re:Tortles of Zul
Date: 9/17/95 9:29:53 PM
From: TSR Bruce

Posted on: America Online

Hmm. If I wrote at my usual turtle's pace, it might a while. It could be interesting though. How 'bout you Roger? :)

Bruce Heard

Subj: Limiting Firearms
Date: 9/18/95 9:56:36 PM
From: TSR Bruce
Posted on: America Online

<<If you allow canons on ships, would you then allow bombards to be hauled around on land? What would prevent armies of the savage coast from then defeating all others (Hule and the Yazak goblinoids first, and later, the Known World)?<<

Well yes, if ships have canons, then land troops can too -- that is, if you allow them in your campaign. No ones forces you one way or the other. I don't think they would make that much of a difference in the campaign setting, other than background color.

Furthermore, I would under no condition ever allow Savage Coast's smokepowder to function outside the cursed region and its shadow area. Since this smokepowder requires steel seed and cinnabryl for its manufacture, I would therefore expect it required the curse's magical effects to function. Outside the Savage Coast, it thus remains a worthless and unhealthy powder. Both the curse and the suddenly worthless firearms will stop any army from invading any territories outside the cursed regions.

It makes no doubt that Glantrians and others in the Known World (along with the Myoshiman rakastas) would try to acquire the smokepowder and the firearms, but they are setting themselves up for a disappointment. I suppose some magic could be used to allow smokepowder to ignite outside the cursed regions, but then it would make firearms economically improper for military use at any scale. Using magic everytime you need to fire a pistol defeats the purpose entirely.

This also brings us to the issue that one of the main, recurring adventure themes in the Savage Coast concerns the removal of the curse. If this ever happened, then logically firearms would no longer work. This is a Players & DM's call. If you want to remove both curse and firearms, then no problem - go right ahead. If you want to remove the curse, but preserve the swashbuckler setting with its firearms, assume then that some low grade magic survives the curse, which would allow firearms to continue to function there.

Bruce Heard

Subj: Re:Mystara... (AStover)
Date: 9/21/95 5:40:57 PM
From: TSR Bruce
Posted on: America Online

For some reason, I missed your answer (Sep 09) re. firearms posts. This was unintentional. About your response:

<< I do agree that firearms would fit better in FR though, but wasn't it the intent in the first place when creating D&D and AD&D NOT to put firearms in? Even a limited weapon such as the single shot blusters in my opinion place the fantasy world that we play in just a little bit closer to reality. (even though there is magic, dragons ect.) I'd rather just stay away from it.<<

I really doubt there was a clear "intent" from the beginning not to put firearms in any D&D(R) Game or AD&D(R) Game setting. The intent was to have fun -- with or without smokepowder. Firearms in the Savage Coast are only there to underline a particular setting flavor -- that of swashbucklers. A lot of us think that firearms work in this setting. I really doubt that the Savage Coast is any more "realistic" than fantasy settings that don't involve pistols. They are limited by design to the Savage Coast -- therefore not affecting the rest of the game world, and if push comes to shove, it's easy to disallow firearms if you are the DM.

Bruce Heard

Subj: Origin of the Espans
Date: 9/26/95 2:47:24 AM
From: Mystaros
Posted on: America Online

I was curious as to whether anyone else has delved into the origin of the Espan peoples? The book simply states that they were Thyatian colonists, of a sub-culture of the Kerendan peoples, and that they had a strong wanderlust as a cultural trait. This never sat too well by me; it seemed that the Espan culture was so greatly divergent from that of the Thyatians (mirroring the real world relation between the Byzantines and the Spanish) that I felt that I should delve a bit more into the history of this people. What I found was quite interesting. You see, the Espans are indeed descended from peoples of Kerendas, however they took a long and winding path to reach their destiny on the Savage Coast.

Many hundreds of years ago (ca. AC 250) Thyatis colonized the southern reaches of what is now known as Ylaruam. Many of the colonists were from the Duchy of Kerendas; the Kerendans found the sparse land to be to their liking, and the upland plains were the perfect region for raising horses (as the Ylari have shown to this day). For several hundred years the Thyatian/Kerendan colonists thrived in their new land, however, the wars between the Thyatian and Alphatian colonies drove many of the Kerendan colonists deeper into the desert regions. There, they adapted many of the ways of the local Alasiyan tribes... and though there were intermarriages, they remained a culture apart. This caused no end of difficulty with the other Thyatian colonists, so by AC 600 they came to be regarded as a people separate and distinct from their Kerendan cousins. The lowland Thyatian colonists began to call them the "Espadi", which in the local dialect of Thyatian meant "The People of the Sword", as the Kerendan colonists would always carry their long swords, as compared to the more common Thyatian short sword (long swords were of more use on horseback). Anti-Thyatian sentiment among the Alasiyans grew during that century; unfortunately, the relationship between the Alasiyans and the Espadi soured, as the two groups were coming at odds more and more over the same grazing lands. It all came to a head in AC 728, when the majority of the Espadi warriors were mercenaries on the Thyatian side of a colonial war and the Alasiyans were mercenaries with the Alphatians. The Thyatians and Espadi won the battle, but the Espadi lost the war. Thyatian

atrocities committed against the Alasiyan mercenaries created an anti-Espadi fervor among the Alasiyans. The resulting raids and attacks on the Espadi nearly destroyed their society. The remaining Espadi sought assistance from the Thyatians; what they got was an offer to settle in other territories. With nowhere else to turn, the Espadi accepted the Thyatian offer.

continued...

Subj: Origin of the Espans, pt 2

Date: 9/26/95 3:17:17 AM

From: Mystaros

Posted on: America Online

The Espadi were granted lands in Provincia Septentriona. Most settled in the plains and hills of the north; some moved to the more settled regions between the sea and the forests. They found that they had much in common with the local peoples. The Amanceria (the urban, coastal folk (Italian, after a fashion)) were of Thyatian descent, with a long tradition of independence; and the Caerda (the rural forest folk (Celtic, after a fashion)) were semi-nomadic. Over the next century the three cultures mingled and merged, so that by AC 850 they regarded themselves as one people, the Ispan (the word Espadi was softened by the linguistic influence of the Amanceria, a more poetic, soft spoken folk). About this time the Thyatians began to put the squeeze on the peoples of Septentriona; the Ispans were entirely too independent for the Emperor's liking, and the last thing he wanted was a weak southern flank at a time when he was consolidating his grip on the Isle of Dawn. Higher taxes and harsh treatment at the hands of the Thyatian Legionaires led to further unrest and organized insurrection (led by the now legendary warrior, El Espada Zorro "The Cunning Sword"). Finally, in AC 893 the Emperor gave the Ispan peoples an ultimatum: Flee or Perish. Knowing they could not withstand the full might of the Thyatian Legions, the Ispans sent representatives to deal with the Emperor; not really wanting to waste the time and effort to destroy the Ispans, Gabronius IV listened to their proposal. The Ispan representatives proposed that the Empire fund the migration of the entire Ispan people, a plan that would be more efficient and less costly than a protracted guerrilla war; the last thing the Empire needed was to look weak in the eyes of the Alphatians. The offer was very tempting, but of course the Emperor could not accept it at first. The Ispan representatives and the Emperors councillors argued and debated for five years while the Ispans made preparations for migration or war. In the end, the Emperor agreed. Ispan scout/adventurers had explored the Savage Coast several years before, and it was decided that the region that is now the Savage Baronies would be their destination. In AC 898 the entire Ispan nation began the long trek to the west... and the rest, as they say, is history...

Mystaros

Subj: Re:Origin of the Espans

Date: 10/1/95 1:40:53 PM

From: TSR Bruce

Posted on: America Online

Sure, why not! These guys certainly took the long way before reaching the Savage Coast. :)

Bruce Heard

Subj: The Haze
Date: 10/1/95 1:55:48 PM
From: TSR Bruce
Posted on: America Online

As we worked on the Savage Coast redesign, a few questions came up. First, a better name for the area bordering the cursed regions. It seems that right now the editor prefers "haze" rather than "shadow". Along the same lines, we were looking for a better name to give "Negative Panache Points". For now, we're using "Gauche Points", or "Points of Misfortune". If you have better ideas, feel free to post them here.

Note: we came up with the idea for adding a "neutral zone" (The Haze) around the cursed region which would allow cursed characters to travel outside the curse and meet outsiders with no ill effect to either sides. Now another idea came up -- the possibility that the edge of The Haze could fluctuate according to moon cycles, stars, and other celestial or immortal influences. It would be conceivable that a high-level clerical spell could manipulate the edges of The Haze to temporarily extend or retract it too.

Picture this: a ruler decides to capture some powerful artifact in a city that's hundreds of miles outside The Haze. His temple comes to the rescue and invokes their Immortal patron to create a long corridor extending The Haze all the way to the city. This way, the proud ruler could sail his ships to that faraway place, complete the deed, and return safely with his army of cursed heroes.

At a high level, the spell could last weeks if not months, at its lowest level, it would allow someone to teleport in for a few days perhaps, and teleport back before the The Haze returns to its original position. Of course, The Haze and the curse are both totally invisible, so there is no way (other than using more new spells) of finding where their limits lie.

Like that? :)

Bruce Heard

Subj: New races
Date: 10/7/95 8:48:02 PM
From: Kaviyd
Posted on: America Online

I recently picked up the Planescape Monstrous Compendium Vol. II. While browsing through it I came across a monster called "Guardinal, Lupinal". One could easily make a case for the lupins being descended from such a creature.

That speculation would suggest the possibility of other races descended from the other guardinals. Ursins, anybody?

Subj: Re:New races
Date: 10/8/95 9:12:10 PM
From: TSR Bruce

Posted on: America Online

<<I came across a monster called "Guardinal, Lupinal". One could easily make a case for the lupins being descended from such a creature.<<

You got my attention with that. I'll have to dig out my copy... If only I could remember where I buried it last... :) More later.

Bruce Heard

Subj: Another goat-headed thinger

Date: 10/8/95 9:47:59 PM

From: TSR Roger

Posted on: America Online

I forgot about the Bargda, from the MYSTARA MC appendix. They remind me of the Broo from RuneQuest.

I will not post anything more about goat-headed beings in this forum. Roger, who is finally done with goats and things that look like them.

Subj: Re:Another goat-headed thinger

Date: 10/9/95 8:44:09 AM

From: TSR Bruce

Posted on: America Online

Baaa?

Subj: 1996

Date: 10/18/95 1:25:36 AM

From: MMonagle

Posted on: America Online

I've recently seen the list of TSR products that will be available in January (no Red Steel products unfortunately). However, I was wondering, does this mean that the product line for 1996 has been set? If so, is it at all possible for someone at TSR to give us the 1996 schedule for Red Steel products?

Subj: Swashbucklers

Date: 10/18/95 1:30:55 AM

From: MMonagle

Posted on: America Online

I am a little curious about the Red Steel setting. I understand that it has a swashbuckler like flavor to it but I'm curious, does this apply to the entire region? I had thought that the Savage Baronies would have this sort of an atmosphere but are the other areas different?

For example, the Kingdom of Eusdria is (was?) a kingdom of knights. Are they still this way? Now that the Red Curse is in their region, have they become a group of knights able to use red steel weapons and armor or is the plan to make them also fit into the swashbuckler mold?

Subj: Re:1996
Date: 10/18/95 8:48:09 AM
From: TSR Bruce
Posted on: America Online

<<I've recently seen the list of TSR products that will be available in January (no Red Steel products unfortunately). However, I was wondering, does this mean that the product line for 1996 has been set? If so, is it at all possible for someone at TSR to give us the 1996 schedule for Red Steel products?<<

What list would this be? Our trade catalog for 1996 isn't out yet, so I wonder where this information came from. The rest of the information on that list (other than Savage Coast) probably isn't right either then.

Bruce Heard

Subj: Re:1996
Date: 10/18/95 5:20:29 PM
From: Silveras
Posted on: America Online

Bruce: "<<I've recently seen the list of TSR products that will be available in January (no Red Steel products unfortunately). However, I was wondering, does this mean that the product line for 1996 has been set? If so, is it at all possible for someone at TSR to give us the 1996 schedule for Red Steel products?<<

What list would this be? Our trade catalog for 1996 isn't out yet, so I wonder where this information came from. The rest of the information on that list (other than Savage Coast) probably isn't right either then."

That list is probably the December '95 products, which go on sale in January.

Subj: Re:Swashbucklers
Date: 10/18/95 9:51:37 PM
From: TSR Bruce
Posted on: America Online

<< I understand that it has a swashbuckler like flavor to it but I'm curious, does this apply to the entire region? I had thought that the Savage Baronies would have this sort of an atmosphere but are the other areas different? For example, the Kingdom of Eusdria is (was?) a kingdom of knights. Are they still this way? Now that the Red Curse is in their region, have they become a group of

knights able to use red steel weapons and armor or is the plan to make them also fit into the swashbuckler mold?<<

The swashbuckler part is most appropriate to the Savage Baronies which look & feel a bit like Spain at the time of the conquistadores (to keep that one short). It does not really lend itself all that well to some of the other places in the Savage Coast, however.

I had originally designed Eusdria as a place for knights inspired from the Carolingian dynasty -- and I think it should stay this way, except that they have obviously discovered the advantages of firearms. As a result of this, they are progressively adopting lighter armor and quicker blade weapons. The question here is: "What would Charlemagne's paladins look like if they had recently discovered firearms?" Eusdrian knights can remain totally true to their spirit to the point of refusing to ever use firearms much like the Frankish knights and old Germanic nobility of our true history originally disdained the use of archery. On the other hand, it was fine for commoners (footmen vs. noble horse warriors) to use archery for warfare purposes, and thus firearms later on. So in fact, Eusdrian knights may end up looking a bit different in surface (what they wear, how they fight), but their thinking is basically the same. Now, can a paladin-type be a swashbuckler too? I think roleplaying it would be very challenging, that is if the rules mechanics actually allowed it. I don't think they do.

Renardois and Bellaynese are really the ones who stand to change the most, from a very late medieval feel (late 1400's) to a renaissance feel (mid- to late-1500's). These would definitely adopt firearms and establish such military corps, as the musketeers for example. I think these two would work best that way instead, and as a result they can very easily accomodate the swashbuckler types.

Robrenn is a setting for druids -- ergo NO swashbucklers are expected to rise from this setting, unless someone can find a way to adapt ancient Gaul warriors to the swashbucklers style AND still be able to roleplay it (weird). Herath is a chock-full-o'nuts since just about anything goes there. Nimmur would have little problem following Eusdria's approach -- if only they could get their hands on these precious firearms. The Enduks and the Ee'aar could allow swashbuckler types, although somewhat awkwardly. The Eastern City States could very easily harbor swashbuckler types (affecting a Hungarian accent), so could Hule in a Turkish style -- remember the janissaries? The latter two could make for cool and unique swashbuckler characters.

So, swashbucklers can indeed be found anywhere in the Savage Coast, but it would seem to me that the Savage Baronies, Eastern City States, Bellayne, Renardy, Hule, and the City States would be the places where the swashbucklers would most likely come from. That's most of the Savage Coast! :)

Bruce Heard

PS. Yazak swashbuckler goblins? Hmmm, where's that hand-grenade?

Subj: Re:1996

Date: 10/19/95 8:24:04 PM

From: MMonagle

Posted on: America Online

Actually Silveras is right. I went back and checked and now see that the list is of Dec. '95 products that go on sale in January. None-the-less, I 'll be back in two weeks with this question again..... (the publication I get is monthly and has been rather accurate I might add).

Subj: Re:Hi...
Date: 10/23/95 4:58:24 PM
From: RSoffian
Posted on: America Online

What did the cover look like?

Subj: 1996... and beyond...
Date: 10/29/95 2:51:23 AM
From: Mystaros
Posted on: America Online

Bruce,

When will you be able to tell us what is going to be coming out for RS in 1996? In other words, when will the trade catalogue be coming out?

Also, is there any chance for an official RPGA "Living-City/Jungle" type of campaign set in RS?

Also, where is everyone? I go away for a couple weeks and there seem to be almost no posts... and not just on RS or Mystara either... Has there been a price increase for aol time and I didn't notice?...

Mystaros

Subj: Immortals or Gods?
Date: 10/30/95 1:41:26 AM
From: MMonagle
Posted on: America Online

Let me ask a question that begs for as many different responses and viewpoints that it can get. That question is: What should be done with the Immortals of Mystara?

Let me cast the first opinion to give people an idea of what I mean...

I feel that the Immortals of Mystara should be equated with the other gods of the other fantasy realms. So the Thor of Mystara is the same as the Thor that is listed in the Legends & Lore book (same description, same stats, etc.). He is one and the same.

Right now, the impression I get is that there are 2 Thors; one for Mystara (who is an Immortal) and one for the other fantasy worlds (who is a god). They can actually come across each other and shake hands!

I realize that my suggestion is a drastic change from the original idea of the Immortals but I feel that it is a necessary one. By making the Immortals something different than the gods of other realms, we make our campaign fundamentally different from the AD&D campaign system. What I mean is that having a general understanding of how AD&D works is not enough to play in Mystara. Instead, you need that AND you need to understand how Mystaran Immortals work.

I do realize that each campaign setting differs in certain ways from the others but these are often the appeal that these campaigns bring with them. However, interaction between mortals and divine powers is a basic principle in the AD&D game. Do we really wish to make our campaign so different?

I feel a temptation to say yes but I have a stronger feeling to say no. Our campaign setting needs to grow so it can thrive. It can only grow by attracting players. Give those players a campaign which they can understand by simply reading the AD&D rulebooks. That coupled with a continuous line of releases will hopefully draw in gamers to our world. (I know I sound like a dreaded marketer but we've already lost one setting and I would hate to lose another to T\$R simply because we can't get Red Steel products off the shelves).

One aspect that I did like about the Immortals of the D&D rules was that they each had their own plane or planes which they ruled. I feel that this doesn't need to change. Keeping the plane system in mind, why not let them have pocket dimensions. This way, the system that AD&D has been using since its conception (and re-enforced by the Planescape setting) can still be used, with its Inner and Outer planes and all. However, the idea from the Mystara campaign could still be applied except now those gods have their own minor pocket dimensions which they use as playgrounds.

Mystara can also still have Immortals like Rad, Ilsundal, Rafiel, etc.; they would just now be local gods for this particular gaming world.

At the very least, let's try to get some consensus about what we want to see done with the Immortals of Mystara. Up until now, it seems that this issue has been skirted around. However, the workings of Red Steel (and the future of the Mystara game world) is going to get laid out in the course of the coming year (as I understand it). So let's (as its players) try to voice our opinion on this and other issues that will have a large impact on what is done.

MMonagle

Subj: Re:1996... and beyond...

Date: 10/30/95 9:42:36 AM

From: TSR Bruce

Posted on: America Online

<<When will you be able to tell us what is going to be coming out for RS in 1996? In other words, when will the trade catalogue be coming out?>>

I think it's about to come out -- probably within the coming month. Last I heard it had been sent out to be produced.

Bruce Heard

Subj: Re: Living City

Date: 10/30/95 9:43:30 AM

From: TSR Bruce

Posted on: America Online

<<Also, is there any chance for an official RPGA "Living-City/Jungle" type of campaign set in RS?>>

Not that I know of, although that's not a bad idea. I'll talk to RPGA about this! Thanks.

Bruce Heard

Subj: Re: MIA's?
Date: 10/30/95 9:45:11 AM
From: TSR Bruce
Posted on: America Online

<Also, where is everyone? I go away for a couple weeks and there seem to be almost no posts... and not just on RS or Mystara either... Has there been a price increase for aol time and I didn't notice?...<<

Beats me, man! Maybe some wierd Halloween event (Jack o'Lantern eats role-players during their sleep!) :)

Bruce Heard

Subj: Re: Being Fair
Date: 10/30/95 9:49:06 AM
From: TSR Bruce
Posted on: America Online

<<... T\$R... <<

I personally don't feel obligated to answer posts written this way. \$orry... I guess.

Bruce Heard

Subj: Re:Immortals or Gods?
Date: 10/30/95 12:11:57 PM
From: TSR Steve
Posted on: America Online

In my personal campaign, which was back in the dim old days when Mystara was a D&D world, I had two classes of superior beings: Immortals and Gods. The gods had voluntarily removed themselves from Mystara, after a squabble between two of them resulted in the destruction of Blackmoor, and almost the entire planet.

One of the sub-threads running through the campaign was a couple of gods who had decided that it was time for them to take back control of Mystara...

For this reason, I personally do not see a conflict with both types of divine beings existing... gods are gods, but Immortals are just folks normal folks from the campaign world who found a key to some higher plane of existence. [Or so it was in my personal campaign...]

Steve Miller
TSR, Inc.

Subj: Cinnabril
Date: 10/30/95 6:49:41 PM
From: EWessels
Posted on: America Online

To make a long story short;

I'm going to be playing a PC from FR. Our party is being sent to The Savage Coast via a magical gate, to retrieve pure Cinnabril. I don't want to buy the boxed set just for the information on it.

Can anyone tell me the best way to go about getting PURE Cinnabril? (not the stuff worn on chains & the like....the stuff straight from the mines).

Please send it in email.

Sincere thanks,
EWessels

Subj: Re:Immortals or Gods?
Date: 10/30/95 11:03:16 PM
From: Kaviyd
Posted on: America Online

Another way to approach the question of Immortals vs. gods is to say simply that gods come in too variety: Old Ones and "mere" Immortals. Immortals are quantifiable in game terms, while Old Ones are not. I would suggest that every god depicted in other campaign worlds is either an Immortal or an Old One who has assumed an Immortal identity (in much the same way that Immortals assume mortal identities).

Subj: Re:Immortals or Gods?
Date: 11/3/95 11:22:18 PM
From: BlackDaggr
Posted on: America Online

Well, before the supplements which came out giving Immortals mortal worshippers, I would consider that there were two distinct classes, gods and immortals. Now there is no difference - Mystaran Immortals grant some minor specialty abilities, which was the same step that originally saw light for the gods of Greyhawk in early Dragon magazines, which eventually led to the Specialty Priest idea.

Now, Immortals can grant clerical spells to their most devoted followers. So they are gods. Just because some of them can remember a previous mortal life does not change this. After all, some of the well-known deities were also mortal once (Hercules, for instance; Zagyg of Greyhawk was also probably originally a mortal player character).

Bottom line - there is no difference. It is like the difference between Demons and Tanar'ri - just a name. I am working on an article detailing the specialty priests and planes for each of the immortals of Mystara, which I hope to publish in Dragon. It is about 70% complete.

BlackDaggr

Subj: Re:Immortals or Gods?
Date: 11/10/95 1:33:38 AM
From: Mystaros
Posted on: America Online

<< I am working on an article detailing the specialty priests and planes for each of the immortals of Mystara, which I hope to publish in Dragon. It is about 70% complete.

BlackDaggr>>

If the Dragon editor is reading this, here is at least one vote to see this article in print (thanks Daggr, you beat me to the punch... I was going to propose a similar article based on stuff I've been working on. Oh well...)

Subj: On the gunpowder
Date: 11/12/95 6:27:51 PM
From: Maj pete
Posted on: America Online

As I understood it, the guns in Red Steel didn't use gunpowder, but the much harder to find/make Smoke Powder. Which should really discourage many of the people in other campaigns to try and use them. For a better description on the gunpowder/smokepowder, check out the Player's Option: Combat and Tactics. It tells about them quite well.

jp-dr,amp
peterskj@plu.edu

Subj: I'd like to post...
Date: 12/21/95 11:46:09 PM
From: Mystaros
Posted on: America Online

...IF anyone is going to read the post. I'd like to share my version of the Specialty Priest of Valerias (Espan). I'd also like to READ some posts... ANYTHING.

BRUCE! What's up with the latest developments for the new version of Red Steel? How's playtesting going with the Panache points? Did you add in the Gauche points? Will you be developing the

swashbuckler dueling maneuvers for the new product? WILL there even be a new product out?
What is going on with Red Steel?...

Subj: What's up in 96'?
Date: 12/22/95 1:17:06 AM
From: Joe G K
Posted on: America Online

So now that 96' is around the corner, what's the story on Red Steel products and Mystara in general?
JGK

Subj: Red Steel : '96?
Date: 1/2/96 11:41:29 AM
From: Skarloc
Posted on: America Online

Is there to be any new products for '96? If not please notify ASAP.

Subj: Savage Coast 1996
Date: 1/13/96 2:45:34 AM
From: TSR Cindi
Posted on: America Online

As the Savage Coast editor, I am happy to announce that we will be releasing three SC products this year. More importantly, you won't even have to purchase them, because they are being released Online. The SC Campaign Book, the SC Monstrous Compendium Appendix, and the Orc's Head Peninsula Accessory will all be available by their respective catalog release dates. If you have any questions about these products, feel free to ask.

Thanks for hanging in there!

Cindi

Subj: Re:Savage Coast 1996
Date: 1/14/96 1:11:34 PM
From: Joe G K
Posted on: America Online

The whole thing sounds interesting, but I'm surprised to hear that the Monstrous Compendium is being released online. How is the art going to be handled? Will there be a paper version next year, or will some of these monsters make it into the annual monstrous compedium. (Can never have enough monsters...) JGK

Subj: Re:Savage Coast 1996

Date: 1/15/96 12:55:21 PM
From: TSR Inc
Posted on: America Online

As I'll be the one taking the materials and putting them online, the art will either be contained in a separate file, or (preferably) placed in the document in the appropriate place. From what Cindi has told me, I think they are shooting for 2-color art for the MC. I'll be experimenting over the next few months to get the best effect with the least amount of hassle. If you have any suggestions or advice, post them here.

Also, as soon as I finish putting Dragon #225 online, I'll finally add the SC 1996 info to the 1996 catalog info-area; I was holding off on it because it hadn't been finalized if SC was coming out on paper or online.

- Sean Reynolds
TSR Online Coordinator

Subj: Red Steel
Date: 2/9/96 9:32:24 AM
From: MLRS Man
Posted on: America Online

Hi all....just wanted to drop a line to let you know that my players and myself are really enjoying the Red Steel setting. We are on our 2nd adventure as part of a campaign now. I set up and adventurers guild in Slagovich and its working out rather well. On their first time out, they ventured to Cimmaron.....did anybody else notice the the ruler of Cimmaron is "Sir JOHN of the WAIN...also known simply as THE DUKE???" My players got a real kick out of that! One problem though....I have read the rule book several times and I am puzzled beyond belief on how priest class characters are granted their spells from the immortals. The "spheres" in Red Steel dont really mix with the spheres in the players handbook. Just call me baffled..cause I just dont get it. And one more suggestion....since there is so much potential for sea combat in Red Steel (I'd call 2000 miles of coast line potential) why not include stats and info on sea combat, as well as the diffrent types of ships available, etc. And finally...I'm always looking for new adventure ideas in the Red Steel setting.....give me some suggestions or ideas...

Thanks,
Al / MLRS Man @AOL

Subj: Re:Red Steel/Duke
Date: 2/9/96 1:31:33 PM
From: TSR Bruce
Posted on: America Online

>>did anybody else notice the the ruler of Cimmaron is "Sir JOHN of the WAIN...also known simply as THE DUKE???"<<

Howdy! And much obliged, pardner... I recon bullets came flying my way from DRAGON Magazine readers when I first came up with this little joke! :)

Bruce Heard

Subj: Re:Red Steel/Spheres
Date: 2/9/96 1:33:32 PM
From: TSR Bruce
Posted on: America Online

<<..I have read the rule book several times and I am puzzled beyond belief on how priest class characters are granted their spells from the immortals. The "spheres" in Red Steel dont really mix with the spheres in the players handbook. Just call me baffeled..cause I just dont get it. <<

This must have something to do with the fact that the original material was designed for the D&D(R) Game (not the AD&D(R) Game). I'll have to look into that to see what can be fixed. Do you have more specific examples?

Bruce Heard

Subj: Campaign Themes
Date: 2/11/96 6:23:43 PM
From: MMonagle
Posted on: America Online

Does anybody know whatever happened to the TSR product RED STEEL: Campaign Themes? I believe that it was a product with two CDs and a short 8 page booklet. Wasn't it going to get released in December or something? Did I miss it?

Subj: Re:Campaign Themes
Date: 2/12/96 1:57:44 PM
From: TSR Bruce
Posted on: America Online

That was cancelled last year. Sorry.

Bruce Heard

Subj: spheres
Date: 2/14/96 10:55:08 AM
From: MLRS Man
Posted on: America Online

About my question the other day: In the Red Steel book, it lists five Spheres of the Immortals (Matter, Energy, Time, Thought, and Entropy). Now, for example, lets say you have a priest of Ixion. Ixion is Hierarch of Energy. So, what spells would this priest have access to? It says in the book that the Energy sphere is related to that of elemental fire. Dose this mean that priests of Ixion can only have spells from the sphere of Elemental Fire (as listed in the Tome of Magic)? Once again, great game!!! We're really enjoying it here in Augusta, GA! Keep up the good work!

AI / MLRS Man

Subj: The Winged Minotaur's

Date: 2/14/96 11:02:55 AM

From: MLRS Man

Posted on: America Online

One more thing and I'll stop bugging you for today. My players are begging for info on how to make the Enduks into a PC race. I keep telling them that if they were supposed to be PC's it would have been in the Campaign Book. However, this tactic only strengthens their resolve. Any info about that so I can finally either banish the Enduks to NPC Land or get em ready for high adventure.....

AI / MLRS Man

Subj: Re:The Winged Minotaur's

Date: 2/14/96 5:32:46 PM

From: TSR Bruce

Posted on: America Online

PC Enduks? Yeah, sure. There's a whole file to download from the Download of the Month that deals with Enduks and Ee'ars as PCs. Hope you enjoy them.

Bruce Heard

PS. I'll get back to you re. spheres and spells later.

Subj: Re:Red Steel

Date: 2/17/96 12:55:26 PM

From: TSR Cindi

Posted on: America Online

Don't worry, MLRS Man. The new SC Campaign Book that will be released Online does have priest spheres listed to match the Immortal spheres. Sorry it wasn't there before! The new info won't be available for several months, so I will post it in this folder for you ASAP. Thanks for asking!

TSR Cindi

Savage Coast Editor

Subj: Savage Coast spheres

Date: 2/20/96 5:16:20 PM

From: TSR Cindi

Posted on: America Online

In the new Savage Coast Campaign Book, the priest spheres correspond to the Immortal spheres as follows:

The Sphere of Matter: Major Access to All, Animal, Elemental (Earth), Plant, and Summoning; Minor Access to Combat, Creation, Divination, and Healing

The Sphere of Energy: Major Access to All, Creation, Elemental (Fire), Sun, and Weather; Minor Access to Combat, Guardian, Healing, and Summoning

The Sphere of Time: Major Access to All, Creation, Divination, Elemental (Water), and Healing; Minor Access to Animal, Necromantic, Plant, and Sun

The Sphere of Thought: Major Access to All, Astral, Elemental (Air), Divination, and Summoning; Minor Access to Charm, Guardian, Healing, and Weather

The Sphere of Entropy: Major Access to All, Combat, Divination, Healing (reverse only), and Necromantic (including reverse); Minor Access to Elemental (reverse only), Plant (reverse only), Summoning, and Weather

These are just general guidelines and can be adjusted for individual Immortals and priests.

Cindi Rice
Savage Coast Editor

Subj: Re:Savage Coast spheres
Date: 2/21/96 2:34:56 AM
From: Kaviyd
Posted on: America Online

Interesting set of choices. Given that only Priests of Entropy have major access to the Necromantic sphere, that would mean that any adventurer who finds himself brought back to life after being killed should assume that the Priest who raised him is up to no good. What a dilemma that would put him in!

Subj: Re:Savage Coast spheres
Date: 2/21/96 10:25:38 AM
From: TSR Bruce
Posted on: America Online

Thank you Cindi! :)

Bruce Heard

Subj: RS Novels Anyone?
Date: 2/26/96 4:07:41 PM
From: MLRS Man
Posted on: America Online

Hey! It's me again. If I'm not playing AD&D, I'm reading the novels. Are there any plans for novels based in the Red Steel Setting? Oh, and thanks a million for the Priest Sphere info!!! :)

Subj: Re:RS Novels Anyone?
Date: 3/2/96 10:17:49 PM
From: TSR Cindi
Posted on: America Online

Actually, one novel is in the works for the Savage Coast setting. It is listed in the 96 TSR catalog. From what I have seen, it will be quite interesting. I don't know if anymore have been planned for though. I guess they will wait and see how this one does!

Cindi

Subj: Red Steel advertising?
Date: 3/23/96 8:04:32 PM
From: AJPalmer01
Posted on: America Online

Look, I don't want to worry anyone, but in the latest issue of Capital City Distributuions "Advance Comics" catalog/magazine (no 89), there's a TSR section and a two-page spread of the schedule release months for products (similar to the recent one in Dragon magazine...

but the ad in "Advance Comics" doesn't carry any details of the Red Steel products in the AD&D Odyssey line...? this is just a glitch isn't it? those Red Steel products are still going to appear, aren't they...?

Subj: Re:Red Steel advertising?
Date: 3/26/96 2:28:58 PM
From: TSR Bruce
Posted on: America Online

Yes, these products are due to be released as originally advertized -- But... They will not be released as traditional paper products. These products will be released on AOL instead, as computer files with art (I'm told), available on TSR's download of the month. This late decision was made after original release information had been distributed.

Bruce Heard

Subj: Re:Red Steel advertising?
Date: 3/28/96 2:57:08 PM
From: AJPalmer01
Posted on: America Online

Well - there's a turn up for the books as they say! (well they say that in England anyway...)
So... even though it's appeared in the glossy TSR Product catalogue that I saw in a local store recently, "Red Steel" sort of becomes a casualty, maybe...?

Well if at least we get the products as downloads that will be something! Although by limiting the products to those gamers who have AOL access, doesn't this reduce the possibility of others getting interested in this game world (and it's associations with Mystara)?

Let's hope interest in the Known World and Red Steel is maintained through TSR On-line and we'll get some more support for this game world in the future...

Did I miss some earlier posts on this subject? (I'm new to AOL, so am in the process of catching up on a lot of info) - can you discuss the reasons for this switch from paper to on-line products...?

regards,
Allan

Subj: Re:Red Steel advertising?

Date: 3/29/96 1:58:30 PM

From: TSR Bruce

Posted on: America Online

Wishful thinking...

You may want to download the two previous logs for Mystara. A lot was already discussed during the second half of 1996 re. Mystara's woes.

Bruce Heard

Subj: List of files

Date: 3/31/96 1:37:56 AM

From: MMonagle

Posted on: America Online

I've been trying to keep track of the red steel files that get posted on this board. Below is a list of what I have found. If I have missed something, please post the name of the file and where it is located thanks.

Enduk PC stats

TSR Download of the Month!

New Monster: Vermillion Dragon

TSR Download of the Month!

RED STEEL: "Lost Kits"

Library/AD&D House Rules

Roger's Red Steel Intro

Library/Treasures and Magic Items

Subj: Q's

Date: 3/31/96 1:42:34 AM

From: MMonagle

Posted on: America Online

To the editors of the Red Steel material that is being released this fall:

Is the material that is being released going to be in the usual TSR format of 32, 64, or 96 pages?

Also, is there a chance that some maps (in the form of gifs or jpegs) can be posted along with the written material?

Thanks.

Subj: Publish?
Date: 3/31/96 5:54:28 PM
From: MMonagle
Posted on: America Online

I was just thumbing through the odyssey/Red Steel section in the 1996 product info section and I noticed something. The 3 products that are scheduled for release are listed as AOL exclusive release. However, the story that is scheduled for release has monetary amounts given for it instead. Does this mean that we will see the book in bookstores in the fall?

Subj: 1996 products
Date: 4/1/96 9:10:15 PM
From: TSR Cindi
Posted on: America Online

The three products to be released Online this year are as follows: The Savage Coast Campaign Handbook (256 pages), The Savage Coast Monstrous Compendium Appendix (128 pages), and the Orc's Head Peninsula Accessory (I think this one is 128 pages also). A few maps will be included with the first and last products, and art is included in the MC. The novel will be released as a normal paper product, so yes, you will see it in stores later this year.

Savage Coast Editor
Cindi Rice

Subj: Re:1996 products
Date: 4/2/96 1:52:37 PM
From: TSR Bruce
Posted on: America Online

>>The novel will be released as a normal paper product, so yes, you will see it in stores later this year.<<

FYI -- the novel will be released under the MYSTARA logo (not Red Steel).

Bruce Heard

Subj: TOURNAMENT OF MYSTARA
Date: 5/3/96 1:50:16 AM
From: TSRO Aure
Posted on: America Online

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

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

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

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

Sincerely,

TSRO Aure

Subj: Ujanja / Nakakande
Date: 5/8/96 8:35:40 AM
From: MLRS Man
Posted on: America Online

I am currently running a Red Steel campaign. My question is concerning something out of the Savage Baronies Boxed Set. I plan on sending my players to the Nakakande Rain Forest / City of Ujanja for their next adventure. The map shows these areas, but the book does not say anything about the inhabitants or culture or anything about this area. What's the city of Ujanja like? Are there various native tribes battling for territory? What can a party from the Baronies expect to see here? HELP!!!! I have to have this ready by Saturday!!! Once again, I'd just like to say that we are all enjoying the Red Steel setting....my party never wants to play anything else. I'm running it like a cross between "Pirates of the Caribbean" and "Dragonlance" (epic heros and whatnot)....The party loves it! Thanks again!

Subj: Re:Ujanja / Nakakande
Date: 5/8/96 10:04:35 PM
From: Mystaros
Posted on: America Online

The full details of the Nakakande Rain Forest and it's heart, Ulimwnegu, the land of the Karimari, can be found in the "Champions of Mystara" campaign sourcebox (an altogether excellent accessory, you might still be able to find it in stores, though it is now out of print). The Karimari are a pygmy-like race who inhabit the rain forests; to the outside world they appear to be little more than another race of "primitives"; this is a deception on their part, as the Karimari actually have a very advanced civilization. The town of Ujanja, on the other hand, is a settlement of the People of Yav; it in itself is not detailed in the sourcebooks, but the society of the Yavdlom Divinarchy is, and this can be used as a guide to developing Ujanja. Personally, I would say that Ujanja is the center for a state controlled by an "Uvundi" (or count), if not by a "M'doli" (Marquis); it is along the major trade route

between east and west, especially for those who do not want to face the tariffs of Kladanovic and Tyjaret. Quite possibly Ujanja would be a center for buccaneers, pirates and adventurers living in the shadow of the Divinarchy and the Savage Baronies. In addition, there is the exploration of the Nakakande Rain Forest, its ruins (including Gwondoya, possibly an ancient city of the People of Yav) and the swamps to the south. Lots of opportunities for adventure...

Check out Champions of Mystara!

Subj: Red Steel Questions
Date: 5/24/96 8:05:00 PM
From: BBlum6
Posted on: America Online

I've got a few questions about some locations on several RED STEEL maps.

1. What is the village of Seaview lying on the border of Cay?
2. Why are so many of the Savage Coast cities the Princess Ark visited in AC1000 and AC1001 now ruins?
2. Of what origins are the ruins of Dravya and Yazak on the Yazak Steppes?
3. What is the city of Plaktur and what is it the capital of?

Subj: Re:Red Steel Questions
Date: 5/25/96 10:50:24 PM
From: MMonagle
Posted on: America Online

As for your questions, I can answer #2. The two cities, Dravya and Yazak actually belong to a group of three cities (those two and the city/ruins of Bylot). These three cities are covered in Dungeon #6 to a lesser extent and in Dungeon #7 to greater extent. The adventure is called 'Tortles of the Purple Sage' and is broken into two parts (probably because it was so big). It's written by Merle and Jackie Rasmussen who also did X9 The Savage Coast and (I believe) X6 Quagmire! as well. So it continues on in their vision of the region. If you don't have these issues, I strongly suggest them if you are a Mystara fan. However, I suspect that the material in them has been outdated to some degree by the Red Steel campaign. Richland, called the Richland Trading Post in #7 is also covered in large detail.

As for Plaktur, it is my personal suspicion that it is a humanoid capital (since that area is strongly populated by goblins and their kin). Also the name of the city seems to go along with the name of the prominent humanoid tribe in the area (Hupkur). However, that can be completely wrong. It could be a civilization that lies along the border to these humanoids. I think the bottom line is that it can be whatever you want it to be. I'm not sure if the material planned for Red Steel will get this far north to answer the question (I really hope I'm proven wrong on this though).

Subj: Re:Red Steel Questions
Date: 5/25/96 11:30:28 PM
From: BBlum6
Posted on: America Online

Thak you very, very much i'll start searching for those two issues immediately.

While studying the RED STEEL map i came up with one more question:

1.Are Kladanovic and Tyjaret now independant from the countrys that founded them (Slagovich and Sind, respectively) or are they colonies of these two nations?

Subj: Re:Savage Coast Campaign

Date: 6/12/96 11:33:10 AM

From: Al n Kiki

Posted on: America Online

Just wondering if you could tell me more about the Savage Coast Campaign Book's on-line release....when is it going to be available for download and what's going to be in it? And most importantly, does anybody know what the download time is going to be....10 minutes...20...30...60? I'd like to know. Thanks!

Subj: Still there?

Date: 6/22/96 8:17:14 AM

From: Al n Kiki

Posted on: America Online

Has TSR abandoned this message board or something? I left a question here 9 days ago...still no response. I know Red Steel is not being made anymore, but there are still some of us who really enjoy the setting. Please don't leave us hanging! Thanks

Subj: Re:Still there?

Date: 6/24/96 1:48:43 PM

From: TSR Bruce

Posted on: America Online

Still there... (back from vacations, sorry for the delay)

The releases on AOL are on track for this summer, probably July for the updated campaign expansion, later for the monstrous compendium. Not sure yet how long it will take to download all this stuff. More later on this.

Bruce Heard

Subj: Re:Updates

Date: 6/25/96 1:13:27 PM

From: TSR Bruce

Posted on: America Online

<<Not sure yet how long it will take to download all this stuff.>>

I'm told the campaign set could take up to 30-45 mn with a 28.8 baud rate modem. The campaign set is indeed expected very soon on AOL. The Monstrous Compendium comes next (in September), and Orc's Head (in October).

Bruce Heard

Subj: invasions
Date: 6/25/96 11:26:29 PM
From: Duncan TKD
Posted on: America Online

what would happen if there was an invasion from one of the eastern empires?

Duncan TKD
trying to get a discussion started.

Subj: Question: Format of SavCoast
Date: 6/26/96 12:23:44 PM
From: TSR Inc
Posted on: America Online

I am working on the format of the Savage Coast Campaign Setting material that will be placed online later this year, and I wanted your input on a certain aspect of its formatting.

Currently, the document is set up for printing, in that it has two columns of text. Would you prefer the uploaded version of the doc to have 2-columns, so you could print it and have it look just like any other printed product, or would you prefer it to be formatted as a single wide column for easy reading as an electronic document?

(Sorry, we're not going to do it both ways....).

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Question: Format of SavCo
Date: 6/26/96 1:02:30 PM
From: DragonMast
Posted on: America Online

I would prefer Word 6.0/7.0 format. At a minimum how about RTF format so that you can have different font sizes and special effects like italics, bolding, etc.

Just my two cents....

Wayne aka DragonMast

Subj: Re:invasions
Date: 6/26/96 3:38:32 PM
From: TSR Bruce
Posted on: America Online

<<what would happen if there was an invasion from one of the eastern empires?>>

A lot of invaders would eventually suffer from the effects of the curse, especially if they were unable to acquire cinnabryl. If leaving after the curse got a hold of them, these unhappy invaders would die. Else, nothing stops them from conquering the land and its people.

Bruce Heard

Subj: Re:Question: Format of SavCo

Date: 6/26/96 3:40:58 PM

From: TSR Bruce

Posted on: America Online

I'd prefer 1 column, standard electronic format. I can do my own formatting after that... but that's just me! :)

Bruce Heard

PS -- how are the various accents going to translate (French, Spanish, etc). Will they be preserved in the electronic format?

Subj: Re:Question: Format of SavCo

Date: 6/26/96 3:58:54 PM

From: TSR Inc

Posted on: America Online

<<I would prefer Word 6.0/7.0 format. At a minimum how about RTF format so that you can have different font sizes and special effects like italics, bolding, etc.>>

It will be in RTF format, so bold, italics, fonts, etc., will be preserved.

<<how are the various accents going to translate (French, Spanish, etc). Will they be preserved in the electronic format?>>

They'll be fine. :)

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:invasions

Date: 6/26/96 8:19:37 PM

From: Mystaros

Posted on: America Online

When you think about it, the Espans actually were from one of the "Eastern Empires" (Thyatis)... so the Savage Coast of today (especially the Savage Baronies) is the result of an invasion from the east... :)

Subj: Re:Question: Format of SavCo
Date: 6/26/96 8:22:36 PM
From: Mystaros
Posted on: America Online

Is there any chance that we could send in to TSR for a disk containing the Savage Coast? This would be a real boon for those of us with very slow modems... I would be willing to pay \$8 to \$12 plus shipping, but there is now way that I can afford to download Savage Coast at 2400...

Mystaros

Subj: Re:Question: Format of SavCo
Date: 6/27/96 9:47:22 AM
From: TSR Inc
Posted on: America Online

<<Is there any chance that we could send in to TSR for a disk containing the Savage Coast?>>

Hmmm, I'll ask.

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Question: Format of SavCo
Date: 6/27/96 11:51:13 AM
From: TSRO Bilbo
Posted on: America Online

I'd prefer the Savage Coast info to be etched in stone. Not those wimpy little bullae the Babylonians carried around, but some nice big stele. And maybe some pretty pictures etched into the top. Of course, chances are you won't listen to my request and instead put it in a nice wide single column so everyone can read it.

Sigh.

Just one question then, Ionic or Doric?

-TSRO Bilbo

Subj: Myoshima/Polyhedron
Date: 6/27/96 5:53:17 PM
From: TSR Bruce
Posted on: America Online

There is a neat article on Myoshima and samurai rakastas (Miyowa Kitikata??? Hmm...) on the June issue of Polyhedron, #120. Thanks to Roger Moore. The article is based upon original material from Red Steel and the Princess Ark articles. Hope you enjoy reading it as much as I did.

Bruce Heard

Subj: Re:Question: Format of SavCo
Date: 6/27/96 9:42:00 PM
From: TSRO Tank
Posted on: America Online

You could go to the extreme: Adobe Acrobat .PDF files :) (.PDD and .ENV are nowhere near as common)

No one anywhere should have a problem with those ;)

--Tanky

Subj: Re:Question: Format of SavCo
Date: 6/28/96 12:23:04 PM
From: TSR Bruce
Posted on: America Online

If anything, make these file .PDQ...

Hee hee!

Bruce Heard

Subj: Re:Question: Format of SavCo
Date: 6/28/96 6:40:41 PM
From: MMonagle
Posted on: America Online

I would like to put in a vote for one column as well. Thanks for asking.

Subj: Re:Question: Format of SavCo
Date: 6/28/96 6:48:14 PM
From: MMonagle
Posted on: America Online

I would like to bring up a topic about the format. I believe the idea for the present format for the upcoming Red Steel releases is to make them like the usual TSR format (96, 64, or 32 pages).

However, since these products are going to be released online, let me point out that this format can be waived.

The point I'm trying to make is that during editing, if there has to be a decision to cut something so that the material will fit the prescribed page limit, then don't do it. If it turns out that that makes the material 100 or even 101 pages, so what! I know this idea will not be popular with some people who are worried about download times but I for one would love to as much put out on the Red Steel campaign world as is possible. I just think that this is a neat opportunity for TSR to see an advantage to online publishing: there doesn't really need to be a set limit so no editing cuts are necessary!

Subj: Re:Question: Format of SavCo
Date: 6/29/96 10:09:55 AM
From: Telrathin
Posted on: America Online

I would prefer it to be set up as two columns, as I don't want to always look at it electronically, I'd like to have a hard copy to refer to.

Tel

Subj: Re:Question: Format of SavCo
Date: 7/1/96 1:16:34 PM
From: TSR Bruce
Posted on: America Online

<<if there has to be a decision to cut something so that the material will fit the prescribed page limit, then don't do it.<<

I doubt this applies here. There are very good reasons why paper product page counts break down into multiples of 16 or 32. There are no such limitations with an online release however, other than making sure that page references within the text are still correct.

Bruce Heard

Subj: Suggestion re Format
Date: 7/1/96 8:57:27 PM
From: Kaviyd
Posted on: America Online

I don't know whether this idea is practical, but would it be possible to provide a simple viewer with the documents? Then the downloader could start up a program and use that to browse the documents -- and he would be fairly sure of seeing the text as it was meant to appear, given that his computer monitor meets certain minimum standards (such as the minimum requirements for accessing AOL, for example).

For an (admittedly extremely simple) example of such a program, check "Dave's ReadMe Compiler", which creates executable programs that display hierarchically arranged documents. Of course, I am sure that the Savage Coast products far exceed the scale for which that program was designed.

Subj: Re:Question: Format of SavCo
Date: 7/2/96 3:39:44 PM
From: JStrick
Posted on: America Online

Motley Fool, investment information, is also on AOL. They have a weekly newsletter you can subscribe to. It is emailed to whoever is a subscriber. The data is machine independent. They have a viewer for Windows, for the Mac, and for DOS heads. You download the viewer for free and you can view the raw data on your machine or print it out, using the viewer.

I happen to have both a Mac and a PC at home, so have downloaded both viewers, and used both. You might want to consider using that system.

Another option might be to put the material in Adobe Acrobat format. They also have viewers for the Mac and Windows, which are free. This format allows artwork. Hero Games uses this format for some of their electronically published scenarios.

>>I am working on the format of the Savage Coast Campaign Setting material that will be placed online later this year, and I wanted your input on a certain aspect of its formatting.

Currently, the document is set up for printing, in that it has two columns of text. Would you prefer the uploaded version of the doc to have 2-columns, so you could print it and have it look just like any other printed product, or would you prefer it to be formatted as a single wide column for easy reading as an electronic document?

(Sorry, we're not going to do it both ways....).

--

Sean Reynolds, TSR Online Coordinator<<

Jim S.

Subj: Dragon News
Date: 7/2/96 5:19:06 PM
From: Joe G K
Posted on: America Online

In the latest dragon, it has a new red steel game book for 25.00 coming out in August. Is this the online thing? What about the novel? JGK

Subj: Re:Question: Format of SavCo
Date: 7/3/96 1:03:01 PM
From: TSR Inc
Posted on: America Online

<<I would like to bring up a topic about the format. I believe the idea for the present format for the upcoming Red Steel releases is to make them like the usual TSR format (96, 64, or 32 pages). However, since these products are going to be released online, let me point out that this format can be waived.>>

The document is going to flow to whatever _you_ set it to (based on the font size, margin, etc. that you choose). We're not constraining the document to a certain length.

<<I don't know whether this idea is practical, but would it be possible to provide a simple viewer with the documents?>>

The files will be RTF files (aka Rich Text Format aka Microsoft Interchange Format), which any Microsoft word processor (and most other word processors) can open. The file format also supports in-document graphics, so the Monstrous Compendium supplement will actually have the monsters' pictures right next to the text, instead of in a separate file.

<<For an (admittedly extremely simple) example of such a program, check "Dave's ReadMe Compiler", which creates executable programs that display hierarchically arranged documents. Of course, I am sure that the Savage Coast products far exceed the scale for which that program was designed.>>

Considering that the Savage Coast stuff is over 1 MB (unzipped, without the maps), I think so. ;)

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Dragon News
Date: 7/3/96 1:04:09 PM
From: TSR Inc
Posted on: America Online

<<In the latest dragon, it has a new red steel game book for 25.00 coming out in August. Is this the online thing?>>

Yes, it is ... that info was taken from the old catalog; it was printed before the decision to put the SC material online was made.

<<What about the novel?>>

That will be out on paper, as per the catalog schedule.

--

Sean Reynolds, TSR Online Coordinator

Subj: Eagerly Awaiting.....
Date: 7/4/96 8:59:46 AM
From: Al n Kiki
Posted on: America Online

Is there a "FIRM" date for the release of the RS Campaign book? Just wanted to know when I should start warming the modem and printer up.....Thanks

Subj: Re:Eagerly Awaiting.....
Date: 7/5/96 5:59:45 PM
From: TSR Inc
Posted on: America Online

<<Is there a "FIRM" date for the release of the RS Campaign book?>>

Um, well, I just need to:

- 1) attach the cover art
- 2) make sure the formatting looks OK on Macs and PCs
- 3) ZIP the files together
- 4) Do a download check on Mac and PC to make sure they look OK
- 5) Upload them

It will definitely be by the end of this month; I'd like to say the end of next week (7/12), but it would be safer to say the week after that.

--

Sean Reynolds, TSR Online Coordinator

Subj: Faenare
Date: 7/7/96 6:30:03 PM
From: AMALDIS
Posted on: America Online

For those of you who have had the Fabulous Flying City of Serraine fly over everyones favorite cursed area; I have just uploaded AD&D stats on the Faenare into the Library. I don't know when it will be available, but look out for it.

-Amaldis

Subj: Serraine?
Date: 7/7/96 7:07:07 PM
From: AMALDIS
Posted on: America Online

For those of you who have never played in an old "Known World" campaign, the city of Serraine is a city flying through the air due to an ancient Blackmoorian(Blackmoor was an ancient civilization that was destroyed about 1,000 years before Nithia first came into existence) jet-thrust device. The city was built by a combination of gnomes(they were the ones who found the jet-thrust device), nagpa and tabi(hideous vulture type creatures and their cute but oh so venomous sometimes servant monkey like critters), a pair of Tel Akbirian sphinx, a clan of faenare, some pegataurs(part elf, part pegasaus), a brilliant Arch-mage by the name of Ack-Ack(who by the way was killed by the afore mentioned nagpa), a pair of astronomer-mages, and a scream of harpies(who by the way were encountered when they were chasing after the astronomer-mages). Since then some gremlins,

kobolds, orcs, ogres, elves, tourists, some additional humans, and a cloud giant have come to inhabit this fabulous city. Serraine flies across the world acting as a vacation area, amusement park, trading and crafts city, and the holder of the largest library in the known world(oh I forgot, previously I listed only the living inhabitants, skeletons, zombies, etc... live hear under the control of the nagpa, as well as a druj spirit that guards the library). The lands of the Savage Coast would be of definite interest to many of the scholarly minded in Serraine(the nagpa being perhaps the most scholarly of all). And for those of you who love gnomes, Serraine has thousands of gnomes willing to shake your hand, analyze your reddish skin color, and tour you around the city(for those of you who are relly tough, take the sky chair).Enjoy the fabulous flying city of Serraine and remember, stay away from nagpa who smell like a corpse or who take a keen interest in your health(of them Horrobin comes foremost to mind) and for Lupins try not to sound to much like a Glantrian near Erik Helsing(don't try to shake his hand either).

-Amaldis

Subj: Re:Eagerly Awaiting.....
Date: 7/8/96 12:59:34 PM
From: TSR Bruce
Posted on: America Online

Come on, Sean... Make it snappy! :)

Bruce Heard

Subj: 1997?
Date: 7/8/96 8:20:07 PM
From: AMALDIS
Posted on: America Online

I was looking in the "What I'd like to see from TSR" section when I discovered something horrible. Sean Reynolds told a Greyhawk fan that he might see more Greyhawk material through the Odyssey game products line,"a new product now and then for the 'closed' lines"(this is a direct quote). Does this mean that Red Steel(the supposed last bastion for the defenders of Mystara) is gone? I had been led to believe that the Savage Coast Odyssey products line was made to give Red Steel its own product line instead of being part of the generic product line(such as Lankmar). Does this mean we shouldn't expect Savage Coast products in the future? Or am I reading to much into this? The fact that TSR made the Savage Coast available over the Internet suggests that they didn't think it could make it out on the market. Please say that I'm making a fool of myself and that the Savage Coast will be around in 97'

-Amaldis,The Scared and Apprehensive

Subj: Wee Folk
Date: 7/8/96 8:58:21 PM
From: AMALDIS
Posted on: America Online

By the way I am working on converting dryads to AD&D 2nd edition stats and will post when I have uploaded it.

-Amaldis the still Scared and Apprehensive

Subj: Re:1997?
Date: 7/9/96 10:34:39 AM
From: TSR Inc
Posted on: America Online

The Savage Coast is a one-shot (well, a three-shot) add-on to the (closed) Mystara product line. As far as I know, there are no new plans for any more Savage Coast products in development at this time (this does not, however, prevent more SC stuff being written for Dragon, Dungeon, or Polyhedron).

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:1997?
Date: 7/9/96 1:13:28 PM
From: AMALDIS
Posted on: America Online

I feared as much. All good things must come to an end(just ask the Greyhawk people). I suppose this folder won't be around much longer either.

-Amaldis

Subj: Re:1997?
Date: 7/9/96 1:54:49 PM
From: TSR Bruce
Posted on: America Online

Sic transit Mystara...

B. H.

Subj: Wee Folk
Date: 7/9/96 9:57:36 PM
From: AMALDIS
Posted on: America Online

Just here to say I uploaded fauns(instead of dryads,who will be coming soon).For those of you who are interested look out for it in the library.

-Amaldis

Subj: Net Book
Date: 7/10/96 2:33:17 AM
From: AMALDIS
Posted on: America Online

Hey for all of you fans of the Savage Coast I'm trying to get a Mystara Net Book started. As an important part of Mystara I can assure you that the Savage Coast will not be ignored. Any of you willing to write adventures, stories, or articles about the Savage Coast. With the end of this product line you won't see anything about your favorite campaign setting if you don't act.

For those of you interested I am trying to get something started like the "Oerth Journal" but for Mystara. The submissions should not be conflicting with previous material(from either TSR or earlier issues of the Net Book) and should not involve any major(Wrath of Immortals type) changes so that people will feel that they can participate and not see everything they love ripped to shreds.

Please post a note or e-mail me in reply.

-Amaldis

Subj: Oops!
Date: 7/10/96 4:10:04 PM
From: AMALDIS
Posted on: America Online

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

-Amaldis

Subj: Net Book
Date: 7/12/96 10:20:58 AM
From: AMALDIS
Posted on: America Online

Hey, has everyone gone on vacation or something? Oh well. I have found dedicated fans of Mystara by spending late nights on TSR Live. Remember I am always eager to get some Mystara fans whose favorite area of the world is the Savage Coast.

-Amaldis,The Terribly Exhausted

Subj: Here Lies Red Steel...RIP
Date: 7/15/96 2:02:44 PM
From: Al n Kiki
Posted on: America Online

So, Red Steel is dead...well at least as far as TSR is concerned. Another victim of the almighty dollar.....Well, my group and I have been playing in the Savage Coast since December of last year and it is without a doubt favorite setting. Maybe we should get a "Save the Savage Coast / Mystara" letter-writing campaign going...(hey, it works for some TV shows) Anyhow, if there is anyone out there who still plays the Savage Coast/ Mystara and is planning on continuing to play it after the onling releases and then when TSR buries it, our group would love to hear from you...exchange ideas, tell tall tales, etc. Just E-Mail me: Al n Kiki@AOL.com

....."and so, Luis, a cigar clenched in his teeth, grabbed his hat, pistols, and Cinnabrly amulet, mounted his trusty horse, and rode off into the sunset....Adios, Savage Coast..."

Subj: Where is everyone?
Date: 7/18/96 2:05:50 AM
From: AMALDIS
Posted on: America Online

Hey are any of you here except Al. Don't let this folder die. If anyone(even Al) responds in saying they want to discuss something in this folder then I will post anything I acn think of. Otherwise I don't think its worth my time.

-Amaldis

Subj: Re:Where is everyone?
Date: 7/18/96 6:49:50 PM
From: Emirikol7
Posted on: America Online

Haven't you heard? Greytalk has had a sudden explosion of material. I believe it's sort of a protest, that's why I used to post there.

Em

P.s. Tell me which hex prinzfield,from Patriots of ulek, is in

Subj: Re:Where is everyone?
Date: 7/18/96 7:08:22 PM
From: Mystaros
Posted on: America Online

Been there, done that...

Mystaros

Subj: Re:Where is everyone?
Date: 7/18/96 10:12:52 PM

From: AMALDIS
Posted on: America Online

What is Emirkol talking about? How does Greyhawk's explosion of material affect Red Steel. And what is Mystaros talking about too.

-Amaldis the Confused

Subj: Racastans
Date: 7/19/96 12:11:55 AM
From: Duncan TKD
Posted on: America Online

Where did Racastans come from ie. anoter planet, anoter continent, an island, etc.....?

Subj: Red Steel Support
Date: 7/19/96 12:21:27 AM
From: MMonagle
Posted on: America Online

I too am willing to discuss issues about Red Steel so let's stop the talk about this folder dying. It does seem sort of hard though to whip up interest when we have gotten one product release a year for this campaign -- until this year, when it gets the axe of course.

Subj: Is it ready yet?
Date: 7/19/96 5:31:47 AM
From: Al n Kiki
Posted on: America Online

Are we getting close to the online release? This week....next week? And where will it be posted for download...Download of the Month?

Subj: Re:Duncan
Date: 7/19/96 7:41:42 AM
From: AMALDIS
Posted on: America Online

I think you mean Rakasta. I know they live on Mystara's second moon, Patera(or Myoshima to the natives). They first appeared in X1 Isle of Dread by David "Zeb" Cook. The Myoshimans have a distinct oriental flavor, while the rakasta of Bellayne are of an English flavor. The Rakasta in the rest of the world seem to have a simple tribal culture. Hope this helps.

-Amaldis

Subj: Re:Is it ready yet?

Date: 7/19/96 10:01:28 AM
From: TSR Inc
Posted on: America Online

<<Are we getting close to the online release? This week....next week?>>

Today.

<<And where will it be posted for download...Download of the Month?>>

Yup. :)

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Is it ready yet?
Date: 7/19/96 11:07:05 AM
From: AMALDIS
Posted on: America Online

Where is it?(I checked in Download of the Month. The latest thing available is the preview of the hero's lorebook.

-Amaldis

Subj: Re:Is it ready yet?
Date: 7/19/96 11:26:19 AM
From: TSR Inc
Posted on: America Online

It's not there yet ... I will post here when it is available.

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Duncan
Date: 7/19/96 3:04:05 PM
From: Al n Kiki
Posted on: America Online

In earlier messages in this folder, it states that the Rakasta are "English". However, it also says that those Rakasta living on the fringes of the Kingdom of Bellayne have an "Oriental Flavor". Perhaps those Rakasta who ride with the Honor-Bound Companies are actually Samurai? I like this senerio as it open up a lot of possibilities: Rakasta Samurai, Ninjas, and Wu Jen.....Of course it would help to have the old 1st Edition Oriental Adventures handbook to work out the kinks.....or even the Fighters or Thieves Handbook. The possibilities are endless for one with an active imagination.

Subj: Re:Duncan
Date: 7/19/96 5:26:38 PM

From: AMALDIS
Posted on: America Online

I being a savage coast purist of sorts have rejected the Japanese like rakasta on the fringes of Bellayne(although that is just my campaign, I didn't edit out your Japanese rakasta among the NPCs you sent me,AI). In Bruce Heard's Princess Ark series(where the Savage Coast as we all know it was detailed) the Rakasta in Bellayne are all based on the English.

-Amaldis

P.S.Thanks again for your support of the Net Book(from both Duncan and AI)

Subj: RTF viewer
Date: 7/20/96 12:01:06 PM
From: Kaviyd
Posted on: America Online

I seem to recall reading this somewhere, but I cannot find the information now. For those of us who do not have suitable word processing programs, can anybody recommend a text viewer that will read RTF format correctly? I downloaded several, but they all retained the gibberish text as gibberish text.

Subj: Re:RTF viewer
Date: 7/20/96 7:31:23 PM
From: AMALDIS
Posted on: America Online

Sorry Kayvid. When it comes to RTF files my computer goes insane. Every RTF file I have ever made has been corrupted. This isn't true with other peoples RTF files, just mine.

-Amaldis

Subj: Re:RTF viewer
Date: 7/21/96 12:18:57 AM
From: Kaviyd
Posted on: America Online

>>Sorry Kayvid. When it comes to RTF files my computer goes insane. Every RTF file I have ever made has been corrupted. This isn't true with other peoples RTF files, just mine.<<

Okay -- so what program do you use to view other people's RTF files?

Subj: Re:RTF viewer
Date: 7/21/96 9:26:15 AM
From: AMALDIS

Posted on: America Online

I use Word or Works by Microsoft. Essentially same thing except Works takes longer to start.

-Amaldis

Subj: Re:RTF viewer
Date: 7/21/96 11:04:41 AM
From: TSR Inc
Posted on: America Online

Any MicroSoft word processer written in the last three or four years should be able to read RTF files. Other WP's generally do, too, although they may refer to it as "MicroSoft Interchange Format."

--

Sean Reynolds, TSR Online Coordinator

Subj: Savage Coast is online!
Date: 7/21/96 11:05:44 AM
From: TSR Inc
Posted on: America Online

After a couple of technical problems on our end, the Savage Coast campaign setting is online in the Download of the Month Library. Check it out and let us know what you think!

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Savage Coast is online!
Date: 7/21/96 5:45:53 PM
From: AMALDIS
Posted on: America Online

Thanks Sean.

-Amaldis

Subj: Savage Coast response
Date: 7/21/96 9:05:32 PM
From: AMALDIS
Posted on: America Online

Well I just got all the way through it and I have to say I'm disappointed(though not suprised) that there was so little new material. The addition of the lizard-kin as PCs was nice, but what about the enduks, ee'aar, wallaras, and phanatons(and maybe even the manscorpions). Or are those coming out with Orc's Head? The Campaign section had a part where the description of the Immortals spheres was misplaced(it was in the section about how to adapt the Savage Coast to other worlds). The map of the region was of poor quality(no terrain is shown at all, is it desert, forest, or just a big sandy beach?). Also I detected numerous errors in relation to Vilaverde and Texeiras colonies. Port

Malediction(I don't feel like spelling it in Portuguese) was a Texeiras colony, not a Vilaverde one. Also, no mention is given of the colonies on Davania. I thought you might have decided to add those in(were they destroyed?). Finally, at the beginning it has Tim Beech's personal comments(about Savage Coast becoming a full line, which is not true anymore) which apparently no one took the time to go over(not the only mistakes I noticed, but only ones I am going to say). Sorry for being so critical, but you asked for comments. I suppose I should be thankful because this might add more players to Mystara, but my anger over Mystara's cancellation has momentarily overwhelmed me(which I must say was not the Mystara fans' fault, material which is not as good as the material it was copying it was copying verbatim for the most part , Karmeikos: Kingdom of Adventure vs. Grand Duchy of Karameikos, and cost 3 times as much as the product it was copying , \$30 vs. \$10, is not going to sell with the old timers who own the old product).

-Amaldis

Subj: Re:Savage Coast response
Date: 7/21/96 9:08:57 PM
From: AMALDIS
Posted on: America Online

Oops. Put a comma between the copying and the it (copying, it).

Sorry.

-Amaldis

Subj: Re:Savage Coast response
Date: 7/22/96 3:38:39 PM
From: TSR Inc
Posted on: America Online

<<Well I just got all the way through it and I have to say I'm disappointed(though not suprised) that there was so little new material.>>

The main point of the SC release was that the product actually got edited this time. Last time, the editors were given less than a month to edit an entire box set worth of material (they normally get 4-6 months).

<<The addition of the lizard-kin as PCs was nice, but what about the enduks, ee'aar, wallaras, and phanatons(and maybe even the manscorpions). Or are those coming out with Orc's Head?>>

I'll ask Cindi about this (she was given the onerous task of actually editing it).

<<The Campaign section had a part where the description of the Immortals spheres was misplaced(it was in the section about how to adapt the Savage Coast to other worlds).>>

Ah, I see that. In the printed version, that is a separate column, screened off into "boxed text." Unfortunately, there was no way to replicate that in the online version. I will move it to the other document.

<<The map of the region was of poor quality(no terrain is shown at all, is it desert, forest, or just a big sandy beach?).>>

Unfortunately, there is no feasible way we could include an 8-page foldout map with the online product (even in a scanned form) without doubling or trebling the size of the file (and thus, the download time).

<<Also I detected numerous errors in relation to Vilaverde and Texeiras colonies. Port Malediction(I don't feel like spelling it in Portuguese) was a Texeiras colony, not a Vilaverde one. Also, no mention is given of the colonies on Davania. I thought you might have decided to add those in(were they destroyed?).>>

I'll ask Cindi about this, too.

<<Finally, at the beginning it has Tim Beech's personal comments(about Savage Coast becoming a full line, which is not true anymore) which apparently no one took the time to go over>>

When they chose to re-edit and re-release this, it was still going to be an active line (technically it still is ... there are two more products coming out for it). But, I agree, it does look a bit odd.

<<(not the only mistakes I noticed, but only ones I am going to say).>>

Actually, I would like to hear them - I want to correct as many of the errors that _I_ introduced in converting it to an online format as I can.

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Savage Coast response

Date: 7/22/96 4:05:21 PM

From: AMALDIS

Posted on: America Online

The other errors are all ones that were there before converted to an online format. Do you still want to hear them?

-Amaldis

Subj: Re:Savage Coast response

Date: 7/22/96 5:41:46 PM

From: TSR Inc

Posted on: America Online

<<The other errors are all ones that were there before converted to an online format. Do you still want to hear them?>>

So, you mean errors in the campaign material? Inconsistencies?

Cindi will be posting later today ... she has more info on what happened with the product.

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Savage Coast response
Date: 7/22/96 11:14:45 PM
From: AMALDIS
Posted on: America Online

I mean things that were wrong with the original boxed set.

-Amaldis

Subj: Re:Savage Coast response
Date: 7/23/96 1:43:06 AM
From: AMALDIS
Posted on: America Online

Your answer about not being able to put a map online is not correct. I have seen many maps of areas in the Library which were better than the ones you had in the Savage Coast online setting. Two of these maps were even in relation to Red Steel(they were posted by Bruce Heard and for some unknown reason put in the treasures folder). Certainly these maps were not pretty(even a little inaccurate), but you could have done the same thing that he did(he left it a colorless map with symbols in hexes representing that hex's terrain). And I personally downloaded Bruce's maps and it took me less than a minute for either one(together they took about 1 1/2 minutes).

-Amaldis

Subj: Re:Savage Coast response
Date: 7/23/96 10:47:01 AM
From: TSR Inc
Posted on: America Online

<<I mean things that were wrong with the original boxed set.>>

No, that does not apply here.

And, in any case, anything stated in the box set supercedes anything written for the D&D version.

<<Your answer about not being able to put a map online is not correct.>>

I stand by what I said. Logistically, it is difficult to include an 8-page foldout map with an online product. Scanning it and putting it together is a task in itself, and getting it to a reasonable downloadable size while still keeping it readable is another.

We'd get complaints no matter what we did ... if it were color, "Oh, it takes too long to download;" if it were monochrome with a hex-key, "Oh, it's so ugly!"

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Savage Coast response
Date: 7/23/96 12:44:19 PM
From: Moonsong99
Posted on: America Online

<<I stand by what I said. Logistically, it is difficult to include an 8-page foldout map with an online product. Scanning it and putting it together is a task in itself, and getting it to a reasonable downloadable size while still keeping it readable is another.>>

Having several 8 page poster maps scanned on my system, I have just a *little* experience with this. On the average, it takes about 2-3 hours total to scan each of the eight panels and stitch em' together. 2-3 more if you clean up the crease marks and shoot for perfection. The average file size for such a monster if you don't resize it from the originals is about 4-5M. (Resizing isn't a very good idea if you still want to be able to read the labels.) So Sean speaks true. <g> Though I don't see what the big deal is if the file was seperate (unless no one wants to actually scan it, which would be quite understandable. <g>)

Brion

Subj: Re:Savage Coast response
Date: 7/23/96 1:12:38 PM
From: TSR Cindi
Posted on: America Online

I am sorry that this product did not meet with your standards. Many of the "mistakes" you pointed out were established in the original RED STEEL boxed set (which these products were based on), so these facts may not match up exactly with every magazine article and old D&D product written on the subject. Also, Tim's introduction is just as true as it ever was. These three game products were all that was ever intended for this particular Odyssey line. While it is true that the maps are very plain, we had to include something that everyone could download and use.

As for the other player character races, I am still not sure, since I did not work on Orc's Head. I will get back to you when I find out if they are included.

Cindi

Subj: Re:Savage Coast response
Date: 7/23/96 1:18:11 PM
From: AMALDIS
Posted on: America Online

So what if it's ugly? I think everyone would prefer several ugly little maps like Bruce's were(sorry Bruce but it's true, although I still liked them. I especially liked the Hule map.) than no terrain maps at all. How are people new to the Savage Coast supposed to play in it? Is it that the DM has to make all the maps? Or is this product mostly designed for people who already have the Red Steel material(and therefore don't need this product)?

-Amaldis

P.S.Is Orc's Head going to cover the entire Orc's Head peninsula(including Herath)?

Subj: Re:Savage Coast response
Date: 7/23/96 2:59:30 PM
From: TSR Inc
Posted on: America Online

<<Though I don't see what the big deal is if the file was separate (unless no one wants to actually scan it, which would be quite understandable. <g>>>

::Bing! bing!::

Moonsong's got it. The only maps we had were the full-sized color maps from the Red Steel and Savage Baronies sets. There were no electronic files for them (with the exception of occasional Dungeon Adventures maps, all TSR maps are created conventionally by our Cartography department, rather than electronically).

--

Sean Reynolds, TSR Online Coordinator

Subj: Arm of the Immortals
Date: 7/23/96 4:36:10 PM
From: Telrathin
Posted on: America Online

I was wondering if there were any maps of this part of Mystara, besides the one found in Dragon Magazine 200.

Subj: Re:Arm of the Immortals
Date: 7/23/96 8:50:16 PM
From: AMALDIS
Posted on: America Online

I don't think there are any detailed maps of this area besides Bruce's map and the piece of it in the RS boxed set. However I think the Hollow World boxed set had a map of the entire world with terrain included.

-Amaldis

Subj: Re:SC response(Cindi)
Date: 7/24/96 11:12:59 AM
From: RJNuttman
Posted on: America Online

The only information I was able to find on the Orc's Head peninsula came out of Bruce Heard's "Known World Grimoire" in Dragon 196. It gave some of the history, and tribe details, as well as the

Dark Jungle Pantheon. The orcs' leader, the red dragon Pyre, was re-released in the Download of the Month section.

With that information, all you really need would be the Complete Book of Humanoids and a bit of that overactive imagination we gamers seem to possess, and you're on your way.

....unless, of course, Bruce has any spare notes lying around that he'd care to share with us...

Subj: Re:SC response
Date: 7/24/96 12:38:13 PM
From: TSR Bruce
Posted on: America Online

<<unless, of course, Bruce has any spare notes lying around that he'd care to share with us...>>

I might have a few, hand drawn ::really ugly:: maps! :)

Bruce "Map-Man" Heard

Subj: Re:SC response
Date: 7/24/96 3:40:35 PM
From: AMALDIS
Posted on: America Online

Hand drawn maps. Sounds great.

-Amaldis

Subj: Really crude maps?
Date: 7/25/96 12:12:35 PM
From: RJNuttman
Posted on: America Online

Speaking of really crude maps.... I tried looking up the two maps (Hule/Great Waste) that Bruce uploaded earlier, and couldn't find the files. Did the map of Hule and Great Waste get deleted? Moved? Any ideas where I can look to find 'em?

Subj: Re:Really crude maps?
Date: 7/25/96 1:30:51 PM
From: AMALDIS
Posted on: America Online

Look way down in the Treasures list. Lots of Mystara stuff is way down the list.

-Amaldis

Subj: Re:Really crude maps?

Date: 7/26/96 12:58:22 PM
From: RJNuttman
Posted on: America Online

Ah ha! I'll try that. Thanks, Amaldis

Hey.... while I'm here: Did anyone else have any trouble extracting the .rft files from the Savage Coast ZIP, or am I alone in this frustration?

I kept getting an "Invalid Zipfile Header" message. I get those a lot with ZIP files I get from TSR Online....

RJ, the Intrepid and Eternally Grateful

Subj: Re:Really crude maps?
Date: 7/26/96 10:52:42 PM
From: TSR Inc
Posted on: America Online

<<Hey.... while I'm here: Did anyone else have any trouble extracting the .rft files from the Savage Coast ZIP, or am I alone in this frustration?>>

The files were checked by a Mac user and by a PC user before they were released. What unZIP util are you using?

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Really crude maps?
Date: 7/26/96 11:25:22 PM
From: Nellisir
Posted on: America Online

<<Hey.... while I'm here: Did anyone else have any trouble extracting the .rft files from the Savage Coast ZIP, or am I alone in this frustration?>>

<The files were checked by a Mac user and by a PC user before they were released. What unZIP util are you using?

--

Sean Reynolds, TSR Online Coordinator>

AOL refused to unZIP the files for me, saying they were corrupted. I used PKunzip to extract them (I think, haven't gotten around to checking that they're really there), but received a warning that the files were corrupted and might not be readable.

Nellisir

Subj: rtf-files
Date: 7/27/96 4:34:22 AM
From: Alad3
Posted on: America Online

What kind of a utility do i need to read rtf-files (like the savage coast rulebook) without all this tx/number garbage i get when i read it in word? Help would be greatly appreciated.

Subj: Re:rtf-files
Date: 7/27/96 11:44:52 AM
From: TSR Inc
Posted on: America Online

<<What kind of a utility do i need to read rtf-files (like the savage coast rulebook) without all this tx/number garbage i get when i read it in word?>>

Any Microsoft word processor should open RTF files properly. RTF = Rich Text Format, which was designed by Microsoft (that's what it's also called "Microsoft Interchange Format"). If your wordproc is an older version, you might be have problems. Check to see if you can "Save As" an RTF file.

I'll be uploading a ASCII-text version later.

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Crude Maps(ZIPs)
Date: 7/27/96 12:39:06 PM
From: RJNuttman
Posted on: America Online

Sean, I tried using WinZip5.6 after AOL failed to extract the files when I signed off.

RJN

Subj: Re:Re:rtf-files
Date: 7/28/96 7:00:19 AM
From: Alad3
Posted on: America Online

Yep, the rule-book as ascii-files would be great. I`d download it all again.

Subj: Maps and locations
Date: 7/29/96 3:38:59 AM
From: MMonagle
Posted on: America Online

Amaldis is correct, the maps can be found in the Treasures and Magic Items section of the Library but you need to dig really deep. I posted the location of everything that related to Mystara in a list on the Mystara board. I felt that the Great Waste was more closely related to that board and I guess I just stuck them both on that list. Anyway, if you look through the Mystara board for my post called 'list of files' you should find the location of these files as well as a bunch more. I made a seperate list

for files that related to Red Steel a while back on this board as well. You can find it under the same title, 'list of files'. I hope to update these lists soon as I realize they have become a little outdated.

This leads me to ask a question, are the people who read the posts on this board also reading the Mystara board? The two campaign settings are on the same continent so I read them both but I'm just curious to know if there are those who are just playing this one exclusively.

Subj: Re:Maps and locations
Date: 7/29/96 5:42:22 AM
From: Alad3
Posted on: America Online

I sure play on both *worlds*, since i had my characters play boltmen on the Princess Ark.

Subj: Re:Maps and locations
Date: 7/29/96 12:46:34 PM
From: RJNuttman
Posted on: America Online

I *did* find those maps. Thanks to those who pointed me in the right direction.

In answer to MM's question, YES, I too read both the boards (they're the only two I read "religiously"). I'm just starting a Karamaikos campaign, and will be linking it to the Savage Coast within the next few adventures, so I like to "keep up" on what everyone else is thinking re: the two settings.

I only wish I had more time to devote to following the posts! Keep up the good work, sirs and ladies. Though I don't post much, I *do* enjoy following the discussions!

RJN

Subj: Re:Maps and locations
Date: 7/31/96 12:21:07 AM
From: AMALDIS
Posted on: America Online

I read and post in both boards.

-Amaldis

Subj: RS Novel
Date: 8/3/96 12:36:19 PM
From: Alad3
Posted on: America Online

Will the Black Vessel (the RS Novel planned for 96) be released online, on paper or not at all?

Subj: Re:RS Novel
Date: 8/3/96 1:27:50 PM

From: AMALDIS
Posted on: America Online

It will be released on paper, but under a Mystara campaign icon.

-Amaldis

P.S.What did you all think about the Savage Coast upload?

Subj: Need help with 2521
Date: 8/3/96 11:38:18 PM
From: MMonagle
Posted on: America Online

Hello. I downloaded the Redsteel file, TSR2521.ZIP from the mpgn site on the web. However, when I try to unzip it, I get the following message: errors were found in ZIP file, attempt to fix I then click on Yes (to fix) and it goes on to give me: application error then it shuts down the entire pkware programming I am running and throws me back out into windows. So my question is: Is there anything wrong with the mpgn version or do I need to download it again and give it another try? Thanks.

Subj: Re:Need help with 2521
Date: 8/4/96 12:46:27 AM
From: AMALDIS
Posted on: America Online

I think AOL unzips it.(Like that really helps)

-Amaldis

Subj: Re:Need help with 2521
Date: 8/6/96 9:51:41 AM
From: TSR Inc
Posted on: America Online

Try using WinZip 3.2.

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Need help with 2521
Date: 8/6/96 1:46:23 PM
From: AMALDIS
Posted on: America Online

Hey Sean, did you erase something posted yesterday. I went to find new and it said that this folder had something new, but it said it was no longer accessible. What happened?

-Amaldis

Subj: Re:Need help with 2521
Date: 8/6/96 4:53:43 PM
From: TSR Inc
Posted on: America Online

Yes, but it isn't anything you need to worry about. A goof on my part.

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Need help with 2521
Date: 8/7/96 12:23:01 AM
From: MMonagle
Posted on: America Online

I am curious, is WinZip the only kind of unzip package that will uncrunch this file? I ask because I have two different software versions for unzipping ZIPed files and they both failed on this file. I have not ever encountered that before.

Subj: Re:Need help with 2521
Date: 8/8/96 12:04:56 AM
From: Kaviyd
Posted on: America Online

>> I am curious, is WinZip the only kind of unzip package that will uncrunch this file? I ask because I have two different software versions for unzipping ZIPed files and they both failed on this file. I have not ever encountered that before.<<

I used PKUNZIP and AOL's extraction utility at different times. Both of them unzipped this file just fine.

Reading them, however, was another matter. So far, WordStar's conversion utility has given the best results -- MS Works was disappointing, although mostly legible. I will definitely download the straight ASCII version when it becomes available.

Subj: Mystara mailing list
Date: 8/8/96 12:25:20 AM
From: Kaviyd
Posted on: America Online

Since it has been a few weeks since anybody mentioned it, there is a mailing list that might be of interest to people who frequently check out this message board:

Send e-mail to:
Majordomo@lists.io.com

with message:
subscribe mystara-l amaldis@aol.com

Subj: Re:Need help with 2521
Date: 8/9/96 8:19:17 PM
From: ME OMealey
Posted on: America Online

I unzipped it just fine. I've spent many hours formatting it with Word 6.0 so I can't comment on the actual content just yet. There was only one table that I couldn't figure out how it was suppose to look. I think it was the multi-class table in the player's guide. Anyway, thanks much to TSR for making this available in this format and I hope to have more to say about the content at a later date.

Subj: Monstous Compendium
Date: 8/9/96 8:23:00 PM
From: AMALDIS
Posted on: America Online

So when is the Savage Coast Monstous Compendium coming out? Also would like to know about Orc's Head, not only when it's coming out, but also what it is like.

-Amaldis

Subj: Re:Monstous Compendium
Date: 8/10/96 11:27:12 AM
From: Locogui
Posted on: America Online

Savage Coast MC in November (I think), and the Orc's Head in December.

Subj: En Garde! (Dragon #232)
Date: 8/10/96 11:49:17 AM
From: BUFH
Posted on: America Online

I love the article by Cindi Rice but I have a question... are there any defenses against these maneuvers? Especially against the Death moves. I think this is a wonderful way to enliven a duel but an "auto-kill" maneuver that will succeed just because someone rolled high is a bit much for me. Comments?

Murex, Minotaur gladiator of Krynn

Subj: Re:Need help with 2521
Date: 8/10/96 11:27:27 PM
From: MMonagle
Posted on: America Online

I too have used PKUNZIP and it did not work. Did you download your version of 2521 from the TSR board on AOL or MPGN?

Subj: Re:Need help with 2521
Date: 8/11/96 6:33:22 PM
From: Kaviyd
Posted on: America Online

>> I too have used PKUNZIP and it did not work. Did you download your version of 2521 from the TSR board on AOL or MPGN?<<

I downloaded it from AOL.

Subj: Legacies vs. Spells
Date: 8/11/96 8:54:59 PM
From: Worm600
Posted on: America Online

Someone has probably already asked this, but I couldn't find it so here's my question:
Are legacies treated exactly like spells, or spell-like effects? Would an Immortal's anti-magic (or any other creature's, for that matter) cancel out the legacies' effects? How about magical items that cancel out magic?
Thanks for answering.
Worm

Subj: Re:Legacies vs. Spells
Date: 8/11/96 10:17:44 PM
From: AMALDIS
Posted on: America Online

If the legacy is aimed at effecting something with Anti-magic then it will be effected by the anti-magic(this isn't official, but it makes sense). As for magical items, I assume that the power can be canceled when you are using it, but just that use would be canceled, and any unfortunate side effects of the Legacy(if the person is Afflicted) will not be canceled.

-Amaldis

Subj: Enduks....whatcha think?
Date: 8/12/96 12:52:57 AM
From: TSR Roger
Posted on: America Online

Some time has passed since the enduk PC race was put into the "Downloads of the Month" area, and I wanted to find out if that PC race was much used, liked, disliked, modified, whatever. Please post your comments here--an inquiring mind wants to know. Roger

Subj: Re:Enduks....whatcha think?
Date: 8/12/96 2:21:08 AM
From: MF1234
Posted on: America Online

Hey! I think they're great. I can't get anyone to play with and all of my TSR material was destroyed, but I like getting statistics for any race. I don't know if I'd use them as PCs, but they would make super NPCs. I'd love to see something on the ee'ar.
-Thomas

Subj: Re:Enduks....whatcha think?
Date: 8/12/96 1:22:53 PM
From: AMALDIS
Posted on: America Online

I really have honestly never used the enduks in either a Savage Coast campaign or with Bruce Heard's dragon articles. I too would like to see something on the ee'ar. I really only use the Savage Coast to supplement my Mystara campaigns. I also only use the Hollow World to supplement my campaigns. The 'Known World' is the area where almost all the adventures take place in my campaigns.

-Amaldis

Subj: Need help with 2521
Date: 8/13/96 11:33:33 PM
From: MMonagle
Posted on: America Online

Has anyone downloaded 2521 from the MPGN board and been able to successfully unzip it?

Subj: Re:Need help with 2521
Date: 8/14/96 3:45:44 AM
From: MF1234
Posted on: America Online

I have. I also have winzip 5.1. Maybe you need that.

Subj: Re:Need help with 2521
Date: 8/14/96 7:31:28 PM
From: Telrathin
Posted on: America Online

Yeah. I downloaded it and unzipped it with the latest version of Pkunzip.

Tel

Subj: Re:Need help with 2521
Date: 8/14/96 8:20:42 PM
From: Nellisir
Posted on: America Online

I unzipped it with PKunzip, but got a message saying unzipped files were corrupted. I haven't been able to view the pictures, and the spacing & tables are hopelessly confused - it jumps from 1.3 lines to 1, centered to non-centered, etc, etc. All in all, not TSRs finest hour.

Nell.

Subj: Black Vessel
Date: 8/14/96 9:42:26 PM
From: AMALDIS
Posted on: America Online

Anyone read the Black Vessel yet? Is it worth buying? I know it has a Mystara title, but it takes place in the Savage Coast.

-Amaldis

Subj: Re:Black Vessel
Date: 8/15/96 1:39:17 AM
From: MF1234
Posted on: America Online

Once I get to college, I'll call the nearest B.Dalton's and see if they have it. If they don't, I'll order it. Red Steel or Mystara, its the best fantasy game world ever created. If you don't want fantasy, but historical fiction, I recomend Masque of the Red Death. Even if you like fantasy, I recomend it.
-Thomas

Subj: Re:En Garde! (Dragon #232)
Date: 8/15/96 12:03:11 PM
From: TSR Cindi
Posted on: America Online

I'm glad you liked the article. It's always nice to know that someone is reading your work!
As for these being "auto kills," characters must be pretty high in level to learn a Death move. Remember, these are basically critical hits. No counter or saving throw is allowed, but you can allow whatever you want in your game! Have fun! :)

Thanks,

TSR Cindi

Subj: Re:En Joue!
Date: 8/15/96 12:37:39 PM
From: TSR Bruce
Posted on: America Online

Wait 'til you see death moves for firearms. None of this En Garde stuff!
(just kidding).

Bruce Heard

Subj: Re:En Joue!
Date: 8/15/96 1:48:46 PM
From: TSR Steve
Posted on: America Online

Bruce Heard wrote:

> Wait 'til you see death moves for firearms. None of this En Garde
> stuff! (just kidding).

Grandmastery of wheellock... now there's a scary concept.

Steve Miller
TSR, Inc.

Subj: Re:En Joue!
Date: 8/15/96 4:10:09 PM
From: TSR Bruce
Posted on: America Online

Not to mention death moves for siege warfare, say catapults for example ... terribly messy I'm afraid, but nonetheless entertaining! Let's see -- I rolled a natural 20 for my +5 holy trebuchet of earthshaking and I am an 18th level master artilleryist. Okay, the Citadel of Louvines suddenly collapses, crushing everyone inside. (DM: yeah, yeah, but you broke a nail while pulling the cord, so you still lose a point of prestige. Sorry.) :)

Bruce Heard

Subj: Re:En Joue!
Date: 8/16/96 3:14:08 AM
From: MF1234
Posted on: America Online

What does En Joue mean in English. I'm not too familiar with French. Now, we just need an advanced race to descend from the heavens and give the Hattians machine guns and unlimited access to all of Mystara. That could be a good immortal -type nightmare (I mean immortal dreams as in the HWA trilogy).

Subj: Re:En Joue!
Date: 8/16/96 12:13:23 PM
From: TSR Bruce
Posted on: America Online

<<What does En Joue mean in English.>>

Pardon my French! "En Joue" means "Aim". Literally it means "at cheek". The archaic expression comes from "Mettre en joue" or to put up the back end of your weapon next to your cheek.

Bruce Heard

Subj: Re:En Joue!
Date: 8/16/96 12:22:41 PM
From: TSR Steve
Posted on: America Online

> Not to mention death moves for siege warfare, say catapults for
> example ... terribly messy I'm afraid, but nonetheless entertaining!
> Let's see -- I rolled a natural 20 for my +5 holy trebuchet of
> earthshaking and I am an 18th level master artillerist. Okay, the
> Citadel of Louvines suddenly collapses, crushing everyone inside.
> (DM: yeah, yeah, but you broke a nail while pulling the cord, so you
> still lose a point of prestige. Sorry.) :)

Bruce, my man, you **must** run a SAVAGE COAST game... I've got this character I want to talk to you about. :)

Steve Miller
TSR, Inc.

Subj: Re:En Joue!
Date: 8/16/96 1:42:45 PM
From: TSR Bruce
Posted on: America Online

Steve!!! :D

Bruce Heard

Subj: Re:En Joue!
Date: 8/17/96 1:54:29 AM
From: MF1234
Posted on: America Online

Thanks Bruce. I studied Latin for three years. Maybe, I should have taken a little French, too.

Subj: Net Book
Date: 8/18/96 9:38:07 PM
From: AMALDIS
Posted on: America Online

The Net Book is done, and it includes two articles(by the same person) which take place in the Savage Coast.

-Amaldis

Subj: Re:Net Book
Date: 8/19/96 1:40:39 AM
From: MF1234
Posted on: America Online

Way to go, Amaldis! I'm thinking of some future netbook ideas, already.

Subj: Red Steel Weapon Factors
Date: 8/19/96 8:46:55 PM
From: WILLDINI
Posted on: America Online

What is the speed factor of a weapon made of Red Steel?

Subj: ASCII
Date: 8/20/96 3:40:49 AM
From: Alad3
Posted on: America Online

When will the savage coast rulebook be uploaded as an ASCII-file?

Subj: Re:ASCII
Date: 8/20/96 10:38:48 AM
From: TSR Inc
Posted on: America Online

I'm putting it online today.

--

Sean Reynolds, TSR Online Coordinator

Subj: Needed help with 2521

Date: 8/20/96 5:46:18 PM

From: MMonagle

Posted on: America Online

I've been writing lately that I have been having problems unzipping 2521. Today, I noticed that the 'text' version and downloaded it. When I tried to unzip it, everything worked fine. Needless to say, I liked that version of the coded file much better.

Subj: Red Steal

Date: 8/21/96 12:58:30 AM

From: QSamantha

Posted on: America Online

At Gencon, the Classics booth was selling Red Steel and Savage Baronies for a quarter of cover. I bought them, not having done so earlier because of price. I have to say they are terrific. This is an excellent setting, excellently presented. I like Mystara already and Red Steel continues the tradition of excellent value for the dollar.

QSamantha:)

Subj: Re:Red Steel

Date: 8/21/96 11:45:41 AM

From: AMALDIS

Posted on: America Online

What is it that you like about Red Steel so much?

-Amaldis, who likes Red Steel too

Subj: Re:Re:ASCII

Date: 8/21/96 12:37:05 PM

From: Alad3

Posted on: America Online

Thanks, that`s great.

Subj: Re:Red Steel

Date: 8/21/96 2:28:41 PM

From: MF1234

Posted on: America Online

Bruce, Roger, or Cindi

Now that you can download the Red Steel & Savage Baronies material, is there any chance of selling the CD's seperately.

- Thomas, a man who can not afford to spend \$40.00 for the CDs alone.

Subj: Orc's Head

Date: 8/21/96 2:35:34 PM

From: AMALDIS

Posted on: America Online

Will there be a map with Orc's Head? I mean a real one(with terrain showing, unlike the Odyssey:Savage Coast guess what's here map). Also will there be graphics in the Monstrous Compendium?

-Amaldis

Subj: Re:Red Steal/QSam.

Date: 8/21/96 2:50:44 PM

From: TSR Bruce

Posted on: America Online

<<At Gencon, the Classics booth was selling Red Steel and Savage Baronies for a quarter of cover. I bought them, not having done so earlier because of price. I have to say they are terrific. This is an excellent setting, excellently presented. I like Mystara already and Red Steel continues the tradition of excellent value for the dollar.>>

Thanks! Some of us really appreciate the kind words, despite the bumps on the road! :)

Bruce Heard

Subj: Re: CDs

Date: 8/21/96 2:56:54 PM

From: TSR Bruce

Posted on: America Online

<<Now that you can download the Red Steel & Savage Baronies material, is there any chance of selling the CD's seperately.>>

This is an excellent question! I've passed your suggestion along to our Sales/Marketing folks. They're checking into the practicality of this option. More on this later (I hope).

Bruce Heard

Subj: Re:Needed help with 2521

Date: 8/21/96 4:13:27 PM

From: TSR Inc

Posted on: America Online

That's very odd ... I used the exact same program with the exact same parameters to zip both versions.

Doo dee doo doo....

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Orc's Head

Date: 8/21/96 4:13:28 PM

From: TSR Inc

Posted on: America Online

<<Will there be a map with Orc's Head?>>

I don't know who is doing the product, so I can't answer that.

<<Also will there be graphics in the Monstrous Compendium?>>

Yes.

--

Sean Reynolds, TSR Online Coordinator

Subj: Question of the Week

Date: 8/21/96 8:40:33 PM

From: AMALDIS

Posted on: America Online

Hey Bruce, can you start up the question of the week again?(Not for Mystara, it doesn't need it, for Red Steel) This folder will be in the grave once the last Odyssey product is uploaded and everyone's questions about it are answered unless something like question of the week starts up again. If only we could get QSam to do some of her posting here.(She is perhaps the most creative poster around, but she only resides in BR and GH, what a shame)

-Amaldis

Subj: Re:Question of the Week

Date: 8/22/96 12:44:01 AM

From: MF1234

Posted on: America Online

Well, I'll give it a try. Who is your favorite NPC (from any RedSteel Product and/or the Net Book)? Mine is Igor Balazar.

Subj: Religious Persecution

Date: 8/22/96 7:19:37 AM

From: Alad3
Posted on: America Online

I'm not sure whether this belongs in the MYSTARA or in the RS folder, but i'll post it here. In all RS histories it says that the traldar colonists that arrived in 560 AC were fleeing religious persecution in their homeland (Traldara). Does anybody know what is meant?

Subj: Question of the Week #1
Date: 8/22/96 1:17:27 PM
From: TSR Bruce
Posted on: America Online

<<Hey Bruce, can you start up the question of the week again?>>

Stir, creak, groan.... Yes, I guess I could! :)

How about this one:

The Free City of Dunwick being just this -- FREE -- it probably appears to neighboring nations as a tender morsel begging to be devoured. It would be hard for any predatory power to take Dunwick militarily without starting a chain-reaction of counter-attacks from other nations. The best approach would probably be to work from the inside, using old and proven tactics of intrigue, bribery, blackmail, kidnapping, or assassination. The goal is to control Dunwick's administration. Which powers do you think would be the most involved here? Why?

Bruce Heard

Subj: Re:Need help with 2521
Date: 8/22/96 1:18:22 PM
From: MikalLordx
Posted on: America Online

I dont know if you already got it open,... but you can get an excellent unzipper from AOL's software library called "Stuffit". It's a really good drag and drop program. If you can't find it, E-mail and i will send it to you.

Mikal

Subj: Question of the Week #2
Date: 8/22/96 1:21:51 PM
From: TSR Bruce
Posted on: America Online

Hey, gotta start with style here! :)

The turtle shamans are back at it again. They have opened their mysterious religion to outsiders, and with unexpected success. Growing ranks of humans, demi-humans, and even some humanoids are

joining up at an alarming pace. What do you think this mysterious religion is, and what is its impact on the Savage Coast? (Hint -- remember all these mysterious monuments in the Turtle Territories?)

Bruce Heard

Subj: Re:Need help with 2521
Date: 8/22/96 1:22:36 PM
From: MikalLordx
Posted on: America Online

<<I unzipped it just fine. I've spent many hours formatting it with Word 6.0 so I can't comment on the actual content just yet. There was only one table that I couldn't figure out how it was suppose to look. I think it was the multi-class table in the player's guide. Anyway, thanks much to TSR for making this available in this format and I hope to have more to say about the content at a later date.>>

I fail to see the reason why people NEED to read text with fancy shmancy programs like word perfect 6.0 and microsoft works. I use wordpad 1.0 and it reads it perfectly. Maybe I can read it real well because of the 445 fonts I have...

Mikal

Subj: Question of the Week #3
Date: 8/22/96 1:25:19 PM
From: TSR Bruce
Posted on: America Online

Just to link Question #1 and Question #2...

Sages just discovered that the City of Dunwick was built on ancient and sacred Turtle grounds, just above some mysterious structure. How would you link Question #3 to the previous two? Have fun people! :)

Bruce Heard

Subj: Re:QSamantha
Date: 8/22/96 1:27:10 PM
From: TSR Bruce
Posted on: America Online

<<If only we could get QSam to do some of her posting here.>>

Yeah, no kidding. WE WANT QSAM! WE WANT QSAM! (Everybody join!) :D

Bruce Heard

Subj: Re:Q/Week #01 MF1234
Date: 8/22/96 1:30:49 PM
From: TSR Bruce
Posted on: America Online

<<Who is your favorite NPC>>

Oops, sorry, didn't mean to step on your toes! Here's a vote for Sir John of the Wain! Howdy pilgrim...

Bruce Heard

Subj: Re:Red Steal
Date: 8/22/96 1:31:10 PM
From: MikalLordx
Posted on: America Online

<<At Gencon, the Classics booth was selling Red Steel and Savage Baronies for a quarter of cover. I bought them, not having done so earlier because of price. I have to say they are terrific. This is an excellent setting, excellently presented. I like Mystara already and Red Steel continues the tradition of excellent value for the dollar.>>

You got Savage Baronies there? What day was it? I bought all my stuff on Sunday when they got the new shipment that day and I didn't see the Savage Baronies box. While we are on the Classics Booth at GEN CON, I got the MC Fiend Folio there. I've been looking for that thing since it came out.

Mikal

Subj: A certain CD
Date: 8/22/96 1:36:50 PM
From: MikalLordx
Posted on: America Online

Where can I get the "Campaign Themes" CD? Don't tell me you don't know or it's out of print. I'll go crazy. I looked everyday in the local bookstores 2 months before the release and 6 months after the supposed release. someone help me!!!

Mikal

Subj: Re:Religious Persecution
Date: 8/22/96 1:41:48 PM
From: TSR Bruce
Posted on: America Online

<<I'm not sure whether this belongs in the MYSTARA or in the RS folder, but I'll post it here. In all RS histories it says that the traldar colonists that arrived in 560 AC were fleeing religious persecution in their homeland (Traldara). Does anybody know what is meant?>>

Good question... I think it could have had to do with a move to rid the land of vampires and other monsters that was linked to the Church of Karamaikos. Else, it is possible that there was a movement by one or the other native faiths to eradicate the Cult of Halav from Karamaikos (most people still think Halavists to be fruitcakes). Either could have caused people to seek quieter pastures.

Bruce Heard

Subj: Re:Old Red Steel Products
Date: 8/22/96 1:54:00 PM
From: TSR Bruce
Posted on: America Online

<<You got Savage Baronies there? What day was it? I bought all my stuff on Sunday when they got the new shipment that day and I didn't see the Savage Baronies box.>>

Have you tried ordering what you're missing from some of the main retailers (Waldenbooks, B-Dalton for example). They might be able to locate some of what you are looking for in another city, and have it shipped back to your local store. Also try calling TSR's sales dept. here in Lake Geneva. Ask if they have a list of the mail order companies out there that sell our products. You might find one that has what you're looking for.

Bruce Heard

Subj: Re:Question of the Week #1
Date: 8/22/96 2:03:23 PM
From: AMALDIS
Posted on: America Online

Renardy and Eusdria due to their proximity to it. Also Hule, Texeiras, and Vilaverde due to their aggressive natures.

-Amaldis

Subj: Re:Question of the Week #2
Date: 8/22/96 2:07:51 PM
From: AMALDIS
Posted on: America Online

I think it would be a spirit/ancestor worshipping type thing. Like the shaman class is in AD&D 2nd edition(or the one in the Ethengar Gazetteer). Or maybe those are those are Nithian monoliths like in the HWA2. Maybe the Tortles worship some type of Nithian artifacts or ancient magics(like a 'Impersonate Tribal God' spell).

-Amaldis

Subj: Re:Question of the Week #3

Date: 8/22/96 2:12:01 PM

From: AMALDIS

Posted on: America Online

I think those mysterious structures are either some type of gate to the spirit plane, or an ancient Nithian monument that was designed to destroy entire cities.

-Amaldis

Subj: Re:Religious Persecution

Date: 8/22/96 8:11:30 PM

From: Alad3

Posted on: America Online

I'm not sure if i'm right but wasn't the cult of Halav founded only after stefan Karameikos became the ruler of Traldara? Also, if the traldarans were fleeing the eradication of vampires and other monsters, shouldn't all the inhabitants of slagovich be vampires and lycanthropes? This thinga bout traldarans colonizing anywhere has always confused me.

Subj: Re:Religious Persecution

Date: 8/22/96 8:54:58 PM

From: TSR Bruce

Posted on: America Online

<<if the traldarans were fleeing the eradication of vampires and other monsters, shouldn't all the inhabitants of slagovich be vampires and lycanthropes?>>

How many of those ladies in old Salem truly were witches? Yet they were burned, so was Joan of Ark. Sometimes it only takes someone to point a finger to a hated rival and accuse him of being a vampire (or whatever) for mass hysteria to follow. Trying to get rid of a handful of vampires & their friends would be enough to cause panic among the simple people. Lots would flee because "there be vampires here" and others because they are accused of either being vampires themselves or of consorting with them (etc). As far as the Cult of Halav appearing after 560 AC, you're probably right though.

Bruce Heard

Subj: Re:Religious Persecution

Date: 8/22/96 11:26:38 PM
From: Kaviyd
Posted on: America Online

>>In all RS histories it says that the traldar colonists that arrived in 560 AC were fleeing religious persecution in their homeland (Traldara). Does anybody know what is meant?<<

Here's a thought -- maybe they worshipped Pflarr (patron of the Hutaakans). That is one of the few non-Entropic cults that the Traladarans would definitely have persecuted.

Subj: Re:Religious Persecution
Date: 8/23/96 7:36:36 AM
From: AMALDIS
Posted on: America Online

Ooh, that's good Kayvid. I never thought of that. The 'evil' cult of Pflarr, it's inspired.

-Amaldis

Subj: New SC goodie
Date: 8/23/96 12:21:09 PM
From: TSR Inc
Posted on: America Online

Thanks to Bruce, we now also have the various coats of arms of the Savage Coast available for download in the Download of the Month Library.

Thanks, Bruce!

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:New SC goodie
Date: 8/23/96 2:23:25 PM
From: AMALDIS
Posted on: America Online

Thanks Bruce. Are these the ones from Dragon magazine?

-Amaldis

Subj: Question for Bruce
Date: 8/23/96 4:22:22 PM
From: AMALDIS
Posted on: America Online

Since Tank hasn't put up a new Mystara folder, I suppose I'll ask this here. Hey Bruce, with your old Princess Ark articles did you give info on the countries of Davania(outside of the stories info)?

-Amaldis

Subj: Black Vessel & Campaign Book
Date: 8/24/96 9:57:38 PM
From: Telrathin
Posted on: America Online

I recently purchased and read The Black Vessel, and it was well worth it. I ended up finishing it in about one and a half days, and I enjoyed every minute of it. The characters were memorable and the plot, simple but enjoyable. I definitely recommend reading this book if you're a fan of either Red Steel or Mystara.

On another note, I just got back from vacation, where I had the opportunity to digest the material in the Savage Coast campaign book. Kudos to the TSR staff for a wonderful product, though I would have preferred to spend the \$18 (which I would do readily for a product of this caliber) and get full color maps, drawings, attractive borders, and a hard cover. I hope TSR takes this into consideration when they move on to next year's Odyssey lineup.

Tel

Subj: Re:Black Vessel & Campaign B
Date: 8/24/96 11:51:51 PM
From: AMALDIS
Posted on: America Online

It won't be in next years line up. Orc's Head is the last Savage Coast product. :(

-Amaldis

Subj: Re:Black Vessel & Campaign B
Date: 8/25/96 11:30:06 AM
From: Telrathin
Posted on: America Online

I know Orc's Head is the last Mystara/Red Steel Product of the Odyssey line, but if I'm not mistaken, I believe that the Odyssey line will continue, doing new products for cancelled lines (Greyhawk, Spelljammer, Oriental Adventures, and others), could someone from TSR verify this?

Tel

Subj: Re:Black Vessel & Campaign B
Date: 8/25/96 2:33:08 PM
From: AMALDIS
Posted on: America Online

That is what Sean said. Oh, and for canceled worlds add, Mystara(TM).

-Amaldis

Subj: Re:Black Vessel & Campaign B
Date: 8/25/96 8:37:54 PM
From: Nellisir
Posted on: America Online

In addition to cancelled worlds, Odessey will also do one-shot, limited campaign ideas such as Council of Wyrms or Masque of the Red Death (which is a good example of at least one area/lline that grew beyond TSR's expectations - it was planned as a one-shot, and now gets one to two releases per year, it seems...)

Nellisir

Subj: Re:New SC goodie
Date: 8/26/96 12:37:16 PM
From: TSR Bruce
Posted on: America Online

<<Thanks Bruce. Are these the ones from Dragon magazine?>>

That's right. I thought these could be new stuff for a lot of AOL users.

Bruce Heard

Subj: Re:Question for Bruce
Date: 8/26/96 12:38:04 PM
From: TSR Bruce
Posted on: America Online

<< Hey Bruce, with your old Princess Ark articles did you give info on the countries of Davania(outside of the stories info)?>>

No. There is fairly little info on Davania as it is.

Bruce Heard

Subj: Listing of files: update
Date: 8/27/96 2:18:49 PM
From: MMonagle
Posted on: America Online

Here is an updated list of all the Red Steel 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
----- -----

TSR Download of the Month!
08/23 JPG: Savage Coast Coat of Arms
08/20 Odyssey: The Savage Coast (text)
07/21 Odyssey: The Savage Coast
09/09 TEXT: Enduks PC race
06/19 New Monster: Vermilion Dragon

Library: AD&D House Rules
03/23 TXT: RED STEEL "Lost Kits"

Library: Treasures and Magic Items
06/19 Map of Hule - Bruce Heard
02/24 TXT: Roger's Red Steel Intro

Dragon: #232 - August 1996
#232 En Garde!

Look for a similar listing of Mystara files under the same title "listing of files: update" on the Mystara(4) board.

Subj: Re:Listing of files: update
Date: 8/27/96 5:11:55 PM
From: AMALDIS
Posted on: America Online

Thanks MM! This should be really helpful for those who still read this folder. What made you decide Hule was a Savage Coast download?

-Amaldis

Subj: Hello
Date: 8/28/96 12:50:07 AM
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: MC
Date: 8/28/96 5:07:34 AM
From: Alad3

Posted on: America Online

When will the savage coast MC appendix probably be uploaded?

Subj: Re:MC
Date: 8/28/96 10:14:54 AM
From: TSR Inc
Posted on: America Online

<<When will the savage coast MC appendix probably be uploaded?>>

According to the 1996 schedule, it is supposed to be available in September. Thus, it will probably be available in late September (that is, assuming that they get the text of the MC to me; otherwise I'll just have a pile of art).

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Listing of files: update
Date: 8/29/96 4:45:28 PM
From: MMonagle
Posted on: America Online

I decided to add the Hule map to the Red Steel list because Hule politics more directly affect this region than it does the eastern realms. However, I included the map of the Great Waste in the Mystara list for the same reasons (it is also closer to the eastern realms).

Subj: Lupins
Date: 9/4/96 11:03:19 PM
From: TSR Bruce
Posted on: America Online

Just an innocent question...

Anyone interested in a development on the lupin race for the Savage Coast and Mystara -- the various "breeds", bloodlines, descriptions, racial modifiers, et al?

Bruce Heard

Subj: Re:Lupins
Date: 9/4/96 11:08:16 PM
From: Kaviyd
Posted on: America Online

>>Anyone interested in a development on the lupin race for the Savage Coast and Mystara -- the various "breeds", bloodlines, descriptions, racial modifiers, et al?<<

Yes! Absolutely!

For future reference -- ANYTHING that you write up on Mystara would be of interest.

Subj: Re:Lupins
Date: 9/4/96 11:13:35 PM
From: TSR Bruce
Posted on: America Online

<<For future reference -- ANYTHING that you write up on Mystara would be of interest.>>

Okay! As far as lupins are concerned, what would be the most useful features that you would expect from this topic?

Bruce Heard

Subj: Re:Lupins
Date: 9/5/96 1:43:34 PM
From: Telrathin
Posted on: America Online

I like the idea of different breeds of lupins. You could have pygmy lupins who have a -3 to intelligence and charisma while gaining a +3 to dex and con, the "yap yaps" of the lupin world. Maybe breeds would be the various tribes? Perhaps breed alliance could influence politics in Renardy?

-Tel, who always wanted to play a giant humanoid golden retriever

Subj: Re:Lupins
Date: 9/5/96 4:07:53 PM
From: AMALDIS
Posted on: America Online

I think that it would be cool to have various types of lupins. One of my players once played as a lupin known only as 'Red Dog'(named after the beer commercials), he resembled a pit bull, and if you messed with him he bit you. Also he would carry around stuff that made his mouth look like he had rabies, and would apply the stuff right before combat. I also agree with what Kayvid said.

-Amaldis

Subj: Re:Lupins
Date: 9/5/96 10:07:55 PM
From: Kaviyd
Posted on: America Online

Yes, I definitely like the idea of different breeds of Lupins, especially for smaller communities away from the Savage Coast -- I would imagine that most of the Lupins of Renardy would be mongrels without any "breed" modifiers. Also, the Princess Ark series suggested that Lupins might be related to Gnolls, while the recent Mystara/Savage Coast novel suggested a connection between Gnolls and Hutaakans. If these three races can in fact interbreed, then we have material for Lupins with varying degrees and types of non-Lupin ancestry.

But I am looking forward to whatever you have come up with -- I am sure that you have thought this all through better than I have.

Subj: Re:Lupins
Date: 9/6/96 12:01:36 PM
From: TSR Bruce
Posted on: America Online

>> You could have pygmy lupins who have a -3 to intelligence and charisma while gaining a +3 to dex and con, the "yap yaps" of the lupin world. Maybe breeds would be the various tribes? Perhaps breed alliance could influence politics in Renardy?<<

Don't have pygmy yap-yaps but I have the Mystaran equivalent of a lupin chihuahua! So far I have the breeds relate to original hunting clans. Some do have an impact on the politics of Renardy, but that part has more to do with ancient bloodlines, the legitimacy of lupin nobility, and the impact of lupin Immortals. Something new is coming that respect. BTW, the article -- should Dragon decide to publish it -- is written as much for Mystara's Known World as for its Savage Coast.

Bruce Heard

Subj: Re:Lupins
Date: 9/6/96 12:06:19 PM
From: TSR Bruce
Posted on: America Online

<<he resembled a pit bull, and if you messed with him he bit you.>>

Oh yeah -- I definitely included the pit-bull (to be more correct, the *Torreon* Pit-Bull, as opposed to the dog itself -- you wouldn't want to imply lupins are dogs which could get you in trouble). Pits are nasty in this article, I mean really *nasty*. Of course, the golden retriever errs a bit in the direction of the dedicated good samaritan. Plus it looks good! :)

Bruce Heard

Subj: Re:Lupins
Date: 9/6/96 12:09:53 PM
From: TSR Bruce
Posted on: America Online

<<I would imagine that most of the Lupins of Renardy would be mongrels without any "breed" modifiers.>>

Correct. Right now at least 25% of lupins are mongrels (speaking statistically of course). Mongrels are ok, it's just their stats are a bit unpredictable. Specific breeds are far more specific as far as their stats, abilities, physical size, and appearances are concerned. You can pick you breed, or roll it randomly so far.

Bruce Heard

Subj: Re:Lupins
Date: 9/6/96 12:12:12 PM
From: TSR Bruce
Posted on: America Online

<<Also, the Princess Ark series suggested that Lupins might be related to Gnolls, while the recent Mystara/Savage Coast novel suggested a connection between Gnolls and Hutaakans. If these three races can in fact interbreed, then we have material for Lupins with varying degrees and types of non-Lupin ancestry.>>

You read my mind! I included a detailed study of lupin ancestry and its effects. This goes all the way back to Pflarr and ancient Nithia. The result brings up issues tat are sure to spice up any campaign that allows lupins.

Bruce Heard

Subj: Re:Lupins
Date: 9/6/96 5:31:18 PM
From: AMALDIS
Posted on: America Online

Thanks Bruce! It's great that it is for the known world as well. I like the Known World more (probably because it defines the feel of Mystara, and the Savage Coast doesn't have the cool little things. I tell the player of the halfling, 'The mysterious horned arch-mage shoots a brilliant blue fireball that looks as if it is made of a group of moaning druj, and it is directed straight at you.' He declares, 'I scream NO! at the fireball.' Who here knows in what nation this is taking place? That type of stuff. If only there had been a Gazeteer of Herath. ::sigh::)

-Amaldis

P.S.Is there any of that cool stuff in the Savage Coast?

Subj: Re: Cool Stuff
Date: 9/8/96 8:57:04 AM
From: TSR Bruce
Posted on: America Online

<<Is there any of that cool stuff in the Savage Coast?>>

I guess it's a question of personal preferences. I suggest you download the Savage Coast files and figure it out yourself. :)

Bruce Heard

Subj: Re: Cool Stuff
Date: 9/8/96 10:30:58 AM
From: AMALDIS
Posted on: America Online

I already have. I also bought the Red Steel boxed set. I was wondering if there was anything left out.

-Amaldis

Subj: Re:Cool Stuff
Date: 9/8/96 11:02:55 AM
From: Alad3
Posted on: America Online

Yeah, you missed the savage baronies boxed set.

Subj: Re:Cool Stuff
Date: 9/8/96 5:54:40 PM
From: AMALDIS
Posted on: America Online

That was in the Odyssey upload. I was talking about info that was purposely left out(due to space considerations) of the material.

-Amaldis

Subj: Re: Lupins et al
Date: 9/9/96 10:17:13 PM
From: TSR Bruce
Posted on: America Online

Okay, by now the article is just about finished. Too bad there were so few suggestions/requests. We'll see if the magazine takes it, else you'll probably find it in the TSR download section (hey, nothing gets lost). Ditto the question of the week. I was surprised to see so little response. The topic could have been an interesting one (I know you people have more imagination than this). Have a nice day, all you lurkers out there! :)

Bruce Heard

Subj: Rakasta
Date: 9/9/96 11:51:57 PM
From: MF1234
Posted on: America Online

Lupins are okay, but I like rakastas better. Is there going to be any such articles on them in Dragon Magazine in the future? I have two cats and they would make rather unique Rakastas if I made self-characters out of them.

Subj: Re:Rakasta
Date: 9/10/96 11:25:28 AM
From: TSR Bruce
Posted on: America Online

<<Lupins are okay, but I like rakastas better. Is there going to be any such articles on them in Dragon Magazine in the future? I have two cats and they would make rather unique Rakastas if I made self-characters out of them. >>

It's a possibility of course (the idea HAD crossed my mind)! :)

Bruce Heard

Subj: We can make it
Date: 9/10/96 9:02:51 PM
From: AMALDIS
Posted on: America Online

Alright. Now comes the test of our true might. This folder doesn't have that much farther to go before it reaches its second folder. We can make it. I know we can. If we get to a second folder we will perhaps shock the people in other folders. People might say, 'Hey, what is the folder that just got to its second folder?' They look through it, and they might even ask where to buy the products for the Savage Coast. They get the reply, go to the Download of the Month and get them for the cost of the download. Intrigued, they go there and download it. Spending the next few hours looking over it, they realize it isn't that bad. Who knows what they will do from their, but they will have been exposed to a piece of the grand and glorious world of Mystara. Why is this so pressing for me? I have no idea. Is this wishful thinking on my part? You bet it is. But look at it this way, what have you got to lose? So I hereby ask all of you to post responses to Bruce's question. 500 is just a stone's throw away.

-Amaldis, 'Man of Big Dreams'

Subj: Monstrous?
Date: 9/10/96 9:03:33 PM
From: AMALDIS
Posted on: America Online

Hey Sean, where is the Monstrous Compendium? I thought it was going to come out this month.

-Amaldis

Subj: Re:We can make it
Date: 9/10/96 9:52:50 PM
From: MF1234
Posted on: America Online

Here's a contribution. You may be a little idealistic, but so am I. I voted for Alan Keyes, afterall. Listen to Man of LaMancha. He had grand dreams, too. These can come true, though. Speaking of Man of LaMancha, who thinks Don Quixote would fit into the Savage Baronies. Chaotic Good Local Hero with low Wisdom and a desire to fight windmills, anyone?

Subj: Re:Monstrous?
Date: 9/10/96 10:01:17 PM
From: Joe G K
Posted on: America Online

Will all of the monstres have illustrations? I'm really surprised that TSR didn't just put this one out. I can't imagine that a Monstrous Compendium wouldn't sell that well. JGK

Subj: Re:We can make it
Date: 9/10/96 11:24:05 PM
From: AMALDIS
Posted on: America Online

Yeah, I think he fits.

-Amaldis

Subj: Re:We can make it
Date: 9/11/96 9:47:50 AM
From: TSR Bruce
Posted on: America Online

<<Listen to Man of LaMancha. He had grand dreams, too. These can come true, though. Speaking of Man of LaMancha, who thinks Don Quixote would fit into the Savage Baronies. Chaotic Good Local Hero with low Wisdom and a desire to fight windmills, anyone?>>

That's a bullseye if I can recognize one. Don Quixote is a shoe fit for the Ispan Baronies, the kind of NPC that makes perfect sense for that setting, especially Narvaez. An adventure during which PCs would have to deal with him and his sidekick, Sancho Panza, would be a blast!

Bruce Heard

Subj: Re:We can make it
Date: 9/11/96 9:54:13 AM
From: TSR Bruce
Posted on: America Online

Here are a couple more that are perfect -- Cyrano de Bergerac (the musketeer with the incredibly long nose), and the Three Musketeers (actually four... I'm sure you all know). Plots can revolve around these characters and provide great adventures, even if one shot deals, they add color and depth to the setting.

Bruce Heard

Subj: Re:Monstrous?
Date: 9/11/96 10:58:49 AM
From: TSR Inc
Posted on: America Online

<<Hey Sean, where is the Monstrous Compendium? I thought it was going to come out this month.>>

This month isn't over yet. :) I'm formatting the text & graphics right now (I didn't get the text until yesterday).

<<Will all of the monstrers have illustrations?>>

Yes.

<<I'm really surprised that TSR didn't just put this one out. I can't imagine that a Monstrous Compendium wouldn't sell that well.>>

Actually, the MC's _don't_ sell that well, oddly enough. :(

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Monstrous?
Date: 9/11/96 5:52:19 PM
From: Joe G K
Posted on: America Online

Now I have to admit that I am really surprised that the Monstrous Compendium's don't sell that well. Do people prefer their terrors in smaller patches, or do they prefer their monsters to have some relationship to one another? JGK

Subj: Re:We can make it
Date: 9/11/96 8:00:28 PM
From: MF1234
Posted on: America Online

Don't forget Dulcinea. Do you think Sancho would make a good dwarf?

Subj: Waves
Date: 9/11/96 10:48:55 PM
From: MF1234
Posted on: America Online

I don't know how the lone CD idea is, but if TSR wished to be altruistic, the CD music could be transferred to waves, or something similar, and then zipped up and ready for download. This is just a suggestion. What do you think?

Subj: Re:Waves
Date: 9/11/96 10:49:53 PM
From: MF1234
Posted on: America Online

I'm sorry. I forget to say that I was directing this question at Bruce.

Subj: Hex Maps
Date: 9/11/96 11:44:03 PM
From: TYGHOCK
Posted on: America Online

Am I the only one who wishes the Red Steel maps were done in Gazetteer style? Being a wargamer, hex maps just feel right to me; and they work great for the rest of Mystara. You can get the Far Eastern part in 24 miles/hex from the Serpent Peninsula series (in one of the Ark books). But don't you wish the Savage Baronies were captured in Gazetteer style hex maps?

If I can render the Savage Coast in a hex map (I do conversions from real maps all the time in wargaming), would anyone be interested in it?

Subj: Re:Hex Maps
Date: 9/12/96 1:03:43 AM
From: Kaviyd
Posted on: America Online

Somebody at TSR (Bruce?) should know where there are Gazetteer style maps of much of the Savage Coast -- I recall seeing quite a few of them in _Dragon_ magazine during the Princess Ark series, and they were of superb quality. So these maps do exist -- all that would need to be done would be for somebody at TSR to scan them in, or perhaps to give somebody else permission to do so.

Subj: HW/RS
Date: 9/12/96 6:37:35 AM
From: Alad3
Posted on: America Online

since during the creation of the HOLLOW WORLD boxed set, the savage coast wasn't considered, which old RS-cultures do you think would deserve a bit of land on one of the two undeveloped continents?

Subj: Re:Monstrous?
Date: 9/12/96 10:57:25 AM
From: TSR Inc
Posted on: America Online

<<Do people prefer their terrors in smaller patches, or do they prefer their monsters to have some relationship to one another?>>

I have no idea. They simply don't sell well. Maybe it's because people feel that they've already gotten those monsters from the other products in that line for the year?

--

Sean Reynolds, TSR Online Coordinator