

Subj: Re: Waves
Date: 9/12/96 3:02:15 PM
From: TSR Inc
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 one of the fifty-odd projects that I'm working on....

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Sean Reynolds, TSR Online Coordinator

Subj: Re:HW/Savage
Date: 9/12/96 8:49:10 PM
From: AMALDIS
Posted on: America Online

Old cultures? What about the Wallara before they became stone age?

-Amaldis

Subj: Just in case
Date: 9/12/96 9:13:47 PM
From: AMALDIS
Posted on: America Online

Just in case anyone reading this isn't a Savage Coast/Red Steel fan.... The Savage Coast is a line that is FREE!!!! Go into Download of the Month and look towards the top. Look for Odyssey:Savage Coast. The Savage Coast is a rough land on the edge of civilization. It is home to the Red Curse, a curse that deforms your body, but at the same time gives you magical powers. There are ways to avoid the curse's debilitating effects, but they are often expensive, or they require that you not use the powers the curse gives you. Because of this there are huge numbers of people seeking their fortune, and hoping to be able to afford some protection from the curse. The Savage Coast is 'officially' placed in the world of Mystara, but a player can place it anywhere that they choose. Further products will be coming out online for the Savage Coast later this year. Look forward to a Monstrous Compendium, and an accessory for the Orc's Head peninsula, where monster's are the only ones with power.

-Amaldis

Subj: Fitting it in
Date: 9/12/96 9:30:30 PM
From: AMALDIS
Posted on: America Online

For those of you who wish to put the Savage Coast into a published campaign setting you run, here are some suggestions.

Forgotten Realms:The Savage Coast could be used in place of the Border Kingdoms that surround the Lake of Steam. Another possibility is a future area of Maztica.

Greyhawk:Southern Hepmonaland could be a possible Savage Coast area. Perhaps some area across the sea from the ruins of Aerdy.

Birthright:You are alone on this one. I can't think of anywhere even remotely resembling the Savage Coast here. Maybe a new land you create off in the distance. The powers of bloodlines could easily be used to explain the curse.

Dark Sun:Besides the lack of gnomes in both settings, there is nothing to tie these two together.

Planescape:Anywhere you want. Perhaps even an entire planet based on the Saveg Coast. The planars would probably be interested in using the powers available with the curse, especially the fiends.

Spelljammer:Anywhere you want.

Krynn:An unexplored continent across the sea might do the trick.

Ravenloft:A domain based on the Savage Cost, this has definite possibilities. An area based upon Herath would definitely fit. Fitting the Curse in shouldn't be much of a challenge considering Ravenloft's nature. Also, the Savage Coast has lots of freaks, and the effects of the curse(both disfiguring and empowering) can easily be used as the powers and penalties for the Stages of Darkness.

Lankmar:A far southern area, maybe. The Savage Coast is highly magical, and these two don't fit very well.

-Amaldis

Subj: Re; Maps
Date: 9/12/96 11:36:54 PM
From: TSR Bruce
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're preaching to a convert! The decision to switch to the map current map style was made by people who clearly did not have a much of background working on Mystara. Pity, isn't? :)

Bruce Heard

Subj: Re: maps
Date: 9/12/96 11:42:17 PM
From: TSR Bruce
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.>>

many of these maps were created with professional computer software. As I recall working with the cartographer back then, these maps required lots of memory (nothing that could realistically be used as is on line). I doubt you could convert them, that is of course if we knew where these file were. Some of the earlier maps were completed manually, using a process different from the one in the Gazetteers (which explains for the fewer colors and the varying quality). Either way, they might be scannable and rendered in a more common format, but that's really up to Sean. (Yo, Sean?)

Bruce Heard

Subj: HW Hall of Fame
Date: 9/12/96 11:44:39 PM
From: TSR Bruce
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?>>

I would definitely include the proto-chameleon men, in particular their pre-Spell of Oblivion civilization. (Remember the Australian aborigine setting in Princess Ark?)

Bruce Heard

Subj: Re:* New Folder
Date: 9/12/96 11:46:02 PM
From: TSR Bruce
Posted on: America Online

<<Please resume the Savage Coast & Red Steel discussion here.>>

Yeah, no kidding, Tank! You made us wait until 499! Gee-whiz! :)

Bruce Heard

Subj: Re:HW/Savage
Date: 9/12/96 11:47:20 PM
From: TSR Bruce
Posted on: America Online

<<Old cultures? What about the Wallara before they became stone age?>>

Oops, you got them before me! My thought exactly, nevertheless!. :)

Bruce Heard

Subj: Re:Fitting it in
Date: 9/12/96 11:50:02 PM
From: TSR Bruce
Posted on: America Online

You are a bold man (man?), Amaldis! But you weren't bold enough to throw in DragonLance!
Probably for a good reason. ... Just teasing you! :)

Bruce Heard

Subj: It is up!!!!!!!!!!!!!!
Date: 9/13/96 2:36:16 AM
From: AMALDIS
Posted on: America Online

Yes, the long in coming Net Book for Mystara and the Savage Coast is finally available. The Net Book is in Campaigns&Modules. Go get it. :)

-Amaldis

Subj: Re:Fitting it in
Date: 9/13/96 2:37:33 AM
From: AMALDIS
Posted on: America Online

Actually, I did put in Krynn. As for my gender, well I would prefer that to be a mystery.

-Amaldis

Subj: Re:It is up!!!!!!!!!!!!!!
Date: 9/13/96 2:39:53 AM
From: AMALDIS
Posted on: America Online

For those of you who don't know where that is, it is in the library. Please respond with comments, questions, etc...

-Amaldis

Subj: Re:Fitting it in
Date: 9/13/96 3:35:11 AM
From: Nellisir
Posted on: America Online

<<Greyhawk:Southern Hepmonaland could be a possible Savage Coast area. Perhaps some area across the sea from the ruins of Aerdy.>>

Or south-west of the Sea of Dust. The Red Curse could be the after-effects of the Rain of Colorless Fire on the Suel people of the region.

Nell.

Subj: Re: maps
Date: 9/13/96 2:17:12 PM
From: TSR Inc
Posted on: America Online

<<Either way, they might be scannable and rendered in a more common format, but that's really up to Sean. (Yo, Sean?)>>

::sigh:: Bring them to me, I will deal with them myself.*

*As long as we're not talking something that's HUGE, and as long as you realize I have a lot of other things going on and won't be able to get to it right away....

--

Sean Reynolds, TSR Online Coordinator

Subj: Re: maps
Date: 9/13/96 5:50:51 PM
From: TSR Bruce
Posted on: America Online

<<::sigh:: Bring them to me, I will deal with them myself.*>>

Sean, you're such a wonderful person! :D

Bruce Heard

Subj: Re: maps
Date: 9/13/96 5:52:44 PM
From: TSR Bruce
Posted on: America Online

<<*As long as we're not talking something that's HUGE, and as long as you realize I have a lot of other things going on and won't be able to get to it right away....>>

Yeah, yeah, OK. Most of these are half-page color maps. Thanks again.

Bruce Heard

Subj: Re: maps
Date: 9/13/96 8:58:55 PM
From: AMALDIS
Posted on: America Online

Thanks Sean. Yes!!!! Maps are now going to be available fo people interested in the Savage Coast. I think I've said in the past that the Savage Coast online product has been hurt by the lack of maps.

-Amaldis

Subj: Re:* New Folder
Date: 9/13/96 9:43:45 PM
From: TSRO Tank
Posted on: America Online

<<Yeah, no kidding, Tank! You made us wait until 499! Gee-whiz! :) >>

Ya gotta work for it! ;)+

--Tank

Subj: Re: maps
Date: 9/14/96 7:28:05 PM
From: MMonagle
Posted on: America Online

There are already some maps of the Savage Coast in the hex format. I believe module X6 Quagmire! was mentioned in the last folder before it closed. Module X9 'The Savage Coast' has a 24 mile per-hex map that covers practically the entire Savage Coast region (hence its name). Also, in Dungeon Magazines 6 and 7 there is an adventure called 'Turtles of the Purple Sage'. In the 6th issue, there is a map of the Orc's Head peninsula and a lot of the area north of it in 24 mile per-hex. In the 7th issue, there is a map which reprints the the top half of the one in the 6th issue. These maps do show a lot of land of the Savage Coast and a lot of new lands to the north of it. I should point out that these modules were all written before the Red Steel line so none of them reflect the countries now present there but the geography is unchanged. Of course, the 'Voyage of the Princess Ark' series that appeared in Dragon shows a lot of this land in 8 mile per-hex maps and it does shown the boundaries of the countries that are in the Red Steel line. If these are put up electronically on this board, that would be great. I hope this helps some.

Subj: Re: maps
Date: 9/14/96 11:17:18 PM
From: TYGHOCK
Posted on: America Online

Thanks everyone for the effort and info on the maps. The Savage Coast wasn't getting any use in our campaigns, because the map did nothing for us. If we get a hex version, I think a short "Pirates of the Slagovich Run" campaign will get some mileage.

Peering into the fading light, Corzado El Rojo cursed his luck. The fleet out of Raska, fat with spoils, was too heavily defended. The ship now rocking beneath him had been ready, but his two smaller galleys struggled far behind in headwinds, leaving him no choice but to turn his grumbling crew back to landward. Without repairs, they would never catch the fleet before it reached Kladanovit. Corzado considered his options. Food and water were low...could they find either along the Konumtali Savannah? He fumbled with his amulet, watching the red crystal flicker, reflecting the last traces of light from the fading sun. Glancing left, he saw the sideways sliver of eyes in his direction. His prizes off Okwonga? The Irendi ship with its coral jewels, and the prizes it brought? Most crews would remember.....with most crews, the precious ledger would still balance in his favor. But without food, how long...how long..... Corzado watched the sun sleep, his amulet go dark. In the distance, the lanterns of his stray galleys hurrying forward. They WOULD land, Corzado thought - and when they did, someone would pay for the missed fleet. One captain, it didn't matter which...one captain would serve as an example to the rest. One would pay.....

Subj: Comments anyone?
Date: 9/15/96 2:03:38 AM
From: AMALDIS
Posted on: America Online

Does anyone have an opinion about the Net Book? It does have an adventure set in the Savage Coast, and it has a sheet of NPCs that you can use. Did you like it? If you didn't then say why, if you did then say why not. If you don't respond than there might not be anymore articles set in the Savage Coast. I personally am not interested in making an article there. If you want another one set in the Savage Coast, then post your request, and I'll send it to the author.

-Amaldis

Subj: Re:Comments anyone?
Date: 9/15/96 7:57:16 AM
From: PPERILS OF
Posted on: America Online

you asked for it, you got it. here are my thoughts on the SC net book.
cons: (1) the whole net book idea. call me a dinosaur, but i like to have a book in my hands. it makes reference a heck of a lot easier (2) there wasn't much in the way of new info (3) by making it online

only, there are a large number of gamers that won't see it, gamers who might have bought it in print.

pros: (1) SC is a great setting that deserves a new lease on life. i am anxiously looking forward to the new net books (2) the new info on fencing was great (3) panache is also a neat idea, but it should be available to all characters, not just swashbucklers -like it is in my games- 'til all the aranea get hit with a giant flyswatter

-Robin

Subj: Re:Comments anyone?

Date: 9/15/96 10:53:34 AM

From: Alad3

Posted on: America Online

PPERILS, you seem to have misunderstood something here. AMALDIS isn't talking about the SC online releases (the campaign book, and later the MC) but about the MYSTARA/Savage Coast Netbook, downloadable in the Storys, Journals and Logs section. Take a look at it , and then tell us what you think.

Subj: Re:Comments anyone?

Date: 9/15/96 2:31:22 PM

From: AMALDIS

Posted on: America Online

Alad3, it isn't in Stories, Journals,&Logs. For some reason, Sky put it in the library under Campaigns&Modules. I think that actually might be helping it, so I won't complain. I do find it confusing though.

-Amaldis

Subj: Re:Comments anyone?

Date: 9/15/96 3:37:22 PM

From: MF1234

Posted on: America Online

I think it's a great introduction. I have some friends who are undecided about gaming in Mystara. I'm going to recommend the Net Book to them. I also hope to see Bruce Heard make a contribution in the future. Maybe we could have a section where Mystaros gives a history lesson on an area, like Thyatis and the Gabronius Emperors, or something like that.

Subj: Re:* New Folder

Date: 9/16/96 8:57:00 PM

From: AJPalmer01

Posted on: America Online

when's the first Savage Coast Message Board folder going to be available in the archive, please?

thanks,

Allan

Subj: Re: maps
Date: 9/16/96 8:58:50 PM
From: AJPalmer01
Posted on: America Online

Way to go Sean! Known World style maps to accompany the Savage Coast products would be ideal

thanks,
Allan

Subj: Tortles of Week!
Date: 9/16/96 9:08:40 PM
From: TSR Bruce
Posted on: America Online

I've been checking into the internet about Mystara-related discussions. One topic came up which I'd like to relate here. Some people felt that Tortles sounded pretty cool, others thought them to be ridiculous creatures that should be relegated to a minor role in the Savage Coast. Your opinions, fair people of the Savage Coast? :)

Bruce Heard

Subj: Re:Tortles of Week!
Date: 9/16/96 10:43:38 PM
From: RJNuttman
Posted on: America Online

<<Some people felt that Tortles sounded pretty cool, others thought them to be ridiculous creatures that should be relegated to a minor role in the Savage Coast. Your opinions, fair people of the Savage Coast? :)>> (That looks funny, doesn't it?)

I personally haven't used the Tortles all that much, but stumbled across some adventure links that could tie this strange potentially mystical race into a bigger part of the campaign:

In X9: The Savage Coast, there's a small section on the turtle egg-laying grounds near the Dark Jungle. It also says that these egg shells can be "harvested" to make lightweight plate armor.

What's to keep the orcs from simply raiding those grounds and armoring themselves up, and tromping on through the jungle peninsula conquering the "lesser" tribes?

This could be a potentially disasterous situation, if turtle eggs are as rare as giant turtle eggs are here on earth, that could seriously threaten the population. And once this lightweight armor got out, more people would come searching for it....

My two kopecs
RobJN

Subj: Re:Tortles of Week!
Date: 9/16/96 11:22:45 PM
From: TSR Bruce
Posted on: America Online

<< I personally haven't used the Tortles all that much, but stumbled across some adventure links that could tie this strange potentially mystical race into a bigger part of the campaign:

In X9: The Savage Coast, there's a small section on the turtle egg-laying grounds near the Dark Jungle. It also says that these egg shells can be "harvested" to make lightweight plate armor.

What's to keep the orcs from simply raiding those grounds and armoring themselves up, and tromping on through the jungle peninsula conquering the "lesser" tribes?

This could be a potentially disasterous situation, if turtle eggs are as rare as giant turtle eggs are here on earth, that could seriously threaten the population. And once this lightweight armor got out, more people would come searching for it....>>

Indeed. There is nothing so far preventing orcs & other goblinoids from getting ahead of the local warfare *technology*, other than running into angry tortles. As you put it so well at the beginning of your post, turtles are mystical creatures. It would make sense to me if their sacred grounds had some sort of supernatural protection, a turtle spirit whose job it is to make it a dangerous business of harvesting these shells, or a nasty turtle curse that later manifests itself on those who benefitted from the harvesting (the desecrators, the merchants, and the warriors wearing turtle shellplate). This sort of curse would make it appear that the armor has special beneficial properties at first glance, but later would trigger a potentially deadly effect (staying dormant when the shellplate is abandoned and coming back a few days or weeks after it is worn again). The curse could be defeated with a higher level remove curse, which not all orcish shamans might be experienced enough to cast.

Bruce Heard
(Une idee a un franc, six sous)

Subj: Re:Tortles of Week!
Date: 9/17/96 12:11:08 AM
From: AMALDIS
Posted on: America Online

Tortles are cool. Long live the forgotten homeland of the tortles!

-Amaldis

Subj: Re:Tortles of Week!
Date: 9/17/96 12:13:52 AM
From: AMALDIS
Posted on: America Online

That reminds me. Does that forgotten homeland really exist? It is in the northwest corner of the most western Red Steel map. It points up, and says Turtle Homeland. Is this some unknown land of Tortles? Wouldn't it be too cold for them their?

-Amaldis

Subj: Re:Tortles of Week!
Date: 9/17/96 3:38:14 PM
From: MF1234
Posted on: America Online

They have their uses. Use more situations like in Princess Ark, where tortles are exploited. They could be of use in a campaign.

Subj: Re:Tortles of Week!
Date: 9/17/96 10:30:15 PM
From: Telrathin
Posted on: America Online

I like the tortles. Having more humanoid reptilians is a good idea, and my players enjoy playing giant turtles.

Tel

Subj: Re:Tortles of Week!
Date: 9/18/96 3:07:48 AM
From: Mystaros
Posted on: America Online

<<..or a nasty turtle curse that later manifests...>>

Hmmm... perhaps the wearer of said Turtle Egg-shell armor would, over time, TRANSFORM into a Turtle?
Sort of like a Transformed Militant Not-so-friendly Tortles? (Heh, heh, heh)...

Mystaros

(please don't hurt me, it's just a little joke)...

Subj: Re:Tortles of Week!
Date: 9/18/96 6:46:55 AM
From: Kaviyd
Posted on: America Online

Yes, I like Tortles, and even went so far as to suggest what many are wincing at -- the possibility of some Tortles in the age range 13-19 studying martial arts. But aside from that reference, the Tortles are a very interesting people.

One question, though -- does anybody have anything to say about the turtles' chaotic cousins, the snappers? It seems to me that our knowledge of turtles is incomplete until we know more about this related species.

Subj: Re:Turtles of Week!
Date: 9/18/96 5:34:37 PM
From: Hollicar
Posted on: America Online

<<Yes, I like Turtles, and even went so far as to suggest what many are wincing at -- the possibility of some Turtles in the age range 13-19 studying martial arts. But aside from that reference, the Turtles are a very interesting people.>>

That reference does make me cringe...and it's the first thing that popped into my mind when I read their description. However, after some consideration they do make for a good exploited but underestimated people. It might be interesting to someday run a string of adventures based on a Turtle, grass-roots movement against some injustice levied upon them by one of the governments they are living under.

-Hollicar

Subj: Re:Turtles of Week!
Date: 9/18/96 5:40:18 PM
From: Hollicar
Posted on: America Online

<<..or a nasty turtle curse that later manifests...>>

<<Hmmm... perhaps the wearer of said Turtle Egg-shell armor would, over time, TRANSFORM into a Turtle?>>

Actually, what if the curse caused people to develop Red Curse-like afflictions that gave them some physical, Turtle characteristics? Their teeth turn into boney ridges or the flesh of their backs becomes so stiff that movement is restricted, etc.

-Hollicar

Subj: Re:Turtles of Week!
Date: 9/18/96 5:47:31 PM
From: TSR Bruce
Posted on: America Online

<< TRANSFORM into a Turtle?>>

Actually, that's not such a bad idea. These would be special "man-turtles" whose won shell would have magical properties when ground and prepared by an alchemist. In other words, unscrupulous

wizards would send their minions to dispatch these cursed man-turtles and recover the valuable shells. Poetic justice, turtle-style.

Bruce Heard

Subj: Re:Turtles of Week!
Date: 9/18/96 5:49:41 PM
From: TSR Bruce
Posted on: America Online

<<Yes, I like Tortles, and even went so far as to suggest what many are wincing at -- the possibility of some Tortles in the age range 13-19 studying martial arts. But aside from that reference, the Tortles are a very interesting people.>>

That's entirely my fault, I should say. I introduced the idea of the martial-artist turtles with the Princess Ark episode (I guess I could not resist). Mea maxima culpa. I promised I won't do it again. :)

Bruce Heard

Subj: Re:Turtles of Week!
Date: 9/18/96 5:53:28 PM
From: TSR Bruce
Posted on: America Online

<<One question, though -- does anybody have anything to say about the turtles' chaotic cousins, the snappers? It seems to me that our knowledge of turtles is incomplete until we know more about this related species.>>

So far, these have been completely ignored. There is little or no info on snappers as far as I know (what they really are, why they are evil or chaotic, what Immortals they follow, what their cultures might be like, and so on). What we know about turtles in general is very limited, but I'm hesitating to develop new material on them because of the so-so reaction on this board and on the internet. Some seem to like the idea, others really hate it. Too bad.

Bruce Heard

Subj: Re:Turtles of Week!
Date: 9/18/96 5:55:13 PM
From: TSR Bruce
Posted on: America Online

<< However, after some consideration they do make for a good exploited but underestimated people.>>

That's what I thought too. All martial artists put aside, they could be very interesting, especially if their mind is on a different level than most other normal people of the Savage Coast.

Bruce Heard

Subj: Re:Tortles of Week!
Date: 9/18/96 5:57:39 PM
From: TSR Bruce
Posted on: America Online

<<. . . grass-roots movement against some injustice levied upon them by one of the governments they are living under.>>

Absolutely. There are enough of these creatures running around unchecked to create quite a stir, especially if they had yet unknown powers to help them out on their quest. Several countries or the baronial colonies could find themselves in big trouble if caught unprepared.

Bruce Heard

Subj: Re:Tortles of Week!
Date: 9/18/96 9:38:53 PM
From: AMALDIS
Posted on: America Online

The snappers and their culture are not detailed much in any product I know of.

-Amaldis

Subj: Re:Tortles of Week!
Date: 9/19/96 4:48:56 AM
From: Kaviyd
Posted on: America Online

One interesting thing about Tortles is that they are all pre-adolescents -- when they reach "puberty", they mate and die. That fact alone must have significant psychological implications.

Subj: Re:Tortles of Week!
Date: 9/19/96 10:42:48 AM
From: Alad3
Posted on: America Online

Wasn't there a turtle uprising in 1008? As for snappers, i believe they live on an island west of the orc's head peninsula (but i'm not sure). They're mentioned in the Mystara MC, but i don't know if anything was said there about their culture.

Alad

Subj: Re:Tortles of Week!
Date: 9/19/96 3:48:28 PM
From: TSR Bruce
Posted on: America Online

<<One interesting thing about Tortles is that they are all pre-adolescents -- when they reach "puberty", they mate and die. That fact alone must have significant psychological implications.>>

Woops... where did this come from?

Bruce Heard

Subj: Re:Tortles of Week!
Date: 9/19/96 4:04:14 PM
From: TSR Bruce
Posted on: America Online

I think we should rename this the Tortles folder (Savage Tortles? Red Tortles of Steel?)

Yeah, yeah, I know. I AM STRAYING AGAIN! I bet the Constable of the Mystara folders will cast me in irons and toss the keys.

...*Stray* turtles! Hmmm....

Bruce Heard

Subj: Re:Tortles of Week!
Date: 9/20/96 3:53:07 AM
From: Kaviyd
Posted on: America Online

<<One interesting thing about Tortles is that they are all pre-adolescents -- when they reach "puberty", they mate and die. That fact alone must have significant psychological implications.>>

<<Woops... where did this come from?>>

Sorry -- I was just adding a footnote to this long discussion of tortles. I believe that the Creature Catalogs and the Expert D&D modules that first described tortles mentioned that tortles dies after laying eggs, generally around the age of 50 or so.

The reason that I was saying this was significant was that tortles obviously are not raised by their parents -- they must of necessity have a very different family structure. Nearly every other humanoid race has families that consist of a mommy and a daddy raising their own young -- not so

the turtles. Every turtle is an orphan! It is more of a challenge for turtles to pass on their culture to future generations -- but it is evident that they do meet that challenge.

Subj: Re:Turtles of Week!
Date: 9/20/96 3:14:11 PM
From: MF1234
Posted on: America Online

I imagine the culture is passed on from aunts and uncles.

Subj: Re:Turtles of Week!
Date: 9/20/96 4:22:39 PM
From: AMALDIS
Posted on: America Online

Interesting, all turtles are orphans. Maybe that explains why they 'in touch' with the spiritual world. Ok, now humor me for a moment, I have some ideas. They are guided by the spirits of their ancestors, including their parents. This has resulted in the turtles becoming very calm, and they tend to be of good or neutral alignment. The turtles also do not require company as much, as the spirits are always with them. The shamans of the turtles have been taught by the spirits of the dead to be able to reach other spirits. This allows the shamans to cast spells, and use the powers of the spirits. I suggest using the shaman priest class for them, described in Faiths&Avatars and a few other products. Oh, and the shamans NEVER have children. That is why they grow to be VERY old. I always saw the turtles as shaman types, and this just came me when the person posted about how turtles die when they have kids.

Subj: Re:Turtles of Week!
Date: 9/20/96 5:23:40 PM
From: AMALDIS
Posted on: America Online

How many monsters are going to be in the Monstrous Compendium, Sean?

-Amaldis

Subj: Re:Turtles of Week!
Date: 9/20/96 10:10:05 PM
From: AJPalmer01
Posted on: America Online

<The snappers and their culture are not detailed much in any product I know of>

I think the snappers are included in the Mystara Monstrous Compendium Appendix (i.e. the AD&D 2nd edition)

regards,
Allan

Subj: Re:Tortles of Week!
Date: 9/21/96 6:25:14 AM
From: Kaviyd
Posted on: America Online

>>I imagine the culture is passed on from aunts and uncles.<<

Yes, that is certainly part of it -- assuming that the parents in question were not the last survivors of their families (after all, somebody has to be). But the "fact" remains that all tortles are raised by somebody other than their parents. The culture is preserved, but in a less direct fashion that occurs among humans and similar races.

Subj: Re:Tortles of Week!
Date: 9/22/96 3:57:15 PM
From: TYGHOCK
Posted on: America Online

If they need to go on a crash diet, is the food a pasta called Turtle-leany?

If they find out their existance is just an implanted dream, is it "Turtle Recall"?

Would they worship a painting of "Vanya on the half-shell"?

Should I continue taking this medication.....?

Subj: Re:Tortles of Week!(Amaldis)
Date: 9/22/96 6:25:38 PM
From: MF1234
Posted on: America Online

I see that as a better explanation than mine. Do you think any turtle shamans have reached immortality?

Subj: Re:Tortles of Week!
Date: 9/22/96 6:29:02 PM
From: MF1234
Posted on: America Online

Hey TYGHOCK, do you believe that a cloister of adolescent tortles exist, with their teacher being a lawful-good wererat?

Subj: Re:Tortles of Week!(Amaldis)
Date: 9/22/96 7:37:31 PM
From: AMALDIS
Posted on: America Online

Nope. The tortles seem to be a fairly backwards people. I wonder why the lupins have so many immortals who were once lupin mortals?

-Amaldis

Subj: Re:Tortles of Week!
Date: 9/22/96 11:10:03 PM
From: TYGHOCK
Posted on: America Online

If so, I believe he learned his secrets on the Isle of Ochalea, before the Thyatian conquests.

Subj: Re:Tortles of Week!
Date: 9/23/96 5:44:18 AM
From: MF1234
Posted on: America Online

Do you know how long ago that was? No wererats existed at that time. Let's not forget two afflicted resembling a warhog and a rhino, as well as a neh-thallugu(planar creature resembling a giant brain) trying to kill the tortles. I forget the masked rakasta with armor that could shred a man.

Subj: Re:Tortles of Week!
Date: 9/23/96 11:50:09 PM
From: TYGHOCK
Posted on: America Online

Good point. Maybe the KNOWLEDGE dated from that time, was kept hidden in secret catacombs by a religious order who died out from almost ruthlerss extermination, but a few brave members escaped by torchlight from the final massacre in the catacombs through a secret passageway to the Sea, where they sailed through many perilous adventures (including an influential landing in Yavidom), on the the Savage Coast, where storms crashed them onto the land of the Tortles. A sole survivor, crippled and not long to live, imparted the wisdom and a few surviving books unto a wererat, but could only impart basic tenets until he perished, whereby a small group of wererats took it upon themselves to read the sacred texts and expand this new teaching, and though they themselves suffered persecution and massacre, one survived, sadly realizing his own people could never master the simplicity and discipline of the craft, turned to the fresh and pliant race of Tortles for disciples.....

.....or something like that. :)

Subj: Re:Tortles of Week!
Date: 9/24/96 12:47:19 AM
From: MF1234
Posted on: America Online

Pretty good observation. Now, we have the giant planar brain collector, two afflicted: one resembling a rhino, the other a warthog, and an evil rakasta with spiky armour. Let's not forget a red-haired female bard from Smokestone City. She would be a reporter, if you will. Let me know if I am getting really corny.

Subj: Sean, HELP!
Date: 9/24/96 12:55:39 AM
From: AMALDIS
Posted on: America Online

AHHHHH. Sean, please upload the Monstrous Compendium soon. I don't know how much more of this I can take. :(

-Amaldis

Subj: Re:Tortles of Week!
Date: 9/24/96 4:10:19 PM
From: Alad3
Posted on: America Online

How were Tortles created? Were they normal turtles before they fell into Blackmoor nuclear waste?

Subj: Re:Sean, HELP!
Date: 9/24/96 11:25:44 PM
From: TSR Inc
Posted on: America Online

Here's an update ... I have all of the art scanned and sized .., now I just need to check the formatting of the text, which is the easy part.

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Sean Reynolds, TSR Online Coordinator

Subj: Re:Tortles of Week!
Date: 9/25/96 1:29:45 AM
From: MF1234
Posted on: America Online

Well, it was a curse cast upon an evil man named Lord Baxter. Whwn the Order of the Frog was created, a mad scientist named Dr. Baxter Stockenstein was being brought to trial for crimes against the Rat-men of New Cleveland. As a few left for colnizing Mystara, he escaped and joined these people. Here he discovered a land filled with turtles. These turtles littered the land of Torilitia, a

Neather tribe that worshipped the turtle-god Ka-nana (Ka). Dr. Stockenstein conquered the primitives and he used these people for experiments by altering their genetic codes with that of the turtles. Ka discovered this and the remaining Torilitia were sent to the Hollow World. Ka contacted the Council of Invaders and they crafted the Spell of Mutations. As this was going on, Dr. Stockenstein declared himself Lord Baxter of Stockenheim. His turtles were being trained into a well-armoured that would conquer this world. The Spell of Mutations occurred as he (Lord Baxter) was leading his turtles to their first battle. The spell rendered the turtles pacifists and Lord Baxter was transformed into a giant man-fly that could live for millenia to suffer. Lord Baxter was then banished to a prison plane for a few milenia as punishment. In a few years, Lord Baxter will be released. He also has a few decades left. The turtles have a new enemy.

Subj: Re:Sean, HELP!
Date: 9/25/96 1:57:00 AM
From: AMALDIS
Posted on: America Online

Thanks Sean. How long(approximately) will that take? Does TSR consider the Odyssey line a success so far? How many have been downloaded in Genie?

-Amaldis

Subj: Re:Sean, HELP!
Date: 9/25/96 3:05:46 PM
From: TSR Inc
Posted on: America Online

<<How long(approximately) will that take?>>

The product will be available before September turns into October.

<<Does TSR consider the Odyssey line a success so far?>>

I have been quite pleased with the number of people downloading it and talking about it, and the rest of the staff is, too.

<<How many have been downloaded in Genie?>>

As soon as I get that info, I'll let you know. :)

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Tortles of Week!
Date: 9/26/96 3:42:54 PM
From: TSR Bruce
Posted on: America Online

...What. No tortles today? :)

Bruce Heard

Subj: Re:Tortles of Week!
Date: 9/27/96 12:49:50 AM
From: TYGHOCK
Posted on: America Online

Could the Tortles have any relation to the Children of the Turtle from the Atruaghin Clans? Perhaps Ahmanni Turtlerider is their secret patron? Perhaps the scholars fleeing Ochalea were grounded upon her shore by a whale, and took this wisdom and protection West with them? Perhaps I ate paste as a child?

Subj: Re:Tortles of Week!
Date: 9/27/96 1:31:06 AM
From: MF1234
Posted on: America Online

Ahmani could be their patron. Check the SC stuff from Download of the Month for turtle immortals. According to my information, their patron would be Ka. No one has given feedback on Lord Baxter or the other guys I created. This information may be corny, but it can work. Since when was Shakespeare ever original?

Subj: Re:Tortles of Week!
Date: 9/27/96 1:42:49 PM
From: Hollicar
Posted on: America Online

>>Interesting, all tortles are orphans. Maybe that explains why they 'in touch' with the spiritual world. Ok, now humor me for a moment, I have some ideas. They are guided by the spirits of their ancestors, including their parents. This has resulted in the tortles becoming very calm, and they tend to be of good or neutral alignment.<<

This idea appeals to me. Not having a centralized government of their own, and mostly living in small settlements here and there they have taken on a contemplative(sp?) existence in harmony with their environment. Their lives might be compared to that of the isolated, eastern monks/priests in places like Tibet or followers of Buddhism. ("Tell me wise, old Turtle of the mountain..." :-)

One side effect of this lifestyle could be the development of "inner" powers. These are not spells or psionics as such, but rather mind-over-body/matter like the traditional "Ki" powers of the Far East. In order to maintain a somewhat peaceful and unbothered existence these powers would be kept secret from outsiders except in unusual circumstances.

-Hollicar

Subj: Re:Tortles of Week!

Date: 9/27/96 5:37:20 PM
From: TSR Bruce
Posted on: America Online

Aaaaaaah. The turtles are back. Run away!

Bruce Heard

Subj: Re:Tortles of Week!
Date: 9/27/96 9:20:25 PM
From: AMALDIS
Posted on: America Online

What about the rumored turtle homeland? Hey Bruce, answer this. Is there truly a turtle homeland? Look at the northwestern part of the most western Red Steel map.

-Amaldis

Subj: Re:Tortles of Week!
Date: 9/28/96 1:38:10 AM
From: TSR Bruce
Posted on: America Online

<<What about the rumored turtle homeland? Hey Bruce, answer this. Is there truly a turtle homeland? Look at the northwestern part of the most western Red Steel map.>>

The map tag you are surely thinking of relates to the setting created for the two-part adventure, published in DUNGEON Adventures Magazine many moons ago, by Merle & Jackie Rasmussen (I forgot the title -- tortles of the purple sage, or something like that). There wasn't much detail unfortunately. But I think we could use that as a main ancestral homeland. All things considered, I'll probably save all these posts on turtles, good and bad <grin>, and see if I can make this all fit together somehow (thank you all). One never knows -- it might come handy someday!

Bruce Heard

PS. Turtles are really bad for your cholesterol.

Subj: Re:Tortles of Week!
Date: 9/28/96 3:31:07 AM
From: AMALDIS
Posted on: America Online

Umm, Bruce, please don't use some of the more obvious cartoon takeoffs. Please.

-Amaldis

Subj: Re:Tortles of Week!
Date: 9/28/96 4:17:08 AM
From: MF1234
Posted on: America Online

Amaldis,
I beg to differ. This would be good for an April edition of Dragon Magazine. I do agree that it is silly, but you started this whole thing, Brucee.

Subj: Bayous (Roger)
Date: 9/28/96 4:24:41 AM
From: MF1234
Posted on: America Online

Roger,
I was looking at past postings and I remembered that you considered the Bayous to have a Louisiana flavor. Speaking as a native of New Orleans, Louisiana, I disagree to an extent. You need lupins and a lupin capital. Look at Souragne in Ravenloft for ideas if you want to consider this.

-Thomas

P.S. Try to put it near Cimmaron County. A new nation could be forming.

Subj: Re: of Bayous & Lupins
Date: 9/28/96 2:14:38 PM
From: TSR Bruce
Posted on: America Online

<<I was looking at past postings and I remembered that you considered the Bayous to have a Louisiana flavor. Speaking as a native of New Orleans, Louisiana, I disagree to an extent. You need lupins and a lupin capital. Look at Souragne in Ravenloft for ideas if you want to consider this.

-Thomas

P.S. Try to put it near Cimmaron County. A new nation could be forming.>>

Hey, that's an idea. But now we have to find a reason for a sudden exodus of lupins to Cimmaron County. Perhaps a split in philosophies about the true origins of lupin Immortality (whether to honor immortals who rose from the ranks of mortal lupins, or Pflarr alone). We end up with Mystara's version of lupin *huguenots*, moving to a more tolerant region and founding a new homeland. Cimmaron County would be fun because of its connotation, however it might make more sense for these lupins to resettle a region on the Arm of the Immortals, near the village of Preuve for example. There's nobody there to interfere with lupin theology, other than the orc tribes populating the region. Of course, Vilaverdians and Texeirans would compete for the business of relocating all these people (booking fares on their ships, importing much needed supplies to Preuve, etc). Meanwhile, these overseas lupins would want to build a fledgling navy, just to preserve their hard-earned independence.

Bruce Heard

Subj: Re: of Bayous & Lupins
Date: 9/28/96 7:06:16 PM
From: MF1234
Posted on: America Online

Actually, I was considering a lupin Louisiana. The huegenots can go where they wish. I was considering an attempt at colonizing the Bayou Lands by Rennardy. Cimmaron County resembles the Texas-to-California "old west" area. Let's see. A gold rush is needed as well as a catacomb cloister of teen-age turtles led by a lawful good wererat named Shard.

Subj: Re: of Bayous & Lupins
Date: 9/28/96 7:10:37 PM
From: MF1234
Posted on: America Online

I forgot to mention that the non-lupin patron of Rennardy is Korotiku, not Pflarr. On another note, with all these medeival catholic cultures, how about a religious union among the cultures as well as a pope in Narvaez or Rennardy.

Thomas(a strong Catholic)

Subj: Re:Tortles of Week!
Date: 9/29/96 5:06:33 PM
From: Myta Cylan
Posted on: America Online

I like Teenage mutant Ninja Tortles myself

:D

Myta Cylan of Eilistraee

Subj: Re:Tortles of Week!
Date: 9/29/96 6:23:24 PM
From: MF1234
Posted on: America Online

Turtle time!

Bruce,

What do turtles eat? Since there are no Italian cultures on the Savage Coast, do they substitute some Savage Barony treat like tacos or burritos for pizza?

Just asking.

Thomas

Subj: Re: of Bayous & Lupins

Date: 9/30/96 6:40:38 PM
From: TSR Bruce
Posted on: America Online

<<Actually, I was considering a lupin Louisiana. The huegenots can go where they wish. I was considering an attempt at colonizing the Bayou Lands by Rennardy. Cimmaron County resembles the Texas-to-California "old west" area. Let's see. A gold rush is needed as well as a catacomb cloister of teen-age turtles led by a lawful good wererat named Shard. >>

You need to better explain your thinking behind this post. I think we are talking about the same thing, but somehow it feels we're on different wavelengths.

You said <I was considering a lupin Louisiana>, well so was I. (???) Then you said <<huguenots can go where they wish>>, of course, but then what's your point? The only reason I brought up the *term* huguenot* is to illustrate a possible reason for a lot of lupins to leave Renardy, and create a new lupin setting. (???) You said in a previous post <<P.S. Try to put it near Cimmaron County. A new nation could be forming.>> but then you continue talk about colonizing The Bayou (???)

The big swampy region would mimick Louisiana wery well indeed, but then again, why would lupins want to establish a colony there? The place is infested with gatormen and offers not much strategic or economic value, unlike RW-Louisiana. There is plenty of good land to be had elsewhere in the west on the other hand. The Bayou is attractive if all you want to establish is a Louisiana-like setting. But then the idea of the colony doesn't hold water. What about instead, a situation in Renardy where a lot of the people would be forcibly moved to the Bayou, as some sort of deportation from Renardy? In this case, they would be forced to create a "capital" city in The Bayou just to survive. It would have to be fortified because of the gatormen. In the long run, I suppose it could become a trading post for goblin goods (the Shady River reaches all the way up into Hupkur Territory), and a starting point for settlers wanting to go that way.

Bruce Heard

Subj: Re: of Bayous & Lupins
Date: 9/30/96 6:53:26 PM
From: TSR Bruce
Posted on: America Online

c/o MF1234, who wrote:

<< I forgot to mention that the non-lupin patron of Rennardy is Korotiku, not Pflarr.>>

...answering my earlier post:

<<But now we have to find a reason for a sudden exodus of lupins to Cimmaron County. Perhaps a split in philosophies about the true origins of lupin Immortality (whether to honor immortals who rose from the ranks of mortal lupins, or Pflarr alone). We end up with Mystara's version of lupin *huguenots*, moving to a more tolerant region and founding a new homeland.>>

I know that Korotiku is not a true lupin Immortal, however lupins do believe that he is. I remember writing this in the Princess Ark episode about lupins -- I haven't forgotten :) The issue about Pflarr on the other hand lies with an article I recently submitted to DRAGON Magazine. Basically a schism is about separate the lupins. It has to do with the discovery that lupins are related to Hutaakans, and thus to Pflarr. Some believe Pflarr should therefore be the only Immortal lupins should honor, while others (including the King, all the established temples in Renardy, and a fair number of the native population) would rather stay with the usual lupin Immortals. This situation could create one that resembles the circumstances under which many French huguenots left RW-France for the New World.

Bruce Heard

Subj: Re: of Bayous & Lupins
Date: 9/30/96 8:45:09 PM
From: AMALDIS
Posted on: America Online

A Louisiana area, eh? What about someplace on the Immortal's Arm? Maybe the Lupin exiles could conquer that Texeiras colony (described in you last Known World Grimoire, Bruce) on the arm. The Savage Baronies part of the Odyssey: Savage Coast download says that the colony is now independant, which means open to conquest for devout lupins being prosecuted by the established lupin church. There is a swamp right next to it, but it is in a virtually untouched area with a vast mountain range and probably lots of mineral goodies laying around.

-Amaldis

Subj: Savage Coast MC appx
Date: 9/30/96 10:00:05 PM
From: TSR Inc
Posted on: America Online

I have uploaded the RTF version of the MC to the Download of the Month Library. The art will be uploaded later this evening (the art file is 4.3 MB, zipped, and I want to set it up to upload when I leave).

--

Sean Reynolds, TSR Online Coordinator

Subj: Re: of Bayous & Lupins
Date: 9/30/96 11:37:31 PM
From: TSR Bruce
Posted on: America Online

<<What about someplace on the Immortal's Arm?>>

That's what I had suggested in an earlier post with the village of Preuve. This village was added surrepticiously to the Arm of the Immortal's eastern coast, across from the penal colony of The

Horn, I presume by the developer of the AD&D version. I've no idea why, I don't remember seeing Preuve described anywhere. But since it's there, we might just as well use it for something. Since the Vilaverdians and the Texeirans hold what amounts to a quasi-monopoly of sea transportation in the region, I wonder how Preuve was founded at all (???). That's something that remains to be detailed. The map tag under Preuve adds that this is a Renardois territory (a colonial dominion of the crown?). I guess we won't find many heretical lupins there, unless the place has too little means of enforcing the King's Law.

The Vilaverdan colony further to the south, which if I remember well enough was called Porto Maldicao (Port-Malediction), could make a good alternative location for a lupin Louisiane setting. But I doubt the Renardois could have gotten so far and in such strength to conquer this colony on their own. They might have gotten some help from Texeirans, but this would constitute a case of war between the two naval powers. Texeirans compete with Vilaverdians, but not to the point of starting an open war.

Bruce Heard

Subj: Re: of Bayous & Lupins
Date: 10/1/96 12:48:39 AM
From: AMALDIS
Posted on: America Online

Bruce, Port Malediction is an independant semi-nation now. Why would Vilaverde care if some lupins took it over?(Oh, by the way. Your original Port Malediction was a Texeirans colony, but that was changed when the Savage Baronies set came out) Besides, it is such a weak colony anyways. Maybe they just accept some land grants from its ruler, and then decide that they just take control of it once they are established. Perhaps Dom Iago(I believe that was his name) is a vicious tyrant who oppresses his population to such an extent that they rebel(humans and lupins). When a new government is formed, the dominant(in numbers) race naturally has more influence and affects the culture more than the Vilaverdians(I liked it as Texeirans better). Thus the lupins have taken control without originally intending it(a far off quite place was all they wanted).

-Amaldis

Subj: Re:Savage Coast MC appx
Date: 10/1/96 12:49:04 AM
From: AMALDIS
Posted on: America Online

Thanks Sean.

-Amaldis

Subj: Re:Savage Coast MC appx
Date: 10/1/96 12:49:59 AM
From: TSR Inc
Posted on: America Online

OK, the art file has been uploaded, too.

--

Sean Reynolds, TSR Online Coordinator

Subj: Re: of Bayous & Lupins

Date: 10/1/96 1:48:42 AM

From: TSR Bruce

Posted on: America Online

<<Bruce, Port Malediction is an independant semi-nation now. Why would Vilaverde care if some lupins took it over?(Oh, by the way. Your original Port Malediction was a Texeiras colony, but that was changed when the Savage Baronies set came out)>>

Correct. These were changes introduced by the developer of the AD&D version, although I think the latter switch from Texeiras to Vilaverde was a simple editorial mistake. At this point you can follow the **official** printed material of stick with the original. That's up to you.

You still need to give a plausible reason, however, why so many lupins would have settled Porto Maldicao, especially when there is Preuve, a place presently under Renardois control. It doesn't make much sense to me to see **mighty** Texeiran/Vilaverdians just sitting there while one of their colonies tries to become independent (just look at American history).

Bruce Heard

TSR Worlds /Savage Coast & Red Steel (2)

Subj: Re:Savage Coast MC appx

Date: 10/1/96 5:27:36 AM

From: Hollicar

Posted on: America Online

>From: AMALDIS

>Alright, comment time. First off, I didn't even download the art file because it said it would take >115 min.

It gave me a false time for the download (upwards around 90 min). In reality, it's about 60 min. at 14.4k bps. Worth it to me since my AOL-month just refreshed. :-)

-Hollicar

Subj: Naval Notes

Date: 10/2/96 2:38:19 AM

From: TYGHOCK

Posted on: America Online

Anyone campaigning in Red Steel using extensive naval scenarios? I realize two powers pretty much control the issue, but it seems an area ripe for campaigning. From a wargames perspective (there I go again), control of the sea in a coastal campaign setting like this is akin to air superiority in modern war.

Does anybody use magic at sea?

Subj: Nouveau-Renardy
Date: 10/2/96 2:49:28 AM
From: Renardois
Posted on: America Online

I vote with all four paws for a new hometown in Preuve. So, le-woof! :-)

Subj: Re:Savage Coast MC appx
Date: 10/2/96 11:09:13 AM
From: Alad3
Posted on: America Online

Thanks for the uploading Sean, but will there be a txt-version too? (PLEASE).

Subj: Re:Naval Notes
Date: 10/2/96 1:08:24 PM
From: MF1234
Posted on: America Online

TYGHOCK,

Some of us are not too familiar with naval battles. Ever considered uploading an adventure like this.

Subj: Re: of Bayous & Lupins
Date: 10/2/96 3:30:13 PM
From: TSR Bruce
Posted on: America Online

<<The French colonists in Louisiana were Catholic, so I merely had some reservations about Hugonots settling the SC Louisiana.>>

Thought so. I hope you understand that the term *huguenot* came up in my posts only as an illustration why some people would want to leave their homeland, suddenly and in mass. There was no intention on my part to actually create huguenots and catholics in SC.

Bruce Heard

Subj: Re:Nouveau-Renardy
Date: 10/2/96 5:57:18 PM
From: TSR Bruce
Posted on: America Online

Nouveau-Renardy, eh? That would be more like Nouvelle-Renardie (or New-Renardy for the language-impaired anglos). How about finding a name reminiscent of *Louisiana*? The King of Renardy, naturally, goes by the name of Louis, but I'd hate to simply use the RW name Louisiane/Louisiana. How about Loupiane? :)

Bruce Heard

Subj: Re:Savage Coast MC appx
Date: 10/2/96 7:23:40 PM
From: TSR Inc
Posted on: America Online

<<Thanks for the uploading Sean, but will there be a txt-version too? (PLEASE).>>

Yep, it's there now. Just to satiate my curiosity, what wordproc are you using that can't read RTF files?

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Nouveau-Renardy
Date: 10/2/96 9:32:11 PM
From: MF1234
Posted on: America Online

C'est Tres Bien, Monsiour. Lrt's find a dominion, like Orleans, and add a nouveau to that for the capitol of Nouveau-Renardie.

Subj: Religion
Date: 10/2/96 9:37:28 PM
From: MF1234
Posted on: America Online

Actually, we could create a religious leader for Rennardy, like the French popes at Avignon. Fenswick's Bishopric of Puttingham could have an archbishop, like Canterbury. TYGHOCK, how is religion in your version of Mystara? Are Catholics and Protestants getting along?

Subj: Re:Religion
Date: 10/2/96 10:25:54 PM
From: TYGHOCK
Posted on: America Online

Ah, Religion! What would a mock Renaissance be without something invisible to kill for?

Since we tried to match the cultures in our Heretic World as close as possible to Mystara, we couldn't create a "Christian" world, unified than split by schism. Instead, we reasoned a general strain of lukewarm worship of "Immortals" pervades the Western cultures. Kind of like a cultural Hindu All Gods Are Equal Parts Of The Godhead. Some fanatic sects are dedicated to key Immortals, elevating their prejudice to "our immortal is more equal than others". Vanya is a favorite of the fierce and tough Heldann knights (both up north and in Hattias). The Northern Reaches has a protestant like variant called Ruthenian, as well as a strong peasant following of Odinites (the Old Ones). Rockhome worshippers are Kagyarites. Karameikos has a whole church structure dedicated to the Immortals, and is seen as the "seat" of Immortal worship. Glantri is most interesting, having a wizard/priesthood the worships "The Rad" (we call them radishes :)), a central power only priests can tap that is the True Power, and the immortals are just fables. Hence, everyone hates the radishes of Glantri.

Ylaruam, the Desert Nomads and the Sind are followers of Al-Kalim, though Ylaruam thinks he ascended joined the immortals and is greater because he still "links" to his people (the other gods have forgotten). The Nomads think he returns occasionally in human form as a great prophet or "mahdi". The Sind has an old god peasant culture, but the upper classes are converted to Al-Kalim.

Aughatin and Ethengar worship spirits, though other faiths are infiltrating. The big converters are Vanyians, Ruthenians and Al-Kalim Kalimites. Kagyarites and Immortalists keep to themselves. The Karimeikos church would love to infuse Immortalists with fanaticism, and claim a long standing right to represent the faith. Radishes hate everyone, but consider themselves superiors among children in matters of faith, and love to butcher Ethengars and Wendarians to prove it.

Vanyans are attacking Norworld, Ruthenians are uniting the Reaches and preaching on the Isle of Dawn, and the Nomads under the Fourth Life (4th Mahdi claimant) are invading the Aughatin Clans.

See what a little faith can do for your campaigns? And so far, the gods haven't lifted a finger..... (sigh) makes you want ot move to Darokin.....

Subj: Re:Religion
Date: 10/2/96 10:43:33 PM
From: TSR Bruce
Posted on: America Online

<<Actually, we could create a religious leader for Rennardy, like the French popes at Avignon. Fenswick's Bishopric of Puttingham could have an archbishop, like Canterbury. >>

I can see where you're going with this. What Immortal would the religious leader honor? The problem is that Renardy and Bellayne (and others) use different Immortals to head their own local *pantheons* (the concept of pantheons as known in AD&D campaign settings still remains somewhat questionable with Immortals -- but let's not quibble).

One will probably not accept someone else's Immortal as a spiritual leader of the region's philosophies. For example, Saimpt Renard is thought to be the head of the lupin (Renardois) pantheon. Although Saimpt Renard really is Korotiku, everyone in the Savage Coast still believes

Saimpt Renard only to be a lupin Immortal. As a result, I doubt that the rakastan clergy of Bellayne would accept a lupin Immortal as the leader of their pantheon as well (much less his mortal representative on Mystara).

You'd have to come up with a non-descript, non-Immortal-specific philosophy a bit like the one devised for the Church of Karameikos. The latter doesn't seem to fit very well with all these little nations so proud of their unique Immortal following. The idea of a single spiritual leader whose sphere of action goes beyond local borders is a great one, but you'd have to design your setting with this in mind from the onset -- which wasn't the case at all with the Savage Coast.

Bruce Heard

Subj: Re:Religion
Date: 10/2/96 11:53:08 PM
From: TYGHOCK
Posted on: America Online

Correction for Heretic World....The Sind is invading the Atruaghin Clans....The Desert Nomads are invading the Sind... and this is why the Sultan in Ylaruam can't get any cooperation from the Western believers....

By the way, does anyone use Hule as a bridge between the Savage Coast and the Known World? Just wondering.

Subj: Bridge
Date: 10/3/96 1:54:48 AM
From: AMALDIS
Posted on: America Online

I use Slagovich as a bridge between the two.

-Amaldis

Subj: Re:Bridges
Date: 10/3/96 2:10:35 AM
From: TSR Bruce
Posted on: America Online

<<By the way, does anyone use Hule as a bridge between the Savage Coast and the Known World? Just wondering.>>

I use Sind as a bridge between the Known World and Slagovich. :)

Bruce Heard

Subj: Re:Religion
Date: 10/3/96 2:57:43 AM
From: MF1234
Posted on: America Online

Okay, you have a good point. Korotiku has a following in Rennardy. The Savage Baronies honor Ixion. Korotiku and Ixion form an alliance. They pick one of their greatest leaders to be pope of this joint religion. Dreams are sent to priests of each immortal and a new faith starts. Vanya joins in bringing in Thyatis and Bellayne(pre-Reformation England). Halav, Petra, and Zirchev unite Traladaran and Slagovich churches to form the Traldaran Orthodox(Traldaran, not Traladaran). Now all we need is a Judaic culture that worships Asterius (or Ka).

Subj: Re:Religion
Date: 10/3/96 3:01:18 AM
From: MF1234
Posted on: America Online

Of course this should be reserved for the far future (late 11th century). Just a little food for thought.

Subj: Re:Religion
Date: 10/3/96 3:07:04 AM
From: TYGHOCK
Posted on: America Online

Y'know, this Savage Coast thing has a lot of interesting possibilities....I like the religious suggestions, the cultures, etc....

Let me see if we can put together something of naval interest.

I'd love to see those hex maps.....not that I'm pushing? (I know maps take work).... ;)

Subj: Re:Religion
Date: 10/3/96 3:58:29 AM
From: TSR Bruce
Posted on: America Online

<<Okay, you have a good point. Korotiku has a following in Rennardy. The Savage Baronies honor Ixion. Korotiku and Ixion form an alliance. They pick one of their greatest leaders to be pope of this joint religion. Dreams are sent to priests of each immortal and a new faith starts. Vanya joins in bringing in Thyatis and Bellayne(pre-Reformation England). Halav, Petra, and Zirchev unite Traladaran and Slagovich churches to form the Traldaran Orthodox(Traldaran, not Traladaran). Now all we need is a Judaic culture that worships Asterius (or Ka). >>

Okay, why not! It's a bit far-fetched, but hey, it's all fantasy! I'd stay away from any particular similarities with existing religions though. You can run this as a permanent feature of your campaign, or one that is meant to last only for a few adventures (the rise and fall of an ideal!). One more thing, why would these Immortals ally, and against whom/what? Generally, Immortals wouldn't bother with something like that unless they were planning something unusual.

Bruce Heard

Subj: Re: Tortles Blues!
Date: 10/3/96 4:02:23 AM
From: TSR Bruce
Posted on: America Online

Let's get back to the Question of the Week (of last month...) with some update. I had written:

<<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?) Sages just discovered that the City of Dunwick was built on ancient and sacred Turtle grounds, just above some mysterious structure...>>

What if... the shamans of Mother Ocean (Calitha Starbrow) had gained the ability to contact the souls of those lost at sea, for the purpose of a last contact between grieving family members and the deceased. In order to accomplish this feat, the shamans need to use a holy shrine. The holy shrine happens to be located in a sprawling city once created by turtles, a thousand years ago. The city now lies deep under the sands beneath the Free City of Dunwick, partially opening under the sea's surface. Snappers, however, have claimed this dark and flooded undercity for themselves, and fiercely guard it against all trespassers. Turtle shamans found an entrance leading to the shrine in a cave, under an old turtle burial site.

In exchange for the metaphysical experience, the visitors must first convert to the shamans' faith in Mother Ocean. Better yet, it may be in the shamans power to bring back the deceased, provided TEN new believers would join the cult. These worshippers would then receive the protection of Mother Ocean, hoping one day to benefit from this revival should they become lost at sea themselves. Turtles form the bulk of the worshippers, but families of fishermen and many other sea people have begun to fill their ranks.

The trip to the shrine is a dangerous one because of the snappers. Unbeknownst to the shamans however, adventurers managed to slip through and discovered a vast wealth in pearls, corals, and ivory once used in the decoration of the ancient turtle city. Worse yet, they found countless items of pottery made from bits of steel seed glued together. Steel seed is a major component in the fabrication of smokepowder and is worth a fortune on its own. The shamans, of course, consider this and all that lies in the city sacred artifacts. A few rulers of the Savage Coast got wind of the discovery and quietly sent emissaries, spies, hired swords, grave robbers, and just about anybody they could think of to get a share of the booty one way or the other (without being noticed if possible). Between them and their prize, stand the shamans of Mother Ocean and their growing ranks of faithful followers, should they discover their goals.

After all these centuries under water, the city streets are covered with a thick gooey muck not quite capable of supporting significant flora because of the everlasting darkness. Snappers are the ones who managed to clear the streets of the sands, by first digging through and then using

secretions to literally glue the sands overhead, in a rough vault above every street. Following this technique, they enlarged some of their excavations to form domes capable of arching over a few blocks. The place is quite large, and so is its population of snappers.

Should the snappers also discover the way up to Dunwick, the free city would then be at risk of an invasion. If the situation grew out of control, the turtle shamans might call for a great crusade against the evil forces of the underdark to free once and forever this ancient place of worship. All followers apt for combat duty would be required to join.

Just a few ideas...

Bruce Heard

PS. Turtle monuments elsewhere could be the tips of tall buildings sticking out of the sands, marking the location of other lost cities.

Subj: Re: Tortles Blues!
Date: 10/3/96 5:17:06 AM
From: Kaviyd
Posted on: America Online

Bruce --

You should pitch that idea to the folks in charge of TSR's production schedule. I think you have just outlined what could be developed into a great module -- especially if you have a hand in it! The only problem I see, of course, is that we would have to wait a couple of years before it saw print. But you have definiely left me eager for more.

Subj: Re:Savage Coast MC appx
Date: 10/4/96 6:13:40 AM
From: Alad3
Posted on: America Online

Word 4. Each time i read an rtf file they are filled with garbage. Is there any way around that?

Alad3

Subj: Nouvelle-Renardie
Date: 10/4/96 2:28:27 PM
From: TSR Bruce
Posted on: America Online

About Nouvelle-Renardie and the Bayou -- here's a possible scenario for the years to come.

A schism has developped, opposing many lupins on religious issues (to honor Saimpt Renard & co as their legitimate immortals, or Pflarr exclusively from all the others). Most lupins had chosen to keep their opinions to themselves and go on with their normal lives. Others however, showed an adamant

will to impose their beliefs over all the others, threatening the King's authority and the long-established lupin immortal philosophies.

As a result, during the night of the Saimpt-Malinois, the King ordered the doors of the notorious Pflarr militants' homes within the city of Louvines to be marked. Later during the night, these people were dragged out and corraled to *Le Pont du Roy* (the King's Bridge) at the river. Tempers flared and the Pflarr supporters quickly ran the risk of being dumped into the river (bound, of course) to drown. But the King intervened. He could not bear the thought to killing all these people, still his subjects as wrong as they may be. Instead, they were imprisoned until a solution could be found.

At great cost to the kingdom, a settlement was built on the fringes of The Bayou. Texeiran ships were hired to link Nouvelle-Renardie to Dunwick, from which the Pariahs of Pflarr, as they became known, would be marked with a seal of infamy (a fleur de lys burned on the inside of their forearms, and their tail bobbed), and shipped to the far colony. Needless to say the conditions of the journey and life in early years of the colony were just appalling.

Over the years of this sinister process, many Texeirans actually settled in Nouvelle-Renardie as well. Torreon mercenaries and their families were maintained there to defend the fortified town, because of the gurrash population of The Bayou, and guard the Pariahs. Neighbors of Renardy regarded this policy against the Pariahs as totally repulsive and certainly made their opinion clear to King Louis and the Free City of Dunwick wich had succumbed to basic greed in this whole affair.

Finally, when King Louis became certain that the small colony could survive on its own, he made a proclamation, known as the Edict of Louvines where it was signed, giving Nouvelle-Renardie its independence. The Pariahs of Pflarr where still not welcome in Renardie, but no longer forcibly shipped to Nouvelle-Renardie. At this point, many of them had already willingly resettled to The Bayou and no longer presented a threat to the King's Law.

How's that?

Bruce Heard

Subj: Re:Nouvelle-Renardie
Date: 10/4/96 3:16:38 PM
From: MF1234
Posted on: America Online

Now, we're talking. Do you have a timeline for these events?

Subj: Re:Nouvelle-Renardie
Date: 10/4/96 5:42:56 PM
From: TYGHOCK
Posted on: America Online

I like it....it smacks of historical realism. Maybe a module on this?

Subj: Re:Nouvelle-Renardie
Date: 10/4/96 5:51:23 PM
From: TSR Bruce
Posted on: America Online

Some of you might wonder why I had King Louis decide to go through the trouble of ferrying all these Pariahs through Dunwick to be exiled. After all Dunwick is a foreign city. There is a sea port within Renardy, Mons-en-Plecy (in the County of Marmandy), from where exiles could be deported. But several reasons got in the way.

1. First off, the port in Mons-en-Plecy is not as deep as the one in Dunwick, making it harder for large Texeiran vessels to receive their infamous passengers.
2. Mons-en-Plecy is at the far western end of Renardy. This means the Pariahs would have to be marched all the way there, probably turning into Death March for many weaker Pariahs (the old, the sick, and so forth). This is something goblins would do, not lupins. King Louis would have chosen the path likely to cause the least hardship and casualties.
3. Parading all these unfortunate Pariahs from Louvines would also stir feelings of compassion from common folk living in the towns and near the road leading to Mons-en-Plecy -- whether followers of Pflarr or not. This would certainly create additional problems and resentment throughout the Renardois population.
4. Mons-en-Plecy being the farthest town from the capity city and the King's Law (and a sea port at that), may likely host a concentration of Pariahs. If things went really bad there, a Pariah on the run could easily cross the border into Bellayne (who sympathises with the cause of the Pariahs, of course), or leave on the next available ship. Naturally, parading mobs of Pariahs in chains through the streets of Mons-en-Plecy would unavoidably beg for riots if not outright civil war. And what better place to start an insurrection than this distant provincial town?

So based upon the above, it would make sense for King Louis to load up the condemned Pariahs in well-guarded river boats (like during the night for example), and quietly ship them down to Dunwick. Meanwhile, the leaders of Dunwick would have discovered their little problem with the snappers down below. Naturally, King Louis would immediately offer military assistance and money to help with the *crusade* against the evil and deadly creatures of the deep. In exchange for this, the *Free* City of Dunwick would officially close its eyes upon the sinister business of shipping out this *foreign rabble of condemned criminals*.

Finally, there is a cynical reason on my part for chosing the Dunwick road instead of Mons-en-Plecy. PCs are much more likely to be running campaigns from Dunwick. The deportation of Pariahs through Dunwick would both *add to the local scenery* and provide obvious adventure hooks. I would also link events in both Renardy and Dunwick.

You might also argue that the whole idea of deportation is evil. It is and it isn't. King Louis's role as a ruler of Renardy is to support established clergy and their patron Immortals. From his point of view, he must support Saimpt Renard and fight off Pflarr's aggressive heresy. King Louis is stuck between a rock and hard place. He has no choice but to evacuate the source of problem and avoid a possible civil war. The deportation may be cruel and harsh, but unfortunately unavoidable.

One more thing: I did not set a precise calendar for this, as it is a purely optional timeline of events. Whether you run it or not in your campaign would not create much differences either way. besides, this set of events can be sparked anytime it strikes your fancy. So...

What think you, kind posters??? :)

Bruce Heard

Subj: Re:Nouvelle-Renardie
Date: 10/4/96 9:03:55 PM
From: TSR Bruce
Posted on: America Online

Of course, from the point of view of the Pariahs of Pflarr, Dunwick and Renardy would embody the forces of darkness and receive the Pariahs' long-lasting hatred. The Renardois would be known as the *misguided victims of a felon monarch and his armored minions*, and King Louis as the *eternal renegade to the rightful Immortal of all lupins*. The Dunwickers would be referred as the *greedy and blind gentiles*. The Texeirans would be instantly dubbed the *soulless slavers of the seas*.

Meanwhile the Torreon mercenaries hired to defend the citadel would at first be known as the *guardian spawn of darkness*, but that part should be quickly forgotten amongst the Pariahs after the Torreon guard heroically defend Nouvelle-Renardie against several savage assaults from the gurrash. By the time of New-Renardy's independence, the Torreoners who ended up settling there permanently with their families would probably remain a well integrated segment of the population.

Nouvelle-Renardie would have to be located near one of the edges of The Bayou, probably the northern end. It can't sit too close to the center of The Bayou because of the gurrash. It shouldn't be too close of the edge of the Bayou either since this was meant to be a prison. Escaping the colony through The Bayou would be darn-near impossible with all the gurrash lurking nearby.

The original Pariah settlement would be fortified, and a solid citadel built to defend the port. Its role is both to protect the port from the outside (from pirates in particular), but also from possible revolts from the captive Pariahs seeking to capture supply ships and escape. During some of the worst gurrash attacks, the Pariahs had to be allowed within the citadel and those able to fight pressed into service to defend the walls. The Pariahs never took the opportunity to take over the citadel in this events, however, so great was their fear of the voracious gurrash (their women and children were kept in the dungeons anyway, basically as hostages). The Torreoners then become both jailors and protectors of the Pariahs. In the later years, this all becomes part of the local folklore.

In the early years, the Pariahs of Nouvelle-Renardie would live a precarious life of extreme poverty under an oppressive colonial rulership. Their opium would be their undying faith in Pflarr. Toward the independence, the settlement not only should expand, but also become more thriving and attract outside business and wealth. Here begins the parallels with RW-New Orleans. Throw in all that you like -- strange new music, good food, business upriver with Hupkur trappers, theaters, casinos, carnivals, wealth, corruption <grin>, etc. The Renardois Governor leaves at last and the people are now *free*. They finally and forever shed the hated Pariah name and proclaim themselves the New-Lupians.

Yet, the gurrash still lurks outside the walls... :)

Bruce Heard

By the way, anybody knows where the name Baton Rouge came from? Does this refer to lipstick? If so, this could be one of the goods produced in Nouvelle-Renardie.

Subj: Re:Nouvelle-Renardie
Date: 10/4/96 9:10:38 PM
From: AMALDIS
Posted on: America Online

I never thought of the connection between Baton Rouge and the french lipstick. Weird.

-Amaldis

Subj: Re:Nouvelle-Renardie
Date: 10/5/96 1:55:36 AM
From: MF1234
Posted on: America Online

Baton Rouge is named after a place where people were impaled by the local Indian tribe. That is where Red Stick comes from. Please do not make that place a new capital. New Orleans should be the rightful capital as it was when my great-great-great-great-grandfather Jacques Philippe Viller`e was governor from 1816-1820.

Subj: Re:Nouvelle-Renardie
Date: 10/5/96 5:46:19 PM
From: TSR Bruce
Posted on: America Online

<<Baton Rouge is named after a place where people were impaled by the local Indian tribe.>>

Eee-ew! I like the idea of the red lipstick stuff instead! I guess I'll forget about the whole issue (no intent on my part of calling colony Baron Rouge, I was just curious). Thanks for the info.

Bruce Heard

Subj: Downloads Status?
Date: 10/5/96 6:07:30 PM
From: TSR Bruce
Posted on: America Online

Sean, do you have a tally of the number of downloads so far for Savage Coast files? (AOL, MPGN, and Genie). Just being curious. :)

Bruce Heard

Subj: Re:Nouvelle-Renardie
Date: 10/5/96 9:56:15 PM
From: MF1234
Posted on: America Online

The guurash probably committed the same sort of atrocities. Ask me about Louisiana if you wish to make other comparisons. There should also be some area that isn't bayou. That area would be similar to RW's Louisiana Purchase Territory. Who would be the lupin explorer to parralell La Salle and his Narvaezan partner Tonti. When I go home for Fall Break, I'll research my Louisiana History. I

recommend such books as a guide to making this campaign. Just check out aol's references to Louisiana.

Subj: Re:Nouvelle-Renardie
Date: 10/6/96 2:19:08 AM
From: TSR Bruce
Posted on: America Online

<<Who would be the lupin explorer to parrallell La Salle and his Narvaezan partner Tonti. When I go home for Fall Break, I'll research my Louisiana History.>>

Research... the key to good design! This makes you the local specialist in this historical matter!
Noblesse oblige! :)

Bruce Heard

Subj: Re:Nouvelle-Renardie
Date: 10/6/96 5:25:50 AM
From: MF1234
Posted on: America Online

Mystaros,

If you're reading this, I would like any help in my new project. I lack most Mystara products except for what is on aol. Please e-mail me any information. I want us to surprise the other members of our happy Mystara/SC family.

Subj: Question of the Week
Date: 10/7/96 12:08:41 AM
From: MF1234
Posted on: America Online

What is going on? There hasn't been a message all day. If you're lurking, please read this and resspnd. I also have a question of the week.

It has been established that a sect of lupins worship Pflarr. These lupins have been exiled. When and how did this sect of Pflarr develop. My answer will be posted later.

Subj: Re:Question of the Week
Date: 10/7/96 12:31:09 AM
From: TSR Bruce
Posted on: America Online

The worship of Pflarr is a recent one. As I said in an earlier post, this is an event that I brought up in an upcoming magazine article. Basically, the lupins as a race have reached the age of reason, and with this their sages begun wondering about their own origins. They discovered some buried Nithian ruins where threads of clues about Nithia, Pflarr, the gnolls, and the Hutaakans were unearthed. The

lupins pieced all this material together and deduced the fate of the Hutaakans (and the Traldars), and their own.

Bruce Heard

Subj: Re:Question of the Week
Date: 10/7/96 2:07:23 AM
From: MF1234
Posted on: America Online

I didn't know that it was upcoming. When will it be out in Dragon.

Subj: Art in MC
Date: 10/7/96 2:50:38 AM
From: TobyMeke
Posted on: America Online

What's the opinion on the art in the Savage Coast MC? I haven't downloaded it yet, but I want to know about the quality of the art. Color?

Toby

Subj: Re:Question of the Week
Date: 10/7/96 1:53:37 PM
From: TSR Bruce
Posted on: America Online

<When will it be out in Dragon.>>

If everyones goes as expected, in the January '97 issue.

Bruce Heard

Subj: Re:Question of the Week
Date: 10/7/96 3:08:46 PM
From: MF1234
Posted on: America Online

I can't wait.

Subj: Re:Savage Coast MC appx
Date: 10/7/96 3:45:21 PM
From: TSR Inc
Posted on: America Online

<<Word 4. Each time i read an rtf file they are filled with garbage. Is there any way around that?>>

Um, upgrade your word processor? :/
--
Sean Reynolds, TSR Online Coordinator

Subj: Re:Downloads Status?
Date: 10/7/96 3:46:44 PM
From: TSR Inc
Posted on: America Online

<<Sean, do you have a tally of the number of downloads so far for Savage Coast files? (AOL, MPGN, and Genie).>>

I can't track MPGN, and GENie is such a smaller service that it's numbers are out of proportion to AOL (when I uploaded the MC, GENie had about 45 downloads of the campaign setting).

--
Sean Reynolds, TSR Online Coordinator

Subj: Re:Art in MC
Date: 10/7/96 3:56:27 PM
From: TSR Inc
Posted on: America Online

<<What's the opinion on the art in the Savage Coast MC? I haven't downloaded it yet, but I want to know about the quality of the art.>>

I think some of it is average, but some of it is quite good! The crimson dragon is pretty stylin'. :)

<<Color?>>

Well, they're technically grayscale, although I colored them the vermeil-red, so they're shades-of-vermeil now.

--
Sean Reynolds, TSR Online Coordinator

Subj: Re:Question of the Week
Date: 10/7/96 4:04:16 PM
From: TSR Bruce
Posted on: America Online

<<If everyones goes as expected, in the January '97 issue.>>

If *everything goes....* Ack.That was too early in the morning. :)

Bruce Heard

Subj: Re:Downloads Status?
Date: 10/7/96 4:05:10 PM
From: TSR Bruce
Posted on: America Online

<<I can't track MPGN, and GEnie is such a smaller service that it's numbers are out of proportion to AOL>>

Oh well. Thanks Sean! :)

Bruce Heard

Subj: All New Question of the Week
Date: 10/8/96 4:33:31 AM
From: MF1234
Posted on: America Online

I am worried about this folder. Last week was nice and prolific. Now, we are at a snail's pace. Is everything all right. It's time for all you lurkers to contribute. I have another question of the Week. How did the Rakasta develop their Anglo-centric culture? Fenswick is too young. I will present an answer as soon as I think of one. It involves Hattias and a tolerant off-shoot banished to the Isle of Dawn in the 2nd. century. Other responses are appreciated.

Subj: Re:All New Question of the W
Date: 10/8/96 12:07:23 PM
From: AMALDIS
Posted on: America Online

Probably they got their English culture by being so near a French culture. England was influenced a great deal by France, especially when you consider that when William the Conqueror came over the ruling class became French. The new French ruling class added much of its culture and chivalric customs to England, and IMO enriched it a great deal. Because England was now being ruled by people who had territory in France, England later had a claim to French land, and was forced into European affairs outside the British isles. Since Bellayne is on the mainland it would be relatively easy for it to be conquered. Perhaps the native humans and demi-humans(who were the ones who the rakasta got their customs from) had been conquered by the native humans and demi-humans of what would become Renardy. This could add even more of Renardy on the part of the Bellayne citizens.

-Amaldis

Subj: Re:All New Question of the W
Date: 10/8/96 12:14:04 PM
From: AMALDIS
Posted on: America Online

<<I am worried about this folder. Last week was nice and prolific.>>

Actually, it seems that this folder is for once doing better than the Mystara one. How many people in this folder like the Savage Coast more than Mystara?

-Amaldis

Subj: Re:All New Question of the W

Date: 10/8/96 7:33:51 PM

From: TSR Bruce

Posted on: America Online

<<Probably they got their English culture by being so near a French culture.>>

Bingo! :)

Bruce Heard

Subj: Re:All New Question of the W

Date: 10/8/96 7:37:15 PM

From: TSR Bruce

Posted on: America Online

<< How many people in this folder like the Savage Coast more than Mystara?>>

I don't think this is the issue here. Things kinda go in spurts as far as folders go. You just need to catch the right wave at the right time... Remember these turtles. Thought they'd never go away. :)

Bruce Heard

...watching an image of a surfer turtle fading away into large, crashing waves...

Subj: Re:All New Question of the W

Date: 10/8/96 10:31:03 PM

From: TYGHOCK

Posted on: America Online

Mystara is still the favorite for the variety of cultures and situations it offers. But the Savage Coast has excellent possibilities. It's New World / piratical / nations-yet-to-be-formed structure holds a lot of promise.

For our wargames club, a few years ago I designed a game called SeaStates. It was based on 4 Venice-like city states surrounded by many independent provinces. The outside world had pressure from Imperialists in the East, Arab-types in the West, hill tribes to the North and Pirates to the South. The object was to build a nation quickly and strong enough to survive the eventual invasions from East and West. Random events and grand strategic thinking were the key elements. The game was great fun, but nobody won (all 4 were conquered).

The Savage Coast has an eerie familiarity to that game. Maybe someday I'll modify the SeaStates rules to run on the SC ... at least once the hex maps are out! ;)

Subj: Re:All New Question of the W
Date: 10/9/96 12:14:33 AM
From: AMALDIS
Posted on: America Online

<<I don't think this is the issue here.>>

I was just curious. I don't know anyone who has played in the SC who hasn't in the Known World.

-Amaldis

Subj: Re:All New Question of the W
Date: 10/9/96 12:24:14 AM
From: Nellisir
Posted on: America Online

<< The new French ruling class added much of its culture and chivalric customs to England, and IMO enriched it a great deal.>>

IMO is right. Sheesh. The french enriched the english...

<sigh>

Nellisir (who is neither French nor English)

Subj: Re:All New Question of the W
Date: 10/9/96 1:06:50 AM
From: Telrathin
Posted on: America Online

>>IMO is right. Sheesh. The french enriched the english...<<

<LOL> Here, here! I'm with Mark Twain who once said something like 'Man holds his place in the universe somewhere below the angels and above the French.'

Tel

Subj: Re:All New Question of the W
Date: 10/9/96 2:33:22 AM
From: MF1234
Posted on: America Online

>> I'm with Mark Twain who once said something like 'Man holds his place in the universe somewhere below the angels and above the French.'<<

I agree. The French are even ruder today.

To get to the point, The Renardois were an influence on Bellayne in its earlier years, but England had a history, before the Norman invasion. The English are a mix of Celtic Britons and Germanic Anglo-Saxons. I am working on this information and I will present it soon. I also plan to have a timeline as well.

Subj: Re:All New Question of the W
Date: 10/9/96 3:14:49 AM
From: TSR Bruce
Posted on: America Online

<<<LOL> Here, here! I'm with Mark Twain who once said something like 'Man holds his place in the universe somewhere below the angels and above the French.'>>

Cute. And the Germans often use the familiar expression "Living like God in France!"

Bruce Heard

Subj: Re:All New Question of the W
Date: 10/9/96 6:10:20 PM
From: Hollicar
Posted on: America Online

<<From: AMALDIS
<<I was just curious. I don't know anyone who has played in the SC who hasn't in the Known
<<World.

Actually, I'm gearing up to run an SC campaign but have never gamed in the Known World. My campaign will be limited to just the SC region and the open waters to begin with. If it goes long enough to grow beyond those borders I'll be using my own world instead of the KW.

I was in the process of designing an area similar to SC (without the Red Curse, Lupins, etc of course) when I happened across this folder and the Campaign Book files. The Savage Coast is perfect for my intentions and easily fits in, so here I am. :-) I just insert/adapt my world's history notes where Mystara's intersects.

-Hollicar

Subj: Re:All New Question of the W
Date: 10/10/96 2:49:42 AM
From: AMALDIS
Posted on: America Online

That's one. What area of the Savage Coast will you be playing in at first?

-Amaldis

Subj: Re:All New Question of the W
Date: 10/11/96 1:41:23 AM
From: Hollicar
Posted on: America Online

>>From: AMALDIS
>>That's one. What area of the Savage Coast will you be playing in at first?

The campaign will start in the Baronies. I'm not sure which one in particular yet but probably one of the two sea-powers. At the beginning the game will somewhat resemble the "old" TV show Covington Cross (characters will be the grown children of a minor noble and their friends/hired help). It will focus on solving local problems that minor nobles face (thus giving me and my players a chance to become familiar with the feel of the SC).

In time it will progress into a more epic campaign to suit the tastes of our group. What direction it will ultimately take is, as yet, undecided.

-Hollicar

Subj: Re:All New Question of the W
Date: 10/11/96 1:54:56 AM
From: AMALDIS
Posted on: America Online

Covington Cross, I remember that show. It was canceled before the first season was over, but it was good. Do you have the CDs or only the TSR downloads?

-Amaldis

Subj: Isle of Dread
Date: 10/11/96 1:58:40 AM
From: Hollicar
Posted on: America Online

When I first saw Rakasta's mentioned here I thought immediately of the module "Isle of Dread" (1981, Expert D&D, X1, by David Cook & Tom Moldvay). Also in that module are Phantoms and rather primitive Aranea. One other thing that struck me is a small empire called "Thyatis" which is where some of the humans came from to settle in the SC.

Nothing else seems to match, but I am curious...any design connections between that region and what is now the Savage Coast? Is that an early incarnation of the Known World? I don't know how long KW's been around officially. The module doesn't name the region, it's just the "continent".

-Hollicar

Subj: Re:All New Question of the W
Date: 10/11/96 2:03:45 AM

From: Hollicar
Posted on: America Online

>>From: AMALDIS
>>Covington Cross, I remember that show. It was canceled before the first season was over, but >>it was good. Do you have the CDs or only the TSR downloads?

Yes, it was a good show...probably why it got canceled :-) So far I only have the downloads.

-Hollicar

Subj: Re:Isle of Dread
Date: 10/11/96 2:10:02 AM
From: AMALDIS
Posted on: America Online

That was, is the Known World. Except Alfheim is gone, and Glantri has greatly changed.

-Amaldis

Subj: Will it work?
Date: 10/14/96 10:31:57 PM
From: Gilean2
Posted on: America Online

I'm into Dragonlance, and haven't heard much about the Savage Coast until recently, but I like the detail and many ideas. The majority of Krynn (the world of DL) is undiscovered and untouched upon in novels or gaming. I'm thinking of making the Savage Coast a far off continent. Can anyone tell me if this setting will work with DL's style of magic (not the new '5th Age' style) in which mages get power from the gods of magic? Are gods important in the Coast? I don't want to make any changes there. I also have no concept of Mystra at all (and don't plan to get into it). Is this a problem? Finally, I just plain don't like guns, and don't know if that poses any problems. Will this work, or am I crazy? Thanks for any input!

Gilean2

Subj: Re:Will it work?
Date: 10/14/96 11:37:07 PM
From: MF1234
Posted on: America Online

I'm afraid not. Guns are vital to SC culture. It's a little too advanced for Krynn. Make it occur 700 years in the future for DL.

Subj: Re:Will it work?
Date: 10/15/96 1:21:19 AM

From: AMALDIS
Posted on: America Online

You are not alone(I detest guns myself). Frankly, guns can be easily replaced with miniature crossbows(as detailed in one of Bruce Heard's articles, a mini-crossbow shootout). As for magic, I thought that it was possible to cast magic that didn't come from one of the three gods of magic, it is just that the Towers of High Sorcery disapprove(as in they kill you if they find you). But, if it takes place on a far off continent then what can they do about it? They were crushed by the wizardly order of the Knights of Takhisis after all(when they attacked the Knight's headquarters), and probably couldn't enforce their beliefs if they wanted to.

-Amaldis

Subj: Re:Will it work?
Date: 10/15/96 2:31:23 AM
From: Gilean2
Posted on: America Online

Thanks a lot. Replacing guns with a similar weapon is a great idea (possibly they can be something made by tinker gnomes, a very technologically advanced race). 700 years is a bit troublesome for me, but since this would be a far off area, who knows how quickly developments would occur? As for the magic, I just wanted to make sure that there is no system specific to Red Steel. Thanks for not flaming me or such for being attuned to a different world, I appreciate it. If this ever works out, I'll post some quick world conversions here in case anyone is interested. This will take some work, but I think it can be done.

Gilean2

P.S. Still wondering if gods play an important or direct role in the Savage Coast. Any comments here? Thanks again.

Subj: Re:Will it work?
Date: 10/15/96 3:16:15 AM
From: MF1234
Posted on: America Online

We at Mystara worship Immortals. They are more like saints than gods. I am not referring to their nature as being saintly, but how they gain Immortality (they earn it). I don't care for gods. Immortals are cooler and more attuned to my faith, anyway.

Subj: Re:Will it work?
Date: 10/15/96 4:03:35 PM
From: TSR Bruce
Posted on: America Online

<<P.S. Still wondering if gods play an important or direct role in the Savage Coast. Any comments here? Thanks again.>>

It's debatable, but I think they do. Their philosophies affect the way people and countries act in this setting. They also had an important impact on the history of the setting. Finally, it is an established fact that common mortals can become Immortals (re - gods in your setting). This is the big difference between gods and Immortals. The latter is an interesting feature, but it doesn't really need to exist in your campaign, especially for a DL spin-off. Neither do firearms.

For the record, I do like firearms, especially in the Savage Coast setting where they are appropriate. But this comes with strings however: you cannot export the use of firearms outside of the Savage Coast, and they aren't so powerful that everyone would want to put their swords and armor up for sale at the local pawn shop. One of the other reasons why I enjoy firearms in this setting, is because none of the others really allow them. This is a detail that sets the Savage Coast apart from other settings. So... Vive la difference! :)

Bruce Heard

Subj: Re:Will it work?
Date: 10/15/96 9:18:51 PM
From: AMALDIS
Posted on: America Online

Perhaps you could fit the Wrath of the Immortals into DL. Wrath was a terrible war between the Immortals where they used human armies to fight battles between them. Much of the Savage Coast was destroyed (such as the capitals of Eusdria and Herath) on that occasion, and the people are still recovering. Perhaps you could relate the War of the Lance and the Wrath (in your DL Savage Coast, Wrath of the Gods could be the Savage Coast's name for the War of the Lance).

-Amaldis

Subj: Re:Will it work?
Date: 10/15/96 9:23:17 PM
From: AMALDIS
Posted on: America Online

That would be great if you could post a conversion for DL (or any other world for that matter). Not that I actually play DL (I like the books, but only because of Kender, one in particular), but maybe some lurkers would appreciate it.

-Amaldis

Subj: Re:Will it work?
Date: 10/15/96 11:53:34 PM
From: Gilean2
Posted on: America Online

Really, all I plan on is using the Coast's flavor, lands, and races in a new area on Krynn; just about everything else isn't really important in what I'm thinking of doing. Thanks to everyone who commented and helped me on this, I appreciate it and now have faith that it can work. If this does work, I'll post what little I've done, for idle reading if nothing else.

Gilean2

Subj: Rubbles R Us
Date: 10/16/96 1:15:01 AM
From: TSR Bruce
Posted on: America Online

<<Much of the Savage Coast was destroyed(such as the capitals of Eusdria and Herath) on that occasion, and the people are still recovering.>>

Hmm... this is one of my pet peeves. I noticed the developer of AD&D-SC tended to have humanoids *raze* entire cities almost overnight, a lot of them. They could have plundered and torched these cities, but not *razed* them. The latter implies demolishing the cities stone by stone to the extent of making reconstruction very difficult. Goblinoids neither had that degree of engineering nor time to accomplish such deeds. RW ancient Romans and Assyrians razed cities -- not goblins. The capitals of Eusdria and Herath arguably could have sustained significant damage, but not enough to prevent their rebuilding, especially Herath considering the magic available to Herathians. Rebuilding should not take all that long.

Bruce Heard

Subj: Re:Rubbles R Us
Date: 10/16/96 2:22:05 AM
From: Nellisir
Posted on: America Online

<<difficult. Goblinoids neither had that degree of engineering nor time to accomplish such deeds. RW ancient Romans and Assyrians razed cities -- not goblins. >>

Reality check. Name me ONE real world goblin (not even a tribe, just a goblin), and I'll mail you a lottery ticket. Or something.

Nell.

Subj: Re:Rubbles R Us
Date: 10/16/96 2:32:40 AM
From: TSR Bruce
Posted on: America Online

<<Name me ONE real world goblin (not even a tribe, just a goblin), and I'll mail you a lottery ticket. Or something.>>

Well... the ones covering the shelves in my gameroom. Your comment really hurt their feelings, man! Sheesh! :)

Bruce Heard

Subj: Re:Rubbles R Us
Date: 10/16/96 6:13:24 AM
From: MF1234
Posted on: America Online

That was funny, but really corny, Bruce. I figured you had gremlins that go on the internet and try to restart turtles. Oh well! I have been awake for 16 hrs. and I'll be up even later for mid-terms tomorrow. Don't mind me.

Subj: Re:Rubbles R Us
Date: 10/16/96 11:46:11 PM
From: TYGHOCK
Posted on: America Online

<That was funny, but really corny, Bruce. I figured you had gremlins that go on the internet and try to restart turtles.>

How exactly does one restart a Turtle? Shell Petroleum? Ninjalarm clocks?

Yea, the master Wererat can teach turtles, but what has he tortoise? ;)

Subj: Bruce, come back
Date: 10/16/96 11:59:56 PM
From: AMALDIS
Posted on: America Online

Hey Bruce, long time no see on the Mystara folder.

-Amaldis

Subj: Turtle Return
Date: 10/17/96 5:03:28 AM
From: MF1234
Posted on: America Online

TYGHOCK, we're back in buisness. Wanna make some enemies for the turtles. What did you think about Lord Baxter?

Subj: Re:Rubbles R Us
Date: 10/17/96 2:49:19 PM
From: TSR Bruce

Posted on: America Online

<<I figured you had gremlins that go on the internet and try to restart turtles.>>

Nah, it was the fiends that made me do it! Honest!

Bruce Heard

Subj: Tortuga
Date: 10/17/96 3:05:22 PM
From: TSR Bruce
Posted on: America Online

Wouldn't it make sense for the Savage Coast to have something like old Tortuga island, a remote place notorious for harboring sea pirates and swashbucklers? Some of you might cringe at the name Tortuga (is Bruce trying to fiendishly revive the turtles in another convoluted scheme? -- No, this is just a coincidence... so far). It would have to be an island, yet uncharted, therefore not shown on any existing game maps of the region. I suppose it could lie in the Izondian Deep, not too far from the Savage Coast. It would need to be just outside common shipping lanes, but still within the curse area. (?)

Bruce Heard

Subj: Re:Tortuga
Date: 10/17/96 3:46:53 PM
From: MF1234
Posted on: America Online

There's a thought. Turtle pirates. I like it.

Subj: Re:Tortuga
Date: 10/17/96 9:11:19 PM
From: AMALDIS
Posted on: America Online

No turtle pirates. "Avast ye scurvy dogs"(referring to lupins with that comment)"and heave to, ya see," is not what I can picture a turtle saying. Lets keep them as pacifist shamans and move on to something unrelated to a cheesy cartoon(how about what Um Shedu is like now adays)..

-Amaldis

Subj: Re:Tortuga

Date: 10/17/96 9:25:58 PM
From: TSR Bruce
Posted on: America Online

<<Turtle pirates.>>

Sigh. Well at least they're not ninjas or monks. :)

Bruce Heard

Subj: Mutiny on the Bounty
Date: 10/17/96 9:57:54 PM
From: TSR Bruce
Posted on: America Online

Here's another starting point for a Savage Coast adventure.

PCs embark on a ship (invent a name) to conclude a short adventure but quickly realize that the skipper is a tyrant. The PCs are involved with the some members of the crew who secretly offer them to join the upcoming mutiny. The first officer hesitates -- his reaction depends on what the PCs do. Things could go either way.

The PCs and the first officer join the mutiny, take over the ship, and flee to find a remote spot to settle (choice of the PCs really). Else, the PCs and the officers oppose the mutineers. They either succeed and return to port, or fail. In the latter case the mutineers capture them and take them to a secret spot they plan on resettling (DM's choice). The ship is soon torched to avoid being discovered by search ships.

The actions of the PCs in the following weeks will affect how the fledgling settlement develops. The *settlers* either get massacred by the natives, fall ill to diseases, perish from lack of food, etc -- or manage to survive somehow, thanks to the PCs one would hope. They name the settlement after a feature that is unique to the PCs who eventually take their leave and return to their homebase. Several decades later, natives join the settlement and help create a unique culture. Any thoughts?

Bruce Heard

Subj: Capt. Hornblower
Date: 10/17/96 10:05:25 PM
From: TSR Bruce
Posted on: America Online

Another obvious direction: the party embarks on a ship, as mercenaries or officers. The ship is sent to help some remote colony trying to gain its independence from Vilaverde (or Texeiras), perhaps just around the southern tip of the Arm of the Immortals. It turns out their leader is a megalomaniac tyrant, a brutal madman bent on carving himself an empire. The party must help the madman capture a large Vilaverdan warship coming in the area (you know the rest of the story, else you

really ought to rent a tape and watch this old classic). Of course the ending could be very different from the movie, but then, that's role-playing! :)

Bruce Heard

Subj: Flying Dutman
Date: 10/17/96 10:06:24 PM
From: TSR Bruce
Posted on: America Online

That's another possibility... oops local T-storm. Gotta go! Sorry. Be back later! :)

B. Heard

Subj: Flying Dutchman
Date: 10/17/96 11:05:36 PM
From: TSR Bruce
Posted on: America Online

There. Storm's over!

I was going to post an idea about a truly flying ghost ship. In this case, it could be a ghostly variant of the Princess Ark. It came from an alternate Mystara where the entire crew died. Somehow, violent storms at sea cause the ghostly ship to temporarily appear in the sky, haunting the area for the duration of the gale. PCs need to go aboard and find the reason of the crew's demise, and return them to where they really ought to be. This could connect with the article I wrote in DRAGON Magazine about undeath and life on the *other side*. As a result of their journey on the haunted ship, PCs might end up in limbo for a while (the storm ends on Mystara), and finally return to their true world, perhaps far away from their starting point (a new storm flares up on Mystara).

Another approach would have the ghostly crew come from the future instead. The PCs' goal is now to find the reason of the crew's demise, leave the ship, and warn Haldemar -- wherever he may be. Disclosing what they learned on the haunted ship would alter the course of future history, possibly saving the illustrious crew and their ship from a tragic end.

As these posts have hinted, there is a wealth of old movies about ships and pirates that can easily become source of inspiration for Savage Coast adventures. Any other ideas? :)

Bruce Heard

Subj: Re:Tortuga
Date: 10/18/96 2:57:04 AM
From: Kaviyd
Posted on: America Online

>>No turtle pirates.<<

How about Snapper pirates?

Subj: Re:Tortuga
Date: 10/18/96 3:24:47 AM
From: TYGHOCK
Posted on: America Online

No, the only pirates on the half shell I foresee is this: a pirate galley uses turtle slaves to row their vessel. The pirates are Orcs, so the rowers are both manpower and extra provisions! A small band of adventurers (are you listening, DMs?) on a short trip are blown off course, and encounter the Sea-Orcs. If they win the battle (ala Hornblower boarding parties!), they free the turtles, but their own small transport craft is wrecked/sunk. Now lost at sea, the adaptive and imitative turtles, led by our adventurers, must find their way back to a port - or to newer adventures! Seafaring shellheads by accident only.

Subj: Re:Mutiny on the Bounty
Date: 10/18/96 6:04:58 PM
From: AMALDIS
Posted on: America Online

Arr, ya land lubbing swab. How about a Merry Pirates culture for the Savage Coast? The settlement is known as "Shiny-eye" for the glass eye of one of the PCs(a running gag is that the real eye and the glass eye often switch places), but later becomes corrupted to Shineye (nicknamed Pirate's Cove). Various pirates from assorted SC cultures could come to that settlement as it is famous for protecting any ship in its harbor.

-Amaldis

Subj: Re:Flying Dutchman
Date: 10/18/96 6:27:26 PM
From: AMALDIS
Posted on: America Online

Arrr matey, listen closely to the story of Captain Lucien Gofard, famous lupin explorer. Lucien was a strange one, obsessed with finding a way to get to the riches of the Mysterious East(Alphatia, Tangor, and other lands on and near Skothar). He believed that a route past the Arm of the Immortals must exist, and spent years attempting to find a way through. Finally on one voyage he disappeared, never to be seen in the Savage Coast again. In truth, he did find a way to Alphatia. Once there he stopped at a southern port with meticulously clean beaches and arrogant nobles. Apparently he offended some wizard of no little power who had a third arm(that wizard was kidnapped as a boy by a minor noble of Glantri a subject to unspeakable tortures and strange experiments, although he did finally escape and is said to have his previous tormentor locked in a vault where he is tortured for all eternity, thanks to magic keeping both of them eternally alive) and the wizard teleported he and his ship to a cavern the mage had found long ago. Once there Lucien and his crew starved to death, but Lucien's lingering obsession with revenge kept them all in a state

of undeath(treat Lucien as a lich with no magic, his officers are all wights, and the crew are either skeletons or zombies). Finally, about a decade ago, a loud rumbling was heard by the crew of the "Red Piece of Eight"(Lucien's ship), and some huge beast swallowed the ship whole. Those adventurers(and the foolish monster-bait explorers who map out dungeons and such before the adventurers come there, I believe they are called Dungeon Masters, as silly a name for monster-bait I have never heard) who are traveling the Sea of Dread and happen to be swallowed by a beast known as the Behemoth, beware! Lucien is there waiting for revenge, and he is quite willing to add you to his crew. Lucien is located in the stomach, traveling the Great Acid Sea. His ship is itself a type of undead, best described as a zombie with immunities to lightning, fire, and acid. The ship possesses 100 hp. and regenerates 1 hp a round. It is incapable of attack, but Lucien and his crew are armed and quite dangerous. Any body found on the ship rises as an undead under Lucien's control 10 rounds after it has died(or been destroyed in an undead's case). The only way to defeat Lucien and his crew is to destroy the ship and then Lucien(be warned, upon the ship's destruction it loses its immunity to acid and dissolves in the stomach, the stomach acids take off 1d6 points a round in damage).

-Amaldis

P.S.Look out for more on the interior of the Behemoth in a Dragon magazine some time in the future.

Subj: Re:Flying Dutchman
Date: 10/18/96 7:36:56 PM
From: MF1234
Posted on: America Online

Go for it, Amaldis. Any information on the Behemoth's origin? How did it meet and serve Lucien?

Subj: Re:Mutiny on the Bounty
Date: 10/18/96 7:39:23 PM
From: MF1234
Posted on: America Online

Pirates should act as Corsairs serving their government. Others are freelance buccaneers. But why would pirates work together. There may be pirate guilds, but the guilds are not an AFL-CIO, except that the leaders of pirate guilds have the same moral stature as anyone in charge of a labor union.

Subj: Re:Flying Dutchman
Date: 10/19/96 12:12:19 AM
From: AMALDIS
Posted on: America Online

The Behemoth does not serve Lucien. Lucien is merely one of the interesting folks swallowed by the Behemoth.

-Amaldis

Subj: Re:Mutiny on the Bounty
Date: 10/19/96 12:20:26 AM
From: AMALDIS
Posted on: America Online

Why would the Merry Pirates work together? They don't. Shineye is merely a stopover port for pirates, a place to spend their ill gotten gain, make repairs, and hire extra men for their ship. The rulers of Shineye tolerate the pirates because of the money they bring into it, and guarantee the safety of ships(originally they did this for altruistic reasons) because it keeps the pirates coming in large numbers(strangely enough, some folks just don't like pirates).

-Amaldis

Subj: Re:Mutiny on the Bounty
Date: 10/19/96 1:48:08 PM
From: TSR Bruce
Posted on: America Online

<<Why would the Merry Pirates work together?>>

Perhaps is there something in Shineye that suggests to visitings pirates it may be in their best interest to work with the locals. I'm not proposing anything like Planescape's Lady of Pain, but perhaps there could be a sort of magical oath forcing pirates in Shineye to follow a few simple rules. It makes things a bit more manageable, without changing the nature of pirates too much. Besides, many types of people fall under the label of pirate. Some are more or less okay people who ended up taking the trade of piracy for various reasons, but aside from that they remain reasonable beings (all things being relative of course). This doesn't always make them psychopathic killers incapable of dealing rationally with peers.

Bruce Heard

Subj: Behemoth's Bellies
Date: 10/19/96 1:55:46 PM
From: TSR Bruce
Posted on: America Online

This behemoth could also have several separate stomachs with different occupants. It could be interesting if the occupants were rivals of sorts (a royal galleon seeking to escape, a pirate coveting the galleon's treasures, undead craving for the evil minds of the pirates, an armored barge of cleric heretics who were trying to evade the royal galleon that eventually pursued them right into the behemoth's mouth, now hunting the undead... etc). I bet that behemoth is going to experience heart burns occasionally. All that exotic food, you know.

Bruce Heard

Subj: Re:Flying Dutchman

Date: 10/19/96 4:36:52 PM
From: TSRO Bilbo
Posted on: America Online

Didn't slade do a module somewhat recently titled "In the Phantom's Wake"? If I remember rightly that was a D&D adventure about a flying ghost ship.

(My apologies if this has already been brought up, I haven't been able to pay as much attention to this thread as I would like.)

-TSRO Bilbo

Subj: Re:Behemoth's Bellies
Date: 10/19/96 4:39:36 PM
From: AMALDIS
Posted on: America Online

Don't forget the fact that the Behemoth has cursed and non-cursed areas in it(from swallowing some stuff from the Savage Coast). The Behemoth is basically a huge dungeon(although with a couple twists) that is slightly reminiscent of Disney's Pinnocchio. There are rival power groups within the creature, each fighting(or cooperating) with each other to obtain some goal. Oddly enough, compasses within the Behemoth all point towards its mouth(the truth is that the Behemoth has a large amount of charged magnetite within the front of its head, and therefore knows which was is north). I am not sure when I'll finish, but would the people here like me to post info(in either this or the Myst folder, or both) on the Behemoth before it gets in Dragon(it might not be accepted), or would you prefer waiting?

-Amaldis

Subj: Re:Mutiny on the Bounty
Date: 10/19/96 4:42:38 PM
From: AMALDIS
Posted on: America Online

Perhaps some weird variation of the curse within Shineye's area makes all those who make a promise forced to keep it, or suffer excruciating pain, blood running out of their eyes, etc... ("What did you say to the merchant? That you are from Alphatia, not Glantri? Oddly enough blood begins to spurt out of your eyes. Please roll a 1d6 to determine number of minutes you are blinded")

-Amaldis

Subj: Re:Flying Dutchman
Date: 10/19/96 6:58:31 PM
From: TSR Bruce
Posted on: America Online

<<Didn't slade do a module somewhat recently titled "In the Phantom's Wake"? If I remember rightly that was a D&D adventure about a flying ghost ship.>>

That's right. If I remember well that was his sole and unique contribution to D&D.

Bruce Heard

Subj: Re:Behemoth's Bellies
Date: 10/19/96 7:00:34 PM
From: TSR Bruce
Posted on: America Online

<<I am not sure when I'll finish, but would the people here like me to post info(in either this or the Myst folder, or both) on the Behemoth before it gets in Dragon(it might not be accepted), or would you prefer waiting?>>

Actually, if it's an adventure, you're probably better off submitting it to the DUNGEON Adventures Magazine instead. Good luck.

Bruce Heard

Subj: Re:Mutiny on the Bounty
Date: 10/19/96 7:06:39 PM
From: TSR Bruce
Posted on: America Online

<<Perhaps some weird variation of the curse within Shineye's area makes all those who make a promise forced to keep it (...)>>

That's one step. Perhaps visitors would have to take an oath upon sailing into the port or entering through the city gates. There would be a few simple rules they would have to abide by. If they broke them, they could lose all possessions they brought into Shineye (ships and cargo in particular), their freedom, or their life depending on the gravity of their deeds. This is one way Shineye would acquire easy wealth. Pirates being not particularly lawful, it would be a great temptation to take an oath and break it inconsiderately.

Bruce Heard

Subj: Hyborian Pirates
Date: 10/19/96 10:39:34 PM
From: Mystaros
Posted on: America Online

For an excellent example of a fantasy pirate setting, I would suggest reading the Conan stories that deal with him in his pirate phase; the Barachan Isles (with the city of Tortage) are perfect for any

SC/KW campaign, especially the Merry Pirates of the Hollow World. The Privateers of Zingara are the epitome of any Savage Baronies pirate. Read especially the novel "Conan the Buccaneer" by de Camp and Carter as well as "The Treasure of Trancos" by Howard himself...

Mystaros

Subj: Re:Behemoth's Bellies
Date: 10/20/96 1:46:53 AM
From: AMALDIS
Posted on: America Online

It's not really an adventure, just a neat area with lots of campaign hooks.

-Amaldis

Subj: Moby Dick
Date: 10/20/96 3:55:06 AM
From: TSR Bruce
Posted on: America Online

And then of course...

The Behemoth has its own nemesis, and giant whale hunter (a storm giant who lost a leg to the behemoth and swore to destroy the monster someday). He exists as a deus ex machina who helps free all these happy people from the behemoth's colossal innards, the royal galleon, the heretical priests, the undead, and the pirates. :)

Bruce Heard

Subj: Re:Moby Dick
Date: 10/20/96 4:08:28 PM
From: TYGHOCK
Posted on: America Online

Could another type of beastie be a huge turtle, believed in legend to carry the world on its back, and worshipped by ancient turtles (but not seen for ages, the colony having moved out to deeper seas to escape growing populations on the coast)?

Its shell is so huge, they say, that when it rests upon the waves, travellers mistake it for an island.....

Subj: Re:Moby Dick
Date: 10/21/96 1:01:20 AM
From: AMALDIS
Posted on: America Online

There is a monster in the Monstrous Manual that fits with that. Originally from the Al-Qadim campaign.

-Amaldis

Subj: Re:Moby Dick
Date: 10/21/96 2:21:32 PM
From: Bargle1066
Posted on: America Online

TYGHOCK,

They exist in Zakhara (Al-Qadim). They could exist here, though. Are you trying to bring turtles back?

BTW, this is MF1234 with a new name. How do you like it?

Thomas Forsyth

Subj: Re:Moby Dick
Date: 10/21/96 4:33:17 PM
From: TYGHOCK
Posted on: America Online

I must confess I don't know any other gamesets by TSR. But I'm not suprized a large turtle made it in there somewhere.

Does such a large sea turtle live on anchovies?? Or just extra cheese?? :)

Subj: Re:Moby Dick
Date: 10/21/96 5:15:14 PM
From: Bargle1066
Posted on: America Online

He prefers extra garlic.

Subj: Doc Livingstone I Presume?
Date: 10/22/96 3:38:09 AM
From: TSR Bruce
Posted on: America Online

Tales of a mysterious Rakasta cleric have reached the royal palace of Bellayne. This cleric, no doubt a talented healer and a sage, has gone off to the strange lands of Davania in search of discoveries and especially medecinal herbs that may be useful for an endemic plague in the Savage Coast. Signs have led the cleric to believe the plague is about to strike again, thus his journey.

Seeking glory and adventure, a famous Bellaynese bard leaves discover the cleric and bring proof of his existence. He hires a group of PCs to accompany him in his expedition. You take it from there. Where does the expedition take them, and what do the PCs discover on their way? How do they get

around the travel limitations imposed by the Savage Coast's curse? (How did the mysterious cleric survive in this regards?) Have fun!

Bruce Heard

Subj: All Things Considered
Date: 10/22/96 3:54:12 AM
From: TSR Bruce
Posted on: America Online

What if a group of eager blue-blooded Bellaynese rakastas decided to go on a private colonizing spree of their own (the Queen does not approve, at least openly that is). Of course, they have no fleet so they would have to hire Texeiran or Vilaverdan ships to support their effort, generously splitting profits with their naval associates, of course. They might be tempted to secure the southern tip of the Arm of the Immortals and build a fortress there -- a Rock of Gibraltar of sorts, or perhaps create a settlement comparable to RW-Singapore. Many people have grown accustomed to the idea that Tangor is Mystara's setting for Oriental Adventures, so that idea isn't too far-fetched. Could be fun!

Bruce Heard

Subj: Maps again...
Date: 10/22/96 4:04:06 AM
From: TYGHOCK
Posted on: America Online

Anybody know a ETA on the hex maps for the Savage Coast?

Not that I'm nagging, mind you..... ;)

Subj: Re:All Things Considered
Date: 10/22/96 7:08:35 AM
From: Bargle1066
Posted on: America Online

I don't see Tangor as an Oriental Land. Tangor strikes me as more an African land. It would be good for colonization. Let's hope these guys are more humane than the RW colonists.

Subj: Re:Doc Livingstone I Presume
Date: 10/22/96 7:11:43 AM
From: Bargle1066
Posted on: America Online

It wouldn't surprise me if they have been running tests on the Red Curse and Cinnabryl. Perhaps there is a special Cinnabryl talisman that has concentrated Red Curse, making it safe for travel outside of Cursed Lands.

Subj: Re:All Things Considered
Date: 10/22/96 6:21:28 PM
From: TSR Bruce
Posted on: America Online

This leads to an opportunity to create an order of rakasta knights whose mission is to defend the new fortress. Unbeknownst to all, there was another reason for these Bellayne adventurers to embark on the expedition. In truth, a mysterious rakasta cleric (a notorious healer and sage now lost somewhere on Davania -- you know who of course) found some fossilized remains imbedded in the rock at the tip of the Arm of the Immortals.

He thought these could be the remains of prehistorical rakastas -- their missing link -- which look like large rakastas with sabretooth fangs. This flies in the face of the concept that rakastas came from Myoshima. The learned people of Bellayne know of the existence of Myoshima, Mystara invisible moon. They also thought that was where their people originally came from -- which is what Myoshimans also believe. This made the Bellayne think they were mere expatriates of the *master race*. The discovery of the fossil tends to prove instead that rakastas first appeared on Mystara, then for some unknown reason resettled on Myoshima thousands of years ago.

The Myoshimans maintain a few spies among Bellayne since that's where it is easiest for their kind to blend in. A spy who joined the expedition accidentally found out about the fossil and the Bellayne thinking, and reported it at once. The Myoshimans really hate the idea. In reality it doesn't matter whether their race came from Mystara or Myoshima, but it remains a question of pride. Both the Myoshimans and the Bellayne show a strange sort of snobism and feelings of self-superiority, and naturally both think they are *better* than the other, and naturally closer to the *true ways* of the original rakasta.

So now we have this fortified colony, with probably some temple protecting whatever fossilized remains there may be, and an order of knights whose goal is to defend the temple and seek *The Truth*. Okay, where else are we going with all this? :)

Bruce Heard

Subj: Re:Doc Livingstone I Presume
Date: 10/22/96 6:38:21 PM
From: TSR Bruce
Posted on: America Online

<<It wouldn't surprise me if they have been running tests on the Red Curse and Cinnabryl. Perhaps there is a special Cinnabryl talisman that has concentrated Red Curse, making it safe for travel outside of Cursed Lands.>>

Hey, what a coincidence!!! Our mysterious rakasta cleric (a notorious healer and sage -- yeah, yeah, we know) found that a few rakastas had been stalking him ever since he left Leominster. His stalkers are a couple of Myoshiman ninjas who are convinced his departure to Davania to seek out medicinal herbs is only a front for another attempt to dig out ancient rakasta fossils. They also suspect the fossils are a fraud, which remains to be proven, depending on where you want your campaign to go.

Instead Monsignor Purringstone (I just couldn't call him Livingstone, couldn't I?) stumbled upon a strange clerical spell in his prayers. The spell provides the ability to duplicate the effects of the curse for several weeks, but only individually. In other words, he can now leave the Cursed regions for an extended period of time, taking with him a five-foot radius piece of the curse. As long as he doesn't run out of cinnabryl, he may go on with his normal life. The spell came from his Immortal patron who decided to come on his side, either to discover the medicinal herbs to fight an upcoming plague, or to help uncover even more clues about the ancient sabretoothed rakastas, as appropriate to your campaign.

Meanwhile, angry Myoshimans order the Theeds river poisoned, *to teach a lesson to these impudent Bellaynese*. The effects of the poison are similar to the plague, naturally. Meanwhile, your PCs step into this little story. I hope they'll enjoy the ramifications! :)

Bruce Heard

Subj: Re:Maps again...
Date: 10/22/96 9:11:35 PM
From: TSR Inc
Posted on: America Online

<<Anybody know a ETA on the hex maps for the Savage Coast? >>

At this time, there is none. I am too busy working on the TSR web site....

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:All Things Considered
Date: 10/22/96 9:19:15 PM
From: AMALDIS
Posted on: America Online

I have always seen Tangor as a wealthy land, far more advanced than most African cultures in the real world middle ages/renaissance. Tangor, while having some odd customs, is mostly a powerful land of traders that more closely resembles the European cultures than the African. Of course I have always had a preference for the Tangor people(both outer and hollow world versions), don't ask me why(because I don't know), so maybe they are far beneath my expectations(I hope not). I tend to associate African cultures of Mystara with pale skinned Neathar of Davania. While the Pearl Islands and the Thanegioth Archipelago resemble(resemble, they are far below the level of sophistication of most MA/Ren. African cultures) African cultures, I attribute that to a mix of isolation, memories of some odd Tangor customs, and contact with Davania(BTW, the Pearl Islands holds a special place among the lands of Mystara for me, not my favorite, but one of them).

-Amaldis

Subj: Re:Doc Livingstone I Presume
Date: 10/22/96 11:24:53 PM
From: Telrathin
Posted on: America Online

I love the idea of a Livingstone/Stanley type adventure, and I think the Savage Coast has the perfect mix of Mystara and technology to create a fantasy setting of this. Another possibility is that instead of bothering with keeping the curse, the PCs could let their powers burn out (unless there's an inheritor in their group) It really wouldn't have much of an effect on the PCs if they let the curse burn out of them, went on an adventure, and came back to suffer the effects of the curse again. Perhaps Livingstone/Purringstone could be living with a band of Phanatons deep within a Davanian jungle, leading to a rainforest romp!

Just a thought,

Tel

Subj: Re:Doc Livingstone I Presume
Date: 10/23/96 1:41:49 AM
From: TSR Bruce
Posted on: America Online

<<Another possibility is that instead of bothering with keeping the curse, the PCs could let their powers burn out (unless there's an inheritor in their group) It really wouldn't have much of an effect on the PCs if they let the curse burn out of them, went on an adventure, and came back to suffer the effects of the curse again.>>

Letting the curse burn itself off does not have much of an effect on PCs... that is of course, other than killing them outright. I don't think that part has changed in the AD&D version of Red Steel. I'll check again but I could have sworn this was still the case.

Bruce Heard

Subj: Purringstone & Old Bones
Date: 10/23/96 1:54:09 AM
From: TSR Bruce
Posted on: America Online

More about Monsignor Purringstone...

While looking for healing herbs or fossils, he could accidentally run into a set of very ancient bones (perhaps that of a prehistorical sabretoothed rakasta of the wokani-demi-lich persuasion), at an abandoned grave. Purringstone could have been attracted to the location by local rumors about these ancient bones and allusions to the very large fangs reported by an earlier explorer. Several knights from that new order created at the tip of the Arm of Immortals (let's call them Brethrens of the Holy Bone) would have accompanied Purringstone on his journey, as body-guards. By the time the PCs arrive with the subsequent expedition, Purringstone and his knights could have already become the victims of the demi-lich *rakastodon*, so could the Myoshiman ninjas stalking them. It has now become their job to defeat the ancient wokani, recover his precious bones, free Purringstone & co. and somehow deal with the ninjas without personally getting in trouble with their distant masters. Sheesh, what a life! :)

Bruce Heard

Subj: Re:All Things Considered
Date: 10/23/96 1:54:55 AM
From: Bargle1066
Posted on: America Online

The Tanagoro greatly resemble RW Africa in its culture. My question is: if the neather live in the tropics, why do they have such pale skin? This should sunburn the neather, in my opinion.

Subj: Re:All Things Considered
Date: 10/23/96 1:56:41 AM
From: TSR Bruce
Posted on: America Online

<<I have always seen Tangor as a wealthy land, far more advanced than most African cultures in the real world middle ages/renaissance. Tangor, while having some odd customs, is mostly a powerful land of traders that more closely resembles the European cultures (...) >>

It seems everyone has a different idea of what/who lies over in Tangor. The folks on the internet have pretty much opted for a far-eastern setting. So far we've heard about an African-inspired setting, and others more like Europeans. Okay, what else then?

Bruce Heard

Subj: Re:All Things Considered
Date: 10/23/96 3:24:21 AM
From: Kaviyd
Posted on: America Online

>>I don't see Tangor as an Oriental Land. Tangor strikes me as more an African land. It would be good for colonization. Let's hope these guys are more humane than the RW colonists.<<

Certainly the southern portions of Tangor should have an African-derived culture. But the Minaean and Jennite regions of north-central Tangor and the "Empire of the Great Khan" from the old Master's set map are definitely candidates for Asian-derived cultures.

Subj: Re:All Things Considered
Date: 10/23/96 2:20:02 PM
From: TSR Bruce
Posted on: America Online

<<Certainly the southern portions of Tangor should have an African-derived culture. But the Minaean and Jennite regions of north-central Tangor and the "Empire of the Great Khan" from the old Master's set map are definitely candidates for Asian-derived cultures.>>

This certainly makes sense. The far northern Tangorians would be more like Inuits. The far eastern Tangorians could infact be demi-ogres, if one assumes the people from Gombat and Suma'a first came from (now on the western coast of the Arm of the Immortals). The central Tangorians would then end up being a mix of all that (African-, Asian, and demi-Ogre-inspired cultures). Neat.

Bruce Heard

Subj: Cool Sea Stuff
Date: 10/23/96 5:53:23 PM
From: TSR Bruce
Posted on: America Online

Announcement:

The latest issue of DRAGON Magazine has articles focussing on spells and magic for sea adventures. These all seem perfect for the Savage Coast. Included is a variant for a Ship-Mage character kit and a spell mix (see Mage on Deck, page 31, by Ted Zuvich). Another article on sea monsters follows, by Greg Detwiler. Finally, an article devoted to sea spells concludes this month's theme (see page 51, Sea Spells by Brian Dunnell). Tell me what you think! :)

Bruce Heard

PS -- also had a look at a poster coming out in a January product devoted to sahuagins. I sat there and stared for 20mn. This is one of the best poster-format game aids I've seen in a long time. That's another accessory that'll work well for the Savage Coast. Watch for it. (More info when the official TSR catalog comes out).

Subj: Re:Maps again...
Date: 10/23/96 7:56:04 PM
From: TYGHOCK
Posted on: America Online

Let me extend an offer. I'm currently planning on doing a lot of maps, including some in conjunction with other on-liners (thanks, Mike :)), for Mystara and Heretic World campaigns. I'd like to give the Savage Coast a chance in our campaigns.

If someone can point me to a place I can buy Modules X6 and X9, as well as get copies of Dungeon Magazine #s 6 and 7, I will produce bitmap color map versions in 8 miles/hex of as much of the Savage Coast as I can. I will even submit these for Canonical blessing (or at least fatigued lukewarm acknowledgement!) prior to posting!

Bruce, Sean, Tortlites and lupin-lovers, help me find these lost and ancient maps, and I'll do my best to turn out a fine product that enhances our gaming. For my credentials, I cite my historical studies (B.A. Princeton), years of map/campaign design in club wargames, my tools, my logic, my very understanding spouse and some samples I sent to other on-liners which they liked.

Anyone out there want to help me here?

- Ken (tyghock)

(PS - for the record, I've got Norworld and a joint project Heldann Freeholds lined up for December. And yes, I have an obsession with the effects of geography on economics, nations and cultures - a pure Braudellian at heart.)

Subj: Skin and RW cultures
Date: 10/23/96 9:35:07 PM
From: AMALDIS
Posted on: America Online

Why do people always assume the yellowish skinned people will be oriental, the brown skinned people African(or Australian), and the pale skinned people Europeans. While I will admit that in my homemade world I have it that way; Mystara does not give me this impression at all. If any continent resembles Africa it is Davania, not Skothar. While that is far too general a statement(Mystara's mix of cultures makes every continent have a wild array of every type of culture imaginable), it does convey a sense of a "lost continent"(such as many novelists have portraided Africa).

-Amaldis

Subj: Re:Maps again...
Date: 10/23/96 10:09:13 PM
From: TSR Bruce
Posted on: America Online

<<Bruce, Sean, Tortlites and lupin-lovers, help me find these lost and ancient maps, and I'll do my best to turn out a fine product that enhances our gaming.>>

Many of these maps already exist (the ones created for Princess Ark and Grimoire). We HAVE these maps. It's just a question of timing for Sean to upload them. No sense in losing patience, it won't go any faster. :)

Bruce Heard

Subj: Re:Maps again...
Date: 10/23/96 10:22:14 PM
From: TYGHOCK
Posted on: America Online

>Many of these maps already exist (the ones created for Princess Ark and Grimoire). We HAVE these maps. It's just a question of timing for Sean to upload them. No sense in losing patience, it won't go any faster. :)<

OK. We'll just put the Savage coast out of mind for awhile and concentrate on points East.....

Subj: Re:Maps again...
Date: 10/23/96 10:35:27 PM
From: TSR Bruce
Posted on: America Online

<<OK. We'll just put the Savage coast out of mind for awhile and concentrate on points East.....>>

You know, there are really cool road maps of the Known World (TM1 and TM2 for Trail Map 1 & 2). So far, no game that I know of has managed to top that format. They have now become rather rare collector items, but hey, should you find one, grab it! :)

Bruce Heard

Subj: Re:Cool Sea Stuff
Date: 10/23/96 10:46:48 PM
From: RJNuttman
Posted on: America Online

<<Sea Spells by Brian Dunnell>>

Gee, Bruce... Does he sell sea spells by the sea shore? ;)

Sorry.... couldn't resist!

Two more kopecs (and probably worth a handfull of change, at that),
--RJN

Subj: Re:Skin and RW cultures
Date: 10/24/96 12:43:05 AM
From: Bargle1066
Posted on: America Online

Skin color is due to evolution, depending on where people came from. Ireland does not have black-skinned natives, and no one hailing from Zanzibar has the skin-tone of a swede. Basically, a climate has a lot to do with culture, in my opinion.

Subj: Rakastodon (Q)

Date: 10/24/96 1:27:42 AM
From: Renardois
Posted on: America Online

Question:

A rakasta a pretty cool. A rakastodon is better. What's even better than a rakastodon?

Subj: Rakastodon (A)
Date: 10/24/96 1:28:45 AM
From: Renardois
Posted on: America Online

Answer:

...why, a VAMPIRE rakastodon of course! (gee, what long, long fangs you have momma). :)

Subj: Re:Maps again...
Date: 10/24/96 1:46:34 AM
From: TYGHOCK
Posted on: America Online

Funny you should say that. The very first encounter I had with Mystara was a map called the Eastern Countries. We were looking for a campaign map for our Renaissance naval games, and the map was a HUGE hit.

We thought the warfare would involve the Isle of Dawn more at first, but as we purchased more Gazetteers, the Thyatian/Guilds conflict over trade came to dominate. Natural curiosity about the world led us to expand our purchases and our development, to the point where all our armies had homes (okay, so the Sind became Persians, the Agautin Clans are Tartars & Incas and the dwarves are Scotsmen ...so sue us). The inclusion of the Savage Coast could add tremendously, because the Western trade wealth is currently only the Serpentine Peninsula and lands South. I'd love to tie in the "Long Lost" colonies Westward as Irendi and Guild trade preserves, subject to possible exploitation by others. This would give the island nations that "New World" angle, like Holland and England, and bolster their wealth - and chances - against their larger neighbors.

Our campaign recommences in February. Hence, my petulant map-nagging :\

Subj: Re:Rakastodon (Q)
Date: 10/24/96 1:49:07 AM
From: TYGHOCK

Posted on: America Online

>A rakasta a pretty cool. A rakastodon is better. What's even better than a rakastodon?<

A rakasta-well-don? ;)

Subj: Re:Doc Livingstone I Presume

Date: 10/24/96 1:49:36 AM

From: Telrathin

Posted on: America Online

>>

Letting the curse burn itself off does not have much of an effect on PCs... that is of course, other than killing them outright. I don't think that part has changed in the AD&D version of Red Steel. I'll check again but I could have sworn this was still the case. <<

I get all my Red Steel information from the Campaign Book, so I think in the conversion it must have changed. When a cursed character exits the haze, all of their legacies "burn out" i.e. are immediately powered for as long as possible and then the character makes a saving throw vs. something. If they pass, they stay conscious but are reduced quite a few hit points. If they fail, they go comatose and will die in a few hours if not treated by healing magic equal to a heal spell, I believe. So all they have to do is make their saving throws, and their characters survive! (I love the random factor :> ...)

Tel

Subj: Re:Maps again...

Date: 10/24/96 3:15:46 AM

From: TSR Bruce

Posted on: America Online

<<The inclusion of the Savage Coast could add tremendously, because the Western trade wealth is currently only the Serpentine Peninsula and lands South. I'd love to tie in the "Long Lost" colonies Westward as Irendi and Guild trade preserves, subject to possible exploitation by others.>>

Indeed. It's too bad the way Savage Coast was developed implied a long and narrow coastal stretch that is nothing like what TM1 and TM2 look like when they are assembled. Once cobbled together, all the maps originally printed in DRAGON for the Princess Ark look like a patchwork of satellite photos taped one after the other. It's great if you travel east-west. It truly sucks if you want to head north. For what you enjoy doing (big wars it seems), the area and shape of the Known World remains far more convenient. On the other hand as far as SC is concerned, it is a logical progression for exploration: first you do the coasts, then you sail up the major rivers, then you fill out the rest of the territory. I would hate to complete the remainder of the exploration process too hastily since this would lead to the style of campaign building that lies closer to FR (lots of surface used, large kingdoms, but little detail per square mile). I am European-born & raised, and my way of designing

campaign worlds is thoroughly European (few big kingdoms, lots of tiny principalities, and many, many more quaint, little places everywhere). Oh well! :)

Bruce Heard

Subj: Re:Doc Livingstone I Presume
Date: 10/24/96 3:19:45 AM
From: TSR Bruce
Posted on: America Online

<<So all they have to do is make their saving throws, and their characters survive!>>

OK. That kinda bothers me though. It makes it very easy for upper level characters to break free of the curse. On the other hand, if an NPC managed to extend his/her existence beyond his/her natural life span through the use of legacies, that NPC would die instantly.

Bruce Heard

Subj: Re:Rakastodon (Q)
Date: 10/24/96 3:29:32 AM
From: Bargle1066
Posted on: America Online

I prefer my rakastodon ultra-rare.

Subj: Re:Maps again...
Date: 10/24/96 3:31:27 AM
From: Bargle1066
Posted on: America Online

Where in Europe, Bruce. I'd like to say French.

Subj: Re:Rakastodon (Q)
Date: 10/24/96 3:40:09 AM
From: TSR Bruce
Posted on: America Online

Rakastodon on a stick? (Me hungry ogro-erectus. Yum)

Bruce Heard

Subj: Re:Maps again...
Date: 10/24/96 3:56:37 AM

From: TSR Bruce
Posted on: America Online

<<Where in Europe, Bruce. I'd like to say French.>>

I was born and raised in Nice, France, a city on the Mediterranean, a few miles from the Principality of Monaco and the border with Italy.

Historical Summary: The place was founded by ancient Greek traders who called it Nikaia, as a trading post. It later became a Roman province (Nicea). During the dark ages it kinda switched around following events of the time, become a Wisigoth holding for some time. Then the County of Nice became part of the House of Savoie in 1388, just under Burgundy, and later part of the Kingdom of Piedmonte (Italy, who called the city of Nizza by then). Eventually, after Napoleon Bonaparte conquered the area, the people of Nice voted in a referendum about which country they wanted to belong to (1860's). The locals used a patois (a dialect somewhere between Italian, French, and Provençal which was spoken within a radius of no more than 50 miles -- they called their city Nissa). They chose France, and remained French since. Nice is the native home of Marechal Massena (trivia for you Napoleonic freaks out there), whose mansion stands two blocks from where I lived. It now is a museum. Nuff said! :)

Bruce Heard

Subj: Common Tongue
Date: 10/24/96 4:21:21 AM
From: Kaviyd
Posted on: America Online

>>In the TSR worlds even peasants are able to speak the common tongue, and they consider it their native language. It doesn't make much sense(in fact it makes no sense), but it lets PCs talk to everyone in a large area(and therefore makes the world more adventurer friendly).<<

This is actually a follow-up to a posting to the Mystara folder, but it applies just as well here as there (and this folder will still accept postings, unlike the other).

My interpretation of a "Common" language in my Mystara campaign has been that "Common" (Thyatian in eastern Brun, Slag in western Brun, Neathar in the Hollow World, etc.) is the most common second language. All adventurers and "educated folk" and most merchants and nobles speak it, but common folk who do not have regular contact with foreigners do not. The end result is that players who know the local "Common" language can generally get around, but they may find a few people whom they cannot deal with.

Also, resorting to "Common" to speak to somebody may cause mildly negative reactions -- the other person is likely to assume that you are a greedy merchant or an aggressive imperialist; in any event, you are clearly a foreigner who cannot be trusted. Just because the Thyatian culture (for example) is dominant in certain parts of Mystara does not mean that anybody particularly likes Thyatis....

Subj: Davania/ TG Archipelago
Date: 10/24/96 6:00:36 AM
From: TYGHOCK
Posted on: America Online

Has anyone ever done any expansion on the Southern lands called Davania? I have maps from the Champions of Mystara, one which includes the cities of Castelios and Garganin. Currently, I just note them as mysterious cities with trading outposts controlled by Ierendi and M. Guild merchants. Thyatian fleets never got there during the South Trade War (glub, glub...).

Forgive me if this is an ignorant or obvious question ... I obviously haven't read my quota of Dragons or Dungeons mags (though with all these tidbits I keep getting told about, perhaps I should start).

Also, which map has the Thanegoth Archipelago on it? Again, I just used it as the secret base for Guild shipping to the SouthEast.

Subj: Re:Maps again...
Date: 10/24/96 2:23:03 PM
From: TSR Bruce
Posted on: America Online

<<Nice, eh? Bonne. Le chateau occupe une place strategiquement importante pres de Italie (en la Guerre 1500, 1680, 1708, etc.), non?>>

Meaning -- *Cool. The castle holds an important strategic spot near Italy (at war in 1500, 1680, 1708, etc), no?* Indeed.

There is a number of castles in the area. The oldest sat on top of the hill that dominates the port of Nice. The side of the hill facing the sea and overlooking the port forms an impressive vertical cliff. This castle was ordered razed by Louis XIV shortly after its capture (if I remember well enough my history of Nice). Its ruins have been turned into a neat park.

There's another castle built on the mountain on the other side of the port (Mt Alban) which commands not only the access to the port and old city, but also to the Bay of Villefranche on the other side of the mountain. Villefranche also is small port, but it has the advantage of opening into a very deep water bay (back in the 60's and 70's Villefranche was an American naval base, complete with a PX). The fortress of Mt Alban was build by famous builder Marechal Vauban, who specialized in building fortifications for Louis XIV (other examples are Namur 1692, and Lille 1667). Mt Alban is a typical example of the century's fortification techniques. Vauban also built another fortification at sea level, in Villefranche itself. (etc)

Bruce Heard

PS. Next, I'll give you a little tour of the Principality of Monaco & Monte-Carlo. It's history has some interesting features. Some of this can be used as inspirational source for the small colonies in the Savage Coast.

Subj: Re:Maps again...
Date: 10/24/96 2:44:16 PM
From: Bargle1066
Posted on: America Online

Monte-Carlo would be great in the Savage Coast. Put it in the lupin Louisiana. Let's hope it does better than Harrah's. FYI, Harrah's was supposed to be the largest land-based casino in the world. Last year, it declared Ch.11 and made a whole lot of demands for it to be revived. Govenor Foster told them where they could stick those demands. Good thing, too!

Subj: Re:Maps again...
Date: 10/24/96 5:30:08 PM
From: TSR Bruce
Posted on: America Online

<<Monte-Carlo would be great in the Savage Coast. Put it in the lupin Louisiana.>>

Actually, if you want to preserve the feel of RW Monte-Carlo terrain and climate, you'd have to find a place stuck between steep mountain slopes and the sea. Savage Coast isn't generously purveyed in the Mountain dept. unfortunately. The only terrain that comes close to RW Monte-Carlo would have to be somewhere on the coast, between Hule and Slagovich. Too bad this was already mapped earlier (will have to use one of the already existing town there). The Arm of the Immortals is the next best geographical choice, but it's just too remote from civilization.

Bruce Heard

Subj: Re:Rakastodon (Q)
Date: 10/24/96 5:40:13 PM
From: TSR Bruce
Posted on: America Online

Actually, I still think that the demi-lich rakastodon is the best of the best. Just picture this: two big, disembodied fangs floating in the air. Above them, two glowing gems for the eyes! It looks like a set of undead semi-colons ;;

Bruce Heard :P

Subj: Re:Maps again...
Date: 10/24/96 5:47:59 PM
From: TSR Bruce
Posted on: America Online

<<The locals used a patois (a dialect somewhere between Italian, French, and Provençal which was spoken within a radius of no more than 50 miles)>>

Actually, their patois did not even extend this far now that I think of it. The border with Italy is a mere 20 miles away -- and of course Italian is spoken there. On the west side of Nice, the patois extends maybe to the next few towns (that's about 20-30, miles tops). And in the northern hills there used to be little more than shepherds, and it quickly turns into high mountains beyond that (the Alps). So, this local patois covers far less than a 50 mile radius.

Bruce Heard

Subj: Re:Maps again...
Date: 10/24/96 9:00:45 PM
From: TYGHOCK
Posted on: America Online

I know of four historical references for Nice. In 1538, the Valois and Hapsburgs signed a truce there, which the French broke the moment it became convenient.

In 1543, Barbarossa, son of the original corsair pirate Barbarossa, made an unholy alliance with the French, and attacked Savoy. After taking several towns they attacked Nice. The garrison put up a great defense, had to quit the town, but retired defiantly to the citadel. Upon rumors of Austrian relief, the attackers retreated, but Barbarossa was so miffed at the attitudes of his French allies that he burned the city. The French were horrified, but only because they worried about Western public opinion.

In the 1680's, you referred to the razing incident by Louis XIV.

Finally, in the War of the Spanish Succession (1702-1715), while Marlborough was winning his great battles in the Spanish Netherlands, Savoy was constantly at war, with France usually getting the upper hand on Prince Eugene of Austria.

So I think small states add immeasurably to campaigns, and I too like that "European" model.

Subj: Re:Common Tongue
Date: 10/24/96 9:11:47 PM
From: AMALDIS
Posted on: America Online

When I said that the peasants know the language, I meant that the peasants, in a land that speaks common, know the language and considers it their own. Thyatian is the primary language of: Five Shires and Darokin (in the form of the Darokinian dialect), Karamaikos, Oceansend, parts of the Heldannic Territories, Thyatis and colonies, Glantri, and the Savage Coast (in dialect form). Sorry for being unclear. Mystara's version of the Common Tongue, while not making sense, makes a lot more sense than FR's common tongue (all of Faerun, save Chult, Calimshan, Mulhorand, Unther, and maybe one or two other countries, speak Common).

-Amaldis

Subj: Re:Maps again...
Date: 10/24/96 10:08:21 PM

From: TSR Bruce
Posted on: America Online

<<I know of four historical references for Nice. (...)>>

<<<<COOL!>>>> More historical stuff about my home town! Thanks! :D

Bruce Heard

Subj: Marlborough
Date: 10/24/96 10:09:18 PM
From: Bargle1066
Posted on: America Online

I guess Marlborough was smoking those battles, eh! TYGHOCK

Subj: Re:Maps again...
Date: 10/24/96 10:15:24 PM
From: TSR Bruce
Posted on: America Online

<<So I think small states add immeasurably to campaigns, and I too like that "European" model. >>

Very true. All these little historical tidbits provide a wonderful source of ideas on adding color and depth to your campaign world. I know this isn't exactly Savage Coast-related at this point, but would anyone be interested in looking up interesting pieces of history on existing principalities or towns and posting them here? For example -- Andorra, Lichtenstein, Luxembourg, San Marino, the Vatican (etc) could all have historical anecdotes about their people or their rulers that could find new roots on the Savage Coast (or Mystara). Any volunteers for Fredonia? :)

Bruce Heard

Subj: Re: Marlborough
Date: 10/24/96 10:27:05 PM
From: TSR Bruce
Posted on: America Online

The funny thing about Marlborough (in France) is that he was so universally disliked by the French at the time that a composer wrote a child's tune about him. It's called "Malbrousse s'en va-t'en Guerre!" (Marlborough goes off to War). It was demeaning to him of course. Note the way the French spelled his name BTW. It remained a very popular song among kids even today, even though most have absolutely no idea to whom the song really refers and why.

Bruce Heard

Subj: Re:Maps again...
Date: 10/24/96 11:25:13 PM
From: TYGHOCK
Posted on: America Online

She: I hear you're the greatest statesman in all Fredonia....

He: Well, that covers a lot of ground...say, you cover a lot of ground yourself. I hear they're going to tear you down and put up an apartment building (roll eyebrows, wiggle cigar).

I'll put my mind to work and see if I can come up with any interesting angles on economics in the Savage Coast (speculation, of course). It would tie into our pirate themes, as well as help me eventually integrate Mystara.

Subj: Principalities
Date: 10/25/96 12:42:55 AM
From: TSR Bruce
Posted on: America Online

About the Principality of Monaco -- a few words on its history:

The Rock of Monaco has been known from the days of antiquity as one of the major places of the cult of Hercules. However, it really entered into history at the beginning of the 13th century, 1215, when the Republic of Genoa decided to have a fortress built there, and to establish a colony.

At that time, in Genoa, four important families were contending for the honors and dangers of power: on the Ghibelline side, the Dorias and the Spinolas, and on the Guelph side, the Fieschis and the Grimaldis.

Toward the end of the century, the members of the Grimaldi family left their city following an insurrection and sought refuge in Provence (south of France). It was from there that Francois Grimaldi (nicknamed "Malizia") departed one day in January 1297 to attempt a surprise attack against the fortress of Monaco which was under the rule of the Genoese.

Disguised as a monk, he landed close to the peninsula and when night fell, he presented himself alone at the castle's entrance. Since his attire had not aroused the guards' suspicion, he succeeded in persuading them to open the gate. Hardly had he entered the castle, he threw off the habit which hid his sword and, followed by his men who had flocked to his aid, he penetrated the fortress and seized it by force.

This is no Hollywood version, guys. It's a true story!

The Grimaldis held Monaco since then. The Principality is an enclave within southeastern France. France recognized the sovereignty of the Grimadis in... 1512! In 1865 the principality made a series of agreements with France which allowed the two countries to effectively remove formal borders between the two nations (no customs to pass for example) and to use French currency in Monaco. Actually, some of the coins are minted locally in the Prince's effigy, but they are otherwise identical to the French Francs and are often used in neighboring French towns. Monte-Carlo is a section of the Principality (the part that has the famous casinos).

Monaco is less than a square mile and has some 25,000 inhabitants. If you follow the streets uphill you eventually end up... in France, in the little town of Beausoleil which forms the northern

section of the city. Beyond rise the very steep mountains surrounding the principality. The palace of the Grimaldis and the old town are located in the citadel, on top of the Rock of Monaco which dominates the rest of the city. It is also where the Cousteau Museum was built, right at the edge of the rock, above the sea. The view from up there is just breathtaking. If you ever have a chance to visit this region of Europe, don't miss it. It's worth the trip!

I hope this gives you an idea of what this principality looks/feels like, and perhaps some ideas on creating a fantasy version elsewhere! :)

Bruce Heard

PS -- Obscure trivia -- a person living in Monaco is called a Monegasque (pronounced monaygask).

Subj: Re:Maps again...

Date: 10/25/96 3:21:41 AM

From: Nellisir

Posted on: America Online

<< For example -- Andorra, Lichtenstein, Luxembourg, San Marino, the Vatican (etc) could all have historical anecdotes about their people or their rulers that could find new roots on the Savage Coast (or Mystara). Any volunteers for Fredonia? :)>>

I don't know about Fredonia, but I did a report on Andorra decades ago (well, at least one decade, plus a few..)

I remember -- Andorra is one of the oldest countries in Europe -- 1300's I believe. Maybe 1200's.

It is ruled by a French bishop and a Spanish governor -- or vice-versa. Or something like that.

It's very small.

As of 1970's the only road open all year round from the "outside world" to Andorra came from France.

The natives speak a rather unique mixture of Spanish and French.

Nell...The And Your Ear...

PS. I could be wrong. :)

Subj: Red Steel/Hule

Date: 10/25/96 3:44:47 AM

From: TYGHOCK

Posted on: America Online

Hey, I might actually go out and buy Red Steel now (all I have is the Savage Baronies). Are there any Dragon articles/modules/etc. with more info on Hule?

I have downloaded the map already. Thanks.

Subj: Re:Red Steel/Hule
Date: 10/25/96 4:07:07 AM
From: TSR Bruce
Posted on: America Online

<<Hey, I might actually go out and buy Red Steel now (all I have is the Savage Baronies). Are there any Dragon articles/modules/etc. with more info on Hule?>>

Um, yup. There are about two years-worth of Princess Ark articles in DRAGON Magazine devoted to the Savage Coast (complete with color maps, man!). Check issues #180-200, more or less. The whole series lasted roughly three years (the last articles came in issue #200). Good hunting! :)

Bruce Heard

PS -- And don't forget the free uploads on AOL TSR's Files of the Month (offering so far an update of the Savage Coast campaign setting, the Monstrous Compendium, some art, and coming up at the 11th hour of November the Orc's Head accessory). Get your modem ready.

Subj: Savage Coast MC
Date: 10/25/96 4:08:46 AM
From: TSR Bruce
Posted on: America Online

A few hundred people have downloaded the SC MC files so far. Anyone has any new comments?

Bruce Heard

Subj: Post Trends
Date: 10/25/96 4:53:15 AM
From: TSR Bruce
Posted on: America Online

It seems very few comments were made on the latest series of posts. I know there are lurkers out there reading this stuff. I'd like to know if this latest trend of posts in this folder is useful to you or not. A nod or a shrug would help here. Thanks! :)

Bruce Heard

Subj: Re:Post Trends
Date: 10/25/96 9:59:17 PM
From: AMALDIS
Posted on: America Online

I'm not exactly a lurker, but the only SC lurkers I know of are TSR employees and posters in Mystara. I have talked to lots of people in TSR Live who like the Savage Coast but don't know about the folders, and usually don't care even if they do know.

-Amaldis

Subj: Re:Post Trends
Date: 10/26/96 2:02:12 AM
From: Hollicar
Posted on: America Online

>>>It seems very few comments were made on the latest series of posts. I know there are lurkers out there reading this stuff. I'd like to know if this latest trend of posts in this folder is useful to you or not. A nod or a shrug would help here. Thanks! :) <<<

I'm a lurker who's coming out of the shadows (starting to post more) and have enjoyed the recent posts. My campaign will have a fair amount of "real world" feel to it so the posts about the historical cities/sites are very interesting.

To this end, I compiled some WWW bookmarks a while ago that dealt with maritime history and some text "walk throughs" of historical sites. As soon as these bookmarks are validated to make sure the sites are still open I'll post them here as more reference material.

-Hollicar

Subj: Re:Post Trends
Date: 10/26/96 4:20:21 AM
From: TYGHOCK
Posted on: America Online

>My campaign will have a fair amount of "real world" feel to it so the posts about the historical cities/sites are very interesting.<

Excellent, Hollicar! Welcome to the folder! Even though we've gone totally RW in our Heretic World wargame scenario, I do enjoy even the fantasy side of the discussions...really, even when I don't understand them! (Hey, some of my best friends are wizards....).

I've done a lot of research in Medit. Sea / Lepanto era, Venice vs. the Turk, and this info could be real applicable to SC. The only thing that's kept me from posting scenario ideas in full is I don't know the first thing about including magic in a campaign. If I ever played a wizard, my level would be in the negative numbers.

Please, share your ideas with us..... :)

Subj: Re:Post Trends
Date: 10/26/96 4:19:24 PM
From: RJNuttman
Posted on: America Online

Okay, okay... so I'm a lurker! I admit it!!

The past few weeks' postings have been great for me in terms of giving me something to think about, and feeding "plot ideas" into my head for future adventures. Unfortunately, with school and a couple of jobs, I really don't have time to exercise any of this information, or to think too deeply on my own campaign and where it's going....

Those darned pesky term papers and all that reading for classes get in the way.

However, the idea that I have in mind for a campaign that I'm going to resurrect over the winter and summer breaks will bridge the gap between the Known World and the Savage Coast. So particularly, the discussion of bringing Cursed players away from the Lands of Red Steel has been really helpful.

Also... all this neat historical stuff that's being "dug up" is really useful, too. I have this nasty habit of liking to know things just to know them, and history has always been a weak point. Thanks guys, and I'll toss in my few kopecs when I've got a spare moment to breathe!

And thank you, Bruce, for taking such an avid and lively interest in what's going on here in cyberia and helping us to keep Mystara alive.

RJNuttman

Subj: Map Fragments

Date: 10/27/96 4:14:06 AM

From: TYGHOCK

Posted on: America Online

OK, so it was a dumb question. I went and looked up (and \$pent on) old Dragon magazines, finding maps for the Savage Coast in #s 171 thru 180, the Coat of arms in 181, more maps in 182-186, and then I couldn't find any magazines until 192 and 196. I'm also missing 173,174, 182 and 184.

The tiny but detailed 8m/hex maps cover the coast from Slagovitch to the Dark Jungle, including Bellayne, Robrenn, Herath, Ator, Nimmur and someplace called Wallara (Cor, Brucie, 'n' G'Day!).

Now I know what a Lupin is. But Saint Rolston as the patron of food? How much sugar did you ingest during THAT sunrise writing session? I guess St. Purina would have been too obvious.....

But yes, the maps are out there, so I'd like to first apologise for wanting to impatiently re-invent the wheel, and second to let you know what I've found. Next post I'll detail what map fragment is in which Dragon, plus what info is contained in it (but next you'll probably tell me THAT's been done, too ...).

Now I've got to work Red Steel into a RW campaign setting...let's see, the land has a poison, which can be cured by taking an addictive narcotic, which once used its waste product can be added to the forging process to strengthen steel.....

Subj: Re:Savage Coast MC

Date: 10/27/96 6:41:33 AM

From: Kaviyd

Posted on: America Online

>>A few hundred people have downloaded the SC MC files so far. Anyone has any new comments?<<

In case I never got around to posting my original comments (as I seem to be under some sort of a curse this month) -- I loved them! Especially when I was able to get the non-RTF version of the files, which my computer seems to like a lot better.

Long live Mystara!

Subj: Map Parts in Dragon
Date: 10/27/96 7:40:24 PM
From: TYGHOCK
Posted on: America Online

Here's the list of articles/maps I could find in the Dragon (note they don't include any changes from The Savage Baronies boxed set):

171 - Slagovitch, a discussion of Cinnabryl, map from Kastr s. of Slagovitch to Raska. Includes Hojah and Zvornik.

172 - More on Cinnabryl effects, map from Raska to mid-Gulf of Hule, Includes Zagora, Nova Svoga, and Hule's access to the sea.

175 - SC description of almarron, Gargona, Guadalante, Saragon, rules for a rapier, map from Guadalimas marshes to La Pampa Calavera. Includes Narvaez, Gargona, Almarron, & Saragon.

176 - A Western adventure in Smokestone, info on Cimarron, a six-shooter table, map from the Claw inlet to Camel Hump, including Cimarron, southern Guadalante, El Grande Carrascal, Bushwack Prairie, La Pampa Rica and the Badlands.

177 - Info on Robrenn, map from Camel Hump to Village of Cadurcis, includes Robrenn, Turtle country (yeah!), Bastiao Das Tartarugas, & the Lands of Cassivelonis, Carnax & Pyctis.

178 - Eusdria, map from edge of Robrenn to Eastern Protectorada Da Presa, including the Eastern Turtle Tribeland (yeah!).

179 - Renardie, including the Lupin pantheon (Lupins? But we haven't got any lupins...). Map from Dunwick to not quite Western Renardie, including Turtle Tribelands (yeah) and the rest of the P. da Presa.

Still looking for #'s 173 and 174. More info on next post.....

Subj: Map Parts Pt. 2
Date: 10/27/96 7:42:43 PM
From: TYGHOCK
Posted on: America Online

Further map info from Dragon magazines (continued from previous post):

180 - Description of life after death and undeath, map from West portion of renardie to Rocha dos Gatos, including K. of Bellayne.

181 - Description of the Kingdom of Bellayne, no map, but Coat of Arms for SC, info on Raskastas, lupins and war claw effectiveness.

183 - Info on Herath, including patrons, map from Rocha dos Gatos to Gorgoth, including Terra Leoca, and Estern Herath.

185 - Info on the Squamous Kingdoms (?), Shazak, the city of AhÖroog, K. of Ator, K. of Cay, city of TuÖeth, their patron Immortals and creating a Squamous. Map has all of Ator, NW of Herath, Western Shazak and Southern Cay, plus Trident Bay.

186 - The Land of Wallara (GÖday, Mate!), Chameleon & Medicine men, boomerang tables & Immortals. Map from N. Herath, Eastern Forbidden Highlands, & most of Wallara plus some Wallaroo grasslands.

192 - Nimmur info, plus man-scorpion stuff. Map of Nimmur, including Western Forbidden Highlands, Porto Escorpiao, some of the Wind Flats and the Southern part of Land of Jibaru.

196 - Orcs of the Dark Jungle. Map is only 24miles/hex. But an 8 mile/hex inset includes Snapper Island

Still looking for #Ös 182, 184, 187 through 191, 193 through 195, and 197 through 200. Anyone with additional info or corrections please comment. I hope this helps!

Subj: Re:Map Parts Pt. 2
Date: 10/28/96 4:03:20 AM
From: Bargle1066
Posted on: America Online

Check Dragon on-line.

Subj: Re: WWW Sites
Date: 10/28/96 6:52:41 PM
From: TSR Bruce
Posted on: America Online

<<To this end, I compiled some WWW bookmarks a while ago that dealt with maritime history and some text "walk throughs" of historical sites. As soon as these bookmarks are validated to make sure the sites are still open I'll post them here as more reference material.>>

Yes, that would offer invaluable help in tracking down historical data. I'm definitely interested. Thanks! :)

Bruce Heard

Subj: Re:Posting Ideas
Date: 10/28/96 6:56:29 PM
From: TSR Bruce
Posted on: America Online

<<The only thing that's kept me from posting scenario ideas in full is I don't know the first thing about including magic in a campaign.>>

Don't let that stop you TYGHOK. Post your ideas, and we'll do our best to rip them apart! (We do this at work all the time -- kinda keeps everyone a bit more humble). No seriously, please do. Then we'll try to add the magical thing as appropriate. It's not as hard as you think (hmm, someone might quote me on this). :)

Bruce Heard

Subj: Re:Map Parts Pt. 2
Date: 10/28/96 7:03:37 PM
From: TSR Bruce
Posted on: America Online

<<196 - Orcs of the Dark Jungle. Map is only 24miles/hex. But an 8 mile/hex inset includes Snapper Island

Still looking for #s 182, 184, 187 through 191, 193 through 195, and 197 through 200. Anyone with additional info or corrections please comment. I hope this helps!>>

Boy, you've been busy! I think the maps provided in issue #196 were the last until issue #200. The latter might be difficult to locate. It was a special issue with a foil hologram on the front cover. Grab it if you find it. That one has a map covering a portion of the Arm of the Immortals (the Kingdom of Um-Shedu and of the Ee'aar -- winged minotaurs and winged elves). Otherwise, the maps in the earlier issues cover only coastal portions of the Savage Coast. So if you have the maps connecting from Slagovich to the Wallaras, then you have all of them.

Bruce Heard

Subj: Principalities
Date: 10/28/96 7:08:56 PM
From: TSR Bruce
Posted on: America Online

Okay -- thanks for the popular demand!

I gathered some info about the few places I mentioned earlier and will post these on a regular basis. The next on my list is RW-Luxembourg (at the crossroads between Belgium, France, and Germany). I should be able to post that one either today or tomorrow. Please feel free to add historical anecdotes should you find any and ideas where fantasy versions of these places could be located in the Savage Coast or Mystara/Known World.

Bruce Heard

Subj: ZZZZZZZZZZZZ.....
Date: 10/30/96 3:12:37 PM

From: Qamlynch
Posted on: America Online

Everyone asleep? Where are the lurker postings (like me?)....

Subj: Re:ZZZZZZZZZZZZZZZZZZZZ.....
Date: 10/30/96 10:13:49 PM
From: TSR Bruce
Posted on: America Online

<<Everyone asleep? Where are the lurker postings (like me?)....>>

Hello Mr Lurker! Did you have any constructive comments about the earlier posts which were addressed to you? This folder might be a bit more lively if more of you lurkers would participate a little. Thanks!

Bruce Heard

Subj: Principalities
Date: 10/30/96 10:15:07 PM
From: TSR Bruce
Posted on: America Online

Continuing the thread -- A few things about RW-Luxembourg

When the Romans colonized the region in about 50BC it was inhabited by Celtic peoples. Some 450 years later, the region became part of the Frankish kingdom of Austrasia. Originally called *Lucilinburhuc*, or Little Fortress, Luxembourg became a county within the Holy Roman Empire in 963. In the 14th Century the Count of Luxembourg (1269-1313) became Holy Roman Emperor as Henry VII.

Charles VII (1355-1378) then succeeds him, continuing the imperial dynasty of Luxembourg, followed by Venceslas II (1308-1400) and Sigismund (1410-1437). [[The dates seem strange but I couldn't find better references. Anyone??]] In 1354 Luxembourg is established as an independent duchy. In 1437, the imperial branch is extinct.

Now buckle your seat-belts. In 1443 the duchy falls under the control of Burgundy. In 1506 Luxembourg passes to the rulers of Spain. In 1684 it reverts to French control, then back to Spain 1698. In 1714 Luxembourg returns to the domination of the Austrian Habsburg. It goes on to survive under the rule of revolutionary France, but with the fall of Napoleon in 1814, it settles under the control of the Dutch king William I (1772-1843).

But wait! After surviving all this, a revolt in 1830 splits the Luxembourg into the French-speaking Belgian province of Luxembourg (in the Ardennes) and the smaller Grand Duchy, centering on the capital under William I. In 1867, the Grand Duchy is finally given to the House of Nassau who remains in power today. It is an independent and neutral nation at this point. After WWII, Luxembourg drops its neutrality (which the Germans had violated twice since) and eventually becomes a member of NATO.

Luxembourg lies at the corner of France, Germany, and Belgium. It is just under 1,000 sq. miles with about 400,000 inhabitant and an army of 800. Official languages are French, German, and a local German dialect called Letzeburgesch. Contrary to Monaco (see earlier post), Luxembourg and most of the principalities that I plan on listing in this folder have had many different lieges in their history. Tends to make things more colorful, doesn't it? :)

Bruce Heard

Subj: Re:Principalities
Date: 11/1/96 4:16:13 AM
From: AMALDIS
Posted on: America Online

Indeed, conquest and the changing national borders greatly define a nation's culture and attitude towards others. A country like Russia, which continually was invaded from the West, will naturally try to expand to create a buffer area to protect itself; a country like Britain, which was well protected by its navy, had more leeway, and yet was still dynamic due to its positioning at the crossroads between the Atlantic and the North Sea.

-Amaldis

Subj: Re:Principalities
Date: 11/1/96 2:57:09 PM
From: TYGHOCK
Posted on: America Online

Agreed. And this is why the Minrothad Guilds and Irendi hold such promise for including the Savage Coast into our Mystaran world. The Guilds may seem close to Thyatis, but how far across are the Straights of Dover, hmmm? A strong navy kept England safe if always concerned. That same navy, plus the dependancy on naval commerce, plus the geographic position, led England to colonize a new world. The SC holds all those possibilities - including the possibility that, should the SC prove profitable, Thyatis and others will fight for a piece of the action! I guess the one difference would be that, rather than unexplored by Known World Mystarans, this SC would have colonies originated from KW cultures, but cut off for so long that they have developed cultures of their own. Navaraez excepted, none of these Baronies are going to feel more than a remote kinship with the traders (and maybe other colonists?) from the East.

Unless Hule is getting the upper hand in a war, in which case Eastern assistance may be of considerable value (Hegnst and Horsa & the new Saxons, anyone?).

Ahh, the possibilities history provides.....

Subj: Re:Principalities
Date: 11/1/96 4:40:13 PM
From: TSR Bruce
Posted on: America Online

<< A country like Russia, which continually was invaded from the West, will naturally try to expand to create a buffer area to protect itself; ... >>

Oh, I think we can also throw in eastern invaders too. If you consider the sheer size of the Russian territory lying east of Moscow, it remains the biggest buffer against invasion yet! Personally, I prefer my Russians a la *Tartar*. :P

Bruce Heard

Subj: Re:Principalities
Date: 11/1/96 4:48:55 PM
From: TSR Bruce
Posted on: America Online

<<The SC holds all those possibilities - including the possibility that, should the SC prove profitable, Thyatis and others will fight for a piece of the action!>>

Sure. It makes no doubt to me that at some point the most powerful naval powers of the Known World will want a piece of the Savage Coast. To outsiders this distant land may appear as a wild flower indeed, but it has thorns. The nations of the Savage Coast, although smaller and less populated than their Known World counterparts, are well established both politically and militarily. Inhabitants do identify with their nations, some more fiercely than others -- as Hule once found out. DM-allowing, firearms and cinnabryl nevertheless remain on the side of the Savage Coast. Plus, the Savage Coast still bears its curse, which complicates any kind of meaningful Known World involvement.

Bruce Heard

Subj: Xbows & guns, pt. 1
Date: 11/2/96 3:52:29 AM
From: TYGHOCK
Posted on: America Online

You may be sorry you asked in the Mystara folder, but here's a comparison of Renaissance usage of Crossbows and guns.

The crossbow came in two types, the Latch and the Crannequin.

The Latch crossbow used a single lever, depressed by arm strength, to pull back the bowstring and slip it into its holding notch. The action is much like loading your stapler! Of course, any crossbow which could be loaded by such manpower had less penetrating power. The latch crossbow was both shorter and less powerful than the crannequin, and was used mostly by skirmishing cavalry (easy to do on horseback) and Eastern armies. It could be fired one handed - again an advantage while mounted.

The Crannequin crossbow was named for an elaborate but small device which attached to the back of the bow when loading. To load, the user pointed the bow to the ground, often stepping into a foothold built into the front of the bow, resembling a stirrup! He then attached the crannequin to

the back of the bow. The crannequin was a small squarish device filled with gears and a crank handle and trailing a strong line with a hook. Attaching the line to the bowstring, quarrel in his teeth, he held the bow with one hand while cranking the handle with the other (or sometimes two handed) to draw the bowstring to the notch. Once in place, the crannequin was popped off, the quarrel placed in the firing groove, and the crossbow raised and fired.

Because of this technology, the crossbow was used extensively in sieges and ahead of the battleline prior to the clash of knights. The parallels to later artillery use are obvious. Often the Bowman had a large shield as tall as himself, called a mantlet, which he would prop up in front of him while reloading. The mantlet largely disappeared by 1500.

This crossbow had great penetrating power, but was heavy and much slower to fire. It could both outdistance and outpenetrate the longbow (sorry, my British friends, but your national egos aside, it's the truth!). The longbow fired faster, hence its reputation as the better weapon.

The crossbow was banned by Popes as unholy (it could knock off the heaviest armored knight at a distance), but was OK to use against infidels! Nobody paid attention to the ban. Crossbows fired quarrels, not arrows; quarrels had leather feathers attached at the tail. They were placed in grooves in a twisting pattern, much like rifling, to increase distance and penetrating power.

Crossbows were also popular at sea, since there was no powder to run out of or get wet. Of course, a drenched bowstring and rusted crannequin would be equally limited.... (continued)

Subj: Xbows & guns, pt. 2

Date: 11/2/96 3:54:53 AM

From: TYGHOCK

Posted on: America Online

(continued...)

The arquebus was the second generation of firearms in the West, supplanting the medieval handgun. Firing one was an exercise worthy of choreographing CATS. A lit piece of match (a hemp cord) was carried in one hand during the whole procedure. Without boring you with too much detail, you had to pour powder down the barrel, place the ball in the barrel, place a piece of wadding (paper, etc) down the barrel, remove the ramrod, stuff the ramrod down the barrel to pack the powder/ball/wadding in tight, remove the ramrod (rookie troops often forgot to do this!), put the ramrod back, raise the gun, place a little primer powder in the flash pan (at the lever where the spark hits the opening in the barrel, down where the charge is packed), cock the lever, place the lit match in the cock, blow on the match (to spark the fire), aim, and fire. All this while that lancer is charging in on you! No wonder you stayed close to the pikemen!!

Shortcuts included carrying 12 pre-wrapped cartridges slung over the shoulder on bandoliers (called the Twelve Apostles), banging the butt-end on the ground instead of using the ramrod, and firing only 2-3 shots before drawing your sword! Naturally, a rainy or windy day made your weapon even tougher to use.

Effective range was about the same as the crossbow, although penetrating power was greater. But historically, the weapons were used differently. Crossbows often fired at distances, raising the bow above level, to get in as many shots as possible before contact. The arquebusier held his fire until ranges were a little closer, then fired en masse, a thundering and deadly volley that emptied many saddles and broke the impetus of a charge. Arquebusiers fired by ranks, then filed to the rear to reload. While it never approximated the continual fire of the 18th and 19th century, it was powerful enough. The morale effect of a gunpowder barrage should not be discounted, either.

The arquebus was shorter and lighter than the musket, which required a rest (like a third leg) to fire from. Muskets fired at longer ranges, and were used mostly by skirmishers until the later 16th

century. As late as 1640, the Spanish often used the arquebus over the musket because it was more nimble. (continued)

Subj: Xbows & guns, pt 3/end
Date: 11/2/96 4:04:50 AM
From: TYGHOCK
Posted on: America Online

(continued...)

Why did armies go from the fast, simple bow to the clumsy crossbow and the even more difficult arquebus? Easy. Bows didn't work anymore. Heavy armor negated bows. Armor was useless against bullets. A bow depends on the strength of the user for its power. A crossbow and arquebus do not. It takes years to become proficient using a bow. Despite the many steps, you could train an arquebusier in a month.

No army, however culturally bigoted, ever went back to the bow after seeing the arquebus. The Yeoman, the Samuuri, the Punjabi all bragged about their golden days of skilled bowmanship, yet couldn't get firearms fast enough once they saw them. The proof is in the pudding. Guns ruled. The crossbow and the arquebus were used in conjunction by Western armies from 1490 to about 1520. Eastern armies such as Moors used both weapons well into the 16th century. By 1550, no Western army had crossbows (except maybe a scattering among militia, esp. in Italy & Scandinavia). In 1550, the Moorish infantry had about a 50-50 split between arquebus and crossbow. Range was about 200 yards.

By the way, the pistol was used solely as a hand-to-hand type weapon. Its range of 50 yards was never tested, because you rode up (or charged into) point blank range when using your pistol. Pistols fired a Wheel-lock mechanism, which worked kind of like a modern cigarette lighter. A flint spun against metal, sending sparks - no match was used. This made the pistol excellent for mounted use. Pistoleers carrying 2 and sometimes 3 pistols (one in the boot!) would charge up to a wall of pikemen, fire, turn around, fire, and fall to the back of the column. This move was called a caracole, and was popular from 1540 to about 1640. After that, muskets got too powerful, so cavalry got to fire one pistol before charging home.

Anybody's eyes glaze over yet? :)

Subj: Re:Xbows & guns, pt 3/end
Date: 11/2/96 3:20:49 PM
From: TSR Bruce
Posted on: America Online

<<Anybody's eyes glaze over yet? >>

Not this guy's eyes! This is all fascinating stuff. Thanks! So, the muskets were already outranging the best of crossbows by the 16th century?

Now let's see -- armor defeats bow -- bullets defeats armor -- what if they started adding back some logbowmen among the ranks of the arquebusiers after the use of the armor had been more or less abandoned?

Bruce Heard

Subj: Re:Xbows & guns, pt 3/end

Date: 11/2/96 4:37:59 PM

From: TYGHOCK

Posted on: America Online

> what if they started adding back some logbowmen among the ranks of the arquebusiers after the use of the armor had been more or less abandoned?<

Too late....by then, guns were too powerful. And it still took longer to train a bowmen than an arquebusier/musketeer.

Man throws stones. He develops sticks, then spears. Some bright person builds a bow. Armor increases. Then someone turns a wagon into a chariot, harnessing horses as the first "shock troops". Someone learns to ride a horse in battle, but without stirrups and a tall saddle, the effectiveness is limited.

Enter the tall saddle. Enter stirrups. Enter the knight, the medieval equivalent of the tank. Strong, mobile, encased in armor, ferocious and born in war, he rules the battlefield from 500-1500 AD. Infantry goes into decline except for garrisons and sieges.

Someone reads Greek history and remembers the pike. Simply put, a tightly packed array of men, 12-16 foot spears in front of them, layer upon layer, are a porcupine that no horse can break. Horses aren't stupid - they don't charge into cacti willingly. Those that do are impaled. The knight is doomed. It takes disciplined, trained infantry to perform this - enter the Renaissance mercenary.

Pikes can roll over any foot on level ground, but have trouble in rough terrain and must stay stationary when attacked by cavalry. So cavalry start feinting charges to freeze pike blocks, then bring up the guns. Better yet, they stop charging. Enter the Reiter (or Pistoleer), an armored cavalryman without a lance who trots up to pike blocks, fires a pistol, wheels 180 degrees, fires another pistol, and trots to the back of the column. After enough shooting, the pikes are softened up for a charge. Pike blocks add a few crossbows/arquebusiers to skirmish and fire back at the pistoleers. As time goes on, the shot get more and more numerous. From 1:10 in 1500, shot increase to 1:4/1:2 by 1550, 1:1/2:1 by the 30 Year's War (1618-1648), and 6:1/8:1 by 1670-80. Armor disappears except for pikemen and Heavy cavalry, now called Cuirassier (for their breastplate or Curiass). Muskets are the way to go, but musketeers in the open are run over by cavalry. hmmm...

Bayonets go through several failures. Plug bayonets get stuck in the barrel, meaning you can't fire anymore - and sometimes they don't fit, or come out! Ring bayonets are unstable. Finally, some genius invents the socket bayonet (1690), which fits around the barrel. You can now shoot and poke. By 1700, pikemen disappear. Shot now fire in lines for maximum firepower, and if cavalry attack, form a "square" with bayonets facing out. By 1850, the rifle appears in numbers, so infantry can shoot down cavalry without forming square. All armor disappears. By 1900, cavalry are reduced to recon, scouting, pursuing routed enemy, mounted infantry, and fighting other cavalry!

There.....from caveman to Colenso in one page!

Subj: Re:Xbows & guns, pt 3/end

Date: 11/3/96 2:30:39 AM

From: TSR Bruce

Posted on: America Online

<<There.....from caveman to Colenso in one page! >>

Man throws stone. Man invents weapon. Man nukes man back into stone age. Man throws stone.

Better yet.....from caveman to armageddon to caveman in one line! Just can't stop progress. :)

Bruce Heard

Subj: A new race...

Date: 11/3/96 2:50:18 AM

From: TSR Bruce

Posted on: America Online

Doc Purringston at last leaves Davania, putting behind him and his companions the rakastodon fossils and the Myoshiman ninjas (at least he'd wish to think so), and moves on to the mysterious land of the Wallara. There, following odd rumors about ancient remains, he begins to dig the earth hoping to unveil yet more clues on the origins of ancient Rakastakind. Instead he discovers the petrified bones of a man-sized creature, part reptilian and part human. Aha! He thinks, ancient lizardman... But wait, his tomes say that these creatures were the result of Herathian experiments. These remains are much older than this, he observes. And it has wings, graceful wings that seem to blend away at their edges. Thoughtful, he sits on the edge of the excavation site, studying the bones while the morning sun begins to drench these ancient remains with its purifying rays. Suddenly, the light seems to dim as the unearthed bones tremble. Alarmed, Doc Purringston quickly throws a blanket over the bones. The trembling stops. The sunlight regains its brightness. What could this creature be?

Bruce Heard

Subj: Re:A new race...

Date: 11/3/96 4:53:38 PM

From: TSR Bruce

Posted on: America Online

...oops -- this should have been Doc Purringstone (not Purringston).

Bruce Heard

Subj: Re:A new race...

Date: 11/4/96 12:26:23 AM

From: TYGHOCK
Posted on: America Online

>...oops -- this should have been Doc Purringstone (not Purringston). <

OK, so you spelled in in Quaylese....no big deal.

"Let's get George Bush re-elected, THEN we'll talk about 1994". - Dan Quayle, answering whether he'd run in the next election...in 1996.

Subj: Re:A new race...
Date: 11/4/96 3:57:19 AM
From: Renardois
Posted on: America Online

<What could this creature be?>>

Uh, a light-leeching draconian?

Subj: New Turtles?
Date: 11/4/96 9:08:10 PM
From: Wyrmkim
Posted on: America Online

Does anyone know of any turtle sub-species besides snappers? Because when thri-kreen(from the Dark Sun setting) came out, there was the main race(thri-kreen) and one sub-race(tohr-kreen), and now there's 8 or 9 types of thri-kreen.

Subj: Re:New Turtles?
Date: 11/4/96 10:28:07 PM
From: AMALDIS
Posted on: America Online

I don't think there are any other types of turtles. Don't let this folder deceive you, turtles are a minor part of the Savage Coast at best.

-Amaldis

Subj: Re:New Turtles?
Date: 11/5/96 12:31:41 AM
From: TYGHOCK
Posted on: America Online

>turtles are a minor part of the Savage Coast at best.<

Minor? Why? Because they're teenagers? Because they dig in the sand?

If I say they're minor, then am-phibean. They shell prevail !!!!! : D

Subj: Re:A new race...
Date: 11/5/96 1:37:58 AM
From: Nellisir
Posted on: America Online

Sorry, but i'm confused. Is this a trivia thing, or are we watching Bruce create something new?

??lleN??

Subj: Re:New Turtles?
Date: 11/5/96 1:40:45 AM
From: Nellisir
Posted on: America Online

Hmmm.. Box turtles, Painted turtles, Turtle Tortoise (say it 5 times fast....)

??Nyll??

Subj: Re:A new race...
Date: 11/5/96 4:34:49 AM
From: Kaviyd
Posted on: America Online

>>Sorry, but i'm confused. Is this a trivia thing, or are we watching Bruce create something new?<<

I think we are watching the Master of Mystara creating something new.

Subj: Re:New Turtles?
Date: 11/5/96 4:35:21 AM
From: Kaviyd
Posted on: America Online

>>Does anyone know of any turtle sub-species besides snappers? <<

Not yet....

Subj: Re:New Turtles?
Date: 11/5/96 2:32:32 PM
From: TYGHOCK
Posted on: America Online

How about a species of sea-turtle, fins instead of feet, who inhabit the waters? They could be the equivalent of the Kaa vs. the Minrothad Guilds in Mystara (though with fewer numbers and less effect). Hey, one of the naval powers could even seek alliances with a clan (no "national" status among sea-turtles, more like tribes).

Subj: New Race, Pt1
Date: 11/5/96 8:06:48 PM
From: TSR Bruce
Posted on: America Online

Here's the idea folks -- I was going to put a new creature together based upon the comments submitted after my innocent question. So far, I saw a lot about turtles (he turns away and screams: "AAAH! TORTLES!"), various colors, and a draconian. Hmm... Winged, draconic, color-coded, turtle guys... Ooooookay. There we go (It's all your fault. You made me do this!)

Where do I start...

We have dragon blood. We also have turtle blood. Aha! It must be an ancient turtle creature endowed with dragon ancestry (suuure, a chelonian crossed with a reptilian... it could happen!). In the process it lost its shell, but grew wings. The shell is now much less bulky but softer and more leathery. It has lost its protective uses and naturally, the creature can no longer pull its head and members into its shell.

Now, about these colors... I did mention the thing sucks light right out of the ambient daylight, say within a 15' radius. Light breaks up into colors -- here's a link (I'll get back to this later). The creature would have to be a nemesis of the night dragons (Synn is a specimen of the latter). Night dragons do best away from sunlight. This creature, however, NEEDS light to survive. If night dragons embody all that is evil, this creature and its variously hued kin would thus be creatures of goodness.

As long as the creature can maintain direct line of sight to daylight (including reflections of such, like moonlight, starlight, mirrors, etc), the creature remains active. When no sunlight remains in sight, the creature becomes inanimate within a short period of time (a round per HD). When it becomes inanimate, the creature blends with nearby rocks thus remaining out of harm and effectively out of sight from visitors. When sunlight becomes near again (within *sight* of the creature's hiding spot), the creature revives and must come out of the rock.

The creature dies instantly if it cannot reach a large enough rock at the time it becomes inanimate (for example, it travels at sea on a ship, in space far from a rock, in another plane that has no rock, etc). The rocky material must be big enough to fully enclose the creature. Destroying the rock would simply cause its dormant occupant to *slide* to an adjacent rock, if one exists. Else, a rock to mud spell fails altogether if the rock's occupant succeeds a saving throw.

It can remain in this semi-dormant state as long as 10 years per HD after which it fossilizes. At this point, the bones must be carefully unearthed and exposed to direct sunlight for the creature to revive. When semi-dormant, the creature can see and hear what happens outside its hiding place, as

if it was dreaming. It needs to succeed an Intelligence check to accurately remember/interpret specific details however. Once fossilized it becomes totally dormant (no dreams). Occasionally, it might be able to communicate very simple, rather obscure messages with people sleeping (dreaming) nearby (30 yards radius). This is what caused the local wallaras to come up with legends about such places being haunted by dream spirits.

This particular creature had become dormant during a moonless and stormy night. The area where the creature rock sat quickly flooded during the storm, creating a sinkhole that pulled the rock underground, away from sunlight. It remained there for some time until Doc Purringtone came across rumors of such haunted places. It led him to dig up the rock and free the ancient bones.

(End of Pt 1)

Subj: New Race, Pt2

Date: 11/5/96 8:08:47 PM

From: TSR Bruce

Posted on: America Online

Anyway... about the pesky colors. These creatures are born with one spiritual color. It can't be recognized visually as it is something that lies in their heart and soul. Their way of reproducing entails finding a mate of a different color. When they do, the two creatures literally blend together, joining their *colors*. Each time two creatures join in such a way, 3-4 eggs are created. Several years later, the *parent* creature resumes its quest to find another mate with a color not yet acquired. All memories and personalities of blended creatures do survive within the new being. When all the colors of light have been acquired, the creature becomes incorporeal and ascends to a higher state of being (perhaps the servant of an Immortal, like Ka probably).

The spiritual color(s) of these creatures can be recognized with a detect invisible spell cast at a level equal or higher than the creature (1HD = 1 exp. level), or if simply observed from the Astral plane. Simple magical abilities are linked to each of these colors, perhaps like those of dragons, although not necessarily breath weapons. Each time two creatures join, the new creature gains 5 HD and better AC, again a bit like dragons. Start with AC6 and drop 1 for every new color (down to AC 0 plus any protection magic). Intelligence and Wisdom both grow the same way -- start with minimum 13 in each scores, +1 for each new color. A single-colored creature starts with 5HD minimum, up to 35HD with all seven colors of the rainbow (physical size does not change however). Note that two creatures both with multiple colors cannot join. Only one of the two can have more than one spiritual color.

These creatures could have some connections with present turtle and wallara cults for obvious reasons. They could quietly wander the world in search of mates but also of evil to defeat (like Synn), which means they would need some way of disguising their appearance. They have wings, probably dragon-like, which would need to fold rather tightly on their backs in order to be easily concealed under a cloak. Else, they could pass off as some skinny turtle breed.

Okay, I think I've got all the pieces so far. Any comments? What magical abilities do the colors confer? What shall we call our strange creature? A Wyrtle (wurm-turtle)? A Tortagon (turtle-dragon)? A greater chelonian?

Bruce Heard

Subj: Re:New Race, Pt2

Date: 11/5/96 10:33:05 PM

From: AMALDIS
Posted on: America Online

The colors act as the colors in Prismatic sphere. So red stops non-magical missiles and is temporarily negated by a cone of cold, etc...

-Amaldis

Subj: Naval Notes
Date: 11/6/96 12:45:33 AM
From: TYGHOCK
Posted on: America Online

I've been thinking about the naval side of the Savage Coast. The illustrations in the Savage Baronies book shows a galley, complete with oars. I think this is the correct way to go.

Look at the SC geographically. Compare it to real world layouts. Naval commerce is key to the SC. Control of the sea means control. A few points about the ships. On a long coastline like this, most commerce would hug the shore. Long range "oversea" commerce would exist, but be specialized. After all, no sailor takes chances in the open sea when land can be kept in sight.

This makes a strong case for the Galley as Warship and short trader, and a cog-like vessel for longer voyages.

Galleys have very little draft, i.e., they can sail in shallow water. They are most often used in coastal trading. The galley has very little storage capacity. It can maneuver in calm weather, and close to shore. It does not require a deep or special harbor, hence it was a favorite of Barbary pirates. Short trades with small cargo amounts would work for galleys. Galleys require rowers, and most merchants don't invest in that kind of manpower. So small galleys would be used for short, light trading, or transporting goods between short stops along a coast.

For medium to large trading, high ended sailing vessels like medieval cogs would be used. These have no oars, are wind powered, and have very few crew. They are at the mercy of the wind, and voyages are less predictable than with galleys. But they can store huge amounts of cargo. They require special harbors, but the profits are probably bigger. Remember, for this period, these are hardly the racing vessels like the Clipper Ships of later history. These are real clunkers, but get the job done because of their tonnage (how much they carry). Sailing them is an art understood by only a select few. The ability to steer by the stars is still developing - again, another reason to hug the land!

(continued.....)

Subj: Naval Notes pt.2
Date: 11/6/96 1:01:24 AM
From: TYGHOCK
Posted on: America Online

For warfare, the galley is the preferred vehicle. First, its maneuverability in combat is critical. Second, it doesn't need to store huge amounts of food. Food is carried on fleets of cogs which follow the war galleys. And the warfleet hugs the coast anyway. Third, combat is still a matter of ramming and boarding. Cannon may appear in the front of galleys, but naval gunnery hasn't begun to be

understood. Mostly it's point blank firepower (you literally point the galley!) then forward, men! Galleys make much better infantry platforms. Fourth, since most battles are close to shore, rough weather is less of a concern, and quick disembarkations are easier.

Cogs have high sides, good for rough weather and difficult to board. But you can ram one easily, and they're not manueverable. If the wind dies, the ship is yours.

This is why the galley survived as the key warship from 500BC to 1570AD. Only firepower, increased sailing skills, improved ship design and more global-range fighting demands finally did them in.

One other note: galleys require rowers. These can be freemen (volunteers in wartime), debtors, contract labor (we were starving from the bad harvest, so we signed on for 4 years!), prisoners and slaves. Prisoners and slaves are not pleasant subjects for a game, but they are needed for galleys. D&D players have the additional advantages of using monsters, magic or non-human races to assuage any ill feelings (chained Orcs? Teams of Tortles?).

I hope this is food for thought for anyone playing the Savage Coast.

Subj: Re: Naval Notes
Date: 11/6/96 2:45:11 PM
From: TSR Bruce
Posted on: America Online

This reminds me of a discussion on the internet about ships in the Savage Coast and elsewhere in Mystara. One of the things I threw on the table was a special ship design brought forth by the shipyards of Gombar and Suma'a. Basically, their ships hulls adopted an unusual design that would use the motion of sea waves to produce extra propulsion energy. Little did I know when I thought I was being creative with this. Someone responded that apparently RW-Norwegian engineers are presently studying such a system which would help reduce fuel energy. Apparently it does work. The discussion came after assuming Gombar and Suma'a ships would be very large galleys (since these folks are demi-ogres).

Bruce Heard

Subj: Re: Naval Notes
Date: 11/6/96 4:34:28 PM
From: TYGHOCK
Posted on: America Online

Wasn't it a special hull design that helped Australia take the America's Cup away from the New York Yacht Club? I think you were on to something there.....

So, how do the Baronies "staff" these many-oared ships? Captives? Debtors? Former Dole campaign staffers? Former Clinton business associates? (sorry.....).

Seriously, the Mediterranean used slave raiding extensively. Crews were usually a composite of types:

Slaves - no rights, no pay, work the oar 'till you die.

Prisoners/Debtors - no rights, no pay, condemned for life or a set term of years (and hope you're lucky enough that someone remembers when your term is up!).

Contract labor - Some rights, some pay (though usually paid by food). The harvest failed, and it's better than starving. One to four years "signing on".

Professionals - Some profession. Rights and pay. Usually worked short-trip merchant galleys. A whole crew could be expensive.

Volunteers - Yes, some did! Full rights, a token pay or none. Usually in time of danger, citizens rushing to the oars (or owing oar service to the lord in charge). Could be very effective. Carried some weak weapon to help with the combat. Very short service, usually until the crisis passed.

As I said, SC could add magic and monsters to the above categories. I have this visual image of 40 galley slaves on the left, one minator on the right, and the captain saying to the drummaster "It's no good, we're STILL going around in circles!". Maybe some beasts could be chained to wheels, like giant hamsters, working a complex gear/rowing device. There's a dwarven project for you!

Subj: Re: Naval Notes

Date: 11/6/96 5:28:43 PM

From: TSR Bruce

Posted on: America Online

The City States and Ispan baronies other than Vilaverde and Texeiras would be using prisoners/debtors almost exclusively. Vilaverdan ships use volunteers (mostly all adventuring types, rogues, fugitives, and pirates). Texeiras uses some volunteers and many more *paid* professional rowers and contract labor. Hule uses mostly slaves and some prisoners. Tribes from the Orc's Head Peninsula use mostly native warriors (with some slaves who occasionally double up as extra food supply) in their giant war rafts. Other ships (a minority) from other nations should be treated on an individual basis, as need arises.

Gombar and Suma'a have their own unique practices. Amazingly, the crew forms a volunteer business venture that owns the ship and its cargo, sharing benefits as follows: captain 8 shares, first officer 4 shares, other officers 2 shares, all other *associates* 1 share. It is customary for a spouse to receive 3 shares of the earnings from the journey during which the crew member died or was disabled. Remarkable bravery or uncommon service to the association often earns additional shares, usually following a vote among the ship's associates. This system implies that to join a crew, one must form a joint venture to build a new ship, or *buy* a share of an existing ship association. For example one of the crew associates died and another person wishes to replace the missing member -- this requires a monetary participation in the association's activities which is used for the purchasing of new equipment or supplies, ship repairs, port dues, etc). When leaving an association, a member is entitled to receive all, some, or none of the original investment, allowing reasonable time for the ship association to raise the cash (exact amount depends on whether this is a legitimate retirement, disability, or a forced expulsion due to some *misbehavior* on board). Magistrates or clerics are usually appointed by the state to arbitrate disagreements. As you can see, Gombar and Suma'a seem very civilized in this area, contrary to what one would assume from demi-ogres.

Bruce Heard

Subj: Re: Gombar War Navy
Date: 11/6/96 10:34:07 PM
From: TSR Bruce
Posted on: America Online

Of course, this means that virtually all the ships flying Gombar or Suma'an colors are merchantmen. War is generally considered an *unsecured* risk among these fellows. Nevertheless when needed, the leaders of Gombar and Suma'a can and will requisition as many ships as they deem necessary for military purposes.

The various associations who got drafted do receive a fixed income per day from the national treasury, plus combat bonuses, and a flat fee for ships lost at sea or in combat while serving the nation (none of which will amount to a fortune, naturally). It is generally assumed that all seized enemy ships and cargo remains property of the association that raised their flag over captured war prizes. Captured vessels are then sold for profit to new associations.

Gombar and Suma'an associations cannot dodge a summons to fight in a war without losing their status as a *true and legitimate association*. Those who do cannot appeal to the Court of Sea Magistrates in any way, and are considered pirates. Such sail-by-night operations do exist nevertheless, crooks being just as successful there than anywhere else on Mystara. Any legitimate association can therefore try to hunt them down. Foreign ships with peaceful intentions are considered *true and legit* until further notice.

Bruce Heard

Subj: Sorcerous Sixguns feedback
Date: 11/7/96 2:53:39 AM
From: TSR Roger
Posted on: America Online

I would like to check in and see if anyone had any thoughts about the "Sorcerous Sixguns" article in Dragon issue #232, if it was any help to anyone in running a Red Steel campaign. Please drop a note or two here and I will check in later. Thanks! Roger

Subj: Maps coming soon
Date: 11/7/96 6:10:03 PM
From: TSR Inc
Posted on: America Online

I'm sure you'll all be glad to know that I have taken time out of my Very Busy Schedule(tm) to scan the Savage Coast maps accompanying the Princess Ark articles in Dragon Magazine, which Bruce was so kind to search out (and even open them up to the right place for me). Now all I need is for Bruce to give me a short description of the areas depicted and I'll be able to upload them.

Warning! Each of these maps is between 300 and 500k. Each is full-page (like it was in the magazine) at 100 dpi, for reasonably quality should you choose to print them.

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Maps coming soon
Date: 11/7/96 9:15:33 PM
From: TSR Bruce
Posted on: America Online

<< Now all I need is for Bruce to give me a short description of the areas depicted and I'll be able to upload them.>>

Ooooookay. One tag file coming up! :)

Bruce Heard

Subj: Re:Sorcerous Sixguns feedbac
Date: 11/7/96 10:24:07 PM
From: AMALDIS
Posted on: America Online

I personally avoid guns for the most part so I did not use the article. It did confuse me that you suggested that Mystara was connected to the Spelljammer campaign, Spelljammer space is very different than the space around Mystara, and Spelljammers wouldn't work well at all. Is that now TSR's official stance(that Mystara is just another crystal sphere)?

-Amaldis

Subj: Re:Sorcerous Sixguns feedbac
Date: 11/8/96 3:09:13 AM
From: TSR Bruce
Posted on: America Online

Okay... Now let me restate the question... to anyone OTHER than Amaldis:

<<I would like to check in and see if anyone had any thoughts about the "Sorcerous Sixguns" article in Dragon issue #232, if it was any help to anyone in running a Red Steel campaign. Please drop a note or two here and I will check in later. Thanks! Roger>>

Just cuz... :)

Bruce Heard

Subj: Re:New Race, Pt2
Date: 11/8/96 2:10:02 PM
From: Qamlynch

Posted on: America Online

I vote for Wyrrtle.

Subj: Re:Maps coming soon
Date: 11/9/96 4:19:42 AM
From: TYGHOCK
Posted on: America Online

- 1.) Do the maps cover all of the Savage Coast?
- 2.) Are they in color?
- 3.) Do you know anyone who wants to buy a lot of old DRAGONS from #170-200, cheap?
- 4.) If a gateway to another plane of existence is discovered by our shellhead friends, is it a Turtle-Portal?

Subj: MC Mystara
Date: 11/9/96 5:23:23 AM
From: QSamantha
Posted on: America Online

I just finished reading the Mystara MC. I got it at Gencon but didn't read it right away. I bought it at a substantial discount. I didn't buy it off the rack because after awhile I figure that there are only so many monsters I'll ever use. Boy! This is a great accessory! The monsters are cool and I think they capture the flavor of Mystara better than many monsters designed for (other) specific settings.

QSamantha

Subj: Fencing
Date: 11/9/96 5:26:14 AM
From: QSamantha
Posted on: America Online

While on the subject of Mystara, I thought the recent Dragon article on fencing styles of the Savage Coast was phenominal. I've been using it and it is really a lot of fun. I'd rank it as one of the Top Five Dragon articles of the year. In the same issue, Roger Moore wrote about magic firearms. That issue is like a Mystara product. It wins my vote for best Dragon Issue of the year so far.

QSamantha

Subj: Re:Maps coming soon
Date: 11/9/96 5:27:53 AM
From: TSR Bruce
Posted on: America Online

<<1.) Do the maps cover all of the Savage Coast?>>

The maps cover the coast area continuously from Slagovich to the Orc's Head Peninsula (the entire peninsula is covered, plus a section of the Arm of the Immortals across the peninsula).

<<2.) Are they in color?>>

Yes. Some were hand-colored and will look a bit fuzzy as a result (the savage baronies). Some used fewer colors than Gazetteer maps did normally. Most are up to par with standard D&D(R) Gazetteer maps.

Bruce Heard

Subj: Re:MC Mystara
Date: 11/9/96 6:20:47 AM
From: Nellisir
Posted on: America Online

<<I just finished reading the Mystara MC. I got it at Gencon but didn't read it right away. I bought it at a substantial discount. I didn't buy it off the rack because after awhile I figure that there are only so many monsters I'll ever use. Boy! This is a great accessory! The monsters are cool and I think they capture the flavor of Mystara better than many monsters designed for (other) specific settings.

QSamantha>>

No kidding. I *did* get it off the rack (I love new monsters even more than I love new spells), and of the newer "bound" Monstrous Compendiums TSR has done, this is #2 on my list, second only to the PS MC Appendix II (eladrin...kewl). I've used a number of monsters from it in a variety of settings, most within the realm of Faerie, (wood imps, hephaeston or iron giants, athach giants, chevalls...), though a randara is at work in my more "traditional" setting of Shadowood. The Mystara Appendix is worth it just for the possible new PC races, IMO.

Wonderful stuff.

Nell.

Subj: Re:MC Mystara
Date: 11/9/96 3:28:39 PM
From: AMALDIS
Posted on: America Online

I liked the Monstrous MC but I didn't really need it since all the monsters in it(and many more that it left out) were in old products like the creature catalogue. The name change section was excellent

however, and the section on dragons was too. I guess my biggest problem with it is that I don't like putting lots of new creatures into Mystara that I feel would change its feel(monsters like the ones in the encounter tables in the back of the book). A good example is the illithid(which has appeared in either artwork or in text in many MYSTARA products), which changes the underground areas of Mystara a great deal, and eliminates some of Mystara's unique flavor(I am aware that Bruce wrote something on a lone illithid crashing on Mystara, but that is quite different than making them a common occurrence).

-Amaldis

Subj: Mystara-space: my take
Date: 11/9/96 5:03:52 PM
From: TSR Roger
Posted on: America Online

Amaldis: I admit that I was unsure of how to treat the larger space realm in which Mystara and other worlds are found. The flying ship system that Bruce Heard developed in Dragon Magazine's "Princess Ark" series was similar in some ways to the Spelljammer system. I finally elected to have Mystara be in its own crystal sphere, which has not always followed the game mechanics of the AD&D game (it followed the D&D game mechanics earlier, of course). I thought that only recently would contact between "Mystaraspace" and the rest of the multiverse have been established.

And, to tell the truth, the connection with the Smiths' Coster and the Smith clan on the Savage Coast was really hard to resist exploiting. I hope you can forgive me! I'd been mulling that one over for a while, and finally elected to join them up--but not definitely. It's only a rumor, and you can elect to drop the connection.

Still, it is a strange thing.....

Roger

Who likes a good fantasy conspiracy theory now and then
:)

Subj: Re:MC Mystara
Date: 11/9/96 5:07:16 PM
From: TSR Roger
Posted on: America Online

I want to second QSam's comments and even expand upon them. The Mystara MC is exactly what I love to see--a compendium of critters that makes it clear that the world of Mystara is NOT like any other AD&D campaign. The dragons are different, the humanoids are different--campaigns need this special sort of identity to avoid drowning in the Great Generic Sea. You won't find drow on Mystara, but you will get Shadow Elves (waaaaay cool, I love them). Rakasta and lupins and turtles--yes! And the color! Yes!!!

Subj: Re:MC Mystara
Date: 11/10/96 5:07:22 AM
From: RJNuttman
Posted on: America Online

<< but you will get Shadow Elves (waaaaay cool, I love them). Rakasta and lupins and turtles>>

Rakastas and lupins and turtles... Oh my!

I've got to agree with both QSam and Roger: I enjoyed seeing the unique Mystaran creatures crossed over, as well as another 'new' look at them (in color!). I snapped up the new product as soon as it came out, and was quite pleased with the result. What I'm wondering, though, is where some of the creatures came from originally. I know some came from the X-modules in the Desert Nomad series, and others from the original "Savage Coast" module.... But what about some of the more obscure ones? Anybody up for a bit of trivia?

-RJNuttman

Subj: Re:MC Mystara
Date: 11/10/96 4:50:21 PM
From: TSR Bruce
Posted on: America Online

<<What I'm wondering, though, is where some of the creatures came from originally.>>

A lot came from the original Creature Catalog which had been put together by TSR Ltd out of England (remember the 96p olive green cover accessory with the cool page art?)

Bruce Heard

Subj: Re:MC Mystara
Date: 11/10/96 5:07:51 PM
From: TSR Bruce
Posted on: America Online

QSam <<Boy! This is a great accessory! The monsters are cool and I think they capture the flavor of Mystara better than many monsters designed for (other) specific settings.>>

Nellisir <<No kidding. I *did* get it off the rack (I love new monsters even more than I love new spells), and of the newer "bound" Monstrous Compendiums TSR has done, this is #2 on my list, second only to the PS MC Appendix II >>

Roger <<The Mystara MC is exactly what I love to see--a compendium of critters that makes it clear that the world of Mystara is NOT like any other AD&D campaign.>>

RJNuttman << I enjoyed seeing the unique Mystaran creatures crossed over, as well as another 'new' look at them (in color!). I snapped up the new product as soon as it came out, and was quite pleased with the result.>>

Thanks folks. After all the flak that the AD&D/Mystara version received, it's refreshing to see that not all was lost to angry criticism. Amazingly though, these creature have been published three times, once in the original UK accessory (olive covered booklet), then in the 128p US update with a

red/orange cover, and finally in the AD&D glossy version, not to mention the abbreviated entries in the Rules Cyclopedia. BTW, I still find people who swear by the Cyclopedia as their main rules supplement. It's not AD&D, but they prefer the structure of the Cyclopedia over the two AD&D hardbounds because of the ease of its use and its completeness (has monsters, Immortals, and a campaign world included). The rules are simpler than AD&D but it is often seen as an advantage rather than an inconvenient, especially for the DMs who like to adlib a lot.

Bruce Heard
Languishing for the Good ole' Days

Subj: Re:MC Mystara
Date: 11/10/96 8:30:23 PM
From: RJNuttman
Posted on: America Online

<< I still find people who swear by the Cyclopedia as their main rules supplement. It's not AD&D, but they prefer the structure of the Cyclopedia over the two AD&D hardbounds because of the ease of its use and its completeness (has monsters, Immortals, and a campaign world included). The rules are simpler than AD&D but it is often seen as an advantage rather than an inconvenient, especially for the DMs who like to adlib a lot.

Bruce Heard>>

I've got to agree with you there Bruce. When the Cyclopedia came out, I was probably the second guy in line to buy it, and my copy bears the tell-tale scars of pizza, potato chips, and the occasional page slipping free of the binding.

A lot of good work went into condensing and compiling the rules (One book sure beats thumbing through seven or eight multi-colored booklets, after digging them out of their respective boxes....). It's convenient, to be able to reach for a single hardbound book, where EVERYTHING you need for the games is right there.

As you said, the Cyclopedia is NOT AD&D... but it does have the conversion charts in the back of the book.... Right handy dandy, those....

Two more kopecs,
RJ

Subj: Re:MC Mystara
Date: 11/10/96 10:32:50 PM
From: TSR Bruce
Posted on: America Online

<<I guess my biggest problem with it is that I don't like putting lots of new creatures into Mystara that I feel would change its feel(monsters like the ones in the encounter tables in the back of the book). A good example is the illithid(which has appeared in either artwork or in text in many MYSTARA products), which changes the underground areas of Mystara a great deal, and eliminates some of Mystara's unique flavor (...) >>

I'm not disagreeing with you here, however you do have the ultimate choice as to what really makes it into your campaign. Illithids or not, making the option available to encounter monsters existing elsewhere is better than not at all. One thing that would be useful is an explanation why/how creatures that did not previously exist in the setting would suddenly appear (such as the illithids, for example), especially for gamers who already established D&D/Mystara as their primary game setting. For the people who started with the AD&D/Mystara setting, then it really does not make much of a difference. The latter was part of the logic behind AD&D/Mystara.

Bruce Heard

Subj: Re:New Tortles?
Date: 11/11/96 6:09:42 AM
From: Kergillian
Posted on: America Online

Hey, what about a giant race of fire breathing aquatic Tortles who befriend young boys and fight alien invaders? Gamortles!

Then again, maybe not.

Subj: Re:New Tortles?
Date: 11/11/96 9:19:57 PM
From: TSR Roger
Posted on: America Online

Everyone here can jump on me if I've missed something, but I think I recall seeing somewhere a Neutral D&D game race of turtle-folk called something like Terrapins (to go with the Chaotic Snappers and Lawful Tortles). Does anyone remember these guys? Maybe if I dreamed it up, we could place them somewhere else on Mystara.

Subj: Re:New Tortles?
Date: 11/11/96 10:11:49 PM
From: TYGHOCK
Posted on: America Online

If the Terrapins are poorly constructed, and their internal bowel systems have terrible gas buildup, so that, if struck upon the buttocks of their shell at certain speeds, they are apt to explode (4d hit damage within 30'), then should we call them

TerraPintos ?

Terror-pins?

TerrorPintos?

Y'know, I really have too much time on my hands.....

Subj: some maps
Date: 11/12/96 12:28:36 AM
From: TSR Inc
Posted on: America Online

I have uploaded about half of the Princess Ark maps to the TSR Images library. I would have finished, but AOL was acting up.

- Sean

Subj: Re:some maps
Date: 11/12/96 11:12:57 PM
From: TSR Bruce
Posted on: America Online

Thanks Sean! Better luck tomorrow!

Bruce Heard

Subj: Re:some maps
Date: 11/12/96 11:34:50 PM
From: Telrathin
Posted on: America Online

Thanks for putting up all the maps, Sean. I'm sure anyone who reads these boards is grateful, I know I am.

Tel

Subj: All the maps
Date: 11/13/96 2:52:12 AM
From: TSR Inc
Posted on: America Online

Okay, that's all of them. Enjoy! :)

- Sean

Subj: Create-a-Race Game

Date: 11/13/96 4:10:24 PM
From: TSR Bruce
Posted on: America Online

Hey, remember the wyrhle/tortagon race a few posts ago? How about starting another monster/race design-by-vote? :)

Doc Purringstone is at it again. This time he snuck into the Herathian inner sanctum -- the Forest of the Magus. There, he dug under a strange mound and unearthed yet unknown remains. The earth there must once have been a bog, and the blackened corpse survived the through centuries almost intact. It looks like a spider with the upper body of a human. A small rope remains around its neck, tightly secured, while the arms of the creature are tied in its back. What could this be?

Bruce Heard

Subj: Re:All the maps
Date: 11/13/96 4:10:36 PM
From: TYGHOCK
Posted on: America Online

Thanks !

Subj: Re:Create-a-Race Game
Date: 11/14/96 1:37:50 AM
From: AMALDIS
Posted on: America Online

An ancient servitor of Korotiku?

-Amaldis

Subj: Re:Create-a-Race Game
Date: 11/14/96 1:46:56 AM
From: Telrathin
Posted on: America Online

>>An ancient servitor of Korotiku?<<

Or possibly the race from which Korotiku originated, as he has both human and spider aspects, and the Herathians only recently gained the ability to shapechange. Or it could be a drider, only part human instead of drow. They could be members of a spider cult among the few humans in Herath, who use strange magicks and potions to tranform high priests into spider-manscorpion type creatures.

Tel

Subj: Re:Create-a-Race Game
Date: 11/14/96 3:25:55 AM
From: Mystaros
Posted on: America Online

The creature is obviously an Arachnotaur, a member of the now-extinct cousin race of the Manscorpions of Nimmur. The Arachnotaurs were the result of experimentation by the Nithians who settled in the area in 700 BC (inspired by the Manscorpions, the Nithians attempted to create a new race, yet again; their success was similar to the earlier attempt to recreate the Hutakaa, i.e., the Arachnotaurs, like the Gnolls, were a less than subservient servitor race). The Arachnotaurs were created using the essence of aranea from Herath and normal humans; the example found by the good doctor was one that had been captured by the wizards of Herath (naturally, the aranea considered the Arachnotaurs to be an abomination). The wizards of Herath believed that they purged the last of the Arachnotaurs several centuries ago, but it is possible that some may have escaped to other regions, perhaps exported to Alphatia via Nithia (to be found today in the Ugly Woods of the Kingdom of Blackheart)...

Mystaros

Subj: Re:MC Mystara
Date: 11/14/96 3:53:02 AM
From: Duncan TKD
Posted on: America Online

Maybe the Illithids are related to the Kopru in some way.

Duncan TKD

Subj: Re:Create-a-Race Game
Date: 11/14/96 3:56:20 AM
From: Duncan TKD
Posted on: America Online

sounds like the aranea just killed themselves a drider.

Subj: Arachnotaur Pt 1
Date: 11/14/96 11:45:56 AM
From: Mystaros
Posted on: America Online

Spider-Kin, Arachnotaur

Climate/Terrain: Temperate and tropical forest or subterranean
Frequency : Very Rare
Organization : Clan
Activity Cycle : Any
Diet : Omnivore

Intelligence : Average (8-10)
Treasure : M, Q (B)
Alignment : Chaotic (3% Good, 7% Neutral, 90% Evil)

No. Appearing : 2-12 (20-80)
Armor Class : 7
Movement : 12, Wb 12
Hit Dice : 3+1
THACO : 17
No. of Attacks : 1
Damage/Attack : 1d4 (Bite) + Poison; or webbing; or by weapon
Spec. Attacks : Poison, webbing, possible spell use
Spec. Defenses : Possible spell use
Magic Resist. : Nil
Size : L (6' long; 5' tall)
Morale : Steady (12)
XP Value : Normal: 420
Sorcerer or Priestess (3+1HD): 650
Sorcerer-King or Priest-Queen (5+1HD): 1,400

Arachnotaurs have the upper body of a human and the lower body of a large spider.

The arachnotaurs lower body resembles a pony-sized giant spider, usually very hairy and either black or brown in coloration. The spider body conforms in form to a normal spiders abdomen, thorax and eight legs. Each leg is about four to five feet long; two spinnerets are located at the end of the abdomen. The human torso sprouts from the section of the thorax at which the head would usually be found on a spider.

The upper torso and head resemble that of a human, with copper colored skinned and black hair (body hair is sparse on the human portion; very few arachnotaurs can grow beards). Their eyes are usually human appearing except for those who can become sorcerers or priests; these specimens have eight eyes, similar to those of the aranea species of spider (four small, motion detecting eyes and four larger, human-like eyes, two facing forward and one facing each side). Arachnotaurs have very prominent if human appearing fangs.

Continued...

Subj: Arachnotaur Pt 2
Date: 11/14/96 11:48:26 AM
From: Mystaros
Posted on: America Online

Arachnotaurs speak Common and their own language, a descendant of an Oltec dialect (with many aranea borrowing words). Arachnotaur Sorcerers also speak a mystic tongue, related to their native language (which linguists may with difficulty

recognize as being derived from the language of the wizards of Herath of the Savage Coast); Priestesses do not speak the mystic tongue normally, though they do learn it for informational purposes. The arachnotaur mystic tongue has a written form.

Combat: Arachnotaurs prefer to avoid combat when they are not in their own territories, but fight fiercely whenever their homes and families are threatened. They prefer to fight where they can use the terrain to their advantage; as they can easily move in their own webs or along walls and ceilings, they naturally prefer terrain that utilizes these abilities to the maximum.

Arachnotaurs prefer to use swords, daggers, lassos, nets and blowguns (needles and daggers may be treated with their own venom, though swords are not); they will attempt to capture foes if at all possible, rather than slay them outright (captured foes are generally tortured, then kept alive in webbing for a period before becoming the centerpiece of a victory feast). Arachnotaurs almost never wear any armor, as it may inhibit their ability to move along walls and in their webbing.

Arachnotaurs have two natural attacks, their bite and their webbing. Arachnotaur venom causes no extra damage on the round injected, but if the saving throw is failed, it will cause damage equal to that caused by the initial bite every round for the following 1d4 rounds. During the period the venom is running its course a victim will be incapacitated, being unable to attack and only defending at -4 penalty to armor class. Damage from multiple bites is cumulative, though the armor class penalty is not. Arachnotaur venom can be placed on weapons when treated with arachnotaur saliva (thus, it is usually impossible for any but arachnotaurs to utilize the venom; otherwise it becomes nonpoisonous on contact with air). Venom used on blowgun darts or needles will cause 1d4 damage per round for 1d4 rounds; there is enough venom in one "injection" to treat 3 blowgun darts or one dagger. An arachnotaur can inject venom up to three times each day.

All mature arachnotaurs can spin webs from the spinnerets on their spider abdomen. These webs have a range of 40', and can entangle an opponent with a successful to hit roll. An arachnotaur web strand can be cut with 2 or more points of cutting damage inflicted in a single blow or can be broken by a successful "open doors" roll. When opponents are outnumbered arachnotaurs will often work in concert to capture single opponents in multiple strands. An arachnotaur can "shoot" up to three web strands per day (whether or not a hit is successful, a strand will stick to anything in its path and remain an obstacle).

A few arachnotaurs are capable of becoming either wizards or priests (evil clans will have Sorcerers, good and neutral clans will have Priestesses). There will be one sorcerer or priestess per ten members of a clan; any individual group of eight or more will have a sorcerer or priestess leader. There will be one

Sorcerer-King or Priestess-Queen per clan. Average Sorcerers and Priestesses have 3+1 HD and the spellcasting abilities equal to a 3rd level wizard or priest; Kings and Queens have 5+1 HD and the spellcasting abilities of 5th level wizards or priests. Some few are able to rise even further in level (up to 14th level wizard or 9th level priest), though normal Sorcerers and Priestesses will rarely be above 3rd level in ability.

Continued...

Subj: Arachnotaur Pt 3/End
Date: 11/14/96 11:52:15 AM
From: Mystaros
Posted on: America Online

Habitat/Society: Arachnotaurs build their lairs in the deepest and darkest sections of temperate and tropical forest; some clans may live in large cavern complexes underground. An arachnotaur clan consists of 40 to 80 adults, evenly divided among males and females; in addition to the adults, there will also be a number of noncombatant young equal to one half the adult population. A few clans keep large spiders as pets, though they are rarely trained in any guardian capacity; some Sorcerer-Kings may have watch spiders in their treasure rooms or guarding their laboratories.

While arachnotaurs are fairly uniformly chaotic in nature (vis a vis the rest of the world), their morality may otherwise vary according to clan. An arachnotaur clan will all be predominantly of one moral alignment; good and neutral clans will be led by the Priestesses of Yehm (Korotiku), while evil clans will be led by Sorcerers (who may or may not revere fiends and Immortals of the Sphere of Entropy, notably Enebaan (Masauwu) and the Dark Mother (Hel)). Regardless of alignment all arachnotaur clans are reclusive and attempt to avoid all contact with other races; as they have in the past been considered monsters and beasts by other intelligent races, they return the favor severalfold. The evil clans and some neutral clans will not at all be above using other intelligent races as food. The Yehm clans and the Sorcerous clans are inimical toward each other, and usually attack on site.

Ecology: Arachnotaurs are omnivorous, though they do prefer fresh meat (or rather, meat well fermented on the web, so to speak). The Yehm clans do not eat intelligent beings, but many of the Sorcerous clans consider humans and demihumans to be delicacies. Arachnotaurs are usually the dominant species in the region they inhabit; they compete with other forest races for space. Arachnotaurs will rarely inhabit forests that are home to elves or fairy races (some few Yehm clans have been known to cooperate

with Chaotic Neutral Druids in the past, however). Arachnotaurs are sworn enemies of the aranea race of spider-kin; they also have a special hatred for the Wizards of Herath (arachnotaurs can detect an aranea even in human or demihuman form). Arachnotaur inhabited forests tend to be dark, brooding and overgrown; the terrain is remolded according to arachnotaur concepts of defense and aesthetics, replete with webs and other ambush points.

Arachnotaurs are not a naturally evolved race. It is believed that they were created centuries ago in emulation of the Manscorpions of the Savage Coast; some believe that they were created by the Wizards of Herath in ancient experiments. If so, the wizards decided that they were an unworthy race, and led a crusade against them; the race is believed to be extinct on the Savage Coast, though some may still be found in deep caverns. Arachnotaur clans are known to inhabit the Ugly Woods of the Alphatian Kingdom of Blackheart and the Dark Wood of Hule; some reports from colonists in the Hinterlands indicate that arachnotaurs may have spread to the southern continent as well.

Mystaros

Subj: Re:Create-a-Race Game
Date: 11/14/96 8:08:07 PM
From: TSR Bruce
Posted on: America Online

Oh, man. And I thought no one was paying attention (thanks folks). OK, I'll have to go back and read all this in detail. Catch y'all later. :)

Bruce Heard

Subj: Re:Create-a-Race Game
Date: 11/14/96 11:50:37 PM
From: Renardois
Posted on: America Online

> The earth there must once have been a bog, and the blackened corpse survived the through
>centuries almost intact. It looks like a spider with the upper body of a human. A small rope
>remains around its neck, tightly secured

I remmeber something I read in a national geographic about a bog man. They thought people strangled him and dumped him into a swamp or a tar pit because he was some kind of evil witch. Else it looks like a drider.

Subj: Re:Sorcerous Sixguns feedbac

Date: 11/15/96 1:39:26 AM
From: TSR Bruce
Posted on: America Online

<<I would like to check in and see if anyone had any thoughts about the "Sorcerous Sixguns" article in Dragon issue #232, if it was any help to anyone in running a Red Steel campaign. Please drop a note or two here and I will check in later. Thanks! Roger>>

Actually, I just did. Pretty cool. It made perfect sense to come up with magically enchanted firearms. After all, they **are** weapons. I'm surprised no one had come up with something like that before. You're very right in saying they are game busters (or at least, these need to be handled very carefully in this regards). Now, how about some magically enchanted canons for Savage Coast ships? (Okay, I'm only half kidding here).

I could see the galley of a powerful cleric, who has now passed away, fall under the control of powerful undead and its skeleton crew (lousy pun intended). I'm shamelessly stealing someone else's idea here, yes. While alive, the cleric created a powerful explosive device, the Holy Grenade of... uh, Narvaez! The PCs need it to defeat horrible monstrosity stalking their city walls at night. Only this artifact will rid the city of its peril.

Then again, there could be an infinity of variants on this theme. Switch the Holy Grenade of Narvaez with **La Cucaracha**, a large canon of Torreon origins that can destroy just about anything it's aimed at, but it enslaves the spirit of its owner more strongly every time it is used. The more souls it holds, the greater the canon's range and area of effect. Strangely, the twisted faces of the poor devils whose souls the canon captured appear as carvings on the gun barrel (the same curse could apply to a pistol just as easily).

As expected, the anti-smoke-powder league, a secret organization, sends its agents to search and destroy the offending weapon, its creator, and whatever source of smoke-powder they might uncover in their mission. If captured, their employer will deny any knowledge of their involvement. This post will self-destruct in five seconds... Pssshhh...

Bruce Heard :)

Subj: Re:Create-a-Race Game
Date: 11/15/96 7:37:32 PM
From: TSR Bruce
Posted on: America Online

Okay, what new headache do we have here...

Amaldis: <<An ancient servitor of Korotiku?>>
Sure, that looks like a good idea to start with.

Telrathin: <<Or possibly the race from which Korotiku originated>>

This is interesting too. I think this and the previous entry are not mutually exclusive. For example, Korotiku would have been one of those creatures. He later became an Immortal. Observing the rapid

expansion of humans, demihumans, and humanoids (all bent on hunting down his monstrous kin), he eventually removed the entire race from Mystara and made them his servitors in another dimension. Occasionally, some come to Mystara as heralds to accomplish a mission. Naturally, this would be a supporter of the Herathians, therefore the dead specimen which Doc Purringstone dug up must have been a casualty of a powerful foe of the araneas.

Telrathin: <<Or it could be a drider, only part human instead of drow.>>

Duncan: << sounds like the aranea just killed themselves a drider. >>

Using the above, Korotiku would then be related to the drow (I think not). Else drow from another world or dimension found a way into Mystara and are fighting a secret war against the aranea (thus the dead drider). That's an interesting alternative.

Telrathin: <<members of a spider cult among the few humans in Herath, who use strange magicks and potions to tranform high priests into spider-manscorpion type creatures.>>

A third approach yet. These could be members of a secret sect who know about the true Herathian nature and try to undermine its power. They developed magical potions to change into araneas in order to infiltrate their society. This one got caught while the effects of his potion were running out, leaving him only partially human at the time of his death. He was strangled and tossed into the bogs.

Mystaros: <<The creature is obviously an Arachnotaur, a member of the now-extinct cousin race of the Manscorpions of Nimmur. The Arachnotaurs were the result of experimentation by the Nithians who settled in the area in 700 BC (inspired by the Manscorpions, the Nithians attempted to create a new race, yet again; their success was similar to the earlier attempt to recreate the Hutakaa, i.e., the Arachnotaurs, like the Gnolls, were a less than subservient servitor race). The Arachnotaurs were created using the essence of aranea from Herath and normal humans; the example found by the good doctor was one that had been captured by the wizards of Herath (naturally, the aranea considered the Arachnotaurs to be an abomination). The wizards of Herath believed that they purged the last of the Arachnotaurs several centuries ago, but it is possible that some may have escaped to other regions, perhaps exported to Alphatia via Nithia (to be found today in the Ugly Woods of the Kingdom of Blackheart)...

Hey, thanks for developing the new critter. That was pretty good. BTW, Blackheart was on the isle of Alphatia, which now lies under water. A facsimile of Alphatia exists in the Hollow World instead, with its own version of Blackheart presumably. If the arachnotaur race is old enough for that, then it is conceivable they were taken along into the Hollow World at the time of Alphatia's sinking.

Bruce Heard

Subj: City States

Date: 11/17/96 4:48:48 AM

From: TYGHOCK

Posted on: America Online

Since no one's posting here in awhile, let's try a new topic.

Why are the City-States in the East not more of a Hule target? I look at the map and say "if I'm Hule, why not overrun Nova Svoga and Zagora"? Zvornik might get help from Texieras because of its naval presence/importance, but which Barony will march across to help the other city states? And why would Hule not attack them? Militarily, what chance do they have without allies? (Again, remember I discount magical assistance).

If Hule is the "Ottomanish expansionist evil empire" envisioned by some, and could orchestrate (behind the scenes) an attack on Darokin, surely they could overrun two petty city-states...I mean, we're not talking Knights of Malta level resistance here, are we?

Would the Baronies bring pressure on Hule, via blockade, diplomacy or actual fighting? Would the Baronies risk upsetting the Treaty of Tampicos (what were the actual conditions of that treaty, anyway?)? Would the Baronies use assistance as a bargaining chip to expand control to the City-states?

Thoughts, anyone?

Subj: Re:City States
Date: 11/17/96 5:09:42 AM
From: AMALDIS
Posted on: America Online

Maybe Hule just doesn't care about those city-states. More trouble than they are worth. Although that doesn't work because Hule is holding onto Sind despite it being of no value. Maybe Hule had bigger fish to fry(Darokin via Sind), and the city-states could come later. Since the Savage Coast and Mystara calendars are not equivalent(the SC is several years behind Mystara), maybe Hule has already conquered some of the city-states.

-Amaldis

Subj: Re:City States
Date: 11/17/96 2:56:49 PM
From: TSR Roger
Posted on: America Online

If Hule has its military forces tied down in combat elsewhere or plans to use them defensively or offensively at a later date, it might rely on maintaining spy networks in the city-states, manipulating the rulers so they are no threat to Hule or even pass along assistance to Hule (screwing up other countries, sending along treasures and monies, jailing or killing enemies of Hule, etc.), or otherwise rendering the city-states ineffective. At some later date, Hule might be free to move against the city-states militarily after they have already been pacified from within.

Hule is being governed by deceit; straightforward combat is the antithesis of deceit. The countries around Hule should be subjected to extensive infiltration by spies, saboteurs, and other sixth-column sorts. It brings to mind the Red Scare in the U.S. in the late 1940s and throughout the 1950s: a widespread (and well-founded) paranoid might exist in Hule's neighbors about certain people in important positions actually being traitors. Many such would be innocent, caught in the net of paranoid and driven away to other countries. With the bleeding-off of major talent, these border countries might be further weakened, which serves Hule's purpose well.

Subj: Re:City States
Date: 11/17/96 3:41:28 PM
From: TYGHOCK
Posted on: America Online

Good answers. The only problem with the 1950s analogy is there is no Mutually Assured Destruction (MAD) from nuclear weapons, which makes intrigue more viable than invasion. In theory, without the nuke deterrent, the USSR would have rolled into the weaker countries more often..in fact, they actually did, when they gambled the US wouldn't trigger WWII because of it (see Czech & Hungary).

My take? Stronger countries don't invade weaker ones for one (or more) of the following reasons:

1. They are a benevolent and peaceful society (yeah, THAT sounds like Hule!);
2. They are heavily occupied seeking conquest elsewhere, and national attention & resources are pre-allocated;
3. They are internally screwed up, via civil war, corruption, decadence, economic disaster, etc., so the nation is unable to focus concentrated attention on the target;
4. The target is tough, and will fight like devils (see Knights of Malta). And no vizer wants to take on a war and go back to the sultan saying "they beat us" (CHOP!);
5. The game isn't worth the candle. It would be a tough yet winnable fight, but who wants the prize? (see Arab & Ottoman attitudes to Sub-Sahara expansion).
6. The prize is SO winnable, we'll worry about them later, almost as a afterthought - and this afterthought drags on for decades (some Italian cities survived the 1494-1550 wars because France/the Empire kept saying "ah, we can we take them anytime..." and never did);
7. They have powerful friends. Take them , face the consequences (this is the 1950s scenario);
8. We have more to gain from trading with them than conquering them. Or put another way, conquering them may sacrifice some of the trading advantages we currently enjoy (usually heavy bribes are accepted for independence - and ultimately, invasion happens anyway).

I guess you could argue the citystates are "useful" as independent spy havens - though given their geographic isolation (esp. Nova Svoga and Zagora), I fail to see it. Besides, conquering them won't (presumably) stop merchants from profitable trade if it remains - so why not take 'em?

Anybody develop any special cultures for these city states? (Keep thinking, everyone.....!!).

Subj: Re:City States
Date: 11/17/96 7:10:41 PM
From: Kaviyd
Posted on: America Online

My guess is that Hule already does control them -- outright conquest was never necessary.

On the other hand, Bruce Heard's version of the Red Curse (unlike the later AD&D version) did affect the City States -- so Hule would have had reason not to invade. But if the events of "Wrath of the Immortals" not only spread the Curse throughout the Savage Coast but removed it from the City States, then it is only a matter of time before Hule does move in.

Subj: Re:City States
Date: 11/17/96 7:14:48 PM
From: TSR Bruce
Posted on: America Online

And perhaps the City States are acting as *bankers* for many of the more influential officials in Hule. These people may have much of the gold hidden in the City States, so they would naturally speak against a move on these small nations.

Slagovich also sits on a pile of cinnabryl. They might have stockpiles of smoke-powder and cannons to defend their fortress. Taking Slagovich could prove at very least expensive.

Bruce Heard

Subj: Re:City States
Date: 11/18/96 1:24:27 AM
From: TSR Roger
Posted on: America Online

TYGHOCK: Re: 7. They have powerful friends.

This could be called the "Don't mess with Kuwait" alternative. I don't recall that the city-states had any powerful friends, but one never knows.

Subj: Re:City States
Date: 11/18/96 2:31:43 AM
From: TYGHOCK
Posted on: America Online

Add two other reasons big states wouldn't attack small ones:

9. The need for buffer states. Sometimes, it's just easier, politically and militarily, to let little states exist as buffers against powerful neighbors. The buffer state should be a.) weak enough not to be a threat to you, b.) enough of a nuisance to slow down a potential attacker, c.) different enough from you culturally to appear independent, and d.) pretty sure not to go over to the enemy they're buffering you against! In this case, I can't see the city states serving as a buffer to anything.

10. Political style. This one is tricky, and never works in the long run. The nation just prefers to infiltrate, control from the outside, and manipulate other states (theoretically independent) to do its bidding. This usually involves money. The best example is France supporting the fractured German Protestant princes against the Habsburgs in 1618-1648. It always fails because, when the fighting escalates enough, or a deep setback occurs, the power behind the throne is always forced to throw away the mask and lay its cards on the table (sorry - mixed metaphores).

I like the idea of Hule officials with city-state bank accounts - it smacks of Ottoman court officials and their business interests with (and generous bribes from) Venice.

Anybody get any culture ideas on the city states yet? how about their naval relationship with the twin Baronial powers?

Subj: Inter-State Diplomacy
Date: 11/18/96 2:39:16 AM
From: TYGHOCK
Posted on: America Online

Another question: what is the diplomatic status of the non-Baronial states vis-a-vis each other? What roles do the city states and the middle kingdoms play (other than trade which is documented) in the politics of the Baronies/Hule? There are some cool hints in "The Savage Baronies", but it is not fleshed out.

Ideas? Creative interpretations? Experiences in your campaigns?

Subj: Unification/Disintegration
Date: 11/18/96 2:53:32 AM
From: TYGHOCK
Posted on: America Online

Third question: the books hint at Unification as a possibility. What about disintegration? From my reading of the timeline, the last 100 years saw 25 baronies shrink to 9, not all in friendly mergers. I would think some local identity issues might still simmer under the cloak of unity. Especially if a family relation of the former ruler sees an opportunity, spurred by an enemy's gold, or unrest, or the confusion of natural disasters. I mean, we're only talking 25 or 40 years in some cases. People would still be alive who remember the old allegiance. We have independence movements in our own day based on non-existent states much older than that. The "unity under threat from without" argument is less persuasive if the "without" forces are financing and encouraging your plan.

Louis XIV raised a ridiculous ancient claim to Belgium/Holland, and caused a major war. A town or city charter, long revoked, often served as the rallying cry for rebellion ("we just want our ancient liberties restored, whatever they were"). Burgundy claimed special rights long after France considered it "absorbed". Basques claim to want independence a mere, oh, 400 years after incorporation with Spain. etc., etc.

I think there's fertile ground here.

Subj: Re:City States
Date: 11/18/96 6:43:44 AM
From: TYGHOCK
Posted on: America Online

Another thought: could any of the Baronies be supporting the independence of the city states as a potential "second front" in case of Hule invasion? This is stretching it, but an unsecured Eastern

border could come in handy if Hule gets rough again. Even though the city states couldn't hold out, they could be a diversion.

The problems with this theory are a.) the city states look too weak to hold out long; they could be contained pretty easily, b.) the city states seem incapable of offensive potential, and that is the key to a second front ally (see France using Scotland against England), c.) Hule would I think have more influence in the two landlocked city states than the Baronies, and d.) the city states might not be organized or disciplined enough to play that game. It requires long term policy and nerves of (Red?) steel to play that card. Finally, what real chance do the Baronies have of getting significant help to Nova Svoga and Zagora? Up the river through Hule territory? Across the Hobgoblin Territories? What good would blockade/invasion vs. Hule by the Baronies do, if they can't get tangible help to the two remote city states? After all, even France could send troops and weapons (Flodden, Pinkie, Cullenden) to Scotland, and evacuate nobles in a pinch (Mary, Queen of Scots went south after the Pinkie debacle).

I think a campaign against the city states should be brewing, and maybe somebody should get some adventurers involved....? Think about it - mercenaries answering the Help Wanted from Zagora, arriving in a strange, exotic, paranoid and beaurocratically confused city, secret meetings with conflicting ministers with different hidden agendas, Hule money and spies all about you, plans to invade Nova Svoga, or annex Budavik, or a treasure hunting expedition to Bielagul, or get you involved in an assassination of the governor of Gravdiv, or a secret trip to guard bribe money sent from Ayskudag, or a secret mission to secure a treaty with a Baronial lord, or all of the above! Lots of promise, and you don't upset the balance of the Baronies!

DMs?

Subj: Re:Inter-State Diplomacy
Date: 11/18/96 7:59:47 PM
From: TSR Bruce
Posted on: America Online

<< what is the diplomatic status of the non-Baronial states vis-a-vis each other?>>

They all are sovereign states since none have any liege (so far, that is).

<< What roles do the city states and the middle kingdoms play (other than trade which is documented) in the politics of the Baronies/Hule?>>

Their role is very limited because of their geographic location along the coast. Trade is the most important aspect. The location of the cinnabar mines adds a twist to political relationships between all these states, especially in regards to the *haves* and *have-nots*, and the ones who need it the most. For example, Torreon, Eusdria, Renardy, Bellayne would need it the most because of the goblin peril. Druidical Robrenn is also at risk, but they dislike the fancy metal and the curse's power for obvious reasons. Other than that, the depth of politics often remain limited to immediate borders.

Bruce Heard

Subj: Re:Unification/Disintegratio

Date: 11/18/96 8:10:31 PM
From: TSR Bruce
Posted on: America Online

<<What about disintegration? From my reading of the timeline, the last 100 years saw 25 baronies shrink to 9, not all in friendly mergers. I would think some local identity issues might still simmer under the cloak of unity.>>

Yes, there are risks involved in uniting the Ispan baronies, but on the other hand look at RW-Spain. The modern nation is a conglomeration of several earlier kingdoms, blending Celtic, Roman, Moor, and Wisigothic cultural roots, in addition to Christian, Muslim, and other religious philosophies. No doubt, keeping an Ispan nation together would remain a challenge to any ruler (rivalries among the nobles I think would be the biggest stability problem, more so than the people). But that's good news -- it keeps everybody on its toes, from a game point of view. The bottom line is that the task of uniting the Ispan kingdoms is made easier because: 1.) they all speak the same language (except for Texeiras and Vilaverde); 2.) no dialects have appeared locally; 3.) no religious issues have opposed the baronies; 4.) major threat lies nearby in the nation of Hule.

Bruce Heard

Subj: Re:Unification/Disintegratio
Date: 11/18/96 8:18:00 PM
From: TSR Bruce
Posted on: America Online

<<Especially if a family relation of the former ruler sees an opportunity, spurred by an enemy's gold, or unrest, or the confusion of natural disasters.>>

All things considered, this is no different a problem than with most large nations in the Known World. Think all the provinces of Thyatis are happy to be part of the empire? Think the rulers of these provinces wouldn't jump at the occasion to break loose? The same could apply to Darokin, Glantri, Heldannic Territories, etc. The problem is about as bad for the Ispan Baronies, but not this much more.

Bruce Heard

Subj: Re:City States
Date: 11/18/96 8:39:30 PM
From: TSR Bruce
Posted on: America Online

<<could any of the Baronies be supporting the independence of the city states as a potential "second front" in case of Hule invasion? This is stretching it, but an unsecured Eastern border could come in handy if Hule gets rough again. Even though the city states couldn't hold out, they could be a diversion.>>

Yes they would -- but almost like a throw-away card. The city states are tough to attack simply because of the terrain. Remember the struggle of RW-Montenegro vs the Ottoman Empire? Despite their great military strength, Ottomans never captured tiny Montenegro. Montenegrins did have (and still do) a warlike culture and a terrain that is easy to defend, a bit like the city states. In the end, I doubt however that Hule could fail to take them out if it really wanted to. This would just divert lots of troops, and delay any decisive action against the baronies. The second value of the city states is their naval power. It is almost sufficient to sink whatever Hule could line up, and then sail/portage up its rivers to raid Hule's hinterland. This is a significant threat to Hule because Hule is just as fragile as the Baronies in terms of its national unity. It is built upon conquests. Massive raids inland would almost certainly gain support from one or the other local rulers wanting to break away from the hagiarchy.

At worst I think the city states involvement could merely be in a plan to delay Hule while the Baronies desperately try to convince/negotiate/coerce their western neighbors to join the fight. The logic behind military interventions from the western states is that once the Baronies fall, there is nothing to prevent Hule from moving west along the Savage Coast. Furthermore, it would make sense for Texeiras to have established links with the northern barbarians (the ones we have been raiding Hule's northern lands with near total impunity), in order to apply sudden pressure there too. Texeiras is probably the wealthiest state on the Savage Coast and could afford to buy off a number of big, Hule-hating tribes just to this effect.

Bruce Heard

Subj: Re:City States
Date: 11/18/96 8:42:36 PM
From: TSR Bruce
Posted on: America Online

<<I think a campaign against the city states should be brewing, and maybe somebody should get some adventurers involved....? Think about it - mercenaries answering the Help Wanted's from Zagora, arriving in a strange, exotic, paranoid and beaurocratically confused city, secret meetings with conflicting ministers with different hidden agendas, Hule money and spies all about you, plans to invade Nova Svoga, or annex Budavik, or a treasure hunting expedition to Bielagul, or get you involved in an assassination of the governor of Gravdiv, or a secret trip to guard bribe money sent from Ayskudag, or a secret mission to secure a treaty with a Baronial lord, or all of the above! Lots of promise, and you don't upset the balance of the Baronies!>>

Indeed -- as it should be. This all sounds really attractive as a campaign background for PCs to discover and wrestle with. Lots of fun! :)

Bruce Heard

Subj: Maps
Date: 11/18/96 8:43:30 PM
From: TSR Bruce
Posted on: America Online

Anyone had any problems downloading the Savage Coast maps? Any other comments.

Bruce Heard

Subj: Re:Maps
Date: 11/18/96 11:38:21 PM
From: TYGHOCK
Posted on: America Online

Nope....they downloaded just fine.

Thanks again!

- Ken

Subj: Re:Unification/Disintegratio
Date: 11/18/96 11:51:25 PM
From: TYGHOCK
Posted on: America Online

Yeah, you're probably right. The forces compelling unity are probably a lot stronger than the forces that would pull them apart. What would the Barony of Cristobal REALLY have to gain by independence again, anyway? The threat from Hule is too strong. That threat might be why consolidation - even by conquest - happened so quickly and (arguably) so completely. Further consolidation is also very logical, except that certain clear "cultural characteristics" are starting to develop. A sense of power is starting to fill he Baronies now, though ultimate weakness in facing Hule disunited keeps them honest. The question is, are the cultural differences like those between New York & Virginia, or those between Belgium and Holland?

You're right, the common language will play a big part in unification. Language kept Poland thinking like a state long after it vanished from the map!!!

Your points are well made. Now where are we gonna find that leader to pull all the Baronies together? Hhmmmmmm.....

Subj: Re:Unification/Disintegratio
Date: 11/19/96 4:35:54 AM
From: TSR Bruce
Posted on: America Online

<<Your points are well made. Now where are we gonna find that leader to pull all the Baronies together?>>

I think the one with the greatest potential to pull the pieces together is Dona Esperanza, the Baroness of Gargona. It is not so much because of her political or military might (the latter seems

laughable) but because she is the least threatening potential head of state, seen from inside and outside Gargona. Her ruling methods are very mild and enlightened, and thus may seem more acceptable to non-Gargonans as a result. Gargona also rises above all others as a cultural center for all Ispan peoples. Many Gargonan scholars also work as trusty advisers for other barons, and therefore remain in a position to assist in the process of unification. Family ties with Esperanza's House of de Sotto y Rivera are very strong outside Gargona, having forged lasting links with Narvaez, a powerful Baronies whose strength lies in faith and church, and Saragon whose derives its might from magical know-how. There is a definite risk in the Gargona-Narvaez foundation as long as Narvaez remains a brutal, repressive, and rather backward state. Finally, the capital of Gargona is named Ciudad Real -- or Royal City -- and it lies in the middle of the Ispan lands. It seems well suited for becoming the siege of a legitimate Kingdom of Ispan. Whether Esperanza could be strong enough in the long run to keep the pieces of the fledgling kingdom together is a different story however.

Bruce Heard

Subj: Slagovitch Culture
Date: 11/20/96 4:53:56 AM
From: TYGHOCK
Posted on: America Online

OK, let's try a new topic. How does everybody envisage the culture (or lack thereof) in Slagovitch and the other city states? What Real World culture do you folks model them on?

Do any modules give any hints on this already?

When you've got a night (not a knight) to kill in Raska, what's the local entertainment?

How much do they pay the couriers who carry news from Budavik and Kosovsko (the Lupin Express?)?

Let's create/flesh out the cultures - dirty, paranoid, mercentile, whatever - for these flotsam of the fringes, these jetsam of the jagged edge, ie the City States.

(hey, Somebody's gotta post Somethin' !).

Subj: Re:Slagovitch Culture
Date: 11/20/96 5:02:44 PM
From: TSR Bruce
Posted on: America Online

<< How does everybody envisage the culture (or lack thereof) in Slagovitch and the other city states? What Real World culture do you folks model them on? >>

Back when we were planning on publishing an accessory, we were aiming at the following cultures:

Hungarian

Rumanian
Bulgarian
Albanian
Serb/Montenegrin

...more or less. Some were going to blend several different cultural/linguistic aspects. The historical eras to be emulated were different as well (some would have dated back to medieval times, others to renaissance). I think I remember posting info a long time ago in this folder about this very topic. I have some old notes at home on all this. I'll see if I can dig them out.

Bruce Heard

Subj: Re: To Kill a Cat
Date: 11/20/96 5:03:54 PM
From: TSR Bruce
Posted on: America Online

<<When you've got a night (not a knight) to kill in Raska, what's the local entertainment?>>

The yearly Bellaynese chariot race?

Bruce Heard

Subj: Re: Lupin Express
Date: 11/20/96 5:09:33 PM
From: TSR Bruce
Posted on: America Online

<<How much do they pay the couriers who carry news from Budavik and Kosovsko (the Lupin Express)?>>

Obviously not enough considering the risks of Hulean interception. If lupins have developed this particular trade, it would make sense to use the Long-Runner, a specific breed of lupins strangely familiar to our greyhounds. The truth about these fellows and other lupin breeds will appear in the upcoming January issue of DRAGON Magazine. ;)

Bruce Heard

Subj: Re: City States
Date: 11/20/96 5:19:43 PM
From: TSR Bruce
Posted on: America Online

<<Let's create/flesh out the cultures - dirty, paranoid, mercentile, whatever - for these flotsam of the fringes, these jetsam of the jagged edge, ie the City States.>>

Okay, good enough. Here's something to start with.

Slagovich -- merchants first with a decent naval force; sophisticated people.

Shkodar -- backward, isolationist, paranoid, with a naval force more adapted to combat and raiding than peaceful trade (light galleys and other light combat ships, well armed).

Zvornik -- militaristic especially with their land-based forces. A rougher people.

Nova Svoga -- more concerned with agricultural concerns, including goat-herding (and dealing with the local population of goat-men -- some problems with obscure goat-magic in the hinterlands) ;)

Zagora -- no idea, yet...

Bruce Heard

Subj: Re: Campaign themes

Date: 11/21/96 2:42:10 PM

From: Orthoclase

Posted on: America Online

Was the Red Steel Campaign Themes CD ever released? I saw it listed as TSR 9502, but I have checked with two local retailers (that normally carry all of TSR's stuff), and they both say that this product was never released.

Subj: Re: Campaign themes

Date: 11/21/96 9:34:51 PM

From: TSR Bruce

Posted on: America Online

<<Was the Red Steel Campaign Themes CD ever released? I saw it listed as TSR 9502>>

No this was never released. I'm not sure why either since it was going to be mostly a compilation of musical and sound effects from the previous Savage Coast audio CDs.

Bruce Heard

Subj: Foreign Creatures

Date: 11/21/96 9:46:52 PM

From: TSR Bruce

Posted on: America Online

The world of Mystara is peculiar among other game worlds, in that it does not naturally have some of the monsters found elsewhere (metallic dragons other than gold, illithids, githyanki, githzerai, etc). Now that a version of Mystara for the AD&D Game exists, how would you bring in some of

these outer world creatures? What would be the most visible effects in the Known World and the Savage Coast?

Bruce Heard

Subj: Princess Ark
Date: 11/21/96 9:48:45 PM
From: TSR Bruce
Posted on: America Online

If the Princess Ark were to reappear in skies above the Savage Coast -- with YOU as the skipper -- what would be your first set of orders, and your very first course setting? :)

Bruce Heard

Subj: Re:Foreign Creatures
Date: 11/22/96 1:31:26 AM
From: Telrathin
Posted on: America Online

If I were introduce any creature into Mystara, I would probably introduce other metallic dragons. These dragons, originally gold but seperated from the majority of golds a long time ago when they moved to the southern hemisphere, have evolved different colored scale and abilities due to their inhabitation of territory unusual for gold dragons. They have only recently been making trips north to Brun, starting by exploring the Immortals' Arm... he he he.

Tel

Subj: Re:Foreign Creatures
Date: 11/22/96 4:07:59 AM
From: Mystaros
Posted on: America Online

Interestingly, as with Tel, the other metallic dragons on my Mystara are also from the southern continent... in the region of the west currently known as Izonda and Adakkia, where once lay the ancient Golden Empire (ruled by the Gold Dragons and their metallic kin, in my Mystara it is the original home of the Enduks, Lamassu, Shedu, Baku and many other "Spam" creatures of good and evil alignments; I never fit the Mystaran Gem Dragons into my mythos). Metallic dragons other than Golds have pretty well been limited in activity to the southern continent, though some are found in Sindh, the great waste, and points further west. Illithids and other psionic ilk are found on the "Barsoom Plateau" that I described some time ago... and are otherwise extremely limited in scope elsewhere (Kopru are, of course found in the Sea of Dread, but that is the only real exception).

Mystaros

Subj: Re:Princess Ark
Date: 11/22/96 5:45:49 AM
From: TYGHOCK
Posted on: America Online

I'd cruise on over to those damn city states, and find out who they are, what they're up to and how deep Hule has a grip on them. Then I'd take that info to the Baronies for a price.....

Subj: Re: City States
Date: 11/22/96 6:01:03 AM
From: TYGHOCK
Posted on: America Online

Interesting that Serbia was formed by a tribe called the Raska...coincidence?Hmmm.....

The Savage Baronies book says Dwarves settled on the Eastern SC in 450 BC, and Traldar arrive in 450 AC and "establish several city states on the Eastern shores of the Gulf of Hule". So we could have Dwarven survivors from earlier, mingling with the Traldar to form the city states (cs). This would make sense given the mountainous regions surrounding the cs. Traldar had gypsies and russian sounding city names, and this would tie into the cultures desired and the "vitch" type place names. Any Traldar culture would be effected by the dwarves remaining, plus the obvious role of "link" these cs play. Trade across the desert, plus colonists from Ylaruam and Thyatis, would almost certainly have stoped among the cs, impacting both Western and Eastern flavors.

I'm uncertain to what extent Yavldom would influence the cs. Clearly, from a trade standpoint, they would have much commerce. But given the cultural differences, how much Yavldom culture could rub off on these cs? I think the Serbian/ Balkan xenophobia might halt Yavldom influence at the dock - the cs might be pretty set in their ways by now.

The inland cs, having seen invasions and having some dwarven culture, would build excellent defensive cities. Even the smallest place would be protected by walls and other defensive measures. Mining would be part of their culture, although forays would be close due to gobliniod and Hule raids. The seige mentality plays well to dwarves, the trade and exotic flavors play well to Traldar gypsies

(continued....)

Subj: Re: City States
Date: 11/22/96 6:31:54 AM
From: TYGHOCK
Posted on: America Online

(continued....)

For a few historical notes: Serbia depended on infantry, less on cavalry than the open areas of Bulgaria or Romania. Archers, including poison arrows, were used! The cultures had that wonderful mix of east and west we call Eastern Europe. Knights in armor, light bow cavalry, sheep-farming axemen, petty nobles electing centrally weak kings, every lord ruling by fiendishly ruthless decree.

Nobles were called Boyars. Tribalism was replaced by a feudalism under local hospodars. A noble with more power and a royal appointment was called a Voivode. In Bosnia, local chieftans were called Zupe, and were organized under defensive regions called Bans. In Albania, a city-state mentality existed due to the proximity to Greece and Italy. Local leaders were called Archons (my favorite name!). Occasionally, they united under a Magnus Archonte, until they all fell out again. (You can hear the cry now..."who will be Magnus?"). People were semi-nomadic, sheep and goats being prevalent. Wine was made, and cheese and olives. The light spear/javelin cavalry were famous as the Stradiots, feared throughout for their speed, ruthlessness and efficiency at stripping enemy baggage camps! They took heads as trophies and fostered their reputation for effect. As parts of this coast joined (or were taken by) the Venetian Empire, naval galley trade was common to their culture. Defense and raiding (both for and against!) were critical aspects shaping their cultural outlook. In Bulgaria, land-owning peasants were called viteji. Haiduks were military border settlers, mostly infantry with firearms (any adventurers want a home?). Heavy infantry called Voynuks wore skullcaps and chain/plate armor, and carried distinctive axes/halbards - again sounding dwarvish. Standing armies didn't exist. Foot bodyguards for kings were called curteni, basically bowmen in nicer clothes, a shield with the states insignia, and a spear. Local headgear was exotic and distinguishing. Noble cavalry supplemented the light cavalry troops, and peasant levies produced many bowmen and some axemen. Wool was the common cloth. Long moustaches, no beards, and longish dark hair prevailed (imagine THAT dwarf!). Tough, proud, divisive, xenophobic, nomadic/pastoral surrounding city states, exotic in style and temperament:

I hope this helps to lay some historical groundwork for the cs!

Subj: Re: Metallic Dragons
Date: 11/22/96 4:05:58 PM
From: TSR Bruce
Posted on: America Online

Tel: <<These dragons, originally gold but seperated from the majority of golds a long time ago when they moved to the southern hemisphere, have evolved different colored scale and abilities due to their inhabitation of territory>>

Mystaros> <<Interestingly, as with Tel, the other metallic dragons on my Mystara are also from the southern continent...>>

That's a great idea -- don't bring them from the outside, simply assume they had always been there but no one had really had a chance to see them so far. Pretty cool! This certainly simplifies the whole issue of introducing the missing metallic dragons.

BTW -- anyone remembers the article on DRAGON Magazine June & July 1991 issues about Mystaran dragons? (From Hatchling to Immortal Guardian). With all these new dragons, is there anything you think should be added to the info from these two articles. I'm thinking the whole layout of Dragon Domains in the Known World could be revised, but others could also be developed for the Savage Coast (for Pyre the vermilllion dragon at least), and also for the mysterious metallic dragons of the southern hemisphere. Neither was there anything about the dragons of Norwold's Wymsteeth Range and their domains. There was a whole layer of inter-draconic politics involved there. Could be interesting. A few more dragon "souls" could also be created for the metallic dragons, etc.

Bruce Heard

PS. Someone on the internet made the comment that the age/longevity system used in the article was flawed (too short) and suggested some fixes. I lost the specific post (darn). I think it consisted in adding a 10 to the basic age dice roll, before using the multiplier.

Subj: Re:Foreign Creatures
Date: 11/22/96 4:15:34 PM
From: TSR Bruce
Posted on: America Online

<<(ruled by the Gold Dragons and their metallic kin, in my Mystara it is the original home of the Enduks, Lamassu, Shedu, Baku and many other "Spam" creatures of good and evil alignments; I never fit the Mystaran Gem Dragons into my mythos)>>

I am reading this right? Is it the Gold Dragons ruling over Enduk, Lamassu, Shedu, and Baku -- and various other spawn of spam ;) -- OR, the latter having left because of the gold dragons hegemony in the area? Also, whatever happened to your gem dragons? Did you decide never to include them in your campaign or have they become extinct? What was your logic in this?

Bruce Heard

Subj: Re: City States
Date: 11/22/96 4:19:49 PM
From: TSR Bruce
Posted on: America Online

<<I hope this helps to lay some historical groundwork for the cs! >>

It sure does! Thanks. I'll have to add all this info to my stack of notes on the city states. Your cultural and historical insights are very interesting as usual! :)

Bruce Heard

Subj: Re: Unification
Date: 11/22/96 4:51:54 PM
From: TSR Bruce
Posted on: America Online

Should the baronies manage to unite, one question comes up regarding the formation of the Royal Domain. The queen would naturally cumulate more than one title (Baroness of Gargona for now anyway, Queen of Ispan naturally, plus some possible religious title as spiritual defender of the main Ispan faith, etc).

It would be logical to assume all these titles have some land coming with them, even if very small. The most important is the royal title. I would think that the royal capital of Ciudad Real would have to be part of the royal domain. Each barony would have to cede a part of its land to form the royal

domain, as a token of their allegiance to the crown. These pieces of land don't have to be adjacent to each other, but it would be desirable if a few could be combined, especially in the vicinity of the capital city. No doubt that ceding Ciudad Real to the crown would be like ripping the heart out of Gargona, but on the other hand, the Baroness and her descendents do get the crown.

For example, Narvaez would have to cede its possession west of the Rio Guadiana (up to Paz del Sol). Saragon would have to cede its lands east of Rio Maldito and Torre de Manzananas. Gargona would *lose* Ciudad Real (at least the north bank of the city) and part of the territories north of the river. Almarron would cede control of the Castillo de Tordegena and surrounding vicinity. Guadalante would offer the region comprising Dos Cabezas Hacienda. Torreon would deliver the lands south of Rio Frio and west of Rio Guadiana, including the two fortresses.

Texeiras and Vilaverde present a difficulty in that they speak a different language and would want to negotiate allegiance to the crown in exchange for greater internal autonomy. If so, they would probably cede some or all forested domains north of Porto Punhal and north of Porto Preto. That's tricky because they NEED the timber to build their ships, which gives the crown a serious measure of control over these two baronies. Next thing you know, both baronial provinces will seek new colonies to secure the precious timber.

Finally Cimarron would remain independent, being the most foreign of the Ispan lands (too many gringos there). This could lead to a clash sometime later between them and the Ispan Kingdom.

Comments anyone?

Bruce Heard

Subj: Re: Unification
Date: 11/22/96 4:57:18 PM
From: TSR Bruce
Posted on: America Online

...one more thing. As an alternative to ceding forested domains to the crown, Vilaverde and Texeiras might instead cede a colony and/or a large sum of gold and a number of ships which would help bankroll the fledgling kingdom and bolster its ability to respond directly to various foreign threats.

Bruce Heard

Subj: Re: Unification
Date: 11/22/96 10:17:18 PM
From: TYGHOCK
Posted on: America Online

I agree about the initial ceding of the one city. But there are other alternatives to "crown lands", especially as one moves away from Medieval and into Renaissance/Baroque thinking. First, there can be the attachment of revenues. Land is largely a revenue producing item by the Renaissance. Real power is in wealth. Kings often "farmed out" the royal lands to managers for a flat fee, then let the managers recoup their investment + profit over time. Such licenses could be for life, but weren't always.

So the Baronies could each be required to RENDER (call it the Renderio?) the INCOME from a parcel of land, rather than formally cede the land to the crown. The difference is one of control. Ceding means full control, including occupation by officers of the crown. Rendering means a cash

transaction, and the land is still yours. If you think about it, a renderio is actually easier on the crown. Take your forrest example. The wood and lumber industry still lies in Tex-Vil hands, but a stipend in cash is paid for the right. Tex-Vil keep the wood (and real control in a rebellion), and the crown gets the gold (also useful in a rebellion, and easier to defend than far-flung non-contiguous crown lands).

Second, the control of administration will produce income. Specifically, the right to taxation on product (a salt tax, for instance), or a sales tax (3% on every transaction) is a great income producer. The King's ministers will also control revenue from court decisions (England's notorious Star Chamber), coinage, wardships (attaching the revenue of young heirs "for their protection" until maturity), and grants of privilege (here's a charter for ten year's colonizing in Wallawalla... that'll be 20,000 in gold, please, and then we'll renegotiate the renewal) . Administrative control also means (ugh!) the sale of offices, always a lucrative card in the royal hand.

Finally, the king/queen could ask or solely retain the right to call assemblies (parliaments, estates, or better, Cortes like in Spain) in each major city. This right is the right to ask cities for loans (juros in Spain), or "subsidies". Juros are bonds, floated mostly to rich merchants, backed by the crown. Sometimes, they paid no principal, but just a perpetual low rate of interest. They were the forerunners of the retirement annuity, and much sought after!

Subsidies are my favorite. These are voted grants of income, measured as a percentage of a city's annual wealth, that go to the royal coffers in times of economic need. For example, the queen calls a Cortes in Navarez. The annual income is 300,000 gold. She asks, in the interest of shrine building, for two subsidies. Each subsidy is worth 1/10, so she's asking for 60,000. The Cortes votes for 1 subsidy of 30,000. It then asks for concessions, such as no more subsidy requests for five years. It might be militant and ask for more, like the expulsion of a minister, extra laws against turtle emigration, or a campaign against Nimmur. Whatever; the queen has a choice - take the one and run, or negotiate for the two and lose some issues. Her diplomatic talents come to the fore, and prior decisions come back to help (or haunt) you. This is great campaign stuff, and a good model for the actions of the English Civil War and French Revolution. It gives the PCs chances to become Ministers and rise and fall and rise again (or lose their heads, or flee abroad), WITHOUT having to become a King of something. And it's actually how the RW nation-state got started!

So don't think just in terms of "crown lands". Yes, a capital and surroundings are needed. The rest can be cash and carry as noted above.

If you want, I have some basic rules for solo Subsidy voting. I'll put them on line if your interested.

Subj: Re: Unification
Date: 11/23/96 1:28:46 AM
From: TYGHOCK
Posted on: America Online

Other funding ideas:

Don't forget the Asiento, a loan for expected income - sort of an advance on tax revenues. Spain used it in expectation of bullion from the gold fleets from America.

Which brings us to the next item, colonies. All new colonies are property of the crown, whether licenced originally by charter or not. Colonial income pads the royal coffers.

A noble who rebels could have land taken from him and placed under royal control. This would not be so much "crown lands" as lands under crown control until the Submissivo, or official act of

contrition, alliegence and penalty (perhaps the rebel's son submits, performs fealty, and is penalized 33% of revenue for five years).

Finally, their might be special one-time taxes for special needs. These would be EXTREMELY rare, like once per reign if that. Things like a tax on clergy (called a gift or Donativo), or a special levy for a war on Hule (call it a cruzado, or crusade).

A few points about these funding ideas. One, none of them are written in stone. The Baronies could have some, none or all of them - none are inevitable. Two, some of these must be granted ANEW for each new soveriegn. When Charles I came to the throne, Parliament made him sweat and make concessions for his right to "tonnage and poundage" (shipping/port duties). If every new soveriegn must negotiate, this keeps the royal power in check, something the Baronies would probably like. They would still be holding some of the cards. Three, the lack of royal lands and the "clean slate" new regime approach ties into the Baronial need for independence within a monarchy, and makes the selection of the next ruler less "inevitable" than if they grew up in the royal purple. I think the kingship might not be hereditary in this case. Perhaps a selection by the nobles, like the Diet of Poland, or the Electors of the Holy Roman Empire (or Glantri?).

Like I said, this scenario offers a unique edge to the already unique flavor of the Savage Coast, and should enhance rather than dillute the RPG aspect.

Subj: City Votes pt.1/2
Date: 11/23/96 4:09:47 AM
From: TYGHOCK
Posted on: America Online

Here's a little system we use for subsidy voting from a city.

A SUBSIDY equals a percent of the taxable income of that city. The percent should depend on how you tax cities in your game, and how expensive things are! Since our city taxes are not onerous (we get our money other ways, through tolls, tithes, duties and taxes on certain merchandise), each subsidy equals one full year's taxation of the city proper.

1. The ruler must summon the cortes of the city to assemble within 30 days.
 2. The ruler must physically go to the city and be present at the cortes while it sits. If a representative is sent instead, REGARDLESS OF RANK, a big automatic negative modifier is applied.
 3. The ruler can only ask subsidies of capital or first class cities. Thus the pool for pickings is slim. Smaller cities were usually just squeezed for small forced loans.
 4. Depending on the culture, the ruler is limited to the number of cities per year in which he/she can summon a cortes. Generally we use 3 cities per year, and this is rare. This can be a negotiated point for each new ruler.
 5. The personality of the ruler is VERY important to the success of the roll. Personality in our game is determined by drawing playing cards, each card having a personality trait. Rulers have these traits for life. Not all traits affect subsidy votes. The ones that do are: - Good Temper, Bad Temper, Charm, Personality, Wise, Stupid, and Arrogant.
- CHARM is the best trait. It means a courtly, skilled ability to handle official formal court functions, including the manipulation of a cortes. It also helps in diplomacy and meeting other nobles & rulers. PERSONALITY means the ruler is popular with the masses. "The people love him!". Not as effective as charm ,but positive. It helps in rallying the masses and leading armies. GOOD/BAD TEMPER, WISE, STUPID and ARROGANT are self explanatory.

6. The ruler rolls one six sided die. The result is modified as noted below. On a 1-3, no subsidy is granted. On a 4 = 1 subsidy, on a 5 = 2 subsidies, and on a 6 = 3 subsidies. Rolls modified over 6 are treated as 6.

MODIFIERS:

- +1 At War
- +1 Invaded (used in addition to At War).
- +1 Good Temper, Wise, or Personality (each +1)
- +1 Haven't requested subsidy in last 5 years (not cumulative!)
- +1 Each Concession granted, to get total up to 4 (no higher than 4). Asked for and granted only after the modified die roll fails to reach a total of 4. (see 7 below).
- +2 Charm (hey, some people are good at this stuff!)
- 1 Bad Temper, Stupid, Arrogant (each -1)
- 1 Each Year a subsidy has already been granted over the last five years (we're broke!).
- 1 Each REALLY BAD THING DONE, at umpire's discretion (rare stuff, like patricide!).
- 3 Ruler didn't bother to come in person. All the representative's NEGATIVE personality modifiers count, with ARROGANT at -2! His/her POSITIVE personality modifiers don't count, except CHARM at +1. Other +/- count as listed.

If the modified roll is 1, we usually create a character in the cortes who organized the successful opposition to the royal request. He can be noble or commoner, but is assumed to be the fiery speaker, troublemaker, and general thorn in your royal backside. After the cortes is dismissed, he can linger, or be assassinated, or pop up again - he's a great character for a possible future rebellion!

If the modified roll is a negative number, a Tax Revolt occurs! We don't allow concessions to avoid tax revolts. If the negative roll occurs against a representative, you can treat it as an objection to that minister, not outright rebellion (they just toss the MINISTER out the window!). It STILL counts as a requested subsidy, though.

(continued on next post.....)

Subj: City Votes, pt.2/3
Date: 11/23/96 4:13:50 AM
From: TYGHOCK
Posted on: America Online

7. CONCESSIONS. The best part. To get the roll up to 4 and get a subsidy, the ruler can ask what concession the cortes would accept for granting a subsidy. Each concession asked and granted ups the total by one. Therefore, a roll of 1 would need 3 concessions, a roll of 2, 2 concessions, etc. Concessions are playing with fire. The ruler is saying, open handed, "tell me what you want". A die is rolled for each concession asked, one at a time. The table below is consulted. Rulers cannot bypass a concession (i.e., roll for a less onerous one). Grant it or lose the vote. Period. Rulers can only grant concessions to get up to one subsidy (adjust the roll up to 4). Extra concession are pointless.

Once the total is adjusted up to 4, a subsidy is granted, the ruler graciously thanks the cortes, dismisses it, and must act on the concession(s) granted. Failure to do so results in grievous umpire penalties on future rolls; plus possible additional penalties. These can include no subsidies from that city until the concession is granted, a permanent negative modifier for that ruler in that city, possible

negative modifiers in other cities (they saith hys worde keepeth not Trewe), or other nasties up to the umpire.

If the ruler turns down the concession, and dismisses the cortes, he cannot recall it until next year at the earliest. Regardless, whenever he does recall it, the cortes will remember its refused concession request. If a concession is required this time, roll one die. 1-3, the old concession is requested. 4-6, refer to the table as usual. The only exception is if the concession is no longer possible (i.e., the war has ended, or the minister dead or gone, etc.). In that case, roll on the table as usual.

When a new ruler comes to the throne, he/she will NOT carry over lingering concession requests. It is assumed each ruler gets a clean slate on which to create his/her own problems.

CONCESSION TABLE - (roll two six-sided dice)

- 2 - Grant the cortes the right to control all taxation!(The kiss of death to kings).
- 3 - Declare Peace now!(or Umpire discretion).
- 4 - No more abuse by royal courts - disband them! (Reformed courts have some independence).
- 5 - Grant religious tolerance to somebody (umpire discretion).
- 6 - No more subsidy requests from us for x years (roll 2 dice).
- 7 - Remove a minister/favorite/administrator from office (see below for how deeply he is hated!).
- 8 - No tolls (or port duties) for x years (roll 2 dice).
- 9 - Organize a crackdown on religious dissidents (umpire discretion).
- 10 - We want consultation on all tolls, duties and merchant matters (a subsidy-like vote required for every income area).
- 11 - Declare War immediately (or) Break that Alliance!! (This is really stepping on royal prerogative).
- 12 - We want consultation rights on the Succession! (Or the right to rewrite the constitution, or vote out the king, or some threat to the established monarchical order).

If a 7 was rolled, roll again to see how badly the cortes demands the rogue be treated. 1-2, he is dismissed from his position and/or the court, 3-4, he is sent to the tower (or equivalent) for investigation of alleged crimes (should be a fun trial to stage!), or 5-6 they want him executed! These parts of the concession must be granted the same as any others. If the ruler wishes to allow the minister to flee the country (Oops, he got away!), a roll must be made to see if the deception is accepted by the people. If the people smell a rat, treat the event as a broken concession listed above.

(continued on next post.....)

Subj: Re: Unification
Date: 11/23/96 4:18:26 AM
From: Mystaros
Posted on: America Online

Of course, Texeiras and Vilaverde could form their OWN Kingdom (Texeverde?), and the relationship between the Kingdom of Ispan~a and Texeverde would be like that between RW Spain and Portugal... very similar cultures competing for the same resources in the same manner... (I used the Feminine "Ispan~a" rather than the Masculine "Ispan" as the Royal Domain of "Gargon~a" is in the Feminine; at least, I think that's how it works in Ispan)...

And then, after unification of the Kingdom of Ispan~a, there would be a Cruzada or Conquista to the west, in the Gosluk, Kuttai and Dankut Territories, either causing trouble with or in cooperation with Robrenn and Eusdria... (El Cid, anyone?)...

Mystaros

Subj: City Votes pt.3/3 end
Date: 11/23/96 4:27:17 AM
From: TYGHOCK
Posted on: America Online

8. BRIBES. We don't allow them. However, you might let concessions include bribing key members with royal offices and titles, or even cash. We find this hard to control. If included, the bribes should succeed only on a roll of 5-6. All bribes combined count as only 1 concession. This way, bribes can only get you over the top if you're close to winning (you're getting those few key swing votes). Bribes can only be used on an adjusted roll of 3. Umpire decides the cost/titles granted.

NOTES: Most of the time, you'll find, with a little cleverness, a ruler can get a subsidy. Sometimes it's a forgone conclusion - that's life! The randomness reflects the instabilities of representative bodies. Each new summons could bring different representatives, reflecting deaths, new elections or royal tampering and manipulation. This is why a ruler can still get away from an ungranted concession next year!

This virtually plays like a game within itself. Rulers are strapped for cash, fighting back encroachment on their prerogatives by the city merchants or local nobles. If this introduces too much instability to your ruler's income, good! That's the idea, and it reflects reality. Rulers had growing costs, especially for war, and income methods didn't keep up. Any Renaissance game has three key components - Religious, Economic, and Dynastic. I've described the first two. Next time I'll give you some insight into how we do the dynastic side.

I hope you find this interesting - it's not that hard to manage, really. For historical reference, I recommend the Pelican series "Tudor England" by Bindoff and "Stuart England" by Kenyon, plus "The Army of Flanders and the Spanish Road" by Parker and "Imperial Spain - 1469-1716" by Elliott.

Enjoy!

Subj: Re:Foreign Creatures
Date: 11/23/96 4:47:11 AM
From: Mystaros
Posted on: America Online

<<I am reading this right? Is it the Gold Dragons ruling over Enduk, Lamassu, Shedu, and Baku -- and various other spawn of spam ;) -- OR, the latter having left because of the gold dragons hegemony in the area? Also, whatever happened to your gem dragons? Did you decide never to include them in your campaign or have they become extinct? What was your logic in this?

Bruce Heard>>

Actually, most of the Good Spam Creatures were the servitors of the Golden Empire, which was ruled by Golden and other Dragons; the Human inhabitants were descended from Oltec migrant/refugees (this is all Pre-GRoF, circa 5500 BC through 3000 BC). In my Mystara, the Chromatic Dragons and Metallic Dragons arrived in Mystara from another world in 5500 BC. The Chromatics,

followers of Hel in her Tiamat aspect, settled on Brun and decimated the rising Dwarven civilization of the area, forming the Draconic Empire. The Metallics, followers of Odin in his Bahamut aspect, settled on western Davania and formed the Golden Empire (the Enduks, already resident in the area, become the allies and servants of the Metallics). The Golden Empire eventually became a haven for all Good Spam Creatures. The Golden Empire was destroyed in the GROF; many Enduks settled on the Arm of the Immortals in 2000 BC because of the rise of the Dragon Elves of Pelatan (a branch of Southern Elves who united with evil Metallics conquered much of the western Davanian continent in this time period).

As to the absence of Gem Dragons; they came to light, as I recall, in the Masters boxed set in '85, and I never really took to them. There are other Dragons in my Mystara, though, including the Elder variety (now only found in the HW); the Alpathian variety (Elemental Dragons; check out RAFM minis two boxed sets and you'll get the idea); Ochalean Dragons (Oriental, naturally, though I *did* retroactively throw in a couple of Jade Dragons as servants of Razud, the Patron Immortal of the Imperial Family); and a couple of other series of Dragons, evolved naturally on Mystara from the Elder Dragons...

Mystaros

Subj: Re: Unification
Date: 11/23/96 5:08:53 AM
From: TYGHOCK
Posted on: America Online

>Of course, Texeiras and Vilaverde could form their OWN Kingdom (Texeverde?), and the relationship between the Kingdom of Ispan~a and Texeverde would be like that between RW Spain and Portugal<

I like this! It makes the long term more interesting...especially given the control of the sea in a coastal world like SC! It also makes for a scramble for allainces with the other states. Cool!

Subj: Re: Unification
Date: 11/24/96 12:58:56 AM
From: TSR Bruce
Posted on: America Online

<<But there are other alternatives to "crown lands", especially as one moves away from Medieval and into Renaissance/Baroque thinking.>>

Correct. All your following points make perfect sense. I guess I am a fan of KingMaker (the Avalon Hill boardgame), and you could see this in my idea of passing some land over to the crown. Then again, I love messing with maps, so... :)

The bottom line here is that some of the Savage Coast and most of the Known World smack more of Renaissance than middle ages. So what you were saying about the taxation business and ensuing politics makes good sense in this setting. It should work for the Kingdom of Ispan (and even better for Darokin). Bellayne and Renardie might adopt this approach as well, even though they were originally created as late medieval kingdoms.

As far as taxation goes, the original D&D game outlined a (primitive) way for a ruler to acquire tax, services, and troops, both from population and vassal dominions. It would be vastly simpler than what you described, but no way near as colorful. You need an experienced DM to run something as intricate, and willing players. Which brings the question -- how many of the readers actually run dominion rulers?

Your voting system was very interesting. It reminds me of another voting system I established for Glantri (a bit wacko as far as voting systems go). :)

<<Which brings us to the next item, colonies. All new colonies are property of the crown, whether licenced originally by charter or not. Colonial income pads the royal coffers.>>

Ah yes, but not initially in the case of Texeiras and Vilaverde. These baronies own and control these overseas territories. Transferring them to the crown would require serious negotiation. No doubt these two would form their own kingdom. I agree it would make for a better imitation of the RW-Portugal/Spain set up and a better game setting.

I like the idea of the cortes. It forces monarchs to move around to conduct their business of ruling the nation (I can see adventure hooks in this). Like with KingMaker, it's always a lot of fun when the King suddenly travels to an unfortified place to meet with some visiting ambassador. You mentioned a limit of 3 cities per year, but how did you come to this total? Is this a percentage of the population? A fraction of the number of cities with a population of *X* and above?

Bruce Heard

KingMaker -- the RPG! :)

yeah, yeah, some people call it Birthright, but D&D was there first.

Subj: Re: El Cid

Date: 11/24/96 1:07:11 AM

From: TSR Bruce

Posted on: America Online

<<And then, after unification of the Kingdom of Ispan~a, there would be a Cruzada or Conquista to the west, in the Gosluk, Kuttai and Dankut Territories, either causing trouble with or in cooperation with Robrenn and Eusdria... (El Cid, anyone?)...>>

Believe it or not, but this was a scenario I had suggested for the second year of Savage Coast. It was on the original schedule as *Blood & Steel*, but then the product line fell in to a balck hole. The idea was to arouse the masses and launch a crusade (the Reconquista) against the goblins. The plot started in Narvaez, at the Great Cathedral of Ciudad Quimeras, and took the heroes all over the baronies before amassing enough troops and support. Could have been fun! :::Sigh:::

Bruce Heard

Subj: Re: Unification

Date: 11/24/96 5:00:04 AM

From: TYGHOCK

Posted on: America Online

>You mentioned a limit of 3 cities per year, but how did you come to this total? Is this a percentage of the population? A fraction of the number of cities with a population of *X* and above?<

Actually, it was arbitrary. Most kingdoms only have 1 city that qualifies - their capital. And this is as it should be. However, Darokin has 5 and Thyatis has 6, so I thought it would be unfair to have these countries "hitting up" all their cities and financially burying the others. As it turned out, that didn't happen. Most rulers will not call a cortes unless they can't get the money any other way. We give them lots of ways. Why take the risks inherent in tax revolts and concessions? Of course, greedy old Emperor Charles IX of Thyatis (called "The Rich") called the max every year, and had two tax revolts during the campaign! These were brutally suppressed, but hurt the Trade War effort with the Guilds. When we resume in February, those many convicts are loaded on board transports awaiting deportation with the Imperial fleet to the Southern Isle of Dawn, as colonists (!), under the new teenage Duchess of Septentriona, Lania Du Grey (great plot line, wrong folder!).

Darokin didn't bother to call an Estates (cortes) at all during the campaign. Don't forget, the biggest cost overruns are for foot-soldiers, fleets, fortifications, and favorites! If not at war, most states can indulge their rulers somewhat by other income methods.

I don't know how costs are structured on the Savage Coast. We haven't campaigned there yet. Remember, the three biggest problems with renaissance finance is 1.) the old rents and levees didn't increase - the county of x still paid its static 200-300 year old assessment, 2.) War was tremendously more expensive - armies were bigger, fuedal levies died out of use or were ineffective, new weapons were needed, warfare lasted longer in a continuous, perpetual sense, more trained infantry and larger garrisons, fortifications had to be entirely rebuilt to withstand "smoke powder", etc., and 3.) administrative costs soared - clerks, ministers, centralizing control, communications, bribes and commerce. And with all these changes, not every ruler grasped the changes quickly enough, still thinking medievally when it no longer applied!

Question: what do things cost on the Coast?

Subj: Re: Unification

Date: 11/24/96 5:32:01 AM

From: TYGHOCK

Posted on: America Online

I don't know how many D&Ders play the game as rulers; I'd venture not many. And I'd bet there aren't many opportunities to do so...how do you (and how many can) rise to be king of Vestland?

But the Savage Coast offers great possibilities in two areas - conquests and ministers. Let's face it, on Mystara, the non-western cultures are hemmed in - Ylaruam, Ethengar, Atruagan. They don't appeal as borders to expand. In the SC, the coastal baronies have wide open spaces to the North, and dangerous enemies to expel and keep at bay. This offers great opportunities to become "Baron of Carnax", or in a royal setting "Military Governor (Viceroy) of Pyctis". The military governor thing is very cool, as border buffer states always have rough/colonial attitudes, small overextended forces challenged with rash, bold initiatives, precarious existences, adventures, and LOTS of fighting! And failure to defend/expand your charge could lead to being recalled in disgrace!

So as new Barones de la Reconquista or as Viceroys, PCs have growth potential.

The Ministers idea also gives characters something to grow into. Ministers of State, War, Justice and the Exchequer come immediately to mind. The power struggle between a Baron born to rule his parcel against royal encroachment, and the minister from upstart origins using her skill and precarious royal favor to further the cause of king, country and self, is a power struggle NOT to be missed!

So, PCs can adventure at will, but can look forward to new baronies, viceroalties or ministries as future rewards to aim for and attain.

If unification ever happens, I think this has promise.

Subj: Re: Unification
Date: 11/24/96 2:55:49 PM
From: TYGHOCK
Posted on: America Online

<<Which brings us to the next item, colonies. All new colonies are property of the crown, whether licenced originally by charter or not. Colonial income pads the royal coffers.>>

<Ah yes, but not initially in the case of Texeiras and Vilaverde.>

Agreed. You still own what you owned when you joined the "nation".

New colonies can be founded by royal charter (noted earlier) or by independent conquistadors. THE problem is, even the independents attached themselves to kingdoms in exchange for titles. Why? Economics and culture. Culturally, being king in a remote and backwards (in their minds!) jungle was less satisfying than being acknowledged as Viceroy, Grandee or Duke back home. If they could visit Madrid and use the title "Don" in their name, hey, that means they had "made it". It gave legitimacy (and possible military protection) to their possession.

As for economics, they needed a market for their output. For a standard percent of revenues (a fifth or tenth or so), they could rule like kings, get rich, yet be part of the national economic scene. Getting more colonists, soldiers, supplies and technologies was easier if part of the homeland. Besides, if very rich, they would be subject to attacks which they couldn't fight off alone. Alliances are precarious, especially far across the ocean (or bay in this case). But if you're part of the kingdom, attacking you is like attacking the honor of Her Majesty's Own Dominions! You get the drift.

Subj: Question of the Weak
Date: 11/26/96 9:46:33 PM
From: TYGHOCK
Posted on: America Online

Well, Bruce, I guess we scared everybody away (or put them to sleep) with our talk of kingdoms.

Okay then, question of the weak: how often do you have to take a lupin for walkies? Or do they let themselves out to take care of it? Do they have to curb in big cities like Slagovitch?

Subj: Re:Question of the Weak

Date: 11/26/96 10:58:13 PM
From: RJNuttman
Posted on: America Online

Umm... All I can think to say is "WOW!"

TYG and Bruce... You've given me a lot to think about for a while, and I'm still reeling from the sheer amount of stuff there is to read! Thanks to you both!

Drowning in the amount of paper coming outta the printer from this batch of posts,
RJNuttman

Subj: Ministers
Date: 11/27/96 4:27:33 AM
From: TYGHOCK
Posted on: America Online

The concept of ministers is very useful when dealing with a single kingdom. First, it distributes power. Second, the posts are rewards or favors, and a bad job can get you terminated - with severence at the jugular level! A good job just makes everyone but the ruler mad at you - and the ruler can always let you play the heavy, and discard you when politically useful to do so.

Minister of State is the ruler's right hand aide. Much power, many appointments, it is also called first minister, prime minister or chancellor. Deals with foreign affairs, ambassadors, and other "affairs of state".

Minister of War deals with the army and navy, mostly supplying, maintaining and quartering. May be a war leader in combat, or a court creature. Post might only be filled during a war.

Minster of Justice deals with the courts, and usually controls a "secret police" and spies to protect against "enemies of the crown (that is, anybody you don't like!). Also gets to arrest and execute other ministers who fall from grace. Black attire is optional.

The Exchequer handles the books, collects taxes, appoints tax-collectors, and generally handles finance. May be crafty type designing new ways to get blood from a radish, or more booky.

Note that all these ministries are not required - one would do. Or you might want different ones, Deacon of Souls (M. of religion), or Master Mage (M. of Magic), etc. The power or impotence of these posts often depended on the strength of the occupant, and how far he/she can push within the good graces of the ruler. Every post was a chance for embezzlement and self-enrichment rarely passed up. Historically, the posts mixed nobles and baser born folk, so unless you have the blood-ties to gain a barony, or the sword to gain a Newbaron land or become Viceroy, your best chance for advancement might be in the ruler's administration.

This brings in court politics, which is tedious in a many-ruled campaign, but right on focus on the Red Steel setting (i.e., united Baronies being the focus). Personally, if you want a challenging campaign, try getting your PCS to find a minister to support them through court politics, then go out on campaign, and then have the results of the campaign (conquest or blame) divied out by the court! You could win a war and lose in the backrooms! It certainly makes for more intrigue, subtle handling, building of alliances and multi-faceted work than your typical "I draw my sword and start hacking" adventure!

Subj: Orc's Head available
Date: 11/27/96 9:39:30 PM

From: TSR Inc
Posted on: America Online

I have posted the RTF version of the Orc's Head expansion in the Download of the Month Library. The TXT version and the maps will hopefully be online later today. Have a good Thanksgiving!

--

Sean Reynolds, TSR Online Coordinator

Subj: Re:Orc's Head available
Date: 11/27/96 11:23:08 PM
From: RJNuttman
Posted on: America Online

Thanks a lot, Sean! Happy Turkey Day to you and yours!

RJ

Subj: Re:Orc's Head available
Date: 11/27/96 11:47:05 PM
From: TYGHOCK
Posted on: America Online

Thanks! May your turkey roll a critical hit (20) and fall plucked & stuffed into the oven!

Subj: Skills & Powers
Date: 11/28/96 1:31:55 AM
From: Wyrmkin
Posted on: America Online

How about a Skills and Powers article in Dragon Magazine for Lupin, Rakasta, Aranea, and Tortles?

Subj: Re:Orc's Head available
Date: 11/28/96 3:04:36 PM
From: Telrathin
Posted on: America Online

Thanks, Sean! Wow, that's about a week ahead of schedule isn't it? Happy Thanksgiving, everyone.

Tel

Subj: Happy Thanksgiving
Date: 11/28/96 4:09:15 PM

From: TSR Bruce
Posted on: America Online

Sorry for missing out on the last several days. I've been very busy. I hope you all have a great Thanksgiving.

Bruce Heard

(Thanks Sean.)

Subj: Re:Happy Thanksgiving
Date: 11/29/96 1:11:04 AM
From: Mystaros
Posted on: America Online

Gobble, Gobble, Spam, Gobble.... erm, Gobble anyway...

On the Thanksgiving note, has anyone established a "Thanksgiving Day" in Cimmaron County? The founding by the Lawful Brotherhood all those years ago could easily include a foundation story or legend similar to that of the Pilgrims, after all...

Mystaros

Subj: Hule
Date: 12/4/96 2:02:08 PM
From: Al n Kiki
Posted on: America Online

Is there a source out there that explains all about Hule...cities, governments, maps, etc. The SC books mention Hule about a zillion times, but I don't know much about it...HELP!

Subj: Princess Ark online?
Date: 12/4/96 2:08:45 PM
From: Al n Kiki
Posted on: America Online

Any chance of the Princess Ark being re-released online?

Subj: Re:Hule
Date: 12/4/96 8:05:35 PM
From: RJJuttman
Posted on: America Online

If you're looking for info on Hule, you'd have to check out D&D Modules X4&5, the Master of the Desert Nomad series. X4, Master of the Desert Nomads is TSR#9068, and X5, Temple of Death is TSR#9069. I was lucky, and got 'em both at once at my local hobby shop about three months ago.

Both of David Cook's modules are quite well done, giving a lot of detail about the region, but also leaving a lot to the DM....

There are a couple maps of Hule and the Great Waste in the Libraries here online, but both of these can be found in the modules as well.

Hope it helps, and best of luck finding the modules!

RJ

Subj: Re:Hule

Date: 12/4/96 11:13:42 PM

From: TYGHOCK

Posted on: America Online

The Great Waste is detailed well in Champions of Mystara, which also gives the whole Serpent Peninsula. Definitely worth buying, IMHO.

Subj: Pantheon of Hule pt 1

Date: 12/5/96 3:14:18 PM

From: Mystaros

Posted on: America Online

Funny that Hule is the subject of discussion; I've been working on delineating the Hulean Mythos. Here is the first installment. Have fun...

These are the ranks of the Immortals that I have developed for Great Hule. The "Great Ones", or simply "The Eight", are the primary figures in the Hulean Pantheon. All Temples of Chaos in Great Hule will have shrines to these eight Immortals; lesser temples will serve but one to three of The Eight as well as the local favorite lesser Immortal. The overall symbol of The Eight is the Arrow of Chaos unbound; the symbol of the Temple of Chaos is the Arrow of Chaos bound by a circle (all-encompassing force of Chaos)

Bozdogan (Loki) is the Patron of Great Hule, the focus of the worship of the Holy Men, and is currently the head of the Hulean Pantheon (in the distant past, this position was held by Kraliche; see more on this in her own description as well as in the History of the Hulean Pantheon). Bozdogan is the Patron of Lies, Master of Deceit and Father of Falsehood. His symbol is a white crystal on a black field, representing the "Purity" of faith in Bozdogan, or alternatively, a black Arrow of Chaos on a white field (in his "Master of the Pantheon" aspect).

Yalanemek (Masauwu) is the "Left-Hand-Man" of Bozdogan, and is the Patron of the Diviners; Yalanemek and his minions are in charge of recruiting powerful opponents to the side of Chaos. He is also the patron of merchants and nobles, as well as those who are the "Power behind the power". As Yalanemek and his minions often see to the day to day workings of the Hagiarchy, many in the know believe that Yalanemek may well be the "Power behind the power" in great Hule. His symbol is a left hand holding an olive branch, or alternatively, a black and red "Balance" symbol (oriental yin-yang symbol, only black and red).

Savashan (Orcus) is revered by the Janissaries of Great Hule as the Patron of War and Battle; generals call on his aid for victory. Though he is thoroughly chaotic, Savashan respects organization and planning in carrying out mass destruction; he is not subtle, rather he is thorough. He has a great rivalry with Veleketer, Chokorku and Iriyelan that causes no little dissention among the various branches of the military. His symbol is a pair of crossed daggers.

Veleketer (Alphaks) is the Patron of the Chaos Legions and the Holy Berserks; he is also placated by the populace to fend off storms and natural disasters. While Savashan plans, Chokorku plots and Iriyelan schemes, Veleketer rages against all that he despises, and he despises many, many things. His followers are the type to automatically destroy, without thought for consequence, anything that gets in their way. His symbol is a red skull with horns.

Continued...

Subj: Pantheon of Hule pt 2
Date: 12/5/96 3:17:47 PM
From: Mystaros
Posted on: America Online

Eylenmek (Faunus) and Yazabali (Talitha) are most commonly worshipped together by the urban folk of Great Hule as Patrons of sensuality, passion, and wild abandon; rural folk also revere them as Patrons of Earth, Grain and Vine as well (note that Sevigunesh formerly held Yazabali's position of Patroness of Grains and the Earth; see more on this in her own description as well as in the History of the Hulean Pantheon). The rural festivals held to secure the success of the harvest are little more than blood-drenched revelry. Their symbols are blossoming grain stalks and ripened grape vines (rural), or the black silhouette of a pair of lovers (together, urban), or a black rose with thorns (Yazibali, urban) and a white goblet (Eylenmek, urban).

Buyulome (Thanatos) is said to ride the back of Guzelik the Great (Pearl) and bring death and destruction upon those who do not follow the Way of Chaos and revere the Great Ones properly. Buyulome and Guzelik are generally not worshipped per se; rather, they are placated by those wishing to be passed over by their wrath. The priests of Buyulome are generally shunned by even the devout peoples of Great Hule; Guzelik herself has few priests and no temples dedicated specifically to her service (at least, none within the structure of the Hagiarchy). Buyulome's symbol is a skeletal hand holding a golden orb, while the symbol of Guzelik is a pale dragons claw holding a silver orb. Together, their symbol is a bleached-white skull with bat wings and red eyes.

There are numerous other Immortals revered openly in Great Hule; all of those that are allowed by the official state religion are ethically chaotic, and either neutral or evil in moral alignment (Orumjek is the only chaotic Immortal specifically and absolutely forbidden in the Hulean Pantheon; others may fall in and out of favor as time passes and situations change).

To be Continued (gotta go to work)...

Subj: Pantheon of Hule pt 3
Date: 12/6/96 3:42:31 AM
From: Mystaros
Posted on: America Online

Continued from earlier... (these are the Minor Immortals of the Pantheon of the Temple of Chaos)

Kabaluk (Crakkak), Kabustanir (Ranivorus), Karaskan (Jammudaru), Vurmak (Bartizluth) and Yemekhershey (Bagni) are revered by the humanoids of Great Hule. Unlike the Beastman populace elsewhere, the relationship between a specific Beastman Immortal and it's former race is not as strong in Great Hule, due to the great deal of chaotic intermixing between the Beastman

races. Kraliche is also often found as the specific patroness of a tribe or two; she is revered overall as the Dark Mother of the Beastmen. Their symbols are many and various, depending on tribe or even clan. Together, they are often represented by five swords forming a five pointed star (hilts inward), surrounded by a pentagram (representing Kraliche, as the Dark Mother).

Bolshanslari (Tyche) is the Patroness of Luck in Great Hule, luck both good and bad. Those who follow her path are, perhaps, the most chaotic of all Huleans, as they go so far in their reverence of chaos that they will determine their actions by the flip of a coin. Bolshanslari has few temples dedicated specifically to her, though there is much peasant superstition about the best methods to invoke her favor. Many curses and common phrases invoke her name. Her symbol, of course, is a coin.

Buyugulmek (Eiryndul) is the wild Lord of the Forest and patron to the few elves that live in Great Hule. As elves are often out of favor with the Hagiarchy, and Buyugulmek out of favor with Bozdogan, followers of Buyugulmek tend to be very swift on their feet and quick with their wits; they are also extremely skilled at living in the wilderness, and often fall in with outlaws. His symbol is a crescent moon with a smiling face in profile.

Chokorku (Demogorgon) is the Lord of Pure Evil in the Hulean Pantheon. The darkest sorcerers and wizards turn to the Dark Child in the darkest night in their quest for power; rarely is Chokorku called upon in religious services except to placate his wrath [Demogorgon was male in WotI and female in RSCB; I've always kept him male]. Chokorku often plots to overthrow either Savashan or Veleketer to take their place in The Eight, so sorcerers of Demogorgon are often at odds with the military and the Chaos Legions; Chokorku is often on the "outside" of the official state religion as far as the Hagiarchy is concerned. His symbol is a child's face with three horns and three eyes.

Iriyelan (Set) is another rebel Chaos Immortal, often out of favor with the Hagiarchy. This comes as no surprise, as Iriyelan is the Patron of Traitors and Rebels; though the Hagiarchy reveres Chaos, they dislike those who would turn against the Hagiarchy itself (Chokorku and Buyugulmek also fall in this category; Misafir, while a troublemaker, is not a true rebel within the Pantheon). While Iriyelan has nothing to do with Buyugulmek, he often "cooperates" with Chokorku in plots to bring down Savashan and Veleketer, though most plots end up dissolving into chaos long before they reach fruition, as neither Immortal is naive enough to truly trust the other. His symbol is a snake in a figure eight swallowing its own tail.

Continued...

Subj: Pantheon of Hule pt 4

Date: 12/6/96 3:45:31 AM

From: Mystaros

Posted on: America Online

Kraliche (Hel), the Dark Mother, Primal Mistress of Chaos, is, along with Orumjek and Sevigunesh, one of the original founders of the Chaotic nature of the Hulean Pantheon (see the History of the Hulean Pantheon to follow). Since her fall from the head position of the pantheon centuries ago, she has ended up as little more than a minor figure in the theological structure of the Hagiarchy. She is the Patroness to a few tribes of Beastmen; her priesthood is rather small among the human population as well. She is mostly revered today by wizards and mages who study transmutation and alchemy; she is also revered by a moderate number of peasants as an "Earth Mother" figure. Her symbol is a set of eight arrows pointing toward a common center (the symbol of Primal Chaos internalized).

Misafir (Cretia) is the Patron Immortal of Minor Chaos, Disorder, Thievery, Practical Jokes and Mischief. As such he is rarely worshipped in the Temples of Chaos, rather he is placated

by those who do not wish to be subject to the various crimes he might commit. He is worshipped mostly by thieves, mostly as a deterrent to his attentions, but also in respect for his more cunning deeds (there is a whole cycle of myth concerning the thefts he has attempted on other Immortals, especially the stuffy Lawful types of other pantheons, though even Bozdogan is not immune to his larceny). His symbol is a copper coin shattered into eight pieces.

Orumjek (Korotiku), Kraliche and Sevigunesh were the original founders of the Temple of Chaos; Orumjek is now the only Immortal of Chaos specifically forbidden by the Hagiarchy (see the History of the Hulean Pantheon). He is the Enemy of Bozdogan, and thus the Enemy of All that is True and Just, as far as the Hagiarchy is concerned. His followers are rebels in the society of Great Hule, and the Diviners are ever alert to the presence of the most basic thought concerning Orumjek (little do the Diviners realize that worshippers of Orumjek receive a special resistance against ESP and other forms of magical and psionic detections concerning their faith). Followers of Orumjek work in cells numbering no more than eight; their function is to spread dissent among the people of Great Hule concerning the faith in Bozdogan and the current structure of the Hagiarchy. His symbol is an Arrow of Chaos in the form of a spider; his assassins also use weaponry and materials depicting a spider motif.

Sevigunesh (Valerias) is one of the original trinity of Chaos Immortals worshipped by the peoples of Great Hule; she has since fallen from one of the leading positions in the Pantheon to that of a minor figure (her place as a Patroness of Grain and Earth has been taken by Yazibali within the last 400 years). She is now simply the Patroness of Love and Passion (whereas Yazibali is Patroness of Lust and Pleasure); needless to say, even this function has been fading under the Hagiarchy under the Master. Her followers are now few and far between; she has only one temple specifically dedicated to her (though there are still a fair number of shrines in other temples, they are most often passed up for the shrines dedicated to Yazibali). She is, however, the primary Immortal revered by the Hulean Darine (Gypsy) population. Needless to say, Sevigunesh is no friend of Yazibali's; she would favor nearly any plan to embarrass Yazibali. Her symbol is the full moon, or a red rose.

Continued...

Subj: Pantheon of Hule pt 5/End
Date: 12/6/96 3:55:08 AM
From: Mystaros
Posted on: America Online

Yangunesh (Rathanos) is the Patron of Fire and Flame; his worshippers are those who use flames in their labors (including smiths, potters and a number of warriors, who revere the martial aspect of flames in warfare). A good number of wizards also revere him for his magical knowledge; his temples are often also centers for magical study. His priests are known to assist in military endeavors by summoning efreets and fire elementals. His symbol is a dagger blade made of flame with a pommel in the form of a human figure.

List of Immortals of the Pantheon of the Temple of Chaos

Hulean Name	Common Name	AL	Areas of Concern
Bozdogan	Loki	CN	Lies, Rulership
Buyulome	Thanatos	CE	Death, The Big Nothing
Eylenmek	Faunus	CN	Wine, Music, Wild Abandon
Guzelik	Pearl	CN	Dragons, Wild Animals, Beasts
Savashan	Orcus	CE	Warfare, Battle
Veleketer	Alphaks	CE	Destruction, Storms, Berserks

Yalanemek	Masauwu	CN	Bozdogan's Left-Hand-Man
Yazabali	Talitha	CE	Sensuality, Grain

Bolshanslari	Tyche	CN	Luck
Buyugulmek*	Eiryndul	CN	Freedom, Pranks, Mischief
Chokorku*	Demogorgon	CE	Pure Evil, Fear, Terror
Iriyelan*	Set	CE	Snakes, Rebellion, Traitors
Kabaluk	Crakkak	CN	Orcs, The Sea, Pirates
Kabustanir	Ranivorus	CE	Gnolls, Destruction by Night
Karaskan	Jammudaru	CE	Ogres, Slimes, Vengeance
Kraliche	Hel	CN	Queen of Chaos, Dark Mother
Misafir	Cretia	CN	Minor Chaos and Disorder
Orumjek**	Korotiku	CN	Spiders, Enemy of Bozdogan
Sevigunesh	Valerias	CN	Love, Romance, Grain
Vurmak	Bartizluth	CN	Bugbears, Destruction
Yangunesh	Rathanos	CN	Fires, Efrete
Yemekhershey	Bagni	CN	Trolls, Devouring Everything

* Often held to be outside the actual Pantheon.

** Not actually a member of the Pantheon under the Hagiarchy.

The alignments of the Immortals are as I have interpreted them in my translation from D&D to AD&D. Some of the kinder Immortals may actually lean toward good.

I will be posting more on the Pantheon of the Temple of Chaos (specifically, history, which also happens to be the history of Hule). Constructive comments are welcome; please do NOT let me know that this is not Canon Mystara; I am well aware of this fact...

Mystaros

Subj: Re:Hule
Date: 12/7/96 1:25:56 AM
From: TYGHOCK
Posted on: America Online

So, Hule is gathering interest, eh? We haven't used it so far in Heretic World.

Is Hule Supposed to be an Ottoman-like culture? Therefore, based on feudal cavalry, janissaries, osts of irregular charging junk infantry (azabs), depending on conquest, expansion and loot? Interesting. But the Ottomans also depended on the Sea...I heard somewhere Hule's navy isn't worth spit. Maybe I'm just being too literal...

By the way, how DO you pronounce "Hule". HE-YOOL? HOOL?

Subj: Karameikos / Savage Coast
Date: 12/7/96 1:39:21 AM
From: Chepito M

Posted on: America Online

I just bought the Karameikos boxed set today.....What do the people of Karameikos know of the Savage Coast and vice versa?....general impressions, facts, etc. I got it thinking that if anyone ever wanted to leave the Savage Coast, I'd have some place for them to go.....however, I wouldn't advise them leaving....bad things happen...bad things....funny thing that Red Curse...in and of itself, its not very dangerous, but it is EXTREMELY unforgiving of any neglect or mistreatment...

Subj: Re:Hule (TYGHOCK)
Date: 12/7/96 6:02:47 AM
From: Mystaros
Posted on: America Online

<<Is Hule Supposed to be an Ottoman-like culture? Therefore, based on fuedal cavalry, janissaries, ots of irregular charging junk infantry (azabs), depending on conquest, expansion and loot?>>

Well, the names are definitely reminiscent of Turkish and Iranian names (the names I have used for the Pantheon of the Temple of Chaos are fractured Turkish from a small dictionary I have). As I mentioned briefly in the Mystara folder, my Hule feels a bit more like Sauron's Mordor than the Ayatollah's Iran; though it does, in fact, feel quite a bit like the Empire of the Grand Turk as well...

<< But the Ottomans also depended on the Sea...I heard somewhere Hule's navy isn't worth spit. Maybe I'm just being too literal...>>

Not to sure about the RW Ottoman's navy; I always understood that Venice (or even Ragusa) could whup the Turks at sea. But the so-called navy of Hule is about equivalent to the navy of RW modern Mongolia; it just ain't there...

<<By the way, how DO you pronounce "Hule". HE-YOOL? HOOL? >>

In my history, the original kingdom out of which Great Hule grew was known as "Huyule" (Hew-yewleh) (this was circa 1500 BC; the u's were "umlaut" u's, as in German and Turkish). After a fair amount of linguistic evolution, the modern pronunciation that I use for Hule is (Hool-eh) (the e at the end is an aspirated (?) e, as in "bed", or "dead").

See the following posts for more information on the History of Great Hule...

Mystaros

Subj: History of Great Hule pt 1
Date: 12/7/96 6:06:03 AM
From: Mystaros
Posted on: America Online

A Few Notes and a Warning

Much of this timeline reflects the fact that I have excised from my history most information regarding the relationship of Turtles and the Great Northway Lands found in the adventure "Turtles of the Purple Sage" [Dungeon magazines #'s 6 and 7].

There are, for example, no "Ancestral Turtle Hatching Grounds" anywhere to be found in the Dry Flats of the Yazak Steppes. The Dravish culture has also been radically altered; the teleportation circuit found between the three great Dravish (actually, Yazak) ruins of the steppes are not connected to the Turtles in any fashion (they are, rather, related to the history of Great Hule). These are the major differences from the earliest developments of the Savage Coast. This is not in any way meant to be an insult to Merle and Jackie Rasmussen's creativity; rather, I felt that the way I wanted my history of Mystara to develop differed greatly from their vision.

Other differences include the origins of numerous species found in the region (including the Enduks, Wallara, Phanatons, and Lupins, among others); the cultural admixture found in the region, historical as well as modern; and the specific dates and natures of various migrations throughout the region. I have also expanded on much of the history, especially as regards the barbarians to the north of Great Hule and the Nomads of the Yazak Steppes.

Thus, if you feel that this timeline is a bit odd in some places, and does not fit in with Canon Mystara, well, that's because it IS a bit odd in some places as it is not MEANT to fit in with Canon Mystara. YOU HAVE BEEN WARNED. I invite CONSTRUCTIVE comments. Please, please, please, do NOT remind me that this is not Canon Mystara; I am well aware of the fact... I hope you enjoy...

History of the Savage Coast, Yazak Steppes and Great Hule

As of 4000 BC, the lands that will become the Savage Coast, Yazak Steppes and Great Hule lie much further to the north at this time than they will in the modern era. In fact, the Black Mountains are only a short distance south of the Arctic Circle (and run east-west, rather than north-south). The climate of the region north of the Black Mountains is generally arctic through sub-arctic; tundra and taiga lay in the interior, while, thanks to the warm currents found in the Izondian Deep, temperate rainforests are found along much of the coastline (as far north as the modern Orc's Head Peninsula). Much of the Black Mountains lies under permanent ice.

There are only a few major intelligent races inhabiting these lands. On the great tundras and in the taiga are found the far-wandering hordes of Beastmen; the forests of the coast are the home of the mysterious and mystical Aranea and their servants, the Phanatons. There are also the nomadic Snappers of the ocean, who follow the warm currents from the south to the seas of the north during the spring. Many more tribes of Beastmen are found to the north and east, while Humans are found to the south and east; the Oltec Empire to the south and east, and the Neathar Tribes to the far east.

Continued...

Subj: History of Great Hule pt 2

Date: 12/7/96 6:08:44 AM

From: Mystaros

Posted on: America Online

Then around 3500 BC a rift occurs in the Oltec culture to the south and east. The Azcan Kingdom secedes from the Oltec Empire and begins a genocidal war with their former masters. Many Oltecs migrate north west, across the Black Mountains, where they co-exist moderately peacefully with the Beastmen (still lots of room left). Their culture begins to evolve into a nomadic society, assimilating many aspects of that of their Beastmen neighbors. By 3300 BC, these groups of Oltecs will become known as the Oltec Nomads, and have a language and culture divergent from their cousins to the south east. Around this time the town of Yazak is founded in the tundra as a trading post where the natives can trade with merchants from Blackmoor and other kingdoms. It is held mutually by the Oltec Nomad and Beastmen tribes of the region.

Then in 3200 BC the Thonian Crusade against the Beastmen forces the eastern Beastmen tribes not only north into Hyboria but also into the west, into the lands now known as the Yazak Steppes. The native Beastmen and Oltec Nomads resist the invasion of the new tribes extremely violently (the new tribes mostly worshipped Entropic Fiends, which was the main reason for the Thonian Crusade; the local Beastmen and the Oltec Nomads revered Hel; the difference was slight, but there). All three groups are decimated by the savage battles, and eventually things quiet down, as all sides need time to recover. The Aranea of the forests to the west are unaffected by the wars.

In 3000 BC occurs the Great Rain of Fire. Mystara shifts on it's axis; the lands occupied by the Oltec Nomads, the Beastmen and the Aranea are thrust into the temperate/sub-tropical zone. Over time the tundra will turn into steppes; the coastline rainforests will eventually become mixed coniferous/broadleaf forests, while the temperate rainforest of the Orc's Head Peninsula transforms into tropical rainforest. The inhabitants will slowly adapt to the changing climate.

Shortly after planetshift, numerous Oltec, Azcan and Neathar refugees flee en masse from the ruined lands to the east and settle among the Oltec Nomads and Beastmen. Some of these refugees, primarily Oltec and Azcan Refugee Clans, settle in the forests of the coast, which to this time had been solely inhabited by the Aranea; these clans become the Aranea's first study in human nature. The Aranea move deeper into the forests of the Orc's Head Peninsula, giving the new human inhabitants lots of space, thus keeping their existence from becoming little more than myth and legend among Humans.

The town of Yazak is spared the destruction of the Great Rain of Fire. The population is a mixture of native Oltec Nomads and Beastmen as well as Thonians (Blackmoorian and Imperial), Skhandaharians, Oltecs, Azcans and even a few Tangor, Elves and Dwarves. Their technology mostly destroyed by the fallout from the GRoF (and having neither the ability nor the materials to reconstruct it), the Yazak Cityfolk begin to rebuild their society based on magic.

Continued...

Subj: History of Great Hule pt 3

Date: 12/7/96 6:10:01 AM

From: Mystaros

Posted on: America Online

By 2800 BC the Yazak Cityfolk have built a new society; it is not a kind society, but it is much higher in technology and much wealthier than the nomads surrounding them. Around this time they found the colonies of Dravya to the west and Billeot in the hills to the north. At Yazak they farm the lands along the modern Gatorbone river for 100 miles up and down river; at Dravya they also farm along the former Great Northway (now the Empty Valley); the Billeot colony is primarily interested in mining the rich mineral deposits of the Billeot Hills. The three cities are connected by mystical teleportation gateways, which depend on the maintenance of a series of monoliths found in between the cities. To enable such maintenance with as little difficulty as possible, the Yazak Cityfolk form alliances with various tribes of Beastmen and Oltec Nomads (primarily those among whom Fiend worship is predominant). This causes a disparity of power among the nomad tribes, and warfare becomes even more fierce and ferocious.

In 2700 BC Rakastan exiles from Myoshima arrive on the Yazak Steppes and found a city on the Upper Shady River. They trade with the native Oltec Nomad and Beastmen Tribes, as well as with the Yazak Cityfolk (whom they do not trust, but find more civilized than the nomads around them). Only 100 years later (2600 BC), the reservations of the Rakasta of Plaktur are shown to be well founded, as the cities of Yazak and Billeot are decimated in a civil war with the Dravish colonists, who had become utterly consumed with Fiend worship. The various tribes of Oltec Nomads and Beastmen then allied with the cities are heavily involved; many of the tribes are utterly extirpated in the battles.

The few remaining peoples of Yazak and Billeot will, over the next century, form a new tribe, called the Yazak (the Yazak Steppes gained its name from this tribe, not the city). The center of the new semi-nomadic Yazak culture is the Rakastan city of Plaktur, where they find allies against the Fiend worshipping

Dravish (many of the Yazak settle in Plaktur, and maintain their mystical studies). The cities of Yazak and Billeot are quickly recolonized by the Dravish victors.

By 2500 BC, the Yazak Steppes, Forest Coast (modern Savage Coast) and the Great Valley (modern Great Hule) are populated by a patchwork of tribes descended from the Beastmen, Oltec Nomads, the Oltec, Azcan and Neathar Refugee Clans, and the Yazak Nomads; there are also the Rakasta of the city of Plaktur and the Dravish Cityfolk. Over the last 500 years, other tribes, distinct in language and culture from their forebears, have formed from the merging of different clans from these primary groups.

The Steppe Clans are pastoral and nomadic in nature; the Forest Clans are semi-nomadic, with some being hunter-gatherers, some horticulturalists and others fishers along the coast; and the Great Valley Tribes are settled, farming the land and clearing away much of the forest along the river banks. Technology is bronze age (the Great Valley Tribes and some Steppe Tribes), with some tribes still being in the stone age (most Steppe Tribes and the Forest Tribes). The Rakasta of Plaktur and the Dravish Cityfolk are iron age; the Yazak also maintain an iron age level through trade with the Rakasta of Plaktur.

Continued...

Subj: History of Great Hule pt 4

Date: 12/7/96 6:11:28 AM

From: Mystaros

Posted on: America Online

At this time here is no real unifying element between these societies; warfare is endemic, as the populations thrive and expand in the new climate. To add to the division, the tribes of the Steppe, Forest and Valley each worship different Immortals. The Beastmen and Nomads of the Steppe generally worship Hel, the Immortal of Chaos and Patroness of Beastmen, or various Fiends of Entropy; the Forest Tribes worship Ordana, Patroness of the Forest and are Druidic in nature; and the settled Human tribes of the Great Valley worship Ixion and Valerias, Immortals of Sun and Moon (Valerias is the primary patron in these lands, as Ixion is more concerned with combating the Entropic Taymoran culture to the east, and is thus otherwise occupied). The Rakasta of Plaktur worship their own strange pantheon. The Dravish Cityfolk do not revere the Immortals per se; they deal on a regular basis with Entropic Fiends in order to gain infernal knowledge; they do not regard this as reverence, rather as simple commerce. Of course, the Yazak view this as little more than Fiend worship; the Yazak themselves revere magical prowess and their ancestors. All tribes and clans venerate various ancestral spirits and the odd minor Immortal or three; the tribes often find excuses to go to war over differences in worship.

The forests to the south and west are still primarily inhabited by the Aranea, who observe the Forest Tribes and their interaction with the Steppe and Valley Tribes with fascination and curiosity. They add a new factor to the chaotic mix; the worship of Korotiku, their Patron Immortal. Several tribes of Beastmen and Humans readily take to the worship of this cunning and crafty Immortal.

Also by this time numerous clans of Snappers, affected by the energies given off in the Great Rain of Fire, have evolved over the last 500 years into the land-dwelling Tortles. These clans settle all along the Forest Coast, generally going no further inland than the treeline. They trade with the Forest Tribes further inland, and cooperate with the fisher clans.

In 2400 BC the Beastmen of Hyboria migrate south and east into the Borean Valley, pushing out the native Neathar Tribes. The Beastmen found the city of Urzud on the banks of the Borean River. Several of the Neathar tribes, cousins to the Urduk and Antalian tribesmen, settle in the Great Valley, bringing their own faiths and beliefs, further complicating an already chaotic situation.

Also in 2400 BC the Yazak, along with their Rakastan and Beastmen allies, destroy the city of Dravya and the Dravish colonies in Yazak and Billeot. Many of the powerful mages of Dravya flee to the Great Valley. They will eventually be assimilated by the native tribes, but they will leave behind a strong tradition of magic as well as a strong tradition of evil. They also bring with them their system of writing as well as the technology for smelting steel. The Yazak regain their ancient cities, and rebuild their society.

By this time, the worship of Korotiku has spread throughout the Steppe and Valley Tribes; the Forest tribes remain true to their Druidic ways, though Korotiku does become a figure of their myth cycle. The worship of Hel has also spread significantly throughout the Great Valley.

Continued...

Subj: History of Great Hule pt 5

Date: 12/7/96 6:12:35 AM

From: Mystaros

Posted on: America Online

At this point the three main Immortals worshipped in the Great Valley, Hel, Korotiku and Valerias, come to the conclusion that they will have to cooperate if a true civilization is to form in the area; they found the Temple of Chaos as a unifying factor, and begin to spread the new faith among the tribes and clans of the Great Valley. Many of the Dravish refugees are early and fanatical converts (their magic having failed them and their Fiendish allies having deserted them, they reach out to the

Immortals at last). Within 100 years time (2300 BC) the Temple of Chaos has spread throughout the Great Valley; nearly all tribes have assimilated the faith, though that is the extent of the cultural assimilation. Each tribe continues to maintain its own cultural distinctiveness while allowing the Temple of Chaos to maintain ties outside the tribe. Religious unity hardly equates cultural unity; the various tribes still vie for supremacy, though the Temple of Chaos allows for cooperation and control across cultural boundaries.

The "civilizing" factors introduced through the Temple of Chaos and the Dravish refugees allow Nine Kingdoms to conquer much of the Great Valley. Numerous lesser states form as well, some consisting of as little as a single tribe or clan (such is the nature of chaos). The Nine Kingdoms (in order of relative power) are Boludir, Karsun, Huyule (modern Hule; heavily populated by Dravish folk), Yozgulak, Birgidir, Karsile, Eivanjan, Jandir and Kuliye. Though some states will wax and wane in power, this will be the status quo for several centuries. No one state will become powerful enough to conquer the entire region, though several will try over the centuries.

The Temple of Chaos has Hel as the pantheon leader; Korotiku as the Patron of Warfare and Cunning; Valerias as the Grain Goddess and Earth Mother; Faunus as, well, Faunus (Patron of the Vine); Thanatos as the Patron of Death, with Pearl (Immortal Dragon) his assistant; Tyche as Patroness of Luck; and Rathanos as Patron of Fire and Sun (a portfolio taken from Ixion (Ixion was not invited to the party; his worshippers went underground, so to speak; this is a bone of contention between him and Valerias to this day)). The priesthood is drawn from all the tribes who have become part of the Temple of Chaos. The Temple is rather loosely organized, as is only natural considering its chaotic nature. At this time the Temple of Chaos, while ethically Chaotic, remains mostly neutral vis a vis good and evil. The Temple of Chaos has some converts among the Nomad Tribes of the Steppes, though Templar tribes are still outnumbered by those that worship Hel specifically, or Fiends in general.

During this period, the Elves pass through the Forest Coast and Great Valley along their long migration. Several clans decide to settle in the deeply forested regions, avoiding the darker sections found on the Orc's Head Peninsula (the homes of the Aranea). They have little contact with the native tribes and kingdoms, avoiding the Humans out of principle and the Beastmen out of revulsion.

Continued...

Subj: History of Great Hule pt 6

Date: 12/7/96 6:15:25 AM

From: Mystaros

Posted on: America Online

By 2100 BC the destruction of the Taymoran Empire far to the east is well underway through the "graces" of Thanatos, and Ixion is able to concentrate on what he regards as the Beastmen "Scourge" at Urzud. He casts a very subtle Immortal level spell that begins to bring order into the chaotic nature of the Beastmen; the modern tribes of Beastmen begin to form, as their chaotic genetic nature is slowly leeched from them. Ixion believes that this will cause internecine strife and that the Beastmen will eventually kill themselves off (unfortunately, it was not quite as effective as he had hoped). The spell is not as effective on the Beastmen of the Yazak Steppes as it is on those Beastmen at Urzud, as the culture at Urzud was the primary target of Ixion. The Beastmen of the Yazak Steppes retain much more of their chaotic genetic nature than their cousins.

Having seen a distinct imbalance forming in the Great Valley vis a vis Law and Chaos, Ixion also forms the Lawful Brotherhood to counter the growing Temple of Chaos. Ixion causes his remaining worshippers from the Great Valley to migrate to the region to the north, where they convert the local barbarian tribes to the Way of Law (the former worshippers of Ixion now form the core of the Inner Circle of the Lawful Brotherhood; they are a "Secret Society" that is active to this date throughout the Known World and beyond). The northern tribes are descendants of Oltec and Neathar tribes that did not come under the sway of the Temple of Chaos. They will become the eternal thorn in the side of the kingdoms of the Great Valley, and eventually of Great Hule itself.

The pantheon of the Lawful Brotherhood (brought together by Ixion) consists of Odin (pantheon leader, in opposition to Hel); Thor (in opposition to Korotiku); Terra (in opposition to Valerias); Frey (in opposition to Faunus); Ka and Diamond (in opposition to Thanatos and Pearl); Freya (in opposition to Tyche); and Ostara (in opposition to Rathanos; Ostara is a lawful neutral Eternal of the Sphere of Energy; in mortal life, a Skhandaharian sun-priestess who achieved immortality when Blackmoor was young). Ixion himself, not aligned with Law, remains outside the pantheon of the Lawful Brotherhood, and his part in its formation is known to but few mortals.

Also at this time Lokar, a mage of the Antalian Tribes of the Antalian Plains (modern Ethengar Steppes) achieves Immortality under the tutelage of Thanatos. He quickly becomes popular as a lesser Immortal in the Pantheon of the Temple of Chaos.

Beginning around 2000 BC, the Dragon Elves of Pelatan invade the Successor Kingdoms of the Golden Empire (in Izondia on the southern continent). Many clans of Enduks, Wallaras and Manscorpions flee from their ancient homelands to the northern continent. The Enduks and Wallaras arrive on the Orc's Head Peninsula; the Enduks found the Kingdom of Nimmur while the Wallaras form the Kingdom of Risilvar. They trade Lizard Men

Slaves to the Aranea for the lands that they claim (Lizard Men are native to the southern continent; the eastern Lizard Men were brought to the north by Set, while the western branch were brought in by the Enduks and Wallara). The Manscorpions arrive on the southern shores of the Great Valley, where they find employ with the kingdoms of that land as mercenaries.

Also about this time, the Aranea begin to take to Human and Elven forms, building towers of wizardry deep in the forests (they have realized that the humans and others of the region are becoming more civilized, and decide to hide amongst the other races rather than try to maintain their previous status as creatures of myth and legend).

Continued...

Subj: History of Great Hule pt 7

Date: 12/7/96 6:16:38 AM

From: Mystaros

Posted on: America Online

The modern Beastman races have developed at Urzud by this time. The Beastmen of the Yazak Steppes still experience chaotic mutations, though the modern strains are also much in evidence. The less genetically-chaotic tribes tend to be those not aligned with the Temple of Chaos or Hel (i.e., the Fiend worshipping tribes; it has been conjectured that Hel was able to protect the Yazak Beastmen tribes from the effects of Ixion's spell).

In 1800 BC the Steel Wars begin at Urzud, far to the north. By 1700 BC numerous tribes of Beastmen from Urzud migrate out; several tribes arrive and settle in the Yazak Steppes. Many of the native Beastmen tribes not aligned with the Temple of Chaos or Hel unite with the newly arrived tribes and begin a genocidal war with the Oltec Nomads and the Beastmen Tribes aligned with the Temple of Chaos or Hel. The Oltec Nomads and Beastmen allied with the Temple of Chaos or Hel are driven from the steppes; many of them settle in the Great Valley, while a number of Beastmen Tribes cut their way through Risilvar and Nimmur to settle in the jungles of the Orc's Head Peninsula.

The city of Plaktur is destroyed and occupied by a number of Beastmen tribes; the Rakasta take to a nomadic existence, battling both Humans and Beastmen for survival (their territory will eventually conform to that held by the modern Hupkur Tribe). The Yazak cities are also invaded; they hold their own against the Beastmen until a great earthquake strikes the area (related to the vulcanism caused far to the east by the explosion of the Blackmoorian Device in the modern day Broken Lands). The three Yazak cities are destroyed, and the route of the Great Northway River changes course. The few survivors eventually drift into the Great Valley.

The next four hundred years (1700 through 1300 BC) are a

time of cultural and religious evolution in the Great Valley, as several new Immortals begin to rise through the ranks in the Temple of Chaos. Eiryndul, Cretia, Demogorgon and Set all appear at this time (though Demogorgon was known to the Dravish, he only recently began to be regarded as more than a simple Fiend); Loki is also becoming much more popular at this time. This is the era when the philosophy of "Holy Deceit" begins to form.

In the years 1300 through 1263 BC the Wogar Tribe of Beastmen settle in the Yazak Steppes and the Great Valley. They conquer the local kingdoms, destroying several of the smaller kingdoms and tribes utterly, and decimate secular society in the Great Valley (the Temple of Chaos is left mostly intact, as Wogar (known in Hule as Maglubiyet) was not willing to cross the Immortals in his quest for Immortality). The Temple of Chaos becomes even more of a unifying factor among the local populace. During this time Hosadus, a Human Priest of Loki, begins to rise to power in the Temple of Chaos. In 1263 BC King Wogar dies of natural causes. The Tribes of the Sons of Wogar begin to migrate east after the Great Shaman receives a vision concerning the Blue Knife. (In official histories of the Hagiarchy, it is Hosadus who tricks the Beastmen into migrating east; in actuality, Hosadus deceived the people of the Great Valley about his involvement in the vision; he was simply a bystander all the time. The tribes that remained in the valley as his followers were not inspired by his powers; they were simply well paid. The part that Hosadus supposedly played in the Blue Knife Vision is the Biggest Con pulled in the history of Great Hule; it is a Great Deceit played within a Big Lie).

Continued...

Subj: History of Great Hule pt 8/E

Date: 12/7/96 6:21:00 AM

From: Mystaros

Posted on: America Online

Hosadus emerges from this as the culture hero of the Great Valley, and he initiates the Rule of the Hagiarchy (the Holy Men were already the de facto supreme force; he institutes a bureaucracy which fills the power vacuum); the Great Valley becomes known as the Sanctified Land. The worship of Loki begins to eclipse the worship of Hel (who was, after all, the Immortal worshipped by the Tribes of Wogar). By 1250 BC Hosadus is supreme in all of the Sanctified Land, and declares the King of Huyule (his native kingdom) as the Overking of the Sanctified Land. Rebellions on the part of several smaller kingdoms are ended quickly through the use of the Beastmen at Hosadus' command. Of course, the Overking is merely the pawn of Hosadus and the Hagiarchy. This ushers in the First Imperial Era of Great Hule...

And this is where I will end for now. Appropriately, it has taken eight posts to bring the History of Great Hule to it's first Imperial Era. Later, I shall get around to detailing the numerous developments since the 13th century BC. Let me know what you all think thus far...

Mystaros

Subj: Re:Pronunciation
Date: 12/7/96 3:34:09 PM
From: Mystaros
Posted on: America Online

<<<<By the way, how DO you pronounce "Hule". HE-YOOL? HOOL? >>

In my history, the original kingdom out of which Great Hule grew was known as "Huyule" (Hew-yewleh) (this was circa 1500 BC; the u's were "umlaut" u's, as in German and Turkish). After a fair amount of linguistic evolution, the modern pronunciation that I use for Hule is (Hool-eh) (the e at the end is an aspirated (?) e, as in "bed", or "dead").

See the following posts for more information on the History of Great Hule...

Mystaros>>

Also, as a side note, the barbarian nations to the east (Thyatis, Karamaikos, Ierendi, etc), incorrectly pronounce /Hule/ as (Hool), much as /Turkiye/ (Tewr-kiyeh, umlaut "u") is pronounced in the west as /Turkey/ (tur-kee). So there are probably several pronunciations to /Hule/, all of which are correct to one degree or another (all the numerous local dialects in Great Hule make it even more complicated; but then again, that's Chaos for you)...

Mystaros

Subj: Re:History of Great Hule
Date: 12/8/96 12:25:35 AM
From: TYGHOCK
Posted on: America Online

WOW! Great stuff!

I'd be very interested in the updated histories.....(I kinda have a soft spot for history... ;).

Subj: Hule/Serpent Pen.
Date: 12/9/96 3:29:55 PM
From: CaptBeni
Posted on: America Online

Any chance that TSR will make a Hule suppliment for the Savage Coast setting?....or perhaps a Serpent Penninsula suppliment?.....I think any of these things would be worth continuing the Savage Coast online products.....And if not, where can I find detailed info on either of these two locations?

Subj: Two-Cents Worth
Date: 12/10/96 3:03:00 PM
From: CaptBeni
Posted on: America Online

First let me say I have been a TSR gamer for a long time now. I bought my first D&D Basic Set at a PX in Germany while stationed there with my dad in 1980. I love the universe and role playing experience that TSR brings to us with their many game settings. But by far, my favorite in the 16 years I've been playing has been the Savage Coast aka Red Steel. Well, I took a look at the new 1997 TSR product list this morning. It saddens me to see that the Savage Coast was not mentioned once. I understand the need for change as much as anybody. For instance (and please somebody correct me if I'm wrong) Greyhawk has been around longer than dirt, and while it had (has) many loyal followers, it was just time for a change. Well, The Savage Coast had...what.. a year...year and a half? Come on TSR....give a world a chance.....But, what's done can't be undone...so I suppose we'll have to say farewell the the Savage Coast...(at least as far as new products are concerned). BUt I'm quite sure the fans of this world will continue to play and create things for themselves..as they should. I suppose that means that players and DM's for the Savage Coast can pretty much make up stuff and do anything they want to do with the world.....Thats good in a way and bad too. It allows us to use our imaginations and create the pictures from our minds eye...but, I myself would like the know the "official" info on regions like Hule and the Serpent Pennusila, etc. There is so much left to be done with the Savage Coast. It's just too bad there wasn't enough support for the Savage Coast setting and Mystara in general that TSR had to scrap it. This is one disappointed gamer.....and thats my two cents worth.....anybody got change?

Subj: ANYBODY HOME?
Date: 12/12/96 2:31:00 PM
From: CaptBeni
Posted on: America Online

Hello....does anybody post in here anymore?

Subj: Re:ANYBODY HOME?
Date: 12/12/96 2:56:26 PM
From: Mystaros
Posted on: America Online

Yet again, my posts have decimated our fine folder. I think I should simply send things to the download section...

Mystaros

Subj: Re:ANYBODY HOME?
Date: 12/12/96 4:03:42 PM
From: RJNuttman
Posted on: America Online

Uh.... I guess it's up to me-- a lurker-- to break the silence.

If you're looking for information on the Serpent Peninsula, check out X6: Quagmire! (TSR9081). This is the "original" source of information on the Peninsula. However, for more "recent" stuff (As of AC1000, you might want to see if you can dig up TSR1094: Champions of Mystara boxed set. This is the extrapolation of Bruce Heard's Princess Ark series, with rules of skyship construction. The real gem of the set, though, is the Explorer's Manual: It's got details on Sind, The Great Waste (and the culture that lives below it), and-- yes-- the Serpent Peninsula, (with a seperate entry for the Divinarchy of Yavdlom).

Champions is probably your best bet for detailed information.

Hule, as mentioned in an earlier posting of mine in this same folder, is covered in modules X4 and X5: Master of the Desert Nomads/Temple of Death.

And Mystaros: as I've said before, no doubt, I thoroughly enjoy your posts. Especially your Mystaran History Lessons. The groundwork you've laid for Hule (esp. the Pantheon stuff. I LOVE fiddling with the Immortals!) is great. It's given me a better handle on how to run X4 and 5, and I'm working on compiling a lot of what you've come up with into my own campaign, with some minor modifications.

Believe me, Mystaros, the silence (at least, that which comes from me) is a stunned one. This is great stuff, and I for one hope you keep it up.

BTW: Would it be possible to get some of this stuff in "whole" format, rather than parts? Do you do "requests"?

My two kopecs,
RJ

Subj: Re:ANYBODY HOME?
Date: 12/13/96 1:45:03 AM
From: TYGHOCK
Posted on: America Online

Yeah, it's all Mystaros' fault.....

Um, sorry for the hiatus. I've been transcribing the rules we wrote for Heretic World (Noble NPCs and Random Events) into future postings. Plus I've got those maps of Norworld going.

I'll toss in more of my usual irreverent, boring banter soon.....

Subj: Re:Pronunciation
Date: 12/13/96 11:54:28 PM
From: TSR Bruce
Posted on: America Online

<<<<By the way, how DO you pronounce "Hule". HE-YOOL? HOOL? >>

We pronounce it *HYOOL* -- but that's just us at the office.

Bruce Heard
(I'm back -- thanks for all the good stuff) :)

Subj: Re:Hule/Serpent Pen.
Date: 12/13/96 11:57:13 PM
From: TSR Bruce
Posted on: America Online

<<Any chance that TSR will make a Hule suppliment for the Savage Coast setting?>>

Not as a paper release, unfortunately. Savage Coast releases will remain within the *Odyssey* group and only as electronic releases (check the TSR Download Section for the various supplements, text, art, and maps). There should be no more than the update of the Savage Coast setting itself, the MC, and the Orcs Head expansion.

Bruce Heard

Subj: Re:ANYBODY HOME?
Date: 12/14/96 12:00:24 AM
From: TSR Bruce
Posted on: America Online

<<Yet again, my posts have decimated our fine folder. I think I should simply send things to the download section...>>

Oh no, it's the dreaded Mystaros Curse! Don't let that stop you! :)

Bruce Heard

Subj: Re:ANYBODY HOME?
Date: 12/14/96 12:02:04 AM
From: TSR Bruce
Posted on: America Online

<<I've been transcribing the rules we wrote for Heretic World (Noble NPCs and Random Events) into future postings. Plus I've got those maps of Norworld going.>>

Can't wait to see these!

Bruce Heard

Subj: Hi
Date: 12/19/96 11:11:23 PM
From: Ciaratha
Posted on: America Online

I'm new to this room just saying hello. I enjoy playing in the Savage Coast setting.

Ciaratha (Faithful Druidic follower of Cernuinn/Die Hard Savage Coast fan)

Subj: Re:Hi
Date: 12/20/96 12:28:00 AM
From: TSR Bruce
Posted on: America Online

<<I'm new to this room just saying hello. I enjoy playing in the Savage Coast setting.>>

Hi there... What do you enjoy most about the Savage Coast setting? What do you dislike most about it? Do you have the older paper version or the later AOL downloads? Just being curious. Thanks!

Bruce Heard :)

Subj: Re:Hi
Date: 12/20/96 3:54:45 AM
From: TYGHOCK
Posted on: America Online

Welcome, fair druid!

We look forward to your company and input.

- TYGHOCK

Subj: Just got this...
Date: 12/21/96 2:51:22 AM
From: Phreek518
Posted on: America Online

Just got Savage Coast. Is it any good? Appreciate any comments. Thanx again, Phreek.

Subj: My Two Cents...
Date: 12/21/96 1:47:34 PM
From: Al n Kiki
Posted on: America Online

I have been playing D&D for 16 years...(talk about a long time customer) and by far, the Savage Coast is my favorite setting. I think it's a shame that TSR is no longer going to create anything new for this setting.....but, TSR is a business, and business are out to make money, so what can we do. I think one of the reasons for it's demise is fan support. No, not the fans who already own the set, but "future fans". I just think that if it had been out there longer to gain a larger following, maybe TSR would have continued to make stuff for it. Just look at Forgotten Realms; one of the most popular

settings TSR makes....why? In my opinion, because it's been out there so long and gained such a large following that people fell in love with the world and continue to buy the product. The Red Steel/Savage Coast stuff was in the store for, what a year...maybe a year and a half? And now, it's now being made anymore.....oh well. I own both boxed sets (Red Steel & Savage Barronies) as well as the downloads from AOL so I plan to keep playing....hopefully when we get to Germany next year (were being stationed there) I'll get a Savage Coast group going. But since I am still going to drive on with the setting, there are still a lot of unanswered questions I have that will probably never get answered...all about Hule, the Serpent Peninsula, the Arm of the Immortals, etc.....Is there any way I can get some of the products mentioned in earlier posts (The Champions of Mystara Boxed Set, the X series modules, the Princess Ark article)? We have a whole 2 or 3 hobby stores here where I live now, and none of them have a lot of TSR stuff.....hate to break it to you guys at TSR but games like WarHammer, and Vampire are killing you at a lot of hobby stores.

Subj: Re:Just got this...
Date: 12/21/96 7:06:34 PM
From: TSR Bruce
Posted on: America Online

<<Just got Savage Coast. Is it any good?>>

Which version -- the original paper product or the later computer files? Either way, some of us here think it's good stuff -- but we're kind of biased. :)

Bruce Heard

Subj: Re:My Two Cents...
Date: 12/21/96 7:10:17 PM
From: TSR Bruce
Posted on: America Online

<<Is there any way I can get some of the products mentioned in earlier posts (The Champions of Mystara Boxed Set, the X series modules, the Princess Ark article)?>>

Have you tried posting a note on the internet? Try rec.games.frp.dnd if you haven't already. Else you might be able to get copies of these products at the GenCon auction, if you're still in the US at the time.

Bruce Heard

Subj: Hi there
Date: 12/22/96 12:16:08 PM
From: RobinOfC
Posted on: America Online

Doesn't seem to be much activity here, let's see if we can change that.

What do I like about the Savage Coast? Many things: the Aranea; the Red Curse, and all that goes with it; Panache; the Aranea; the swashbuckling feel and fencing passes; and, oh yeah, did I mention the Aranea.

I have a few questions. I have both the text and on-line versions, and have found not much difference. The text version is certainly easier to carry around, but the on-line has fencing passes and panache. My local game store has the Savage Baronies box, should I pick it up, or is all the material (except the CD) reprinted in the on-line version? If not, what is unique to the box?

Second question: How does Orc's Head rate? I ask, because my modem is slower than molasses in Chicago in December. Is it worth the download time?

I love the RED STEEL setting, it's filled with some great ideas, and I look forward to having some interesting correspondence here.

-Demarr Laerich, Inheritor Warrior and Herathi nobleman.

Subj: Re:Hi there

Date: 12/22/96 1:34:03 PM

From: Al n Kiki

Posted on: America Online

The Orc Head supplement is well worth the download time....if not for the valueable info on the region itself, then for the info you need to turn the remaining Savage Coast races into PC's. It also has a lot of great info on the different Orc Tribes (of course) in the region as well as info on The Colony of THE Horn (you know that Texeiran penal colony). As I stated in an earlier post, I too own both online and boxed versions of everything....I would strongly suggest buying the Savage Barronies Boxed set, if for nothing else than to say you have it. Remember, TSR isn't making it anymore, so once its gone, its gone! Maybe a letter-writing campaign could save the setting for all its fans?!?!.....(yeah, right....\$ talks)

What do I like about the Savage Coast? Well, Its kinda like Pirates of the Carribean, A Spaghetti Western, and Arthur and the Knights of the Round all mixed into one. The Red Curse and the legacies are ok, but the possibility for political intrigue is awesome. My favorite classes by far are the mysterious Areana mages, those gun-toting Gauchos, and the vibrant Swashbucklers! It all just makes for a great gaming experience.....I only wish I could play instead of DM all the time.....So, if your a DM intrested in an online game.....send me some E-Mail...you have your first party member!!!! Or if your a DM in Augusta, GA who wants to make a 25 year old gamers Christmas wish come true.....

Subj: On-Line Gaming

Date: 12/22/96 10:34:56 PM

From: RobinOfC

Posted on: America Online

How does on-line gaming work? Do we all check into a private chat room, or what? I'm kinda new to this. Are there any on-line games about to start. I usually DM (just about any world, tale telling is my doom), but I would like to play an on-line game before I even think about running one.

How are characters and such agreed on? Does the DM get an e-mail copy on each character to approve? I'm really interested in joining a game, but I don't know many gamers in my area. On-line would give me a much larger community to work with.

Demarr Laerich - Inheritor Warrior

Subj: Re:On-Line Gaming
Date: 12/23/96 1:26:45 AM
From: Al n Kiki
Posted on: America Online

I'm not really sure how it all works, but here goes: there are two types of online games; chat based, and message based. It's pretty much like you said in your last post, everybody who wants to play goes to a certain room at a certain time. The DM can run a game from his keyboard, sending IM's to players as necessary. AOL has a dice rolling utility (although I'm not really sure how it works) to let you roll dice for the game and character creation.....or I suppose your players could make their characters and submit them to the DM for his(her) approval. For more info, you should probably check out the online games section of TSR's AOL site. I think a chat based game could be a lot of fun, provided it was run properly and the players stuck to the guidelines of online gaming etiquette. If you think you might want to try running a Savage Coast game...COUNT ME IN!!!!

Subj: Merry Christmas
Date: 12/24/96 8:33:43 PM
From: Bargle1066
Posted on: America Online

To the family of the Sasvage Coast: Merry Christmas.
P.S. Bruce, does Mystara have a celebration like Christmas?

Subj: Did I miss something?
Date: 12/26/96 9:06:19 PM
From: Dragon1022
Posted on: America Online

In the Savage Coast setting lives the Rakasta, but from hints that I read the Rakasta live on Mystara's invisible moon. Does the race live on both places? And if so how did they get on the moon?

Subj: Re:Did I miss something?
Date: 12/27/96 3:46:10 AM
From: Mystaros
Posted on: America Online

The Rakasta are believed to have originated on the second moon, called Patera by the Mystarans who know of it, and Myoshima by the native Rakasta (how or if they evolved on the moon is unknown). In my own history of Mystara, the Rakasta of the Savage Coast came to Mystara from Myoshima in 2700 BC, and were exiles from the invisible moon. They founded the city of Plaktur, which was conquered in 1700 BC by invading Beastmen (Humanoids); from this point in time the Rakasta of the Savage Coast became nomadic, and eventually (ca. 500 AC) several clans settled in the Traladaran/Minrothian/Alphatian Kingdom of Bellayne and adopted the local culture (ergo, the more British Bellaynese and the more Japanese Nomads). There are numerous other Rakastan

settlements around the world, notably on the Isle of Dread, Davania, Isle of Dawn and Isle of Ochalea (where live the Tiger Men, an offshoot of the Rakasta)...

Mystaros

Subj: Savage Coast General Info

Date: 12/27/96 4:15:40 PM

From: Al n Kiki

Posted on: America Online

I'm back from the holidays! This room seems rerally quiet as of late.....ok, well, let me get something started: Can anybody tell me about the settlements on the Western coast of the Arm of the Immortals. I know it was in the Princess Ark atricle, but all I have are the maps (downloaded from TSR's library). I'm trying to get my hands on any and all information relating to the Savage Coast so I can run a more effective campaign. So, if you know of any sources that may help me out(web pages, TSR library, etc), let me know PLEASE! Also, I found a web page with some general info on Hule (www.math.auth.gr/~bchr/hule.html if anybody's intrested).

So, Are my wife and I the only ones left who play/enjoy the Red Steel aka Savage Coast setting? Right now, my gaming group is pretty much dissolved as we are preparing to head back across the pond (being assigned to Germany again), but I'm going to spend all the free time I have getting ready to introduce the next group of adventurers to the Savage Coast.

Subj: Re:Savage Coast General Info

Date: 12/27/96 4:33:04 PM

From: RJNuttman

Posted on: America Online

I'm working on linking the Savage Coast to my Karameikos campaign.... It'll be a couple sessions before the players get there... but when they do.... Heh heh... They'll be in for a shock!

RJNuttman

Subj: Re:Savage Coast General Info

Date: 12/27/96 4:53:37 PM

From: Al n Kiki

Posted on: America Online

by the way: if anybody has a map of Hule...maybe they could get it uploaded into the TSR library for those of us who don't (hint hint)

Subj: Re:Savage Coast General Info

Date: 12/27/96 4:55:15 PM

From: Al n Kiki

Posted on: America Online

RJNnttman, if ya need any ideas for your campaign as far as the Savage Coast goes, let me know...I'll be happy to help out!

Subj: Turtles/Snappers
Date: 12/27/96 5:16:51 PM
From: Al n Kiki
Posted on: America Online

Hello in here.....Hey Bruce, I was surfing the web today and found something you wrote on Lupins on the Bayou (Cajun Lupins...cool) and an idea for a Turtle campaign (which I am currently working on turning into an adventure). How about some info on the Snappers...they were not included in the SC Monsterous Compendium. Are they exactly like the Turtles but nastier? Thanks!

Subj: Re:Turtles/Snappers
Date: 12/27/96 10:33:39 PM
From: TYGHOCK
Posted on: America Online

The Snappers are an ancient, violent race of Turtle ancestors. Around 2700 years ago, when the Nithians fought the Oltecs who fought the Newtecs while the Azcans moved the trashcans full of ancient magic, something totally unrelated happened. Waves of Demi-humans swept down the land. Then they went away. A little later, they swept down again. Then they almost all went back again, except for the lawyers. Some of the immortals got really ticked off about it, and sided with one side or the other. Then waves of demi-humans, well not waves, actually more like eddies, or small tidal inlets, anyway, lots more swept down, well more like lightly dusted down, again. Then they went away. The immortals then launched a cataclysm that destroyed most of the survivors, just for a rush. A few tribes were transported somewhere else by other immortals, who weren't paying enough attention and misplaced them somewhere inside the planet. Then waves of Demi-Moores swept down, raining a series of bad movies and worse attitudes, until all civilized culture wretched horribly and lost their collective lunches. This simultaneous upheaval (uphurl?) caused much of the land to be uninhabitable, except for a few goat-people who eat garbage (hence they would love this posting). Finally, the remnants of the society, led by their mighty wizard called in the histories "Tim", sailed away, having had quite enough of such a silly place.

Then the Snappers came out of the water, looked around and said "Hey! Where'd everybody go?"

And that's the official Cannon version of the Snappers' origin. (with apologies to Mystaros).

Subj: Re:Turtles/Snappers
Date: 12/28/96 4:16:06 AM
From: Mystaros
Posted on: America Online

Darn it TYGHOCK, have you been getting into my notes again? ;)

Mystaros

Subj: A dumb question
Date: 12/28/96 2:12:09 PM

From: Ciaratha
Posted on: America Online

If Slagovich is not in a cursed area, how are merchants going to and from this city without suffering from the time of loss? I don't think there is any visible border line allowing PC to put on and take off their cinnabryl.

Subj: Re:A dumb question
Date: 12/29/96 7:55:03 AM
From: RobinOfC
Posted on: America Online

<<If Slagovich is not in a cursed area, how are merchants going to and from this city without suffering from the time of loss? I don't think there is any visible border line allowing PC to put on and take off their cinnabryl.>>

There are no dumb questions, only dumb answers, let's hope this isn't one of those. A character has a grace period equal to their Constitution score in days before he or she becomes afflicted with the Red Curse. As long as said merchants get out of the Cursed Lands before that grace period is over, they don't need cinnabryl. In fact, cinnabryl is harmful to those not suffering from the Red Curse, but that is another issue.

A cursed character does not need to remove the cinnabryl upon leaving the Cursed Lands. The cinnabryl will continue to protect him or her until it is depleted. The extreme difficulty of obtaining cinnabryl outside the Savage Coast is a good reason for most native merchants to return to their home ports A.S.A.P. After a number of days outside the Savage Coast equal to his or her Constitution, the character's Legacies spontaneously activate for maximum effect and duration until the Legacies have been used up for the day. At this point, the character is no longer Cursed and loses any and all Legacies. If Affliction has caused physical changes, those remain. From this point on, continued use of cinnabryl will cause damage.

Demarr Laerich - Inheritor Warrior

Subj: Re:A dumb question
Date: 12/29/96 1:45:25 PM
From: Al n Kiki
Posted on: America Online

Characters leaving a cursed area DO indeed have to remove their Cinnabryl. Page 57 in the Red Steel Campaign Book states that : Any character who wears cinabryl after leaving the cursed lands suffers the loss of one Constitution point per day. It continues until all Constitution has been lost (character dies), until the cinnabryl depletes itself, or until the character removes the cinnabryl. The condition is often referred to as the Red Blight.....which leads me to yet another question: Do you get your Con points back after suffering the Red Blight or is the loss permanent? The book doesn't say.....Anyway, check out pages 56 and 57 about leaving cursed areas.

Subj: Gaucho Specialization
Date: 12/29/96 1:52:13 PM
From: Al n Kiki

Posted on: America Online

We all know only fighters can specialize in a weapon....so a Fighter/Gaicho can specialize with his pistols.....ok, so why can't a Ranger/Gaicho do the same.....a Gaicho is a Gaicho is a Gaicho. The whole rootin', tootin', gun-slinger image is lost on a Ranger/Gaicho if he can't become a specialist with his pistols. What does everybody else think?

Also, does anybody have any ideas, comments, gripes about using the new Players Option Rules along with the Savage Coast setting? I'm thinking about it and could use some input....thanks

Subj: Dead Board?
Date: 12/30/96 11:56:20 PM
From: Al n Kiki
Posted on: America Online

Hello.....does anybody post here anymore? Hello?.....

Subj: Re:Dead Board?
Date: 12/31/96 2:38:26 AM
From: Mystaros
Posted on: America Online

The holidays are a very busy time, so I feel that a good part of the silence on this board (and others) comes from everyone spending more time with their families, shopping or being stuck in traffic. Such is my case; probably a lot of those who are students may be visiting home and not have access to their computers, etc. Most of the time I check out what's new and drop a note or two; otherwise, I just don't have the TIME... though I will be posting more soon, as I received a 33.6 modem from my future father-in-law for christmas... heh, heh, heh...

Mystaros

Subj: Re:Dead Board?
Date: 12/31/96 5:08:29 AM
From: TYGHOCK
Posted on: America Online

No, it's not dead it's just - eh - restin'. Yeah, that's it, it's restin'. It's pinin' fer the fiords.

Actually, most people are probably out shopping or doing family stuff. They'll be back.

You might want to check the Mystara board as well. Many people cross-post. You can find my bit about Noble NPCs there - it's applicable to both settings.

You'll see more activity soon, I'm sure.

Subj: Re:Gaucho Specialization
Date: 12/31/96 8:43:47 AM
From: RobinOfC
Posted on: America Online

<<We all know only fighters can specialize in a weapon....so a Fighter/Gaucho can specialize with his pistols.....ok, so why can't a Ranger/Gaucho do the same.....a Gaucho is a Gaucho is a Gaucho.>>

And a Fighter is a Fighter, and a Ranger is a Fighter, but a Fighter is not a Ranger. According to 2E rules, only the generic Fighter can specialize (kit notwithstanding.). I believe that the reason is to preserve game balance and make the generic Fighter more attractive. If a Ranger can do everything a Fighter could do and more, who would play a simple Fighter?

On the other hand, your Gaucho is a Ranger, right? He can use two weapons without penalty, why not pistols? Technically speaking, the rules do not prohibit those weapons from being missile weapons.

Demarr Laerich
- Inheritor Warrior of the Crimson Order

Subj: What about?
Date: 1/1/97 12:46:25 AM
From: Dragon1022
Posted on: America Online

I was looking at a map of the savage coast from the Red Steel boxed set, and I noticed this city called Plaktur. I looked but could not find any information about this place. If anyone knows anything about the city I would be very grateful for some info.

Thanks.

Subj: Re:What about?
Date: 1/1/97 12:41:13 PM
From: Al n Kiki
Posted on: America Online

Check out the Orc's Head suppliment.....it talks about it in there.....I think.

Subj: Re:Principalities
Date: 1/2/97 3:13:43 AM
From: LSimoni
Posted on: America Online

Think this ought to go into the Mystara folder as well? (for those of us using the Glantri campaign setting)

L. Simoni

Subj: Glantri / Savage Coast
Date: 1/2/97 3:37:26 AM
From: LSimoni
Posted on: America Online

Thanks to the guy who wrote this...

Alternity is a new science fiction roleplaying game coming soon from TSR, Inc. Like Advanced Dungeons & Dragons, Alternity is a game engine designed to run any number of campaign worlds and types of play. While it follows the format and features product types in the AD&D style, Alternity isn't AD&D in space. It's a completely new game that uses completely new mechanics. To find out more, explore the other links and watch for regular updates!

I have the Glantri boxed set, and alot of interest in the Savage Coast setting... what about Glantri and Savage Coast?

L. Simoni

Subj: Glantri / Savage Coast
Date: 1/2/97 3:38:35 AM
From: LSimoni
Posted on: America Online

This is the second posting of this title. This is what I meant to paste:

I just bought the Karameikos boxed set today.....What do the people of Karameikos know of the Savage Coast and vice versa?....general impressions, facts, etc. I got it thinking that if anyone ever wanted to leave the Savage Coast, I'd have some place for them to go.....however, I wouldn't advise them leaving....bad things happen...bad things....funny thing that Red Curse...in and of itself, its not very dangerous, but it is EXTREMELY unforgiving of any neglect or mistreatment...

Subj: Re:History of Great Hule
Date: 1/2/97 3:42:48 AM
From: LSimoni
Posted on: America Online

I dig Mystaran history... this is much appreciated!

L. Simoni

Subj: Re:Glantri / Savage Coast
Date: 1/2/97 12:45:55 PM
From: Al n Kiki
Posted on: America Online

.....I posted that originally when I bought the Karameikos boxed set....still haven't gotten a response from it...either nobody knows, or everybody is out to lunch right now. The only thing I know about the two places having any kind of contact is with trade around the Serpent Peninsula and in the city of Ujanja. I hear that Ujanja is a "pirates paradise"...what with all the trading going on between (who)? and the Savage Coast.....as always, I'm always looking for more info on ANYTHING relating to the Savage Coast. Help me out if ya can.....

Subj: Re:Glantri / Savage Coast
Date: 1/2/97 2:39:29 PM
From: Mystaros
Posted on: America Online

<<What do the people of Karameikos know of the Savage Coast and vice versa?>>

Not terribly much, actually. There are no Karameikan settlements on the Savage Coast; the population of the City States, while Traladaran in origin, has had almost no direct contact with their eastern cousins since the migration over 500 years ago. The peoples of the City States had fled "religious persecution"; I have read this as being related to the Lycanthropic Plague that raged throughout the Sea of Dread region at the time. There were two kinds of people persecuted at the time: actual Lycanthropes and those accused of being Lycanthropes. Most of the actual Lycanthropes fled to the lands now known as Bellayne (this included a large number of Alphathians and Minrothians), while those accused of being Lycanthropes (actually persecuted for economic, ethnic or religious reasons) fled to the City States region. The Lycanthropic refugees nearly all perished in a "plague" in 500 AC; this was actually the Savage Coasts version of the "Silver Purge", which has all but been excised from history as a very dark blot. You see, only about 1/5 of the Bellayne Humans were actually Lycanthropes, but they controlled the kingdom; the Rakasta, Lupins and Aranea all worked together to kill the entire society, as the normal Humans cooperated with the Lycanthropes, and the resident Elves and Dwarves were slain to cover up the deed.

Anyway, as to direct contact between the Savage Coast and Karameikos: again, because of the history, there is none. The most contact there is between the Known World and the Savage Coast comes through the merchants of Ierendi and the seagoing branch of the LB Trading Company (which has contacts in Ierendi, Darokin and Ochalea). Karameikans working for either Ierendi or Darokin are more likely to eventually become involved with the Savage Coast trade; most Ierendian vessels only go as far as Tyjaret on the Serpent Peninsula, where their goods are portaged across the Konumtali Savannah to Kladanovi, where LBT vessels take them further on to the Savage Coast (or, they continue by land to Slagovich; Pirates by sea or Nomad Bandits by land, it's all the same). Some few LBT ships travel the Sea of Dread, while a very few Ierendian ships explore the Western Sea...

Mystaros

Subj: Re:Glantri / Savage Coast
Date: 1/2/97 4:48:01 PM
From: Rennald
Posted on: America Online

hmmmm..the whole thing about the Lycanthropic plague is very interesting...perhaps one of many explanations of the origins of such races as Lupins, Rakasta, and Turtles...hmmmm Food for thought anyway.....

Subj: X9
Date: 1/8/97 3:00:39 PM
From: Rennald
Posted on: America Online

Anybody out there have the old 1st Edition module X9 The Savage Coast that they have a spare copy of? Please Get hold of me if ya do. Anybody know the general plot behind it? Actually, any X series modules that anybody may have would be greatly sought by me.

Is it me, or is it kinda quiet on the message board? Nobody play Red Steel anymore?

Subj: Posting
Date: 1/8/97 6:18:02 PM
From: TSR Bruce
Posted on: America Online

<<Is it me, or is it kinda quiet on the message board? Nobody play Red Steel anymore?>>

Sorry folks. I've been pretty busy lately. I hope to be able to participate more sometime in February I hope. Has anyone experienced technical difficulties posting on these boards lately?

Bruce Heard

Subj: Re:Posting
Date: 1/8/97 8:05:53 PM
From: Qamlynch
Posted on: America Online

> Has anyone experienced technical difficulties posting on these boards lately?<

Plenty. I think tyghok sent a note as well.

Subj: Re:Posting
Date: 1/9/97 5:00:32 AM
From: TSR Bruce
Posted on: America Online

<< I think tyghok sent a note as well.>>

Well, yeah. That's why I'm asking. I haven't experienced any problems other than the traffic on the phone lines. Once online, things seem to work okay, if slow. Were the boards locked or simply not accepting new posts?

Bruce Heard

Subj: Re:Posting
Date: 1/9/97 11:51:19 AM
From: Rennald
Posted on: America Online

I've been having posting problems as well....eventually, it takes it, but not before I have to sit here and wait for 5 minutes.....or until I get the System Response prompt.....then it posts it twice.....

I think the Red Curse has afflicted the message board.....somebody get it some Cinnabryl quickly!!!

Subj: Re:Posting
Date: 1/9/97 7:13:39 PM
From: TSR Bruce
Posted on: America Online

Can you say S-L-O-O-O-W? If the system takes time taking your posts, please don't hit the POST key several times. Unless AOL crashes, it will post your messages as many times as you hit the POST key. How embarrassing... :)

Bruce Heard

Subj: Re:Posting
Date: 1/9/97 9:59:18 PM
From: Bargle1066
Posted on: America Online

I know. It does bring us closer to the next board, bbut what a pain!
I'm working on Don Quixote for Red Steel. He is Chaotic Good. His Wisdom is 4. I'm thinking of making him an Innheritor. Any thoughts??

Subj: Re:Posting
Date: 1/10/97 8:00:20 AM
From: TSR Bruce
Posted on: America Online

<<I'm working on Don Quixote for Red Steel. He is Chaotic Good. His Wisdom is 4. I'm thinking of making him an Innheritor. Any thoughts??>>

Naturally, he could also be a honorbound. What would his quest be... this time anyway? :)

Bruce Heard

Subj: Re:Posting
Date: 1/10/97 4:39:20 PM
From: Rennald
Posted on: America Online

Afflicted Windmills perhaps?

Subj: Test
Date: 1/10/97 8:54:02 PM
From: Mystaros
Posted on: America Online

This is only a test...

Subj: Re:Test
Date: 1/11/97 12:11:57 AM
From: TSR Bruce
Posted on: America Online

AOL is apparently updating the structure of these boards. This explains the periodical difficulties in posting messages. It shouldn't last much longer.

Bruce Heard

Subj: Re:X9
Date: 1/11/97 1:31:36 AM
From: Saroso
Posted on: America Online

Actually, I just got X9 from www.dragontrove.com
You might want to check there or www.sagesguild.com
Both have a good selection and are reliable sources

Saroso