

ISSUE #35

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THRESHOLD
THE MYSTARA MAGAZINE

OUR AIMS:

To provide a venue for community members to present material to promote the Vaults of Pandius and the material there to increase the exposure of existing and new articles to encourage authors to revisit and revitalise existing articles to motivate interest in Mystara in general.

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All issues of THRESHOLD are available for FREE download from the Vaults of Pandius website.

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Glantri and Magic

“*The Principalities of Glantri*”, has been one of the most favorite Mystaran locations (after the nation of Karameikos) since the publication of the Glantri Gazetteer (GAZ3) of the same name¹ by Bruce Heard back in 1987. And what’s not to love in the nation of wizards? There is magic, intrigues, secret societies, monster hunting and plenty of villains, often including the Princes themselves.

The “*Wrath of the Immortals*” and the “*Glantri: Kingdom of Magic*” boxed sets and the “*Poor Wizard’s Almanacs*” continued to expand and explore the country, introducing new elements and a new, terrible archenemy, Dolores of Hillsbury a.k.a. Synn the Night Dragon, introduced by Bruce Heard himself in the “*Voyage of the Princess Ark*” saga published in *DRAGON* Magazine.

Building from all this fantastic canon material, Mystara fans have created a lot more as we’ll showcase in this issue of *THRESHOLD*. We’ll start with Robin’s **Plans of the Great School of Glantri City** to illustrate the detailed description she has made of the most famous wizardry school in Mystara. Then Wing of Coot will introduce us to the **Basics of the Radiance** and Cab to **Golems of Glantri**. Demos will lead us to explore **The Forgotten Reign of Baron Elktazar** in the past of Glantri, then we’ll take a good look at the fantastic **Fan Productions** made

¹ Most of the material in this issue is indeed based on the great work done by Bruce Heard. The original *Gazetteer* can be bought at the DriveThruRPG site here: <https://www.drivethrurpg.com/en/product/16975/gaz3-the-principalities-of-glantri-basic>. Glantri was the focus of another official product in the AD&D Mystara line, the “*Glantri: Kingdom of Magic*” boxed set, which is also available here: <https://www.drivethrurpg.com/en/product/17553/glantri-kingdom-of-magic-2e>

for Glantri by Robin, Micky, Aoz, Kit Navarro and many others.

We continue with my article on the **Future of Mystara part 2** examining the events of the canon and fan Almanacs, this time focusing on Aengmor and elves, Broken Lands and humanoids, Darokin, Ethengar and Glantri. The editor of the planned AC 1020 Almanac, Hausman, then describes in *A Crown to Synn* the incoming battle for the future of Glantri.

The next set of articles, **The Memory Gap** by Trevor Holman, **Vancian Magic** by Lance Duncan and **Weapon Mastery for Magical Items** by Cab focus instead on variant rules and expansions for Magic, the other theme of this issue.

Meg’s Mystaran Cookbook by Cab, **The Mystaran Tarot** by Fearghus and **The Mystery of Oisar part 2** by Jim RGF are instead articles on different themes, as is usual in each issue, three interesting gems which give even more life to our beloved world of Mystara that, as we can see from the continuing quality and quantity of fan production, is still very much alive.

This issue, like many others previously, sports many beautiful illustrations by **Jeffrey Kosh**, who has drawn so many great pictures that we had to hold back several for the next issue. Special thanks also to Senarch and many of the authors who helped us greatly by providing some nice AI or searching for suitable Commons images!

Soon we’ll begin working on issue #36, which will be dedicated to **Adventures and Modules**, a theme chosen by Mystara fans with a poll on The Piazza forum. The theme

for issue #37 has been chosen as well, **villages and Towns**, but we'll soon run another poll to choose issue #38's theme.

To join the next issues as authors or illustrators please send your proposal to the *THRESHOLD* mail (check Submission guidelines and mail on the last page of the issue) or write in the Call for Contributors thread for issue #36 which will soon appear in The Piazza forum.

Even though we usually have no shortage of articles, we always need help for proofreading and editing the submissions. So anyone willing to help the *THRESHOLD* Editorial Team please come forward and let us know through the mail or in the Call for Contributors for issue #36 thread at The Piazza. Helping *THRESHOLD* Magazine certainly needs some time commitment, but is creative and rewarding work.

The *THRESHOLD* Editorial Team and the authors hope you will enjoy reading this new issue as much as we enjoyed putting it together, and stay tuned for the next issue!

Francesco Defferrari (Sturm)
Editor, *THRESHOLD* Issue #35

THIS ISSUE'S CONTRIBUTORS

Aoz (Mark Crosby) is an avid role-playing game enthusiast and active contributor to The Piazza. His love for Dungeons & Dragons began with B/X and has only deepened over time, despite occasionally mixing up edition rules. Aoz is particularly drawn to the rich lore of Mystara and has actively engaged in various Glantrian projects. He has dozens of articles in the Vaults: <https://pandius.com/aoz.html> from Old Wizards, Economics of Spellcraft, New Baronies, Foods of the Broken Lands, The Adventure Guild, A New Immortal, Seashell Ambassador, The Bone Bandit, spells, some magic items and much more. Along with a few side projects he is currently working on.

Cab Davidson lives and works in Cambridge, United Kingdom, and as well as running his regular D&D campaign (from which his material published here derives) he also enjoys adapting historical recipes to modern tastes.

Demos Sachlas is a past contributor to *THRESHOLD Magazine*. He ran a nine-year campaign based in the Principalities of Glantri, from 1987 to 1996, for which a lengthy campaign journal exists. Sachlas is active on many of the online forums and social media groups dedicated to the Old School Renaissance and Mystara, in particular. He delves into the historical roots of the hobby on his blog, the OSR Grimoire (<https://osrgrimoire.blogspot.com>).

Fearghus O'Rourke has been playing and running RPGs since the late 80's and Mystara has always been his first love. To this day he considers the *Rules Cyclopedia* the most complete game system ever written. Cur-

rently running a 5e campaign in Mystara online for some old college buddies that actually manages to meet most weeks.

Hausman Santos has been an enthusiast in Mystara since 1995 when he met in Brazil the D&D Easy-Way Black Box and in '96 the AD&D boxed set of Karameikos. He has narrated game groups in Thyatis, Alphatia, Rockhome and Glantri since then (since 2002). In addition to producing articles for the Vaults of Pandius (since 2008) and *THRESHOLD Magazine* (since 2015), he manages a page for Mystara Brazilian fans on the internet.

Lately he has been working as an editor on the continuation of the *Mystaran Almanac* fanon project along with well-known former Almanac Team and former TSR writers on the old and unfinished plotlines in order to resume them.

Hervé Musseau, a former editor of the *Mystaran Almanac*, is now helping shape *THRESHOLD Magazine*.

Jeffrey Kosh is the pen name of a writer and graphic artist specialized in book covers and movie posters. He collaborates with various publishing companies and authors. His covers range from dark horror to space opera, from thrillers to fantasy. Inspired by great fantasy artists, such as Clyde Caldwell, Larry Elmore, Keith Parkinson, and more, Kosh likes vibrant colors and heavy use of light and a dark contrast. His graphic tends to be moody and evocative. He also likes to work on 'era-specific' movie posters and book covers, trying to recreate the style used in those years, from the 1920s to the 1990s. As a writer he has been published various times.

(<https://jeffreykosh.wixsite.com/jeffreykosh-graphics/home>)

Jim RGF has been playing and dungeon mastering D&D games on Mystara since 1982. He fell in love with the setting at a young age and particularly loves Alphatia, Shadow Elves and Nithian magic-users. He is beginning to write stories set in this wonderful world and loves to teach others about it. He has created a YouTube channel called Raise Game Fully where he showcases parts of D&D that aren't as well known. His ongoing video series on Mystara is aimed at helping newer players realize how amazing the setting truly is. He lives in New England with his wife and sons.

Lance Duncan (aka Wangalade) started playing D&D with his father using the BECMI boxed sets. With his sisters and brother, he explored the caverns of Quasqeton and the Caves of Chaos and the Isle of the Hideous One, eventually discovering the lost valley and journeying to the faraway land of Hule to defeat the Master. Though he has explored many different games (Alternity being a favorite), he has always come back to Mystara and D&D. His current D&D campaign is set some 30-odd years after the events of that original campaign; the known world of Dracopolis reflects how Mystara was presented by his father with the limited resources of the box sets and a few adventure modules.

Robin (at The Piazza, Robin D elsewhere) Female from 1962, she began playing D&D since its earliest days as far back as 1978, soon after becoming "addicted". Ultimately, she was intimately bound to the world of Mystara, because of its complex diversity. A current compiler of massive materials available on the Vaults of Pandius & her "Breath of Mystara" blog; and former Teacher of Biology, Ecology, Chemistry, Physics, once travelling all over Europe as a stage dancer including house parties. Once called "The

Fletcher” at UK GenCon by Bruce Heard for her extensive compilation in “*Revenge of the Little Ones*”.

Sebastien Martineau (Senarch) started playing D&D again in early 2022, and dusted off his prized GAZ1, promptly falling in love with Mystara again. He combines Daz, Ai and digital painting in his artworks, and has started drawing again. Some of his work can be found here: <https://www.deviantart.com/senarch/gallery> and he can be contacted here: senarchpublishing@gmail.com

Even though **Sturm** (a.k.a. *Francesco Defferari*) loves any alternate world, he believes Mystara is incomparably the best for its vibrant community endlessly delving into ethnography, linguistics and history just to make a little sense of it. Something like the real world, but with dragons.

Trevor Holman has been a designer and web developer for nearly 30 years, playing RPG and War games since he was a kid. He currently creates artwork for other game companies.

Wings of Coot: found the old red box Basic set at about 8, and that classic solo adventure was my introduction to D&D and the entire concept of RPGs. A few years after graduating from college I got back into D&D, and soon after that I found the Piazza and discovered the modern online Mystara community and *THRESHOLD Magazine*. I have always had an interest in the exotic aspects of Mystara (Immortals and the multi-verse, Hollow World, unusual PC types, etc.) so the Radiance has always been fascinating

Allan Palmer (a.k.a. *AllanP*) was first introduced to *D&D* a long time ago (but not quite in a galaxy far away) by a work colleague who set up a gaming group using the last version of the “blue book” rules. While dabbling with *RuneQuest* and *Traveler* along the way, he developed a liking for what would become the world of Mystara as the BECMI box sets were released. He has always been fascinated by maps. He is an IT professional and when not indulging in hobbies of panelology, retro tv watching and family history research, uses his various PC skills to consolidate the writings of others into the issues of *THRESHOLD*.

FROM THE
MYSTARA
FORUMS at



Some features in issues of *THRESHOLD* carry a “From the Mystara Forum at The Piazza” tagline. These Discussion Boards are an active and dynamic home of creativity for the Mystara community and many other game worlds. We hope you will enjoy the articles from The Piazza website: <https://www.thepiazza.org.uk/bb/index.php>



The Piazza
The Premier community
for discussion of
D&D Campaign Worlds
<http://www.thepiazza.org.uk/bb/index.php>

A MYSTARA GLOSSARY

The Editors present a list of common abbreviations that authors may use to refer to various Mystara-related game products and events:

- AC#** - Accessory series product (rules supplements, campaign sources, etc)
- BECMI** - Basic, Expert, Companion, Master, Immortals rules (by Frank Mezter, 1983-6)
- BX** - Basic/Expert rules (by Tom Moldvay/David Cook, 1981)
- B#, X#, CM#, M#, IM#** - Basic, Expert, Companion, Immortal level adventure modules
- CoM** - "Champions of Mystara" boxed set
- DA#** - Blackmoor setting adventure modules
- DDA#** - Challenger series adventure modules
- DMR#** - Challenger series rules supplements
- DMSK** - "Dungeon Master's Survival Kit"
- DotE** - "Dawn of the Emperors" campaign boxed set
- GAZ#** - Gazetteer series campaign sources
- GAZF#** - Fan-produced campaign sources
- GRoF** - the Great Rain of Fire, a cataclysmic event in Mystara's past that destroyed the ancient Blackmoor civilization
- G:KoM** - "Glantri: Kingdom of Magic" campaign boxed set
- HW** - the Hollow World campaign setting
- HWA#, HWO#** - Hollow World adventure modules
- HWR#** - Hollow World rules supplements
- JA** - "Joshuan's Almanac & Book of Facts" campaign source
- KW** - the Known World campaign setting
- K:KoA** - "Karamaikos: Kingdom of Adventure" campaign boxed set
- MA** - Mystaran Almanac (fan-produced)
- MCMA** - "Monstrous Compendium, Mystara Appendix" rules supplement
- PC#** - Creature Catalog campaign sources
- PWA** - "Poor Wizard's Almanac & Book of Facts" I, II & III (AC1010, AC1011 & AC1012)
- PSK** - "Player's Survival Kit" campaign source
- RC** - "Rules Cyclopedia"
- RS** - Red Steel campaign setting
- SC** - Savage Coast campaign setting
- TM#** - Trail Maps
- VotPA** - "Voyage of the Princess Ark"
- VoP or Vaults** - The Vaults of Pandius website
- WotI** - "Wrath of the Immortals" campaign boxed set

Readers may also find Dave Keyser's *"An Index to Mystara Products"* and Andrew Theisens's *"Mystara acronyms"* (both available at the Vaults of Pandius website) of assistance



NEXT ISSUE



Cover not final illustration

The first issue of 2025 will gather interesting experiences to throw at your adventuring party!

ADVENTURES AND MODULES

Anticipated contents include:

- Into the Wufwolde
- Factions of Glantri in Blades in the Dark
- Future of the Known World Part 3
- The Minor Arcana

...and much much more!

YOUR OPINIONS?

The Editorial Team welcomes your feedback on this issue of *THRESHOLD*. Please post your comments either by posting in [The Piazza Forums](#)

Or by email to the Editorial address: Threshold.Mystara@gmail.com

Please begin the subject line with the tag “[LETTER]”



FROM
The Vaults
of Pandius

Some features in issues of *THRESHOLD* carry a “From the Vaults of Pandius” tagline. As one of our stated aims is “to promote the Vaults of Pandius and the material there”, we hope you will enjoy these revised or extended treasures from the Vaults of Pandius website: <http://pandius.com>



CALL FOR CONTRIBUTORS

The **THRESHOLD** editorial team invites all fans of the Mystara setting to submit contributions to the magazine's next issue. We are especially looking for contributions fitting the following themes:

Issue #36—Adventures and Modules

The first issue of 2025 will gather interesting experiences to throw at your adventuring party!

Proposal Deadline: February 15th, 2025

Manuscript Deadline: May 1st, 2025

Issue Published: June 2025

Articles about other topics are still welcome and the editorial team will evaluate their publication for any upcoming issue, taking into account available space and the issue's theme.

Call for proposals for main themes of forthcoming issues:

Issue #37—Villages & Towns

The second issue of 2025 will focus on the small and not-so-small communities of Mystara.

Proposal Deadline: August 15th, 2025

Manuscript Deadline: November 1st, 2025

Issue Published: December 2025

THRESHOLD accepts and invites submissions of extended or revised versions of works having appeared on The Piazza or Vaults of Pandius.

Contributions may include, but are not limited to: Articles: short stories, short adventure modules, NPCs, historical treatises and timelines, geographical entries, new monsters and monster ecologies, etc.; and Illustrations: portraits, maps, heraldry, illustrations, etc.

Please refer to our Submission Guidelines elsewhere in this issue.

The **THRESHOLD** editorial team strives for edition neutrality, but edition specific articles (e.g., conversions) are also accepted. Statistics for new monsters and NPCs may be included in articles (e.g., adventure modules, new monsters or NPCs) in any version of Dungeons & Dragons. The editorial team also offers help in providing conversions to some specific rules set, including BECM/RC, 2nd Edition, 3rd edition/Pathfinder. However, this material should be limited to a minimum. For most NPCs, it is sufficient to mention class, level, and alignment. For important NPCs, a one or two line stat block may be included.

THRESHOLD

The Mystara Magazine

PDF editions and print-ready files are available for free download from the Vaults of Pandius website:
<http://www.pandius.com/>



THRESHOLD: The Mystara Magazine is a non-commercial, fan-produced magazine. There is no intent to infringe upon anyone's rights, in particular those of Wizards of the Coast, which holds all rights to the original material on which contributors base their work. As the magazine is a free fanzine of original articles inspired by the world of Mystara (trademark of Wizards of the Coast), the Editorial Team cannot sell printed copies of the magazine. We have published issues of the fanzine as PDF documents that are freely downloadable from the Vaults of Pandius website. A list of the issues published follows.

Over time, the *THRESHOLD Magazine* Editorial Team received enquiries about obtaining print versions of its issues. Following continued interest, in 2022 an initial trial using issue #28 created print-ready files of cover and interior page that could be submitted to a print-on-demand service (such as www.lulu.com) by individuals to produce a professionally printed version for their personal use. The trial garnered a positive response and work continued through 2022 to generate print-ready files for all previous issues (as well as incorporating the process in the production of new issues).

The print-ready files are an option provided in addition to the "normal" PDF document version of each issue. Individuals may freely download the two print-ready files (cover and interior) and submit them to a print service for professional printing at their own risk. Any associated financial transaction is between the individual and their chosen print service. Neither the *THRESHOLD Magazine* Editorial Team nor the Vaults of Pandius receive monies in respect of the provision of these print-ready files or from the printing of them.

The print-ready interior and cover files have been formatted to produce an A4-page sized paperback book; no other page size/format is available; the print service will offer users choices of colour quality, paper stock, cover finish, etc. The print-ready files have been successfully used at www.lulu.com to produce a printed book; the Editorial Team cannot guarantee the use of these files with other print services.

The print-ready version of *THRESHOLD Magazine* is provided for personal use only. *THRESHOLD Magazine* in either its PDF or print version cannot be sold in any online or physical store.

FREE DOWNLOADS OF PREVIOUS ISSUES



Previous issues of **THRESHOLD** - the Mystara Magazine, both in digital and print-ready format are available for download from the Vaults of Pandius website (www.pandius.com)

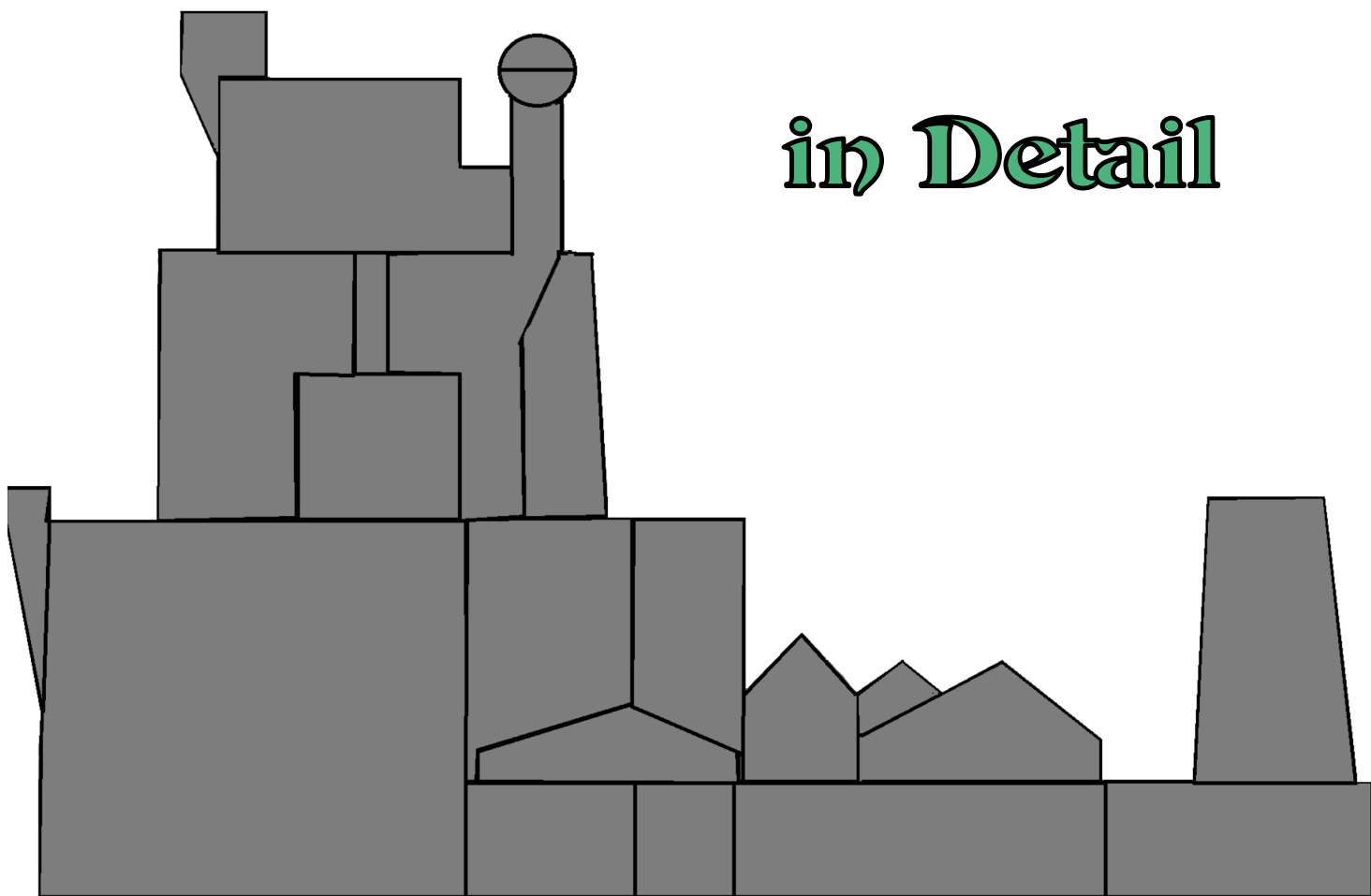
Also available at the same location are higher resolution versions of the maps that were included in the issue's PDF, allowing greater detail to be viewed.

- | | |
|--|---|
| #1 (Oct 2013) "Karamaikos" | #21 (Oct 2018) "Specularum" |
| #2 (Jan 2014) "Vaults of Pandius" | #22 (Mar 2019) "Adventures & Campaigns" |
| #3 (Mar 2014) "The Sea of Dread" | #23 (Aug 2019) "Adventures & Campaigns 2" |
| #4 (Jun 2014) "Return to Dread" | #24 (Nov 2019) "Adventures & Campaigns 3" |
| #5 (Oct 2014) "Exploring Davania" | #25 (May 2020) "Strongholds" |
| #6 (Dec 2014) "The Northlands" | #26 (Dec 2020) "Heroes, Villains & Organizations" |
| #7 (Apr 2015) "Exploring Norwold" | #27 (Jul 2021) "25th Anniversary of the Vaults" |
| #8 (Jul 2015) "Warlords of Norwold" | #28 (Jan 2022) "Trade Routes and Darokin" |
| #9 (Sep 2015) "Hollow World" | #29 (Jul 2022) "Vampires and the Undead" |
| #10 (Jan 2016) "Elven Realms" | #30 (Dec 2022) "The Alpathian Sea" |
| #11 (Apr 2016) "Thyatis & Alphatia" | #31 (Jun 2023) "Undersea" |
| #12 (Jul 2016) "Ages Past" | #32 (Sep 2023) "Return to Undersea" |
| #13 (Oct 2016) "A Crucible of Creatures" | #33 (Dec 2023) "Dungeons" |
| #14 (Jan 2017) "The Shadowdeep" | #34 (Jul 2024) "Future & Alternate Mystaras" |
| #15 (Apr 2017) "Mystaraspace" | |
| #16 (Jul 2017) "Dwarves, Gnomes & Hn" | |
| #17 (Oct 2017) "Western Brun" | |
| #18 (Jan 2018) "Savage Coast" | |
| #19 (May 2018) "Planes and Immortals" | |
| #20 (Jul 2018) "Skothar" | |



Robin's Glantri Great School of Magic

in Detail



Editor's Introduction

This article aims to showcase what's maybe the biggest fan work ever made about Glantri and possibly the most detailed magic school ever in the worlds of fantasy, maybe beating even that of a very famous young adult series on wizards. "*Glantri Great School of Magic in Detail*" is indeed a 555-page PDF file which can be freely downloaded from here: <https://pandius.com/gsomdtl.html> in the Vaults of Pandius.

In her monumental and fantastic work, Robin details the Timeline of the School, 10 main levels, 6 layers of basements, 2 courtyards, 4 extra locations, and the Chamber of the Radiance, with 55 maps and extended descriptions, many adventure seeds, new spells and items. An entire campaign with many adventures from levels 1 to 36 could be easily set in the School with Robin's book. It is obviously impossible to host the whole work on *THRESHOLD Magazine*, so here I will showcase only the maps of the ten levels and the six basements with the name and function of each room, linking to the appropriate page in Robin's PDF. But to better introduce this marvellous work, I'll leave it to the original foreword she wrote.

Sturm aka Francesco



FOREWORD

from "*Glantri Great School of Magic*"

by Robin

Something bugged me a long time ago. It was the Gazetteer 3: "*The Principalities of Glantri*"; an outstanding work by our beloved Bruce Heard, our Mystara Spirit. The book gave us stacks of intense usable information, yet it also gave some incomplete material. The AD&D2e adaptation of Mystara and the "*Glantri Kingdom of Magic*", "*Wrath of the Immortals*", "*Poor Wizard Almanacs*", "*Castle Amber*", "*DM Survival Guide*" and "*Players Survival Guide*", added some information, but holes stayed, or more were created due the awful desecration of Gazetteer 3 by GKoM. Many flaws have crept in, and areas left open. Areas you actually need in playing the Great School of Magic in Glantri on Mystara, BECM style (or actually any D&D style)!

I searched and searched, found and compiled, not only from the canon sources, but also with the help of some fan work. The great difficulty was that various canon sources gave various scales to work upon (our beloved Bruce Heard even added yet another recently). Combining size and reason/logic together I came finally upon the scale of 1 inch = 40 feet (1mm = 1.27 feet) to be used from the original map in the inside cover of Gazetteer 3, instead of the 1 inch = 20' as per GAZ3. With almost this scale I had earlier created an Isometric map of the Great School of Magic (GSM) in Glantri City made from the initial interior cover map of the GSM. And I already started to make the vertical information, according to canon sources...then Real Life kicked in, and I had to store my stuff. Here the maps were damaged by moisture and mice. In 2016 I rediscovered this map, and decided to restore or redraw them. I actually went

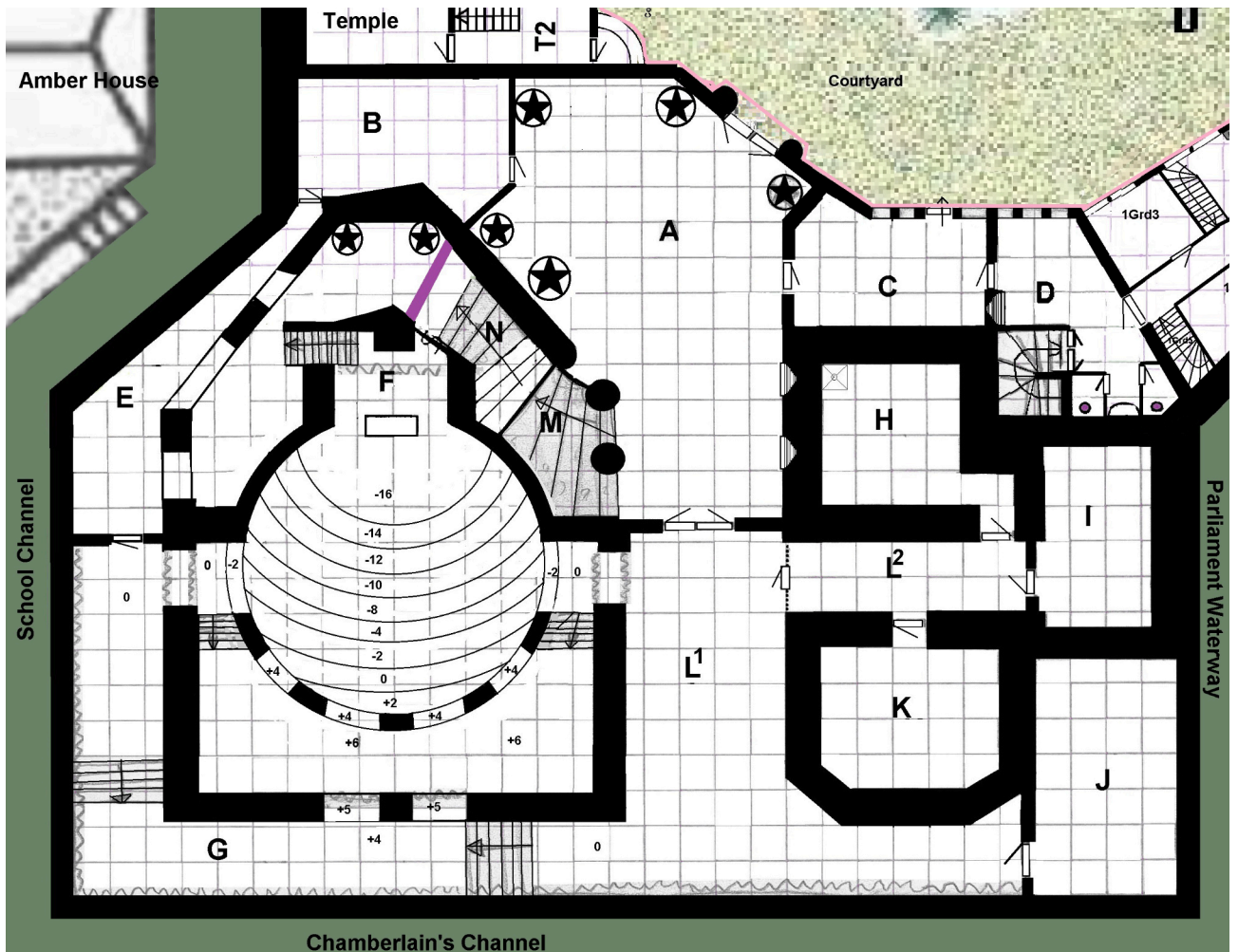
beyond that, I made two more Isometric maps from other directions, enabling the Great School of Magic to be viewed from all directions. With this, more detail came about the inside, and following the canon sources together with architectural laws for stability, strength, and consistency I now even created the inside floor plans, first in pencil, later clarifying with Windows Paint. Rereading all the canon sources, and the newer fanon sources, more information was added, a timeline came forth, and the various uses canonically of the rooms made even more clarity. Using the interior maps that came forth after the creation of the Isometric maps and more architectural sanity, I created the Great School of Magic of Glantri as presented canonically in the Mystara various sources (including many more small bits & pieces from fans). I continued to stray further...and deeper, higher...a strange habit I know, but it brings me even more clarity and depth, but specifically multidimensional reality. I expanded the Magical Circles, to bring more magic in the world. I also took many items and spells from other D&D sources, and some self-created to bring more magic use and feel.

Without further ado; I am now ready to present you Glantri Great School of Magic in detail ...and scent, and touch, and sight, and magic, and material, and use ...etc, as best I could compile from all the canon sources and creations together in 16 months of near continuous work.

Robin

Main Building Level 1: Auditorium

High-res. map in the Vaults: https://pandius.com/02_GSM_interior_+1p.jpg



- | | |
|--|---|
| <p>A: Entry Hall (pg. 12)
 B: Classroom, necromancy (pg. 13)
 C: Study Chamber (pg. 13)
 D: Deep Hall (pg. 14)
 E: Teachers' Lounge (pg. 15)
 F: Auditorium (pg. 15)
 G: Silent Hall (pg. 16)
 H: Old Keep Storage Vault of Items (pg. 17)</p> | <p>I: Storage Vault of Liquids & Components (pg. 16)
 J: Classroom, Glantrian History (pg. 16)
 K: Storage Vault of Scrolls (pg. 17)
 L: History Hall (pg. 18)
 M: Stairway to Level 2 (pg. 19)
 N: Closed-off Stairway to Basements (pg. 19)</p> |
|--|---|

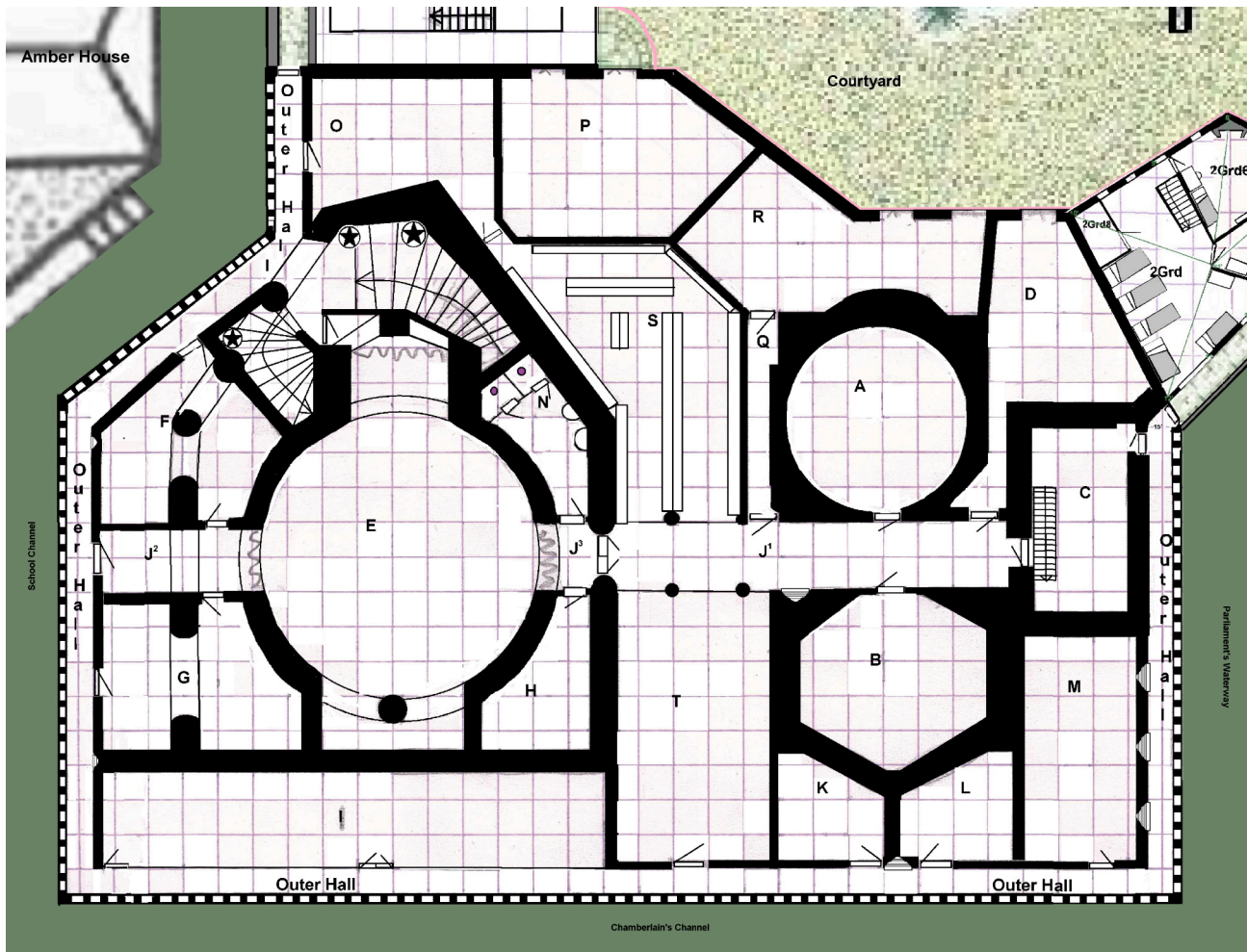
Important Notes

All grid maps presented in this book have a scale of 5 feet per square. Making the GSM roughly 160 x 250 (with some outside poking corners & edges).

All page number references relate to the pages of the PDF document hosted on the Vaults of Pandius (<https://pandius.com/gsomdtl.html>).

Main Building Level 2: Classrooms and Library

High-res. map in the Vaults: https://pandius.com/04_GSM_interior_+2.png

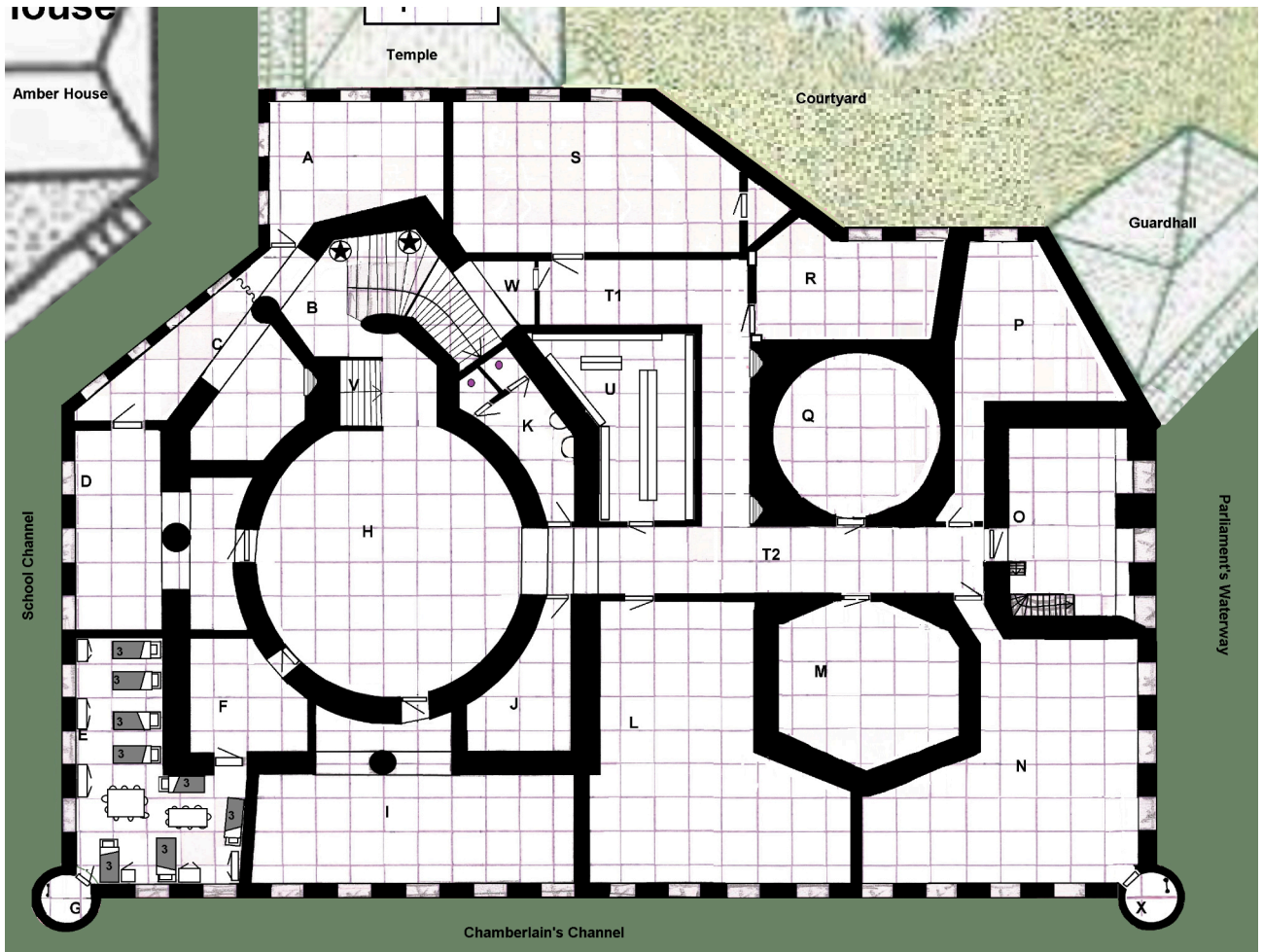


- A: Old Keep Classroom,
Invocation/Evocation (pg. 20)
- B: Hexagon Tower Classroom,
Scrolls Inkmaking (pg. 21)
- C: Museum of Monsterology Classroom,
Animal & Monster Lore (pg. 21)
- D: Corner Room Classroom, Penmanship,
Magescript, Spellbook (pg. 22)
- E: Dance Hall Classroom,
Magic and Society (pg. 22)
- F: Teachers' Lounge (pg. 22)
- G: Private Teacher's Room (pg. 23)
- H: Storage Room (pg. 23)

- I: Hortus Herbaricus Classroom,
Herbalism, Mandragora (pg. 23)
- J: Long Hallway (pg. 24)
- K: Private Teacher's Room (pg. 25)
- L: Private Teacher's Room (pg. 25)
- M: Classroom, Abjuration (pg. 25)
- N: Latrines (pg. 25)
- O: Classroom, Ancient History
& World History (pg. 26)
- P: Classroom, Illusionism (pg. 26)
- Q: Crampy Corridor (pg. 27)

Main Building Level 3: Classrooms and Raven Dormitory

High-res. map in the Vaults: https://pandius.com/06_GSM_interior_+3.png

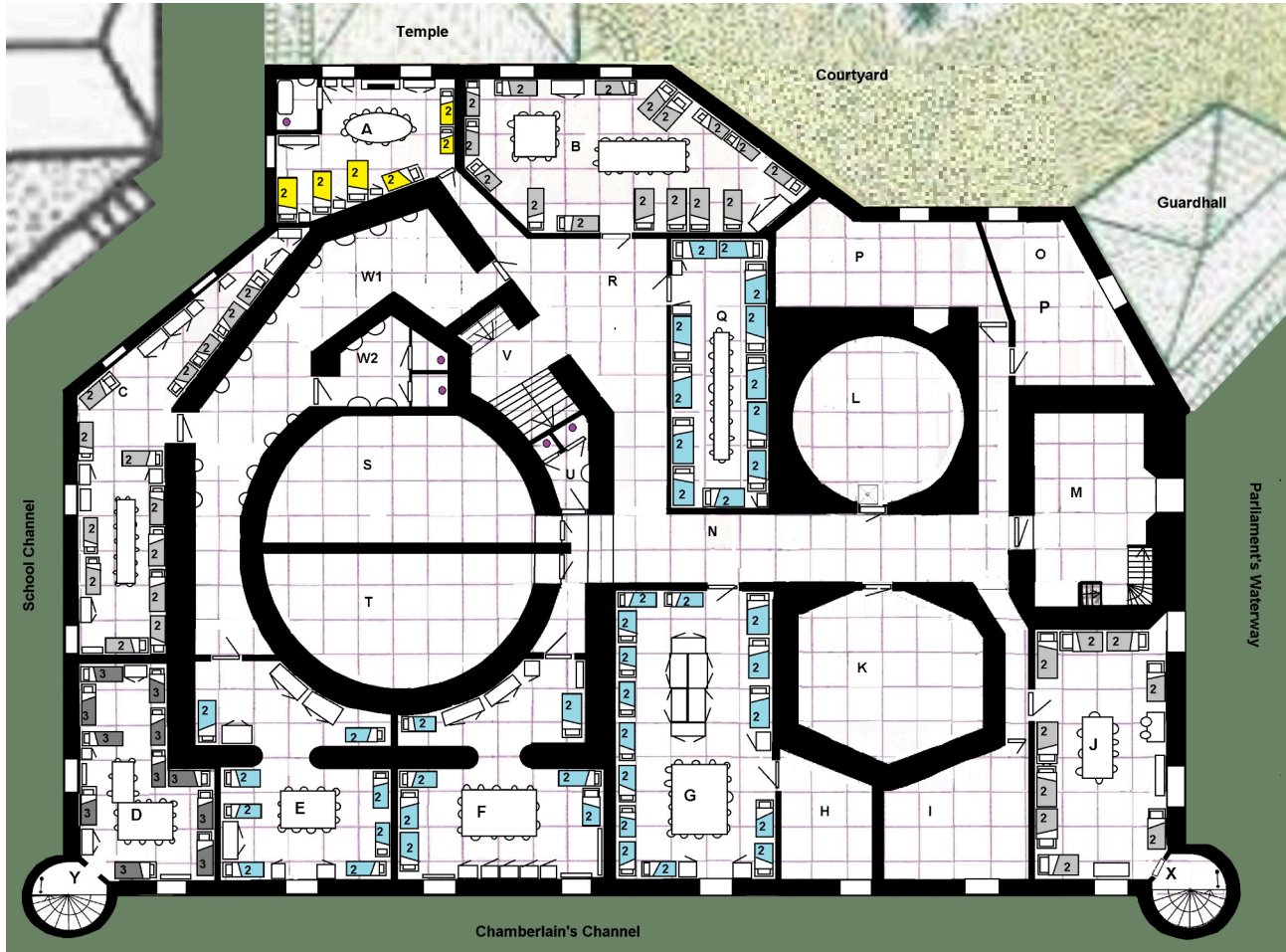


- A: Classroom, Enunciation
+ Read/Write (pg. 32)
- B: Stairways (pg. 32)
- C: Study Hall (pg. 32)
- D: Classroom,
Languages Ancient & Old (pg. 33)
- E: Raven Dormitory (pg. 33)
- F: Washroom Hall (pg. 33)
- G: Turret base, NW (pg. 33)
- H: Round Hall (pg. 34)
- I: Classroom, Somatics (pg. 34)
- J: Storage Room (pg. 34)
- K: Latrines (pg. 34)
- L: Classroom, Agility Training
& Quick Casting (pg. 35)
- M: Classroom, Formula Analysis (pg. 35)

- N: Classroom, Planar Geography
& Elemental Knowledge (pg. 35)
- O: Museum of Monsterology, 2nd floor (pg. 36)
- P: Classroom, Biology & Ecology
(including Geomorphology) (pg. 36)
- Q: Old Keep Classroom,
Conjure Companion (pg. 37)
- R: Private Teacher's Room (pg. 42)
- S: Classroom, Alchemy, Chemistry,
Brewing (pg. 42)
- T: Long Hallway (pg. 42)
- U: Library (pg. 43)
- V: Stairways (pg. 43)
- W: Storage Room under the Stairs (pg. 43)
- X: Turret Base, SW (pg. 43)

Main Building Level 4: Classrooms and Dormitories

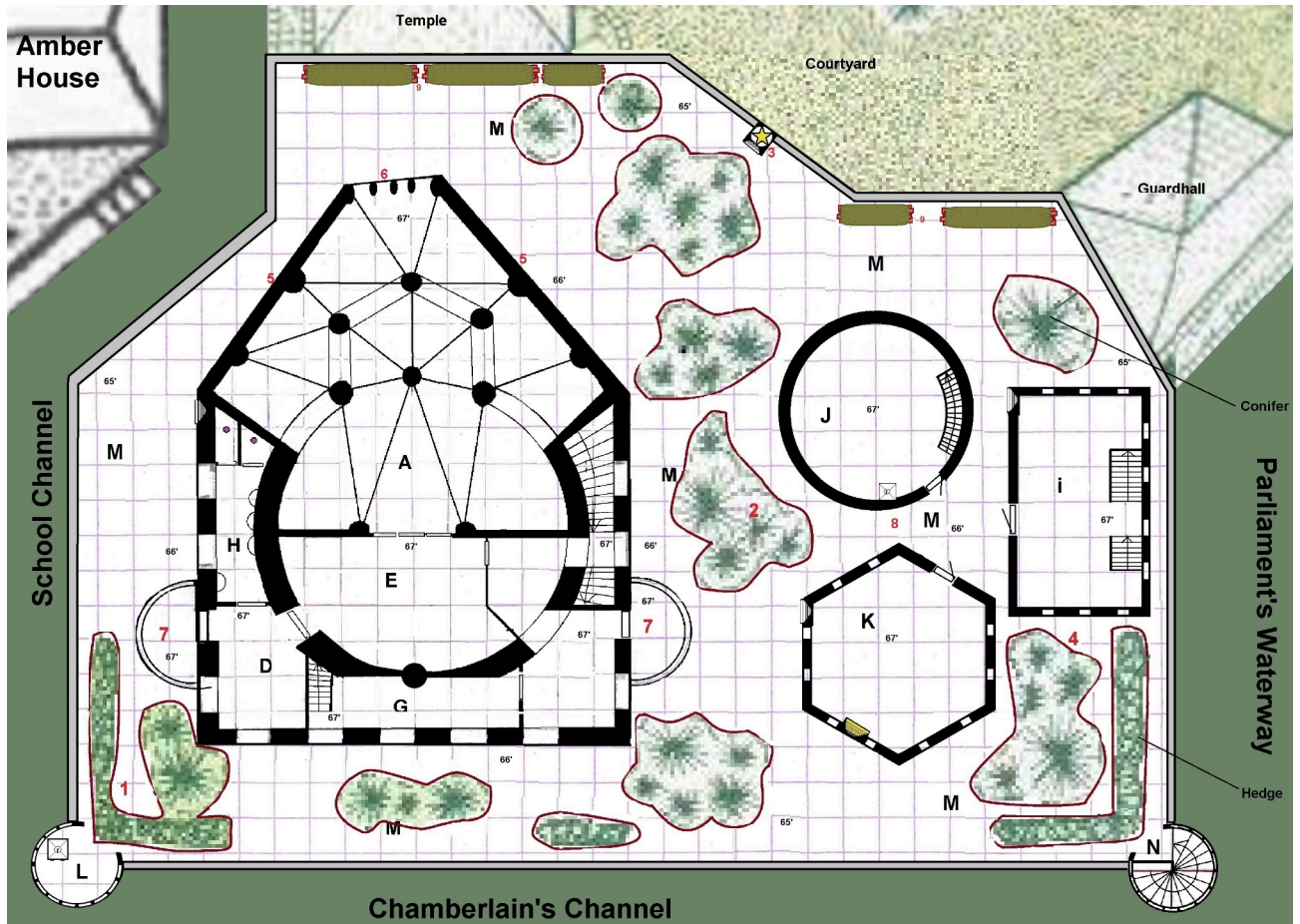
High-res. map in the Vaults: https://pandius.com/08_GSM_interior_+4.png



- | | |
|--|---|
| <p>A: Eagle Dormitory (pg. 46)
 B: Hawk Dormitory (pg. 46)
 C: Vulture Dormitory (pg. 47)
 D: Raven Dormitory, 2nd floor (pg. 47)
 E: Owl Dormitory (pg. 47)
 F: Swan Dormitory (pg. 47)
 G: Rooster Dormitory (pg. 48)
 H: Private Teacher's Room (pg. 48)
 I: Private Teacher's Room (pg. 48)
 J: Jay Dormitory (pg. 48)
 K: Classroom, Laboratory Techniques
 & Apothecary (pg. 49)
 L: Old Keep Classroom
 of Experiments (pg. 50)
 M: Museum of Monsterology,
 3rd floor (Anatomy) (pg. 50)</p> | <p>N: Hall of Stuffed Animals (pg. 51)
 O: Private Teacher's Room (pg. 51)
 P: Private Teacher's Room (pg. 52)
 Q: Duck Dormitory (pg. 51)
 R: Crowded Hall (pg. 52)
 S: Classroom, Philosophy of Magic,
 Spell Theory, Casting,
 and Crystallogly (pg. 52)
 T: Classroom, Politics (pg. 53)
 U: Latrines (pg. 53)
 V: Stairways (pg. 53)
 W: Washroom (pg. 54)
 X: Turret, SW (pg. 54)
 Y: Turret, NW (pg. 54)</p> |
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Main Building Level 5: Hall of Music and Roof, Archive Tower

High-res. map in the Vaults: https://pandius.com/10_GSM_interior_+5.jpg

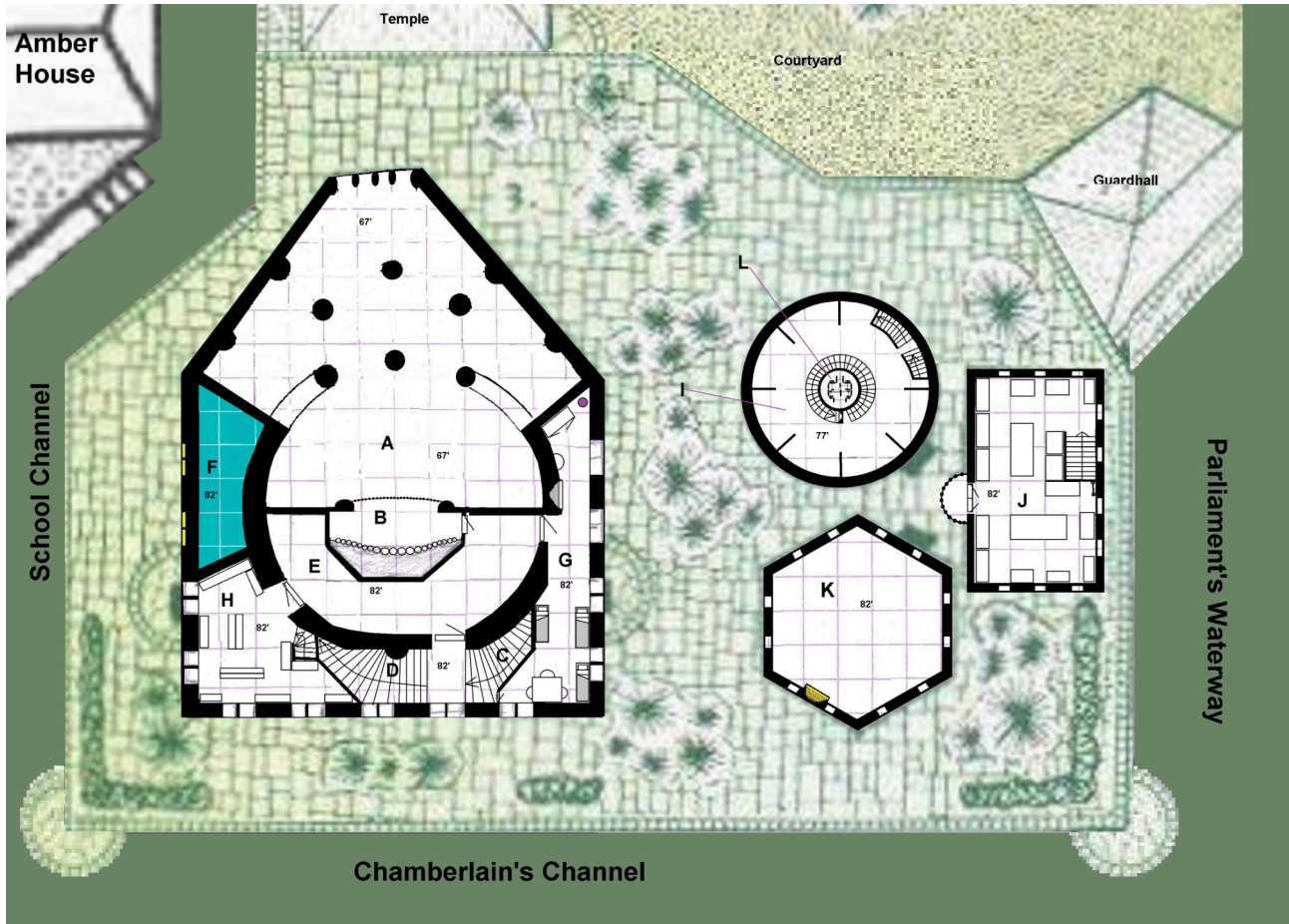


A: Old Keep Classroom,
Great Hall of Music (pg. 56)
B: Stairways (pg. 57)
C: Stairways (pg. 57)
D: Corner Hall (pg. 57)
E: Classroom, Meditation
& Memorization (pg. 57)
F: Minor Hall (pg. 57)
G: Private Teacher's Room (pg. 58)

H: Latrines/Washroom (pg. 60)
I: Museum of Monsterology,
4th floor (pg. 60)
J: Tower of Experiments (pg. 60)
K: Archives Tower (pg. 60)
L: Turret Top, NW (pg. 61)
M: Main Roof (pg. 61)
N: Turret Top, SW (pg. 62)

Main Building Level 6: Organ Hall and Hidden Library

High-res. map in the Vaults: https://pandius.com/11_GSM_interior_+6.jpg

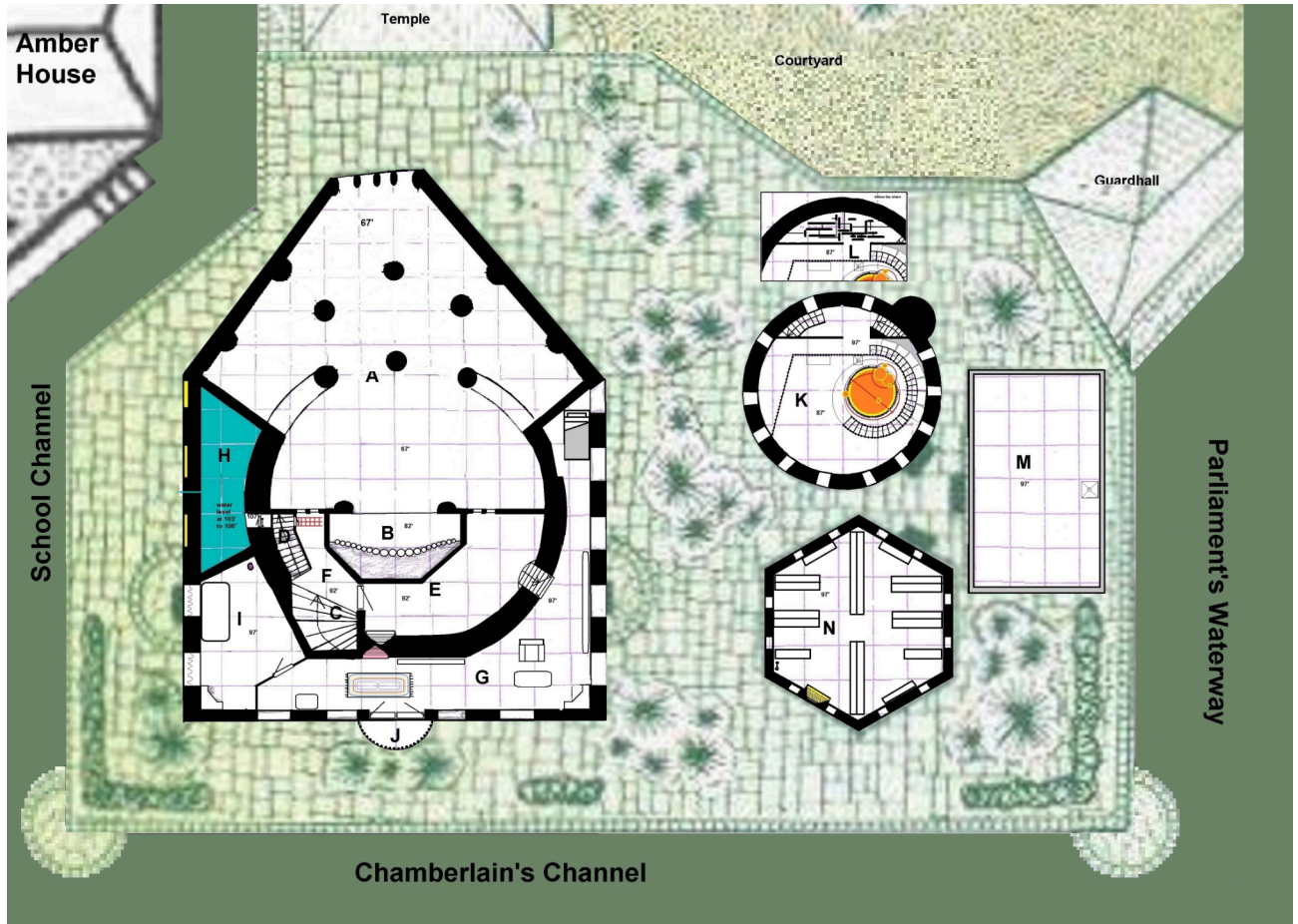


- A: Great Hall of Music (pg. 63)
- B: Organ Room (pg. 63)
- C: Stairways, down (pg. 66)
- D: Stairways, up (pg. 66)
- E: Organ Hall (pg. 67)
- F: Cistern Bottom (pg. 67)
- G: Upper Guard Room (pg. 68)
- H: Hidden Library (pg. 68)

- I: Tower of Experiments,
2nd floor (pg. 69)
- J: Museum of Monsterology,
5th floor (pg. 70)
- K: Archives Tower 2nd floor (pg. 70)
- L: Central Gear Room (pg. 70)

Main Building Level 7: Grand Master's Quarter AND Astronomy Classroom

High-res. map in the Vaults: https://pandius.com/12_GSM_interior_+7.jpg

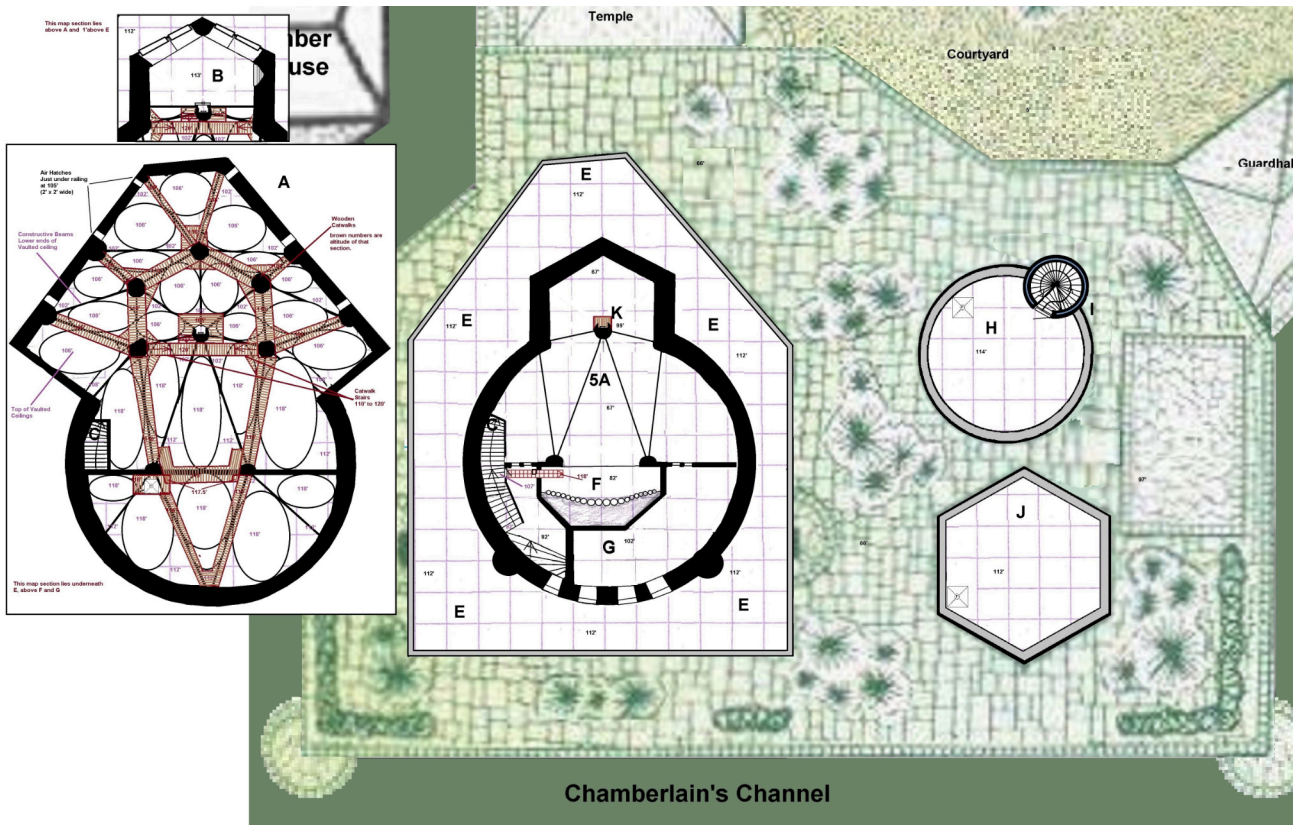


- A: Great Hall of Music (pg. 71)
- B: Organ Room (pg. 71)
- C: Stairway (pg. 71)
- D: Stairway (pg. 72)
- E: Private Foyer (pg. 72)
- F: Small Hall (pg. 72)
- G: Private Living Room (pg. 72)
- H: Cistern (pg. 73)

- I: Private Latrine/Washroom (pg. 73)
- J: Western Balcony (pg. 73)
- K: Tower of Experiments Classroom,
Astronomy/Astrology (pg. 74)
- L: Gear Room (pg. 75)
- M: Museum of Monsterology, Roof (pg. 73)
- N: Archives Tower, 3rd floor (pg. 75)

Main Building Level 8: Ceilings and Tea House, Platform of Adventure

High-res. map in the Vaults: https://pandius.com/13_GSM_interior_+8.jpg

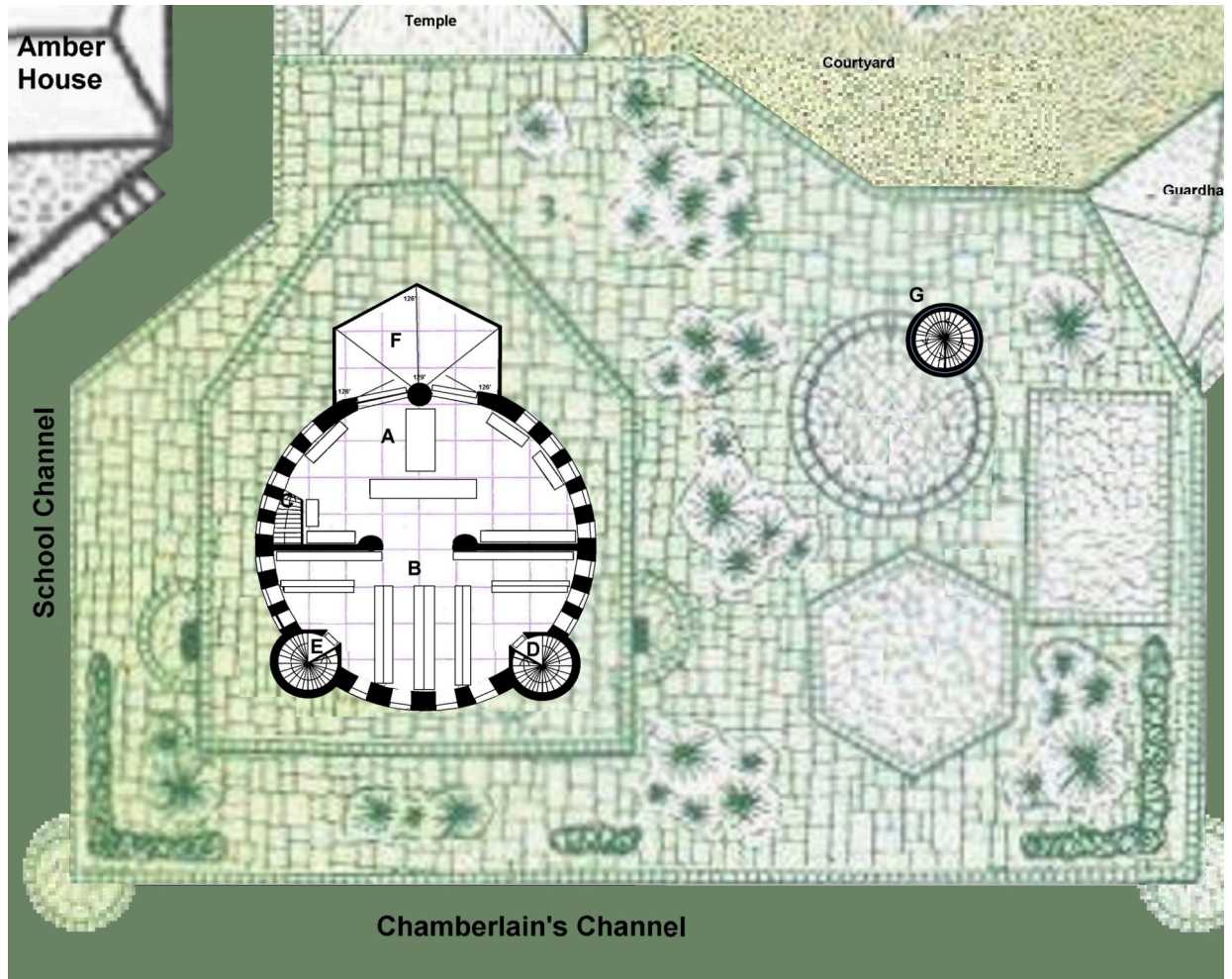


- A: Vaulted Ceilings above the Music Hall and Organ Room (pg. 76)
- B: Tea House (pg. 77)
- C: Stairway (pg. 78)
- D: Stairway (pg. 78)
- E: Middle Roof (pg. 78)
- F: Open-top Organ Hall (pg. 78)

- G: Attic on top of Private Foyer (pg. 78)
- H: Tower of Experiments, Roof (pg. 79)
- I: Astronomy Stairway (pg. 79)
- J: Archives Tower, Roof (pg. 79)
- K: Platform of Adventure and Freedom (pg. 79)

Main Building Level 9: Grand Master's Study and Library

High-res. map in the Vaults: https://pandius.com/14_GSM_interior_+9g.jpg



A: Main Study Room (pg. 81)

B: Personal Library (pg. 82)

C: Stairway, down (pg. 83)

D: Turret South Stairway, up (pg. 83)

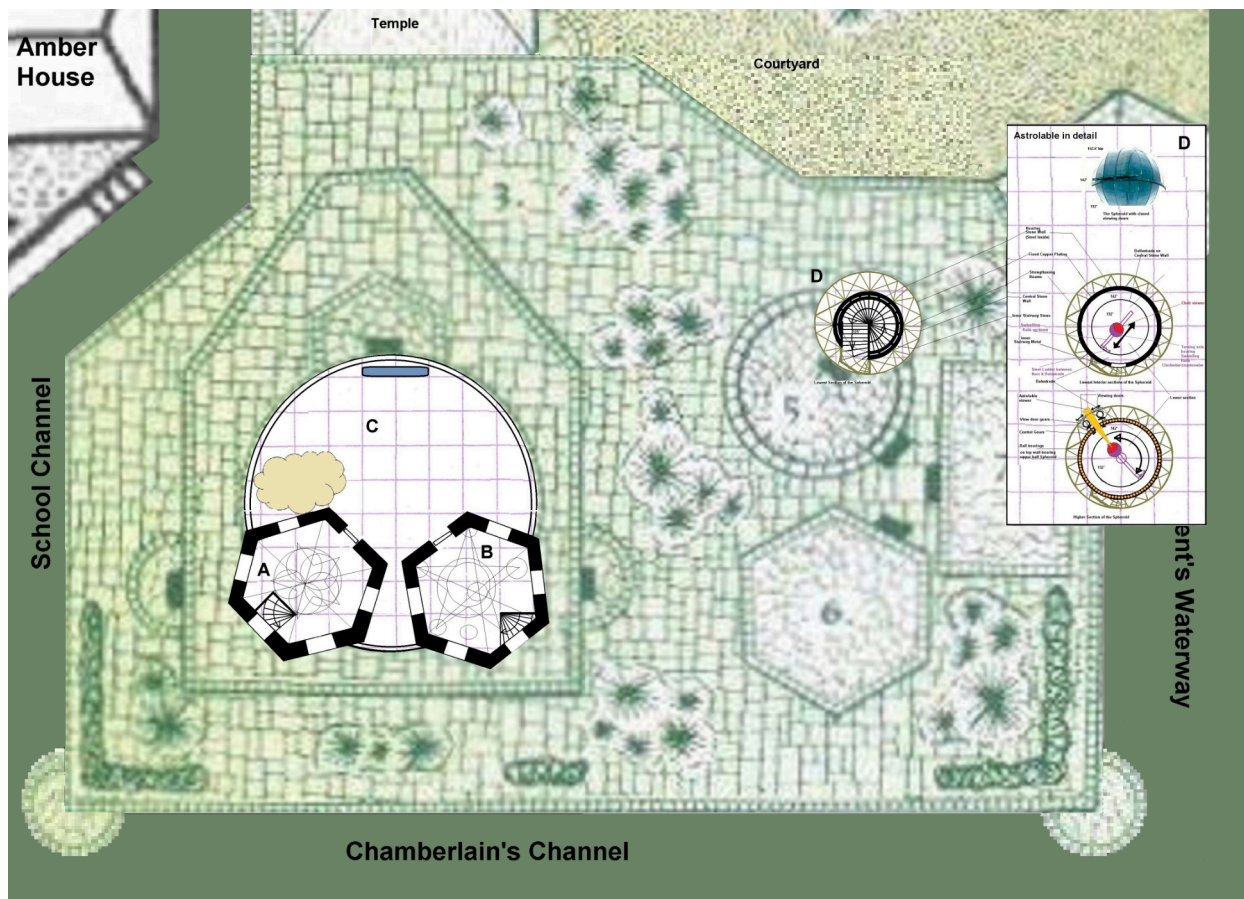
E: Turret North Stairway, up (pg. 83)

F: Eastern Roof (pg. 83)

G: Astronomy/Astrology Stairway,
up/down (pg. 83)

Main Building Level 10: Grand Master's Attic

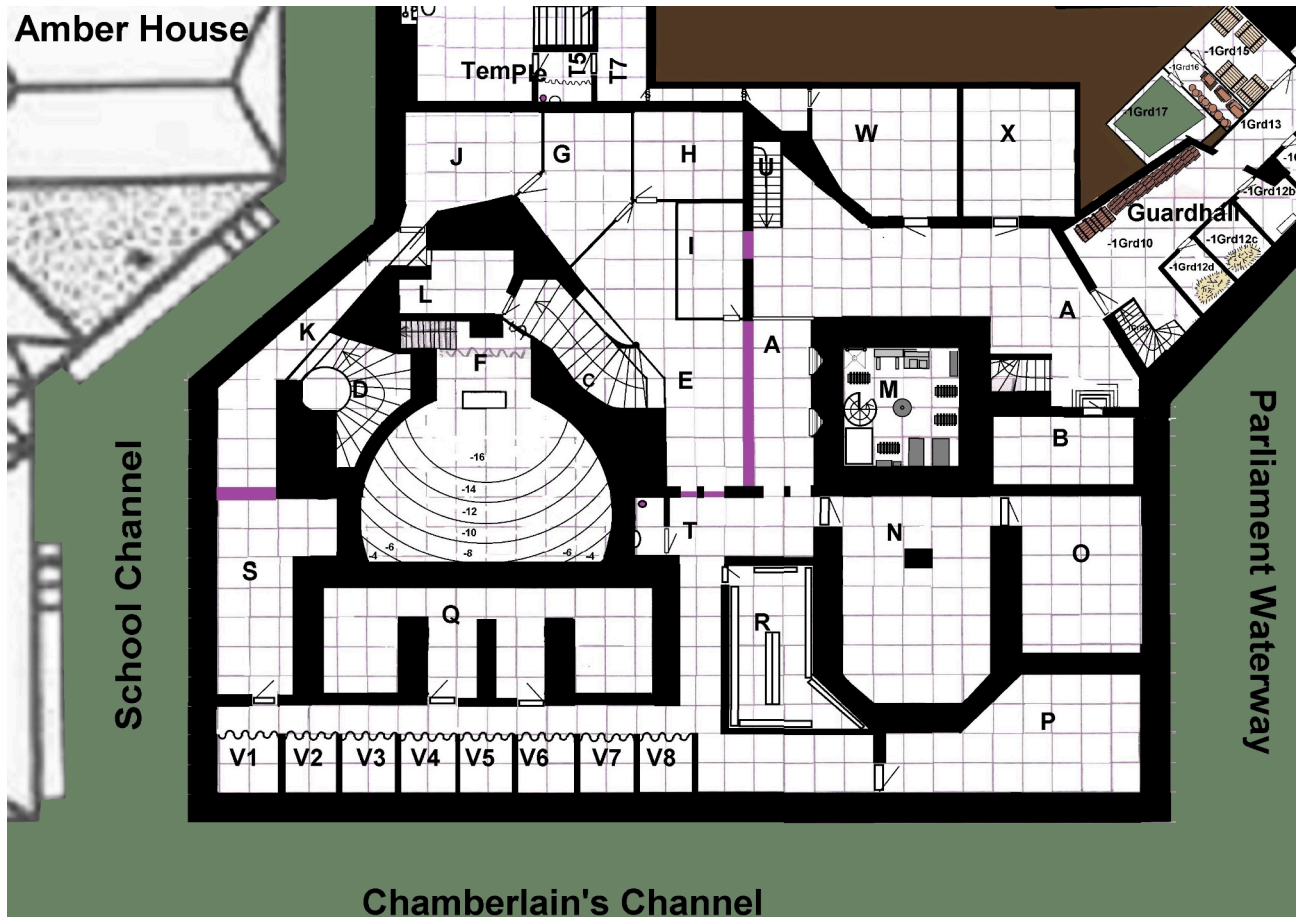
High-res. map in the Vaults: https://pandius.com/15_GSM_interior_+10.jpg



- A: Grandmaster's Northern Experiment Room (pg. 84)
- B: Grandmaster's Southern Experiment Room (pg. 84)
- C: Grandmaster's Private Griffon Landing (pg. 84)
- D: Astronomy/Astrology Laboratory (pg. 84)

Main Building Basement -1: Classrooms and Study Chambers

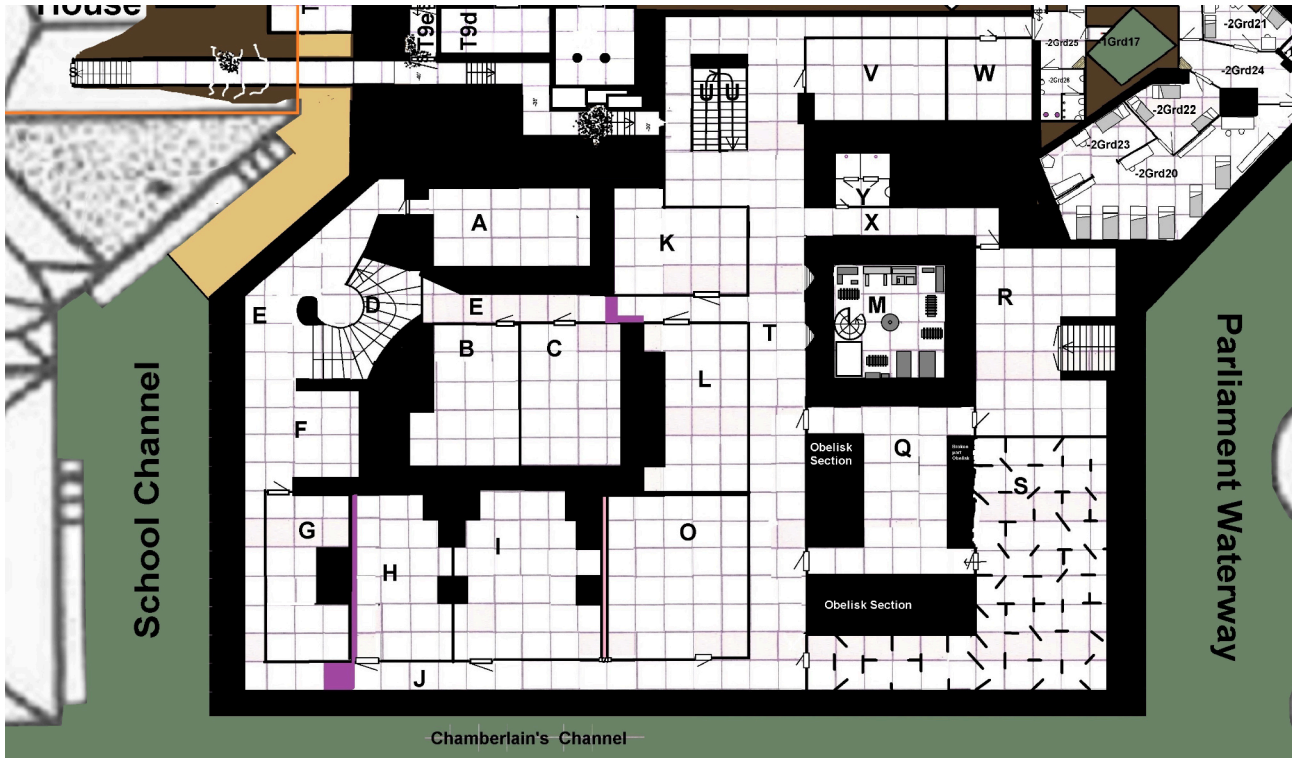
High-res. map in the Vaults: https://pandius.com/17_GSM_interior_-1a.jpg



- | | |
|---|--|
| <p>A: Main Hall (pg. 88)
 B: Pudding Room (pg. 88)
 C: Old Major Stairways (pg. 89)
 D: Old Stairways, down (pg. 89)
 E: Abandoned Lower Hall (pg. 89)
 F: Auditorium (pg. 89)
 G: Abandoned Experiment Room (pg. 90)
 H: Abandoned Classroom,
 Item Creation (pg. 92)
 I: Abandoned Storage Room (pg. 92)
 J: Abandoned Classroom,
 Enchantment (pg. 92)
 K: Abandoned Hallway (pg. 92)
 L: Abandoned Vault (pg. 92)</p> | <p>M: Old Keep Forgotten Basement (pg. 93)
 N: Scroll-Enchanting Chamber (pg. 93)
 O: Classroom, Item Creation (pg. 94)
 P: Classroom, Gem-cutting (pg. 94)
 Q: Translocation Classroom (Practice) (pg. 95)
 R: Basement Library (pg. 95)
 S: Classroom, Translocation (Theory) (pg. 96)
 T: Small Hall (pg. 99)
 U: Stairs, up and down (pg. 99)
 V: Study Chambers (pg. 100)
 W: Work & Tool Room (pg. 101)
 X: Private Room,
 Head Housekeeping (pg. 101)</p> |
|---|--|

Main Building Basement -2: Classrooms and Exam Entry Room

High-res. map in the Vaults: https://pandius.com/19_GSM_interior_-2.jpg



- | | |
|--|--|
| <p>A: Abandoned Classroom,
Conjuration (pg. 102)</p> <p>B: Abandoned Classroom,
Transmutation (pg. 102)</p> <p>C: Abandoned Classroom,
Spell Practicum (pg. 103)</p> <p>D: Old Stairways (pg. 103)</p> <p>E: Closed Section, Cygnus Hall (pg. 103)</p> <p>F: Abandoned Study Corner (pg. 103)</p> <p>G: Abandoned Teacher's Room (pg. 104)</p> <p>H: Classroom, Transmutation (pg. 104)</p> <p>I: Classroom, Conjuration (pg. 104)</p> <p>J: Slender Hall (pg. 105)</p> <p>K: Classroom, Divination (pg. 105)</p> <p>L: Classroom, Enchantment (pg. 110)</p> | <p>M: Old Keep Lower Machine Hall (pg. 110)</p> <p>N: Hidden Library (pg. 111)</p> <p>O: Classroom, Spell Practice (pg. 112)</p> <p>P: Room of Volume (pg. 112)</p> <p>Q: Study Room (pg. 113)</p> <p>R: Exam Entry Room (pg. 113)</p> <p>S: War Magic Testing Area (pg. 114)</p> <p>T: Middle Hall (pg. 114)</p> <p>U: Stairways Hall (pg. 115)</p> <p>V: Classroom,
Spell Seminar/Spell Tutorial (pg. 115)</p> <p>W: Storage Hall (pg. 116)</p> <p>X: Hall of Recognition (pg. 117)</p> <p>Y: Latrines (pg. 117)</p> |
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Courtyards and Extra Locations around the School

All this is just a small part of the content of Robin's *Great School of Magic in detail* book, and to showcase all the 55 maps would take too much space, but we can give you a bird's eye view of the rest of the PDF content.

Courtyards are detailed on pages 119–217 and include Dueling grounds with new rules for magical duels, **Temple of Rad** with its Crypt, Owlery, Kitchen, Infirmary, Dining Hall, Serving Hall, Confectionary, the Dream Masters' Nightmares Room, **Administration Tower**, Warehouse and Griffon Hall (including griffons' tricks, appearances and traits), Guardhouse, Secret Chambers of Earth Elementalists (with many spells), Ghoulish Chambers. It's a huge section full of content and surprises.

From page 218 to 273, there are some extra locations around the Great School: the **Silver Tower Inn** (with Cryptomancers' rooms and spells), **Alexander Plaza** (with Dragon Masters' chambers), **Aeromancer Stronghold** (invisible above the GSM), the **Canals** (with their own secrets).

Main Building Basement -3: Testing Area, Water Elementalists' Rooms and Classrooms

High-res. map in the Vaults: https://pandius.com/20_GSM_Interior_-3_Wizwarrens.png

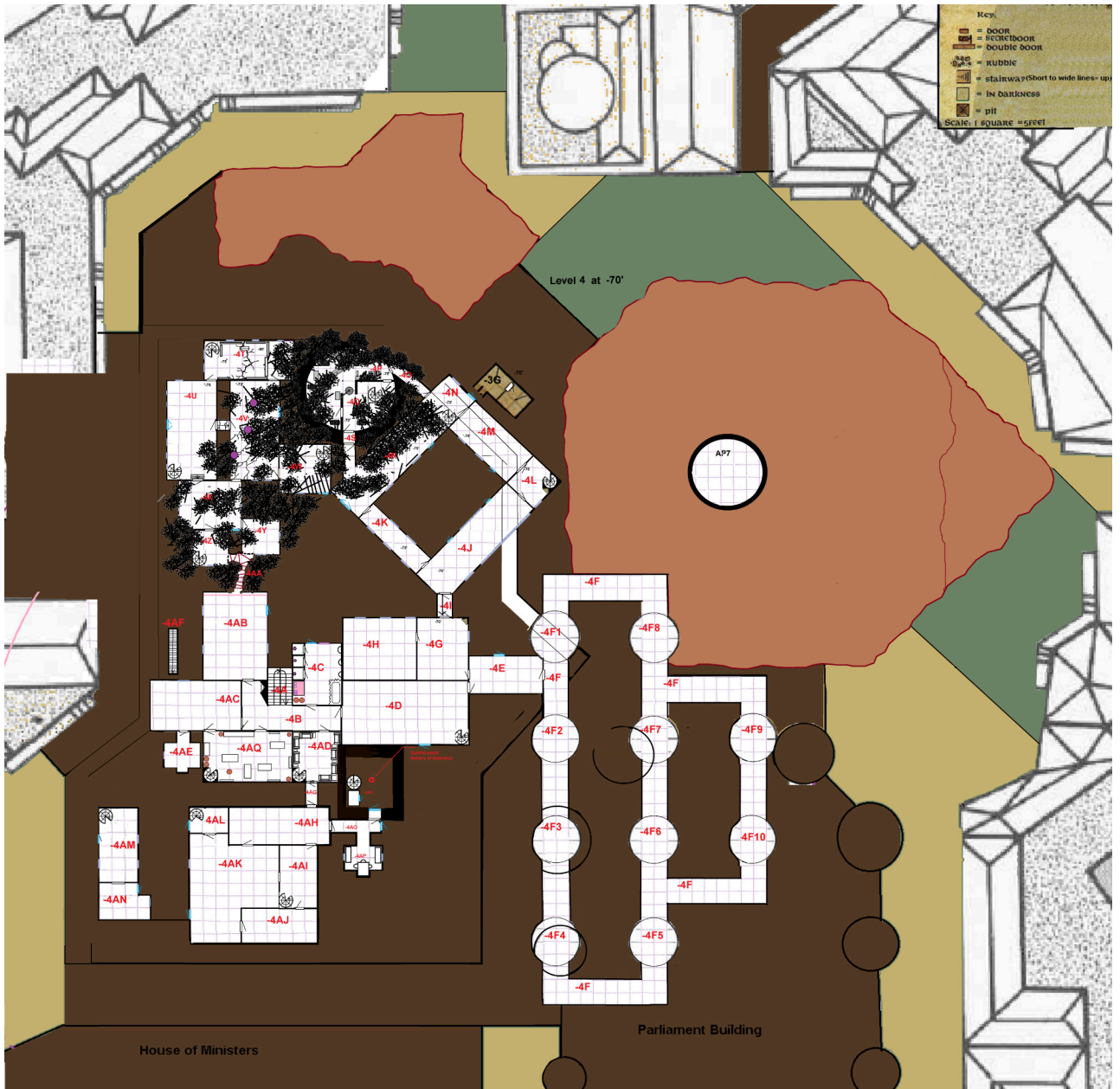


This level contains the Graduation test rooms presented in Gazetteer 3 pages 90–93 and the rooms of the “*Test of Darkness*” adventure contained in the “*Glantri: Kingdom of Magic*” boxed set, with full detailing of the darkness itself. It’s a huge level described in detail from pages 274 to 305, also connected to Alexander Plaza,

Silver Tower Inn and Secret Chambers of Earth Elementalists, extra locations listed below. So here only a thumb of the big map is shown. This level also contains the rooms of Water Elementalists, Hydromancers’ Library, the related Aquatic Classroom, the Alchemy Classroom, and the Music & Sound Classroom.

Main Building Basement -4: Necromantic and Alchemy Level

High-res. map in the Vaults: https://pandius.com/21_GSM_Interior_4a.png



This level, described from pages 306 to 360, contains the Necromantic Classrooms, Museum of Osteology, secret Necromancers' Library (with more spells), more Alchemy Classrooms, the Secret Dungeon of Alchemists, and Library (and spells).

Main Building Basement -5: Storage and Hall of Witches

High-res. map in the Vaults: https://pandius.com/22_GSM_Interior_-5a.png



Described from pages 361 to 389, this level contains some storage areas, the Hall of Witches and the Secret Dungeon of Alchemists, the Secret Catacombs of Necromancers, Classroom of the Teachers, and Museum of Osteology Archives. From an area infested by giant spiders it is possible to reach a level dating back to Blackmoorian times.

Lower Chambers

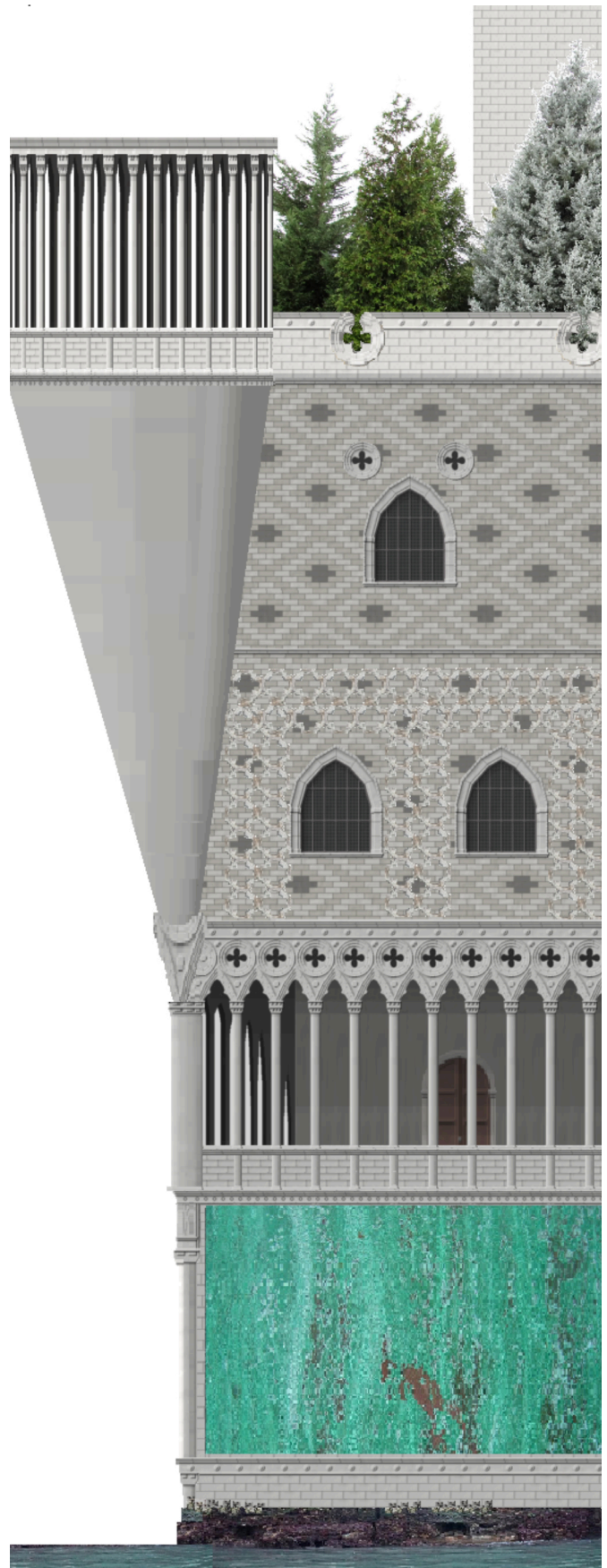
Described from pages 390 to 402 these are Blackmoorian rooms infested with the Wasting Disease, and the only way beside Immortal Magic to reach the Chamber of the Radiance.

Great School of Magic Dependance

In the *"Glantri: Kingdom of Magic"* boxed set there was the illustration of a country mansion indicated as the Great School. As it did not fit at all the map of the School in the Gazetteer, Robin decided to use it as the Dependance of the School, an old Flaemish villa described from pages 403 to 475, and containing several Classrooms, some located here as it could be dangerous or impractical to have them in the center of Glantri City, such as the Fire Elementalists' Portal Room or Griffon Pens. The Dependance also contains the Convenchamber of Witchcraft.

Chamber of the Radiance and the Rest of the Book

In the final 80 pages of the PDF there is a lot more content which I'll only list briefly but it's definitely worth checking: Chamber of the Radiance and related themes from pages 476 to 497, and from pages 498 to 554 wandering monsters, maps of all buildings, list of classrooms and libraries, spellbooks, magescript, list of teachers and staff, spell miscasting rules, special skills, marble types, final report card, new magic items list, new spells list, adventures leads list, the expanded history of Glantri City once Braejr once Redfen, suggested PCs or NPCs.





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Threshold
there was the...

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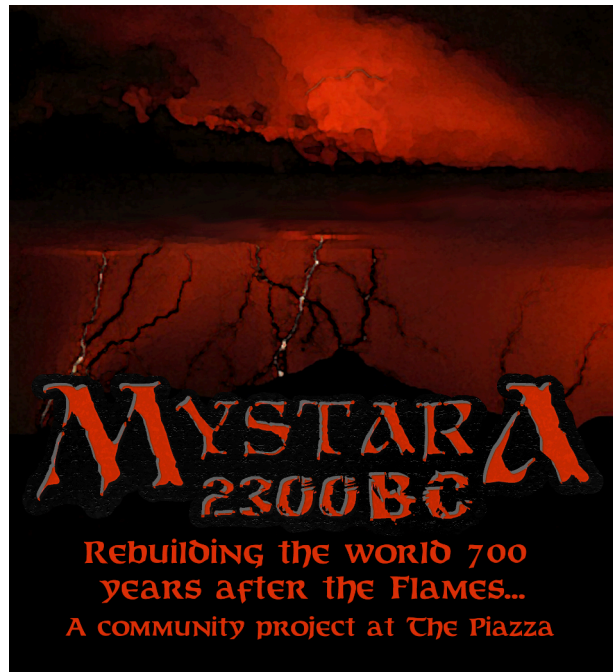
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Basics of the Radiance



FROM
The Vaults
of Pandius

Converting the Radiance
of GAZ3: *“The Principalities of Glantri”*
for D&D 5E

by WingofCoot

Access to the Radiance: To access the Radiance, a character must be an arcane spellcaster (bard, sorcerer, warlock, or wizard); must be a noble of Glantri; must have discovered the existence of the Radiance; and must construct a Radiance Focus.

The Order of Radiance: The secret influence of the Immortal Rad and the Brotherhood of the Radiance has shaped the Glantrian nobility system. Glantrian nobles' dominion locations are assigned according to "the Order of Radiance", with the highest-ranked nobles nearest to the capital (and source of the Radiance). This is because the nearer a Radiance Focus is placed to the capital, the more Radiance power it can draw. Except for the Princes of Glantri, a member of the Brotherhood can only place their Focus within their own dominion.

The minimum distances from Glantri City for each level of dominion are:

Baron.....	180 miles
Viscount.....	120 miles
Count.....	80 miles
Marquis.....	50 miles
Duke.....	40 miles
Archduke.....	30 miles

Radiance Bonus: Some Radiance spells use a Radiance Bonus. This is determined according to the Order of Radiance, based on the nearness of the Brother's Radiance Focus to the source:

Baron.....	+1 spell
Viscount.....	+1 spell
Count.....	+2 spells
Marquis.....	+2 spells
Duke.....	+2 spells
Archduke.....	+3 spells
Prince.....	+4 spells

Radiance Corruption: There are three forms of harm from exposure to the Radiance: radiant damage, temporary Radiance Sickness, and permanent Radiance Withering. All can result in the transformation of a person into a horrible undead-like, yet not truly undead, monstrosity.

Some Radiance effects cause radiant damage; any humanoid killed by radiant damage from a Radiance-associated source rises as a lightning zombie.

Radiance Sickness can be caused by exposure to external Radiance energy, such as that found around certain ancient artifacts or evoked by the *wasting cloud* or *discharge* spells. Radiance Sickness simply inflicts the poisoned condition, but any humanoid that dies while poisoned from this source rises as a lightning zombie.

Radiance Withering can only be caused by personal overuse of the most powerful Radiance magic. It is permanent and cannot be healed by any magic less than Immortal-level. Whenever a Radiance spell of 8th or 9th level is cast, roll a d20: on a 1, one point of Radiance Withering is received. (Overuse of the *retain power* spell can also cause Radiance Withering: see the spell entry below.) A character suffering from at least one point of Radiance Withering has disadvantage on any ability check or saving throw that uses Strength or Dexterity.

Like failed death saves, track the number of Radiance Withering results: at 6 points of Radiance Withering, a character becomes a twisted, undead-like creature. If the character is able to cast 9th-level arcane spells, this is a Radiance lich; otherwise it is a lightning zombie.



Radiance Monstrosities: A *lightning zombie* is identical to a standard **zombie** except that its type is monstrosity, not undead. A *Radiance lich* is identical to a standard **lich** except that its type is monstrosity, not undead, and it has no phylactery.

Standard Spells Granted by the Radiance: In addition to the Radiance-only spells, a Brother of the Radiance also adds the *sunbeam*, *sunburst*, and *sickening radiance* (from Xanathar's Guide) spells to their class's spell list, if they are not already on it.

Shamans of Rafiel access the Radiance in a more limited, but safer, way. They may be either clerics of Rafiel or arcane spellcasters (bard, sorcerer, warlock, or wizard), and must learn the Way of Rafiel (presumably from the existing Shamans). They must possess a Soul Crystal (see the New Magic Items section) to use the Radiance.

They add the *sunbeam*, *sunburst*, *sickening radiance*, *call upon Radiance*, and *retain power* spells to their spell list.

Changes After the Wrath of the Immortals: Since the Brotherhood is no longer aided by the Immortal Rad, it is now possible for non-nobles, or foreign agents in Glantri, to use the Radiance if they meet the other criteria (arcane spellcaster capable of 5th-level spells, discover its existence, build a Radiance Focus). The Radiance Bonus received by such "rogue" Radiance users will be based only on the location of their Radiance Focus, not their (non-existent) nobility rank, as follows:

Location Range	Radiance Bonus
More than 120 miles	+1
50 to 120 miles	+2
30 to 50 miles	+3
Less than 30 miles	+4

The Nucleus of the Spheres now draws from Entropy, not Energy. Therefore, Radiance liches and lightning zombies created after this time are true undead creatures (those which already exist do not change to undead). Undead Radiance liches still have no phylactery.

NEW SPELLS

Spells marked with RF under Components require the use of a Radiance Focus (see the New Magic Items section). This is similar to a material component or arcane focus, except that (as the Radiance Focus is too large to be held like a normal focus) the Radiance Focus must merely be within 30 feet of the caster for the spell to be cast. These spells can only be used within 500 miles of Glantri City.

Spells marked with R under Components require the caster to be *attuned* to a Radiance Focus, but the Focus need not be nearby.

Call Upon Radiance

5th-level transmutation

Casting Time: 1 action
 Range: Self
 Components: V, S, RF
 Duration: 1 round/level

This spell imbues you with a brief, temporary burst of Radiance energy. While this spell is in effect, you add your Radiance Bonus to spell attack rolls and your spell save DCs. If you cast a spell that deals dice of damage, you can re-roll a number of dice equal to your Radiance Bonus, but you must take the re-rolls even if they are lower.

At Higher Levels: If a 6th- or higher-level spell slot is used, this spell may be cast at any distance from the Radiance Focus; its Components entry becomes “V, S, R.”

Conversion Note: Since the only difference between Summon Radiance and Call Upon Radiance is the need to be close to the receptacle, the 5E upcasting mechanic allows combining them into one spell.

Wasting Cloud

5th-level conjuration

Casting Time: 1 action
 Range: 200 ft.
 Area of Effect: 20-ft.-radius sphere
 Components: V, S, R
 Duration: Concentration,
 up to 10 minutes

You create a 20-foot-radius sphere of Radiance-infused smoke centered on a point you choose within range. The smoke spreads around corners. It lasts for the duration; wind cannot disperse this smoke. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. A creature which fails this save gains the poisoned condition (Radiance Sickness). Any humanoid that dies while poisoned in this way rises as a lightning zombie, which is not under your control. The smoke moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. Being heavier than air, the smoke sinks to the lowest level of the land, even pouring down openings.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the radius of the fog increases by 10 feet for each slot level above 5th.

Negate Magic

5th-level abjuration

Casting Time: 1 action
 Range: 240 ft.
 Components: V, S, R
 Duration: Instantaneous

This spell acts like *dispel magic* cast with a 5th-level spell slot, except that you have advantage on the check to dispel spells of 6th level or higher, and it can dispel certain Radiance-based spells such as *retain power*.

At Higher Levels: As with *dispel magic*, when you cast this spell using a spell slot of 6th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.



Imbue Radiance Weapon

6th-level transmutation

Casting Time: 1 action
 Range: Touch
 Components: V, S, R
 Duration: Concentration,
 up to 1 hour

A nonmagical weapon you touch becomes a magic weapon. For the duration, the weapon has a +2 bonus to attack rolls and deals an extra 2d6 radiant damage when it hits. This spell cannot be dispelled except by *negate magic*.

Retain Power

7th-level transmutation

Casting Time: 10 minutes
 Range: Self
 Components: V, S, RF
 Duration: Until used

This spell imbues you with a lasting charge of Radiance energy. You begin to shine with blue light, casting bright light in a 30-ft. radius and dim light in a further 30-ft.

radius beyond that. You also gain your Radiance Bonus on saving throws you make against spells (including spells cast from magic items, such as a fireball from a *wand of fireballs*).

The real use of this stored power, however, is to bend fate in your favor. When you make an attack roll, saving throw, or ability/skill check, you can choose to gain advantage on that roll. This ends the spell. This spell cannot be dispelled except by *negate magic*.

You may have multiple *retain power* spells active. Two or three may be combined safely, but if more than three spells are active at once, you must make a Constitution saving throw (DC 5 + number of spells active) or suffer Radiance Withering.

Conversion Note: This spell has been, essentially, combined with the *control destiny* spell, since the original *retain power* spell doesn't really do anything except make you glow except in combination with *control destiny* or *discharge*, which doesn't really fit how 5E spells work.

Discharge

8th-level evocation

Casting Time: 1 action
 Range: 500 ft.
 Components: V, S, R
 Duration: Instantaneous

You choose a target within range: a creature or an object. This spell automatically destroys a Large or smaller non magical object, blasting it to tiny shards. A creation of magical force (such as a wall of force or forcecage) is automatically destroyed by this spell also. If the target is a Huge or larger object, such as a castle wall, the spell blasts

a 20-foot-cube breach (hole) into it. A magic item is unaffected by this spell.

If the target is a creature, it must make a Constitution saving throw. It takes 12d6 radiant damage and suffers Radiance Sickness on a failed save, or takes half as much damage (and doesn't suffer Radiance Sickness) on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

Conversion Note: This spell is a lot less like *fireball* than it used to be. I leaned into the "siege" aspects of the spell—it *can* be cast against creatures (following 5E precedent with things like *shatter* and the *born of blasting*), but it's not best used that way. This is really for blowing breaches into castle walls, sinking ships, etc.; for that purpose, its range being vastly better than *disintegrate* and the larger breach more than justifies its 8th level.

Ray of Radiance Absorption

9th-level abjuration

Casting Time: 1 action
 Range: 60 ft.
 Components: V, S, R
 Duration: 24 hours

You target one creature within range. Any spell on that creature ends as if dispelled by *dispel magic*, and the creature must make a Charisma saving throw. If the save fails, the creature can't cast spells or activate magic items, and any magical items held or worn by that creature have their properties and powers suppressed (for example, a *longsword* +1 functions as a nonmagical longsword for the duration). If the creature was summoned or created by magic, it temporarily

winks out of existence, then instantly reappears once the spell ends.

This spell cannot be dispelled by *dispel magic*, though *negate magic* (or a *wish*) can end the effect.

NEW MAGIC ITEMS

The Nucleus of the Spheres

Artifact

This artifact has no random powers or random side effects. Its only power is serving as the source of the Radiance; its side effects are a deadly field of Radiance energy and (before the events of *Wrath of the Immortals*) a slow drain of magic from the world of Mystara.

Source of Radiance. Radiance Foci, and spells with RF components, can only be used within 500 miles of the Nucleus of the Spheres. The power weakens with distance; the maximum possible Radiance Bonus that can be applied to Radiance spells is +4 within 30 miles of the Nucleus, +3 from 30 to 50 miles' distance, +2 from 50 to 120 miles' distance, and +1 beyond 120 miles' distance. This artifact is far too large to move, the size of a large building, and is permanently located in a cavern (with no existing entrance) 10,000 feet under Glantri City.

Deadly Field. Any creature in the cavern of the Nucleus of the Spheres must make a DC 15 Constitution save each round or suffer 12d10 radiant damage. A creature reduced to 0 hit points by this damage becomes a lightning zombie.

In addition, a creature which fails any of these saves suffers an extreme form of Radiance Sickness. While affected, the creature is poisoned, and this poisoned condition cannot be removed by normal means such as *Lay on Hands*, *lesser restoration*, or *protection from poison*. Only a *heroes' feast*, *wish*, or other spell of 6th level or higher which removes the poisoned condition will work.

Radiance Focus

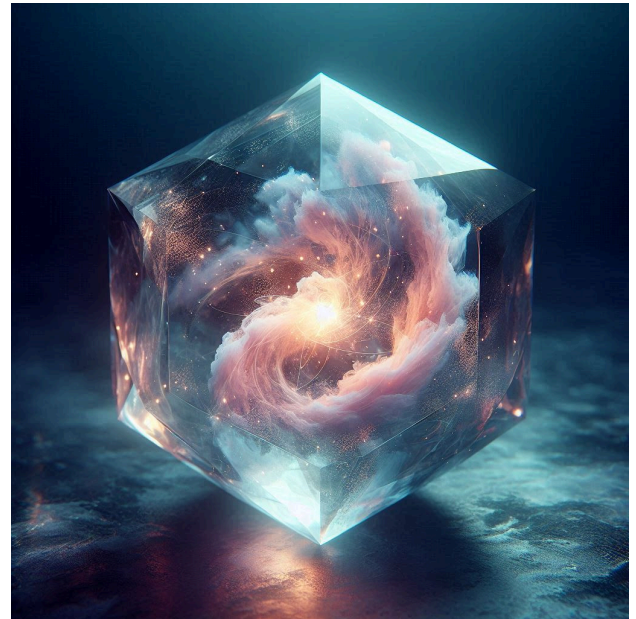
Wondrous item, rare (requires attunement by its maker)

This large crystal is set into a complex apparatus of precious and other metals. The entire apparatus is the size of a small table and weighs 400 lb.

A Radiance Focus is used to communicate with other Brothers of the Radiance, similarly to a *sending stone* except that each Focus is linked to all other existing Radiance Foci, rather than just one other. This ability works only if within 500 miles of Glantri City.

In addition, a Focus is needed to use spells with R or RF components.

Each Focus must be constructed by the prospective Brother of the Radiance personally, as only its maker can attune to a Focus. Creating a Focus can only be done by an arcane spellcaster (bard, sorcerer, warlock, or wizard); requires a large, fine crystal; costs 10,000 gp (for the crystal and other supplies); and requires 3 months of work.



Soul Crystal

Wondrous item, uncommon, rare, or very rare

A soul crystal is a mysterious crystal found deep beneath the surface in the Shadow Elves' Territories, which contains a measure of Radiance energy. A soul crystal can be used in place of a Radiance Focus to cast a spell with an "RF" component (though not spells with "R" component). Spells cast this way have a Radiance Bonus of +1 for an uncommon crystal, +2 for a rare crystal, or +3 for a very rare crystal; Glantrian nobility rank is irrelevant. This cannot be combined with the Radiance Bonus based on nobility rank/Radiance Focus location; a Radiance spell must be cast using *either* a soul crystal or a Radiance Focus, *never both*.

The Brotherhood of the Radiance (and even the Immortal Rad, at least as of AC 1000) is unaware of soul crystals.

Where is *Transcend Life Force*?

I feel like the original *transcend life force* spell isn't really best handled in 5E as a simple spell. It's more a series of quests, given all the steps required to get to that point. GAZ3 says that "a PC will never discover this spell if an Immortal of the Sphere of Energy does not wish so. If an Immortal is favorable to a PC, he may send him dreams about the spell and what it does. Only at this time can a PC start researching this spell. The caster must be obedient to the philosophy of energy"—so it's basically an alternate form of questing for Immortality, and likely should use those mechanics (deserving a separate article).

Credits

The 500-mile range to use Radiance spells comes from Robin's work here:

<http://pandius.com/radusage.html>

The *imbue radiance weapon* and *negate magic* spells derive from Rodger Burns's 3.5e conversion here:

<http://pandius.com/35radmag.html>

The *ray of radiance absorption* spell is found on the Vaults of Pandius both here by Michael Berry:

<http://pandius.com/radabs.html>

and here by Rob:

<http://pandius.com/radspell.html>

—not sure who the original inventor was.

Other inspiration came from John Calvin's 3.5e conversion here:

<http://pandius.com/radnce.html>

GAZ3: "The Principalities of Glantri" is available as a PDF on DriveThrupg:
<https://www.drivethrurpg.com/en/product/16975/gaz3-the-principalities-of-glantri-basic>

GOLEMS OF GLANTRI

by Cab Davidson

Extract of a lecture given at Dunadale Technical College by visiting professor Aurélie "L'Animatrice" Desjardins of the Great School of Magic.

Bonsoir, mes amis. I am glad you have asked me here today to describe some of the more unusual and, how do you say *particulier*? Ah, *oui*, idiosyncratic, golems and constructs of *les Principautés de Glantri*. I suppose that when invited to give such a talk at an august *établissement d'enseignement* it is incumbent upon the speaker to establish *crédibilité*, and I have to impress upon you, the cream of Alphantian youth, why you should listen to some old foreign duffer, *oui*?

Well, as you know, I am *Professeur de Constructions Cagiques* at the Great School of Magic in Glantri, a position I have held for some 25 years now, and since that unfortunate nastiness between our nations a few years ago, I have been part of a programme to try to rebuild some bridges between our peoples in the hope that we can resist any future temptation to wipe each other out. And while we cannot claim that our little project has solved all of the world's problems, we can take some comfort from the fact that we have played a small part in keeping our peoples from a state of mutual mass murder.

So, with experience both making and studying the many forms of automaton we have in Glantri (to the point where I have had the epithet *L'Animatrice* conferred upon me), I am here to share with you an overview of some of the creations I believe to be somewhat less common in your kingdoms here.

Our attitude to constructs sets us apart from other nations, especially the Alphantian kingdoms. While you in Alphantia study magic to create art, we aspire to create magic AS an art, and this ethos is found in all of our endeavours. So sometimes if our golems seem to be rather more theatrical than yours, in that they have appearances and functions that seem to be almost at odds, I urge you as scholars to try to understand that there is always a method in our apparent madness. What may seem to you superfluous is often, to us, a synergy of form and function taken to a level of artistic perfection.

But, anyway, without further delay I will start by describing some of our *golems ordinaires* before moving on to our more unique constructs.

GOLEMS ORDINAIRES

In many ways, of course, a golem is a golem. But in Glantri we consider what a golem will be like to live with – how will it look in our princely estate or guarding the gates of a walled encampment against orcs. We like our golems to command a certain presence, to look the part as well as act it.

Thus our armour golems are the perfect guards within the home. Ever vigilant, decorative and trustworthy. Whereas when we go campaigning, it is our tin golems who are in essence animated pennants, they wear the livery of our houses and the symbols of our ranks. To shock our foes, to lead our men into battle, we have the flame-belching horror of the pyrites golems, dazzling their foes before immolating them. Whereas, to stand guard at the gates are the trusty fluorspar golems – my own Blue John being a fine example thereof. Yes, you can pet him. I think he actually likes it. Let us go into the details of each thus...

Golem, Armour*

Armour golems are favoured for use as decorative guards or sentries, used in castles, palaces and homes of renown as tireless watchers, able to remain on post and guard a location such as a door, corridor or room for years on end without falter, questioning or needing sustenance or relief. They are typically highly decorated, taking the form of ritual or high-status armour on display as if mounted as a suit, blending seamlessly into the typically ostentatious decorations favoured by the wealthy.

Armour golems are primarily sentries, and their capacity to observe danger and react is second to none. They cannot be surprised, and while many are quite slow in movement terms their finely tuned combat instincts give them +2 to individual initiative. They fight with weapons, often swords, spears, pole weapons or flails, and wealthy owners often use them to both display and to protect magical weapons, and such is

Golem, Armour*

	Leather	Scale	Chain	Banded	Plate	Suit
AC:	7	6	5	4	3	1
HD:	4*	5*	6*	7*	8*	10*
Move:	180' (60')	150' (50')	120' (40')	90' (30')	60' (20')	30' (10')
Attacks:	←		1 weapon		→	
Damage:	←		By skilled weapon		→	
No. Appearing:	1(1)	1(1)	1(1)	1(1)	1(1)	1(1)
Save As:	F2	F3	F3	F4	F4	F5
Morale:	12	12	12	12	12	12
Treasure Type:	Nil	Nil	Nil	Nil	Nil	Nil
Intelligence:	4	4	4	4	4	4
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
XP Value:	100	250	450	850	1,200	1,750



Armour Golem, original drawing by Jeffrey Kosh
(<https://jeffreykosh.wixsite.com/jeffreykoshgraphics/home>)



their skill that they fight with skilled weapon mastery with all melee weapons. They may also use shields if they have a free hand, gaining the standard bonus of -1 to AC.

As golems they are immune to sleep, charm and hold spells, all forms of magical cold and all mind-affecting magics, and can only be struck with magical weapons. Leather, scale mail and chain mail golems take half damage from all blunt weapons, while banded mail, plate mail and suit armour golems are immune to all missile weapons.

Golem, Fluorspar*

AC:	4
Hit Dice:	7**
Move:	120' (40')
Attacks:	1 bite or special
Damage:	2d6 or special
Number Appearing:	1 (1)
Save As:	Fighter 7
Morale:	12
Treasure Type:	Nil
Intelligence:	1
Alignment:	Neutral
XP Value:	1,250

Usually only crafted in regions where deposits of fluorspar, a crystalline mineral also known as fluorite, are common, fluorspar golems are typically made in the form of huge dogs, standing 5' tall at the shoulder. Usually violet or purple, these crystalline golems can be any of a range of colours including green, blue, yellow, turquoise and burgundy, depending on the source of the mineral used to create them. All of them emit a dim glow to a range of 10', making creeping up on them almost impossible (they are surprised on a 1 on 1d10). They also have an excellent sense of smell, their entire surface being sensitive to scents, and they can track any enemy flawlessly by scent.

Like all golems they are immune to sleep, charm and hold spells, all forms of mind magic, and to cold-based attacks. They can only be struck by magical weapons. They also have some peculiar interactions with other forms of magic and attacks. Fire-based attacks inflict only half damage on them, as their crystal structure can convert heat into light. All creatures (other than other fluorspar golems) within 1' per point of fire damage a fluorspar golem takes must make



Fluorspar Golem, original drawing by Jeffrey Kosh
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a save vs. dragon breath or be blinded for 3d6 turns. Light-based attacks (such as *continual light* or *light* spells used to try to blind a creature) are reflected from them back upon casters. Likewise, a fluorspar golem running towards an enemy can, by changing direction or twisting, generate a burst of light in a cone 30' long and 30' wide at its far end, blinding creatures therein that fail a saving throw vs. dragon breath for the same amount of time. A fluorspar golem must only run for 30' in a round before stopping to generate this attack form.

Golem, Pyrites*

AC:	3
HD:	8**
Movement Rate:	90' (30')
Attacks:	1 cutlass or 1 spark burst
Damage:	2d8 (cutlass) or special (spark burst)
Number Appearing:	1 (1)
Save As:	Fighter 8
Morale:	12
Treasure Type:	Nil
Intelligence:	2
Alignment:	Neutral
XP Value:	1,750

Pyrites golems, also known as fool's-gold golems, are crafted from iron pyrites, usually in the form of a humanoid with a grafted-on ragged, sharp blade resembling a cutlass. They shine like fool's-gold, often tricking observers into believing that they are crafted from precious metal. A strange quirk of pyrites as a material renders granting such a golem vision a difficult task, and this is achieved using a single crystalline eye (usually glowing an eerie red) for visible light, and a dark, cloth-covered eye (often in the form of an eye patch) for infrared light, granting them 60' infravision. To best operate with infravision they usually wear large, wide-brimmed hats to prevent any stray light interfering. They have a toothy, fearsome demeanour, with jagged pyrites crystals forming a crude maw. When approaching an enemy and about to attack, this mouth grinds, releasing a harmless but bright shower of sparks, creating a creaking, eerie "Yo-ho-ho" sound, requiring all hearing it within 60' to make a saving throw vs. spells or run in fear for 1d6 rounds.



Pyrites Golem

The most feared attack from a pyrites golem is a burst of sparks, created by running the handle of their cutlass down the opposite arm. A shower of burning pyrites is projected forwards in a cone, 30' long and 30' wide at the end. All creatures in this area must make a saving throw vs. dragon breath or take damage equal to the golem's hit point total.

They are immune to sleep, charm, hold and slow effects, to all mind-affecting magic, and can only be struck by weapons of +2 or greater enchantment.

Golem, Tin*

AC:	5
HD:	3*
Movement Rate:	60' (20')
Attacks:	1 weapon or 1 clang
Damage:	by weapon or special (clang)
Number Appearing:	1 (1)
Save As:	Fighter 3
Morale:	12
Treasure Type:	Nil
Intelligence:	3
Alignment:	Neutral
XP Value:	45

The tin golem is a medium-sized, clunky automaton often created to act as a guard or watcher, typically when more advanced or expensive materials are in short supply. Standing about six feet tall, the tin golem has a roughly humanoid shape, its body composed of sheets of hammered tin strips riveted together. They emit a hollow, metallic echo with each movement, with joints that creak and groan if not recently oiled. They are usually painted in the colours of whichever house, guild or army that has paid for their construction, as symbols of power and strength, quite often bearing heraldic symbols and icons.

While not the most resilient or intelligent of golems, the tin golem compensates this with a unique clang ability, which can disrupt and disorient nearby foes. Once every 2 rounds, the tin golem can strike itself in the chest or clap its tin arms together to produce a resounding metallic clang. All creatures within a 15-foot radius must make a saving throw vs. paralysis or be stunned for 1 round due to the disorienting noise. Creatures who fail the save also suffer a -1 penalty to attack rolls for



Tin Golem, original drawing by Jeffrey Kosh
(<https://jeffreykosh.wixsite.com/jeffreykoshgraphics/home>)



1d4 rounds as they recover from the reverberating sound.

Like all golems, tin golems are immune to sleep, charm, hold, and mind-affecting magic, as well as poison, and magical weapons are required to strike them. They are also unaffected by gas-based attacks due to their hollow and sealed tin bodies.

LA MACHINE RUSÉE

I have observed that in Alphatia or Thyatis, you like to solve your domestic problems with slavery. This, to us, seems somewhat barbaric. Yes, in Glantri we can be hard taskmasters, but we don't enslave others when we have magic to do the same work. And here we come to the most common construct in *les Principautés*, which would be *La machine rusée*, or the cunning machine. You have a similar device here, and you call it the contrivance, but whereas in Alphatia they are made to be simple, unadorned, even plain, in Glantri they are engraved with the crests of the noble houses from which they derive, and we believe that they even show a certain pride in their work. Let me describe them for you.

CONTRIVANCE*

AC:	2
HD:	10*
Move:	Variable
Attacks:	Nil (or special)
Damage:	Nil (or variable)
No. Appearing:	1 (1)
Save As:	F10
Morale:	12
Treasure Type:	Nil
Intelligence:	10
Alignment:	Neutral
XP Value:	Typically nil

Being designed and constructed largely as catch-all working golems, contrivances resemble 4'x4' cubes with a single small wheel on two opposite sides. The wheels can be turned individually or together, and are typically attached to cogs, belts, wheels or pulleys as part of either simple or complex mechanisms. Their role is to drag ploughs from a static location, pull carts

with cogs and wheels attached to their central motor, beat clay, turn millstones, power bellows, or perform any of a multitude of other tasks in a techno-magical society. The capacity of contrivances to power machines, vehicles or war engines is limited by the engineering skills of their operators.

They are more intelligent than most other golems and have a limited capacity to speak (in a stunted, mechanical, almost robotic way). This can be used to command other golems that they are left in control of, using them to change fixtures and fittings according to their own instructed tasks. Golems being tireless automata never need repair, but they do need healing on occasion. A wise owner of a contrivance will regularly employ clerics to cast healing spells to keep them going, and if well cared for they may work indefinitely.

A contrivance without any fittings is of course useless in a fight, but depending on what they are being used for they may be dangerous guards. With wheels and blades attached and when mounted on carriages they can tear through bodies of troops, or when used to power siege engines they may make loading and loosing projectiles faster than is normally possible. Imaginative owners have put them to many such uses.

But in themselves contrivances are not aggressive and will not look for trouble.

GOLEMS REPRODUCTEURS

And now we come to the most unique class of golem that we have in Glantri. *Les golems reproducteurs*, or the reproductive golems as you would say. We do not entirely know from whence they came, or how they came to be. But we do know that they are distinctly different from any other form of golem in their capacity to replenish their numbers by making more of their kind. There are stories in the valleys of Klantyre of a creature that made the first of each, a hedge wizard of some sort with unique abilities, but we have no real information. Each of them seems harmless, in their own way, and indeed they can be found contributing usefully within communities. The scarecrow role seems obvious enough, of course, but they do more than repel birds – they can defend a crop against invading humanoids, even against monsters. Whereas a mannequin is more than just a shop dummy, they can take on aspects of running their masters' businesses. The aunt Sally, however, is more enigmatic – they exist, they perpetuate, we are to be thankful that their populations rarely grow enough to become a problem.

Scarecrow*

AC:	7
HD:	2*
Movement Rate:	90' (30')
Attacks:	1 weapon + 1 spore cloud
Damage:	By weapon + special
Number Appearing:	1 (1)
Save As:	F1
Morale:	12
Treasure Type:	Nil
Intelligence:	5
Alignment:	Neutral
XP Value:	24

Scarecrows, or straw golems, are perhaps the most primitive, weakest of all golems. They are simply formed of old clothes stuffed with sticks and straws, with heads formed of wurzels or swedes. They are essentially animated scarecrows, created by hedge wizards and rural guardians protecting their wards from the darkness in uncivilised borderlands.

They move in a jerky, slow fashion but can attack with any weapons that are to hand, often clubs, scythes, sickles, rakes and other agricultural implements. In addition to the use of weapons any creature in hand-to-hand combat with a straw golem must make a saving throw vs. poison each round or succumb to a coughing fit for 1d6 rounds as they breath in clouds of mould spores exuded by the golem, incurring -2 to hit and damage, cumulatively, per coughing fit still in effect.

Like all golems, scarecrows are immune to sleep, charm, hold, mind-affecting magic and attacks, and also to gases. They can only be struck by magical weapons. They are immune to all missile fire devices but make saving throws vs. fire-based attacks at -2, and take double damage from fire.



Strangely, scarecrows are able to perpetuate their own kind by constructing more scarecrows out of clothing, straw, and sticks. To be able to do so they must identify a sizable farm field in need of a scarecrow, they cannot simply make one where it is not needed. The new scarecrow feels the same sense of duty as its creator and will typically guard the field for as long as is needed.



Scarecrow Golem, original drawing by Jeffrey Kosh
(<https://jeffreykosh.wixsite.com/jeffreykoshgraphics/home>)

MANNEQUIN*

AC:	7
HD:	3*
Movement Rate:	60' (20')
Attacks:	1 punch
Damage:	2d4
Number Appearing:	1d4 (1d4)
Save As:	Fighter 3
Morale:	12 or 8
Treasure Type:	Special
Intelligence:	5
Alignment:	Lawful (employed), Chaotic (free)
XP Value:	45

Another creation of the mysterious and gifted hedge wizard who created both the straw golems and aunts Sally, the mannequin is a form of golem originally created for tailors to work with (pinning clothes on to or draping in fabrics or clothes) and to display their wares. They are essentially tailors' dummies, crudely articulated at each joint, the neck and the centre of the torso, with more complex articulation allowing them to change waist size, chest size, shoulder shape, and leg and arm length at will. They are usually human-shaped but demi-human mannequins are known, and they come in male and female forms (but there is no discernible difference in behaviour of the two). They are capable of limited speech, with a child-like intonation and limited vocabulary, and tend towards being malicious gossipers.

When employed by a tailor who treats them well (allows them to gossip, supplies them with cups of tea in fine porcelain cups which they cannot drink but love to hold and look at, *etc.*) they are lawful creatures. If at all (in their eyes) treated badly they will leave their employers, and from that point their alignment becomes chaotic.



They cannot wield weapons, but their capacity to change shape to a limited extent gives them an advantage in combat. All hand-held attacks against them suffer a -2 to hit and damage, and the subterfuge offered by changing arm length and shape gives them a +2 to hit. Like other wooden golems they are immune to all missiles, like all golems they can only be struck by magical weapons, and are immune to sleep, charm, hold, and cold-based attacks. They fear fire-based attacks and save against them with a -2 penalty.

While not suffering extra damage from piercing weapons, such weapons as spears, short swords and the like send them into a rage; perhaps the memory of being stuck with pins causes this. If facing such weapons their morale is 12. They are immune to normal weapons, sleep, hold, charm, paralysis and all mind-affecting magic.

Like straw golems and Aunts Sally, the mannequins are able to craft more of their own

kind. They can only do so when they have accumulated a high-value (above 100gp in worth) full set of clothing to equip their progeny. In the 'wild', those mannequins that have claimed their freedom obsess over fine clothes and jewels, and will attack and kill the best-dressed travellers they meet. They don't carry treasure as such, but they are often found to be wearing several layers of fine, expensive clothes.

Aunt Sally*

AC:	7
HD:	3+3*
Movement Rate:	90' (30')
Attacks:	1 slap
Damage:	2d8
Number Appearing:	1(1)
Save As:	F2
Morale:	12
Treasure Type:	Nil
Intelligence:	4
Alignment:	Neutral
XP Value:	65

The same gifted hedge wizard who first created scarecrows and mannequins also carved the first animated Aunt Sally, and by the same spark imparted the ability to these grotesque mannequins to craft more of their kind.

Aunts Sally starts off as hideous figurines of women, rarely more than 2'6" tall, resembling the dolls used as target practice in an old pub game where wooden clubs are thrown to knock the heads off the dolls while leaving the bodies in place. Naturally they strongly resent the practice and will remorselessly attack anyone playing such a game. Over many years their features wear thin, and old Sallies more resemble crude, ugly

wooden dolls with few if any discernible human features.

They are golems, of a kind, and therefore can only be struck by magical weapons, are immune to mind-based attacks, gases, charms, and hold. Similarly to a wood golem they are also immune to missile fire weapons, such that arrows, crossbow bolts etc. cause them no harm.



While not desperately intelligent, they understand the weak spots that humans and humanoids have, and instinctively know to go for the throat, to try to remove the head (perhaps a racial memory of what they were constructed for). In the first round of combat they can leap up to 30' to attack the head, and if their first strike hits the victim must make a saving throw vs. death ray or die.

Aunts Sally are rare, perhaps because few of them see a purpose in creating more of their kind, and because the conditions in which they can do so are restrictive – they must purchase the wood they need, with gold that they have earned (opportunities for paid employment are few and far between for an aunt Sally). They tend towards the chaotic and evil end of neutral. They have been known to pose as aunt Sally dolls in pubs, their immunity to normal weapons making the vengeance they claim on drinkers playing what they view as a grotesque game unanswerable.

The Forgotten Reign of Baron Elktazar

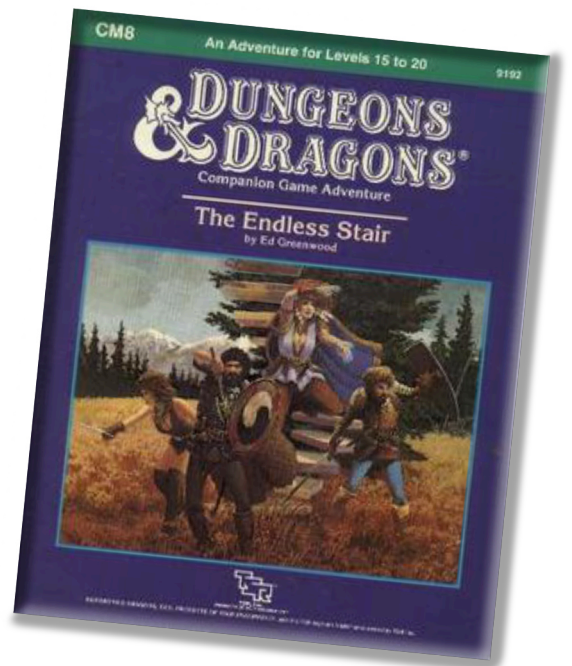
by Demos Sachlas

Companion-level module CM8: *“The Endless Stair”* (1987)¹, by Ed Greenwood, is a D&D adventure for a party of four to six characters of levels 15 to 20. Greenwood has described it as his “learn how to write TSR modules” module, released the same year as the original *“Forgotten Realms”* boxed set.

The adventure begins at “Daelzun’s Rest”, a large and busy inn which serves as a gathering place for local trappers, woodcutters, prospectors, and hunters. The PCs get caught in the crossfire between a deceased wizard’s apprentices, as the rival mages vie against one another to claim their master’s inheritance.

A small wilderness area is featured, along with two dungeons: a wizard’s tomb, and the titular “endless stair” leading to an extra-dimensional complex of chambers housing the Seat of Power, a lesser artifact created by the Immortal “Cheiros”. The whole adventure can probably be completed in 2–3 sessions.

¹ The module can be bought on the Drivethrurpg website here: <https://www.drivethrurpg.com/en/product/17133/cm8-the-endless-stair-basic>



SITUATING CM8: “THE ENDLESS STAIR” IN THE PRINCIPALITIES OF GLANTRI

Here’s what the module has to say about the setting:

“This adventure is designed to fit into an ongoing campaign. It can be introduced into play any time the PCs are traveling overland together for more than a day’s journey, through fairly extensive rocky, forested regions. The area in which play will take place lies on a road far from large cities and at least a day’s ride from any large towns, in fairly rugged terrain that discourages travelers from casual exploration. For those campaigns set in the D&D® game world introduced in the Expert Set, it is recommended that Daelzun’s Rest be located on a road somewhere in the Principalities of Glantri, at least four days’ ride from Glantri City.” (CM8 pg. 2)

The “D&D game world” is “The Lands and Environs of the D&D Wilderness” as presented in the 1983 *Expert Rulebook* (pg. 33), based on the map of “The Continent” in module X1: “*The Isle of Dread*” (pg. 16). The map in the *Expert Rulebook* also depicts overland trade routes, with two roughly parallel routes leading northwest out of the Principalities of Glantri.

The map in GAZ3: “*The Principalities of Glantri*” (1987) only depicts the southern of these two trade routes, the one that runs

through the Isoile river valley in New Averoigne, which isn’t the best fit for CM8, since the route doesn’t pass through any rocky, forested regions at least a day’s ride from any large towns.

An alternative for the location of Daelzun’s Rest involves a “lost” trade route – the one depicted in the D&D Expert Set, but not GAZ3. This route clearly follows the Vesubian river on the Expert Set map, but stops at Leenz on the Gazetteer map.

The Vesubian Valley, 1000 AC

Based on a design by Demos Sachlas

Cartography by Thorfinn Tait, December 2024

www.thorf.co.uk



By extending the road from Leenz across the mountains to join the main trade road going north, we create a fitting location for Daelzun's Rest, perhaps halfway along this route, described as "the only shelter and source of supply for goods from afar in the area".

The module goes on to state that "Weapons are permitted in the inn (as this is wilderness country), and visitors of all races and creeds are welcome." (The latter possibly explains the tolerance of a clerical sect described later in the module – after all, these are the outskirts of the Principalities.)

The wilderness map in CM8, "The Woods Around Lost Axe Lake", covers a small area (about 2,000 x 3,000 yards, less than 2 square miles). A standard 8-mile hex contains 55.4 square miles, so if it were not for the trade road, the map could really be situated anywhere.

The Lands of Baron Elktazar

According to the module, the area around Daelzun's Rest was ruled by Baron Elktazar some 300 years earlier, when the highlands region was still a Flaemish realm, prior to the formation of the Principalities of Glantri.

Elktazar's domain contained "vast forests, rocky crags, and small farms, a loyal land under the Baron's even justice in a land of many small baronies and landholdings." The northern Vesubian river valley could represent Baron Elktazar's domain (there might have been more widespread forested areas, which were cleared to create more farmland).

CM8 also states that the Baron reigned from Moonkeep "a many-towered fortress atop a rocky crag (it is up to the DM to decide if Moonkeep has vanished entirely, is an



Moonkeep



explorable – i.e., dungeon – ruin, or still exists, perhaps under a different name, as an inhabited stronghold).” Perhaps Fort Nordling represents the centuries-old Moonkeep?

Continuing this line of thought, I consulted my copy of *“Dragonlord of Mystara”* (1994) by Thorarinn Gunnarsson. The novel is set in AC 500 (200 years before the rule of

Baron Elktazar) and contains interesting details concerning the period of Flaemish rule.

The northern portion of the Aalban river valley on the map on the inside front cover of *“Dragonlord of Mystara”* is depicted as heavily forested, fitting the description of Baron Elktazar’s land of “vast forests, rocky crags, and small farms”.

The Vesubian Valley, 700 AC

Based on a design by Demos Sachlas

Cartography by Thorfinn Tait, December 2024

www.thorf.co.uk



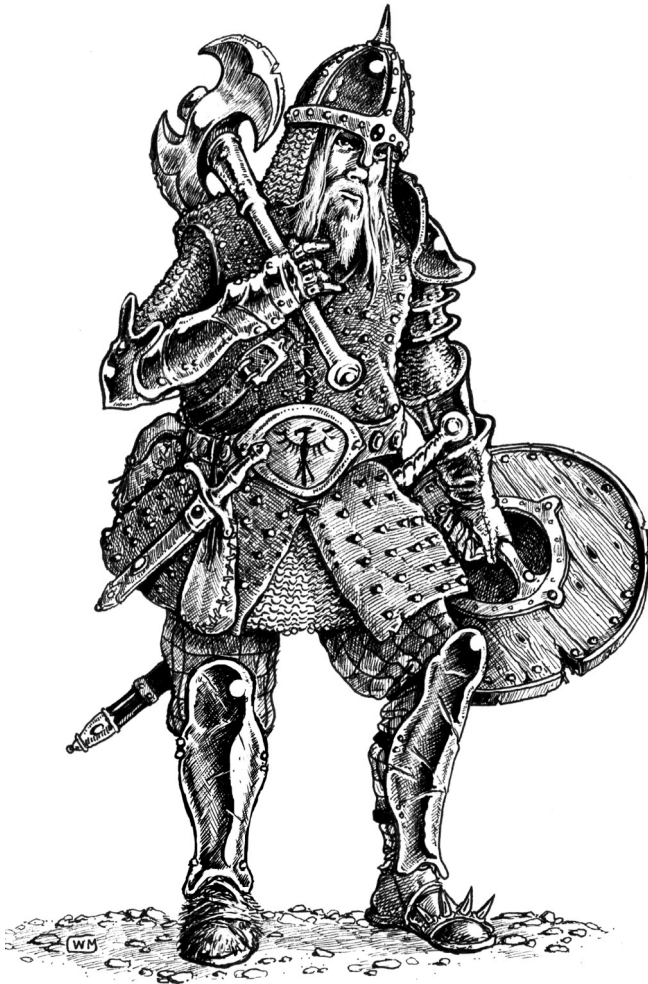
A map of “The Highlands” in AC 700 could include the “many-towered fortress” of Moonkeep in the location of Fort Nordling, and a village in the location of the town of Leenz. Lands held by the House of Linden would represent the southern boundary of Baron Elktazar’s lands.



Locations in GAZ3 that don't appear on the map in *"Dragonlord of Mystara"* include the town of Leenz, Fort Nordling, and the villages of Vorstadt and Ostbruck.

History

The Flaems, also known as the Followers of Fire, first arrived in the lands now known as the Principalities of Glantri in AC 395. Their settlements multiplied, and their great capital of Braejr was established in AC 450.



Baron Elktazar

Frictions with the neighbouring Ethengar Khanate, starting in AC 585, culminated in a disastrous invasion attempt by the Flaems in AC 662, when the Flaemish expeditionary force was utterly massacred in the steppes.

In the years following this humiliating defeat, an adventurer by the name of Elktazar established a Barony in the unclaimed forested wilderness in the northern Vesubian river valley.

By all accounts, Elktazar was a tall, powerful man with a battered visage and great prowess, also known as the "Axe-Lord" because of his favorite weapon.

With the help of his magist, Phelzaron the Long-Lived, the baron constructed an imposing, many-towered fortress atop a rocky crag, naming it Moonkeep.

The early years of his reign were marked by skirmishes with neighbouring Flaemish lords, in which the Baron would usually prevail.

By AC 700, Baron Elktazar was thirty-eight years of age and in the thirteenth year of his reign. He was known far and wide for his love of falconry, hosting splendid tournaments, and breeding fine warhorses (including his black stallion "Darkmane").

The magus Ruirlon the Brown was a frequent visitor to Moonkeep, and would assist Phelzaron with magical research. The Baron's court also attracted foreign mages, such as Dathlinn "Windmaster", a Follower of Air from the distant Empire of Alphatia. Elktazar's alliances with powerful magic-users served as a deterrent to attacks by Flaemish sorcerers.

The Baron and his wife, the Lady Baeria, had a son, the proud and warlike Thykyl, and a daughter, the quiet, dark-eyed Lathluryl.

The fall of the Barony is shrouded in mystery, possibly involving the schemes of the evil Flaemish sorceress Lady Maerklara of Nordeen. The baron, his wife, and their daughter were entombed in a remote location in the nearby mountains, to discourage grave robbers.

Today, the reign of Baron Elktazar is not well remembered by the Flaems, who prefer to think of themselves as the only settlers of the Highlands prior to the arrival of the d'Ambrevilles from La Terre in AC 728 and the first Thyatian settlers in AC 730.

However, memory of the Baron is certainly known to the local folk, and preserved by "Those Who Watch", a secretive clerical sect which believes that dead champions of the past will rise again to renew the lands.

Staging

Although the module assumes the PCs are travelling overland when they stop for the night at Daelzun's Rest, there are several more engaging adventure hooks for a campaign set in the Principalities of Glantri.

Rumors of the Baron's tomb might lead the PCs to its location. Alternately, legends about the Endless Stair could serve as an impetus to explore the area around Lost Axe Lake, or else rumors of the Seat of Power itself.

Ed Greenwood includes many interesting new monsters (Prying Eyes, Guardian Hand, Skullwraith, Eater-of-Magic) that don't appear elsewhere, as well as new spells (Stone Bolt (3rd level), Control Bats (4th level), Warning Trumpet (4th level), Control Gargoyle (5th level), Symbol: Spell Loss; Entrap (8th level)) and magic items (Crystal of Death Scrying, Dart of Death, Gem of Magic Missile Protection, Diadem of Disenchantment).

Overall, CM8 is an underused module with lots of useful material, which situates quite neatly into Northern Glantri.

Fan Productions on GLANTRI

A summary by Sturm
of material produced by fans,
including Robin, Aoz, Micky
and others



Glantri is probably, after Karameikos, the nation of the Known World for which there is the most abundance of fan materials. Even if multiple people over the years contributed to expand the information on the Principalities, it is sufficient to take a look at the dedicated page in the Vaults of Pandius¹ to realize that some contributors stand out for the abundance of material.

We already mentioned **Robin** and her work about the Great School of Magic in a dedicated article elsewhere in this issue, but there are 36 other entries by her in the Glantri page of the Vaults. Check them to find out about the Glantrian Bureaucratic Agency, spells, locations, maps of the Great Crater² and Trintan³, and much more. Check especially her map of Glantri City 30 feet per hex, which details the city, expanding it much beyond the GAZ3 description. Robin also made several 1 mile per hex maps of Glantrian dominions, as she did for Karameikos and the Broken Lands.

*Glantri City 30 feet
per hex by Robin,
full-scale map in the
Vaults of Pandius*⁴



¹ <https://pandius.com/glantri.html>

² <https://pandius.com/qrctr.html>

³ <https://pandius.com/trintan.html>

⁴ https://pandius.com/m_glncty.html

Another very important contributor to fan production in Glantri is certainly Michael Berry, a.k.a. **Micky**, who has 49 entries in the Vaults' Glantri page. His contributions include spells, histories, almanac entries, detailed description of Glantri City quarters, and his extensive description of Glantrian Dominions⁵ which also includes several 1 mile per hex maps.



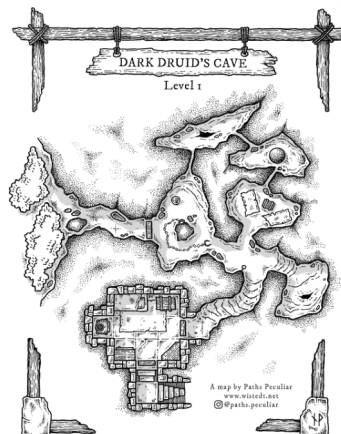
Map of New Averoine, 1 mile per hex by Micky⁶

⁵ <https://pandius.com/glandomn.html>

⁶ <https://pandius.com/NewAveroine.png>

Aoz is another important Glantrian contributor with 63 entries in the page and an impressive range of subjects that really brings the nation of wizards to life: spells, stories, locations, magical creations, items, societies, adventure seeds, and much more. There is really a wide wealth of information and imagination on Glantri in Aoz's articles, and as we cannot list them all here, I'll just mention some stand-out contributions to give readers an idea of his wonderful inventions: *"New Kolland and Trapmaking"*, *"Glantrian Giant Crawling Hand Mounts"*, *"Canal Pirates of Glantri"*, *"Shops in Glantri"*, *"Etienne's Disappearance and the Temples of Rad"*, *"Radiance Becoming Sentient"*, *"Glantrian Scholastic Insomniacs"*, to name just a few! Aoz also has the additional hobby of searching for stock images on the web that can be adapted to Glantri, including maps as the one below.

"Dark Druid's Cave" from *"Glantrian Crown Properties"* by Aoz⁷, made with Paths Peculiar, World building for fantasy role-playing games,⁸



⁷ <https://pandius.com/gcrwnpty.html>

⁸ <https://www.wistedt.net/>

Among other contributors who have greatly enriched the Glantrian page in the Vaults I think I should also mention some of them:

Harri Mäki (20 entries), especially his Timeline of Glantrian History⁹ and the histories of the major Noble House of Glantri.

⁹ <https://pandius.com/historia.html>

Andrew Theisen (16 entries), with a lot of useful entries; check for example, “*The Changing Face of Glantrian Politics*”¹⁰ or *Members of the 7 Crafts*¹¹

¹⁰ <https://pandius.com/glnpol16.html>

Greenbrier (15 entries), see for example, “*Barbopping in Glantri City*”¹² or “*Fast food...Glantrian style*”¹³ or “*El Arbol, an alternative Belcadiz Tree of Life*”¹⁴

¹¹ <https://pandius.com/glantri2.html>

¹² <https://pandius.com/gcbarhop.html>

Emanuele Betti (11 entries), whose crown achievement is, I’d say, the Poster Maps of Southern¹⁵ and Northern Glantri¹⁶ in 1 mile perhex.

¹³ <https://pandius.com/glnfstfd.html>

¹⁴ <https://pandius.com/elarbol.html>

John Calvin a.k.a. Chimpman (10 entries), who made Crests for the Noble Houses, Views of the Tower of Sighs and much more, such as “*The Radiance Revisited*”¹⁷

¹⁵ https://pandius.com/Glantri_South_poster_map.png

Sean Meaney (10 entries), with many adventure ideas and “*The Great Crater AC 1016*”¹⁸ published in *THRESHOLD Magazine* issue #16.

¹⁶ https://pandius.com/Glantri_North_poster_map.png

Nathan Elling (8 entries), who drew up the “*Glantrian Noble*”¹⁹ class, spells, and a new conception of the seven secret crafts.

¹⁷ <https://pandius.com/radnce.html>

Caius of Glantri (8 entries) with a D&D 5th edition Glantrian campaign set in “*Mystara (5e Glantri Campaign): Duels*”²⁰

¹⁸ <https://pandius.com/grtrtr2.html>

¹⁹ <https://pandius.com/gnoble.html>

David Knott (7 entries); see for example, “*Changes to Glantrian Titles since 1000 AC*”²¹ and “*More on Glantrian Succession*”²²

²⁰ <https://pandius.com/5eqndul.html>

Kit Navarro (6 entries) with “*The Cults and the Immortals of Glantri*”²³ and “*Glantrian Foreign Service*”²⁴ and was also the fan behind the Glantrian Personnel Division and Paparazzi Glantri websites described below and an important contributor of the later fan-produced *Mystara Almanacs*.

²¹ <https://pandius.com/glantitl.html>

²² https://pandius.com/glan_suc.html

²³ <https://pandius.com/glanrclt.html>

²⁴ https://pandius.com/glan_fs.html

There are also many other people with at least 5 entries, but we cannot list them all as the page has about 450 entries in total, and as we have seen in the examples above, some of them contain many other subpages with lots of content. An impressive

work by the fan community and more than enough for hundreds of adventures and campaigns in Glantri!

Glantrian Personnel Division AND Paparazzi Glantri

Beside the Fan Production described above, I think it's essential to add two sites listed in the links section of the Vaults of Pandius²⁵, which are absolutely necessary resources to play in Glantri.

²⁵ <https://pandius.com/links.html>

The **Glantrian Personnel Division** was a Geocities webpage which has now been saved and linked to on the Vaults at this address: https://www.geocities.org/principalities_of_glantri/ and it's really something that everyone who wishes to play in Glantri should read.

It contains, in fact expanded descriptions and histories of almost all the nobles and characters presented in GAZ3: "*The Principalities of Glantri*" and several more, such as the Masters at the Great School of Magic, Nobles from the Minor Houses, and Members of the Seven Crafts, adding a wide gallery of characters for playing in Glantri.

Paparazzi Glantri is another fundamental Glantrian site also saved from the old Geocities and present at this link: https://www.geocities.ws/paparazzi_glantri/. It is a fantastic gossip site on Glantri, perfectly suited for a country of wizards and intrigues. Its sections speak for themselves, so go check "*The Latest Trends*", "*The Glitterati*", "*Gossip & Rumors*", "*Anecdotes & Stories*", "*Glantrian Etiquette*", "*Who are the Paparazzi?*", and "*Les Liaisons Dangereuses*". The site is also 'present' in the later *Mystaran Almanacs* as an existing 'in-world' Gazetteer gossiping on Glantrian nobility. Reading it, you will certainly discover many secrets about Glantrian society, and most of them could even be true!





An examination of the events of Known World as outlined in the Mystaran Almanacs

Focusing on
Aengmor and the shadow elves,
Broken Lands Utter and humanoids,
Darokin, Ethengar and Glantri

This article follows “*The Future of Mystara*” feature from the previous issue (#34) of *THRESHOLD Magazine*¹ in which I imagined the future of the Known World and Mystara in general if the product line had continued beyond the Almanacs. Following the examination of the events in the official Almanacs (*Poor Wizard’s Almanac I, II and III* and *Joshuan’s Almanac & Book of Facts*) and the events of the “*Wrath of the Immortals*” boxed set² covering the years from AC 1,010 to 1,013 I’ll now proceed to the events of the *Mystaran Almanacs*³ created by the fan community, which cover the years from AC 1,014 to 1,019, with AC 1,020 currently in production.

This article and the previous one have addressed only the Known World, while future articles will treat Alphatia, the North and the rest of the world. I’ll also highlight some ‘lost threads’ which were introduced in the Almanacs but never developed further later. In this issue I will focus on Glantri and some countries around it that have a specific influence on the nation of wizards in the *Mystaran Almanacs*. I’ve also expanded Harri Mäki’s ‘A geographical/political index for the almanacs AC 1014 to AC 1018,’⁴ adding the years before AC 1,013 and AC 1,019. My full expanded version of

this greatly useful list will be eventually posted in the Vaults of Pandius. The events of the list here are described briefly, sometimes using the same titles as the Almanacs, sometimes explaining with more details what happens, so that it’s possible to read briefly through the events of each nation through the years. Some events are repeated in multiple countries or lands if multiple places are involved.



¹ *THRESHOLD Magazine* issue #34 is available as a [PDF](#) at the Vaults of Pandius website.

² Links to the PDF versions of the “*Wrath of the Immortals*” boxed set and to the official *Almanaca* available via [Drivethrurpg.com](#) can be found in the REFERENCES section at the end of this article

³ The *Mystaran Almanacs* created by the fan community can be downloaded for free here in the Vaults of Pandius <http://pandius.com/alm.html>

⁴ I will follow more or less the geographical division outlined by Harri Mäki in ‘A geographical/political index for the almanacs AC 1014 to AC 1018’ which can be found in the Vaults at <http://pandius.com/alminindex.html>. I am working on an expanded version of this greatly useful list which I’ll post in the Vaults of Pandius as soon as it’s completed.

THE KNOWN WORLD

As explained in the previous article, I think that the **Day of Dread** and the publication of **Claransa's Travels to the Center of the World** should have long-term consequences on the Known World. In the *Mystaran Almanacs* we'll see later that there are several actions started by Known World countries to access the Hollow World, but with limited results. As the Day of Dread becomes a yearly event, all Known World countries prepare for it as best as possible, especially wizards and magic-rich countries such as Glantri.

AENGMOR AND the Shadow Elves (plus Alfheim)

The shadow elves received quite an extensive treatment in the five *Mystaran Almanacs*, following the several events of the previous official Almanacs in which they conquered Oenkmar. After waging a war with Rockhome and almost the whole Western Defence League, finally the shadow elves start some peace talks with the displaced Alfheim elves. The process however is hindered by the actions of the Alfheim Avengers and by the Church of Atzanteotl, which also raises Oenkmar/Aengmor back to the surface on Fyrmont 2nd, AC 1,014 and takes control of it. A civil war ensues in Nuwmont, AC 1,015, with the City of the Stars attacking Rafielton, where a New Way of Rafiel is spreading, and Aengmor city, which officially supports Rafielton but is really controlled by Atzanteotl's church. Eventually the City of the Stars and Rafielton settle the matter but Aengmor City becomes de-facto independent and controlled by Atzanteotl, who at the end of the year sends a Schattentalfen army against the City of the Stars. The completion of the

Chamber of the Spheres defeats the Schattentalfen at the very last moment, and they escape underground or to Aengmor City. In Aengmor/Alfheim however, peace makes progress and on Fyrmont 3rd, AC 1,015 a treaty is signed between King Doriath and Princess Tanadaleyo which allows the former Alfheimer to return to the Canolbarth forest and help heal it. The Church of Atzanteotl and the Alfheim Avengers keep plotting against the peace, and try to assassinate Doriath and Tanadaleyo, but on Flaurmont 12th, AC 1,019 a Ceremony of Reconciliation is held in Rafielton by the two leaders, who also strike against followers of Atzanteotl with the help of other Known World nations. On Kaldmont 25th, AC 1,019 Rafielton is renamed Alfheim Town in this spirit.

Behind the scenes Ilsundal and Rafiel have allied to heal the forest, using also the new radiant soul crystals produced in the Chamber of the Spheres, which also allows shamans to cast spells even during the Day of Dread.

In AC 1,017 the forest of Canolbarth is also menaced by Synn, who tries to take control of its magic points as per the events of the videogame *Shadow over Mystara*, but it's saved by a group of adventurers.



AENGMOR (COLONY IN CANOLBARTH) EVENTS

1006	Fall	Twisted Trees of Alfheim (<i>WotI</i> p. 81)
1007	Fall	Alfheim Is No More (<i>WotI</i> p. 84)
1010	Flaurmont 7	Birthright in the twisted woods
	Fyrmont 1	Aengmor is going dry, Princess Tandaleyo asks for help from Norwold elves
	Ambyrmont 2	Shadow elves want more land and threaten Darokin
	Sviftmont 5	Shadow elves reach Norwold
	Eirmont 21	Darokin offers trade
1011	Vatermont 13	Torrential rains
	Sviftmont 1	Weather magic in Aengmor fails to bring stable rainfall
	Kaldmont 25	Alfheim avengers in Karameikos scheme
1012	Vatermont 15	Shadow elves learn of Oenkmar
	26	Shadow elves march on the Broken Lands
	Thaumont 9	Darokinian diplomats ask for explanation in Rafielton but are sent away
	15	Rain in Canolbarth thanks to the effort of Norwold elves and shadow elves
	Flaurmont 4	Shadow elves attack the dwarves around Oenkmar
	6	Rockhome asks the WDL for help against the shadow elves
	8	Shadow elves' assault on Oenkmar
	9	Dwarves and humanoids ally and drive the shadow elves out of Oenkmar
	11	Relief troops from Rockhome arrive in Oenkmar
	23	Darokin calls for peace but it's ignored by the shadow elves
	Yarthmont 1	Shadow elves renew attack on Oenkmar
	10	Ylaruam and Five Shires send troops to Fort Nell
	15	Shadow elves agree to a truce promoted by Darokin, war stops
	22	Everast XVI and Tanadaleyo meet in Selenica; peace talks fail; war resumes
	28	Karameikos sends troops to Darokin
	Klarmont 2	Battle of the Black Hills, shadow elves repelled to Aengmor by forces of Darokin, Ylaruam, Karameikos and the Shires
	16	Fighting continues between dwarves and shadow elves while surrounding humanoids attack both
	18	Shadow elves' assault on Oenkmar barely repelled
	26	Darokin and Karameikos convince Aengmor to agree to another truce





- Felmont 1 In Selenica Darokin brings proof that Oenkmar was the ancient elven city of Aengmor
- 2 Alebane's humanoids attack dwarves and elves
- 3 General Garafaele order shadow elves to retreat to Canolbarth
- 28 Truce in Selenica between dwarves and shadow elves; Rockhome leaves the WDL, offended for lack of support
- Ambyrmont 14 Shadow elves take Oenkmar with a surprise attack; humanoids resist in the Citadel
- 16 Shadow elves slaughter and drive away all humanoids in Oenkmar
- Swiftmont 15 Humanoid raids increase all around the Broken Lands as many tribes escape from the shadow elves
- 28 Tanadaleyo informs ambassadors the shadow elves now own Oenkmar/Aengmor and the lower Broken Lands
- Eirmont 20 Canolbarth's borders recede

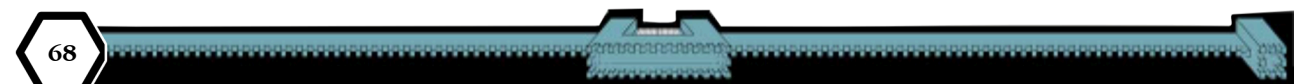
- 1013** Vattermont 22 Shadow elves' delegation in Darokin City
- Ambyrmont 10 Battle between shadow elves and humanoids along the Vesubia river causes a flood which blocks the caravan route between Darokin and Glantri
- Swiftmont 23 Tiernan Chossum of Radlebb meets Princess Tanadaleyo and is told Alfheim elves who wish to cure the forest and return are welcome
- Eirmont 16 Alfheim refugees return to Radlebb after talks in Aengmor

- 1014** Nuwmont 4 Debate among shadow elves about the elves of Alfheim, sparked secretly by the church of Atzanteotl
- Vattermont 3 Agreement with former Alfheim elves
- 28 Jorodrin Feadiel, the Tree Keeper of Clan Feadiel, arrives in Rafielton
- Thaumont 9 Spells to save the forest fail; tension mounts
- 27 Source of warped magic found in the former magic points
- Yarthmont 12 Alfheim Avenger disguised as shadow elf attacks Jorodrin and makes the peace talk fails
- 19 Jorodrin and his elves escape
- Fyrmont 5 Oenkmar-Aengmor's rise to the surface revealed
- Ambyrmont 22 Debate spreads on the New Way of Rafiel
- Swiftmont 12 Tanadaleyo proposes peace again; some Alfheimers return to help
- Kaldmont 8 Divisions in the Church of Rafiel in Aengmor, Rafielton
- 22 The City of the Stars declares war on the rebellious kingdoms of Rafielton and Aengmor City





1015	Nuwmont 1	Civil War between Reformists and Conservative, with the Church of Atzanteotl secretly behind the first one
	4	Opportunistic raids by Huptain Khan from Hobgobland
	15	Kanafasti discovers the truth in Aengmor and escapes to Rafielton
	17	Prince Erian asks for peace in Rafielton and is wounded by an assassin; the civil war ends; skirmishes in Aengmor-Oenkmar
	Vatermont 21	New Way of Rafiel discussed also in the City of the Stars
	Thaumont 26	Way of Rafiel revised, Wanderers still have to leave home but may now return to shadow elves' lands
	Felmont 18	Tanadaleyo proposes King Doriath an encounter in Darokin
	Fyrmont 3	Peace talks resume in Favaro, Darokin
	26	Peace treaty signed; Alfheimers can return to the forest and help heal it
	Ambyrmont 1	Many Feadiel and Red Arrow from Karameikos resettle the forest, as well as a big group of Erendyl and a few Mealidil and Long Runners from Wendar
Sviftmont 17	Some tension between shadow elves and returned Alfheimers on the anniversary of the conquest of Alfheim	
1016	Nuwmont 7	Gilfrondel buried in Canolbarth after his death in Denagoth
	23	East Rafielton enclave created for returned Alfheimers
	Vatermont 14	Gilfronden's corpse stolen in Rafielton to be raised in the City of the Stars
	Thaumont 6	The two hidden Trees of Life left regain energy in Canolbarth, result of a cooperation between Ilsundal and Rafiel
	11	More Alfheimers come and ask to settle in southwestern Canolbarth
	14	Alfheimers' request is not granted and they are sent to eastern lake Selinar
	20	Alfheim Avengers infiltrated by Atzanteotl
	27	Jorodrin Feadiel announces the other Trees of Life must return to Canolbarth
	Flaurmont 12	Alfheim Avengers assassinate in secret shadow elven merchants and other important people
	Yarhmont 7	Assassination attempt against Falanen
8	News of the crusaders' defeat in Wendar reach King Doriath in Rafielton	
13	General Sputafiel saved from drowning	
18	New soul crystals work above ground	



	Klarmont 3	Rising paranoia among shadow elves after the assassinations
	24	Trees of Life return to Canolbarth
	Fyrmont 26	Shamans and Treekeepers work to use the soul crystals with the Trees of Life to heal the forest
	Ambyrmont 16	Erewan elves arrive in Canolbarth to help the healing
	Sviftmont 17	Tensions during the 9th anniversary of the conquest
	27	Alfheim Avengers try to assassinate Tanadaleyo and Doriath but fail
1017	Yarthemont 16	Synn explores a corrupt magic point to unleash chaos on Canolbarth
	Klarmont 2	Synn recruits shadow elven mercenaries
	Ambyrmont 3	Skyship sent by Malachie crashes in Canolbarth
	14	Synn's fortress rises from the earth above Canolbarth
	15	Synn's fortress is attacked by skyships and disappears
	25	Tanadaleyo investigates
	Sviftmont 1	Glantri denies involvement with the shadow elves
1018	Vatermont 27	New flowers growing at Ironbark
	Fyrmont 8	Dreamlands restored
1019	Thaumont 1	Forest returns to life especially around Rafieltown and Selinar
	Flaurmont 12	Ceremony of Reconciliation held by Doriath and Tanadaleyo in Rafielton; more Alfheimers and fairies returning to the forest
	Yarthemont 5	Fights erupt in Canolbarth but are quelled; role of Atzanteotl is discovered by Ilsundal and Rafiel
	Klarmont 11	Doriath, Tanadaleyo, Telemon, Mauntea, Stefan Karameikos and Bensarian of Wendar meet secretly to act against the Church of Atzanteotl
	Felmont 2	Adventurers and soldiers of Aengmor, Shadowlands, Karameikos, Darokin and Wendar strike the Church of Atzanteotl
	Ambyrmont 8	Atzanteotl's priests try to kill Tanadaleyo in Rafielton in retaliation
	Eirmont 22	Secret church of Atzanteotl destroyed under Darokin, but the cult survives in Aengmor City
	Kaldmont 25	Rafielton regains the name of Alfheim Town



Portrait of Tanadaleyo by Bing AI Image creator

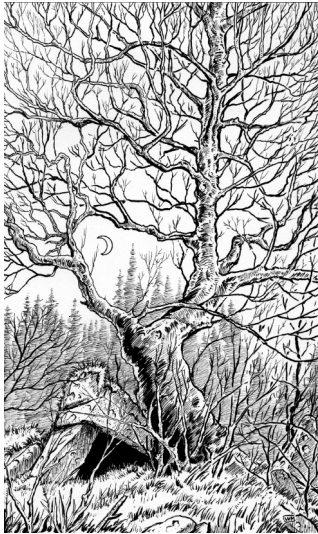
AENGMOR CITY (FORMER OENKMAR) EVENTS

1014	Nuwmont 4	Debate among shadow elves about the elves of Alfheim, sparked secretly by the church of Atzanteotl
	Yarthmont 20	Wanderers hidden in Oenkmar/Aengmor make plans to raise the city back to the surface, secretly inspired by Atzanteotl
	Fyrmont 2	Aengmor city rises; earthquake in Darokin, southern Glantri, Ethengar; humanoids scattered
	5	Rafielton announces Broken Lands belong to the shadow elves now
Ambyrmont 2	In Aengmor is put a stop to the abandonment of deformed children and exile of the Wanderers	
	14	Cult of Atzanteotl stirs protests in Aengmor City
	Kaldmont 8	Divisions in the Church of Rafiel in Aengmor City and Rafielton
1015	22	The City of the Stars declares war on the rebellious kingdoms of Rafielton and Aengmor City
	Nuwmont 10	Kanafasti and the Wanderers leave Aengmor City
	20	Atzanteotl's church conquers Aengmor and defeats the shadow elves' army
	Klarmont 11	Atzanteotl's priests obtain the alliance of Huptain Khan's hobgoblins



ALFHEIM events in “Wrath of the Immortals”

1006	Spring	The Master Is Hammered (<i>WotI</i> p. 80)
	Fall	Twisted Trees of Alfheim (<i>WotI</i> p. 81)
1007	Fall	Alfheim Is No More (<i>WotI</i> p. 84)
	Winter	Elves Winter in Cruth (<i>WotI</i> p. 84)
1008	Fall	Ethengarians Ambush Elves (<i>WotI</i> p. 86)

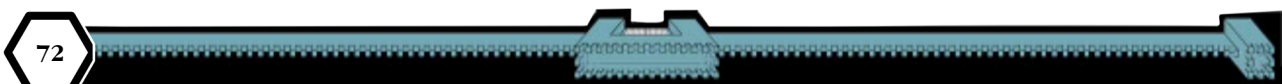


SHADOWLANDS events


1010	Kaldmont 13	Shadow elves meet the Schattenalfen in the Hollow World
	16	The Queen of the Shattenalfen agrees to open diplomatic relations
1012	Vatermont 15	Shadow elves learn of Oenkmar
	26	Shadow elves march on the Broken Lands
Flaurmont 4	4	Shadow elves attack the dwarves around Oenkmar
	6	Rockhome asks the WDL for help against the shadow elves
8	8	Shadow elves' assault on Oenkmar
	9	Dwarves and humanoids ally and drive the shadow elves out of Oenkmar
11	11	Relief troops from Rockhome arrive in Oenkmar
	23	Darokin calls for peace but it's ignored by the shadow elves



	Yarthmont 1	Shadow elves renew attack on Oenkmar
	10	Ylaruam and Five Shires send troops to Fort Nell
	15	Shadow elves agree to a truce promoted by Darokin; war stops
	22	Everast XVI and Tanadaleyo meet in Selenica
	28	Peace talks fail; war resumes; Karameikos sends troops to Darokin
	Klarmont 2	Battle of the Black Hills; shadow elves repelled to Aengmor by forces of Darokin, Ylaruam, Karameikos and the Five Shires
	16	Fighting continues between dwarves and shadow elves while surrounding humanoids attack both
	18	Shadow elves' assault on Oenkmar barely repelled
	26	Darokin and Karameikos convince Aengmor to agree to another truce
	Felmont 1	In Selenica Darokin brings proof that Oenkmar was the ancient elven city of Aengmor
	3	After Alebane's attack General Garafaele orders shadow elves to retreat to Canolbarth
	28	Truce in Selenica between dwarves and shadow elves; Rockhome leaves the WDL, offended by lack of support
	Ambyrmont 14	Shadow elves take Oenkmar with a surprise attack; humanoids resist in the Citadel
	16	Shadow elves slaughter and drive away all humanoids in Oenkmar
	Swiftmont 1	Wanderer contacts Royal Wizard Kanafasti and reveals several of them were hidden in Oenkmar
	15	Humanoid raids increase all around the Broken Lands as many tribes escape from the shadow elves
	28	Tanadaleyo informs ambassadors the shadow elves now own Oenkmar/Aengmor City and the lower Broken Lands
1013	Vatermont 22	Shadow elves' delegation in Darokin City
	Ambyrmont 10	Battle between shadow elves and humanoids along the Vesubia river causes a flood which blocks the caravan route between Darokin and Glantri
1014	Nuwmont 4	Debate among shadow elves about the elves of Alfheim, sparked secretly by the church of Atzanteotl
	Kaldmont 8	Divisions in the Church of Rafiel in Aengmor City and Rafielton
	22	The City of the Stars declares war on the rebellious kingdoms of Rafielton and Aengmor City



1015	Nuwmont 1	Civil War between Reformists and Conservatives, with the Church of Atzanteotl secretly behind the first one
	4	Opportunistic raids by Huptain Khan from Hobgobland
	15	Kanafasti discovers the truth in Aengmor and escapes to Rafielton
	17	Prince Erian asks for peace in Rafielton and is wounded by an assassin; the civil war ends; skirmishes in Aengmor-Oenkmar
	Vatermont 21	New Way of Rafiel discussed also in the City of the Stars
	Thaumont 26	Way of Rafiel revised; Wanderers still have to leave home but may now return to shadow elves' lands
	Swiftmont 13	Geonids attack shadow elves
	25	Preparation for a Rockhome attack, all ploys by Atzanteotl
	Eirmont 24	Schattenalfen arrive
	27	Spiders attack to distract the shadow elves' army
Kaldmont 2	Schattenalfen attack the Great Cavern	
	3	Aranea and spiders driven from Losetrel
	5	Schattenalfen camp in Piliny
	10	Some Schattenalfen defect to shadow elves
	12	Assault on the City of the Stars
	14	Schattenalfen about to conquer the City
	27	General Garafaele dies
	28	Shamans of Rafiel repel them after completing the Chamber of the Spheres
1016	Nuwmont 1	Defeated Schattenalfen escape to Aengmor City or underground
	3	Garafaele's body brought to the Chamber of the Spheres
	15	Garafaele resurrected as protector of the Chamber of the Spheres
Vatermont 8	Rafiel instructs Porphyriel to place soul crystals in the Chamber	
	14	Gilfronden's corpse stolen in Rafielton to be raised in the City of the Stars
Flaurmont 28	Rafiel instruct Porphyriel to bring the new radiant soul crystals to the surface to heal the forest	
Yarthmont 18	New soul crystals work above ground	
Klarmont 10	Calenderi, shaman and daughter to King Telemon, sent as shaman in Rafielton	
Felmont 10	Shadow elven ambassadors sent to Known World capitals, along with members of the Second Shadow rebuilt by Gilfronde	



	Fyrmont 1	Shamans learn that lesser soul crystals shatter in the Chamber but keep this a secret
	Ambyrmont 3	Prince Erian of the shadow elves is sent to study at the Great School of Magic
	Kaldmont 28	Shamans of Rafiel can cast spells using radiant soul crystal, even on the Day of Dread
1017	Yarthmont 16	Synn explores a corrupt magic point to unleash chaos on Canolbarth
	Klarmont 2	Synn recruits shadow elven mercenaries
	Ambyrmont 14–15	Synn's fortress rises from the earth above Canolbarth but it is attacked by skyships and disappears
	25	Tanadaleyo investigates
	Swiftmont 1	Glantri denies involvement with the shadow elves
1019	Flaurmont 12	Ceremony of Reconciliation held by Doriath and Tanadaleyo in Rafielton; more Alfheimers and fairies returning to the forest
	Klarmont 11	Doriath, Tanadaleyo, Telemon, Mauntea, Stefan Karamaikos and Bensarian of Wendar meet secretly to act against the Church of Atzanteotl
	Felmont 2	Adventurers and soldiers of Aengmor, Shadowlands, Karamaikos, Darokin and Wendar strike the Church of Atzanteotl

The Mystaran Almanacs Storylines through the Years

The development of the storylines in the different years of the MA deserves some brief comments as it is apparent for this area—as we'll see in future installments it is also the case for others—that probably different authors worked on the area depending on the year.

The AC 1,014 to AC 1,016 storyline is focused on the peace process in Alfheim/Aengmor and the attempts to sabotage it by the Alfheim Avengers and the Church of Atzanteotl which took control of Aengmor. The AC 1,017 storyline focuses instead on the story of the *Shadow over Mystara* videogame, forgetting to update the previ-

ous thread. The AC 1,018 Almanac has only some minor events highlighting the progress in healing the forest. The AC 1,019 storyline reprises the peace process and the struggle with the Church of Atzanteotl. There are no events focused on the Shadowlands after AC 1,016.

Comparison with the Official Almanacs

The events of the *Mystaran Almanacs* obviously built on some seeds already present in the official ones, especially the peace talks with the former Alfheimers and the effort to heal the forest, leading to a true peace treaty and serious hopes of a lasting reconciliation. It went therefore in a very

different direction from the one presented by Robin in “*The Fall and Rise of the Canolbarth*” article of *THRESHOLD Magazine* issue #10⁵, with the forest almost disappearing for some decades, as she supposed even magical regrowth would take a long time. In the official Almanacs however it seemed that shadow elves were bent on absorbing the whole Broken Lands, but this did not happen in the *MA* as Oenkmar/Aengmor City became de-facto independent and separated by other shadow elven dominions.

Possible Future Development

In the situation presented at the end of AC 1,019 the hypotheses on the future I made in the previous article still seem possible even if in a slightly different scenario. The elves may well become an united force but they still have to deal with Atzanteotl’s presence in the city of Aengmor and the underground menace of the Schattentalfen, which however could also become a way to reach the Hollow World. The completion of the Chamber of the Spheres could have consequences also for the Radiance in Glantri, and Synn could make another attempt to take control of the forest. Certainly now Alheim/Aengmor is more integrated with the rest of the Known World.

⁵ See here the article on page 67 of the PDF issue at https://pandius.com/Threshold_10.pdf and related maps in the Vaults of Pandius: https://pandius.com/thrs_mag.html#10

BROKEN LANDS, GREAT CRATER AND ORCLANDS



I will treat all this big region together to examine the fate of the humanoid leaders presented in GAZ10: “*The Orcs of Thar*”, as the *WotI* and Almanacs events disperse them all around the Known World and beyond. In the official almanacs, examined in *THRESHOLD Magazine* issue #34, there are important storylines about Thar’s failed attacks against Glantri, Darokin and Rockhome, which ultimately led to his submission to Kol and exile to Vestland. Kol instead ascends as Prince of Glantri and becomes de-facto the leader of the Broken Lands’ humanoids. It seems however that Alebane does not submit to him, as he tries instead to conquer Oenkmar, fighting both dwarves and shadow elves. This storyline ends with the fate of Alebane unknown, Oenkmar conquered by shadow elves and Kol welcoming many refugees from the Broken Lands, supposedly increasing his power. Strangely enough all the other humanoid leaders of GAZ10 are completely ignored by the official almanacs.



**BROKEN LANDS,
GREAT CRATER
AND ORCLANDS events**

1007	Summer	Thar Looks to Glantri (<i>WotI</i> p. 83)
1008	Spring	Shires Reinforce Darokin (<i>WotI</i> p. 85)
	Summer	Plague Reaches Glantri (<i>WotI</i> p. 85)
	Winter	Thar Moves South to Darokin (<i>WotI</i> p. 86)
1009	Spring	Heldanners Hit Thar (<i>WotI</i> p. 87)
1010	Watermont 3	Thar is repelled from Glantri after betrayal by Dolores/Synn
	20	Thar strikes Darokin around Lake Amsorak
	Flaurmont 11	Migrations of humanoid to eastern Broken Lands
	Yarthmont 17	Thar hits Akesoli
	Felmont 14	Dwarven adventurers discover Oenkmar
	Fyrmont 10	Thar defeated in Amsorak
	Ambyrmont 7	Kol asks for Princehood, war begins between Kol and Thar
	Sviftmont 1	Darokin builds Great Wall
	6	Dwarves arrive in the Broken Lands
	25	Thar submits to Kol
	26	Dwarves settle in for siege
	Eirmont 25	Kol and Thar refuse to help Alebane against the dwarves



	Kaldmont 2	Dwarves build lava rafts
	5	Kol on road to become Prince in Glantri but not yet
	12	Dwarves find Oenkmar
	18	Dwarves ask for supplies to Rockhome
1011	Nuwmont 5	Dwarves recalled from Oenkmar due to civil war
	7	Thar proposes anti-dwarven alliance to Alebane
	18	Black Eagle brought to Kol by goblin shaman
	27	Thar and Alebane invade Rockhome
	Vatermont 3	Fort Denwarf falls
	5	Stahl falls
	6	Battle of Stahl Plain won by dwarves; Alebane goes back to Broken Lands; Thar escapes to Vestland
	Flaurmont 17	Kol petitions for his Principality but he is defeated again
	Yarthmont 14	Dwarves prepare new expedition to Oenkmar; King Kol receives arms from Sind
	Klarmont 16	Kol's army brings humanoid tribes under its control
	Felmont 15	Great Wall of Darokin half finished from Fort Fletcher to Fort Runnels
	Felmont 21	Kol's humanoids raid Gunjab's humanoids
1012	Vatermont 15	Shadow elves learn of Oenkmar
	26	Shadow elves march on the Broken Lands
	Thaumont 23	Dwarves assault Oenkmar
	24	Reinforcements arrive for dwarves
	27	Fighting continues in Oenkmar
	Flaurmont 4	Shadow elves attack the dwarves around Oenkmar
	5	Prince Kol protests in the Council against monster hunters in the Great Crater
	6	Dwarves take Oenkmar, accepting Angus McClintock surrendering after Lord Zotl dies and Xilochтли runs away with the Blue Knife
	8	Rockhome ask the WDL for help against the shadow elves
	9	Shadow elves' assault on Oenkmar
	11	Dwarves and humanoids ally and drive the shadow elves out of Oenkmar
	23	Relief troops from Rockhome arrive in Oenkmar; Darokin calls for peace but it's ignored by the shadow elves



Yarthmont 1 Shadow elves renew attack on Oenkmar

10 Ylaruam and Shires send troops to Fort Nell

15 Shadow elves agree to a truce promoted by Darokin; war stops

22 Everast XVI and Tanadaleyo meet in Selenica

28 Peace talks fail; war resumes; Karameikos sends troops to Darokin

Klarmont 5 King Alebane tries to unite the tribes

16 Fighting continues between dwarves and shadow elves while surrounding humanoids attack both

18 Shadow elves' assault on Oenkmar barely repelled

26 Darokin and Karameikos convince Aengmor to agree on another truce

28 Alebane gathers troops to attack Oenkmar

Felmont 1 In Selenica Darokin brings proof that Oenkmar was the ancient elven city of Aengmor

2 Alebane's humanoids attack dwarves and elves

3 General Garafaele orders the shadow elves to retreat to Canolbarth

4 Betrayed by Oenkmarian allies, dwarves retreat to the Citadel

5 Dwarves ask in vain for help from the WDL

7 Fighting continues with dwarves helped by adventurers and mercenaries

8 Dwarves sue for peace but General Tlatepetl refuses

10 Rescue forces help the dwarves

11 Aided by rescue forces, the dwarves escape Oenkmar

12 Dwarves and rescue forces retreat to northern Darokin

18 Alebane's humanoids spy on Oenkmar

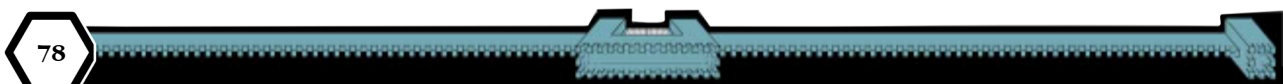
Fyrmont 17 Alebane's troops storm Oenkmar

21 Battle continues in Oenkmar


Ambyrmont 12 Oenkmar ransacked by Alebane's forces; only Temple and Citadel still resist

14 Shadow elves take Oenkmar with a surprise attack; humanoids resist in the Citadel

16 Shadow elves slaughter and drive away all humanoids in Oenkmar; Angus McClintock escapes to Glantri



	Swiftmont 1	Wanderer contacts Royal Wizard Kanafasti and reveals several of them were hidden in Oenkmar
	15	Humanoid raids increase all around the Broken Lands as many tribes escape from the shadow elves
	28	Tanadaleyo informs ambassadors that the shadow elves now own Oenkmar/Aengmor and the lower Broken Lands
	Kaldmont 1	New Kolland asks the Council for food and gold to deal with humanoid refugees from the Broken Lands
1013	Ambyrmont 10	Battle between shadow elves and humanoids along the Vesubia river causes a flood which blocks the caravan route between Darokin and Glantri
1014	Nuwmont 1	Hool and the Red Orcs decide to go west to search for the Blue Knife
	5	Other humanoids not interested in following Hool
	Vatermont 6	Great Wall of Darokin completed from Fort Fletcher to Corunglain
	Flaurmont 3	Hool and the Red Orcs begin great migration to Atruaghin to search for the Blue Knife; Nizam's gnolls follow
	11	King Alebane, Hutai-Khan, Moghul-Khan, and General Tlatepetl unify the Orclands and clash with Fort Nell soldiers
	Yarthmont 1	Orclands humanoids of Tlatepetl clash with shadow elves
	Klarmont 5	Moghul-Khan's yellow orcs from Dast clash with Hutai-Khan's hobgoblins from Gruk
	Felmont 24	Thar and Psa'gh ally in Vestland
	Fyrmont 2	Earthquake after Oenkmar's rising scares the humanoids of the Orclands
	5	Humanoids discovers Oenkmar is on the surface
	8	Thar attacks Rhoona
	17	The red dragon Khordarg returns to her lair after several attacks in Ethengar, Darokin and Aengmor
	20	Alebane raids Fort Hobarth
	Ambyrmont 1	Hool and Nizam routed at Bangore in Sind
	3	Khordarg visits Tlatepetl in C'Kag and he accepts to serve her
	5	Thar and Psa'gh defeated in Vestland
	6	Alebane defeated in Darokin, retreats to Xorg
	Kaldmont 17	Synn sends the lich Deimos to raise Sable Tower in eastern Broken Lands

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- 1015** Nuwmont 4 Hutai Khan hobgoblins raid shadow elves in Aengmor
7 Schattenalfen find Barleycorn monastery as a route to the Hollow World
- 22 Great Migration in Atruaghin's lands
- Vatermont 4 Orcs report to Alebane in Xorg about the Darokin Tunnel to Rockhome
- Thaumont 25 Shadow Lord in the Guardian Mesa to obtain the Black Staff (M3 module)
- Flaurmont 3 Hool's Great Migration retreat after he discovers Blue Knife is not in Atruaghin lands
- 4 Shadow Lord returns in Denagoth after retrieving one of the seven keys
- 5 Alebane raids near Fort Hobarth to start moving his troops toward Rockhome
- Klarmont 1 Deimos defeated by adventurers
- 11 Hutai Khan's hobgoblins allies with the city of Aengmor and Atzanteotl's priests
- Felmont 11 Great Migration diverted from Sind by the Master
- Fyrmont 20 Ethengarians defeated in Battle of Glantri City with decisive help of Kol's forces
- 24 Duric and Bifia allies with Thar and Psa'gh to take Rockhome
- Ambyrmont 15 Greenston in Rockhome raided by Alebane's forces
- Swiftmont 8 Thar and Psa'gh take Kurdal
- 23 Hordes of yellow orcs pillage Ethengar
- Eirmont 5 Thar and Psa'gh's horde grows
- Kaldmont 1 Thar and Psa'gh take Smaggeft
- 15 Alebane attacks western Rockhome
- 1016** Thaumont 25 Angus MucDuff/McClintock holds a seminar on Oenkmar/Aengmor at the School of Magic in Glantri City
- Flaurmont 2 Tlatepetl proposes diplomatic relations to Darokin
- 3 Master uses the Great Migration against Sindian rebels
- Yarthmont 13 Tlatepetl offers aid to the WDL in Rockhome
- Klarmont 1 Alebane keeps harassing Greenston in Rockhome
- 4 DDC envoys meet Tlatepetl in Xorg
- 9 Alebane is killed in Styrdal Vale, Rockhome
- Felmont 8 Great Migration recruits more gnolls in Baratkand, Sind

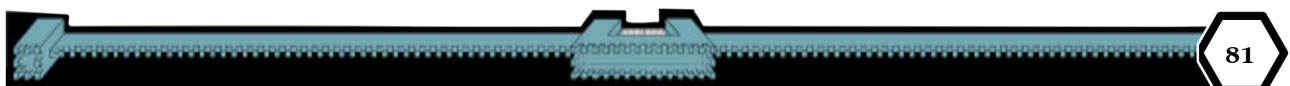


	Ambyrmont 2	Humanoids defeated at Smaggeft
	4	Great Migration to the Great Waste
	Swiftmont 7	Thar and Psa'gh defeated at Kurdal in Rockhome
	8	Shadow Lord in the Broken Lands tricks adventurers and keeps six of the seven keys of the Pits of Banishment
	26	Kol's minions retrieve Volospin Aendyr alive
	Eirmont 8	Synn enraged at Kol for retrieving Aendyr
	10	Battle in the Guardian Mesa as Carnifex try to return to Mystara
	12	Great Migration disappears in the Plain of Fire to Graakhalia
1017	Yarthmont 1	Moghul Khan denies any help to the rebellious Ethengarian Kiyats
	Kaldmont 14	Robin Moorkroft attacks Kol
	19	Kol is mocked in Parliament and meditates to shift from Dolores to Jaggar
1018	Ambyrmont 8	Kol leaves Dolores and allies with Malachie and Jaggar
	Swiftmont 18	False alarm on attack on New Kolland by elves
1019	Vatermont 18	Carlolina Erewan confers with Kol, threatening to reveal he is a shadow elf unless he stops harassing her territories
	Felmont 3	New Kollanders ask admission at the Great School of Magic, including grandson of Doth
	20	Humanoid wizards admitted at the Great School

The Mystaran Almanacs Storylines through the Years

The *Mystaran Almanacs* introduce a new important storyline: Hool's red orcs and Nizam's gnolls Great Migration, to search for the Blue Knife that disappeared in Oenkmar in AC 1,011 with the priest Xilochtl. The Great Migration storyline goes on in Sind and Atruaghin lands from AC 1,014 to AC 1,016, then disappears in the Plain of Fire, entering Graakhalia. They also reveal the fate of some humanoid leaders and the Oenkmar refugees, with Alebane, Hutai-Khan, Moghul-Khan, and General Tlatepetl in the Orclands in AC 1,014, trying to unify and rule the whole region. Alebane eventually will try to attack Rockhome and after some initial success

will die there in AC 1,016. Hutai Khan's hobgoblins end up allying with Aengmor City/Oenkmar, now controlled by shadow elven followers of Atzanteotl. Moghul Khan's yellow orcs interfere in Ethengarian politics, helping enemies of the Great Khan. Tlatepetl becomes the true ruler of the Orclands, starts diplomatic relations with Darokin, and even offers help to Rockhome against the humanoids of Alebane and Thar. The latter, former Overking of the Broken Lands, in fact has a long dedicated storyline too in the MA, allying with kobold leader Psa'gh in Vestland in AC 1,014 and creating troubles with him until repelled to Rockhome, which they however attack in AC 1,015 until their defeat in AC 1,016. The AC 1,017, AC 1,018 and AC 1,019 almanacs do not continue the above





Alebane created by Bing AI Image creator prompting the description in the PWA

storylines and do not give any information about progresses of Tlatepetl or the Great Migration, or if Thar and Psa'gh survived the war. The only humanoid events of these three years are just a mention of Moghul Khan not helping his former defeated Ethengarian allies and events about Kol.

The kobold prince becomes a Glantrian hero in AC 1,015 with a decisive contribution to the victory against the Ethengarians. In AC 1,016 however his minions find Volospin Aendyr alive, with great displeasure of his ally Dolores/Synn. His relation with her worsens in AC 1,017 and eventually in AC 1,018 he shifts his alliance to Malachie and Jaggar, also obtaining in AC 1,019 admittance of humanoid wizards to the Great School of Magic.

COMPARISON with the Official Almanacs

Several important humanoid leaders of GAZ10 are not mentioned in either the official almanacs or the *Mystaran Almanacs*. These are especially Haa'k, queen of the trolls, Ohr's, king of bugbears, and Doth and Yazar, king and queen of goblins. It is possible to suppose that they accepted Kol's authority over them and are now the equivalent of Glantrian nobility. Indeed there is also a brief mention of Doth's grandson entering the Great School of Magic in the AC 1,019 Almanac, but the entry does not specify if he is still alive. Andrew Theisen wrote an article about all the humanoid leaders and personalities. It is stored in the Vaults of Pandius and deals with their possible fate, expanding on the MA events⁶.

Possible Future Developments

What happened to the Great Migration? What's the fate of Thar and Psa'gh? Will Kol pay a price for shifting his allegiance away from Dolores? Will Tlatepetl be able to create a true humanoid nation in the Orclands? What happened to the other humanoid leaders not previously mentioned? Will the Broken Lands fall into the shadow of Atzanteotl-ruled Aengmor City? These and plenty other questions could be answered by future almanacs or fan works.

⁶ "Whatever happened to ... your favourite humanoids" by Andrew Theisen at the Vaults of Pandius: <https://pandius.com/noids.html>

DAROKIN

The country of merchants had quite some difficulties during the *Wrath of the Immortals* events and in the official almanacs, with Hule's invasion, Thar's attacks, plague, and the end of Alfheim. The threats of Thar, Hule and the shadow elves continue in AC 1,010 to AC 1,012 but the creation of the Western Defense League, trade improvement, and the first world games eventually bring benefits to Darokin while the menaces lessen. This trend will be further developed in the *Mystaran Almanacs*.



World games in Darokin

DAROKIN events

1005	Spring	The Master Seizes Sind (<i>WotI</i> p.78)
	Winter	Nomads Invade Darokin (<i>WotI</i> p. 79)
1006	Spring	The Master Is Hammered (<i>WotI</i> p. 80)
	Summer	The Master's Revenge (<i>WotI</i> p. 80)
1007	Fall	Alfheim Is No More (<i>WotI</i> p. 84)
	Winter	Elves Winter in Cruth (<i>WotI</i> p. 84)
1008	Spring	Shires Reinforce Darokin (<i>WotI</i> p. 85)
	Winter	Thar Moves South (<i>WotI</i> p. 86)
1009	Spring	Heldanners Hit Thar (<i>WotI</i> p. 87)
1010	Vatermont 1	Trade agreements with Five Shires and Karameikos
	16	Western Defense League created; Five Shires pledges aid
	20	Thar attacks
	Thaumont 4	River floods
	Flaurmont 2	Flooding worsens
	11	Humanoid migrations to eastern Broken Lands
	12	Flooding lessens
	Yarthemont 15	Hulean Sea Reavers attack
	17	Thar hits Akesoli
	Klarmont 6	Alphatian conquerors in Atruaghin



	Felmont 15	Darokin retaliates against pirates
	Fyrmont 10	Thar defeated in Amsorak
	Ambyrmont 2	Aengmor threatens Darokin
	4	World Games proposal
	Swiftmont 1	Darokin builds wall on the Broken Lands border
	Eirmont 21	Darokin offers trade to Aengmor
1011	Nuwmont 3	Mummy guardian murders a Darokinian in Ylaruam
	Vatermont 13	Torrential rains
	Thaumont 10	Sea Reavers from Sind capture Darokinian, Thyatian and Karameikan ships
	Klarmont 3	Mummy strangler kills in Selenica
	Felmont 1	News of Gareth's philosophy arrives in Darokin
	5	Naval forces of Darokin, the Shires, Ierendi, Karameikos and Minothad patrol the Sea of Dread against Sea Reavers from Sind and Jaibul
	15	Great Wall half finished from Fort Fletcher to Fort Runnels
	18	Fort Highlake construction begins north of Akesoli
	Fyrmont 1	Phenomenal harvest
1012	Vatermont 26	Shadow elves march on the Broken Lands
	Thaumont 9	Darokinian diplomats ask for explanation in Rafielton
	11	Trading House Arden auctions a map to reach Atruaghin plateau through caves, without the need of the destroyed Elevator
	18	Toney House wins the map
	Flaurmont 1-2	Western Defense League meets and Rockhome announces attack on Oenkmar
	6	Rockhome asks the WDL for help against the shadow elves
	23	Darokin calls for peace but it's ignored by the shadow elves
	Yarthmont 1	Shadow elves renew attack on Oenkmar
	10	Ylaruam and Five Shires send troops to Fort Nell
	15	Shadow elves agree to a truce promoted by Darokin; war stops
	22	Everast XVI and Tanadaleyo meet in Selenica; peace talks fail; war resumes
	28	Karameikos sends troops to Darokin
	Klarmont 2	Battle of the Black Hills; shadow elves repelled to Aengmor by forces of Darokin, Ylaruam, Karameikos and the Shires
	9	Darokinian investigators visit Oenkmar to discover the origin of the city
	22	Rockhome asks for more help to the WDL but other countries refuse and urge for peace talks
	26	Darokin and Karameikos convince Aengmor to agree on another truce



	Felmont 1	In Selenica Darokin brings proof that Oenkmar was the ancient elven city of Aengmor
	5	Dwarves ask in vain for help from the WDL
	28	Truce in Selenica between dwarves and shadow elves; Rockhome leaves the WDL, offended by lack of support
	Fyrmont 15	World Games begin in Selenica, bringing athletes from as far as Yavdlom
	18	Ethengar Mare wins race at World's Games in Selenica
	25	Glantrian athlete disqualified for using potions; Vestland athlete with firbolg blood not disqualified
	28	First annual world games end
	Swiftmont 15	Humanoid raids increase all around the Broken Lands as many tribes escape from the shadow elves
	28	Tanadaleyo informs ambassadors that the shadow elves now own Oenkmar/Aengmor and the lower Broken Lands
	Eirmont 20	Canolbarth's borders recede
	21	Darokin Trust challenges thieves to breach its deposit
	24	Five Shires denies through the DDC involvement in the attempted kidnapping of Von Hendriks
1013	Nuwmont 3	Akesoli damaged by the gargantoid of Ferdynand Lillipt, who is banished
	Vaterrmon 22	Shadow elves' delegation in Darokin City
	Thaumont 6	New bridge across the Streel opens
	Flaurmont 9	Wedding between Bernard Kalimi Corun and Felicia Hallonica canceled after the groom embarrassed the bride's family
	21	At Masked Ball in Selenica participants are put asleep and thieves steal 100,000 gp of jewelry
	Yarthmont 15	Partial eclipse of full moon in Glantri, Darokin, Karameikos; lycanthropic activity increases
	Felmont 7	Delegates of the Atruaghin clans visit Darokin City
	Fyrmont 21–22	Thunderstorms in the central plains cause flooding and crop loss
	Ambyrmont 4	Humanoids raid Letizia village near Fort Lakeside
	10	Battle between shadow elves and humanoids along the Vesubia river causes a flood which blocks the caravan route between Darokin and Glantri
	Swiftmont 9	Gian Sebastiano of Darokin convicted for the murder of a dozen women
1014	Vaterrmont 6	Great Wall of Darokin completed from Fort Fletcher to Corunglain
	Thaumont 5, 7	Arturo Olivera arrives in Akorros and begins preaching new faith in Gareth
	Flaurmont 11	Skirmish with humanoids near Fort Nell
	20	Great Migration assaults Fort Lakeside but it's driven back
	24	Great Migration pushed by Fort Highlake troops toward Sind

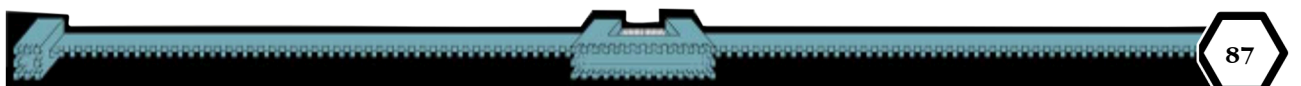


	Yarthmont 1	Tlatepetl and Hutai Khan try to attack Fort Nell but have to face shadow elves
	Fyrmont 2	Earthquake for the rising of Oenkmar
	Kaldmont 11	Shrine to Gareth completed in Akorros
1015	Thaumont 8	Massive river serpent attack near Elstrich
	Flaurmont 5	Alebane's troops raid near Fort Hobarth
	20	Deimos's humanoids attack Corunglain from the sewers
	Yarthmont 1	Deimos's humanoids move from Corunglain
	10	Deimos's humanoids lay siege to Darokin City
	12	Humanoid army defeated
	18	Bounty on the humanoids left around the city
	Klarmont 9	Vestland petitions to join the WDL
	Felmont 1	Council offers a 10,000 daros bounty to investigate monster attacks in the Malpheggi swamp and bay
	13	Sea Reavers found dead in the swamp
	Fyrmont 3	Peace talk begin between shadow elves and former Alfheim elves
	26	Treaty of Favaro signed between King Doriath and Princess Tana-daleyo
	Kaldmont 24	WDL meets and decides to send help to Rockhome
1016	Vatermont 26	Lucius Linton and his two sons murdered by Minrothad assassins in Athenos
	Thaumont 4	Magistrate in a borderland town dies leaving a will [CM8 seed]
	5	Darokin tunnel is clear and WDL troops prepare to march to Rockhome
	6-8	Envoy from Kastelios reaches Athenos; talks begin
	18	Kastelian embassy granted in Athenos
	20	Alfheim Avengers become more violent
	Flaurmont 2	Tlatepetl contacts Darokinian Council
	4	Corwyn Linton regain consciousness
	8	Corwyn Linton speaks about the assassins
	13	Fence with Linton jewelry arrested in Corunglain
	22	One of the assassins, the elf Authrael, is arrested in Selenica
	Yarthmont 2	Authrael confesses
	5	Darokin formally accuses Minrothad
	6	Darokin, Karameikos and Five Shires troops meet in Fort Hobarth to march to Rockhome
	11	Thyatis defends Minrothad and asks for more proof
	13	Tlatepetl's humanoids join the WDL forces
	22	Alfheim clanmasters meet in Selenica to discuss the Alfheimer defeat in Denagoth





	Klarmont 4	DDC visits Xorg in the Orclands
	18	Emilio the Great kidnapped by Alfheim Avengers en route to Selenica
	Felmont 1	Painting of Greenleaf Vickers disfigured by Alfheim Avengers in Akesoli
	10	Shadow elven ambassador in Darokin City
	15	WDL meets in Selenica to discuss the Alfheim Avengers
	Fyrmont 18	Darokin Council officially recognizes autonomy of the Orclands
	Swiftmont 17	Alfheim refugees protest under the shadow elven embassy in Darokin City
1017	Nuwmont 12	Greenleaf Vickers, leader of Umbarth House, agrees to help the Master of Hule
	Vatermont 3	Mineral oil discovered in Norfen near the Malpheggi swamp
	Thaumont 19	Trade friction with Thyatis
	26	WDL meets to discuss Thyatian expansion
	Flaurmont 5	Adventurers wanted to clear Ardelphia
	7	Council protests against Thyatis confiscations
	23	Hulean agents stir friction with Thyatis
	Felmont 1	Five Shires requests aid to Darokin and Karameikos after the Thyatian attacks on his ships
	10	Celebration in Selenica of Al-Azrad House and improved relations with Ylaruam
	11	DDC reaches agreement on trade in Thyatis City
	Fyrmont 4	The Council buys borderlands from magistrates
	6	The Council protests against Thyatian attacks on Five Shires ships but does nothing
	8	Pennydown and Linton Houses decide to retaliate autonomously
	Ambyrmont 25	Tanadaleyo asks about the skyships over Aengmor's skies
	Swiftmont 3	Ierendi joins the WDL
	13	Some items of Nithian Queen Nennaya-Sherat's tomb stolen in Selenica
1018	Nuwmont 20	Mages' Guild for Darokin proposed
	Vatermont 19	Thief Shadow announces he'll steal Allana Maunea's necklace at the Masked Ball
	Thaumont 8	Chase of the thief Shadow
	Flaurmont 21	Theft of Allana Maunea's necklace at the Masked Ball
	22	Bounty for the thief Shadow
	Yarthmont 8	Darokinian wizards gather in Darokin City for the new Mages' Guild
	10, 19, 27	Bastian Rodens searches for the most important wizards of the country





	Klarmont 11	Hallonica and Linton Houses criticize Mauntea for the handling of the theft
	Felmont 15	Great Conclave of Valerias in Darokin City
	18	Arturo Olivera, priest of Gareth, warns the Conclave about Immortals' plot
	22	Bastian searches for more wizards
	Ambyrmont 1	Vessel of brain collectors crashes in Hendry
	4	Glantrian skyships in Corunglain and Darokin City
	5	Brain collectors attack people in Hendry
	9	Dwarven engineers in Ardelphia
	Sviftmont 15	Great Reckoning of taxes begins
1019	Nuwmont 1	Earthquake in Glantri felt in northern Darokin too
	3	Ships lost in lake Amsorak
	Watermont 12	Trade deals with Ochalea; humanoids attack Ardelphia
	13	Mauntea loses discussion on tariffs
	Thaumont 5	Millington, former diplomat in Ierendi, arrives in Athenos to investigate the Amsorak lake
	10	Shadow almost caught in Selenica
	14	Adventurers sent to investigate the Amsorak disappear
	Flaurmont 2	Adventurers find gold in Atruaghin lands
	27	Shadow caught but involved in a Linton and Mauntea plot
	Yarthmont 5	Squatters in Atruaghin lands
	8	Academy Tower will be built for the Mages' Guild of Darokin City
	9	More Glantrian airships in Corunglain
	18	Hule and Thyatis sign secret treaty against Darokin
	19	Shadow put to trial but secretly gets a minor sentence
	22	Atruaghin retaliate against squatters
	26	Millington meets Shadow to try to solve the Itheldown curse in Amsorak lake
	Klarmont 11	Meeting in Darokin City of Doriath and Tanadalaeyo to act against the Church of Atzanteotl; Trimark cargo ship arrives in Akorros with dead crew
	13	Millington talks to Bastian in Darokin City
	14	Corun House commissions an airship
	16	Minrothad privateers sack a Linton ship en route to Yavdlom
	17	Rush to extract oil in Norfen; the demon of Itheldown sends a disguised woman to Akesoli
	18	Sindhi Prince Almiron Kalkiin visits Akesoli





Felmont 1 Ystran House starts a war in Atruaghin lands
 2 Darokin joins in Atzanteotl's hideouts' destruction

4 Millington searches for the wizard Dusk
 12 Miners attacked in Atruaghin lands

15 Ardelphia founded again

Fyrmont 2 Ystran House defeated in Atruaghin lands

18 Millington returns to Bastian to find the wizard in Akorros
 20 Theft of claims in Norfen

22 Constable murdered in Norfen

Ambyrmont 1 Demons attack Bronsdale on lake Amsorak

3 Academy Tower completed
 5 More deaths in Norfen

6 Goblins raid Reedle
 7 Umbarth House accuses Ystran House in Akesoli

12 Millington arranges for a meeting between the wizard Graylock
 and the thief Shadow in Darokin City prison

15 Graylock reveals to Mauntea he and Shadow are descendants of
 House Ithel

17 Shadow released temporarily to stop the Ithel curse
 27 Goblin attacks in the southwest

Svifmont 3–8 Graylock, Shadow, Millington and companions sail to Itheldown
 from Akorros, attacked by demons en route

21 Thyatians in Selenica to discuss trade

26 Demons banished in Itheldown

Eirmont 1 Millington returns to Darokin City; Shadow's sentence reduced

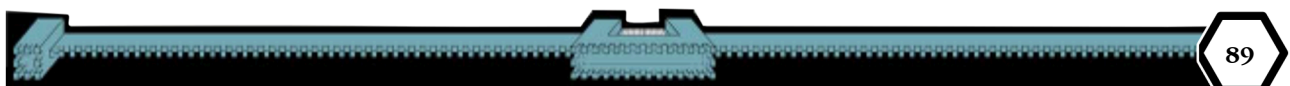
8 Investigation team sent by Darokin and Thyatis to Altan Tepes
 goblins

22 Temple of Atzanteotl destroyed in Darokin City

24 Khoronus sends his clerics against oards in Glantri City

Kaldmont 1 Clerics of Khoronus help defeat the oards in Glantri City; inden-
 tured servants transported from Darokin to Polakatsikes by the
 Heldann

5 Silver Star airship of Corun House arrives in Corunglain



The Mystaran Almanacs Storylines through the Years

Differently from other countries in the *Mystaran Almanacs* Darokin does not have some major storylines but many minor events and several minor storylines. The status and stability of the country steadily improves, despite several humanoid threats and a cold war with Thyatis for trade in the Sea of Dread, which at times risks becoming a true war. The Great Wall is completed, Ardelphia is being rebuilt, trade has resumed with Atruaghin, there is peace with the shadow elves of Aengmor and resettlement of the Alheimers, a skyship trade is beginning with Glantri, the Itheldown curse is finally defeated, and the Western Defence League is reinforced by the victory in Rockhome and the adhesion of Vestland and Ierendi. Still there are great potential threats Darokin could face in the future. Hule is the more obvious, but also the instability in Ethengar and the possible rising of Synn in Glantri aren't minor. Then there is Aengmor City in the Broken Lands, even if the agreement with Tlatepetl in the Orclands could work in Darokin's favor. The relationship with Thyatis and Minrothad is also a great unknown.

Comparison with the Official Almanacs

The 'improving' trend which was already present in the official almanacs continues in the *MAs* for Darokin, and even expands, but there are new intrigues among the major Darokinian Houses and a dangerous infiltration from Hule. Generally Darokin is cast in a positive light in official and fan alman-



acs, but Darokin's classist society could well have a darker side so far unexplored.⁷

Possible Future Developments

A war with the shadow elves has become more improbable, but there is a growing rivalry with Thyatis and Minrothad as new trade routes open to Western Brun and Davania. The presence of the Great Wall, the refounding of Ardelphia and the presence of two relatively law-abiding humanoid leaders in Kol and Tlatepetl could lessen the humanoid threat on Darokin, unless the risen Aengmor City becomes a real danger. Darokin has possible routes to the Hollow World very near to its territory, in Atruaghin lands and in the Broken Lands. But they could bring either huge economic advantages or unexpected dangers.

⁷ But in *THRESHOLD Magazine* #28, check "Dark Darokin" by Not A Decepticon https://pandius.com/Threshold_28.pdf

ETHENGAR

There is not much love for Ethengar in “*Wrath of the Immortals*”, nor in the official Almanacs or the *Mystaran Almanacs*. The Great Khan’s invasion plan ends in failure against Heldann and the country does not have much space later, and is almost ignored in the *Joshuan’s Almanacs*. The *Mystaran Almanacs* will give Ethengar more spotlight, but not more success.

Moglai khan made with Bing AI Image creator (modified) as described in PWA

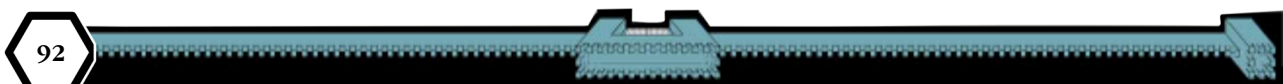


ETHENGAR events

1004	Summer	Heldannic Clerics Killed (<i>WotI</i> p. 75)
	Fall	Heldanners Attack (<i>WotI</i> p. 76); (Events leading to war between Heldann and Ethengar)
1006	Winter	Ethengar vs. Heldann (<i>WotI</i> p. 82)
1007	Spring	Ethengarians Swarm (<i>WotI</i> p. 82)
	Winter	Plague Hits Freiburg (<i>WotI</i> p. 84)
1008	Summer	Massacre at Tromso (<i>WotI</i> p. 86)
	Fall	Ethengarians Ambush Elves (<i>WotI</i> p. 86)
1010	Thaumont 28	Ethengarians attack Grauenberg
	Flaurmont 11	Migrations of humanoids to the Broken Lands
		13 Heldann counterattack with skyship
	Felmont 3	Heldannic knights move to Grauenberg
		5 Ethengarians pillage
		14 Reinforcements reach Grauenberg
		26 Moglai Khan sends peace message
	Fyrmont 9	Peace treaty with Heldann includes Ethengarian volunteers to Norwold
		22 Ethengarians retreat

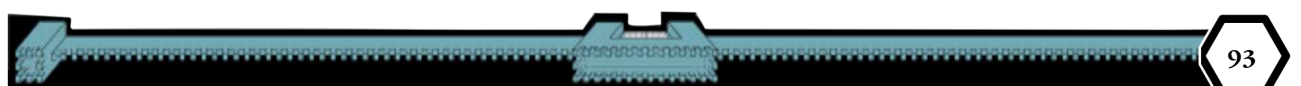


1011	Nuwmont 27	Unknown to the khans, some warriors join humanoid attack against Rockhome
	Watermont 6	Ethengarians retreat from Rockhome
	13	Blizzard
	Thaumont 15	White horse escapes sacrifice
	Eirmont 1	Great fire in the Sea of Grass
1012	Watermont 1	White horse appears and defeats the Great Khan's war stallion
	Thaumont 15	White horse ceremony without sacrifice
	Fyrmont 18	Ethengar Mare wins race at World's Games in Selenica
	Sviftmont 15	Humanoid raids increase all around the Broken Lands as many tribes escape from the shadow elves
	21	White horse crosses border into Heldann
	Eirmont 13	Heldanners meet the Ethengarians and follow them
	18	Heldanners insist Ethengarians leave
1014	Fyrmont 2	Earthquake on the raising of Aengmor
	26	Oktai Khan's plot sends the Uighurs against the Heldann, but the Great Khan discovers it
	Ambyrmont 4	Oktai Khan's treachery proven
	8-9	Grand Khan attacks the Tajjits; Oktai Khan beheaded; war announced against Glantri
1015	Flaurmont 9	Bramyra and Tchernovodsk attacked
	13	Bramyra and Tchernovodsk conquered by the Ethengarians
	15	The Khan splits the horde
	17	Horde blocked at Skullhorn pass
	20	Boldavia besieged
	23	Ethengarians fight against the undead
	Yarthmont 4	Boldavia resists
	18	Undead change side
	20	Morphail says the Ethengarian shamans took control of them but it's a plot by Dolores
	Klarmont 11	Boldavia's defense broken; the horde moves to Klantyre
	19	Siege of Glenmoorloch begins
	Felmont 3	First two Glantrian skyships sail
	6	Pegasus skyship bombards the Ethengarian at Skullhorn pass and they have to retreat
	8	<i>The Griffon</i> skyship crashes in Klantyre
	10	Jaggar asks for more funds for skyships but they are denied
	23	Jaggar considers hot-air balloons
	26	Glenmoorloch falls





	Fyrmont 1	Ethengarians plunder Krondahar
	4	Ethengarians repelled in Bergdhoven and Aalban
	5	Prince Jherek killed in magical duel in Braastar
	8	Glantrian air fleet of 20 skyships with air balloons launched
	16	Bombardments of Ethengarians who move to Glantri City; siege begins
	20	Kol's humanoids attack Ethengarians and Von Hendriks kills the Great Khan; siege broken and Ethengarians retreat
	25	Lan-Syn Virayana new Princess in Krondahar, Jaggar renounces to invade Ethengar
	Swiftmont 23	Hordes of yellow orcs pillage Ethengar
1016	Nuwmont 1	Manghai, Batu and others fight to become new Great Khan
	Thaumont 8	Caravans attacked in Ethengar due to the civil war
	Flaurmont 11	Kadan Khan dies; Kiyats merged with the Murkits; Manghai possessed by evil spirit Jaku
	16	Duttai Khan rebels with some Kiyats
	Yarthmont 9	Taijits at war with Yakkas
	13	Kaeruts and Uighurs raid Heldann
	Fyrmont 3	Undead Sliktor orcs pour out of the World Mountain
	Ambyrmont 11	Manghai defeats Ortu Khan in battle and gains full control of the Murkits
	Kaldmont 28	Good spirits warn shaman Trungpa of Manghai's possession
1017	Flaurmont 11	The wizard Akmad ibn Yusef discovers the body of the Great Khan is stored in Glantri City and informs his daughter Bakai
	Yarthmont 14	Moglai's thirteen children, minus Manghai, depart with Akmad ibn Yusef for Glantri City to demand the body of the Great Khan
	20	Tajits attack the expedition secretly sent by Manghai/Jaku
	27	Bakai and others arrive in Bramyra
	Klarmont 10	Bakai and the others are stopped at the Great School and hosted by Urmahid Krinagar
	18	Moglai's body stolen
	27	Bakai and the others return home
	Felmont 3	Evil spirits attack Bakai and the others; she is wounded, younger brother Hurkati killed
	18	Bakai and the others return to the camp of the Great Khan but she is still sick
	Fyrmont 10	Assassination attempt on Bakai
	12	Akmad ibn Yusef and the shaman Trungpa set out to search for Manghai's soul
	15	Date of burial of the Great Khan set
	Ambyrmont 11	Duttai defeated and slain by Manghai
	Kaldmont 28	Good spirits warn shaman Trungpa of Manghai's possession





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	Ambyrmont 11	Duttai defeated and slain by Manghai
Eirmont 15	Great Khan burial; only three Khans come; Trungpa and adventurers slip to the Spirit World	
16	Manghai with the Tajits attacks and defeats the Bortaks of Batu Khan and his wife Bakai, but they escape	
1018	Nuwmont 11	Batu Khan and the Bortaks prepare for war against Manghai
	Yarthmont 5	Murkits and Tajits attack the Bortaks
	Klarmont 8	Trungpa and the adventurers return with Manghai's soul
	Ambyrmont 23	Some Bortaks defect to Manghai
	Eirmont 15	Trungpa confronts Jaku and banishes it from Manghai's body
	16	Rumors about dark magic in Xantha
1019	Ambyrmont 12	Raids increase by Kaeruts and Uighurs against Heldann
	27	Attack on Grauenberg
	28	Anna Von Hendriks takes the city
	Eirmont 7	Anna Von Hendriks sends the <i>Black Lion</i> airship to attack Ethen-gar bands in the south
27	Anna marches against raiders in the southeastern coast	



The Mystaran Almanacs Storylines through the Years



The Great Khan discovers a Glantrian plot to weaken him in AC 1,014 and invades Glantri in AC 1,015 but is defeated at the doors of the city. I must say I didn't like too much the spotlight given to Von Hendriks, who in my campaign was eliminated much earlier by PCs, as I supposed was more or less meant to be in GAZ1: *"The Grand Duchy of Karamaikos"*. However the beauty of the Almanacs is that you can use or not use whatever you like. Anyway the defeat in Glantri causes an ongoing civil war in Ethengar as Moglai's son, Manghai, tries to take control of the clans, first possessed by an evil spirit and later as himself in AC 1,019. The last MA however didn't go on with this interesting storyline, as the Almanac contains only two events related to an Ethengarian raid in Heldann.

Comparison with the Official Almanacs

The official almanacs focused all the storylines on the enmity between Ethengar and Heldann, ignoring Glantri, while the MA instead created an interesting war against the nation of wizards. They also developed some hints which were present in *Gazetteer 12: The Golden Khan of Ethengar*. Still it is a bit of a pity that Moglai Khan is defeated multiple times and fails to conquer any lands, as an Ethengarian expansion in the territory of its neighbours could create some interesting adventures.



Trungpa speaking with Manghai khan

Possible Future Developments

A weakened Ethengar could easily become prey of the Heldann, Thar and Psa'gh, the risen Aengmor City, or even Glantrian conquest. But Manghai could still prove to be better, or luckier, than his father and finally lead his people into their much dreamed conquest of neighboring lands.

Glantri

Glantri is obviously a major focus of the “*Wrath of the Immortals*” war and is greatly changed after it, with the presence of the Great Crater, the death of some Princes and the disappearance of Etienne. In AC 1,010 Dolores/Synn arrives in Glantri with a mysterious agenda, probably related to the Radiance as the fact that the Day of Dread begins at the midnight of Glantri City is bound to reveal to all wizards and astronomers of the world something’s going on there. She rapidly rose to Principality, allying with Jaggar and sponsoring Kol as a new Prince too. In the meantime Averoine is contested between Henri and Isidore, with the final victory of the latter in AC 1,011. In the end Dolores loses her ally Henri but gains a new one in Kol. In AC 1,012 Dolores tries to have Malachie killed, as he is investigating her, but ultimately he discovers what she truly is. Kol enjoys and



protects Von Hendriks as new advisor and the War in Oenkmar actually makes New Kolland stronger. The *Josbuan’s Almanac* in AC 1,013 has some minor interesting events for Glantri but almost nothing to continue the ‘Dolores’ storyline.

GLANTRI events

1004	Spring	A Spy Perishes (<i>WotI</i> p. 73)
	Summer	Alphatian Proclamation (<i>WotI</i> p. 74); Death of Torenal (<i>WotI</i> p. 74); ‘Assassins’ Escape (<i>WotI</i> p. 75)
	Fall	Glantrians Assassinated; Thyatis intrudes (<i>WotI</i> p. 76); Asterius’s Temples Burned (<i>WotI</i> p. 77)
	Winter	Alphatian Armada Burns (<i>WotI</i> p. 77)
1005	Spring	War Is Declared (<i>WotI</i> p. 77)
	Summer	Empires Build Forces (<i>WotI</i> p. 78); Alphatia Sends Monsters (<i>WotI</i> p. 78)
1006	Spring	Sabotage in Alphatia (<i>WotI</i> p. 79)
	Summer	The Master’s Revenge (<i>WotI</i> p. 80)
1007	Summer	Thar Looks to Glantri (<i>WotI</i> p. 83)
1008	Summer	Plague Reaches Glantri (<i>WotI</i> p. 85)
	Fall	Rad Grows Desperate (<i>WotI</i> p. 86)
	Winter	Thar Moves South (<i>WotI</i> p. 86)

1009	Spring	Heldanners Hit Thar to help Glantri (<i>WotI</i> p. 87)	
	Fall	The Week Without Magic (<i>WotI</i> p. 89);	
	Winter	Thousand Wizards Convene (<i>WotI</i> p. 89); The War Ends (<i>WotI</i> p. 90)	
1010	Nuwmont 20	Synn arrives in Glantri; Margaret Fenswick dies	
	23	Synn poses as Dolores Hillsbury, daughter of Margaret and Volospin Aendyr	
	Watermont 3	Dolores becomes a heroin by stopping King Thar's attack	
	Thaumont 15	Attempted kidnapping of Isidore and Richard d'Ambreville	
	Flaurmont 15	Frau Gertrud Von Drachenfels dies	
	18	Council refuses help to Erewan	
	Klarmont 12	Isidore and Richard captured by Henri	
	25	Henri new Prince of Averoigne	
	Felmont 9	Several Erewan elves to Karamaikos	
	Ambyrmont 7	Kol petitions to become a Prince but doesn't succeed yet	
	26	Dolores becomes Princess of Fenswick	
	Kaldmont 5	Kol on three-month probation to become Prince	
	1011	Nuwmont 1	Reaction to the Day of Dread
		Watermont 13	Heavy snow in Glantri
		Thaumont 24	Agents of Morlay-Malinbois fail to free Isidore and Richard from Henri d'Ambreville's dungeon
Flaurmont 1		White Wolf and his men free Isidore and Richard	
7		Prince Malachie brings charges against Prince Henri in the Council	
14		Council hearings begin	
17		Kol petitions for his Principality but he is defeated again	
Yarthumbont 7		Prince Henri fined by the Council	
Fyrmont 20		Isidore petitions the Council against Henri	
27		Council votes to reconsider the succession of Nouvelle Averoigne	
Ambyrmont 6		Parliament reopens succession of Averoigne	
20		Ferdynand Lillipot's flying Gargantoid stolen in Glantri City	
Sviftmont 5		Prince Malachie tries to set up a trap against Henri	
8		Vote on Averoigne is a tie so a duel will take place for the succession	
9		Henri attacked by werewolves, but he and his guards kill them	
12	Isidore attacked by assassins, but the attempt is unsuccessful		
14	Henri cursed		
15	Isidore defeats Henri in duel and <i>disintegrates</i> him		



- Eirmont 6 Great School of Magic announces students will be able to learn custom spells, to compete with the Karameikan School
- Kaldmont 19 Murders in Nouvelle Averoine; secret attacks by Synn
- 21 Principality of New Kolland is approved
- 27 Preparation for the Day of Dread
-
- 1012** Nuwmont 14 New Kolland borders set
- Vatermont 18 New worm from Great Crater displayed at Monster Fair
- Flaurmont 4 Prince Kol protests in the Council against monster hunters in the Great Crater
- 5 Malachie discovers Dolores cannot be the daughter of late Lady Margaret of Fenswick
- 27 D'Ambrevilles called in Castle Amber; Malachie investigates
- Yarthmont 4 Dolores declares the White Wolf dead
- 8 Glantri City's canals dry up due to an underground elemental battle
- 11 Malachie declared dead and Morlay-Malinbois awarded to John Beaumarys-Moorkroft
- 14 Prince Malachie returns and dominions awards stop
- Klarmont 15 Malachie hunted by Geneviève de Sephorà in the Night of the Red Moon, escapes
- Felmont 21 Council votes to improve roads and travel means; shadow elves slaughter and drive away all humanoids in Oenkmar; Angus McClintock escapes to Glantri City
- Ambyrmont 23 Adventurers meets Ferdinand Lillipot and his Gargantoid in the Kurish Massif on his way to Sind
- Swiftmont 15 Humanoid raids increase all around the Broken Lands as many tribes escape from the shadow elves
- Eirmont 8 Ludwig Von Hendriks captured by halflings in New Kolland
- 12 Von Hendriks rescued by kobolds
- 14 A Prince Malachie spy sees Dolores transforming into a dragon
- 15 Kol demands protest is sent to the Five Shires for attempted kidnapping
- 19 Malachie ask Jaggar's help to ascertain if he knows Dolores is a dragon
- 24 Five Shires denies through the DDC involvement in the attempted kidnapping of Von Hendriks
- Kaldmont 1 New Kolland asks the Council for food and gold to deal with humanoid refugees from the Broken Lands
-
- 1013** Nuwmont 5 Great snowstorm in Glantri
- Vatermont 18 Trained yowler bought for 5,000 gp at Monster Fair
- Thaumont 7 Early thaw of the canal drowns 19 skaters
- 27 Mishap at the Arcanium Fair provokes destruction of tents but no victims



	Yarthmont 15	Partial eclipse of full moon in Glantri, Darokin, Karameikos; lycanthropic activity increases
	Felmont 17	Escaped giant tarantella spider kills 100
	25	Mages from the Great School in Glantri and the Karameikan School sail from Mirros to study the Behemoth
	Fyrmont 1	Plague in Morlay-Malinbois stopped by priests
	20	Mild eruption of Mount Skullhorn in Glantri
	Ambyrmont 10	Battle between shadow elves and humanoids along the Vesubia river causes a flood which blocks the caravan route between Darokin and Glantri
	Kaldmont 3	Avalanche blocks Skullhorn Pass
1014	Nuwmont 1	Hool and the red orcs decide to leave New Kolland; Kol lets them go
	5	Great Migration decides to go west to search for the Blue Knife; no other humanoids want to go
	Thaumont 28	Etienne secretly saves Malachie from assassination attempt
	Flaurmont 3	Great Migration commences; Nizam's gnolls join it
	Felmont 15	Glantri boycotts Third World Games in Ylaruam due to rules against wizards
	Fyrmont 2	Earthquake in southern Glantri, western Ethengar and northern Darokin for the rising of Aengmor City
	Ambyrmont 9	Ethengar prepares a war against Glantri
	Swiftmont 3	Jaggar understands Dolores is evil and begins working against her
	Kaldmont 17	Synn and Deimos begin their attacks on Darokin from the Orclands
1015	Nuwmont 17	Jaggar wants to rebuild Volospin's Dragonflies
	Vatermont 3	Dragonflies cannot be rebuilt
	7	Jaggar asks for new skyships
	17	Glantri City attacked by the Thousand Fists of Khan
	Flaurmont 9	Bramyra and Tchernovodsk attacked
	13	Bramyra and Tchernovodsk conquered by the Ethengarians
	15	The Khan splits the horde
	17	Horde blocked at Skullhorn pass
	20	Boldavia besieged
	23	Ethengarians fight against the undead
	Yarthmont 4	Boldavia resists
	18	Undead change side
	20	Morphail says the Ethengarian shamans took control of them but it's a plot by Dolores



Klarmont 11 Boldavia's defense broken; the horde moves to Klantyre
19 Siege of Glenmoorloch begins

Felmont 3 First two Glantrian skyships sail
6 Pegasus skyship bombards the Ethengarian at Skullhorn pass and they have to retreat
8 The *Griffon* skyship crashes in Klantyre
10 Jaggar asks for more funds for skyship but they are denied
23 Jaggar considers hot air balloons
26 Glenmoorloch falls

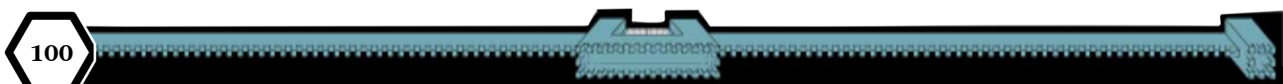
Fyrmont 1 Ethengarians plunder Krondahar
4 Ethengarians repelled in Bergdhoven and Aalban
5 Prince Jherek killed in magical duel in Braastar
8 Glantain air fleet of 20 skyship with air balloons launched
16 Bombardments of Ethengarians who move to Glantri City; siege begins
20 Kol's humanoids attack Ethengarians; Jaggar mutilated by the Great Khan, who is killed by Von Hendriks; siege broken and Ethengarians retreat
25 Lan-Syn Virayana new Princess in Krondahar; Jaggar renounces to invade Ethengar
26 Urbaal accuses Montgolfière of stealing his air balloons
28 Duncan McGregor meets Von Hendriks to increase power of non-mages

Ambyrmont 4 Urbaal and Montgolfière meet and agree to cooperate

14 Qenildor Erewan new Baron of Huledain

Swiftmont 4 Angus McClintock recognized as new Baron of Uigmur; his mother Mira can now rest
6 Dolores asks that Jaggar is stripped of nobility as he cannot cast spell without an arm
25 Hobgoblin Goznuk hides in Glantri City as he knows Von Hendriks did not slay the Khan

1016 Nuwmont 1 Dolores and Malachie to compete for supreme judge; Brannart presumed dead
2 Isidore promotes improvement of roads
3 Jaggar increases military budget and narrowly maintains title of Prince in voting
5 New Tree of Life in the Barony of Celedyl
13 Angus McGregor claims the title of Prince of Klantyre
15 Karameikos and Five Shires protest Von Hendriks's presence





Vaterrmont 3 Ralindi and Rejladan Virayana challenge Lan-Syn's title of Princess

4 Jaggar ponders how to replace his arm

13 Werewolves in the service of Dolores attack Les Hiboux

16 Dolores meets Aleah Virayana to support her son Ralindi

Thaumont 7 New road commissioned between Celedyl and Fort Fletcher in Darokin

17 Werewolves attack Stratford in Westheath

25 Angus McClintock, now McDuff, hosts a seminar on Aengmor City/Oenkmar at the Great School

Flaurmont 12 Von Hendriks stages and defeats a bandit attack in Estin, Sablestone

20 Werewolves attack Galadyl in Erewan and Dolores plants proofs against Malachie

Yarthmont 1 Dolores wins the title of Supreme Judge

23 Rolf von Graustein makes a new mechanical arm for Jaggar

Klarmont 3 Ralindi Virayana voted as new Prince of Krondahar

Felmont 9 Von Hendriks courts Juliana Vlaardoen

10 Shadow elven ambassador in Glantri City

15 Sinaria Verlien found by adventurers in the Nightmare Dimension

Amyrmtont 1 Juliana Vlaerdoen voted as new Treasurer

3 Prince Erian of the shadow elves is sent to study at the Great School of Magic

10 Juliana and Von Hendriks go to the theater

16 Carlolina Erewan agrees to assist the shadow elves in healing Canolbarth forest in exchange for help against humanoids

Swiftmont 26 The goblin Broknag finds Volospin Aendyr in Silverston

Eirmont 8 Synn as a black dragon attacks settlements in New Kolland, displeased by Volospin Aendyr's return

1017 Nuwmont 2 Brotherhood of the Radiance has strange dreams

14 Montgolfière & Urbaal reveal their flying gondola

Vaterrmont 3 Taterhill Races proposed by Archduke John Beaumarys-Moorkroft

7 Long Runner exiles fleeing Wendar arrives at the Forteresse d'Ylourgne

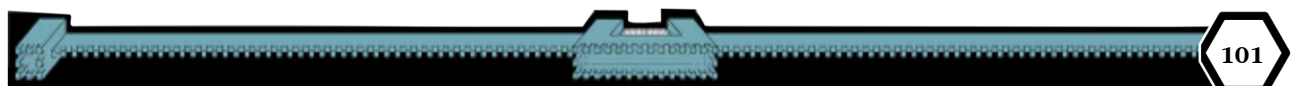
9 Warehouses of Montgolfière & Urbaal, Ltd. set ablaze in Leenz

10 Alfheim refugees continue on to Erewan

12 Moorkroft has interests in Taterhill

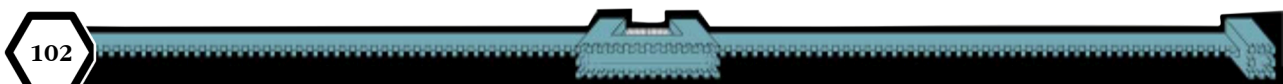
15 Taterhill Races proposal voted down

24 Alfheim refugees welcomed in Erewan



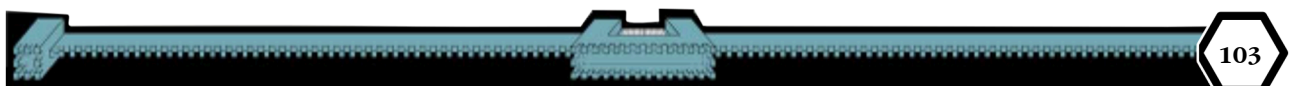


- Thaumont 6 Attempted assassination of Dolores in the theatre; assassin *disintegrated*
- 8–9 Investigation goes on on the assassination attempt
- 11 Erendyl refugees from Wendar arrive in Celedyl
- 14 Investigation on assassin's identity leads nowhere as a suspect is found killed
- Flaurmont 4 Morphail meets Jaggar
- 11 Ethengarians discover the body of the Great Khan is in the Great School of Glantri; Don Fernando de Casanegra feels a presence in the Radiance
- 13 Atzanteotl sends Dolores a dream of Canolbarth
- Yarthmont 27 Bakai and other children of the Khan arrive in Bramyra
- Klarmont 10 Bakai and the others are stopped at the Great School and hosted by Urmahid Krinagar
- 11 Morphail propose three new Council charges and a new Duchy
- 17 Volospin sighted in Eriadna
- 18 Moglai's body stolen by Krinagar and given to Bakai
- 20 Parliament votes on the new charges
- Felmont 7 Anton Vlaardoen talks to Feldian to plot against Von Hendriks
- 15 Midsummer Night's Ball of Princess Carnelia sees the apparition of the supposed mortal forms of Ixion and Valerias
- 18 Malachie is Warden of the Marches with Jaggar's support, Prince Ralindi Virayana is Merchant-Mage, Prince Angus McGregor is new viceroy of the fort to be built between Ylourgne and Sablestone; Duchy of Taterhill approved
- 20 The Erewan suspicious of Dolores's activities in Canolbarth
- Fyrmont 3 Clerics of Valerias from Darokin visit Glantri and meet Carnelia
- 7 Humanoids attack Trintan
- 16 Feldian contacts Juliana
- 23 In Adlertum Rolf Löwenroth, heir to the Baron, marries Viktoria von Drachenfels, cousin of Jaggar, and Walburg Löwenroth, the baron's daughter, marries Jaggar's heir Sigmund
- Ambyrmont 1 Volospin sighted in Glantri City
- 3 Malachie sends skyships to Aengmor
- 15 Synn defeated in Aengmor
- 22 Pilgrims of Valerias to Belcadiz Manor in Glantri City
- 24 Feldian saved from assassins by halflings
- 25 Princess Tanadaleyo asks about the skyships
- 27 Lovecraft asylum burns in Rymskigrad and Sinaria Verlien escapes





	Sviftmont 1	Carlolina and Urhamid speak with shadow elven ambassador about the skyships
	12	Alasdair McAllister new duke of Taterhill
	20	Duel set for Viscount seat
	Eirmont 2	Juliana is pregnant
	5	Gerrid Rientha wins the duel and is the new Viscount of Castel-bianco
	10	Juliana confides in Dolores
	20	Robin Moorkroft and his Mundaners pillage the McAllister caravan in Taterhill
	Kaldmont 14	Robin robs Prince Kol
	19	Kol protests in Parliament and is mocked by Dolores and others
	22	Chaos in Parliament with cross-accusations about the identity of Robin Moorkroft
	26	Dolores orders the removal of Valerias's pilgrims camped near Belcadiz Manor
	27	Alexander Day massacre of pilgrims leaves dozens dead
1018	Nuwmont 1	Council of Princes following the massacre
	5	Gnomes leave Torkyn Falls for Rockhome; new meeting of the Council
	Vatermont 3	Baron of Oxhill Pieter Vandehaar stages his death by Followers of Claymore to avoid judgment for cheating in duel; infant son becomes new baron
	9	Thousand Fists of the Khan attack at the Monster Fair
	18	Church of Valerias and some nations like Sind, Ylaruam and Ethengar promise retribution for the massacre
	28	Tubak/Ixion appears to Boldavian barons, in truth a prank by Robin Moorkroft
	Thaumont 7	Followers of Claymore take over the new Fort Augusburg
	11	Malachie retakes the fort with skyships bombardment
	15	Marriage in Krondahar of Prince Ralindi Virayana and Rina Krinagar
	Flaurmont 1	Brotherhood of the Radiance hears new voices
	19	Failed assassination attempt against ambassador Catherine d'Ambreville in Thyatis City
	Yarthmont 10	Followers of Claymore attack Sablestone and Prince Harald defeats them with water magic
	12	Morphail goes to Norwold to investigate Nyx's realm and seek contact with her
	16	Attempt to kill Morphail by supposed Belcadiz undead slayers
	Klarmont 3	Sinaria Verlien goes to Juliana
	15	Jaggar's heir has triplets





Felmont 4 John Beaumarys-Moorkroft shifts sides again and allies with Kri-nagar

15 Carnelia host her Summer party again but there are no Immortals apparition this year

18 Conclave of Valerias in Darokin City; Gareth speaks in favor of Glantri

26 Volospin Aendyr returns and proposes to appease Darokin, Karameikos and Thyatis by selling skyships, extraditing Von Hendriks, and granting a plot of land to clerics of Valerias to build a church

Fyrmont 1 Juliana, freed of Von Hendriks's spell, denounces him

9 Juliana gives birth

14 Von Hendriks tries to kidnap the baby but is defeated by Juliana

22 Von Hendriks arrested, departs by caravan to Karameikos

Ambyrmont 4 Skyships fly to Darokin

8 Juliana and Kol no longer Dolores's allies

27 Sigmund von Drachenfels unveils the metallic dragon 'Old Dolores' in Graez

Sviftmont 1 Voice from the Radiance

15 Skirmish with elves in New Kolland

20 Tel'Eronnd meets Carlolina

Eirmont 2 Sigmund Von Drachenfels abducted in Leenz

12 Ground broken in Caurenze for the new monastery of Valerias

Kaldmont 1 Von Hendriks arrives in Mirros

2 Sigmund reappears in Leenz after oards' kidnapping

5 Harsh winter hits

17 Prince Harald's breakdown

22 Frau Hildegarde prepares for a duel with Innocenti di Malapietra in Caurenze

1019 Nuwmont 1 Earthquake in Glantri after the death of Innocenti

4 Fake Innocenti killed at the Abbey of Valerias sent by Hildegarde

7 Ellerovyn clan oracles divine Kol is a shadow elf

25 Blackmoorian artifact belonging to Danira Voshane, baroness of Egorn, is reactivated by oards

Vatermont 7 Rolf Löwenroth will have illegitimate heir

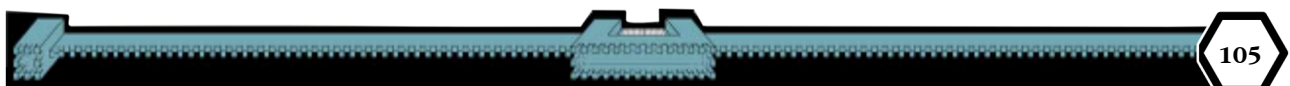
18 Carlolina tells Kol she knows his secret and demands a stop to raids against Erewan

27 Lucrecia di Malapietra hosts a banquet in Glantri City





- Thaumont 4 Agostino di Malapietra seemly dies attacking Lucrecia but it's really Cesare Fulvina
 10 Horde from the plane of Earth attacks Sablestone
 22 Robin Moorkroft turns Ambreville paintings into caricatures
- Flaurmont 2 Two young werewolves rough up three teen partygoers
 7 Free Anachronic Society denounced by Jaggar as criminal in Aalban
 15 Young werewolves cause more nuisance
 18 Young werewolves hurt young mage Valachi Sulescu
 22 Pieter Verlien campaigns against fraudulence among the nobility
 26 Lucrezia announces death of Innocenti, Agostino claims Sirechia, Lucrecia dies and Agostino is the new Viscount
- Yarthmont 2 Agostino dies and Bartolomeo is Viscount
 3 Young werewolf killed
 7 Hildegarde von Drachenfels visits Berrym
 9 More airships to Darokin
 12 Fake Marchioness of Berrym exposed, kills herself
 13 Official investigation on young werewolves ends
- Klarmont 12 Award festival for Berrym
 14 Corun House commissions airship
 21 Dian and Diane de Moriamis fight at Chateau Morlay
 22 Malachie in Court House of the Parliament; Dian is arrested but vanishes
- Felmont 3 New Kollanders at the Great School
 9 Werewolves battle a female wizard in Glantri City
 11 Werewolf hunter Myndella unmasked; Malachie and Morphail meet
 18 Werewolves attack a caravan near Braastar
 20 School of Magic admits humanoids
- Fyrmont 7 Play mocking Juliana ends in fire at the theatre
 11 Werewolves arrive in Karameikos to hunt the hunter
 17 Three students die at laboratory incident in the Great School, Carlolina saves the others
 27 Carlolina escapes aerial assassination
- Ambyrmont 2 Carlolina meets Harald in Sablestone
 15 Wedding of Dominick Haaskinz with Ysabel de Fedorias where Etienne is sighted



- Sviftmont 11 Bounty on Myndella elapses as per agreement between Malachie and Morphail
12 Harald dines with Carlolina and Carnelia
- 23 Sean McAllister kidnapped
- Eirmont 5 Students reveal to Grand Master of the School Harald that Sean McAllister is Robin Moorkroft
14 Fireball at the Ice Games when Sinaria Verlien confronts Jissel de Gheyn, who affirms to have Juliana's real mother
24 Clerics of Khoronus in Darokin have a vision of oards in Glantri City
28 The oards find the Beagle engine
- Kaldmont 1 The oard Viktoria von Drachenfels and her minions fight in Alexander Platz with Harald, Carlolina, other School masters and clerics of Khoronus but are defeated
17 Synn learns about the location of the Radiance
26 Silver Star airship of Corun House's first flight to Glantri City



Kol made with Bing AI Image creator prompting the description in the PWA, not exactly as the known illustrations but interesting.

The Mystara Almanacs Storylines through the Years

Glantri has even more space in the MAs than it had in the official Almanacs. AC 1,014 has only some events, with the rift between Jaggar and Dolores which develops from some hints in the *Poor Wizard's Almanac III* and an intervention by Etienne which also stems from the PWA's events. The AC 1,015 storyline is focused instead on the war with Ethengar with the victory of Glantri and the development of new sky-ships. In AC 1,016 Glantri rebuilds after the war, continuing with the usual intrigues. Dolores tries to maneuver Von Hendriks to gain the alliance of Juliana Vlaardoen but she is displeased with Kol, whose minions retrieve her alleged 'father' Volospin Aendyr. In AC 1,017 there are many events, with the usual intrigues and political maneuvers. Dolores is busy in Aengmor/Canolbarth (the plot of the videogame *Shadow over Mystara*) but is eventually defeated by

adventurers and Malachie's skyships. Juliana is torn between Von Hendriks and her former lover Feldian, and discovers she is pregnant at the end of the year. Morphail and Malachie begin to talk, and Dolores may lose him too after losing Kol as an ally. The year ends with the Alexander Day massacre of clerics of Valerias gathered after a supposed apparition of Ixion and Valerias at Belcadiz Manor. In AC 1,018 the massacre has repercussion with Glantri threatened by the Church of Valerias and attacked internally by Followers of Claymore and the Thousand Fists of the Khan, so eventually it has to apologize, granting an abbey to the Church and supplying skyships to Darokin. Von Hendriks tries to kidnap Juliana's baby but is defeated and extradited to Kara-meikos. Dolores as Supreme Judge of Glantri suffers a diminishing reputation for the massacre and loses Juliana too as an ally. Volospin Aendyr publicly returns to the Council and officially recognizes her as a daughter. A bandit, Robin Moorkroft, becomes famous with some daring thefts and pranks against famous wizards. In the meantime the oards (a cybernetic civilization which appeared in CM6 *Where Chaos Reigns*) have discovered the Radiance and want to take control of it! In AC 1,019 there are again many events for Glantri. Hildegard Von Drachenfels secretly kills Innocenti di Malapietra and after a long series of assassinations, Bartholomeo di Malapietra is the new Viscount of Sirecchia. Young werewolves cause some troubles in Glantri City while Dolores continues her intrigues. At the end of the year the oards try to take control of the Radiance but are defeated by Harald and Carlolina and other wizards of the School. Dolores finally learns where the Radiance is exactly located and will probably act on this information.

COMPARISON with the Official ALMANACS

The *Mystaran Almanacs* developed several more storylines on Glantrian nobility, also using the vast material of the *Glantrian Personnel Division* and *Paparazzi Glantri*, two great fan works on the country of wizards of which we give some more details in this issue. Dolores/Synn and her search for the Radiance is obviously still the most important one. It's a great idea to use the plots of the videogames *Tower of Doom* and *Shadows over Mystara* in this context as the MAs did in AC 1,014–15 and AC 1,017, as it makes sense Dolores doesn't know exactly where the Radiance is located and the shadow elves' crystals may well be one of her first hypothesis. At the end of 1,019, also 'thanks' to the meddling of the oards, she knows. And this will certainly not bode well for the future of Glantri.



Synn



Possible Future Developments

Dolores/Synn had several setbacks and lost some allies during her years in Glantri, but she's still the major menace the nation has to face. It could be expected that in AC 1020⁸ Synn will make her move to take control of the Radiance and probably Etienne/Rad would have to intervene to stop her. The outcome of this battle will likely shape the future of Glantri.

⁸ There is a working thread on the AC 1020 Fan Almanac, which Hausman is editing, in The Piazza forums, see the link in the References below

REFERENCES

The "*Wrath of the Immortals*" set and the official *Almanacs* can be bought as PDF files on the Drivethrurpg site:

<https://www.drivethrurpg.com/en/product/284479/Wrath-of-the-Immortals>

<https://www.drivethrurpg.com/en/product/17347/poor-wizard-s-almanac>

<https://www.drivethrurpg.com/en/product/16994/poor-wizard-s-almanac-ii-basic>

<https://www.drivethrurpg.com/en/product/17348/poor-wizard-s-almanac-iii-book-of-facts>

<https://www.drivethrurpg.com/en/product/17350/joshuan-s-almanac-book-of-facts-basic-2e>

Mystaran Almanac AC 1020 at the Piazza Forums:

<https://www.thepiazza.org.uk/bb/viewtopic.php?t=17075&start=250>



A Crown for Synn

A Guideline for the Mystaran Almanac AC 1020 Development

by Hausman Santos
with contributions from Micky & Robin

AUTHOR'S INTRODUCTION

This article provides an update to the Glantri setting, primarily a plotline collecting the exchange of information that was discussed between myself (Hausman) and Micky, also with some scenery elements that were being worked on by Robin (like the incidents with the sphere of darkness at the Great School of Magic¹) as part of the work for a follow-up to the *Mystaran Almanac*.

¹ See "Test of Darkness" in "Glantri Kingdom of Magic" Boxed Set – TSR Publishing; also the article: "[Charting and projecting continued Radiance usage](#)" – by Robin at the Vaults of Pandius

It is a guideline about the conflict between Synn and the Brotherhood of Radiance (and the situation of Rad/Etienne) in the face of the discovery of the secrets of Radiance and the attempt of the Queen of the Night Dragons to try to take this power for herself (using all possible forces). That would happen, according to the course of the Almanac AC 1020, at the same time that the Orcwars are devastating eastern Darokin.

These are the basic essays on the outline for the plotline (before defined or concluded) for Glantri and their situation in *Mystaran Almanacs*' age.

BASIC PREMISES

Since her first appearance in *DRAGON Magazine*², the Queen of the Night Dragons has been gaining relevance in the Known World. At some point post “*Wrath of the Immortals*” events she began her personal project of gaining power in Glantri by being a force moving her influence to the council of princes or even controlling all of them as a final intention.

Gradually, the editions of the “*Poor Wizards Almanacs*” (through the production of Aaron Allston in PWA I and continued by Ann Dupuis in PWA II and III) developed the plot of how Synn gained power among the princes of Glantri until her discovery of the Radiance (finally in fanon *Mystaran Almanac AC 1019*). This leads to a new escalation of power and she is determined to take this magical force and use it to achieve immortality in the sphere of Entropy.

SPECULATED PROGRESSION

Here are some interspersed excerpts discussed in brainstorming to develop the progression of these outlines:

“Synn discovered Margaret’s notes. Sees obviously those who wield it are of immense power thus she just can’t muscle in and take it... She assumes she is dealing with forces perhaps greater than her own, thus she is vulnerable. Since she is not an idiot, she moves cautiously.”

² Issue #163: “The Return of the Darkness” in “The Voyage of the Princess Ark” by Bruce Heard – TSR Publishing

The intrigue of hidden figures in notes (as per *Margaret’s notes and Edward Hillsbury’s diaries*) and demonstrations of powers show that there are forces beyond the powers of the council of princes governing the magic of Glantri. That in fact the Radiance is not something symbolic like magical knowledge emanating from Glantri³ as many argue, but rather a real palpable power unknown to the masses. As Synn is well positioned in Glantrian politics, she begins her move in this direction.

“She does quietly go the knowledge/discovery route and puts enough pieces together to build her receptacle. She will make a play at gaining control of the Radiance... but she will need help to even have a reasonable (or most importantly PLAUSIBLE) chance to gain its power.”

Having built her personal receptacle, Synn would already benefit from her first contact with the Radiance. However, this also brings her into contact with the Brotherhood of the Radiance, who will try to discover her identity. But this does not matter, because she will do everything possible to take this power into her own hands and destroy anyone who opposes her.

³ As shown in “The Order of Radiance” pg. 15 – GAZ3: “The Principalities of Glantri” – TSR Publishing



Dolores and her dragon form, image produced by Midjourney AI prompted by Senarch

The Path to Entropy⁴

The path for the Sphere of Entropy doesn't favour any class in particular. Given that Entropy is opposed to the other four Spheres, there exist four distinct paths for achieving Immortality (namely: *Destroyer*, *Manipulator*, *Dungeon Master* and *Tyrant*), each one of which is directly opposed to one of the four paths of the other Spheres in a sort of negative or compensatory parody.

⁴ See more in "Paths to the Immortality" in "[Codex Immortalis](#)" by Marco Dalmonte at the Vaults of Pandius

Opposition from the Brotherhood of Radiance is a formidable opponent even for Synn, for Radiance is a secret that cannot be kept from anonymous amateurs. So this ignites an open confrontation for Radiance.

"She will need immortal help... Entropic help, the few that know enough to help her directly. But of course the Brotherhood of the Radiance is warned by Rad (wait... how many years has since Rad vanished/disappeared?) that she is bad news and refuses to accept her."

Immortal powers are not something unknown to Synn (although the immortal powers in Glantri have a very peculiar characteristic). However, even the Queen of the Night Dragons has some access to the Immortals of Entropy that date back to their origins in the ruins in Oceania⁵. She will present those powers with a significant offer – the Radiance of Glantri – in exchange for the power and aid of the Immortals of Entropy. She will try to bring these allies with her as an ace up her sleeve in a possible confrontation with Rad and the Brotherhood of the Radiance.

"The Brotherhood moves in to stop her... and she calls her allies... that thing being on the council would be sort of self-evident. Especially if she engages in outright warfare against the keepers of what made Glantri what it is, the Brotherhood of the Radiance."

As can be seen in the Glantri Gazetteer⁶ the new user's contact with the receptacle built with the energies of the Radiance also depends on the consent of Rad (who is

⁵ See more in "[Gazetteer of Oceania](#)" (an Italian PDF) in the Vaults of Pandius

⁶ "The Secrets of the Radiance" section – GAZ3: "The Principalities of Glantri" – TSR Publishing

aware of all minds directly linked to the energy of the Radiance), who, once disapproving of Synn's actions and intentions, can reveal her identity to the members of the brotherhood and order a true hunt to extinguish her (preserving Glantri's magical secret). Rad can contact and order his most warlike followers in this case.

“The most evil of the bunch, Angus McGregor, would be first and foremost in defense of Glantri and the Radiance and against Synn. Especially as the last thing he'd want is competition on the block for being the most evil member on the Council of Princes. lmao!”

Well, then all hell breaks loose... but in the Glantrian style of intrigue between wizards. Of course, all the excerpts presented above from this brainstorm of ideas discussed between writers and members of the Almanac Team are general guidelines where the plot will seek a line of development to run.

Robin also brought us an interesting subject regarding the uncontrolled growth of the sphere of darkness beneath the Great School of Magic in the capital – and certainly Synn will take advantage of this to bring darkness and chaos if she needs to confront her enemies and usurp Glantri's magical power for herself.



AND THEN GO ON

These are ideas created by many hands and minds in the editorial history of the Almanacs, which we have collected with great respect and considered the best possible development for an appreciable sequel. The answer will certainly come in future editions of the Fanon Almanacs.

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The Memory Gap

A Simple Spellcasting Variant

by Trevor Holman

In my AD&D games, I've created a spellcasting system that enhances the spellcaster's options for the way they choose their spells as well as the number of spells they can cast. It doesn't use spell points, but it does add rules to balance the benefits the spell-caster receives—such as spell fatigue and exhaustion, spell erosion, etc., and more.

For my basic games I wanted something simple, but something that still offered a little more freedom for the spell-caster to have options should a situation arise, allowing more spontaneous gameplay for spell-casters.

Below is something I hope fits that bill.

In this variant, spells are learned normally per the rules of study and meditation. However, they remain in memory until discarded for other spells. The number of spells a character can memorize is based on their class level plus their intelligence or wisdom score, depending on the class (wisdom for clerics, intelligence for magic-users and elves). The effect below does not allow the character to cast additional spells but will enable them to memorize more spells to choose from. Thus, depending on the situation, the character becomes slightly more useful—and dangerous.



Intelligence/Wisdom Adjustments

Score	Effect
13—15	+ 1 spell/level
16—17	+ 2 spells/level
18	+ 3 spells/level

I.e. a 3rd-level Conjurer can cast two 1st-level spells and one 2nd-level spell. If the Conjurer has an Intelligence score of 16 they can memorize two additional spells per level. Instead of the two 1st-level spells and one 2nd-level spell, the character would now have four 1st-level spells and three 2nd-level spells to choose from, but could still only cast two 1st-level and one 2nd-level spells in a day.

As mentioned, this is a simple variant and the DM can still require characters to study all their spells before each adventure or force spells to be lost on casting them. This variant can also be expanded to include casting additional spells during adventures where a character is desperate. There would be great risk involved, causing fatigue, exhaustion, or even death to the caster.

Vancian Magic



by Lance Duncan

FROM the
MYSTARA
FORUMS at



This is my attempt to reform the magic system in *D&D* to be more in line with the fiction of Jack Vance. I should warn the reader that I haven't actually read all of the "*Dying Earth*" novels, but this is my understanding from reading a couple novels, a

few short stories, several excerpts from the novels relating to magic, and other people's analysis of the "*Dying Earth*" fiction. I am also using the "*Dying Earth RPG*" (2001) to fill in some gaps.

ON THE PRINCIPLES OF MAGIC

Let's begin by examining the basic principles of all magic. Mathematics reveals the secrets of magic. Essentially, mathematics and mathematical formulas are magic. Because math can be used to model/reveal the secrets of the universe it is also the basis for magic. In this sense magic can be looked at as a science, simply one that we don't understand. Yet magic isn't an exact science; it is more of an art form. The mathematical formulas conceal the elemental nature of magic. Mathematics is simply a way of understanding and codifying magic for practical uses. Just like in other sciences, mathematics is not physics or astronomy or chemistry, the equations are simply used to analyze and understand these parts of the universe.

ON THE PRACTICAL USE OF MAGIC

In the "*Dying Earth*", much of the knowledge of magic has been lost, so what is left is arbitrary. Basically spells are used, but the mathematical principles behind them have been lost, and because of that, research of new spells is practically impossible. There are no more than 100 spells left in existence. Each spell has been named after its original creator and performs specific formulaic effects. There are a few different methods of enacting magic, these are: cantraps, arcane spells and incantations, the indentured servitude of Sandestines, and thaumaturgical runes.

Cantraps are the simplest spells; they involve only minor gestures and a short phrase. Anyone can perform a cantrap. The effects of a cantrap can include simple blessings or curses, minor physical effects like swatting a fly, or putting out a candle. Each cantrap causes a specified effect. If a cantrap is miscast the effect can backfire on the caster.

Arcane Spells and Incantations are a defined set of instructions to a magical being to perform something specific. These spells are written in books, memorized by a magic-user, and then cast by chanting an incantation to release the spell. (Basically what we consider normal spellcasting in *D&D*.)

Sandestines are immortal magical creatures able to perform almost any magical feat imaginable. These creatures are fully sapient with their own will. Magic-users summon these creatures and through the presence of another type of magical creature, a Chug, bind the Sandestine into indentured servitude through a series of negotiations. Once indentured, the Sandestine will perform magical tasks for the magic-user, but often pervert the magic-user's intention or just do a poor job out of laziness. Only the most powerful magic-users are able to indenture a Sandestine.

Thaumaturgical Runes are the method by which magic-users enchant items. Runes can be inscribed into objects or floors or walls. They capture a spell and it is performed continuously; the spell effected by a rune cannot be turned on or off.

ON THE PREPARATION AND CASTING OF SPELLS

Each spell is a living thing; it is not just words or numbers on a page. The mathematical formula binds each spell into words and characters on the page. These living spells want to be released, and the very image of the spell on a page will force itself into the mind of the reader. Just reading a spell will release it into a person's mind, and this can drive people mad. The reading (or memorization in D&D terms) is an arduous task. An ordinary man (Intelligence of 10) can hold one spell in his mind; two will drive him mad. Some people have an innate ability (greater Intelligence) to hold more spells, and through study and practice (higher-level magic-user) individuals can learn to hold even more spells simultaneously.

Spells are of differing intensity or level. While a man may be able to hold 6 lesser spells in his mind, he may forgo them if he wants to carry 4 greater spells in his mind, or about a 3:2 ratio of lesser to greater spells. The lesser spells are easier to hold in the mind than the greater spells; just because someone can hold some of the less formidable spells does not mean they can hold any of the spells of greater formidability. In addition a magic-user can purposefully cast out or forget a spell in order to free up space or mental power for a different one.



In order to cast a spell a magic-user has to be able to speak. A spell has to be spoken perfectly or else it can backfire on the caster; this goes back to the formulaic mathematical roots of containing magic in spells. Also the true name of a being has power; a magic-user can curse a being if they know their true name. The casting of spells leaves a distinctive smell in the air that can be detected by anyone who is aware of the significance of the scent.

RULES FOR D&D

Here I am only going to outline some rules for modifying the spellcasting of the magic-user class; cantraps, runes and sandestines will not be treated here.

I see the biggest change necessary to be a difference in how magic-users determine which spells they can memorize. Instead of being able to memorize a specific number of a specific level, they should be able to memorize based on a spell-point basis. Whether spells are split into lesser and greater spells, or 9 different levels of spells seems unimportant to me; it demonstrates the same principle. So a magic-user will be given a certain number of spell points or slots (similar to 5e) and each spell costs a number of spell points to memorize equal to its spell level. I am calling this their "Spell Focus" which will be different for each magic-user based on intelligence. (Following there is a Spell Focus chart which is derived from the spells per day chart of the magic-user in the BECM rules.)

The other big change to implement is a chance for spell failure. I am basing this on a standard INT check. This check would then be modified by the level of the spell being cast (the higher the level, the more chance of failure), the amount of armor worn (this allows magic-users to wear armor, just with penalties to spellcasting), and the base level of magic-user (a higher-level caster is better at casting higher-level spells). Also to prevent this from being cumbersome in game play the miscast roll is unnecessary when high-level magic-users cast low-level spells.

Also a minor detail, there is only 1 spell per spellbook and they are not objects easily carried around. I'm aware there are many in the *D&D* community that feel the description of a spellbook in the *D&D Basic Set* (1983) as having dimensions of 2'x2' and weighing 20 pounds was a mistake, but I think it was a good decision. As far as I'm aware nowhere in the fiction of Vance, or for that matter any other author who wrote before the publication of *D&D*, do you see a magician carrying around easily referenced spellbooks from which they can quickly memorize a spell. There is always a well-protected library and/or laboratory in their home, and it is always something of interest to gain a spellbook containing the lost spell of X from the great magician X. So each spellbook contains only one spell and is something to be closely guarded in a secure location, not bandied about like some traveling bible. (Of course this is something that can be easily discarded by a DM.)

Below is the outline of the rules I have been using for magic-users based on the above guidelines:



Spells

A spell consists of formulae used to bind a daemon to a grimoire. When a grimoire is read the daemon enters the magic-user's mind. The daemon is then released from the character's mind and forced to perform a task when an incantation is properly chanted.

- a magic-user must not be fatigued when reading a grimoire
- it takes 1 turn per spell level to read a grimoire
- it takes 1 round per spell level to chant an incantation
- a magic-user may not contain two daemons of the same spell type in their mind without going insane
- each spell requires an amount of 'spell focus' equal to its level, allowing a mixture of high- and low-level daemons to be contained
- the level and INT of the magic-user determines their spell focus (see accompanying table on page 120)
- to read a spell beyond the safe number, roll an INT check minus the spell level, a failure results in insanity
- if a magic-user dies with spells still prepared, all the remaining spells are released simultaneously at random targets

Miscasting

A spell may be miscast if the incantation is botched.

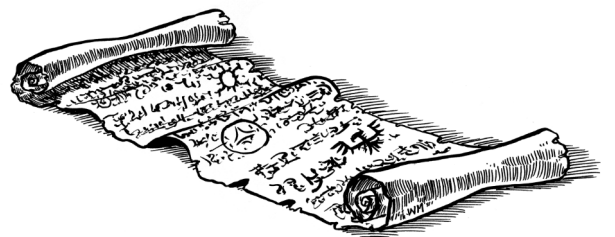
- Make an INT check, -1 per spell level, -1 per AC granted by armor worn, +1 per 5 levels of the magic-user; a roll of 1 results in a backfire (to be determined by the DM)
- if an incantation is interrupted it is miscast, roll for backfire as normal

Counter-Spells

Magic-users can counter other spells.

- requires the release of a daemon of a level equal to the level of the spell being countered
- 1 round to cast if initiative won
- contested roll : successfully counter if miscast roll is higher than the spell being countered

SCROLLS



Magic-users may scribe the incantation of a spell from a grimoire onto a scroll (weighing 0.1 lbs. per spell level) to be preserved for a casting at a later point in time.

- it requires 1 day of game time and 100sp worth of a magical ink per level of the spell to be scribed on a scroll
- when the incantation on the scroll is read the ink dissipates, releasing its hold on the daemon

GRIMOIRES



Magic-users keep libraries of grimoires hidden and well-protected.

- Grimoires are 2'x2', varying in thickness based on spell level
- 1st Level = 300 leaves of parchment, 32 lbs., 2 inches
- 2nd = 400 leaves, 42 lbs., 2.5 inches
- 3rd = 500 leaves, 52 lbs., 3 inches
- 4th = 600 leaves, 62 lbs., 3.5 inches
- 5th = 700 leaves, 72 lbs., 4 inches
- 6th = 800 leaves, 82 lbs., 4.5 inches
- 7th = 900 leaves, 92 lbs., 5 inches

- 8th = 1,000 leaves, 102 lbs., 5.5 inches
- 9th = 1,100 leaves, 112 lbs., 6 inches
- each grimoire contains the arcane background, history, incantation, and necessary binding formulae of 1 spell
- magic-users begin with *read magic* and one other 1st-level grimoire of their choice
- to scribe a known grimoire a magic-user must have access to an arcane library and enough spell focus
- to scribe a grimoire takes 1 week and 1,000sp per spell level

Research

To research an unknown spell a magic-user must have access to an arcane library, a laboratory, and enough spell focus.

- to research a new spell takes 2 weeks and 2,000sp per level
- at end of research roll to miscast
- on failure they must continue research with -1 to miscast
- on backfire all previous research was wasted, laboratory is destroyed; save vs. breath or suffer a critical wound

Spell Focus by Intelligence

- Suffixes (1)–(8) on Magic-User level = no chance of miscasting a spell of this level

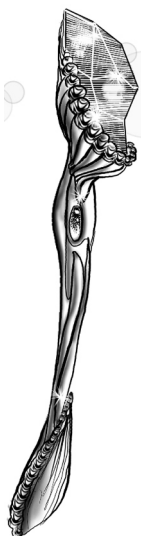
Magic-User Level	Magic-User Intelligence								
	10	11	12	13	14	15	16	17	18
1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2
3 ⁽¹⁾	2	4	4	4	4	4	4	4	4
4	2	6	6	6	6	6	6	6	6
5 ⁽²⁾	2	6	9	9	9	9	9	9	9
6	2	6	12	12	12	12	12	12	12
7 ⁽³⁾	3	7	13	17	17	17	17	17	17
8	3	9	15	23	23	23	23	23	23
9 ⁽⁴⁾	3	9	18	26	31	31	31	31	31
10	3	9	18	30	40	40	40	40	40
11 ⁽⁵⁾	4	10	19	31	41	47	47	47	47
12	4	12	24	36	46	52	52	52	52
13	4	12	24	24	46	58	58	58	58
14	4	12	24	40	55	67	67	67	67
15 ⁽⁶⁾	5	13	25	41	56	68	75	75	75
16	5	15	30	46	61	73	87	87	87
17	6	16	31	47	67	85	99	99	99
18 ⁽⁷⁾	6	16	31	47	67	85	99	107	107
19	6	16	31	51	71	89	103	119	119
20	6	16	31	51	71	95	116	132	132
21 ⁽⁸⁾	6	16	31	51	71	95	116	132	141
22	6	18	33	53	78	102	123	139	157
23	6	18	36	60	85	109	130	154	172
24	7	21	39	63	88	118	146	170	188
25	7	21	39	63	88	118	146	178	205
26	7	21	42	66	96	126	161	193	220
27	7	21	42	66	96	126	161	201	237
28	8	24	45	69	99	135	177	217	253
29	8	24	45	73	108	144	186	226	271
30	8	24	48	76	111	153	195	243	288
31	8	24	48	76	111	153	202	250	304
32	9	25	49	81	121	163	212	268	322
33	9	27	54	86	126	174	223	279	342
34	9	27	54	90	130	178	234	298	361
35	9	27	54	90	135	189	245	309	381
36	9	27	54	90	135	189	252	324	405

Weapon Mastery for Specialist Magical Items

by Cab Davidson

A few orders of magic-users and clerics around Mystara have mastered strange abilities to boost their magical prowess, using certain totems, charms, holy symbols and other items of significance only within their own orders. While not widely known outside of their orders, these unique practices confer specific advantages to those who study them. In Alphatia, magic-users speak of these crafts in hushed tones. In Glantri, they do not discuss them at all. Whereas the clerical orders of Thyatis and Heldann prefer to show their abilities only to their own true believers. Such abilities can add interest and variety to the Weapon Mastery system (first introduced in the *Masters Set* and detailed extensively in the *Rules Cyclopedia*), which provides a mechanism describing training and progression used here.

What Items Can Be Attuned to?



A spellcaster can attune a single item that becomes an extension of their spellcasting ability. Casters of magic-user spells can choose a wand, staff, ring or crystal. Casters of clerical spells can choose a holy symbol of their patron Immortal (conferring benefits according to the sphere of power of that Immortal). Wicca and shaman casters can select an appropriate gris-gris which is the equivalent of any of the items below, at the DM's discretion. Druids are limited to staves and crystals.

TRAINING AND ATTUNEMENT

A caster can only attune to a single item at a time; they may not have two or more items of the same or different types to which they are attuned. Training in the use of the attuned item is never offered to outsiders so, for example, wizards in a particular order may all be masters of crystals and will not train those from other nations in the use of the crystal. Such crafts are rare and secretive, potentially necessitating great standing in a theocracy or status within an organisation of wizards. This will be dependent on your campaign.



Training uses the same mechanism (and slots) as weapon mastery. Basic mastery allows the caster to attune to the specific item, but does not confer any specific benefits. Attunement and use require that the item be used appropriately – i.e. a ring must be worn, a wand or staff wielded, a crystal held, etc. Further training works in the same way as for weapon mastery, taking the same amount of time and costing the same amount of gold, but trainers are rare and likely to be restricted to small geographical areas or magical and holy orders.



The item can be mundane or magical – a wand, for example, may be a simple stick or a magic wand of any type. A staff can be a magical weapon or simple broom handle. If the approximate description fits, the item can be attuned to. The attunement ritual (learned at basic level) takes 1d4 hours, and can only be carried out once per month, at most.

These items incur no off-hand penalty and can be wielded in either hand. Each item confers a specific bonus to one activity, and a special effect, each improving with increasing levels of mastery as shown in table 1 below.

Table 1 – Magic Item Attunement

Ring	Bonus	Special
Basic	—	—
Skilled	+2 Spell Levels	Interrupt (30')
Expert	+4 Spell Levels	Interrupt (60', save -1)
Master	+8 Spell Levels	Interrupt (90', Save -2)
Grand Master	+12 Spell Levels	Interrupt (120', Save -4)

Wand	Bonus	Special
Basic	—	—
Skilled	Range +10%	Save -1
Expert	Range +20%	Save -2, Spell Deflect (1)
Master	Range +40%	Save -3, Spell Deflect (1)
Grand Master	Range +80%	Save -4, Spell Deflect (2)

Staff	Bonus	Special
Basic	—	—
Skilled	Damage +1 per 4 dice	Spell Deflect (1)
Expert	Damage +1 per 3 dice	Spell Deflect (2)
Master	Damage +1 per 2 dice	Spell Deflect (3)
Grand Master	Damage +1 per 1 dice	Spell Deflect (4)

Crystal	Bonus	Special
Basic	—	—
Skilled	Save +1	Save -1
Expert	Save +2	Save -2
Master	Save +4	Save -4
Grand Master	Save +6	Save -6



Table 1 CONTINUED

Holy Symbol – Energy	Bonus	Special
Basic	—	—
Skilled	Turn +1d4 hd	Undead Lore
Expert	Turn +2d4 hd	Undead Lore +1
Master	Turn +4d4 hd	Undead Lore +2
Grand Master	Turn +6d4 hd	Undead Lore +3

Holy Symbol – Matter	Bonus	Special
Basic	—	—
Skilled	Healing +1/die	Nature Lore
Expert	Healing +2/die	Nature Lore +1
Master	Healing +3/die	Nature Lore +2
Grand Master	Healing +4/die	Nature Lore +3

Holy Symbol – Thought	Bonus	Special
Basic	—	—
Skilled	+2 Spell Levels	Concentration
Expert	+4 Spell Levels	Concentration +1
Master	+8 Spell Levels	Concentration +2
Grand Master	+12 Spell Levels	Concentration +3

Holy Symbol – Time	Bonus	Special
Basic	—	—
Skilled	Duration + 25%	History Lore
Expert	Duration + 50%	History Lore +1
Master	Duration + 100%	History Lore +2
Grand Master	Duration + 150%	History Lore +3

Holy Symbol – Entropy	Bonus	Special
Basic	—	—
Skilled	Control Undead (1/4 level)	Undead Lore
Expert	Control Undead (1/2 level)	Undead Lore +1
Master	Control Undead (3/4 level)	Undead Lore +2
Grand Master	Control Undead (at level)	Undead Lore +3

Explanation of BONUSES AND Special Effects

Bonus Spell Levels

The spellcaster can memorise the stated number of extra spell levels, divided as they see fit. For example, an Expert with the ring can memorise four extra first level spells, a second and two first, a third and a first, or one fourth. The normal limit for spell levels is not changed; a caster may not memorise a higher-level spell than they otherwise would be able to. And if the ring is removed, the same number of spell levels of memorised spells (determined randomly) are forgotten.

Range Increase

All spells can be cast with an increase in maximum range, as shown. Spells with a zero or touch range are unaffected, and areas of effect are not modified.

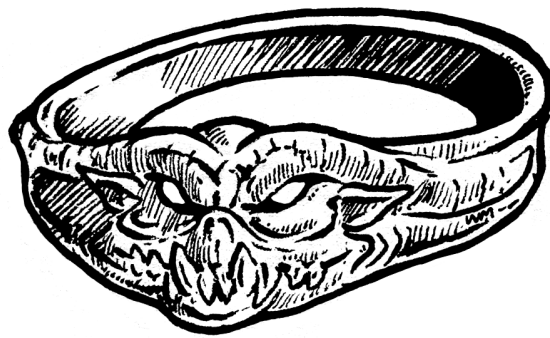
Damage Increase

Any damage-inflicting spell cast is increased in damage as stated. The minimum damage increase is +1, even where there are fewer damage dice rolled. For example, a third-level magic-user skilled with a staff would be able to cast a *magic missile* for 1d6+2 damage. A twentieth-level magic-user who is a master with a staff would inflict 20d6+10 damage to all within the area of effect of a *fireball* (although normal saving throws for half damage are unaffected).

Saving Throw Bonus

If the caster is wielding an attuned crystal they gain a saving throw to all saving throws vs. spells, wands, staves, rods and spell-like effects (such as from a beholder's eye stalks, for example). Saves versus natural attacks and breath weapons are not affected.

Interrupt



A ring user may choose to declare 'interrupt' as their intention for the round, in place of casting a spell or taking other actions. A single target within range is specified, and if that target chooses to cast a spell they must make a saving throw against wands to do so successfully. The result of a failed saving throw is that the spell is lost. Spells and spell-like effects from devices (wands, staves, etc.) can be affected.

Saving Throw Penalty

While the attuned item is wielded, any saving throws against spells cast by the wielder are at the stated penalty.

Spell Deflect

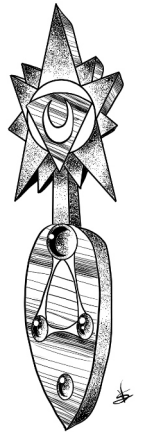
The wielder of a staff may declare that it is their intention to deflect incoming spells that round. Spells to be deflected must be directly aimed at the wielder of the staff, rather than area-of-effect spells cast around them. Only one deflect attempt can be made per spell cast at the user, although a grand master can try to deflect two spells in a round. A spell is successfully deflected if the caster makes the normal save against the spell, but if no save is normally permitted a save vs. spells is allowed, but with a -4 penalty to the roll. A deflected spell is effectively re-directed towards another target, chosen by the wielder of the attuned staff, as long as sufficient range exists. For example, if the mage wielding the attuned staff is targeted with a *power word kill*, which has a 120' range from 90' away, only targets up to 30' away can be chosen. Any recipient of a deflected spell may also make a save to avoid the effects thereof, regardless of whether a saving throw is normally allowed for that spell. Deflecting a spell requires concentration – no other actions can be taken in the same round.

Undead Lore/Concentration/History Lore/Nature Lore

The wielder gains the general skill stated (with the stated bonus). If the skill is already known, a +1 bonus is gained in addition to any other bonuses due to a higher level of mastery.

Turn Bonus

Clerics with a mastery of holy symbols of Energy immortals gain a bonus to the total number of HD of undead affected by turning, whether the result is a turn determined by rolling 2d6, T, D, D+ or D#.



Healing Bonus

All healing spells cast by the cleric are affected, as is healing produced from wands or staves of healing. For example an expert with a matter symbol casting *cure light wounds* would heal 1d6+3 instead of the usual 1d6+1.

Control Undead

A cleric attuned to a symbol of an entropic Immortal may, instead of trying to turn undead, attempt to control them. This is not the same as an avenger controlling undead but uses the same mechanism as undead lieges and pawns. The cleric operates as if an undead creature of their level in hit dice. Note that the same limitations also apply. Turning undead controlled thus works in the normal manner for breaking undead control, with a skilled wielder being treated as a wraith, an expert as a spectre, a master a phantom, and a grand master a spirit.



FROM
The Vaults
of Pandius



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Meg's Mystaran Cookbook Part 1

Being a Collection of
Recipes from All Great
Cuisines of Mystara.

By Meg of Wheaton, House-
keeper and Cook of the Great
Castle of Magan



(Translated by Cab Davidson)

Translator's note: These recipes are from a vast repository of notes left by Meg of Wheaton, famed housekeeper of the Great Castle of Magan, the southern Norwold dominion. She was first employed by Lord Spirrel and worked through to her retirement, taking in the reigns of Beotach, Obsidian, and the first years of Clarissa. During that time the Great Castle of Magan paid host to delegations from across Mystara, from as far afield as the Arm of the Immortals, Brasol, Vulcania and Zyxl, and indeed some from even more exotic locations that I am still trying to identify. Here I've translated and transcribed some of her recipes, including traditional dishes from Norwold, Thyatis and Glantri, alongside Meg's own (idiosyncratic) thoughts relating to each. In places she has added to the traditional methods used in those other nations, but it is my hope that this analysis will assist others in further research on the authentic foodstuffs of Mystara.

All of the dishes here serve two people, either as a side dish or as a central part of a meal, except for jugged hare, which can serve 6–8 people (depending on the size of the hare).

Meg mostly used imperial measurements in her notes (alongside handfuls, spoons, pinches, scruples and various other indecipherable volumes), with the conspicuous addition of 'coins' in some places, being a weight equivalent to a tenth of one pound. I believe this to be a common Mystaran convention, an internationally recognised concession to the inadequacies of the imperial measurement system. For clarity, the English imperial measurement system rather than the American one is used by most authorities on Mystaran cuisine (and trade). I have included metric approximations for dishes alongside imperial measures.

Honey-Glazed Mushrooms (Thyatian)



Ingredients

1 tablespoon of honey
 1 tablespoon of garum or fish sauce
 ½ lb (250g) of mushrooms
 1 tablespoon of olive oil
 Sprigs of fresh parsley, lovage or celery leaf
 Pepper and salt to taste

Instructions

Mix the honey and garum together.

Pick over the mushrooms and discard any that are infested with mushroom larvae*. Cut any tougher parts of the mushroom off, stems and the like, and fry in the oil until softened. Slice the caps and add them to the pan. Once sizzling away, add in your honey and garum mix, and when it is thickening and getting sticky add in chopped parsley, pepper and salt to taste. Serve immediately.

Meg's Comments

I learned this as a young girl, from a visiting Thyatian legionary (Maximus Bendicus) who wanted to make sure the officers were kept passive with good food, and indeed the higher-class Thyatians go mad for it. You can tell a Thyatian recipe by the garum, but

if you can't get garum you can substitute any other fermented fish sauce. Most other kinds are saltier, and you should take that into account in your final seasoning of the dish.

Down in Thyatis they like to use Lucinius' mushroom (*Amanita caesaria*¹) for this dish, but you should be cautious because when cooked the death cap (*Amanita phalloides*) closely resembles that choice edible. I have often wondered if this is why they're so fond of using Caesar's mushroom, the Thyatians being such a Machiavellian lot who relish their assassinations almost as much as their food. Here in Norwold we use what we have according to season (and our less murderous taste in dining), and this dish is excellent with morels (*Morchella esculenta* and similar), maybuns (*Calocybe gambosa*), horse mushrooms (*Agaricus arvensis*), penny buns (*Boletus edulis*), honey fungus (*Armillaria mellea*), winter oysters (*Pleurotus ostreatus*), and even plums and custard mushrooms (*Tricholomopsis rutilans*) can be made quite good in this dish. In the Cruth mountains I am informed that they cook shriekers this way.

*A common warning in old recipes, due to the prevalence of insect larvae in wild-picked mushrooms.

¹ Called Caesar's mushroom on Earth
https://en.wikipedia.org/wiki/Amanita_caesarea

COTONEUM et Phasianum Pulmentum (Thyatian)

Ingredients

4 pheasant thighs (or 2 chicken thighs)
3 large quinces
Oil for frying
1 onion
1 stick of celery
½ lb (250g) of mushrooms
1 large glass of white wine
Chicken or pheasant stock
1 tablespoon of cider vinegar
1 tablespoon of honey
A splash of garum or fish sauce
Salt and pepper to taste

Instructions

Chop the onion, celery and carrot finely and sauté until softened. Add the pheasant thighs and brown them. Peel and slice the quinces and mushrooms, and add them to the pan with the wine, honey, vinegar, garum or fish sauce, seasoning and if necessary just enough stock to cover. Cook in a moderate oven for 40 minutes.

Meg's Comments

This is my take on a fairly classic Thyatian dish. Quinces are uncommon here in Norwold but we do grow them, and they're an under-used fruit that I think should be more popular. I usually cook this using thighs from pheasant or chicken, which makes this a most economical dish. The breasts go to the tables of the nobles in the castle, whereas pheasant drumsticks are full of hard sinews so they go into the stockpot with the carcass. I cook great pots of this stew for the staff when pheasants are in season.

Baked Fish of Archie's Trousers (Thyatian)



Ingredients

1 good-sized fish (e.g. a sea bass) or ½ lb (250g) of boned, skinned and filleted fish (e.g. salmon)
A dozen vine leaves and string
2 oz (60g) of butter
Sprigs of marjoram, thyme and parsley
A squeeze of lemon
Salt and pepper

Instructions

Lay the leaves down in a layer such that they'll be sufficient to wrap the fish, with three strands of string running left to right beneath them. Spread the butter in a line down the middle, from top to bottom, and lay the herbs on top of this, with a sprinkling of salt, pepper, and a squeeze of lemon.

If you're using a whole fish then gut and scale it, and remove the gills before scoring the skin with a sharp knife. Lay your fish on the butter and herbs, wrap the leaves up around from either side and tie tightly closed with the string. Turn this over, lay it in a baking tray, and cover lightly.

Bake in a hot oven for half an hour, after which cut the string, peel back the leaves, and serve thereupon.

Meg's Comments

Having regular visits from Thyatian officials meant their chefs traipsing in and out of our kitchens with their strange ways. They were always wrapping something in something else or stuffing one animal into another, so much of their cooking is about presentation rather than taste. The lack of fresh fig leaves here in Magan meant that they substituted vine leaves for them, and the addition of butter was my own idea (it isn't a bad dish without, but everything goes down better when you've taken the time to butter it up, as I used to tell my Thyatian legionary friend Maximus).

Translator's Note: The name of this curious dish is similar to a recipe called baked fish of Archestratus, thought to be of Greek origin, in which fish is simply scattered with marjoram and baked wrapped in fig leaves, and which was transcribed by the ancient Roman writer Apicius. Understanding the link between Mystaran and Terran cuisines may thus prove to be most informative, in a wider context.

Salted Mackerel (Norwold)

Ingredients

4 large mackerel fillets
6 oz (170g) of coarse salt
Spices (optional)

Instructions

Scatter salt at the bottom of a clay pot and put the mackerel fillets down on top. Scatter with more salt. If you want to make this on a larger scale then keep layering mackerel and salt as you go. You may also add coriander seeds, peppercorns, grains of paradise, or any other spices you wish. Cover tightly to keep the air and flies out.

After several hours, remove the fillets, wash, and pat dry. With care you should be able to peel the coarser layer of skin from the underside.

Serve as they are, or grill them quickly by the fire.

Meg's Comments

Great barrels of salt mackerel are packed all along the coastline of Norwold, and this preserved food is a staple for the poorer classes. However, for those of more refined taste this dish is best made on the day it is intended for consumption. The King of Oceansend prefers his to be briefly poached in wine with a little verjuice (sour juice of unripe grapes) after only four hours of salting.

JUGGED HARE (NORWOLD)



Hare marinating

Ingredients

1 large brown hare (skinned, with liver, heart, kidneys and blood saved)
 4 oz (125g) of fatty bacon, chopped
 2 tablespoons of olive oil
 1 onion, peeled and chopped
 1 large carrot, peeled and chopped
 2 sticks of celery, chopped fine
 1 tablespoon of plain flour
 1 oz (30g) of butter
 1 bottle of good red wine (elderberry or a chewy Glantrian red)
 Sprigs of thyme, chervil, parsley and rosemary
 A good half pound (250g) of mushrooms (may buns, penny buns and sticky buns are good, depending on time of year)
 3 cloves of garlic
 Salt and pepper to taste

Instructions

Joint the hare, cutting the saddle into four or five pieces, and put it into your best pottery cooking vessel. Crush the garlic, chop the herbs, mix with salt and pepper, the olive oil and the wine. Add this to the hare, cover tightly and leave it for several hours to marinade.

After this, warm the butter in a skillet, lift out and scrape the hare clean of its marinade, which should be saved in the pot. Coat the hare with flour, and fry until golden before removing and placing it back in the earthenware pot with the marinade. Now in the same skillet, fry your bacon, carrot, onion, and celery, along with the heart, liver and kidneys of the hare, again chopped fine, and when starting to brown add that to the pot with the hare

Add the mushrooms, and make sure that the hare is at least mostly covered with wine (with some water if needed). Now season with pepper and salt, cover it, leave on a warm fire (for those with modern ovens, that's equivalent to a medium oven) for three hours, checking and turning the meat occasionally.

When it is tender, place the blood in a cold pan, and add a small amount of the warm sauce. Mix rapidly, using the sauce to warm the blood with care, to prevent curdling. Add the rest of the sauce, ladle full at a time, and warm until it is just starting to steam. Do not boil it at this point. Return the sauce to the pot with the hare, check seasoning, and serve at once with fine bread, roasted vegetables and kale.



Pappardelle alla leppe, Thyatian pasta with jugged hare

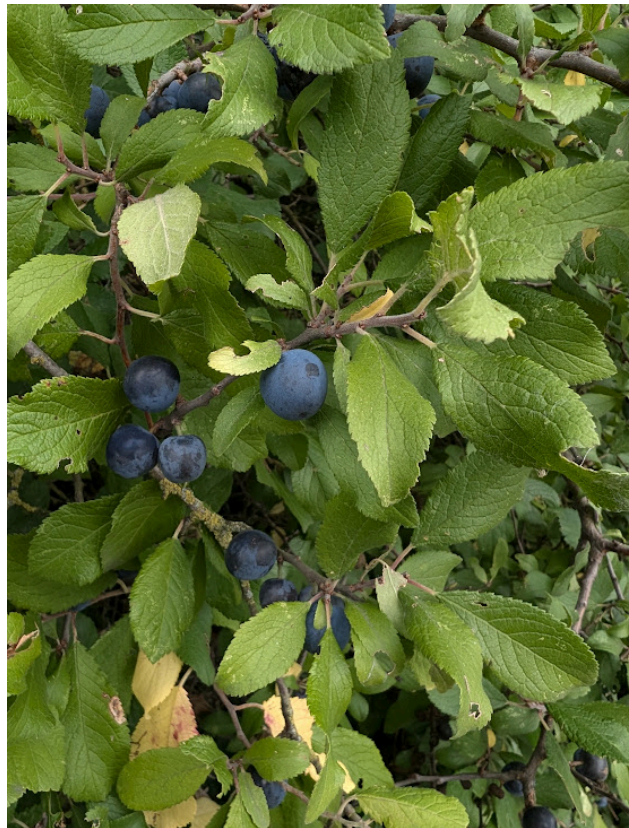
Meg's Comments

This is always a favourite dish through the autumn months in Magan Castle, and indeed it is popular across Norwold. Up in the highlands a different species, the mountain hare, is preferred. While economical (if a peasant can procure a hare for a few coppers in trade with a hunter or poacher) the quality of the dish rests upon the quality of other ingredients, particularly the choice of wine, and therefore this dish can grace the very highest of tables (where removing the meat, once cooked, from the bone, may be preferred).

Poorer peasants who lack a good, sealed clay pot to cook in make do with the most menial vessels, often using a jug sealed with paste, hence the rather base name of this princely dish.



DAMSON GIN (NORWOLD)



Damsons growing wild

Ingredients

Damsons
Gin
Sugar

Instructions

If you pick your damsons early in the season, before any frost, prick each one with a needle before putting them into a jar. Cover with gin, seal the jar and leave them for a fortnight.

After this time the gin should be dark-coloured and the damsons fully soaked with it. Pour the gin off into a bottle and stopper it tightly. Now pour enough sugar onto the gin-soaked damsons just to coat them (don't cover them – use roughly a third to a half of the weight of sugar to the initial weight of damsons used) and shake the jar.

Come back every day and shake it again, until the sugar has dissolved, and the damsons have wrinkled a little. Pour the syrup thus produced into the gin, shake well, and enjoy. Carefully.

Meg's Comments

The same legionary (Maximus Bendicus, we were close, for a while) who taught me the Thyatian mushroom recipe expressed delight one evening when he spotted damson trees laden with heavy purple fruit. They're a small, sour, intensely flavoured plum common in the hedgerows of Norwold, but he insisted that they're originally from Hule. I doubt that's true. We took my brother out picking them and I remember Maximus staring open-mouthed in awe as he pulled off great handfuls of plums.

While you do not need the finest gin for this, you should avoid the cheaper varieties brewed up in the bathtubs of backstreet hucksters. The exquisite flavour of the damson will overwhelm harsh notes of a relatively poor gin but will not save you from blindness.



DAMSON Sauce for Poultry (Thyatis)

Ingredients

8 oz (250g) of damsons
 4 tablespoons of honey
 1 large glass of wine
 1 teaspoon of cumin seeds
 1 stick of celery
 1 tablespoon of oil
 1 tablespoon of vinegar
 Liquamen or fish sauce
 Seasoning

Instructions

Cook the damsons in just enough water to cover the bottom of a pan, tightly covered, until they're soft. Rub them through a sieve to get them smooth and to leave the stones behind.

Fine chop the celery, fry it with the cumin seeds, and add the fruit pulp, wine, vinegar, and honey. Cook this until it starts to feel a little thick and sticky, and add a few dashes of liquamen (or other fish sauce) then season.

Meg's Comments

This is what Maximus wanted to do with his damsons, and it is how he handled his plums that led me to understand the joy of hot, salty, sour Thyatian sauces. For a royal table one might serve this with crane or bustard, whereas the middle classes would more often have it with goose (we get pink-footed geese here) or duck, but even an earthy commoner might find this economical sauce livens up an old boiling fowl or cockatrice sold for a few coppers by adventurers down on their luck.

I have, with great success, used the leftover fruit from damson gin for this dish, which I find to be a pleasing memorial of my time with Maximus.

Stuffed Cabbage (Glantrian)



Ingredients

½ lb (250g) of minced pork
Cabbage leaves
1 egg
2 teaspoons of poudre douce (spice mix, see Meg's Comments below)
Salt

Instructions

If you have a hard cabbage, boil it until you can remove the outer leaves. Otherwise, take leaves from the cabbage and blanch in boiling water until tender. Drop them into cold water, then drain.

Mix the pork, poudre douce, salt and egg together, and spoon some into the centre of each cabbage leaf. Fold them closed, and turn them upside down so that the parcels remain intact. Arrange them in a tray, cover, and bake in a hot oven for about half an hour to forty minutes (until thoroughly cooked when tested). Serve with verte sauce.

Meg's Comments

Honestly I don't understand Glantrians. This is sort of half way between good honest Norwold sausages and faggots, but

instead of something sensible like caul fat or intestines they use cooked cabbage.

The Thyatians are of course masters of sausage, or botulus as they call them, especially the Hattians who are renowned sausage lovers. Glantrians come up with all sorts of strange and peculiar dishes to allow them to deny that they're just as fond of sausage as the rest of us. But we all know that they are.

Poudre douce is a savoury spice mix, and each Glantrian chef has their own blend. I use a mixture of ginger, pepper, cinnamon and mace, with just a little sugar.

You can make this dish more to Norwold tastes by putting something more than just pork in the cabbage parcels. I like a little tomato and fried onion, or sometimes apple and sage, for example.



Verte Sauce, a sauce for all savoury dishes (Glantri)

Ingredients

4 slices of bread
 1 handful of fresh mint
 1 handful of fresh parsley
 1 clove of garlic
 ¼ cup of cider vinegar
 1 cup of white wine
 ¼ teaspoon of salt
 ½ teaspoon of dried ginger
 ¼ teaspoon of ground pepper
 pinch of saffron

Instructions

Beat the herbs and garlic together with the salt in a pestle and mortar and leave to steep in the vinegar for a quarter of an hour. While doing so, break the slices of bread up in the wine, and leave to soak. After this, rub the bread and wine through a colander into a pan, and then do the same with the vinegar and herb mix, squeezing out as much of the moisture as you can. Add the saffron, ginger and salt to the pan, and boil until the sauce starts to thicken slightly. If it is not sufficiently green add more parsley and mint.

Meg's Comments

Our Glantrian visitors really were a fuss, demanding sauces with everything. There's a verte sauce, a jaune sauce, a rouge sauce, everything has a complex and annoying sauce. That really is what typifies Glantrian food, I think, a desire to hide the fact that their actual food is terribly cooked by means of complex and highly flavoured sauces. Why, I can recall the ambassador looking askance at our scullery maids bearing my perfect roast partridges, insisting our birds were just not saucy enough for his cosmopolitan tastes.

Rigue-Manger (Glantri)

Ingredients

2 apples, peeled, cored and sliced
 4 eggs
 1 tablespoon of butter
 2 teaspoons of powdered sugar and spice
 1 pinch of powdered saffron

Instructions

Parboil the apple slices for just a few minutes, until they're tender. Drain them.

Warm the butter up to a sizzle and fry the apples until browned. Add the eggs, and stir very sparingly. When they're cooked, sprinkle on the saffron, sugar and spice, and serve immediately.

Meg's Comments

I was taught this old Glantrian dish by the head of the ambassador's household. His excellency took great joy from all sorts of egg dishes, and sweet ones all the more so. Each Glantrian chef has their own mix of sugar and spice that they use to flavour sweet dishes; they often carry it around in tightly stoppered little jars, and few share their own recipes. When I make mine up I use 3 tablespoons of ginger, 2 tablespoons of sugar, 1 ½ tablespoons of cinnamon, ½ tablespoon of powdered cloves, and 1 teaspoon of grains of paradise.

FROM the
 MYSTARA
 FORUMS at





For **Spelljammer** fans...

The Wildspace Magazine is a free 66-page PDF created by fans and available from:

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The Mystaran Tarot

by Fearghus O'Rourke

The standard Mystaran Tarot is a set of 22 wood-cut, illustrated, and painted cards in a deck used for divination purposes. The cards and their typical meanings are shown below. A Mystaran diviner or amateur practitioner can use several different card spreads, depending on the complexity of the questions they are trying to answer and on their own culture.

The purpose of this set of cards is to add colour to your game and I have deliberately avoided adding any mechanical effects, either positive or negative, to the cards unlike either the “*Deck of Many Things*” or the “*Deck of the Spheres*” from the 2nd Edition AD&D *Dungeon Master Survival Kit*.

If you are using the Mystaran Tarot to drive a story event in your game, you should

decide in advance what card(s) will be drawn, in what order or position they will appear, as well as an appropriate interpretation. Readings should follow a narrative and should tell an emerging story as they are being drawn. A reading using one of the larger spreads described below should be an event or scene into themselves. An example of this would be the readings given by the character of Fiddler in Steven Erikson’s *Malazan Series* (especially “*Dust of Dreams*”).

The cards listed below are generalised and there should be regional variants. In Traldaran culture for example “The Warrior” would traditionally be depicted as Halav defeating a beastman.

CARD SPREADS

1. The Single-card spread

Start with just one card. It represents a concise message or insight related to your query.

2. The Seer's Insight spread

Purpose: To gain a quick overview of a situation.

Layout:

Card 1: The Present – Represents the current state or situation.

Card 2: The Challenge – Highlights the main obstacle or challenge.

Card 3: The Guidance – Offers advice or guidance on how to proceed.

3. The Knight's Quest spread

Purpose: To explore the journey or quest of a character.

Layout:

Card 1: The Call to Adventure – What initiates the quest.

Card 2: The Allies – Who or what will aid the character.

Card 3: The Trials – The challenges or trials faced during the quest.

Card 4: The Reward – The outcome or reward of the quest.

4. The Mystic's Vision spread

Purpose: To delve into the past, present, and future.

Layout:

Card 1: The Past – Influences or events from the past.

Card 2: The Present – The current situation or state.

Card 3: The Future – What lies ahead or the potential outcome.

5. The Enchanted Castle spread

Purpose: To explore a complex situation or journey, uncovering various layers and influences.

Layout:

The Gate (Card 1): Represents the entry point or the beginning of the journey.

The Guardian (Card 2): The main challenge or obstacle that must be faced.

The Courtyard (Card 3): The immediate environment or influences surrounding the situation.

The Tower (Card 4): The higher perspective or the goal to be achieved.

The Dungeon (Card 5): Hidden fears or subconscious influences.

The Throne Room (Card 6): The seat of power or the core issue at hand.

The Secret Passage (Card 7): Hidden opportunities or unexpected help.

The Treasury (Card 8): The rewards or outcomes of the journey.

The Crown (Card 9): The ultimate achievement or realisation.

Detailed Description:

Card 1: The Gate – This card sets the stage, representing the current situation or the beginning of the journey.

Card 2: The Guardian – This card reveals the main challenge or obstacle that must be overcome to progress.

Card 3: The Courtyard – This card shows the immediate influences or environment that affect the situation.

Card 4: The Tower – This card provides a higher perspective, representing the goal or what you aspire to achieve.

Card 5: The Dungeon – This card uncovers hidden fears, subconscious influences, or past traumas that impact the situation.

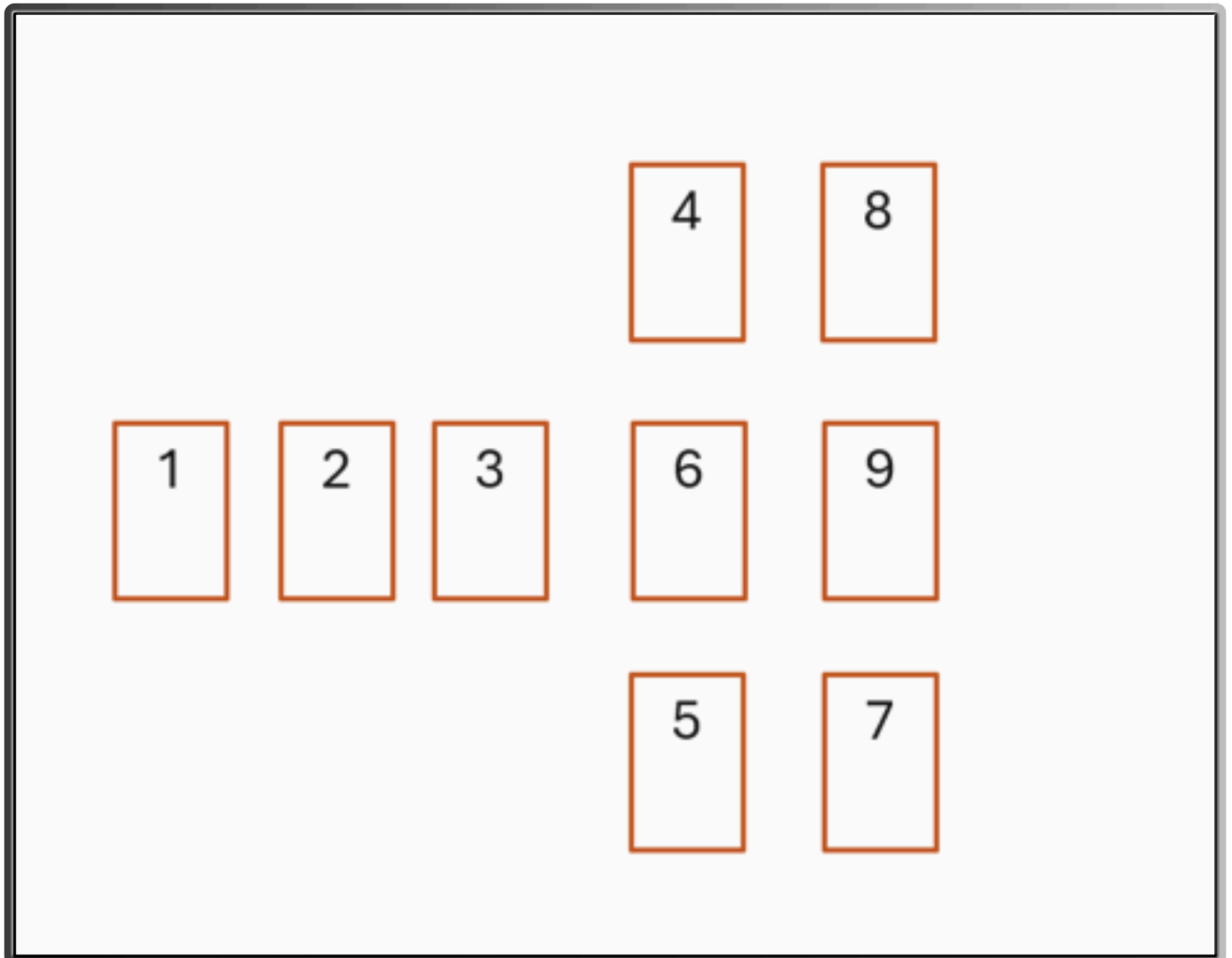
Card 6: The Throne Room – This card represents the core issue or the heart of the matter, where decisions are made.

Card 7: The Secret Passage – This card reveals hidden opportunities, unexpected help, or secret knowledge that can aid in the journey.

Card 8: The Treasury – This card shows the rewards, outcomes, or what can be gained from the journey.

Card 9: The Crown – This card represents the ultimate achievement, realisation, or the final outcome of the journey.

This spread can provide a comprehensive and layered understanding of a complex situation.



MAJOR ARCANA

The Elemental Constellations

1. The Manticore
2. The Eagle
3. The Chimera
4. The Centaur
5. The Griffon
6. The Warrior
7. The House
8. The Lizard
9. Justice
10. The Nymph
11. The Hydra
12. The Narwhal

Unaligned Cards

13. Ixion
14. Mystara
15. Matera
16. Patera
17. Damocles
18. Hel
19. Ka the Preserver
20. Khoronus
21. Odin
22. The Ard Ri, Oberon

Air Elemental Constellations

1. THE MANTICORE: In the ethereal heights where clouds entwine, the Manticore emerges, a majestic being of enigmatic duality. Its lion's body is veiled in golden fur that glimmers with sunlight, while its human-like visage bears the weight of ancient wisdom and cunning. The stinger of its scorpion tail dances on the breeze, embodying both beauty and danger. Those who draw upon the energy of the Manticore are urged to embrace their inner strength and intellect, for they possess the power to challenge the winds of fate and rise against adversities with undisputed ferocity. Symbolizing courage, inner strength, and mastery over oneself, the Manticore reflects a fierce determination and intelligence.

Keywords: Strength, intellect, duality, challenge, ferocity.



Reading: Drawing the Manticore card signifies a time to harness your inner strength and intellect. You are being called to face challenges head-on with both ferocity and wisdom. Embrace your dual nature and use your cunning to navigate through adversities. This card encourages you to rise above obstacles with the power and grace of the Manticore.

- 2. THE EAGLE:** Soaring through the azure realms, the Eagle embodies the spirit of freedom and enlightenment. Its majestic wings spread wide, casting shadows upon the world below, where visions are birthed. With its piercing gaze, the Eagle sees beyond the veil of reality, unravelling secrets held within the ether. Those who find solace beneath its constellation are granted the gift of foresight, encouraging them to rise above mundane existence and embrace lofty dreams, soaring to heights they never thought possible. The Eagle's ability to gain perspective and insight drives its quest for enlightenment and inner wisdom, soaring high above the earthly struggles for clarity.

Keywords: Freedom, enlightenment, vision, foresight, dreams.

Reading: The Eagle card invites you to soar above the mundane and seek higher truths. It symbolizes freedom, enlightenment, and the gift of foresight. You are encouraged to look beyond the surface and trust your vision. This is a time to embrace lofty dreams and rise to new heights, guided by the clarity and insight of the Eagle.



- 3. THE CHIMERA:** A being of convergence and transformation, the Chimera weaves a tapestry of elements amidst the skies. With the fierce head of a lion, the cunning visage of a serpent, and the graceful body of a goat, it embodies the union of opposing forces. Each facet of its being represents a different aspiration: courage, cunning, and tenacity. Guided by the Chimera, one is reminded of the transformative power of adaptability, teaching that true strength lies in marrying various aspects of oneself into a harmonious whole. Representing fusion and the harmonizing of opposites, the Chimera embodies an energy of choices, duality, and the union of contrasting forces.



Keywords: Transformation, adaptability, courage, cunning, tenacity.

Reading: When the Chimera card appears, it signifies the power of transformation and adaptability. You are reminded that true strength lies in embracing the diverse aspects of yourself. This card encourages you to blend courage, cunning, and tenacity to overcome challenges and achieve harmony within.

Earth Elemental Constellations

4. **THE CENTAUR:** Poised between two realms, the Centaur is the quintessential symbol of balance and duality. With the robust body of a horse intertwined with the sagacity of a human intellect, it roams the earthy expanse armed with knowledge and intuition. The Centaur is a diplomat among the stars, embodying the intricate dance between instinct and reason. Those under its guiding light are encouraged to nurture their passions while embracing the wisdom of their roots, forging paths that honour both their wild spirit and cultivated mind. This constellation's balance of instinct and intellect aligns closely with themes of mastery, determination, and harnessing powerful forces to overcome challenges.



Keywords: Balance, duality, wisdom, passion, intuition.

Reading: The Centaur card represents balance and duality. It calls you to harmonize your wild passions with wisdom and reason. This is a time to nurture both your instinctual and intellectual sides, forging a path that honours your entire being. Embrace the dance between instinct and reason to achieve your goals.

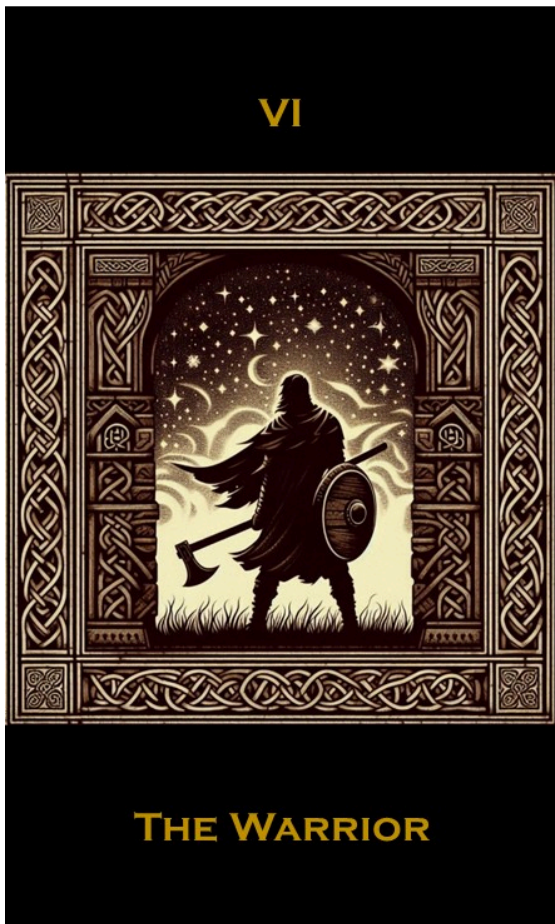
- 5. THE GRIFFON:** Standing guard atop mountain peaks, the Griffon is a majestic sentinel of pride and nobility. With the regal body of a lion and the wings of an eagle, it straddles the realms of earth and air, bearing the weight of ancient stories upon its broad shoulders. Known as the protector of treasures and wisdom, those aligned with the Griffon are bound to honour their heritage while seeking adventure. It whispers the importance of courage in the face of adversity, urging souls to reclaim their power through resilience and honour. As a guardian and symbol of power and authority, the Griffon represents stability, protection, and leadership.

Keywords: Pride, nobility, protection, courage, resilience.

Reading: Drawing the Griffon card signifies a call to honour your heritage and seek adventure. It embodies pride, nobility, and protection. You are urged to stand tall with courage and resilience, reclaiming your power in the face of adversity. The Griffon guides you to protect what is valuable and pursue your noble quests.



- 6. THE WARRIOR:** A fierce homage to valour and honour, the Warrior constellation resembles a brave figure, wreathed in the colours of the earth, with a shield raised high and weapon poised for battle. With every flicker of its stars, the Warrior inspires the hearts of those who find meaning and strength in struggle. Fuelled by loyalty and courage, its essence is a call to arms, prompting those who gaze upon it to confront their fears and claim their rightful places as the architects of their destinies. In the warrior's spirit, lessons of perseverance and sacrifice beckon the brave to take their stand. The Warrior's embodiment of bravery and embarking on life's challenges represents new beginnings, courage, and the spirit of adventure, albeit with an innocent sense of discovery.



A common variant of this card in Kara-meikos and Western Thyatis would be “**Halav, the King**”. When this variant is used, the card has additional meanings including defence of home and leadership.

Keywords: Valour, honour, struggle, perseverance, sacrifice.

Reading: The Warrior card is a powerful symbol of valour and honour. It calls you to confront your fears and claim your destiny. This is a time for perseverance and sacrifice, where your strength and loyalty will be tested. Embrace the spirit of the Warrior to overcome struggles and emerge victorious.

Fire Elemental Constellations

7. **THE HOUSE:** A brilliant tapestry of vivid energies intertwines to form the House, an enigmatic constellation that symbolizes the inherent magic within all realms. With its crystalline walls and shimmering doors, each entryway reflects the countless paths to exploration and understanding. While some houses tower with grandeur, others are humble yet vital to the spirit of those who dwell within. The House beckons one to cultivate an inner sanctuary that harmonizes value and purpose, urging individuals to foster security within while embracing the wondrous uncertainty of the cosmos beyond. Symbolizing structure, tradition, and spirituality, the House embodies the essence of cul-



tural heritage and communal bonds. A common variant of this card in Glantri would be “**The College of Magic**”.

Keywords: Magic, exploration, security, purpose, harmony.

Reading: The House card symbolizes the magic within and the countless paths to exploration. It encourages you to cultivate an inner sanctuary that harmonizes value and purpose. This is a time to foster security within, while embracing the wondrous uncertainty of the cosmos. The House invites you to explore and understand the many facets of your existence.

8. THE LIZARD: A vibrant flurry of emerald scales glimmering in the cosmic framework, the Lizard embodies renewal and transformation. Known for its remarkable ability to regenerate, it reflects the power of rebirth and survival amidst the flames of trial. Those who identify with the Lizard are urged to embrace change, for within the crucible lies the promise of emerging stronger and more vibrant. This constellation serves as a fiery reminder to shed old skins, casting away past burdens to embrace the exhilaration of new beginnings with every dawn. The Lizard’s association with regeneration and transformation signifies endings and new beginnings, renewal, and the cycles of life. The Lizard card is occasionally replaced by **The Dragon** card represented by an image of one of the chromatic dragons, which varies regionally. This has a similar meaning when drawn, but the transformative change is more destructive and more of a negative obstacle to be overcome.



Keywords: Renewal, transformation, survival, rebirth, change.

Reading: When the Lizard card appears, it signifies renewal and transformation. You are encouraged to embrace change and shed old burdens. This is a time for rebirth and survival, where you can emerge stronger and more vibrant. The Lizard guides you to embrace new beginnings with enthusiasm and resilience.

9. JUSTICE: Radiating with an aura of harmonious balance, the Justice constellation manifests as a striking figure wielding scales and a sword, its luminous presence echoing affirmations of truth and fairness. Glancing upon this constellation is a reminder of the universal laws that govern existence, where



right triumphs and equity reigns. Those drawn to Justice find themselves entwined with resolute purpose, being called to act with integrity and accountability. With each star, it heralds the importance of defending what is right, illuminating paths toward righteousness and ethical responsibility. The Justice constellation emphasises fairness, truth, moral responsibility, and the balancing of scales in the pursuit of equity.

Keywords: Balance, fairness, truth, integrity, accountability.

Reading: The Justice card radiates with balance and fairness. It calls you to act with integrity and accountability. This is a time to defend what is right and strive for equity. Justice reminds you of the

universal laws that govern existence and urges you to illuminate paths toward righteousness and ethical responsibility.

Water Elemental Constellations

10. THE NYMPH: Delicately adorned with shimmering droplets, the Nymph constellation emerges as a celebration of beauty and grace, gliding through lunar reflections like whispers of the wind. With an effervescent spirit, Nymphs dance upon water surfaces, drawing forth emotions and memories that heal and inspire. Beneath their light, those who connect to their essence are urged to embody fluidity and empathy, embracing the gentle power of compassion and intuition that



can mend both heart and spirit over time. Embodying beauty, fertility, and nurturing energy, the Nymph represents abundance, love, and emotional expression.

Keywords: Beauty, grace, empathy, intuition, healing.

Reading: The Nymph card celebrates beauty and grace. It invites you to embody fluidity and empathy, using compassion and intuition to heal and inspire. This is a time to embrace the gentle power of the Nymph, allowing emotions and memories to guide you toward healing and inspiration.

- 11. THE HYDRA:** An intricate array of serpentine forms, the Hydra constellation symbolizes resilience and multifaceted wisdom. Each head of this celestial beast represents a different challenge, reminding viewers that confronting fears can lead to profound enlightenment. The Hydra's stars weave tales of regeneration and adaptability, urging individuals to harness their innate potential for growth. Those who align with the Hydra are propelled to face their challenges with unyielding determination and creativity, embarking on journeys of self-discovery that stretch the boundaries of their own narratives. The Hydra's representation of facing adversity and regeneration often heralds sudden change, upheaval, and transformational lessons driven by crises.

Keywords: Resilience, wisdom, challenge, growth, adaptability.

Reading: Drawing the Hydra card signifies resilience and multifaceted



wisdom. Each challenge you face is an opportunity for growth and enlightenment. This is a time to harness your potential for regeneration and adaptability. The Hydra encourages you to confront your fears with determination and creativity, embarking on a journey of self-discovery.

- 12. THE NARWHAL** can also be known as the Spuming Nooga. Majestic and elusive, the Narwhal constellation converges upon the oceanic depths, known as the unicorn of the seas. With its spiralled tusk reflecting the light of distant stars, it embodies purity and magic within the water. The Narwhal calls upon those who seek profound insights and mystical adventures beneath the surface, guiding minds



toward undiscovered realms of wisdom. It signifies the importance of embracing authenticity and intuition, teaching that true strength lies in vulnerability and connection to the world's vast, emotional oceans. Known for its mystical qualities and connection to intuition, the Narwhal embodies the essence of hope, inspiration, and a deep understanding of one's inner self and the universe.

Keywords: Purity, magic, insight, authenticity, intuition.

Reading: The Narwhal card embodies purity and magic. It calls you to embrace authenticity and intuition, seeking profound insights and mystical adventures. This is a time to dive deep

into the emotional oceans of your existence, guided by the Narwhal's wisdom. Embrace vulnerability and connection to uncover hidden truths.

UNALIGNED CARDS

13. **IXION**, the Sun God, stands as a radiant beacon in the cosmos, his presence a blazing testament to the power of light and energy. As the Lord of Light and Energy, he governs the realms of Fire, Good, Knowledge, Sun, and Righteous War. His symbol, a flaming wheel, spins eternally, casting a warm, golden glow that dispels darkness and ignites the hearts of the righteous. Chief Hierarch of the sphere of energy, Ixion's influence is felt in every



sunrise, every spark of inspiration, and every act of valour that lights up the world. Ixion represents the power of transformation and creation. When Ixion appears in a reading, it signifies a time of harnessing your inner energy and potential. It encourages you to act, use your skills, and manifest your desires. This card is a reminder that you have the power to shape your reality through willpower and determination. The Sun represents clarity, joy, and enlightenment. Ixion's presence brings warmth and vitality, dispelling darkness and bringing a sense of fulfilment. This card signifies success, positivity, and the realisation of your goals. It is a reminder to embrace the light and let your true self shine.

Keywords: Light, energy, inspiration, valour, righteousness.

Reading: Drawing the Ixion card signifies the power of light and energy. You are called to ignite the hearts of the righteous and dispel darkness. This is a time for inspiration and valour, where your actions can light up the world. Ixion encourages you to embrace the warmth and brilliance of the sun, guiding you toward righteous endeavours.

- 14. MYSTARA**, who can also be known as Djaea or Terra, is the nurturing cradle of life, the very ground beneath your feet. She embodies the essence of the earth, providing a stable foundation for all living things. Mystara's presence is felt in the fertile soil, the towering mountains, and the vast plains that stretch across the land. She is the silent guardian of life, her strength and resilience mirrored in the



natural world. Mystara's influence ensures that life continues to flourish, rooted deeply in the rich tapestry of the earth. Mystara embodies intuition, mystery, and the deep wisdom of the earth. Mystara's presence in a reading suggests that you should trust your instincts and seek knowledge from within. It is a call to connect with the natural world and uncover hidden truths. This card encourages introspection and the exploration of the subconscious mind.

Keywords: Earth, stability, life, resilience, foundation.

Reading: The Mystara card represents the nurturing essence of the earth. It calls you to provide stability and

support for all living things. This is a time to root yourself deeply in the rich tapestry of life, embracing resilience and strength. Mystara guides you to honour the natural world and ensure that life continues to flourish.

- 15. MATERA**, the visible moon, known as Luna, is the celestial child of Mystara. She is the gentle marker of the seasons and the creator of the tides, her silvery light guiding the natural cycles of the world. Matera is closely associated with were-creatures and the rhythms of nature, her phases influencing the ebb and flow of life. Her presence is a constant reminder of the delicate balance between light and



dark, order and chaos. Matera's serene glow illuminates the night, offering solace and guidance to those who seek her wisdom. Matera signifies the cyclical nature of life and the constant ebb and flow of fortune. When Matera appears, it indicates a turning point or a change in circumstances. This card reminds you that life is full of ups and downs, and it encourages you to embrace change and find balance. It is a symbol of destiny and the interconnectedness of all things.

Keywords: Moon, cycles, balance, guidance, serenity.

Reading: Drawing the Matera card signifies the gentle guidance of the moon. You are called to embrace the natural cycles and rhythms of life. This is a time to find balance between light and dark, order and chaos. Matera's serene glow offers solace and wisdom, guiding you through the ebb and flow of existence.

- 16. PATERA**, the hidden moon, also known as Myoshima, is the enigmatic and invisible child of Mystara. This card is sometimes replaced with **Korotiku** the Trickster with similar meanings. Shrouded in mystery, Patera is the secret unknown card, full of life yet concealed from the naked eye. Her influence is subtle, felt in the whispers of the wind and the shadows that dance in the moonlight. Patera represents the hidden aspects of existence, the secrets that lie beneath the surface. Her presence encourages exploration and discovery, urging beings to uncover the mysteries that shape their world. Patera represents a shift in perspective and the value of patience. Pat-



era's influence suggests that you may need to pause and reflect, looking at your situation from a different angle. This card encourages surrender and acceptance, teaching that sometimes the best way forward is to let go and trust in the process.

Keywords: Mystery, secrets, exploration, discovery, hidden.

Reading: The Patera card represents the hidden aspects of existence. It calls you to explore the mysteries that lie beneath the surface. This is a time for discovery and uncovering secrets. Patera encourages you to delve into the unknown, guided by the subtle whispers of the wind and the shadows that dance in the moonlight.

17. **DAMOCLES**, the destroyer, is the doomed planet fated to shatter. His presence is a harbinger of destruction, a reminder of the fragile nature of existence. Damocles hangs in the sky like a sword, its impending doom casting a shadow over all who gaze upon it. His influence is felt in moments of crisis and upheaval, where the old must be destroyed to make way for the new. Damocles embodies the inevitability of change, the relentless march of time that spares no one. Decks constructed in Alphatia or part of Thyatis replace this card with **Alphaks, the Roaring Demon**; however the meaning remains unchanged.



Keywords: Destruction, change, crisis, inevitability, upheaval.

Reading: Drawing the Damocles card signifies impending change and destruction. You are reminded of the fragile nature of existence and the inevitability of transformation. This is a time to prepare for upheaval and embrace the new that follows the old. Damocles guides you to navigate moments of crisis with resilience and adaptability.

18. HEL, the Patroness of Reincarnation and Keeper of the Netherworld, reigns as the Queen of Ice and Shadow. She is the patroness of Evil, Death, Corruption, Darkness, and Cold. Her symbol, a black stone carved with human skulls, is



a stark reminder of her dominion over the afterlife. Hel's icy grip extends to the darkest corners of existence, where souls are judged and reborn. As the Chief Hierarchy of the sphere of entropy, she oversees the cycle of death and rebirth, ensuring that the balance between life and death is maintained. Hel represents temptation, bondage, and the darker aspects of existence. Hel's presence in a reading warns of the dangers of succumbing to negative influences and urges you to confront your inner demons. This card challenges you to break free from unhealthy patterns and reclaim your power. It is a call to face the shadows and transform them into light. The card **Thanatos** is sometimes substituted in place of Hel with similar meanings but with the aspect of rebirth being corrupted towards undeath and nothingness.

Keywords: Death, rebirth, darkness, corruption, cold.

Reading: The Hel card embodies the cycle of death and rebirth. It calls you to confront the darker aspects of existence and embrace transformation. This is a time to acknowledge the inevitability of change and the balance between life and death. Hel's icy grip reminds you of the importance of renewal and the preservation of balance.

19. KA THE PRESERVER, the Keeper of Life and Culture, is the Amber Serpent who safeguards the Hollow World and collects lost things. He is the patron of Law, Good, Knowledge, Healing, and Protection. Ka's symbol, an amber-coloured winged and feathered serpent, represents his role as a guardian and preserver. His influ-



ence is felt in the preservation of ancient knowledge, the healing of wounds, and the protection of the vulnerable. As one of the Hierarchs of the sphere of matter, Ka ensures that the physical world remains a place of order and stability. Ka symbolizes balance, harmony, and the blending of opposites. When Ka the Preserver appears, it signifies a time of healing and the need for moderation. This card encourages you to find equilibrium in your life, blending different aspects to create a harmonious whole. It is a reminder to be patient and to seek inner peace.

Keywords: Preservation, healing, protection, knowledge, stability.

Reading: Drawing the Ka the Preserver card signifies the importance of preservation and protection. You are called to safeguard knowledge, heal wounds, and protect the vulnerable. This is a time to embrace order and stability, ensuring that the physical world remains a place of harmony. Ka guides you to honour the past and protect the future.

20. KHORONUS, Father Time, is the Keeper of the Gates of Time and the Patron of History and Philosophy. He governs Knowledge, Magic, Nobility, Oracle, and Persuasion. His symbol, an hourglass or a water clock, signifies the passage of time and the wisdom that comes with it. Khoronus's presence is felt in the flow of history, the unfolding



of events, and the timeless pursuit of knowledge. As the Chief Hierarchy of the sphere of time, he oversees the continuum of existence, guiding the past, present, and future. Khoronus symbolizes reflection, redemption, and the call to a higher purpose. When Khoronus appears, it signifies a time of self-evaluation and the need to make important decisions. This card encourages you to reflect on your past actions and seek forgiveness and renewal. It is a call to rise above your current circumstances and embrace your true potential.

Keywords: Time, history, wisdom, knowledge, continuity.

Reading: The Khoronus card represents the passage of time and the wisdom that comes with it. You are called to embrace the flow of history and the unfolding of events. This is a time to seek knowledge and understand the continuum of existence. Khoronus guides you to honour the past, navigate the present, and shape the future with wisdom.

21. ODIN, the Patron of the Northlands, is the Lord of Sky and Winds and the Patron of Fair Rulership and Nobility. He is associated with Law, Good, Air, Knowledge, Nobility, and Storms. His symbol, the silhouette of two ravens whispering in a man's ears, represents his connection to wisdom and foresight. Odin's presence is felt in the howling winds, the rolling thunder, and the just rule of noble leaders. As the Chief Hierarchy of the sphere of thought, Odin inspires clarity of mind and the pursuit of justice. Odin represents completion, harmony, and the



realisation of one's true potential. Odin's presence in a reading signifies the culmination of a journey and the achievement of balance and fulfilment. This card encourages you to celebrate your accomplishments and embrace the interconnectedness of all things. It is a reminder that you are part of a larger whole and that your journey is both personal and universal.

Keywords: Wisdom, foresight, justice, nobility, clarity.

Reading: Drawing the Odin card signifies wisdom and foresight. You are called to embrace clarity of mind and the pursuit of justice. This is a time to seek knowledge and act with nobility. Odin's presence inspires you to navig-

ate the winds of change with wisdom and fairness, ensuring just rule and noble endeavours.

22. **THE ARD RÍ – OBERON, HIGH KING OF THE SIDHE**, stands as the eternal sovereign of the Good Kingdom of the Sidhe, a realm untouched by the ravages of time and death. In this enchanted land, where the illusion of change dances perpetually yet nothing truly alters, Oberon's reign has spanned epochs beyond human comprehension. His presence is a constant amidst the ever-shifting landscape, a beacon of stability and wisdom. The Sidhe, his immortal subjects, have witnessed the rise and fall of mountains, the birth and decay of countless worlds, all under the watchful gaze of their ageless king. Yet, in this timeless existence, ennui often shadows their immortal lives, a testament to the paradox of eternal life. Oberon's rule is marked by an unyielding serenity, his eyes reflecting the depth of ages past and the promise of an unchanging future. He is the guardian of a kingdom where the passage of time is but a distant memory, and the essence of eternity is woven into the very fabric of existence. The Ard Ri symbolizes eternal sovereignty, stability, and the paradox of change within constancy. When Oberon appears, it signifies a time of enduring leadership and wisdom. This card encourages you to find strength in stability and to embrace the timeless aspects of your existence. It is a reminder that true power lies in understanding the balance between change and permanence, and in guiding others with a steady hand.

Keywords: Eternity, stability, wisdom, immortality, serenity.



Reading: The Ard Ri card embodies the essence of eternity and stability. You are called to embrace the timeless wisdom and serenity of Oberon's reign. This is a time to find balance in the ever-shifting landscape of existence. The Ard Ri guides you to navigate the paradox of eternal life, finding meaning and purpose in the unchanging fabric of the Sidhe's realm.

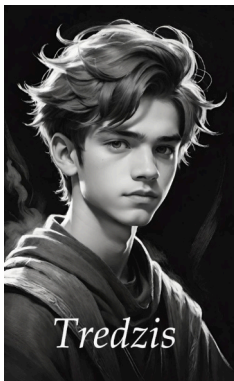
The Mystery of Oisar

A Journey through Mystara's Past and Future

by Jim RGF

PART TWO: DANGER ON THE ROAD

The sun began to set on the first day of the journey. The wagons of the caravan had come to a stop and the passengers all disembarked to prepare for the night. Tredzis remained in his wagon and stared at the western sky. He felt both excited and scared. He had never slept outside before, and was worried that he wouldn't be able to get any sleep. He glanced around. Maiika was helping her aunt and uncle set up camp. The guards were organizing their equipment and securing the horses. He decided he should help out. He jumped down from the wagon, turned around and nearly bumped into Oisar.



"Sorry," he offered hastily. "I didn't see you."

"There is no need to apologize, young Tredzis," the strange man responded with a nod.

He looked at Tredzis in a way that unnerved the young mage. "Thou dost seem nervous. Is everything well?"

"Yes. Yes, of course. Just daydreaming a bit."

"I can relate. I was young once myself. I will see thee soon."

"You're leaving?"

"Regrettably, yes. I hope it is for the last time. I have been attending to other matters and they are almost concluded. Farewell."

"Farewell," Tredzis echoed as Oisar walked past him and headed away from the camp.

There was something intriguing about that man. Tredzis just couldn't figure him out. Who was he? Tredzis watched Oisar for several seconds and then turned around to find the others. Maiika was standing right in front of him. They both jumped.

"Oh, sorry," she said. "I thought you knew I was here."

“No. No, it’s fine. I’m sorry. I didn’t... my fault.”

“Are you alright? You seem tense,” she observed.

“Yeah. I just spoke with Oisar. There’s something about him,” he wondered out loud.

“Something a little creepy, right?”

“Something unusual, at least.”

“Yeah, I kind of feel it too. He’s been nothing but nice, though. Where’s he going?”

“I’m not sure,” Tredzis replied.

“Well, why don’t you come over there with us?”

“Sounds good,” he agreed and the two teenagers headed over to Uncle Khosu and Aunt Dukaina. They set up three tents in short order, and before long everyone was eating by the fire.



“I saw you looking at the ruins earlier, Tredzis,” Khosu began. “Do you know of them?”

“Very little, actually,” Tredzis admitted.

“They’re the remains of Krakatos. It was a town back in the days of King Halav.”

“Ah, the Song of King Halav,” Tredzis recognized. “I’ve read about that. Didn’t a battle take place near here?”

“Nobody’s sure,” Khosu answered. “I imagine that there were battles all along the Volga River. There were hordes of monsters battling the armies of the King and Queen. It must’ve been horrible.”

“There’s not much left here,” Tredzis noted. “I wonder why it hasn’t been torn down.”

“It is our history,” Dukaina answered. “So many Karameikans are of Traldar heritage. Sites like this connect us to our past and remind us of the struggles our ancestors went through.”

“That’s fair. I guess I don’t really think about history much.”

“It’s the Thyatian in you,” Khosu teased. “No, I’m kidding. I’m kidding.”

“Well, I guess that’s true,” Tredzis admitted. “My grandfather always says ‘out with the old and in with the new.’”

“I think it’s important to learn about the past so you can shape the future better,” Maiika added. Everyone nodded. Tredzis looked at her and smiled. There was a lot more to her than he first realized.

They soon finished eating and everyone settled down in their tents. Tredzis looked up into the darkness for a long time. He just couldn't relax knowing that there weren't any walls to protect him. He began thinking about how he could escape his tent in the event he needed to. He then began to think about his spells. He remembered the day he and Maiika practiced wizard lock back at the school and it comforted him. He was soon asleep.

The sun was up early the next morning. Tredzis rubbed the sleep from his eyes and quickly sat up. He was relieved that the night had passed without a problem. He got up, got dressed and headed outside. It was a sunny, humid morning and people were scurrying about breaking down the camp. He saw Maiika nearby and headed over to talk to her.

"Good morning," she said.

"Morning," he replied. "We're moving on already?"

"Yes. Uncle likes to be on the road as soon as breakfast is done. Let's break down our tents and then we can eat."

"Very well."

Working together, they quickly broke down their tents. By then, the smell of potatoes and bacon was too enticing to ignore. Everyone ate breakfast, and before long the caravan was rolling again. Tredzis looked around at everyone they were traveling with.

"Where's Oisar?" he asked Dukaina.

"We don't know. He never returned yesterday."

"Hmm," Tredzis mused.

The rest of the day passed by uneventfully. The caravan stopped and pitched camp around nightfall. The night passed quickly, and the next day dawned cool and overcast. By noon, there was still no sign of Oisar, as the road entered a forest and the caravan wagons tightened up their formation. Afternoon turned to dusk, and dusk gave way to evening. The caravan pressed on. Tredzis started to become uneasy.

"Are we stopping for the night?" he asked.

"There's a point just ahead where the road comes up alongside the Volga," Dukaina answered. "It's a good place to stop. Better visibility."

"Oh," Tredzis replied. A little while later, they came to the spot Dukaina mentioned.

Everyone went to work immediately setting up camp. They ate a quick, simple meal and headed off to sleep. The sound of the nearby river was soothing but irritating at the same time; Tredzis found that it fueled his anxiety about camping even more than before. He tried not to think about it as he crawled under his blanket for the night. Just then, a drum began beating somewhere in the distance. He sat up. It stopped. He listened intently, but only heard the river. Again the drum began beating. He jumped up and ran outside. Everyone was awake. The guards had equipped their weapons and had formed a perimeter along the road, facing the forest to the west. Two of them were holding torches and the light cast an eerie orange glow across the encampment. Maiika was crouched alongside her aunt and uncle against one of the wagons. Both of them were holding small axes. All of them looked frightened. Tredzis looked back towards the road, struggling to see in the dimness.



“Goblins!” someone screamed. Tredzis turned towards the voice. It was one of the guards. As Tredzis watched, the guards formed a line as monstrous screams echoed across the camp. Battle cries erupted from the line. Tredzis strained his eyes and was just able to make out several small, humanoid shapes.

He turned around to look over at Maiika and as he did so, he caught a glimpse of shapes moving in the dark. There were more goblins to the north, away from the guard line. Tredzis froze. The guards didn't see the second group of attackers. He didn't know what to do. If he shouted to the guards, he'd be drawing attention to himself. If he ran to Maiika, he might lead the goblins to her. His mind raced. The goblins crept forward out of the trees toward the wagons. He had to do something. He thought about his spells. He could

cast fireball. He took a breath and looked down. He began speaking the words to summon fire. He steadied his shaking hands and willed the flames to form. He focused his attention on the energy. It ignited and swelled. It was going to work! He lifted up his head to choose a target for his spell and his eyes fell on a man standing on the edge of the camp.

It was Oisar.

He was standing in the dark with his sword drawn. He was right in the goblins' path. What was he doing? Was he part of the goblin attack? As these thoughts raced through his head, he finished his spell. The energy swelled with fierce intensity and Tredzis almost forgot to get rid of it. He hastily flung the fire towards the forest. As it sped from his hands, he realized that the fireball was flying directly towards Oisar.



“No,” Tredzis whispered. He wasn’t sure what Oisar was doing here, but he certainly didn’t want the spell to hit him. Should he warn him? It was too late. The glowing fire flew towards Oisar at an amazing speed and Tredzis held his breath.

With one swift move, Oisar calmly spun around, waved his arm, and caught the fireball in his left hand. The goblins were shocked by the sudden light from the spell and paused when it went out. They turned their attention to Oisar. Oisar held out his hand and the flame appeared on his palm. He then stretched his arm above his head. The small flame shot upwards and erupted into another fireball. It exploded harmlessly in the air, but the flash caught the goblins by surprise. They turned from the bright light, and in that very instant arrows sprung from unseen bows and struck the goblins. The sound of twanging bowstrings filled the night air, and seconds later the goblins fell back in terror. Oisar quickly dashed into the forest and joined several other shapes moving through the trees.

Tredzis suddenly realized he had been completely hypnotized by the situation. He shook his head and looked around. An inhuman cry filled the air from behind the main battle line. The goblins that were fighting the caravan guards scattered and retreated. Several of them dropped dead with arrows in them before they made it back to the forest. The guards slowly drifted back into the camp. Some were wounded. Tredzis blinked in disbelief. Maiika, Khosu, and Dukaina were suddenly by his side.

“What just happened?” Maiika asked.

“I’m not entirely sure,” Tredzis muttered slowly. His hands were shaking.

“Did you cast fireball?”

“I did but... he... he redirected it.”

“Who did?” Khosu asked.

“Oisar.”

“Oisar’s here?” Dukaina asked with surprise. As if on cue, Oisar emerged from the woods. He sheathed his sword and walked into the torchlight. Behind him were a group of elves holding bows. The guards approached Oisar with smiles and seemed to be thanking him. He smiled and shook many of their hands. The elves politely stayed behind him and didn’t immediately approach the humans. One guard walked over to them and thanked them repeatedly. The elves smiled in acknowledgement.

“I need to thank him,” Dukaina said. Khosu nodded and they started walking towards Oisar. Maiika put her hand on Tredzis’s arm.

“Are you alright?”

“Yeah, I... I didn’t cast it right.”

“What do you mean?”

“It didn’t go where I wanted it to. I could’ve killed him.”

“But you didn’t,” Maiika reassured him. “Everything’s fine.”

“Yeah. I don’t know how, though.”

“Come on,” she encouraged, “let’s go see him.”

Maiika started to walk over to the others. Tredzis took a breath and forced himself to walk. He followed Maiika slowly and

approached the guards. Oisar was helping a wounded man sit down, but stood up when Dukaina and Khosu approached. They each hugged him and he seemed somewhat taken aback. He smiled and began to talk with them just as Tredzis got within earshot.

“We can’t thank you enough, Oisar!” Dukaina exclaimed.

“For certain,” Khosu added. “Fantastic timing!”

“I’m actually here much later than I intended to be,” Oisar apologized.

“All’s well that ends well,” Dukaina encouraged. “We’re really glad to see you.” Oisar smiled and lowered his head. When he raised it, he turned to look at Maiika and Tredzis. Tredzis swallowed nervously. He wasn’t sure what he should say.

“I’m glad to be back,” Oisar added.

The camp quickly quieted down and everyone tried to get a little sleep. No one actually did.

When the sun rose, weary eyes greeted it. All of the wounded bodyguards seemed to be doing well. Camp was broken down, and once again the caravan began to roll onwards. As it did, Tredzis gently slapped his face to wake up. He was not himself. He was still shaken up from last night. A horse suddenly whinnied nearby. Tredzis turned to see Oisar riding alongside the wagon. Behind him, on another horse, was one of the elves. Tredzis looked at him nervously, uncertain of what to say.

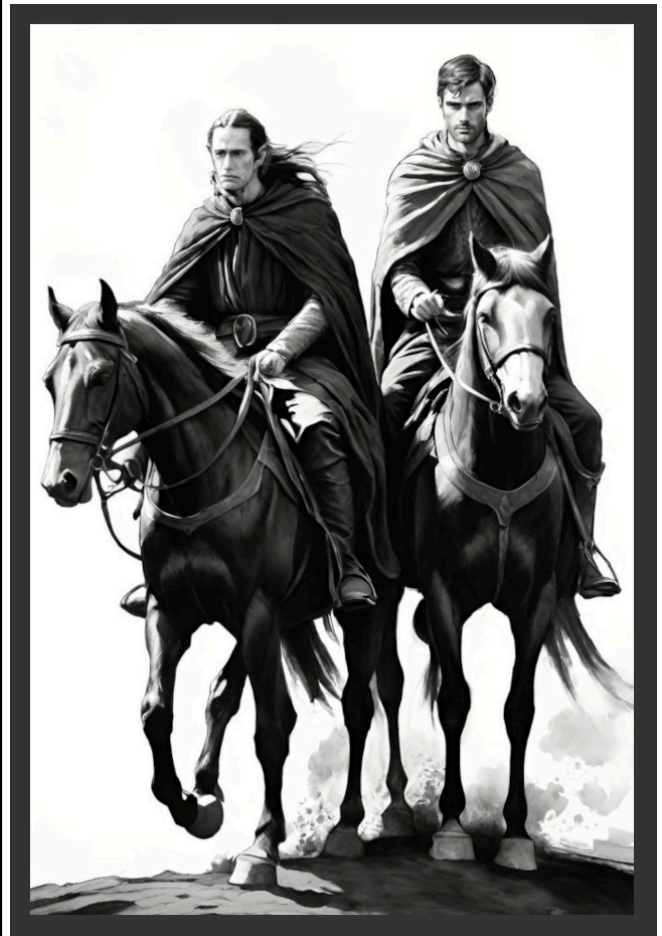
“Good morning,” Oisar greeted him.

“Um... hello,” Tredzis replied with a mixture of uncertainty and embarrassment. “I, uh...

I wasn’t trying to hit you last night. I’m sorry that I almost did.”

“There are no ill feelings, young master. Releasing a fireball is the hardest part of the spell to master.” Tredzis nodded.

“Where did all of the elves go?” Maiika asked casually.



“They are tracking the goblins westward. Hopefully they will discourage them from following the caravan. Yngal decided to stay here with us,” Oisar indicated his elven companion. Yngal nodded. “Besides, we’ll reach Kelvin before nightfall. We should be safe now from any more ambushes.”

“And after Kelvin, we’ll reach Penhaligon, and then the King’s Keep,” Maiika added as she looked over her map.

“And then the mountains,” Khosu added.

“Snow that never melts, right?” Tredzis asked Oisar. Oisar smiled.

“Well maybe not this far south, but there will be snow.”

Tredzis smiled and looked to the horizon. He may have misjudged Oisar. He had so many questions for him but he didn’t know how to ask them. Where did the elves come from? How did Oisar know how to cast spells? How on earth did Oisar catch that fireball? He ended up not asking anything at all. He decided it would be better to bring them up at a later time. Tredzis had doubted Oisar’s intentions, and he was feeling guilty over it. As he turned and looked northward along the road, he realized that he still had a lot to learn about a lot of things.

To be continued...


ARTWORK SOURCES AND CREDITS

- Front cover: **[Image: Cover of issue #35]**
Cover of issue #35, using Bing AI Image creator prompted by Sturm
- Page 2: **[Image: Wizard and PC]**
AI image generated from Microsoft Designer by AllanP
- Page 8: **[Image: Mockup Cover of issue #36]**
Proposed over of issue #36, using “Uninvited Guests”, original illustration by Jeffrey Kosh
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By Thorf based on a design by Demos Sachlas
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Bled Castle on a 1689 copper engraving by Valvasor cropped by author
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Original map by Robin expanding GAZ3’s Map of Glantri City, available at the Vaults if Pandius:
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Photograph by Benny Stæhr: free for use from Pexels: <https://www.pexels.com/photo/silhouetted-bowl-hanging-on-a-chain-9431143/>
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Painting entitled 'A kitchen interior with a young maid hanging various meats, figures preparing food beyond' by Circle of Jean-Baptiste de Saive (Namur 1540-1624 Malines) from Wikimedia Commons: https://commons.wikimedia.org/wiki/File:Jean-Baptiste_de_Saive_%28circle%29_Kitchen_interior_with_maid_1563.jpg
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Cooked and photographed by author
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Photograph (no attribution given) from website 'Recipe Reminiscing': <https://recipereminiscing.wordpress.com/category/medieval-cooking-techniques/>

Artwork Sources/Credits

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Submission proposals should be sent inline in the mail, using the following subject format:

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The mail content should include the following:

- Proposed article title
- The type of article being proposed (short story, adventure, geographical location, organization, etc...)
- A one paragraph description of what the article is about
- An estimated word count of the article (articles should range anywhere from 1000 to 7000 words, depending on the type of article submitted)

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Manuscripts should only be submitted after you proposal has been accepted by the THRESHOLD editorial staff, and must be received by the manuscript deadline†. When submitting a manuscript file, please use the following naming convention:

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(extension: see below for recommended file formats) and the following subject format:

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The mail content should include the following:

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- An attached document containing the article contents.
- The final word count of the article.

Other types of contributions: the editorial team will consider on a case by case basis other types of contributions. Please contact us to inquire if and how we can accommodate unusual contribution formats.

The following guidelines apply to different types of submissions:

Illustrations: Please submit art and maps in lossless format (e.g., PNG).

Articles: Manuscript submissions can be sent by mail as plain text, doc(x) or odt, or shared as Google Doc. The issue editor will create a shared document (for each article) to allow the author and editorial team to work on it. Articles can be as short as a single page, or as long as 6 pages, depending on the specific content. The editorial team will do its best to accommodate the contributions, but especially long works may be split over several issues.

Tables: Tables should be numbered (Table X: Name of Table), and any references in the article should refer to that table number (and not to “he table below,” for example).

Author Bios: Please include a short blurb (one or two sentences) biography/blurb about yourself for our “contributing authors” section. It can be serious or silly, but don't get too carried away with it, please.

Other types of contributions: The editorial team will consider on a case by case basis other types of contributions. Please contact us to inquire if and how we can accommodate unusual contribution formats.

†Refer to “Call for Contributions” (page 9) for next issue deadline dates.

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