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MYSTARA
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Glantri™

Kingdom of Magic



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MYSTARA

CAMPAIGN

Glantri™

Kingdom of Magic

→ The Grimoire ←



Glantri™

Kingdom of Magic

The Grimoire

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Coats of Arms	(back cover)
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Travelers in the rolling Glantrian countryside might find themselves unexpectedly at the gates of a wizard's lonely tower.

Introduction

Magic.

In many realms, the word conjures up mysterious images of unfathomable power and supernatural works. Magic is a fearsome force beyond the ken of most mortals. Only a brave and talented few can master even a small amount of this unpredictable power.

Not so in the dark realm of Glantri.

In the mist-covered hills north of the hazardous Broken Lands, wielders of magic abound. The princes of Glantri, wizards all, command powers both mundane and magical. They orchestrate their courtly intrigues using potent spells and dangerous artifacts.

Strange magical energies permeate the countryside, emanating from the land itself. Some know this mysterious energy, this Radiance, exists. But only a few can tap into its great power. And most remain unaware of its presence.

Glantrians revel in their wizardly ways. All their laws and customs favor spellcasters. In fact, those who remain resistant to magic (such as dwarves) find themselves mistrusted and often persecuted. Though the Immortals of the land keep a watchful eye on the princes' lordly games, the noble wizards scoff at divine power. In this land where magic is the only religion, locals consider clerics little better than criminals. And casting clerical magic against a mage can make an outlaw of any priest.

Myriad monsters call Glantri home—creatures to wake the world's fears and populate its nightmares. Vampires stalk the moonlit streets of a quiet village; werewolves prowl dark mountain passes. A still deeper horror is that these monsters sometimes live alongside

other Glantrians, visiting the same markets . . . and mastering the same spells that lead to the pinnacle of power. Even a mere kobold can embrace the magic of the land to become a prince of his own beastly domain.

You see, in Glantri, one's race does not determine status or favor. Neither does one's family, nor alignment.

All that matters is the magic.



realm
where
only
crazy
old wizards with no
business ruling are
considered nobility.
That's Glantri. I can't
believe they have
lasted this long.

—Joshuan Gallidox,
halfling
adventurer.



Mysteries of Glantri

GLANTRI™: Kingdom of Magic is a fantasy realm in a world called Mystara. You can use this land as a setting for adventures using the rules for the *Introduction to the ADVANCED DUNGEONS & DRAGONS® Game* (formerly called the *FIRST QUEST™* game) or the *ADVANCED DUNGEONS & DRAGONS®* game itself. Glantri lies on the continent Brun just north and west of Karameikos (detailed in the *KARAMEIKOS™: Kingdom of Adventure* setting for the *MYSTARA™* world).

This realm where spellcraft reigns is actually a magocracy of 13 principalities. A wizard governs each, and together these princes form a council to rule the land. As princes determine law in their own domains, each principality becomes a unique place to visit. Uniquely dangerous, too—princely schemes have made the land rife with intrigue. Subterfuge is nothing less than a survival skill.

The favored destination among visitors to the realm remains its capital, Glantri City, with its maze of scenic canals. The Great School of Magic is here, the largest and most famous magical academy in the Known World. Wizards from all principalities and around the world come to this school to gain knowledge and power.

But before they visit Glantri, there are things strangers need to learn about this unusual land and its mysteries.

Immortals

Throughout Mystara's long history, the Immortal powers have never strayed far. Some have supported Glantri in times of war, others have aided its foes. Their divine works have suspended magic's power and reshaped alliances—the Immortals even left their mark upon the very earth, causing lands to sink, meteors to fall, and mountains to crumble.

Yet, Glantrians refuse to acknowledge the strength of Immortals. Perhaps the princes worry that devotion to higher powers could weaken their grip on the land. Whatever the motive, they outlawed religion in Glantri long ago.

The Great Crater

One act of the Immortals none can deny or ignore: Their launch of a meteor at the Broken Lands (the area separating Glantri from the Republic of Darokin to the south) devastated the region and created the Great Crater, also called the Great Darokin Crater. In the wake of this wartime disaster less than a decade ago, humanoid monsters began settling the area, using the resulting turmoil to cover their massive attack against southern principalities and even humanoid bands in the Broken Lands. Now under the command of a spellcasting kobold, the Great Crater has become its own principality. However, humans beware. The kobold prince has no desire to reveal the secrets of his monstrous domain.



The intrigue that abounds in Glantri forces some wizards to band together. This group, the Circle of Four, shares a set of common goals—at least, for now.

The Radiance

The one force that makes Glantri a land like no other is the mystery no one has completely unraveled: that of the magic energy radiating from far beneath Glantri City—indeed, from beneath the Great School of Magic. Early on, the presence of the Radiance drew otherworldly settlers to this land, and they learned to manipulate this force as the Immortals did.

As centuries passed, new immigrants arrived on these magical shores. The local folk, distracted by wars with these newcomers, forgot the secret of the Radiance—even its very existence fell out of common knowledge. Today, only select wizards rediscover their land's unique energies, and only the most skilled of these can use the power of the Radiance to enhance their own spells. Of course, they guard their secret jealously, for the Radiance has the strength to rend an empire from the globe. Yet, despite the Radiance's great capacity for destruction, it remains the lifeblood of the land.

Outsiders often speak of Glantri as a dark realm where mysterious forces work toward unknown ends. They warn the unwary against challenging the land's secrets.

They are wise.

The Campaign Setting

Clearly, this land offers plenty of adventure and intrigue. With its colorful history and magical flavor, Glantri can challenge Karameikan adventurers wishing to see what lies beyond their own borders. This realm of dark powers is also a unique place to begin new adventures with Glantrian player characters. Though helpful, the *KARAMEIKOS: Kingdom of Adventure* boxed set is not needed to play in Glantri.

The Booklets

The book you are reading now—*The Grimoire*—serves as a travel guide to this fictional land, with important information about the realm, its government, cities, people, and creatures. However, you do not need it to play the adventure included in this box; *The Grimoire* mainly helps Dungeon Masters (DMs) set up original adventures in Glantri. Remember: **The material in this sourcebook is for the DM's eyes only.** If you are playing a character, put this book down now! Reading farther will spoil some surprises this setting has in store for you—your DM will provide you with all you need to know to explore this land of magic.

The 32-page adventure book, *The Test of Darkness*, is a basic scenario usable with the rules for both the *Introduction to the AD&D® Game** or the actual AD&D® game. This adventure book and the "Travel Journal of Dar Inberlon" (Handouts 7A to 7D) hold everything needed to play the

adventure. As with *The Grimoire*, only the DM should read *The Test of Darkness*.

CD, Cards, and Handouts

Listen to the audio compact disc in this box while playing *The Test of Darkness*. Although groups can role-play this adventure without the CD, the audio element makes the action much more exciting. The adventure book's introduction explains how to use the CD.

The box also holds eight cards depicting player characters suitable for adventures in Glantri. (The characters from the *Introduction to the AD&D Game* or the *KARAMEIKOS* boxed set also work fine.) The introduction to *The Test of Darkness* tells how to use the character cards.

In addition to the cards, the box holds 16 loose pages that look like parchment. Some are player handouts for *The Test of Darkness*, to be used as instructed. Four sheets, titled "Travel Journal of Dar Inberlon," (Handouts 7A to 7D) introduce the land of Glantri. Before adventuring in this setting, the DM should read the sheets, then give them to players. This brief diary describing Glantri tells players everything their player characters (PCs) know of the land. The last six sheets, each labeled "Mini-Adventure," feature Glantri adventure ideas for AD&D groups.

The Poster Maps

The last two items in the box are poster maps. One provides a close-up view of the capital, Glantri City, and the other shows all 13 of the Principalities of Glantri.

This second poster map breaks down the principalities into color-coded hexagons bearing symbols that stand for a type of terrain—trees, mountains, water, and so on. These symbols indicate the area's primary terrain. (You can find translations of the symbols and details about Glantri's terrain on the map's key.) Within each hexagon there may be other kinds of terrain, too—a few hills in a clear hex, a small lake or some trees in a hill hex, etc. DMs use these symbols to determine characters' movement rates through an area and to help them describe what PCs see along the way. Each hexagon marks an area about 8 miles across.

The glory of spellcraft, the thrill of power, and the risks of ambition—all the richness of Glantri is yours to explore.

* The *Introduction to the ADVANCED DUNGEONS & DRAGONS Game* was first issued as the *FIRST QUEST* game. Either version is a perfect springboard to GLANTRI and the world of MYSTARA, but groups will find they can enjoy this setting best using the AD&D game rules in the *Player's Handbook* and the *DUNGEON MASTER® Guide* along with *The Grimoire*. Once groups using the *INTRODUCTION TO THE AD&D GAME* rules complete *The Test of Darkness*, they might decide they like setting their games in Glantri. Then you, the DM, should read this entire *Grimoire*.



Some principalities are more dangerous than others. For example, in Boldavia, citizens live in constant fear of the mysterious creatures of the night whose domain they share.

Chapter I:

Overview of Gланtri

Once and always, the spirit of Gланtri is linked with its magic. More than any other force, spellcraft has given every facet of this land a distinctly Gланtrian hue. Powerful spells have left their mark on the realm's geography. The pursuit of power through magic has dictated the direction of local history—just as it has molded the shape of Gланtri today.



he mag-
ocracy
of
Gланtri
seems a bastion of
peace and civilization
—once you get past all
the cataclysms, rebel-
lions, wars, plagues,
and invasions, that is.

—Heret Gһuldaur,
Official Historian
of the
Principalities
of Gланtri.



Geographic Features

The mountains, rivers, and plains of this land might put visitors in mind of their own homelands. However, areas like the recently annexed Great Crater remain as unique as Gланtri itself.

Surrounding Mountains

Gланtri is bound on all sides by imposing mountains. The high altitudes and cold climates mean that a great many peaks keep their white caps year round.

Refer to the poster map of Gланtri. To the north stretch the *Wendarian Ranges*, an older range of mountains, worn down by the elements. Valleys and passes are frequent among its peaks, making the range relatively easy to traverse.

The *Colossus Mounts* bar the way between Gланtri and its long-time foe to the east, Ethengar. Many ancient battles were fought among these peaks, and the battlefields still remain—many of them reportedly haunted. Among the tallest mountains in the area, some of the Colossus peaks reach 25,000 feet or more. Most of the time, clouds obscure the tops of the tallest ones, so map-makers can only estimate their height. Expeditions up these mountains have

reported the existence of large, crystal-like plants the explorers called *snowtrees*. However, branches brought back as evidence withered and crumbled before the expeditions reached the bottom of the mountain. Amid the ice and snow around the Colossus Mounts lives all manner of never-before-seen plant and animal life, so the snowtrees may very well exist.

In a newly annexed region far south in Gланtri, the *Silver*

Sierras rise up from the earth. Formed during an ancient cataclysm, these mountains at first seem misnamed: They look red, not silver, and sometimes even appear purple at dawn or dusk. Actually, the range's name springs from the wealth of precious gemstones and silver discovered there. In addition, miners find plentiful supplies of coal, sulfur, and rare ores useful in alchemical preparations—always of special interest to Glantrians, of course.

Unfortunately, a meteor's impact seven years ago utterly transformed the region, flattening much of the Silver Sierras range into the immense Great Crater. The meteor destroyed the former Principalities of Caurenze and Blackhill and reduced most local villages, towns, and keeps to ruins. The resulting crater, 60 to 70 miles across in most places, plunges to a depth of almost 2 miles at its lowest point. There, at the crater's center, the impact drastically altered the Red River's flow and created a large lake that submerged the meteorite. Glantrians call this body Marrow Lake, as its discoverers believed it had bubbled up from the broken "bones" of the earth.

Right after the meteor struck, humanoid monsters from the desolate Broken Lands to the immediate west migrated through the Silver Sierras to the Great Crater, seeking to invade still reeling southern Glantri. Though they were driven back, the orcs and their brethren lingered to populate and control the crater. Their leader, the kobold Kol, recently separated officially from the Broken Lands, making his dominion of New Kolland the newest principality. Prince Kol hopes to start mining the Silver Sierras' lucrative ores to give him an economic edge on the rest of Glantri. As if residual earthquakes and mudslides did not pose enough danger to curious adventurers, Kol's local humanoids, eager to protect the riches in their mountains, make this area "the biggest dungeon in the Known World."

To the west rise the *Glantrian Alps* and the *Kurish Massif* beyond. The Alps are a newer, taller range, much like the Colossus Mounts, with hidden, icy vales and cloud-shrouded peaks. The Kurish Massif, on the other hand, has been worn down over time. This vast expanse harbors a seemingly endless horde of monsters and dangerous beasts. The Kurish Massif region is known for poppy, pimento, and other spices, as well as sumac, used to create high-quality dyes.

Central Grasslands

Large valleys lie nestled where mountains meet. Hills roll ceaselessly like waves across the terrain. Both these features demonstrate the land type most common in central Glantri: grassland. Visitors find extensive farming in these valleys, including the Vesubia Valley (extending from the Broken Lands north to the towns of Glenmoorloch and Vorstadt) and the Isoile Valley (west of Glantri City). The Red River

Valley between the Glantrian Alps and the Silver Sierras was devastated when the meteor fell; what little remained intact became a dried-up wasteland when the Great Crater changed the river's course.

The grasslands in most valleys boast rich soil and mild weather, allowing farmers to raise a variety of crops. The only exception, the area out west around Sablestone, stays drier, as the nearby Kurish Massif keeps it from getting enough rain. Small wooded areas dot the valley countryside, but they never cover more than a few hundred square yards. Oaks and mulberry trees make up the bulk of these copses.

The hills of Glantri, too pronounced to make good farmland, prove excellent pasture for grazing cattle, sheep, and goats. All manner of high grasses, heathers, thistles, large ferns, and juniper grow in the hills, along with briars and hawthorns. Hidden among these plants are rare herbs useful in medicines and magical preparations.

Navigating the hills is no easy task; strangers find it easy to lose their way. The trails are few, and the sheer number of high hills in their haphazard patterns makes it difficult to travel a straight line. Several wizards have found the rolling hills ideal for secluded towers. Such keeps seem impossible to find without knowing their exact locations.

Roaring Rivers

Long ago, the founders of Glantri City began building at the confluence of the Vesubia and Isoile rivers to ensure the settlement would become a useful trading center. This plan proved to be a good one; in fact, most of Glantri's more prosperous towns have sprung up along a river's edge.

Glantri's rivers serve as a useful means of transport. One can navigate with ease from the village of Trintan in the south to the Lizzieni ruins in the southwest, to Vyonnes in Nouvelle Averoine, and to Leenz and Glenmoorloch in the north. Similarly, the Dol-Anur River, which flows across the northeast corner of Glantri, runs quietly through much of the Khanates of Ethengar, allowing normal navigation and trade between Rymskigrad in the northern Principality of Boldavia and the Broken Lands downriver.

The strength of the flow of some of Glantri's rivers—plus their numerous waterfalls—prohibits any sort of commercial navigation. Even the Vesubia turns to rapids in the Broken Lands (with occasional whirlpools and cataracts), making it unsuitable as a shipping route to Darokin. Because of the waterway's dangers, a metal grate in the flow near the southern village of Trintan blocks passage downriver.

Along the miles and miles of Glantri's riverbanks, poplars, willows, elms, birches, alders, and nut trees grow prodigiously. Communities located along rivers use trees for lumber, both for local construction and as a commodity.

The Known World



Principalities of Glantri

Glantri City

The Broken Lands

Aengmo

Rafielton

Republic of Darokin

Darokin

Shireton

The Five Shires

Kingdom of Ierendi

Ierendi

Atruaghin Clans

Palace of Atruaghin

Sind

Sea of Dread

Sayr Ulan



Heldannic Territories

**Khanates
of Ethengar**

Norrvik

Zeaburg

Ostland

Vestland

Rockhome

Dengar

Soderfjord

Soderfjord Jarldoms

Ylaruam

Emirates of Ylaruam

**Kingdom
of Karamaikos**

Empire of Thyatis

Thyatis City

Sea of Dawn

City of Minrothad

Minrothad Guilds

Glantrian Time Line

To put Glantri's dynamic history into perspective, this listing chronicles events from the time of the first settlers to the present day.

Dates correspond to the Thyatian calendar, the standard timekeeping system in the Known World. The system uses as its point of reference the day the first emperor of Thyatis was crowned; events take place Before Crowning (B.C.) or After Crowning (A.C.).

People and families mentioned below are described further in **Chapter II: The Principalities.**

- B.C. 3000:** Glantri's last ice age begins.
- B.C. 2200:** Elves move into the frozen valleys of Glantri.
- B.C. 1700:** A cataclysm creates the Broken Lands and drives elves out.
- B.C. 800:** The ice recedes north.
- 0:** The first emperor of Thyatis is crowned.
- A.C. 395:** The Flaems arrive and begin colonizing the area of the Radiance.
- A.C. 400:** Alphasians establish their empire in the east.
- A.C. 450:** The Flaems found Braejr (eventually Glantri City).
- A.C. 585:** Ethengarian raiders attack the Flaems numerous times, but are repelled.
- A.C. 645:** Ethengar attempts a major invasion, which the Flaems halt at Skullhorn Pass in the Colossus Mounts.
- A.C. 662:** The Flaems attempt to invade Ethengar, but their expeditionary force is massacred in the steppes.
- A.C. 700:** Friction mounts between Alphasia and Thyatis.
- A.C. 728:** The d'Ambrevilles and their vassals, persecuted in their world of origin, arrive in Glantri.
- A.C. 730:** Thyatian, Traladaran, and elven settlers arrive in Glantri and clash frequently with Flaems.

(continued on page 13)

Climate

Glantri lies on the continent of Brun in the northern portion of the Known World. This fact, combined with the realm's high altitude, makes its climate cool. Most principalities receive a good deal of precipitation, too—both rain and snow. Spring and autumn are short seasons, often blending in with summer or usurped by winter.

Summers in Glantri are mild, with high temperatures ranging in the 50s and 60s and rarely climbing above 70 degrees. Rain often chokes roadways with mud, and rivers frequently overflow their banks, although floodwaters seldom rise dangerously high. Fog commonly cloaks the mountains and hills, obscuring entire principalities for days at a time. Winds blow from the south or southeast and can grow quite strong, bringing hail and electrical storms. In certain mountain passes, the winds blow hard enough to whip up small stones and pebbles, creating a deadly, rocky hailstorm. These strange storms seem unique to Glantri; those who know how to detect such things might sense a faint trace of magic in the wind. Among the very wise, it is whispered that the Radiance raises these winds.

In this land of magic, winters are harsh and long, with temperatures routinely delving below zero and never rising above 20 degrees. The wind, strong in the winter as well as the summer, brings blizzards and even more bitter cold temperatures. Snowfall is heavy enough in most areas to block mountain passes, making even the best roads unusable. Navigable stretches of rivers usually freeze over, hampering travel and trade within and without the land.

History of Glantri

Approximately 3,200 years ago, after a series of ancient cataclysms and the resulting age of ice, elves from southern Brun came to what is now Glantri. These elves dwelled in the area for about 500 years before fleeing another cataclysmic rending of the earth, about which historians know little. This mysterious sundering shook the world to its foundations, forming the area south of Glantri known today as the Broken Lands. In a short time the Broken Lands, though still seismically unstable, became the home of orcs, goblins, and other foul humanoids.

At the time of the elven settlements, ice and snow still covered much of Glantri. More than a thousand years after the white veil of ice had receded to the far north, another wave of settlers arrived. The newcomers were the *Flaems*, a magical people with coppery skin and reddish hair. Not natives of this world, they came from a far-removed realm of powerful enchantment, seeking a new place to colonize. The Flaems discovered a source of great magical energy emanating from a point within what is now Glantri, making this land an ideal place for their magical race to live. They named the energy the *Radiance* and built a city, *Braejr*, at the confluence of the Vesubia and Isoile rivers—miles directly above the heart of the Radiance.

The Flaems thrived for 300 years in this land of magic, named Braejr after the powerful capital city. During this time, the Khan of the mighty nation of Ethengar to the east began to lust after the Flaems' lands and wealth. His forces soon made advances into the Flaemish territories. A bloody war ensued, pitting Ethengar steel against Flaemish spells, but neither side ever managed to make permanent gains. The deep-seated enmity born then lingers even to the present.

New Settlers

A few short years after the hostilities with Ethengar cooled, the Flaems faced a new threat. Settlers from neighboring elven lands, as well as the human realms of Thyatis and Traladara (now called Karamaikos) to the far south, began to make their homes in Glantri. The Flaems did not treat these settlers kindly, but referred to them as *pale ones*; the newcomers' skin color disgusted them. Settlers incited a number of skirmishes, but proved too disorganized to wage a true war. Even when the humans and elves formed a coalition to attack the city of Braejr itself, the unsurpassed magic of the Flaemish wizards drove them back.

Not until the arrival of a new colonizing force led by a warlord named Halzunthram did Flaemish rule find itself significantly challenged. These newcomers sided with the elven/human coalition, saving this local military force from obliteration. With new, more powerful foes, the Flaemish army found itself in dire trouble. At the *Battle of Braastar*, the Flaemish defense was broken, never to be restored.

Soon afterward, the combatants signed the *Treaty of 788*, which gave the northern reaches of Braejr to the Flaems, the south to the elves, and the west to the human settlers. The treaty united the three realms under the rule of a council, which would meet and hold court in Braejr. But before this plan could even see fruition, Halzunthram revealed his true motives—he was an agent of the powerful Empire of Alphatia, another land of strong wizards far to the east. The warlord claimed all lands ceded to the Flaems, elves, and humans as protectorates of Alphatia.

Infuriated, the elves immediately declared their independence and withdrew into their settlements. The Flaems and the human settlers united in rebellion against Halzunthram, throwing the realm into conflict again. Today, Glantrians call this grueling rebellion the *Forty Years War*.

During this war, prospectors struck gold in the mountains of Braejr. Word spread like lightning to the outside world, and dwarf miners from the east rushed to find their fortune. These dwarves were far from a desirable representation of their people—after all, they were lawless enough to trespass on gold-rich land the owners, away at war, could not defend. Many gold-hungry foreigners formed armed groups that resorted to banditry as often as mining.

At the same time, a devastating and deadly plague swept through the land. The dwarves, who seemed resistant to the disease, quickly found themselves blamed for its spread. The angry population, tired of death, war, sickness, and famine, turned on the dwarves, hunting them down like animals. During this time, known as the *Years of Infamy*, most dwarves fled. An inborn hatred of dwarves still remains a common trait among Glantrians.

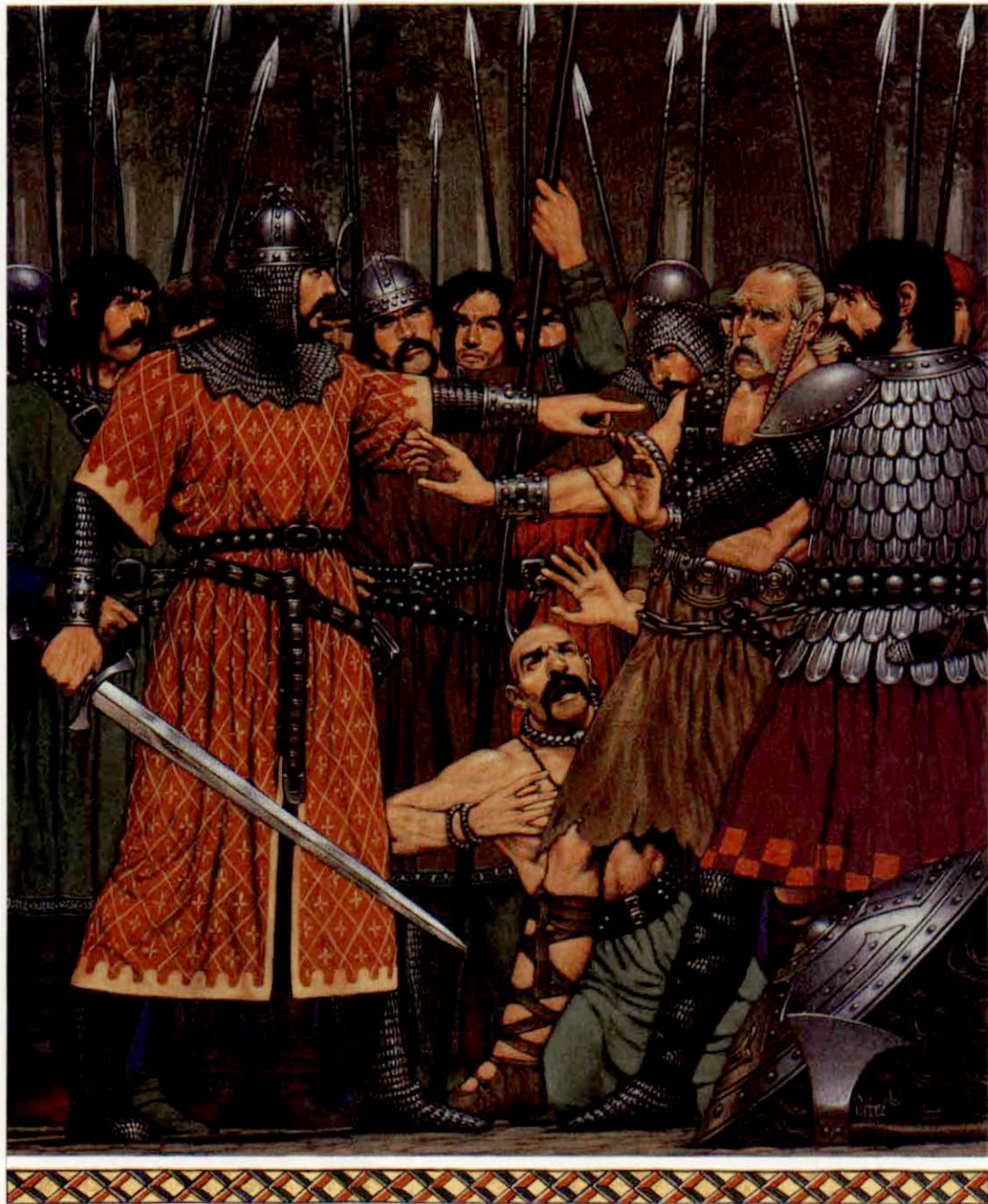
A Unified and Independent Glantri

During one of the dwarven hunts, while the Forty Years War still raged throughout the land, Lord Alexander Glantri stumbled upon Halzunthram and his retinue at a hidden military field headquarters in the wilderness. Glantri and his men used surprise and quick thinking to quietly capture the camp. Once Halzunthram's capture became widely known, the dispirited Alphatians surrendered, and their army disbanded. Most returned to their faraway homeland, but a few remained to start a new life in this magical realm.

(continued from page 12)

- A.C. 743: The d'Ambrevilles bring more settlers from their mysterious home world. Brannart McGregor and House Crownward also use this magical passage to Glantri.
- A.C. 784: Racial hostilities peak when a Thyatian settler kills a Flaemish lord. War breaks out.
- A.C. 785: At the Battle of Braejr, settlers are driven south of the Vesubia River.
- A.C. 786: Halzunthram and troops arrive from the far east.
- A.C. 788: The Flaemish meet defeat at the Battle of Braastar. Halzunthram captures the Flaemish council. After the Treaty of 788, he makes Glantri an Alphatian dominion. The elves declare independence, and the Flaems revolt. The rebellion sets off the Forty Years War.
- A.C. 802: The Years of Infamy begin after a gold rush and subsequent (but not necessarily linked) plague outbreak.
- A.C. 828: Dwarves flee the land, and Lord Alexander Glantri ambushes Halzunthram. The Alphatian defeat marks the end of the Forty Years War.
- A.C. 829: Lord Glantri founds the republic and reforms the council.
- A.C. 845: Construction of the Great School of Magic begins.
- A.C. 858: The Light of Rad decision limits nobility to wizards only. Council members gain the hereditary title of "prince." The Council of Princes then establishes the first principalities.
- A.C. 859: The wizards expel illegal nobles and crush a minor rebellion. The Elven Principality is created.
- A.C. 875: Workers complete the Great School of Magic.
- A.C. 884: After much strife, the Elven Principality divides into Erewan and Belcadiz.

(continued on page 15)



Alphatian commander Halzunthram quails before the victorious Alexander Glantri, following a surprise attack. Glantri held him captive in the Tower of Sighs for several years

before allowing the disgraced commander to return to his country in shame.

In honor of their liberator, the citizens of Braejr renamed their capital *Glantri City*, or more commonly just *Glantri*. Riding high on this public approval, Lord Glantri founded a new government, establishing two ruling councils of members from the land's disparate social and racial groups: the Parliament (made up of all nobles) and the Council of Princes. In the years of peace and prosperity that followed, these ruling councils began to form the laws that have made Glantri the realm it is today. The *Great School of Magic*, built miles above the exact center of the Radiance emanations, quickly became a hub of learning for the entire Known World. (But the presence of the Radiance remains a great secret the high nobles keep from the rest of the world—even from most in Glantri.) Already heavily populated with wizards due to the otherworldly Flaemish blood in the veins of many citizens, Glantri began attracting even more sorcerers, alchemists, enchanters, and sages.

In a parliamentary session now called *The Light of Rad*, the council approved two major laws. The first limited the rights of nobility to those with wizardly power, establishing Glantri from that time forward as a magocracy. The second allowed council members the right to bear the title *prince*. Certain factions disputed one or both proclamations, and conflict broke out when the military tried to oust the now unlawful nonspellcasting nobles of the land. But Glantri's new aristocracy quickly restored order through intelligent use of political strength and magical power.

Immortal Influence

Years passed, and Glantri thrived. Beyond the ken of mortal man, however, events were occurring that would shake the principalities to their core. A number of the Immortals interested in the world of Mystara had divided into two decidedly hostile camps known as the *Ring of Fire* and the *Fellowship of the Star*. The Fellowship of the Star wanted to study and manipulate the Radiance, but the Ring of Fire believed that tampering with such a mysterious force would prove disastrous. Their conflict escalated.

As in most Immortal conflicts, mortals became the pawns. First, the Ring of Fire began influencing the populace and rulers of the Empire of Alphatia; rumors branding Glantri a dire enemy flourished. The Fellowship of the Star took Glantri's side, subtly preparing the land for war. Events began escalating faster nine years ago, in 1004:

- ❖ An Alphatian elf tells his masters that mages in the Great School of Magic used a strange new form of magic. Then the spy dies mysteriously.
- ❖ The Empress of Alphatia accuses Glantrians of using forbidden magic to further their evil intents.
- ❖ The Council of Princes sends an envoy to Alphatia to tell the empress her spy was dead and her plot foiled. Instead, the couriers are framed for a general's death.
- ❖ Several elves from the Principality of Erewan are arrested in Alphatia for allegedly burning down temples.
- ❖ Some Glantrian nobles at a party are assassinated in a magical attack, which angers the Council of Princes and (with some Immortal influence) brings the powerful southern Empire of Thyatis to Glantri's side.
- ❖ In Alphatia, the imprisoned Glantrian couriers and elves escape but, in fleeing, they start a fire that consumes a city and much of Alphatia's sky-ship fleet.

(continued from page 13)

- A.C. 896: Château d'Ambreville disappears from Nouvelle Averoine without a trace, taking the d'Ambrevilles with it.
- A.C. 898: A wave of immigrants enters Glantri. The populations mix, easing racial tension.
- A.C. 920: An economic agreement signed by Glantri and Darokin allows free passage for all merchant caravans. Business booms in Glantri City.
- A.C. 979: The d'Ambrevilles reappear in Nouvelle Averoine with a new castle.
- A.C. 1003: The Principality of Bramyra becomes enfeoffed.
- A.C. 1004: Tensions with Alphatia increase. The princes enfeoff the Principality of Sablestone.
- A.C. 1005: Immortals force a war between Glantri and Alphatia, involving Thyatis as well. Alphatian wizards summon dangerous monsters to Glantri. Morlay-Malinbois is created.
- A.C. 1006: A meteor strike creates the Great Crater, leveling Blackhill and Caurenze in the process.
- A.C. 1007: Humanoids stream from the Broken Lands into Glantri and Darokin, using the Great Crater as a staging area. East of Glantri, Alheim falls to the shadow elves.
- A.C. 1008: When plague comes to Glantri, the council lifts its ban on clerics. While Glantri forces the humanoids back to the crater, Thyatis loses ground to Alphatia.
- A.C. 1009: Alphatia sinks. The Wrath of the Immortals war ends.
- A.C. 1010: The Principality of Fenswick is enfeoffed.
- A.C. 1011: New Kolland becomes the first humanoid principality.
- A.C. 1012: Subtle events mold a darker, more sinister Glantri.
- A.C. 1013: Current year.

❖ In spring 1005, Alpathia declares war on Glantri; Thyatis sides with Glantri. With the world's two mightiest empires involved, all know this war will not end quickly.

When Thyatian and Alpathian armies clashed, the world became their battlefield. Meanwhile, Glantri was beset by a horde of monsters summoned by Alpathian wizards. Glantrians retaliated by sending mage terrorists to Alpathia.

In the summer of the next year, the Immortals' involvement in the war brought a huge meteor crashing into the border of Glantri and Darokin, with devastating consequences. (See page 9.) Within a year, humanoids of the Broken Lands used the newly-formed crater to access southern Glantri. The humanoid ruler, Thar, with his aide, Kol, invaded with the largest force of orcs, goblins, ogres, and other humanoids ever assembled. The entire realm quickly became an armed camp in a state of siege.

Worse yet, the war raging across the Known World brought on a deadly plague. In desperation, Glantri dropped its ban on clerical magic and begged priests from the outside world for their healing skills and spells. With the help of these clerics, Glantri defeated the plague. *Prince Jaggar von Drachenfels*, commander of the Grand Army of Glantri, marshalled his forces and drove the rampaging humanoids back to the crater. Unfortunately, the war with Alpathia was going badly for Glantri's Thyatian allies. It appeared that enemy armies soon would sweep across Glantri.

Then the Immortals supporting Glantri stepped in. They manipulated the Radiance to destroy the Alpathian capital city, along with most of the royal family. (An aftereffect, the *Week without Magic*, caused rampant panic and chaos throughout the world—particularly Glantri.) When the empire refused to admit defeat, Immortals sank the entire continent of Alpathia, forever doing away with Glantri's most powerful enemy and only true magical rival.

Recent History

Since the war, often called the *Wrath of the Immortals*, Glantri has grown into a darker place. Death and devastation have taken their toll upon its people. Lycanthropy and vampirism have spread from their former isolated locales across the entire realm. Monsters summoned to the realm during the war have taken up permanent residence. They even meddle in politics. . . .

The Prince of Nouvelle Averoine, *Étienne d'Ambreville*, disappeared mysteriously during the war. (Étienne has, in fact, become the Immortal *Rad*, though no one in Glantri currently knows this.) His brother *Henri*, only too eager to take his place, usurped authority from the rightful heir, *Isidore d'Ambreville*, imprisoning her and her husband *Richard*. Escaping Henri's dungeon two years ago, Isidore begged the Council of Princes to reconsider the succession.

After a new round of balloting, neither claimant held clear support for succession. This stalemate forced a magical duel between the two, which Isidore won. In the process, she revealed Henri as a werewolf—a crime then in Nouvelle Averoine. (The victor concealed her *own* lycanthropy.)

Around the same time, the Council of Princes granted *Dolores Hillsbury* princely status and rulership of the newly declared Principality of Fenswick. (She claims to be the daughter of the late *Volospin Aendyr*, ruler of the Principality of Blackhill before the meteor destroyed it. Her true nature would shock the council.)

Recently, the spellcasting kobold named *Kol* broke away from Thar, king of the humanoids in the Broken Lands. Kol petitioned the Council of Princes for control of a new principality at the Great Crater. After he managed to defeat his fellow humanoids and subjugate all their forces hostile to Glantri, the council approved his petition, making him Prince of New Kolland, which Glantri officially annexed.

With such fluctuations in the power structure of late, political intrigue among the nobles has hit an all-time high.

The Realm Today

Adapting to the changing world may prove as challenging to visitors as it has become for Glantrians themselves. The cross section of the land's inhabitants and the rules of their society have remained in a state of flux ever since the war.

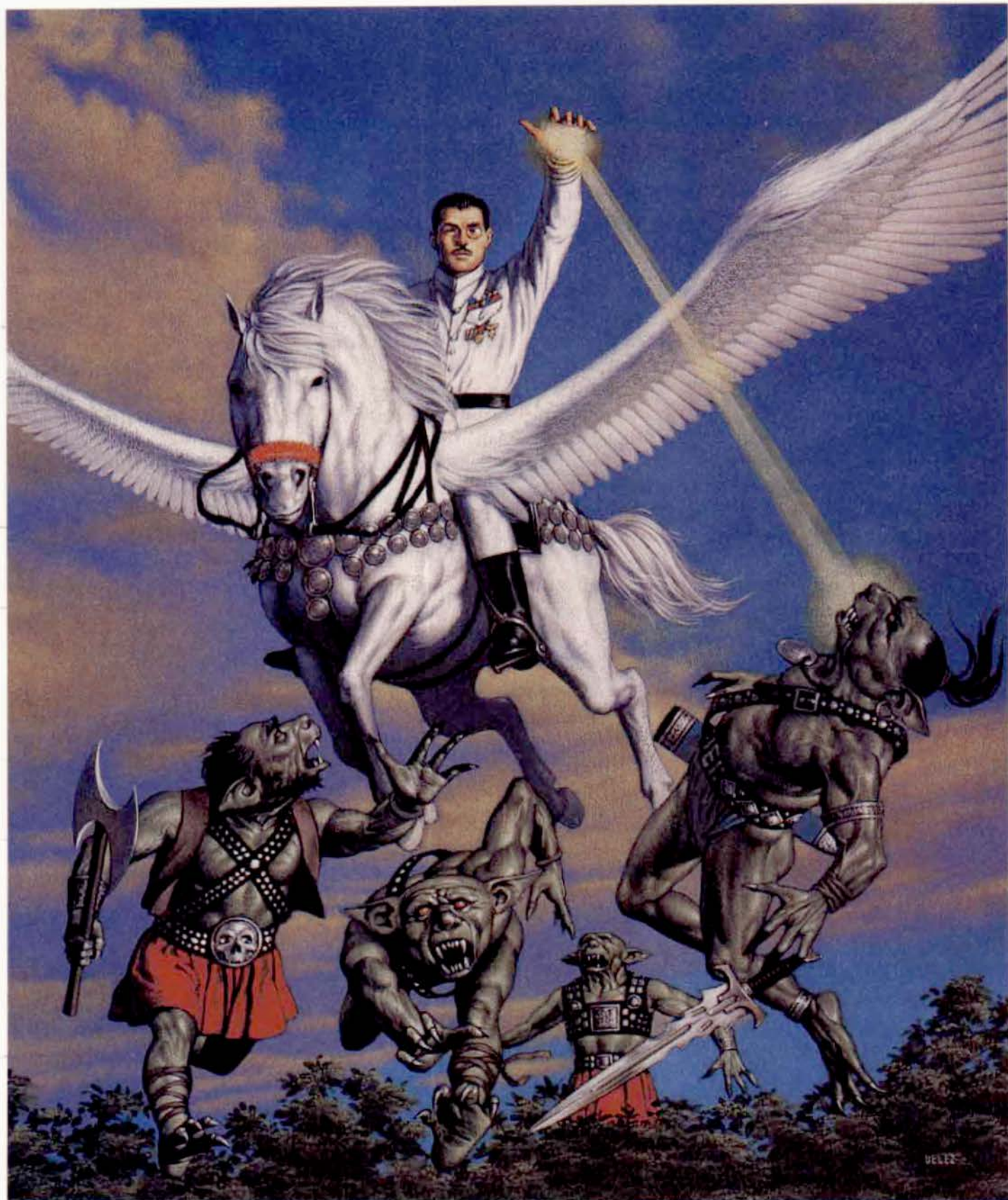
The People

As you can see from the history of the realm, Glantri is a diverse land of many ethnic heritages. Cultural and racial differences have caused conflicts in the past, and occasionally they do today as well.

Long ago, the otherworldly Flaems began interbreeding with the humans and elves of the area. Racial mixing caused descendants' complexions to lighten drastically—hair color would diverge from red, too. Although there are few pureblood Flaems alive today, obvious traces of their race still remain: the occasional child with dark, coppery skin born to light-skinned parents.

The Flaems were an inherently magical people—whether they studied magic or not, they could use it. Many a Glantrian with copper-colored skin and reddish hair has shown unusual aptitude in the arcane arts. So, although racial hatred against the Flaemish has not disappeared entirely, it has been offset somewhat by this enviable trait.

The elves of the Principality of Erewan, fair of flesh, have hair like spun gold. They seem more withdrawn than the other peoples of Glantri, though they feel strong racial and social ties to the other elves of the Known World. Half-elves, though not uncommon in Glantri, mostly do not



Astride his pegasus, *Adelfeder*, Prince Jaggar von Drachenfels personally leads the Grand Army of Glantri as his

troops drive the humanoid forces back to the Great Crater during the war with Alphatia.

come from Erewan stock. The elves of Erewan, ruled by the Clan of Ellerovyn, despise many of the dark and evil practices that occur in the other principalities.

The elves of the Principality of Belcadiz, smaller than those of Erewan, have dark complexions, hair, and eyes. While a proud race, they do not oppose the mixing of clans and cultures; most Glantrian-born half-elves come from a Belcadiz heritage. These elves consider themselves unique as a people; they have few ties to the other elven clans of the world. In fact, they concern themselves more with Glantrian affairs than with those of the elven race.

The rest of Glantri's citizens are humans of mixed origin. Those in the Principality of Boldavia hail from Karamikos, while others claim Thyatian or Alphatian ancestry. Even a few Ethengarians call Glantri home, despite the realm's hostility toward the khanates. (Long ago these wizards saw that their profession made them unpopular in Ethengar, so they came to Glantri seeking refuge.) Finally, the folk of Nouvelle Averoine and Klantyre hail from another world entirely, one connected with Glantri once by magical means. These otherworldly settlers are nonetheless human—only their culture and accent distinguish them from Mystarans.

In Glantri City—and other areas not within a principality—the locals mix well (save perhaps with the elves of Ere-

wan and citizens of Ethengarian descent, who often find themselves the victims of prejudice). Such congeniality does not always hold true within a principality, however. There, the people usually identify strongly with the ruling family and with the culture and heritage it represents. Citizens do not easily tolerate other beliefs and cultures, and urge merchants with foreign customs and ideas to make their stays brief. But folks are becoming a bit more open to visitors from elsewhere in Glantri. (Soldiers from different dominions fighting alongside each other in the Wrath of the Immortals opened up some barriers.) Although princes act no friendlier in political dealings, at least travelers know more about other principalities since the war; they can cross borders without experiencing drastic culture shock.

Each principality has its own laws, manner of dress, customs, architecture, and sometimes language. As in the rest of the Known World, most Glantrians speak Thyatian common, although with various distinctive accents. Both elven clans speak their racial tongue, of course, with their own dialects and colloquialisms. Some still speak Flaemish—actually a dialect of Alphatian, as the Alphatians and Flaems both came to Mystara from the same magical world. Boldavia uses Traladaran as its standard language. A few places in the east speak Ethengarian, but generally that tongue will gain one nothing but suspicious looks.



Social Structure

Magic has shaped Glantri's society for many years; in this land, spellcasting brings money and status. And, as Glantri has so many wizards, it has a larger "upper class" than most lands. While other locales boast only one wizard in every 5,000 people, an estimated one in 200 Glantrians is a wizard. In the capital, the ratio becomes one in seven.

Nobles and other members of the upper class enjoy all the luxuries Glantri has to offer—magical conveniences, material goods, extravagant homes, and foods from all over the Known World. Though, by law, all nobles are wizards, many others gain upper-class status by having a mage as a relative. Only a few aristocrats—wealthy merchants, for instance—have attained their station without ties to magic.

There is no "middle class" in the Principalities of Glantri. Those who do not belong to the upper class are peasants, farmers, workers, rural craftsmen, or merchants. To these people, Glantri's magic makes little difference. After all, magic doesn't help them till their fields, build their houses, or run their taverns. The life of a Glantrian peasant differs little from that of a peasant in Karameikos. Farmers in Glantri probably worry more about monstrous incursions into their fields or attacks on their livestock. But for the most part, the nobles use spells to keep such incidents to a minimum—it is in their best interest to keep the little people safe, after all, and therefore keep the economic base strong.

Glantri's commoners do experience magical occurrences often enough not to feel shocked by the supernatural. Yet, since they do not understand spells, they typically respond to them with fear and mistrust. Magic's mysterious power gives them cause to respect it, not take it for granted.

However, nobles will use magic to aid industries they deem important. For example, in the Principality of Krondahar, spells increase the speed of silk production. Special charms improve the yield of many fruit orchards in the south. Boldavian wizards help fishermen by magically maintaining ice to keep fish fresh on its way to market. In cases directly affecting the lives (or purses!) of the mighty, magic can come to bear upon the lives of the lower class.

Glantrian Economics

Casting spells, crafting magical items, and conducting arcane research are extremely expensive undertakings. Therefore, a close second in importance to magic in Glantri is . . . money. Vast amounts of the principalities' wealth go to support the Great School of Magic, specifically magical license fees and taxes on the sale of spellcastings or magical items. Taxes are collected four times a year, and not paying one's taxes is a crime like unto treason.

If the Known World were a friendlier, more open place, Glantri's main export probably would be spellcraft, in the

form of magical items and knowledge. However, as hostile as the world is, and as jealous as Glantri is, this realm of magic hoards its secrets and power. True, the Great School draws students from all over the world. But, with the local culture so conducive to wizardry, most who gain their mastery here stay to practice magic in Glantri City.

As it is, the main exports of the principalities are agricultural and mineral products. Most towns focus on producing one specific commodity, be it food, metal, or crafted items of wood, stone, metal, or ceramic. Some principalities are famous throughout the Known World for craftsmanship, including metalcraft and weaponsmithing (Belcadiz), machinery (Aalban), and perfume (Bergdhoven).

Glantri trades with Darokin and Karameikos, although the relationship among these rival nations does not extend beyond commerce. Much to the dismay of the elves of Belcadiz and Erewan, Glantri retains the shadow elves as trading partners and tentative allies—despite the fact that they recently conquered Darokin's elven land of Alfheim.

The base currency from Glantri's mint is the golden *ducat*, a coin about an inch and a half in diameter depicting a prince or former prince. (A prince's ducat remains in circulation even after he dies.) The silver *sovereign*, a small coin, measures less than an inch across; 10 sovereigns equal one ducat. The silver coin bears a stylized image of the Parliament building in Glantri City. The small copper *penny*, only an inch across, displays an image of Lord Alexander Glantri on each face. About 100 pennies equal a ducat. Although the ducat equates in value to most gold coins from other lands, using foreign coinage is discouraged in Glantri and forbidden in the capital. Therefore, money-changing proves a popular business in the city; changers charge fees of 5% to 10%.

Lastly, the *crown*—a heavy platinum coin—measures almost 2 inches in diameter and glows with a faint silvery light. This type of coin, unique in the Known World, holds an enchantment, making it valuable for magical as well as economic use. A secret process enables a crown to store magical power, which a wizard can tap to cast spells (similar to a *rod of absorption*). One hundred crowns contain enough power for a 1st-level spell. As only one such application exhausts a coin's strength, magical use of crowns is rare; most people use them simply as currency, though an enchanted crown will bring 50 ducats. Should a coin ever lose its power (such as through a *dispel magic* spell), its glow fades, and it drops in value to a mere three or four ducats. Each side of a crown bears a symbol that represents a particular spell. Collectors like to gather as many coins with different spells as they can.

Some Glantrians play a game with the currency, matching the princes on ducats and the spells on crowns in a one-on-one competition, with each image possessing a different value. This is definitely a game only for the rich.

Religion

The mere presence of a priest within Glantri's borders no longer brings the authorities running, but members of religious orders are closely monitored (whether they realize it or not). Clerical magic to heal wounds, cure disease, create food or water, or remove curses is acceptable. After all, such magic saved Glantri during the recent wartime plague. But any other spells—especially magic resembling a wizard's craft—remain prohibited. Glantrian mages find spells that counter wizardly magic particularly abhorrent and seldom allow even divination.

Despite the easing of restrictions on clerics, organized religion remains forbidden in Glantri. Even discussing the tenets of a known doctrine is a crime, punishable by heavy fines—imprisonment or death for chronic offenders. Priests may be allowed in the realm, but they must leave their beliefs at the border.

Why this strict taboo? Glantrians have long seen religion as a threat to the power of wizardly magic. Reverence of Immortals, they feel, will lead only to a lessening of magic's perceived importance. If Glantri has any religion, it is the worship of magic (coupled with a devotion to the acquisition of personal power). In this parallel, the Great School of Magic is the main temple of the land, and the princes are all high priests. Certainly no one in Glantri ever would dare to use these terms, of course.

Flora and Fauna

Glantri appears to possess an endless assortment and supply of monsters. Countless magical summonings, both by Glantrian mages and by Alphatian agents during the war, have transformed an area of already heavy monster concentration into a land teeming with dangerous creatures normally considered rare. Even monsters that do not favor Glantri's climate, such as lamiae and shambling mounds, tend to turn up anyway.

Some of the most feared (as well as respected) monsters are werewolves and other lycanthropes. Until a recent reversal by the Council of Princes, Glantrian law made it a crime, punishable by death, to bear the curse of lycanthropy. Now, this restriction applies only within the principalities of Klantyre and Bergdhoven. *Prince Malachie du Marais*, a werewolf himself, established his domain of Morlay-Malinbois in the year 1005 as a refuge for lycanthropes. Such a sanctuary soon proved unnecessary, though. The growing populations of the once-hated "mon-

sters" have done much to improve public sentiment toward their kind. Their efforts at fueling the current were-fad have helped make lycanthropy an accepted, if frightening affliction.

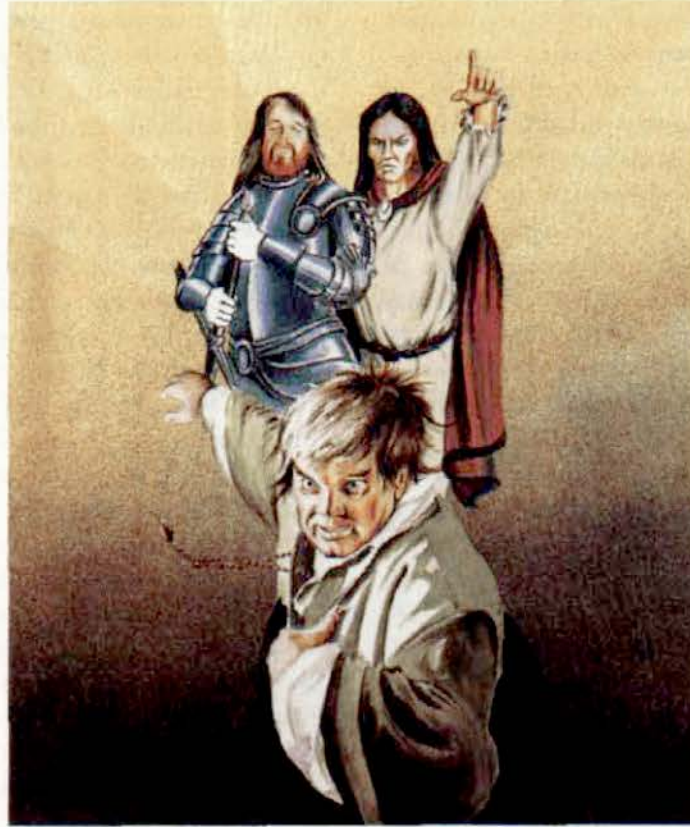
Like lycanthropes, vampires and similar creatures have begun to find themselves acceptable in society of late. Wizards consider undead servants both useful and fashionable. Spreading from the northern Principality of Boldavia, vampirism has gained a romantic reputation in Glantri, giving rise to a trend among the living toward wearing black clothing, lightening the skin with cosmetics, and coming out only at night.

Glantrians have learned to regard "ghost stories" as fact rather than horrifying fiction. Rumors call at least one minor noble an undead spirit. Whispered tales make vampires of *Prince Morphail* of Boldavia and some of his barons.

The tales are true, of course,

but many simply consider the prince a fashionable trend-setter.

More than in any other "civilized" land in the Known World, Glantrians tolerate humanoid creatures like orcs, kobolds, goblins, hobgoblins, gnolls, bugbears, ogres, and trolls. New Kolland, the newest principality, is populated almost exclusively by such creatures, although a few humans and a fair number of half-orcs make their home there now. Elsewhere, many wizards use humanoid servants. (In fact, the term "hench troll" has gained popularity in Glantri City due to the number of wizards using trolls as bodyguards.)



This Glantrian-style painting depicts the ejection of a cleric found guilty of practicing Divination magic. Note the characteristics peculiar to Glantrian art: the overblown majesty of the noble wizard and regal warrior, and the ugly, foolish appearance of the despised cleric.

Because Prince Kol of New Kolland keeps a tight rein on his subjects, humanoid raids into other parts of Glantri are extremely rare (except perhaps in Erewan, whose elves still find themselves victims of covert attacks). Rogue humanoid raiders that do attack Glantrians soon find themselves hunted down by Kol's troops as well as human soldiers. Raids into neighboring lands have not lessened since Glantri annexed a humanoid principality—a fact that Darokin's ambassadors continue to complain about.

Other monsters found in great numbers include manticores, medusae, perytons, gargoyles, displacer beasts, basilisks, griffons, hags, hell hounds, leucrotta, pegasi, owl-bears, giant spiders, chimera, treants, and wyverns. Dragons dwell in Glantri, too, particularly in the mountains. Most commonly appearing are the red, black, and green varieties; bronze and silver emerge much less often. Giants—hill, fire, stone, and mountain species, plus ettins and an occasional cyclops—live in significant numbers everywhere except Glantri City itself.

In the cold reaches of the highest mountain peaks, particularly in the glaciers of the Colossus Mounts, yeti, ice toads, remorhaz, frost salamanders, and lumbering frost giants make their lairs. Such areas also shelter a creature known as the *ice horror*, a white-skinned version of the purple worm, which tunnels under the snow and ice. Tales of even more

strange beasts in these remote areas linger in the minds of travelers. The stories cannot be confirmed, as long as these icy reaches remain mostly unexplored.

Glantrians feel more favorably disposed toward these monstrous creatures than people in other lands do, but they seem most willing to accept creatures with magical power, such as medusae or lamasau. They revere these beasts, actually, envious of their inherent magical natures. (**Chapter V: Glantrian Characters** describes the Progeny—descendants of such creatures!)

Naturally occurring wildlife of Glantri includes wolves, bears, mountain cats, mountain goats, yak, deer, moose, and wild horses. The skies are home to bats, ducks, geese, and the huge, rare condor. Freshwater fish thrive in rivers and lakes. The small rodents and mammals found throughout the Known World find Glantri equally hospitable.

Hidden amid vegetation common to a cool, wet climate like Glantri's grow several species of strange plants. Travelers discover forests of weird mushrooms in obscure mountain passes. Spellcasters throughout the principalities seek rare herbs with medicinal and magical properties. Archer bushes, grab grass, vampire roses, and choke creepers (called strangle vines here) all help make the countryside still more dangerous to the unwary.



No region of Glantri is devoid of magical monsters, as the explorers Klaalan (right) and Mement Cintra have discovered. In the brothers' expedition to find a rare magical

component, they encountered this fierce beast on the ice. Only once they'd described the battle to an artist friend in Glantri City did they learn they'd met ● remorhaz.

Chapter II:

The Principalities

The 13 principalities in this realm of magic differ from each other as much as Glantri itself differs from its neighbors. In this chapter you can read detailed descriptions of the prin-

cipalities, presented in alphabetical order, starting on page 25. Each one is ruled by a noble *house*, created when the Council of Princes grants a noble princely status. Most (but not all) noble houses have existed for some time, entrenched in the intrigues and politics that inevitably come with rulership. Each noble house maintains a castle, keep, or hold—referred to here as a *siege*—where the family members live and base their government.

Each noble house embraces a number of important *personalities*, the ruling family's significant nonplayer characters (NPCs). Each of these people is outlined briefly within the principality's description (along with the characters's statistics and relation to the prince). Extremely influential family members (such as princes) have separate writeups at the end of the appropriate section.

Politics being complex and variable in Glantri, alliances often seem convoluted and quick to change, while hatreds run deep. So, the names of each principality's *allies* and *foes* appear in the appropriate sections, usually with an explanation in the text that follows. Most allies are minor nobles who have linked themselves with the powerful houses, and these allies rarely change—no house will accept a minor noble who has demonstrated shallow loyalties by leaving a previous alliance (and a minor noble with no house ties is practically powerless). Some noble houses have allied with each other, but these unions shift often—and quickly.

Each principality has *voting power* in the Council of Princes and the Parliament. The amount of voting power depends on a number of factors. (See "Nobility and Voting," the sidebar starting on page 23.) Lastly, a principality's description mentions the area's *population* (including towns) plus the populations of individual towns or villages.



**he realm
is small,
but
Glantri
has everything one
could ask for. The
diversity of the prin-
cipalities is so great that
a Glantrian doesn't
even need to leave
home to feel alienated.**

**—Micheil Dondoven,
adventurer and
wanderer,
on the clash
of cultures
within
Glantri.**



The Character Descriptions

As mentioned above, a principality's listing includes descriptions and game statistics for some of the important people who live there. (Usually the character's name appears in *italics* on a section's first text reference to him or her.) These brief NPC lines—containing the character's alignment, race, sex, class, and level—are presented in parentheses. The following abbreviations help save space:

Alignment

CG	Chaotic good
NG	Neutral good
LG	Lawful good
CN	Chaotic neutral
N	True neutral
LN	Lawful neutral
CE	Chaotic evil
NE	Neutral evil
LE	Lawful evil

Character Class

F	Fighter
F(P)	Paladin
F(R)	Ranger
W	Wizard
P	Priest (rare)
C	Cleric (rare)
T	Thief
B	Bard

Race

h	Human
e	Elf

Gender

m	Male
f	Female

A number indicating experience level comes after the character class abbreviation; thus W3 means "3rd-level wizard." Occasionally, a wizard specializes in one school of magic. In such cases, the abbreviation for the school (in parentheses) follows the W. These abbreviations are:

A	Abjuration
C	Conjuration
D	Divination
E	Enchantment/charm
Il	Illusion
In	Invocation/evocation
N	Necromancy
T	Transmutation (alteration)

Some NPCs belong to one of the Seven Secret Crafts of Magic. (See **Chapter IV: Magic**.) If so, the brief character description includes the wizard's craft affiliation and rank.

For example, here is the character line for Lady Sinaria Verlien from the Principality of Bergdhoven:

(NE hf W16(E) Fire Elementalist of the Fourth Circle)

This brief description identifies Lady Sinaria as a 16th-level human female Enchanter specialist wizard of neutral evil alignment. In addition, it tells us that she has gained the fourth circle in the Secret Craft of Elemental (Fire) Magic.

More detailed writeups for major characters follow the description of each principality. These writeups contain a complete set of game statistics for the nonplayer character, as well as details about the character's origin

Nobility and Voting

Glantri is a magocracy, a nation ruled by a council of 13 wizard-princes. This Council of Princes meets in Glantri City to conduct the realm's administration. (Ministers handle lesser business.) Whenever a tie occurs at the council or less than six princes make themselves available to vote, the Parliament (also known as the House of Lords) assembles and votes a decision. Neither the council nor Parliament requires attendance at voting sessions.

Nobles control their own dominions but owe fealty to the council. Wizard-princes rule principalities, which are semi-independent realms. The princes decide questions of principality law, local taxes, and other administrative details for their own domains, but they must obey the general decisions of the council. Lands not part of a dominion or a principality are called "free territories." The council administers them directly.

Voting

All decisions at the council and at Parliament are made by vote. The voting power of nobles and princes varies, depending on their titles.

Baron	4 votes
Viscount	5 votes
Count	6 votes
Marquis	7 votes
Duke	8 votes
Archduke	9 votes
Prince	10 votes

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Princes with several titles and charges have cumulative points. The charges have the following voting values:

Viceroy of a fortress	1 vote
Treasurer of the Council	2 votes
Chamberlain of the Land	4 votes
Chancellor of the Princes	6 votes
Supreme Judge	8 votes
Grand Master of the Great School	10 votes

For example, Isidore d'Ambreville has 19 points of voting power at the council: 10 as a princess, 5 for the title of Viscountess of Sylaire, and 4 for the charge of Chamberlain of the Land.

The council rejects any request that gains only 50 votes or less and it accepts those with 80 votes or more. Between 51 and 79 votes, the council appeals to Parliament. All votes at the council are public, counted by the utterance of "yea" or "nay."

Parliament votes are counted by the raising of hands. Requests pass if they score two-thirds or more of the attending nobles' votes. Below that score, they are rejected. Note that princes (or their representatives) can vote at Parliament as well as the council. If, at the end of a vote at Parliament, two or more nobles call the result of the vote unsatisfactory, they may settle their dispute in the Dueling Court at the Great School of Magic.

Voting Representatives

Many wizards dislike wasting time voting, so they send proxies. These representatives can be family members or professionals from the Guild of Spokesmen. (See **Chapter III: Waterways and Wizards.**)

Either type of representative must legally register at Parliament, in order to thwart imposters.

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and personality. The text also includes a quote typifying the sort of thing the person has been heard to say (very revealing about the character's nature), a statement another character has made about this person (which shows how others regard the character), and ways to handle the NPC in play, including in combat situations.

The following abbreviations appear in game statistics:

THAC0	To Hit Armor Class 0 (Strength, Dexterity, magic, and other modifiers do not figure into this number.)		
#AT	Number of attacks the character can make in a round (with the character's preferred weapon in parentheses)		
Dmg	The damage the character normally inflicts		
SA	Special attacks (where applicable)		
SD	Special defenses (where applicable)		
AC	Armor Class		
HD	Hit Dice (for monsters only)		
hp	Hit points		
MV	Movement rate		
ML	Morale		
AL	Alignment (See page 23 for abbreviations.)		
XP	Experience points (included only for those nonplayer characters a party might fight)		
Str	Strength	Int	Intelligence
Dex	Dexterity	Wis	Wisdom
Con	Constitution	Cha	Charisma

Additionally, some (but not necessarily all) of a character's favored spells, languages, proficiencies, and equipment (including magical items) appear in the NPC description. All wizards presented here use the Glantrian Wizard kit, unless otherwise noted. (See **Chapter V: Glantrian Characters** for more on character kits.)

The names of new spells detailed in this book are written in **bold italics**. An asterisk (*) marks a spell that, in Glantri, bears a name slightly altered from that in the *Player's Handbook*. Spell names differ when the wizards to whom the *Player's Handbook* attributes these spells are not known in Glantri. In the list below, the name in parentheses before a spell reflects the *Player's Handbook* spell name. (So, the spell called *grasping hand* in this *Grimoire* is listed in the *Player's Handbook* as *Bigby's grasping hand*.) Spells below are alphabetized by Glantrian name.

(Melf's) acid arrow	(Bigby's) interposing hand
(Evard's) black tentacles	(Otto's) irresistible dance
(Bigby's) clenched hand	(Mordenkainen's) magic mansion
(Bigby's) crushing hand	(Melf's) minute meteors
(Mordenkainen's) faithful hound	(Otiluke's) resilient sphere
(Bigby's) forceful hand	(Leomund's) secure shelter
(Otiluke's) freezing sphere	(Serten's) spell immunity
(Bigby's) grasping hand	(Mordenkainen's) sword
(Drawmij's) instant summons	(Otiluke's) telekinetic sphere

Thieving abilities use the following abbreviations:

PP	Pick pockets	HS	Hide in shadows
OL	Open locks	DN	Detect noise
F/RT	Find/remove traps	CW	Climb walls
MS	Move silently	RL	Read languages

Principality of Aalban

Aalban, in northern Glantri, is the domain of the family Drachenfels. This house finds itself routinely disrupted by interfamily violence, for opposing factions joined in marriage long ago. The two arms of the clan—one Thyatian and one Alphantian—oppose one another on numerous issues.

House: Ritterburg.

Ruler: Prince Jaggar von Drachenfels.

Siege: Ritterburg.

House Personalities: Frau Hildegard, mother; Fraulein Helgar, sister; Herr Sigmund, son; Herr Roderick, son.

Allies: Herr Franz Lowenroth, Baron of Adlerturm; Herr Rolf von Graustein, Viscount of Blofeld; Lady Mariana Terlagand, Marchioness of Berym; Houses of Hillsbury and Kol.

Foes: Houses of Singhabad and Sylaire.

Voting Power: 17 at the council, 33 at Parliament.

Population: 34,230.

Leenz: 4,200.

Graez: 1,100.

Frau Hildegard (N hf W20 Earth Elementalist of the Fifth Circle) claims Thyatian descent. Since the demise of *Gertrud*, the wife of *Prince Jaggar* (and chief supporter of the Alphantian side of the family), Hildegard has managed to give priority to the Thyatian faction's concerns and beliefs. Jaggar has been too preoccupied with other matters—particularly his paramour, *Princess Dolores Hillsbury* (page 48), and her agenda—to pay attention to family politics.

Fraulein Helgar (N hf W8 Dracologist of the Second Circle) considers *Princess Dolores* responsible for the death of *Gertrud*. But, as Helgar has neither the magical nor political power to prove her claim, it has fallen on deaf ears. Current public opinion places blame for the death (incorrectly) on Hildegard. *Herr Sigmund* (N hm W8), the prince's older son, is an eccentric inventor who often creates fantastic machines that go haywire in Ritterburg. The prince's other son, *Roderick* (CN hm T5) shares none of his family's magical abilities (something Hildegard blamed Gertrud for). No one has seen him for months; unbeknownst to the rest of the family, he has become a thief-for-hire in Glantri City under the assumed name of Tirrek Horth.

Herr Franz Lowenroth (N hm W12 Cryptomancer of the Third Circle) is one of Jaggar's main allies. Locals also know Franz as "The Lion Master," as he spends his time researching spells dealing with large cats (enlarging them, controlling them, summoning them, etc.). While not a true lycanthrope, he has gained all the abilities of a weretiger through his magic. *Lady Mariana Terlagand*, also a close ally of House Ritterburg, died more than 40 years ago without an heir. No one knows of her death, however; the

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Becoming a Glantrian Noble

By law, one must be a wizard to become noble. New nobles also must have studied at the Great School or have performed a duty for the Council of Princes. The council itself votes to accept or reject a prospective noble.

New nobles receive the title "baron" and lordship over either a vacant dominion or one they have just formed. A baron's title and the dominion's name are linked; a new noble ruling the Tower of Mariksen becomes the Baron of Mariksen. The dominion then becomes known as a barony. Barons with newly created dominions can name them whatever they like, but the new name becomes permanent.

Gaining Higher Nobility Titles

Nobles always must designate a wizard from the family as heir. When a noble dies without such an heir, a noble of lesser rank may step in to assume the title. (This proves the most common way to advance in rank.) In such a case, the original noble family finds itself dispossessed of all rank and power, while the lesser noble rises in nobility. If the council or Parliament cannot make a clear choice from among the nobles ranking immediately below the vacancy, the top two contenders must compete in the Dueling Court to decide who gains the dominion and associated status. Nobles that move up in rank must cast off their old titles, which nobles from the rank immediately below may fill. The string of successions goes on until all positions are filled and, usually, a new baron receives a dominion. The only exception to this method is that a noble made a prince under an act of enfeoffment need not give up former titles.

Nobles changing position must leave their dominions and towers to occupy their new holdings. A Movers' Guild exists in Glantri City

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Guildmaster of Spokesmen (see **Chapter III: Waterways and Wizards**) has continued to represent her interests through his assistant, *Narda Shelyn* (N hf W8). Narda has proven capable at convincing people she is Mariana—and at eliminating those who see through her deception.

The Drachenfels family originally gained fame and popularity by slaying dragons in the Wendarian Ranges north of the realm. Even today, dragon hunting occupies various family members. This dangerous vocation not only endears the populace to them, but it provides a supply of draconic magical components to sell in Glantri City.

Aalban is a militaristic principality. Conscription claims most of the young males not bound for the Great School of Magic; the draftees must perform two years of military service. Ritterburg claims numerous students from the School of Magic for military service with the 1st Banner (the magical unit of any Glantrian army) under Jaggar von Drachenfels. Such postings offer solid pay, good benefits, and fine treatment—an enviable combination.

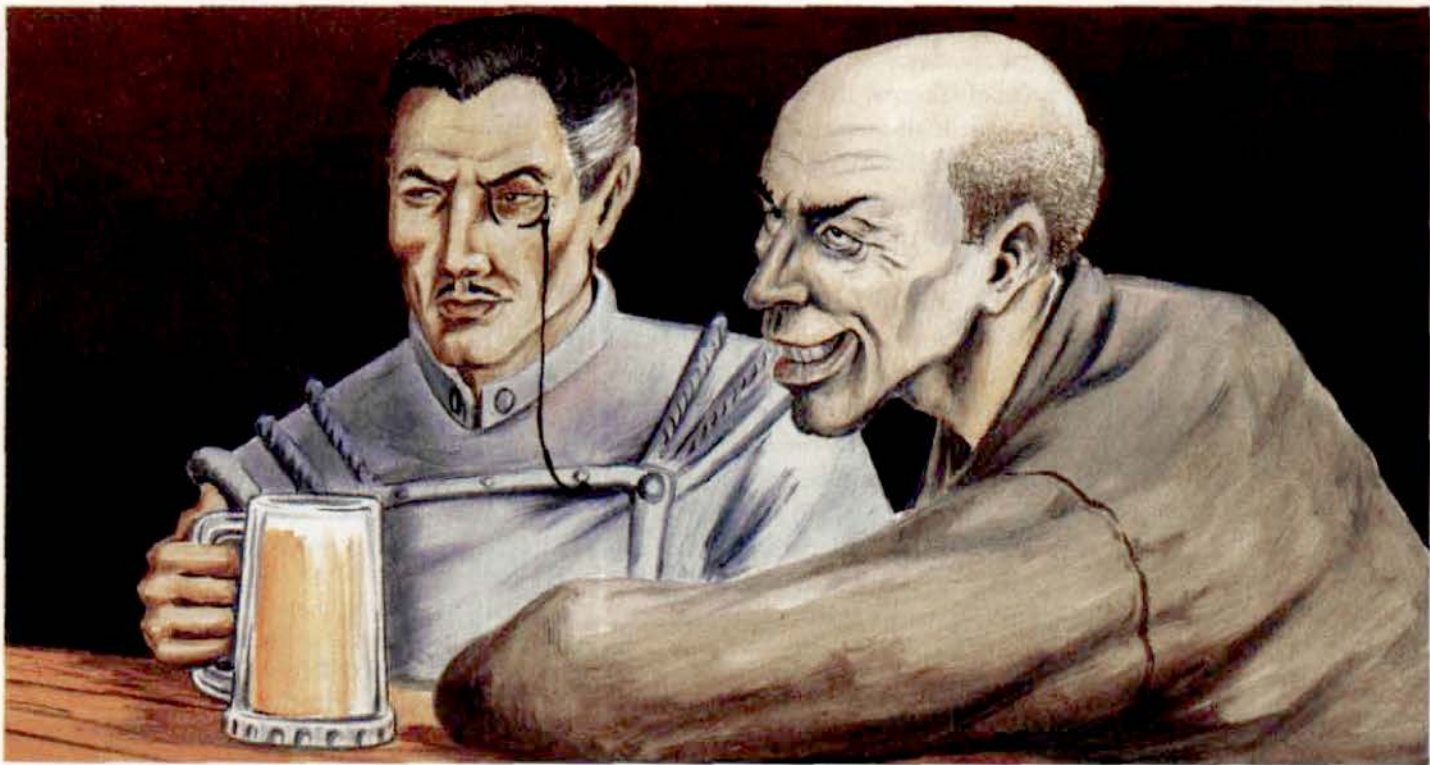
The people of Aalban, while not mistreated, are keenly aware of the rigid, uncompromising structure of their society. Locals feel the government's presence everywhere; large security forces remain garrisoned in both major towns. The law deals swiftly and harshly with criminals—Drachenfels justice shows little mercy. The military holds authority over all situations and any common citizen.

Troops watch even innocent public gatherings closely for signs of insurrection, and locals enjoy few rights or freedoms. Soldiers maintain these precautions with little urgency, however, as the people have adapted to their ruler and seem content, in a way.

Pastures and plains make up most of Aalban, so many citizens farm or herd. Cabbage, potatoes, and various grains grow here; much of the grain goes to the famous Aalbanese breweries. Swine herds, a common sight in the area, provide the locals with leather, pork, and related products.

The smiths of Aalbanese towns are famous for their intricate machines, including hand-driven devices to wash clothes, grind flour, churn butter, and even keep track of time. All these machines use delicate gears, created solely in Aalban. Workers and artisans in this principality also produce carriages, furnaces, siege engines, tools of all types, weapons, armor, and similar items.

House Ritterburg has long considered itself a foe of House Singhabad of the Principality of Krondahar. For years, the Drachenfelses have longed for war with Ethengar, a desire that *Jherek Virayana*, Prince of Krondahar (page 54), finds foolish. The Drachenfelses think Jherek's sentiments spring from sympathy with the Ethengarian Great Khan, but, actually, Jherek knows the great military strength of Ethengar would spell disaster for Glantrian forces.



Despite the harsh (some say cruel) natures of these men, the friendship between Prince Jaggar von Drachenfels (left)

and Herr Rolf von Graustein has remained true and strong throughout the many years.

It is public knowledge that Jaggar has been engaging in an affair with Dolores Hillsbury, ruler of the new Principality of Fenswick. Dolores's influence in recent years has made Jaggar sympathetic to the plight of the humanoids in their desire to have New Kolland declared a principality. Jaggar (and most everyone else) does not realize that Dolores is really a night dragon, *Synn*, who aims only to spread chaos throughout Glantri. Synn had Jaggar's wife, Gertrud, killed in order to seduce the prince more effectively (and publicly). To accomplish her plans, Dolores has forged the alliance of Aalban, New Kolland, and her own principality. Under the rule of the evil *Prince Henri d'Ambreville* (page 63), House Sylaire had belonged to this alliance, but the allegiance of his principality, Nouvelle Averaigne, shifted with his death.

Leenz, a town of fair size (especially by Glantrian standards), serves as home to many Drachenfels relatives. The town has a substantial garrison of troops (Jaggar's entire 3rd Banner) and seems very defensible, though it has never fallen under attack. Graez, a much smaller village, remains known for its breweries.

Prince Jaggar von Drachenfels

Prince of Aalban, Warden of the Marches, Count of Ritterburg, Viceroy of Nordling, High Master of Dracology

Jaggar was born and bred to be a prince of Glantri. The Drachenfels clan traces its ancestry back to the royalty of ancient Blackmoor, a renowned land that once lay to the north of Glantri's present-day location. Family members believe these noble ties make them inherently superior to all other humans. Jaggar's parents gave him the best tutors and training in the realm, so his upbringing would match his familial background. He did not attend the Great School, but learned magic from his father, whose skills Jaggar still has yet to match, despite his respected power and ability.

Born in the year 945, Jaggar became a prince in 983 with the passing of his father, *Morgaithe*. Six years later, he married Gertrud, his cousin, in order to more firmly unite the factions of the family. Their children, Sigmund and Roderick, were born soon after the marriage, but he and Gertrud never grew close. Jaggar feels stronger ties to his sister, Helgar, naming her his best friend aside from *Rolf von Graustein*.

Desiring to improve his skills as a wizard, he rummaged through his father's effects and discovered notes regarding the magical abilities of dragons. *Morgaithe*, like the other Drachenfels, had been a famous dragonslayer, but his skill, Jaggar learned, came from understanding the magic of the beasts. The prince took this knowledge, passed down through the Drachenfels family for centuries, and challenged the Secret Craft of Dracology at the School of Magic. When the disciples of the craft discovered Jaggar already knew far more than they did, they quickly appointed him High Master, deposing the wizard holding the title at the time. Despite his position, Jaggar rarely graces the school with his presence. Dracologist business must come to him in Ritterburg.

In the year 994, several victories against orcs from the Broken Lands earned him the title Warden of the Marches. In times of war, Jaggar commands the Grand Army of Glantri. During the Wrath of the Immortals, he used his skills to defend Glantri City against the invading forces of

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for the express purpose of moving nobles, their families and their extensive belongings (including delicate laboratories, fragile tomes, and secret documents) across Glantri to new dominions. Bandits often wait for such occasions to raid caravans, so as much of the move as possible is accomplished by magic. To make matters more difficult, the former owner of the noble's new tower may have left traps or deadly monsters behind. This is considered fair play, since any noble worthy of the new title should have no problem coping with such challenges.

Established nobles who move to new dominions sometimes change their allegiances to ally themselves with their new neighbors. However, the ties between nobles usually have more to do with race, similar attitudes, cultural links, and even familial relationships than with location. Because of the mobility of Glantrian nobles, proximity seems a poor measure of allegiance. The nobles allied with House Igorov never attempt to move to a higher station, since moving would most likely reveal their vampiric nature.

Becoming a Prince

The most coveted noble position of all remains by far the most difficult to obtain. One can gain principedom either by replacing a dead prince with no heir or through an act of enfeoffment. Princes, being powerful wizards (and in some cases undead or inhuman monsters), usually have very long life spans. Most have heirs or other relatives worthy of taking their place when they do die. In all of Glantrian history, only three princely houses have been dispossessed and replaced by new ones.

Acts of enfeoffment have been fairly common in the last 10 years. Such an act creates a new

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principality and, therefore, a new prince. In general, the council will create a new principality to stabilize an otherwise unruly area. The direct attention of a prince tends to lend order to a region politically, economically, and militarily. An act of enfeoffment first requires that at least 5,000 people living more than 80 miles from the capital request the enfeoffment for a noble of their choice. Then a council vote seals the matter.

Council Charges

Positions such as viceroy of a fortress, Treasurer of the Council, Supreme Judge of the Council, Grand Master of the School, Chamberlain of the Land, and Chancellor of the Princes are called *charges*, awarded only to princes. Of all charges, the above highly coveted positions give a prince a great deal more power, as well as an additional stipend of gold from the treasury.

There are four charges of viceroy or vice-queen in Glantri, one for each of four fortresses. (Consider the Great Crater a "fortress" for these purposes.) This charge enables a prince to command the troops in the fort in case of local invasions, raids, or revolts. A viceroy may send patrols up to 48 miles (6 hexes on the Glantri poster map) away to maintain law and order. This charge earns 100 gp per month for the following princes: Morphail Gorevitch-Woszlany (Tchernovodsk), Carnelia de Belcadiz y Fedorias (Monteleone), Jaggar von Drachenfels (Nordling), and Kol (Great Crater).

The Treasurer of the Council must maintain a healthy national treasury. This charge lets a prince propose new taxes and enforce them among the population. The treasurer also must propose a budget for all the other charges at the beginning of every year—

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humanoids from the south and was instrumental in curtailing the forces of the sorcerer-assassins from Alphatia.

When his wife died in 1010, Jaggar shed no tears. In fact, by then he had already taken up with Dolores Hillsbury. He has no idea his lover is a creature of evil influencing him to help her destabilize Glantri. Already, he has aligned with the humanoids of New Kolland and turned his back on the Erewan elves—actions he never would have taken before.

He served as Chamberlain of the Land until the Chancellor recently awarded the title to *Princess Isidore*, claiming the charge interfered with Jaggar's military duties.

Personality: Jaggar's refined sophistication hides only a cold, uncaring soul. Order and discipline are extremely important to him, and he finds beings of chaos abhorrent creatures that must be destroyed (probably one of the reasons Synn chose him to use as a tool—no one would suspect him of aiding the cause of disorder in Glantri).

As the ruler of Aalban, Jaggar directs the principality as his father before him (and his father before him). He rules calmly, calculating each move, yet firmly and without mercy for either its citizens or outsiders. He feels very proud of his troops, treating them (especially the military mages) with greater respect than anyone else. He always lobbies in the Council of Princes for a Glantri strong in military might, and secretly longs for a war (probably with Ethengar) to display his newest strategies and tactics.

What He Says: The key to success is discipline. The man who truly controls himself can control the world.

What Others Say: There is nothing one can say to cast aspersion upon Jaggar's character—but that doesn't mean that anyone likes him. (Prince Urmahid Krinagar)

Appearance: The handsome Jaggar always looks trim and impeccably groomed. He often wears high cavalry boots and a white uniform covered with his medals and stripes (many of which are actually magical items). He keeps a monocle always in his left eye.

Using Jaggar: Jaggar is one of the more powerful and influential princes of Glantri. As such, he is more likely to have occasion to interact with player characters than many other princes. Far too busy to go "monster hunting" in the Wendarian Ranges anymore, he remains always on the lookout for capable adventurers to take care of the task for him. He may be interested in using the PCs to spy on his enemies and rivals, although they should realize that he will have no compassion for them if they get caught.

Combat: Unless the characters go up against the Grand Army in war, they are unlikely to fight Prince Jaggar. Very powerful in combat, he couples his extensive spell selection with his Dracologist abilities. To encounter the prince in his home, PCs first must overcome a veritable army of golems and magical constructs, built by Herr Rolf, in addition to more traditional guards. Jaggar, an Invoker specialty wizard (giving him an additional invocation spell of each level on his memorized spell list below), uses the Military Wizard kit. The folk of Aalban, so used to seeing him astride one of the two pegasi in his private stables, have not seen this sight of late.

Jaggar von Drachenfels, a 24th-level human Invoker: THAC0 13; #AT 1 (short sword +4); Dmg 1d6 (+5; +1 Strength bonus, +4 magical sword);

SA spells, Dracologist powers; SD magical items; AC 1; hp 64; MV 12; ML 16; AL LE; XP 21,000.

Str 16, Dex 13, Con 16, Int 18, Wis 15, Cha 15.

Favored Spells:

1st level—*alarm*, *detect magic*, *feather fall*, *magic missile* (x3).

2nd level—*blur*, *continual light*, *knock*, *levitate*, *strength*, *web*.

3rd level—*dispel magic*, *fireball* (x2), *fly*, *haste*, *protection from normal missiles*.

4th level—*detect scrying*, *dimension door*, ***eluding the death blow***, *ice storm*, *stoneskin*, *wall of fire*.

5th level—*cloudkill*, *cone of cold*, *interposing hand**, *sending*, *telekinesis*, *wall of force*.

6th level—*chain lightning*, *death fog*, *disintegrate*, *forceful hand**, *transformation**, *death spell*.

7th level—*grasping hand**, *phase door*, *reverse gravity*, *sword**, *teleport without error*, *vanish*.

8th level—*clenched fist**, ***grasp the magic since used***, *incendiary cloud*, *mind blank*, *sink*, *telekinetic sphere**.

9th level—*crushing hand**, *imprisonment*, *meteor swarm*, *temporal stasis*, *time stop*.

Languages: Thyatian common.

Known Proficiencies: Ancient history, etiquette, heraldry, local history (Glantri), **monster lore**, reading/writing, riding (land-based), riding (airborne), spellcraft, **spellflash**.

Equipment: Short sword +4, *scarab of protection*, *brooch of shielding*, *amulet of proof against detection and location*, *medallion of protection AC 2* (as bracers), *ring of protection +1*, *Blackmoorian lightning rod* (L-shaped device of blue metal that fires 12d6 lightning bolts; 42 charges left). Rumors say he carries one of the *orbs of dragonkind*. (See the *Book of Artifacts* for a full description.)

Note that new nonweapon proficiencies, described in **Chapter V: Glantrian Characters**, appear in **boldface type** throughout *The Grimoire*.

Herr Rolf von Graustein

Viscount of Blofeld, Alchemist of the Fourth Circle

At the age of 70, Rolf remains extremely active—if for no other reason than he has never had time to notice his years. He is Jaggar's best friend, and has been ever since he first showed his creations to the very young heir apparent. Rolf spends a great deal of time away from his tower, preferring to conduct experiments and animate creations at Ritterburg. While there, people usually call him "Herr Doktor."

Herr Doktor's experiments have filled Ritterburg with golems and mechanical constructs. At last count, Jaggar's keep housed 83 golems, 16 mechanical magens, 14 manikins, and 10 living statues. They work in the royal home, although human servants have duties there as well.

Personality: Rolf's experiments and creations consume his attention. He rarely socializes, preferring work over all else. It is not uncommon for him to talk to himself—often ranting about some difficulty with a new experiment.

What He Says: Once again, my friend, you see the superiority of my creations over mortal flesh.

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usually a period of intense campaigning among the princes. The treasurer, Dolores Hillsbury, receives 200 gp per month.

The Chamberlain of the Land devotes extra time and attention to the realm as a whole: the development of its resources; the welfare of its populations; and the construction and maintenance of roads, bridges, and fortresses. The stipend for this duty is 120 gp per month. Isidore d'Ambreville holds the charge.

The Chancellor of the Princes, Urmahid Krinagar, speaks for the rest of the council in the princes' absence. This responsibility seems the least sought-after, as it often requires travel to foreign lands and long stays away from a prince's realm and magical studies. The chancellor position does give the holder the power to determine the exact phrasing of motions before the council—often a subtle way of manipulating votes. This charge pays 160 gp each month.

The Supreme Judge of the Council submits all new laws to the council and enforces them at every level. This judge also commands the Constabulary of Glantri, and so controls all armies and militia stationed in the capital to defend the city and maintain order. City troops patrol the Isoile and Vesubia river valleys up to 48 miles (6 hexes) away. Supreme Judge of the Council Jherek Virayana earns 180 gp each month.

Grand Master of the Great School is the most illustrious charge of all. The Grand Master supervises all activities at the school and bears responsibility for the education of all the land. The fundamental duty of this charge remains championing the cause of wizards and the use of magic. Although Harald Haaskinz receives no pay for this position, he gains access to all knowledge in the school and throughout Glantri.

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What Others Say: Rolf who? Oh, Herr Doktor. He's a little cracked, but harmless—right? (Franz Lowenroth)

Appearance: Herr Doktor possesses thinning black hair and hawkish facial features. He usually wears nondescript black or gray clothing, sometimes with a long, white coat.

Using Rolf: Adventurers normally encounter Rolf at Ritterburg rather than at his own home. He might easily become an adversary of a group of good PCs wishing to stop him from creating so many powerful monsters.

Combat: Rarely armed, Rolf allows a bodyguard (a construct) to do his fighting for him. Though adept at defensive magic, he knows only a few offensive spells.

Rolf von Graustein, a 15th-level human wizard:

THAC0 16; #AT 1 (*dagger +1*); Dmg 1d4 (+1 magical dagger); SA spells, Alchemist powers; AC 9; hp 45; MV 12; ML steady (12); AL NE, XP 12,000.

Str 10, Dex 12, Con 13, Int 17, Wis 11, Cha 8.

Favored Spells:

1st level—*armor, draw forth the truth, sorcerous transcription, spirit of servitude, swiftly devour the written word.*

2nd level—*deppockets, detect invisibility, ESP, mirror image, wizard lock.*

3rd level—*dispel magic, item, lightning bolt, tongues, wraithform.*

4th level—*fear, fumble, landscape of spell lore, minor creation, wall of ice.*

5th level—*animate dead, fabricate, major creation, pluck a petal of spellflower, teleport.*

6th level—*enchant an item, legend lore.*

7th level—*consume the wealth of wisdom.*

Languages: Thyatian common.

Known Proficiencies: Alchemy, ancient history, ancient languages, blacksmithing, engineering, healing, herbalism, reading/writing.

Equipment: Cloak of protection +1, dagger +1, figurine of wondrous power (serpentine owl).

Principality of Belcadiz

The Belcadiz elves, who make up a third of Glantri's elven population, seem unique among elves—few have ties to other elves in the land or elsewhere. Non-Belcadiz elves call the clan so “humanized” that members are all half-elves—whether they actually have any human blood or not.

House: Clan of Alhambra.

Ruler: Princess Carnelia de Belcadiz y Fedorias.

Siege: Alhambra.

House Personalities: Leontina, mother; Doña Carmina, fiancée of the late Hippolito; Doña Blanca, Carmina's twin sister; Don Alejandro, Blanca's husband; Victoria, Leontina's aunt and mother of Carmina and Blanca; Don Diego,



Though they are related, Princess Carnelia de Belcadiz y Fedorias (right) and Carmina de Belcadiz could not be more different. The princess often grows aggravated by Carmi-

na's flirtatious antics, but in the end, family is family. In the background of this portrait, note the wall coverings made of the lace for which the elves of Belcadiz are famous.

brother; Don Ricardo, brother; Don Miguelito, son; Don Sancho, son; Doña María, daughter; Don Carlo, María's husband; Don Fernando de Casanegra, uncle; Doña Yolanda, Leontina's sister, wife of Fernando.

Allies: Doña Isabella de Montebello, Baronesa del Egorn.

Foes: Clan of Ellerovyn, Houses of Sylaire and Kol.

Voting Power: 18 at the council, 29 at Parliament.

Population: 12,458.

New Alvar: 5,000.

Princess *Carnelia* came to power years ago, when her father passed away and her mother, *Leontina* (LG ef W6), retired to a convent. Carnelia's sons, *Miguelito* (NG em W7, Dracologist of the Second Circle) and *Sancho* (NE em W4/T4) both study at the Great School of Magic. Miguelito was *cursed* by a failed spell to remain at a height of 4 feet permanently. Sancho, having renounced his heritage, calls himself *Etheriam* and keeps company with Erewan elves. Doña *María* (LG ef F1/W1) married *Don Carlo* (LN em F6/W6), the constable of New Alvar.

Hippolito, Carnelia's brother, died a few years ago in a skirmish with *Prince Henri d'Ambreville* over the affections of an elven seductress named *Carmina*, to whom Hippolito was engaged. During Hippolito's "rescue mission" to Glantri City to bring Carmina back to New Alvar, he accidentally revealed in public his intention to oust Carnelia and take control of the clan. His sister later discovered he'd been embezzling clan funds, extorting heavy taxes on merchants crossing the Vesubia River into Erewan, and instigating other illegal activities. In light of these crimes, Carnelia never ordered retribution for his death.

Carmina remains in Glantri City. She is visited more and more frequently by her twin sister, *Blanca* (CN ef F4/W4), who seeks to imitate her wild sibling—and escape her boring husband, *Alejandro* (CG em W9). Alejandro, the clan's sage, immerses himself in his studies and could not care less about the activities of his wife and her immoral sister. Their mother, *Victoria* (LN ef W10 Wokani of the Third Circle), is the oldest member of the clan as well as Leontina's aunt.

Carnelia's brothers, *Diego* (CG em W9/F9) and *Ricardo* (N em W7/F7) both have acquired some fame in Glantri as swashbuckling heroes, although Diego adventures to support the cause of good, while the younger Ricardo does it to gain fame and wealth. Diego used to operate in southern Glantri as a masked hero known as *Manuel*, but gave up such activities when Carnelia discovered Manuel's identity and chided him for acting below his station.

Yolanda (CN ef W5 Wokani of the First Circle) is the princess's aunt and Leontina's sister. She lives with her husband, *Don Fernando de Casanegra* (LG em W11), the Marqués de Satolas, in the Tower of Satolas. Fernando, a member of the Brotherhood of the Radiance (see **Chapter III: Waterways and Wizards**), supports Carnelia completely.

Doña *Isabella de Montebello* (NG ef W10) is another strong supporter of Carnelia—or so she appears. Since her rise to the rank of baroness a few years ago, she has desired to qualify for an act of enfeoffment to set up a new elven principality in the west. Although she gained popularity early in her efforts, the enfeoffment of Sablestone in the exact territory she had coveted destroyed any realistic expectations of success. Still hopeful, she and her small elven community have grown isolated from the elves of Belcadiz (and secretly resentful of them).

(continued from page 29)

Political Life in Glantri

The life of a prince or other noble is not one of constant voting sessions and meetings. Most of these powerful wizards have, at times, sent proxies to the council or Parliament to allow the nobles to spend time in study, research, and experimentation. A handful of nobles still enjoy "adventuring" to gain new magical items, ritual ingredients, or bits of knowledge. Nobles also spend their days and nights absorbed in behind-the-scenes dealings and extravagant parties. (After all, balls offer fabulous opportunities to meet, speak with, and influence others.)

Glantrian nobles campaign constantly for support among their peers. Secret dealings, bribery, blackmail, magical *charms*, and other such activities considered corrupt in other societies are business as usual in Glantri.

Foreign Relations

The Council of Princes has long maintained an isolationist foreign policy. Because of this tradition, Glantri has no dependable allies. Take a look at the map of the Known World on pages 10 and 11. Glantri's relationships with its neighboring realms are as follows:

Aengmor

Glantri remains one of the few lands that does not denounce the shadow elf invasion of Alfheim and the creation of Aengmor. Princess Carlolina and the elves of Erewan stand alone in Glantri in their hatred of the shadow elves. The rest of the council doesn't care what *kind* of elf resides in the other land. Relations are congenial with this realm, as the two lands share in common love of magic and disdain for the rest of the world.

Darokin

The Republic of Darokin, Glantri's primary trading partner, is the land of magic's most valuable neighbor. But, even though all trade routes from Glantri cross the republic, the council makes no effort to stop the humanoids of New Kolland from raiding northern Darokin.

Ethengar

The khanates represent Glantri's ages-old enemy. The threat of invasion from the militaristic, barbaric realm of Ethengar remains always an issue in Glantrian politics. Only the dry, steep Colossus Mounts keep Glantri safe from Ethengar's horsemen. The Great Khan of Ethengar has long supported sending clerics to infiltrate Glantri and preach Ethengarian faith, a practice the princes hate—and fear.

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Belcadiz is a realm of rolling hills, making conventional agriculture difficult. For this reason, the elves cultivate mainly grapes (for winemaking) and various fruit-bearing trees. Renowned for its metalcraft, Belcadiz produces the finest swords and lightweight armors in Glantri. Many desire the elven metal for its ability to hold enchantment, also.

In the southern Colossus Mounts, the elves maintain several gold mines, which bring the clan substantial amounts of revenue. Belcadiz also is known for producing fine black lace, made mostly in small craftshouses in New Alvar.

New Alvar is a town of about 5,000 residents, primarily elves. A heavily wooded area surrounds the entire community—by the elves' design. Miners from the hills and mountains bring their ores here for refining and crafting. The woods around New Alvar reputedly are plagued by giant insects, but no one knows their origin as yet.

As mentioned, the elves of this clan do not get along with Erewan elves. The two groups have come to launching small, covert attacks against each other, always without *official* sanction by either side. The story from the princess blames "radical, criminal elements" for such missions.

Unlike the elves of Erewan, the Belcadiz elves mix freely with humans; they feel more strongly tied to other Glantrians than to their distant elven cousins. This racial blending makes half-elves common among the Belcadiz. Half-breeds usually take after their elf parent in looks and lifestyle, but are accepted by both human and Belcadiz elf society.

Belcadiz elves often use rapiers (not found in the *Player's Handbook*—see sidebar on page 38) with daggers or small shields. They wear lightweight armor, or none at all.

Princess Carnelia de Belcadiz y Fedorias

Princess of Belcadiz, Marquesa del Alhambra, Vice-Queen of Monteleone, High Mistress of Wokanism

Born in the year 812, Carnelia is young by elf standards. Despite this youth, she has accomplished much. Carnelia took the throne in Belcadiz when her father passed on; her mother wanted nothing of ruling, and Carnelia's husband never returned from an expedition to a hidden ruin in the Colossus Mounts. Carnelia gladly accepted the mantle of leadership, and her people's lives have only improved. A capable leader, the elf woman is loved by most, if not all.

Personality: Though stern, Carnelia possesses a merciful side to which one can appeal in certain situations. Usually, however, she makes decisions based on the consequences to her people, rather than on any other concerns.

What She Says: Belcadiz has needs, sir. In comparison, your needs—even my needs—are inconsequential.

What Others Say: Don't let her actions fool you—she's just as cutthroat and ruthless as the rest of [the princes] when she needs to be. (Thendain Erewan)

Appearance: Small of stature, Carnelia possesses a dark beauty rare even for an elf. She usually wears lace-covered gowns that accentuate her dark complexion, hair, and eyes. When readying herself for combat, she dons dark brown pants, tall black boots, and a white blouse, strapping her rapier and wands to her side with a red sash.

Using Carnelia: This ruler numbers among the few honorable princes of Glantri—and the few that are not evil. Consequently, player characters may consider her someone to turn to in times of need, particularly when they find themselves up against one of the other princes. However, she only helps others when doing so helps her people.

Note: The character Carnelia was created using the optional rule for “Exceeding Level Limits” in **Chapter 2: Player Character Races** in the *DUNGEON MASTER® Guide*. This rule is highly recommended for this setting; Carnelia benefitted from the ability to gain higher levels than normally allowed elves. Treat her as an exception in this regard, as she is an exceptional woman.

Combat: Despite her physical combat skill, Carnelia always avoids direct violent confrontation, preferring to strike magically from afar, either with spells or her Wokani abilities.

Doña Carnelia de Belcadiz y Fedorias, an 18th-/12th-level elf wizard/fighter: THAC0 9; #AT 3/2 (*rapier* +2); Dmg 1d6+1 (+2 *magical rapier*); SA spells, Wokani powers; SD magical items; AC 4; hp 65; MV 12; ML champion (16); AL LN.

Str 9, Dex 16, Con 11, Int 18, Wis 15, Cha 14.

Favored Spells:

1st level—*charm person*, *filth's bane*, *shield*, *shocking grasp*, *unseen servant*.

2nd level—*bind*, *invisibility*, *rope trick*, *spectral hand*, *whispering wind*.

3rd level—*clairaudience*, *hold person*, *minute meteors**, *slow*, *wraithform*.

4th level—*emotion*, *ice storm*, *magic mirror*, *polymorph other*, *stoneskin*.

5th level—*chaos*, *demi-shadow monsters*, *domination*, *feeblemind*, *shadow door*.

6th level—*disintegrate*, *geas*, *globe of invulnerability*.

7th level—*guardian mantle*, *instant summons**, *phase door*.

8th level—*mind blank*, *spelldoor*.

9th level—*prismatic sphere*.

Languages: Elvish (Belcadiz dialect), Thyatian common.

Known Proficiencies: Disguise, etiquette, local history (Glantri/Belcadiz), riding (land-based), spellcraft, **spellflash**.

Equipment: *Rapier* +2, *ring of protection* +4 (+2 to saves), *wand of frost* (32 charges), *wand of illusion* (27 charges).

Carmina de Belcadiz

Wokani of the Second Circle

Cousin to Leontina and once promised to a prominent member of the Clan of Alhambra, Carmina has been stirring up politics in Glantri since before the days of principalities. Despite this fact, however, she still appears a young, vivacious woman—one who has stolen innumerable hearts.

She has seduced many of the powerful within Glantri, including *Prince Henri* of House Sylaire and *Don Hippolito* of her own noble family. That both are now dead doubtless goes beyond mere coincidence. Other minor nobles have fallen under the spell of her feminine wiles—many of them still remain under her influence today.

Carmina now resides in Glantri City and has become known for the decadent parties she throws for the nobles there. While Henri was alive, she spent a great deal of time at Sylaire in Nouvelle Averogne, for she actually seemed almost as smitten with him as he was with her.

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Karameikos

Although not a bordering neighbor, the young kingdom of Karameikos remains important to Glantri as a minor trading partner. A growing rivalry exists between the Great School of Magic and the Karameikan School of Magecraft at Krakatos.

Rockhome

Glantrians hate dwarves. Period. Dwarves are captured and even killed if found within Glantri's borders, and the same holds true for Glantrian wizards in Rockhome. Spellcasters resent the dwarves' resistance to magic and blame them for numerous calamities that befell their land in the past.

Ylaruam

Due to the religious fanaticism of the citizens of the emirates, and the poor treatment wizards receive there, the Council of Princes has long distrusted Ylaruam.

Others

In general, Glantrians are at best distrusted and at worst despised throughout the Known World. In turn, most Glantrians dislike strangers in their realm and prefer to keep to themselves.

Personality: The elf woman has always used her charm and beauty to seduce the powerful men around her. At first, she did this to achieve her own goals and improve her position. After all these years, however, she has decided that the game itself is more entertaining than actually winning. Now she seduces the rich and powerful for the sheer pleasure of it. Carmina enjoys seeing the mighty brought low and often betrays lovers merely to see them fall.

What She Says: Come now. What could it possibly hurt?

What Others Say: Just look the other way, lad. They were thinking of her when they came up with the saying "playing with fire." (Duncan McGregor)

Appearance: As beautiful as she is dangerous, Carmina wears revealing, elaborate red dresses with red or black veils. She has become an expert at looking innocent and helpless. If she carries a weapon or magical item with her, she keeps it hidden or disguised as a piece of jewelry.

Using Carmina: Carmina most likely will ignore the PCs unless one or more of them is a noble. She might attempt at some time to seduce a noble male player character, then toy with his affections. One of her many potential suitors, insane with unrequited love, can provide the focus of an adventure.

Combat: "Hell hath no fury . . ." doesn't even begin to cover it. If angered, Carmina either uses her influence with powerful men to punish the offender or her Wokani abilities or spells to strike from afar. Occasionally, she delays her attack for some time, to catch the victim off guard. Rarely, she eliminates her foes with poison. She flees direct combat situations; seldom does she find herself in such a situation without a gallant suitor to come to her aid.

Doña Carmina de Belcadiz, a 7th-level elf wizard: THAC0 18; #AT 1 (*dagger of venom*); Dmg 1d4 (+1 magical dagger); SA spells, Wokani powers; AC 7; hp 28; MV 12; ML fanatic (17); AL CN.

Str 13, Dex 17, Con 12, Int 14, Wis 9, Ch 18.

Favored Spells:

1st level—*charm person*, *filth's bane*, *phantasmal force*, *shield*.

2nd level—*alter self*, *ESP*, *invisibility*.

3rd level—*delude*, *suggestion*.

4th level—*confusion*.

Languages: Elvish (Belcadiz dialect), Flaemish, Sylaire, Thyatian common.

Known Proficiencies: Appraising, cooking, dancing, disguise, etiquette, forgery, reading/writing.

Equipment: *Dagger of venom*, *wand of polymorphing*, numerous potions of human control and philters of love.

Principality of Bergdhoven

The Vlaardoens of the Principality of Bergdhoven are the oldest Flaemish family in Glantri. They display the traditional traits of bronze-colored skin, reddish hair, and great magical power. However, they have been "reduced" to intermarriage with normal humans, and their claim of racial superiority is beginning to ring of hypocrisy. They maintain that, as Flaems settled the region first, only they may rightfully rule Glantri. The previous Prince of Bergdhoven did not even officially recognize the other princes as equals. (But then, many other princes have the same problem.)



During the especially difficult times of her rule, Princess Juliana Vlaardoen wanders lost in thought through the halls of her family's grand estate. She often finds herself lingering before this bust of her late father, Vanserie Vlaardoen,

House: Linden.

Ruler: Princess Juliana Vlaardoen.

Siege: Linden.

House Personalities: Sir Anton, uncle; Feldian, suitor.

Allies: Lord Pieter Vandehaar, Baron of Oxhill; Lord Mirn Krollnar, Viscount of Bergen; Lady Sinaria Verlien, Countess of High Sonden.

Foes: House Singhabad and the Clans of Ellerovyn and Alhambra.

Voting Power: 15 at the council, 30 at Parliament.

Population: 34,350.

Kopstar: 4,400.

Altendorf: 2,750.

Juliana assumed the title of princess when her parents died of the plague during the war with Alphatia. Her father, *Prince Vanserie*, denied foreign clerics' assistance for himself and his wife on principle alone, and instructed in his will that no priestly magic should ever *raise* or *resurrect* them. Consequently, Juliana *reincarnated* him—but Vanserie returned to life in the body of a dwarf. In his shock and loathing at his new race, he immediately killed himself. Juliana, unwilling to let the world know her father died of either the plague or suicide, buried her father's original body and released the story that her parents had been killed in battle with an Alphatian summoned monster.



wishing for his counsel. Only after assuming the mantle of responsibility for Bergdhoven has this once frivolous woman truly come to respect her late father's talent as a wizard and as a ruler.

Juliana's supposed uncle *Anton* is actually a venerable gold dragon named *Raknaar*. The real Anton long ago tried to slay *Raknaar*, but the dragon killed him instead, then used a *magic jar* spell to enter his body (which the beast healed of damage). When offered the principship, "Anton" declined in favor of Juliana. Infatuated with the princess, *Raknaar* seeks to protect and help her.

As soon as she took her father's position, a number of Glantri's single (minor) noblemen attempted to gain Juliana's favor. The suitor that seems to have captured her heart, however, is neither a noble nor a spellcaster. *Feldian* (NG hm F7) has no Flaemish blood either, which everyone knows Juliana's father would not have tolerated. *Raknaar*

hates *Feldian* (as he would any suitor); he awaits the proper opportunity to persuade the princess to send him away.

Lord Pieter Vandehaar (CE hm W11 Fire Elementalist of the Third Circle) rules Oxhill, near Sablestone. At one time, he hired bandits to raid the area. To restore peace, he thought, the Council of Princes would transfer control of the area to him through an act of *enfeoffment*. The act passed, but the council chose not to make Pieter the ruler of the new principality. Since then, he has become very bitter and promises to make trouble for *Prince Harald* of Sablestone.

Lady Sinaria Verlien (NE hf W16(E) Fire Elementalist of the Fourth Circle), Countess of High Sonden, disappeared recently, imprisoned in the palace of *Prince Jherek* in the Demiplane of Nightmares as retribution for kidnapping his son. *Mim Krollnar* (NG hm W4) recently replaced his mother *Rowena* as master of the Viscounty of Bergen, after a mis-summoned fiend slew her.

In the fertile Bergdhoven, farmers raise everything from flowers to grains. People remember this principality for its colorful flowers, which are sold throughout Glantri and made into perfumes, oils, and alchemical ingredients. Ground flour, cheese, fish, and cut gems also number among the varied exports of this principality.

The pleasant, polite folk of Bergdhoven make visitors to this principality feel comfortable and safe. A strong armed force, supplemented by wizards, patrols the principality and strikes against both brigands and wandering monsters. The towns of Kopstar and Altendorf seem largely clean and safe. Unknown to most, however, a number of Alphatian-created golems (stone, flesh, silver, and a few iron gargoyles) lie waiting in a series of tunnels under Kopstar. The Alphatians intended to use them in a military strike against Glantri, but never got the chance. If disturbed, they will attack everything they encounter in town until destroyed.

Bergdhoven has the highest population of Flaemish descendants among all the principalities. This otherworldly blood carries an affinity for spellcasting, producing a great number of wizards and potential wizards—even by Glantrian standards. So many Bergdhovese attend the Great School of Magic that school officials attempt to discourage students from organizing extracurricular groups based on principality of origin or cultural background.

Because of their ties to the Flaems of old, House Linden is a long-time enemy of the Alphatian-descended House Silverston. Folks held celebrations in Linden and throughout Bergdhoven when the meteor that created the Great Crater destroyed the Principality of Blackhill (and House Silverston along with it). They also still hold a grudge against both elf clans in Glantri, as Flaems always blamed elves for the wars that stole away Flaemish control of the region.

House Linden also carries an animosity for the people of Krondahar, as Ethengarians are another ancestral enemy of

the Flaems. Prince Vanserie petitioned numerous times to have House Singhabad banished to Ethengar and its holdings given to one of the remaining Flaemish families (preferably his). Many wonder if Juliana will continue these hatreds.

Princess Juliana Vlaardoen

Princess of Bergdhoven, Viscountess of Linden, Fire Elemental of the Second Circle

Until her parents died, Juliana never gave rulership a moment's attention. The carefree girl studied magic only as a lark—since it came so easy to her, studying never seemed hard work. And wasn't Prince Vanserie the most powerful wizard in all Glantri? Certainly he would rule for decades.

Juliana's flirtations caused many scandals within Linden, and finally the prince passed a law prohibiting any unmarried male from speaking to or touching her, upon penalty of death. Although never enforced, it demonstrated how her parents felt about her frivolous approach to life.

The appointment to the throne caught her by surprise, but she has decided to become the best ruler that she can. She now focuses more attention on her magical studies.

Personality: Juliana has dedicated herself to becoming a great wizard and ruler like her father. She hasn't yet really faced any challenges as either—nothing to test her mettle.

What She Says: Bergdhoven shall continue as it always has. (This was her entire speech upon becoming princess.)

What Others Say: She keeps what memories she wants of her father and conveniently forgets the rest. A smart move, probably, considering how everyone at the council hated him. (Malachie du Marais)

Appearance: Juliana has the coppery skin common to those of Flaemish decent, a contrast to her mass of silver curls. Her eyes are large and green, her lips full and sensual. She wears long, flowing robes with intricate embroidery. Juliana also seems fond of jewelry.

Using Juliana: Inexperienced in the ways of Glantrian intrigue, Juliana may find herself caught up in plots or traps set up by other nobles. In such a situation, she might need help from the player characters, although she does have Raknaar to support and protect her.

Combat: Although inexperienced in combat, she remains a powerful spellcaster. The magical items she inherited when her parents died help make her a formidable foe.

Juliana Vlaardoen, a 14th-level human (Flaemish) wizard: THAC0 16; #AT 1 (*rod of smiting*); Dmg 1d8 (+3 magical rod); SA spells, Fire Elemental powers; SD magical items; AC 0; hp 30; MV 12; ML steady (11); AL LG. Str 8, Dex 14, Con 12, Int 17, Wis 13, Cha 13.

Favored Spells:

1st level (doubled by *ring of wizardry*)—affect normal fires, burning hands (x2), color spray, dancing lights, detect magic, feather fall, hold portal, read magic, **spirit of servitude**.

2nd level—**discern the heart of the beast**, flaming sphere, forget, invisibility, misdirection.

3rd level—fireball (x2), flame arrow, phantom steed, **spout of scalding wrath**.

4th level—dimension door, fire charm, fire shield, fire trap.

5th level—extension II, false vision, hold monster, wall of iron.

6th level—anti-magic shell, **seek the traveler**, transmute water to dust.

7th level—delayed blast fireball, duo-dimension, prismatic spray.



Boldavian painter Garrule Dmitrov committed to canvas his vision of a meeting between the legendary Prince Morphail Gorevitch-Woszlan and his despised enemy, Sergei Wutyla. Of course, the two never would actually

Languages: Flaemish, Thyatian common.

Known Proficiencies: Fire building, **meditation**, reading/writing, spellcraft.

Equipment: Rod of smiting (19 charges), bracers AC 0, ring of wizardry (doubles 1st-level spells), wand of fire (24 charges).

Principality of Blackhill

The meteor that struck southern Glantri during the Wrath of the Immortals destroyed the Principality of Blackhill. Its people, of Alphonian descent, were known as cruel and decadent, even by Glantrian standards.

House: None (formerly Silverston).

Ruler: None (formerly Prince Volospin Aedyr).

Siege: None (formerly Silverston).

House Personalities: None.

Allies: None.

Foes: None.

Voting Power: None.

Population: 0.



stand to be in the same room together. When Morphail discovered the painting, he had a vampire minion kill the artist—but not before the painting itself mysteriously vanished.

Principality of Boldavia

In grim Boldavia, the mountains still the winds, and the land remains in the shadow of foreboding clouds. Fog shrouds the principality more often than not, and from within the fog, one can hear chilling sounds of terror and anguish. The nobles dwell in elegant homes while the rest of the populace cowers in hovels, afraid of both the known and the unknown.

House: Igorov.

Ruler: Prince Morphail Gorevitch-Woszlany.

Siege: Igorov.

House Personalities: Sir Boris, brother; Lady Tatyana, sister; Sir Mikhail, brother.

Allies: Lady Natacha Datchenka, Baroness of Pavlova; Lord Yuri Ivanov, Baron of Palatinsk; Lady Szasza Markovitch, Baroness of Vladimirov.

Foes: Lord Sergei Wutyla, Baron of Mariksen; Houses of Crownguard and Sylaire.

Voting Power: 15 at the council, 31 at Parliament.

Population: 15,120.

Rymyskigrad: 6,600.

Prince Morphail Gorevitch-Woszlany, a vampire, rules this principality. Morphail has taken great pains to inflict his condition upon all minor nobles with holdings to the north and east, making them lesser vampires subservient to him. At one time, he hoped to continue this process and eventually control all of northern Glantri. Current conditions, however, have forced him to concentrate simply on keeping control of the lands and minions he has now.

When Lord Laszlo Wutyla, a noble under Morphail's control, was killed by a group of Ethengarian vampire hunters, Morphail quickly turned Laszlo's successor into a vampire as well. This heir, Sergei, knew full well his older brother's undead nature and had prepared a defense against vampirism with the help of an Ethengarian cleric named Erega (CG hf C11). The defense, an amulet, did not work entirely as planned. Sergei did become a vampire, but one not under Morphail's control. In addition, he has kept his chaotic good alignment. Now Sergei wages a silent war with Morphail and his vampires, with the help of Ethengarian vampire hunters and clerics he smuggles into Boldavia from his remote keep of Mariksen.

When the prince began his campaign to control his nobles through the ties of vampirism, he developed a code stating that vampires under his control could not spread the curse themselves, nor could they kill when they fed. This way, Morphail could control them more easily without drawing undue attention toward Boldavia. But, this vampire law seems less solid than the prince thought. In the last few years, vampires have begun to appear throughout Glantri; the curse obviously has been spreading from the northern regions southward. Although all the nobles under him deny it, Morphail can only assume that the vampire responsible is one of his own. Fortunately for the Boldavians, Glantri has been overrun by so many monsters since the war, no one pays special attention to the vampires. However, such clear insurrection has led to upheaval in Morphail's reign.

The nobles in Igorov fare little better than the principality they control. Boris (CE hm W14 vampire Necromancer

Rapiers and Sabres

In Glantri, specifically in the Principalities of Belcadiz and Erewan, the weapons of choice are the *rapier* and the *sabre*. These lightweight blades, wielded with elegance and finesse, appeal to elvish sensibilities.

The rapier, a long-bladed, one-handed sword, normally feels sharp only at the point. One should wield this thrusting weapon with lightning-fast jabs, feints, and parries. The elves of Belcadiz often use a dagger, short sword, or buckler in conjunction with this weapon. The rapier costs 15 gp and weighs 4 lbs.

The sabre is a light slashing weapon. Practitioners of the art of the sabre, primarily Erewan elves (but also some humans and Belcadiz elves), commonly avoid using another weapon or even a shield with this blade. The sabre has a basket-hilt that wraps around the pommel of the blade to protect the wielder's hand. A punch with this hilt (as though in unarmed combat) can be treated as an armored fist, inflicting a fair amount of damage (1d6 points divided in half). A sabre costs 17 gp and weighs 5 lbs.

Both weapons are size M and have a weapon speed of 4. They inflict 1d6+1 points of damage vs. small and medium sized creatures and 1d8+1 points of damage vs. large creatures.

of the Third Circle) and *Mikhail* long ago were turned into vampires by their older brother, *Morphail*. Mikhail, originally a cruel and vicious vampire, eventually came to hate his undead existence and killed himself on a wooden stake. Outraged at this turn of events, *Morphail* used his Necromancy powers to bring back his brother as a spectre, which now haunts the Tower of Igorov in undead agony. Boris serves his brother faithfully (and fearfully). He likes to throw nocturnal parties for the young nobles of the area, often preying upon them or gaining their favor through the power of his *charm*. These degenerate parties are famous throughout Glantri. *Tatyana* (CN hf W8 vampire), *Morphail's* sister and also a vampire of his creation, despises her unlife as Mikhail did. Years ago, she fell in love with *Claude d'Ambreville* (LG hm F(fallen P)10 vampire) after turning him into a vampire. He lived at Igorov in shame for many years before *Morphail* commanded him to return to Sylaire as a spy. *Tatyana* now broods alone within the tower and thwarts her brothers' evil when she can.

Lady Natacha Datchenka (CE hf W7 vampire Air Elementalist of the Second Circle) is the least of *Morphail's* pawns. He despises the ugly, red-haired woman and would like to replace her as baroness of Vladimirov. *Lord Yuri Ivanov* (CE hm W9 vampire), a known vampire hunter before he met the Prince of Boldavia, now uses his skills to serve *Morphail*: He eliminates many of the rogue vampires that roam Glantri, although he seems less effective than in his mortal days, since now he cannot use holy symbols, mirrors, or garlic. The beautiful, sensual *Lady Szasza Markovitch* (CE hf W13 vampire Wokani of the Third Circle) delights in attempting to *charm* and feed off handsome nobles. The most powerful and favored of *Morphail's* pawns, she hopes to become his wife one day.

The Boldavian people, a mix of Traladaran (Karameikan) descendants and a number of Flaemish outcasts, are largely impoverished—or actually slaves, sent to work in the land's infamous salt mines. Boldavia's main crops include potatoes, which folks make into a local drink, and garlic, often used for decoration as well as cooking. Many in the area become adept at freshwater fishing, making indigenous giant salmon (and their eggs) a valuable commodity. Some Boldavian mages use a special spell to transport ice as far south as Glantri City for long-term food storage. This ice trade operates even in midsummer.

Rymskigrad seems fairly large by Glantrian standards, but its good qualities end with its size. This dirty, dangerous town teems with downtrodden, fearful peasants. Cutthroats, thieves, and other villains also call it home. Evil mages often use Rymskigrad as a base, occasionally sending their fiendish, inhuman servants to gather helpless citizens for sorcerous experimentation. Press gangs roam the back streets, gathering slaves for the mines. The town mayor, *Dravic* (CE hm F8 vampire), is a vampire *Morphail* controls.

Boldavia is the only principality in Glantri to continue to prohibit clerics and their spells. *Morphail*, for obvious reasons, has a special hatred for priests and takes particular delight in overseeing their public execution when his minions capture them. In private, many princes have told him they wish they could do likewise, but their people now rely too heavily on priestly magic for them to return to the old ways.

Relations with Nouvelle Averogne have never been good. The d'Ambrevilles, particularly *Étienne*, have long known of and despised *Morphail's* vampirism and use of Necromancy. *Richard* and *Isidore* carry on their predecessor's feelings for the dark prince. House Crownguard opposes Mor-

phail, too. *Prince Brannart* has learned of Morphail's nature; in turn, the Prince of Boldavia knows Brannart has become a lich (inadvertently). The lich wants only one undead prince within Glantri, but waits to make his move against Morphail. In the meantime, House Crownward opposes House Igorov at the council at every turn. Morphail hopes to *charm* or infect one of the McGregors, to have an agent in his enemy's ranks.

Prince Morphail Gorevitch-Woszlany

Prince of Boldavia, Baron of Igorov, Viceroy of Tchernovodsk, High Master of Necromancy

Despite the fact that public opinion regarding "monsters" and undead such as vampires has improved much of late, Morphail keeps his vampirism a secret. Given the curse in the year 720 (through the power of the evil Immortal, Alphaks), he has ruled for almost 300 years. The aura of mystery hangs so thick around Morphail, however, that most people believe he has lengthened his life span with spells or potions. Some actually think the original Morphail died long ago, and that his descendants use his name and reputation—a fallacy the vampire encouraged for a while.

Since vampires have become "fashionable" for the moment in Glantri, most people simply see Morphail as a trendsetter rather than as an actual undead. In Glantri, a wizard who likes to wear dark clothing, comes out only at night, and maintains a pale complexion seems not out of the ordinary in any way. A number of the prince's peers, such as *Jaggar von Drachenfels* and *Jherek Virayana*, know or suspect his true nature, but simply don't care. They certainly are not without secrets of their own, and, in any case, revealing Morphail's true nature would change little in the way the public perceives him.

Personality: For most of his unlife, Morphail has been the calm, calculatingly evil lord one might expect as a vampire prince, displaying his chaotic nature only when the blood hunger came upon him. Of late, however, conditions in Boldavia have gone beyond his control, and power over his own temperament likewise is slipping from his grasp. Rumors circulate throughout Glantri that Morphail is losing his mind. As a ruler, he remains cold, uncaring, and cruel. Not only does he hold no concern for the plight of his people, he has come to relish their suffering.

What He Says: Boldavia? There would be no Boldavia without Morphail! At every turn, I am opposed—by Wutyla and his clerics, by McGregor, by all these uncontrolled peasant vampires. . . . But I will prevail.

What Others Say: Sure, he's a little odd. That's certainly no crime in Glantri. But a vampire? Everyone claims a relation to some magical monster nowadays. It's probably a

rumor he started himself to impress Boldavian ladies. I find it difficult to believe an undead monster could control a principality. (Diego de Belcadiz)

Appearance: Due to his undead nature, Morphail has maintained his captivating good looks for the last 300 years. He usually combs his long, jet black hair straight back; his dark eyes, with odd red flecks, peer from beneath the uncovered brow. He favors dark clothing, usually impeccably tailored and well kept, although lately he has paid less attention to his grooming. He never carries a weapon.

Using Morphail: An entire campaign could be run with Morphail as the main antagonist. He could serve only as an enemy for the player characters—he has no allies except those that serve him in undeath. Revealing his vampirism to the rest of Glantri actually would mean very little, but destroying him would serve as a boon to the forces of good.

Combat: Morphail is extremely strong, with a number of powers at his command. (See details below.)

Morphail Gorevitch-Woszlany, a 19th-level human (vampire) Necromancer: THAC0 11; #AT 1 (claw); Dmg 1d6+4; SA energy drain, *charm* gaze (–2 to saving throw), spells, Necromancer powers; SD immune to *sleep*, *hold*, *charm*, *paralysis*, and poison, half damage from *lightning* and *cold*, +1 or better weapon to hit; AC 1; hp 55; MV 12 (18 as bat); ML champion (15); AL CE; XP 22,000.

Str 18/76, Dex 11, Con 14, Int 18, Wis 15, Cha 16.

Note: Sunlight, running water, and wooden stakes through the heart kill vampires. Mirrors, holy symbols, and garlic keep them at bay.

Favored Spells:

1st level—*chill touch*, *detect magic*, *magic missile*, *protection from good*, *spook*, *wandbane*.

2nd level—*alter self*, *darkness* 15' radius, *detect invisibility*, *spectral hand*, *stinking cloud*, *summon swarm*.

3rd level—*blink*, *fly*, *hold undead*, *lightning bolt*, *nondetection*, *vampiric touch*.

4th level—*contagion*, *dimension door*, *enervation*, *minor globe of invulnerability*, *solid fog*, *wizard eye*.

5th level—*animate dead*, *cone of cold*, *magic jar*, **Morphail's unholy blessing**, *summon shadow*, *wall of force*.

6th level—*control weather*, *death fog*, *death spell*, *project image*.

7th level—*control undead*, *finger of death*, *forcecage*, *teleport without error*.

8th level—*mind blank*, *sink*, *trap the soul*.

9th level—*energy drain*, *time stop*.

Languages: Ethengarian, Flaemish, Thyatian common, Traladaran.

Known Proficiencies: Appraising, **monster lore**, reading/writing, riding (land-based), spellcraft.

Equipment: Ring of invisibility, six beads of force, wand of conjuration.

Lord Sergei Wutyla

Baron of Mariksen

Sergei hated his vampiric brother Laszlo and the horrific realm he lived in. When he met Erega, an Ethengarian priestess, he not only fell in love, but he realized that forces outside Glantri could help combat the evils in Boldavia. Erega fashioned a magical item to protect Sergei from vampiric attacks. After the death of Sergei's brother at the hands of vampire hunters, Morphail attempted to make Sergei a vampire as well—and the charm didn't work. It did, however, make him immune to the controlling influences of Morphail, so Sergei can use his powers and Ethengarian allies to rebel against the evil prince.

Sergei doesn't care that he remains the only noble in Glantri without an allegiance to a house. His only goal is the destruction of Morphail.

Personality: Despite his vampiric state, Sergei has managed to keep his noble, courageous demeanor. He is a likable man, though one driven by his passions (defeating Morphail and restoring freedom to Boldavia). He feeds only on animals, refusing to drink the blood or absorb the life force of a human or other sentient creature.

What He Says: Boldavia must be freed from the shackles of evil and oppression that have held it for the last 300 years! We must be freed from bloodsucking Prince Morphail!

What Others Say: He is a noble, good, loving man whose courage and convictions are second to no one. He is, however, still a creature of the night, and I worry that his nature may one day claim him. (Erega of Ethengar)

Appearance: This dark-featured Boldavian does not appear as handsome as the prince he struggles against. He favors attire of blue or white—usually loose-fitting, lightweight garments. He keeps at his side a sword that has been in the Wutyla family for generations, despite the fact that, as a wizard, he never trained with such a weapon.

Using Sergei: A heroic figure in a dark realm, Sergei willingly and gratefully accepts help from player characters who also want to see Morphail destroyed. He even will offer the use of Mariksen as a base of operations for strikes against the prince.

Combat: Sergei is quick to fight, particularly against evil foes serving Morphail. He never uses the sword he carries, although occasionally he will draw it, as it gives him confidence. He prefers applying his magical abilities (or items) rather than his vampiric ones, but he will use whatever it takes to accomplish his goals. He will never, however, drain the life force of sentient beings.

Sergei Wutyla, a 9th-level human (vampire) wizard: THAC0 11; #AT 1 (claw); Dmg 1d6+4; SA energy drain,

charm gaze (–2 to saving throw), spells; SD immune to *sleep*, *hold*, *charm*, *paralysis*, and *poison*, half damage from *lightning* and *cold*, +1 or better weapon to hit; AC –1; hp 49; MV 12 (18 as bat); ML champion (15); AL CG.

Str 18/76, Dex 13, Con 12, Int 16, Wis 13, Cha 14.

Note: Sunlight, running water, and wooden stakes through the heart kill vampires. Mirrors, holy symbols, and garlic keep them at bay.

Favored Spells:

1st level—*burning hands*, *detect magic*, *magic missile*, *protection from evil*.

2nd level—*blur*, *continual light*, *levitate*.

3rd level—*fireball*, *hold undead*, *lightning bolt*.

4th level—*improved invisibility*, *wall of fire*.

5th level—*lapis bonds*.

Languages: Ethengarian, Thyatian common, Traladaran.

Known Proficiencies: Religion, riding (land-based).

Equipment: Long sword +2, ring of protection +2, wand of negation, amulet of vampire protection (makes the wearer immune to a vampire's control if turned into a vampire).

Principality of Bramyra

Princes Vanserie Vlaardoen and Jaggar von Drachenfels felt outraged at the creation of the Principality of Bramyra in 1003. Although the rest of the council granted the act of enfeoffment to buffer against the armies of the east, the two princes said putting more power in the hands of "Ethengarian traitors" was a grievous mistake. Obviously, they found themselves outvoted.

House: Krinagar (Singhabad).

Ruler: Prince Urmahid Krinagar.

Siege: Skullhorn.

House Personalities: Rinnath, wife; Terrigis, daughter; Lan-Syn, sister; Prince Jherek Virayana of Krondahar, Lan-Syn's husband.

Allies: House Singhabad.

Foes: Houses of Linden and Ritterburg.

Voting Power: 22 at the council, 22 at Parliament.

Population: 7,450.

Bramyra: 2,300.

Because of the familial relationship, House Krinagar can be considered a part of the long-standing House Singhabad, but, for political reasons, both houses try to play down their relationship.

At one time, Prince Urmahid Krinagar worked as a Glantrian spy in Ethengar. He reported directly to the Council of Princes, providing them with a great deal of valuable information. These acts of espionage gained him favor among the powers within Glantri (though staunch anti-Ethengarians still did not trust him) and put a price on his head in the

khanates—a bounty that remains to this day. His activities won him the position of Count of Skullhorn Pass; when the council decided Glantri needed a new principality in the east, he became the obvious choice for principedom.

One of Urmahid's main concerns is that he has no heir. His daughter, *Terrigis*, while still young, shows no aptitude for spellcasting. His wife, *Rinnath* (N hf F2), likewise has no magical talents. The couple has been trying to have another child the last two years, but to no avail.

Despite antagonistic feelings on both sides, Bramyra trades heavily with Ethengar, dealing primarily in horses. The principality also produces potatoes, turnips, and a few other crops. Shepherds tend small herds that graze throughout the region.

Little distinguishes Bramyra (or Bramyra City, as it is often called now) from other small "frontier" towns. The rough, rugged folk in and outside town work hard to earn their livings. They play hard too; most Glantrians have heard of Bramyra City's wild holiday celebrations. For the most part, Bramyrans seem a generous, friendly people, although cautious upon first meeting a stranger.

Prince Urmahid Krinagar

Prince of Bramyra, Chancellor of Princes, Count of Skullhorn Pass, Dream Master of the Fourth Circle

Urmahid has been a spy as well as a ruler. He and the Great Khan of Ethengar remain personal enemies, each wishing mightily to see the other dead.

The prince is the brother-in-law and lifelong friend of *Prince Jherek of Krondahar*. Jherek personally taught him the Secret Craft of Dream Magic, knowing Urmahid would never challenge his position as High Master. Jherek is correct. In fact, Urmahid has little concern for the secret craft. He always has seen spellcraft as simply a tool and actually considers magic use a wrongful criterion for Glantrian nobility. The prince calls personal accomplishment a greater measure of a man than his ability to cast spells.

Occasionally, Urmahid travels into Ethengar in disguise. The minor nobles in the region murmur that he has a mistress there from his days as a spy.

Personality: Urmahid is arrogant. Proud of his accomplishments, he can think of little he could not handle. As a ruler, he seems distracted when dealing with minor issues. He enjoys coping with monumental threats, but lets his aides tend to smaller concerns.

What He Says: I scoff at these wizard-princes, who would rather study in the school than really *live* their lives.

What Others Say: Yes, I'll admit, Krinagar has served the council in the past (in his own, cretinous way). But how do we know what he plans *now*? (Jaggar von Drachenfels)

Appearance: With dark hair, mustache, and complexion, Urmahid looks like a traditional Ethengarian lord, except he prefers to dress in a Glantrian manner: a grey tunic with gold trim, loose-fitting black pants, and a dark gray cloak with a hood. He is fond of gold jewelry.

Using Urmahid: In Glantrian/Ethengarian relations, Urmahid remains key—he is the one man that knows the most about both sides. Any political adventures dealing with these two realms almost certainly will involve him.

Glantrian Art

Glantrians like to think themselves sophisticated in their appreciation of art, music, and theater. Glantri City's Entertainers' Quarter, with its theaters and galleries showcasing the latest creative endeavors, seems the natural cultural center of the land. Most major towns have artistic outlets, though Nouvelle Averroigne remains the principality at the cultural forefront.

Glantrian theater is unique in that it often incorporates actual illusions, enchantments, and other spells. A new genre of drama recently has given new meaning to the phrase "stage violence": An actual, fierce battle between the heroes and a dangerous beast symbolizes the climactic conflict.

Sculptors, painters, and other visual artists have long worked in a Glantri-centrist style. This classic approach treats Glantrian subjects as larger than life. Paintings make people look more comely, nobler, taller, and younger than they *truly* appear. Cities are portrayed as new, clean, ornate, and beautiful.

When princes commission a portrait of themselves or their family, they don't choose the artist most talented in representational work. They want the one most inclined to portray unrealistic beauty and power. Skill has been superseded in importance by self-indulgent, embellished overstatement. Thus, while Glantrians are no more beautiful than people of other realms, their art certainly would have an outsider believe otherwise.

Conversely, Glantri's artists tend to portray that which they dislike as tiny, ridiculous, hideous, deformed, or foolish. Dwarves, priests, temples, and religious artifacts are always depicted in a dark, corrupt, or otherwise twisted context.

Combat: Urmahid seems as quick to use his magical dagger in melee as he is to cast spells. He favors illusions, though he is not an Illusionist specialist wizard.

Urmahid Krinagar, a 14th-level human wizard (formerly a 4th-level thief): THAC0 16; #AT 1 (*dagger* +3); Dmg 1d4 (+3 *magical dagger*); SA spells, thief abilities, Dream Master powers; SD magical items; AC 4; hp 38; MV 12; ML champion (16); AL LN.

Str 12, Dex 17, Con 12, Int 17, Wis 13, Ch 16.

Favored Spells:

1st level—*charm person, color spray, dancing lights, phantasmal force, shield.*

2nd level—*alter self, forget, hypnotic pattern, invisibility, web.*

3rd level—*dispel magic, flame arrow, hold person, item, spectral force.*

4th level—*confusion, hallucinatory terrain, illusionary wall, rainbow pattern.*

5th level—*avoidance, cone of cold, passwall, seeming.*

6th level—*mass suggestion, transformation*.*

7th level—*phase door.*

Languages: Ethengarian, Thyatian common.

Known Proficiencies: Animal handling, disguise, etiquette, forgery, **meditation**, reading/writing, riding (land-based).

Equipment: Amulet of proof against detection and location, *dagger* +3 of returning (returns to wielder on command after thrown), boots of elvenkind, cloak of elvenkind, medallion of ESP 90' range, ring of protection +3.

Thieving Abilities: PP 30%; OL 40%; F/RT 45%; MS 50%; HS 60%; DN 15%; CW 70%; RL 10%.

Principality of Caurenze

Like Blackhill, the Principality of Caurenze was devastated when the meteor struck southern Glantri during the Wrath of the Immortals. Its people, of Thyatian descent, were considered amazingly paranoid and fond of poisons. Sirecchia still stands, but as an abandoned ruin, home only to the last survivor in the principality. The meteor also reduced the town of Lizzieni to ruins and obliterated another major town, Oreggiano.

House: None (formerly Sirecchia).

Ruler: None (formerly Prince Innocenti di Malapietra).

Siege: None (formerly Sirecchia).

House Personalities: None.

Allies: None.

Foes: None.

Voting Power: None.

Population: 1.

Innocenti di Malapietra

Viscount of Sirecchia, Prince of Caurenze (former), Viceroy of Ylourgne (former), High Master of Earth Elementalism (former).

Innocenti was always insane. In fact, the Malapietra family had a propensity for insanity, particularly paranoia. Clan members practically prided themselves on it. Paranoia, they claimed, protected them from the evils of a world that strove against them. The most paranoid Malapietra, they thought, always would remain the safest and most powerful. What they *should* have feared more, however, was each other—Malapietras constantly assassinated and betrayed others in the family.

Innocenti's mother raised him to be afraid of everything and everyone. She taught him magic herself, to avoid the risks presented by the Great School. She also taught him the Secret Craft of Earth Elementalism. By adulthood, he'd become a powerful wizard and an expert on poisons—a skill he used when he killed his mother and took over the noble house and principality.

Eventually, Innocenti did go to the Great School, but only to challenge and kill the High Master of Earth Elementalism so he could gain the position—and the power that went with it. The prince always felt that the only way to gain power was to kill for it.

He enjoyed the gladiatorial games once held in Lizzieni. These spectacles pitted slaves, humanoids, and monsters against each other in bloody combat. The people of Caurenze seemed almost as corrupt and bloodthirsty as their ruling family.

When the war with Alphatia started, Innocenti turned over all the troops in his command to *Prince Jaggar* and holed up in Sirecchia with numerous protective spells. His paranoia once again saved his life, for when the meteor struck his principality, he alone survived the blast. He remained secluded in the ruined keep, hesitant to reveal the fact that he'd survived.

Thinking Innocenti had died, the Council of Princes officially did away with his council seat and no longer considered ruined Caurenze a principality. Innocenti remained oblivious to his disenfranchisement, however, as he found himself confronted with a number of his deceased family members—now vengeful wraiths. He managed to destroy the undead creatures, but not before they drained him of much of his life force (and his experience levels).

Soon afterward, he was contacted by *Dolores Hillsbury*, who had discovered him through a divination spell. She subtly manipulated his insanity and added a few well-placed *suggestions* to convince him to follow her. Dolores promised to make him a prince again, and he believed her. She used him to kill *Gertrud von Drachenfels*, so she could more easily seduce Gertrud's husband, Jaggar.

Although no one ever suspected Innocenti of the murder, his existence at Sirecchia did not remain a secret long. In his fevered mind, the former prince now threatens anyone approaching his tower with immediate destruction. His paranoia has grown to the point where he desires to keep other people at least 100 yards away from him at all times.

Personality: In his questionable state of mind, the former prince used to subject his vassals to his strange poetry and songs. Preoccupied with death, he delighted in blood and pain. But Innocenti's insanity soon will consume him completely, and until that time, this madman remembers just enough magic to make him deadly dangerous.

What He Says: I know your evil plots—you can't fool me! If you wish to continue your pitiful existence, you will flee from here before I destroy you!

What Others Say: He got exactly what he deserved. He always was a madman—it's just more obvious now. (Prince Harald)

Appearance: Innocenti, a fat, greasy man, has wild and unkempt brown hair and a face covered in stubble. The tattered rags he wears were once his regal garments.

Using Innocenti: The twisted former prince lives in his ruined keep all alone. Approaching visitors hear a warning that Innocenti will disintegrate them if they enter.

Combat: Although he prefers to cast spells from a distance, if forced into melee, Innocenti will come at his foes with a wild-eyed scream, brandishing a poisoned knife in both hands (although he can make only one attack per round this way). Before his encounter with the wraiths, he was a 19th-level wizard. He apparently has forgotten all his Earth Elemental powers, in his maddened state.

Innocenti di Malapietra, a 13th-level human wizard: THAC0 16; #AT 1 (dagger +1); Dmg 1d4 (+1 magical dagger); SA spells; SD magical items; AC 10; hp 44; MV 12; ML unsteady (7); AL CE; XP 10,000.

Str 11, Dex 12, Con 16, Int 17, Wis 16, Cha 12.

Note: Innocenti's condition imposes a -1 penalty on saving throws vs. *charm* or *suggestion*.

Favored Spells:

1st level—*alarm*, *detect magic*, *magic missile* (x2), *shield*.

2nd level—*acid arrow**, *Balliard's rejuvenating touch*, *detect evil*, *fog cloud*, *invisibility*.

3rd level—*feign death*, *fireball*, *infravision*, *protection from normal missiles*, *spout of scalding wrath*.

4th level—*detect scrying*, *enervation*, *fire trap*, *phantasmal killer*.

5th level—*cloudkill*, *distance distortion*, *pluck a petal of spellflower*, *wall of stone*.

6th level—*disintegrate* (x2).

Languages: Thyatian common.



Though this portrait was painted years ago, the trials of Erewan already appear to cloud the features of Princess Carlolina Erewan. The humanoid raids that have wracked this elven principality have sent her son, Sir Qenildor, off to battle Prince Kol's minions on their own soil; the carefree smile and royal finery he sports here both have become things of the past.

Known Proficiencies: Artistic ability (poetry), astrology, herbalism, reading/writing, singing, **spellflash**.

Equipment: Two daggers +1, ring of regeneration, multiple potions of poison in interestingly disguised dispensers, ring of spell turning, wand of enemy detection (24 charges).

Principality of Erewan

Erewan was once a bright, shining spot against the dark, corrupt landscape of Glantri. In the year 884, the Clan of Ellerovyn broke off from the Belcadiz elves, who were straying more and more from their Alfheim heritage (the traditions that come from the land of elves to the east) toward human attitudes. This clan attempted to form a principality that would keep elven

ways alive yet remain loyal to Glantri. In the opinion of the other Glantrian nobles, they failed, although Erewan elves felt sincere in their loyalty then. Now Princess Carlolina would like nothing better than to take her people out of Glantri. Unfortunately, since the shadow elves conquered Alfheim (now called Aengmor), they really have nowhere to go.

House: Clan of Ellerovyn.

Ruler: Princess Carlolina Erewan.

Siege: Ellerovyn.

House Personalities: Lady Eleesea, mother; Lady Norelia, Eleesea's sister; Lady Bethys, Eleesea's sister; Sire Qenildor, son; Sire Thendain, son; Lady Esmeralda, Thendain's wife; Sire Unedyrin, Thendain's son.

Allies: None.



Well-known elf artist Douala Volaeth portrays the plight of her people in this all-too-common scene: the aftermath of another vicious humanoid raid on the elves of Erewan.

Foes: Clan of Alhambra; Houses of Linden, Kol, and Hillsbury.

Voting Power: 17 at the council, 17 at Parliament.

Population: 20,840.

Erendyl: 3,500.

Erewan's clan of elves has begun heading down the path to annihilation. The war with Alphatia took a heavy toll on this principality, in particular the raids by humanoids from the Broken Lands. The manipulations of *Dolores Hillsbury* have turned a majority of council members against the clan to such a degree that the princes continually refuse pleas for monetary and military aid against the humanoid raids, which continue even long after the war's end. Dolores wants the Erewan elves expunged from Glantri, and she may live to see her wish come true.

Elven tradition dictates that members of the noble family never fight openly among themselves. *Lady Elesea* (N ef W10) was once the Treekeeper of the clan, concerning herself mainly with the planting of trees along the Red River. Now, however, she suffers from a horrible wasting disease brought on by the touch of a heucuva summoned to the realm by Alphatian wizards during the war. Certain spells have slowed the disease's progress, but nevertheless, it is killing her slowly. Her sisters, *Norelia* (N ef W9(D)) and *Bethys* (N ef W11(D)), serve as the clan's oracles. All three women are Cryptomancers of the Third Circle. In better times, they charged non-elves for their services as seers: the planting of 10 trees where no trees had grown before. Now they simply don't offer their abilities to outsiders.

Sire Thendain (LN em W6/F7) and his wife *Esmeralda* (CN ef W10/T6 Wokani of the Third Circle) live at the Great School of Magic. Their disparate outlooks on life lead to numerous arguments, but they manage to get along somehow. Esmeralda keeps her craft affiliation a secret even from her husband and often pretends to be a wizard of much less skill. Their son, *Unedyrin* (NG em F5), shares none of their magical talent and lives in Ellerovyn. Carlolina's other son, *Qenildor*, operates as a resistance fighter in New Kolland, leading a group of elves against the humanoids that have managed to gain acceptance from the rest of Glantri.

Two minor nobles had allied themselves with the clan of Erewan elves: *Lord Ezechiel Naramis* of Nathrat and *Lady Aliana Nyraviel* of Soth-Kabree. However, both died when their holdings fell to the meteor's devastation.

The elves of Erewan produce a number of wood products, including bows, paper, and hand-carved furniture. Production remains somewhat limited, of course, since the principality has only a finite number of trees available for lumber. Erewan ships various herbs, as well as beeswax and honey, to market in Glantri City. Traditionally, Glantri's finest and fastest horses have come from this principality, and most respect elven training and handling techniques.

Lastly, art and literature are important areas of interest in Erewan. Poetry, sculpting, painting, and music all remain popular hobbies as well as professions. As the elven government has always provided as much special funding for the arts as possible, many full-time poets, musicians, and artists operate within the realm. Not surprisingly, the principality has the highest literacy rate in Glantri—an impressive claim, in a land of wizards. Other principalities rely on Erewan scribes and translators for their talents.

These elves find themselves beleaguered by continual attacks from the humanoids. Although *Prince Kol* (page 60) has brought an end to the largest and most devastating raids, he covertly allows smaller skirmishes with Erewan settlements and travelers. Most elves remain hopeful that outside aid will help them against these enemies, but this hope is slowly dying. The elves realize that not only are their enemies now accepted members of Glantrian society, but they seem to stand in greater favor than Erewan itself.

The town of Erendyl has been attacked so many times in the last few years that its people always act as though under siege, even in times of relative peace. Many distrust strangers, but most will not act hostile to visitors. The majority of Erewan elves no longer think of themselves as true Glantrians but as members of a solitary realm abandoned by the motherland. Therefore they treat all outsiders (except humanoids) the same, no matter where they come from.

These fair elves have always kept humanity at a distance. Like the elves of Alfheim, they seem kind, forgiving, and generous to human neighbors and visitors, but they never desired to live alongside them or share with them their secrets. Inter-marriage with humans is almost unknown. These traditions have led Glantrians to question their loyalty to the realm. These otherwise good-natured people now must pay the price for their desire to maintain their old way of life.

During the Wrath of the Immortals, many elves of Alfheim fled that land for Erewan. These refugees make up approximately 5% of the principality's population, but they seem virtually indistinguishable from natives of Erewan, to an outsider's eyes. The elves of Erewan still number more than the Belcadiz, but at the rate the humanoid raids claim lives, this fact may not hold true for long.

Much of this grim music is being orchestrated by Princess Dolores of Fenswick, also the chaotic evil dragon *Synn*. She wants to discredit and destroy the elves of Erewan, hating them for representing everything she opposes in Glantri. She has come very close to making Glantri a dark and chaotic land filled with monsters and evil wizards—such a realm has no place for fair and noble elves. Prince Kol, Dolores's ally, shares this belief. Despite what he tells the Council of Princes, he supports the raids his humanoids inflict upon Erewan.

Tensions have endured between the Belcadiz elves and those of Erewan ever since the two clans split. The fairer elves look upon their dark-haired cousins as tainted by the society and customs of the humans, often referring to all of them as “half-elves.”

House Linden, with its strong ties to the old Flaems, has traditionally hated all elves. This race resents the elves for coming to Glantri and displacing their people, who they claim arrived first. This outlook may change under the rule of their new princess, *Juliana*, but such a change must come slowly, as the bad blood runs deep.

Erewan elves dress in silky, loose-fitting garb. They enjoy hooded cloaks and flowing robes, usually pale in color. Avoiding gold, they adorn themselves in silver jewelry and enhance their tools and weapons with silver inlay. They prefer armor of light chain mail and fight with sabres as their weapon of choice. (See “Rapiers and Sabres,” page 38.)

Princess Carlolina Erewan

Princess of Erewan, Marchioness of Ellerovyn, High Mistress of Cryptomancy

Carlolina became the leader of her clan and the Princess of the Erewan when her husband died at the hands of orcish raiders then operating out of the Broken Lands.

The Council of Princes didn’t waste much time in awarding her the title Chamberlain of the Land, making her overseer of all Glantrians’ welfare. Carlolina instituted programs to aid the poor in all principalities, concerned particularly with the oppressed in Boldavia. She attempted also to use the Chamberlain position to aid her own people’s effort to plant trees along the banks of the Red River. When it became clear to the Council of Princes that her goals were no longer Glantri’s, they revoked her title.

Carlolina now admits that the best thing for her people would be for them to leave Erewan and establish a new realm elsewhere. However, as humanoid attacks reduce their numbers and antagonism from the rest of Glantri weakens their spirits, she can see no clear destination.

Personality: Although sincerely a caring soul, Carlolina has seen too much suffering in her life to have survived unscathed. She now appears a sullen, withdrawn elf woman. Only her mother, Eleesea, has her ear; she has sent all other advisors away. Her time and energies are consumed in thoughts of saving her people somehow from the fate apparently before them.

What She Says: Glantri has become a realm unfriendly toward elves, yet monsters run free—idolized and adored. That such a thing could come to pass seems unfathomable to me, yet it is truth.

What Others Say: She’s a cold fish, that one. She couldn’t care less what happens to any of us lowly humans, but threaten one of her elves—or any of her bloody trees—and

she’ll see you dead. (Helgar von Drachenfels)

Appearance: Although beautiful, Carlolina cannot mask the sadness in her misty blue eyes. Like all her people, she is fair of skin and hair, the latter flowing in silky tresses that almost reach her waist. She normally wraps herself in thin cloaks of white or ivory and she favors delicate silver jewelry.

Using Carlolina: The princess is a tragic figure enshrouded in sadness and regret. Characters who help the plight of her people will win her eternal gratitude and possibly a chance to convince her to aid their own cause.

Combat: Carlolina will fight only in self-defense or for the lives of her loved ones. She uses her Cryptomancer powers primarily, falling back on her formidable spell repertoire and magical items. At almost all times, one should assume she has *armor* and *stoneskin* spells active. She kills only when absolutely necessary, attempting to dispatch her enemies as quickly and painlessly as possible. If the means presents itself to end a combat quickly, she always takes it. Carlolina is not beyond self-sacrifice for a worthy cause.

Note: The character Carlolina was created using the optional rule for “Exceeding Level Limits” in **Chapter 2: Player Character Races** of the *DUNGEON MASTER Guide*. This rule is highly recommended for this setting; it enabled Carlolina to reach 18th level because of her high Intelligence score.

Carlolina Erewan, an 18th-level elf wizard: THAC0 15; #AT by spell; Dmg by spell; SA spells, Cryptomancer powers; SD magical items; AC 9; hp 36; MV 12; ML elite (14); AL LG.

Str 10, Dex 15, Con 11, Int 18, Wis 16, Cha 17.

Favored Spells:

1st level—*charm person*, **draw forth the truth**, *filth’s bane*, **remove the instrument of death**, *sleep*.

2nd level—*blur*, *continual light*, *detect evil*, *hypnotic pattern*, *ray of enfeeblement*.

3rd level—*clairvoyance*, *dispel magic*, *gust of wind*, *hold person*, *lightning bolt*.

4th level—**eluding the death blow**, *emotion*, *fear*, *fire shield*, *stoneskin*.

5th level—*advanced illusion*, *feeblemind*, *interposing hand**, *monster summoning III*, *teleport*.

6th level—*chain lightning*, **cleave the magical union**, *geas*.

7th level—**guardian mantle**, *limited wish*, *vision*.

8th level—*demand*, *spell immunity**.

9th level—*temporal stasis*.

Languages: Elvish (Erewan/Alfheim and Belcadiz dialects), Thyatian common.

Known Proficiencies: Etiquette, local history (elvish regions), **meditation**, reading/writing, riding (land-based), spellcraft, **spellflash**, weaving.

Equipment: *Ring of mind shielding*, *wand of frost* (68 charges), *cube of force*.

Sire Qenildor Erewan

Qenildor, Carlolina's elder son, served as captain of Camp Huledain before it was destroyed by the meteor during the Wrath of the Immortals. Later, he led the effort to keep the humanoids from the Broken Lands at bay.

Ever since he narrowly escaped the destruction of his command (he was visiting Ellerovyn when the meteor struck), he has remained a staunch military foe of the humanoids. Currently, he leads a band of elf terrorists in New Kolland, striking against them in a vain attempt to force them out of Glantri.

Personality: Driven by his hatred for orcs, ogres, kobolds, and their ilk, Qenildor leads his troops with a wild-eyed intensity. His hatred has grown since the death of his father, and each new atrocity inflicted upon his people enflames this passion still more.

What He Says: I shall not rest until every last orc, goblin, hobgoblin, and the rest are slain. I know that sounds foolhardy, but my father and my people must be avenged.

What Others Say: That elf is a criminal, an outlaw, and a murderer of good, peace-loving folk. (Prince Kol)

Appearance: These days, people normally see Qenildor dressed in the ragged tatters of his white military uniform. His skin is pale, and his hair golden, although now it usually looks dirty and matted. He wears his sabre at his side and carries a shield emblazoned with the arms of Erewan.

Using Qenildor: Characters may encounter Qenildor anywhere in New Kolland. If they intend to strike at the humanoids, Qenildor offers any aid he can muster. Even if the PCs are there for another purpose, he may end up dragging them into a situation that forces them to choose a side in his war.

Combat: A fierce combatant, Qenildor gladly will give his life for his mission.

Qenildor Erewan, a 9th-/8th-level elf fighter/wizard:

THAC0 12; #AT 3/2 (*sabre* +3); Dmg 1d6+1 (+1 Strength, +3 magical *sabre*); SA spells; SD magical items; AC 4; hp 45; MV 12; ML fanatic (17); AL CG.

Str 16, Dex 13, Con 16, Int 15, Wis 14, Cha 12.

Favored Spells:

1st level—*burning hands*, *draw forth the truth*, *magic missile*, *mount*.

2nd level—*flaming sphere*, *forget*, *web*.

3rd level—*fireball*, *invisibility 10' radius*, *spout of scalding wrath*.

4th level—*black tentacles**, *secure shelter**.

Languages: Elvish (Erewan/Alfheim dialect), goblin, orcish, Thyatian common.

Known Proficiencies: Blind-fighting, navigation, reading/writing, riding (land-based).

Equipment: *Sabre* +3, *elven chain mail*, *longbow* +1, *boots of elvenkind*, *potion of extra-healing*.



The figure who has bewitched Jaggar von Drachenfels—as well as the rest of the realm—is a woman of many secrets. This portrait of Princess Dolores Hillsbury, commissioned by Prince Jaggar and now hanging in his chambers in Ritterburg, shows few hints of her true, malicious intentions for Glantri.

Principality of Fenswick

A newer principality, Fenswick remains quite small. In fact, it cannot even boast a town or village of enough size to place on the map. For now, this realm consists of extremely small communities of shepherds and goat herders. *Princess Dolores Hillsbury* claims she desires a large, populous principality someday, but actually she has no care for personal power. Dolores—really *Synn*, a night dragon—maneuvered her enfeoffment to get a seat on the Council of Princes. In this

way, she can further her true goal: spreading chaos and darkness throughout Glantri.

House: Hillsbury.

Ruler: Princess Dolores Hillsbury.

Siege: Fenswick.

House Personalities: None.

Allies: Innocenti di Malapietra, only survivor of House Sirecchia; Houses of Ritterburg and Kol.

Foes: Houses of Marais and Sylaire; Clan of Ellerovyn.

Voting Power: 12 at the council, 12 at Parliament.

Population: 5,890.

The people of Fenswick seem relatively ignorant of their ruler's identity or disposition. In fact, Dolores spends so little time on her own principality's administration, the

peasants only barely realize she exists. The late *Lady Margaret Hillsbury*, whom Dolores falsely claims as her mother, was an iron-fisted ruler, so the people of Fenswick actually appreciate being ignored for now. After all, nothing changed for them when their tiny duchy became a principality, so why should they care that they've never heard of the woman now their princess?

The people of Fenswick work either as herders or river fishermen, although a few grow potatoes and various other tubers. Folks here appear slightly wealthier than many in other principalities, if for no other reason than their close proximity to the capital and the ease with which they can ship goods to market there.

For being the ruler of such a small and insignificant region, Dolores wields a great deal of political power. She has seduced *Jaggar von Drachenfels*, placing House Ritterburg firmly in her grasp. The *charmed* and mentally unstable *Innocenti di Malapietra* serves her as well. *Kol XIV* knows Dolores for what she really is, but realizes that his own power increases if she succeeds in her plans. In fact, he owes his appointment to principedom to her manipulations of the council.

Prince Malachie du Marais (page 56) has recently learned, through a spy, of Dolores's draconic nature. A werewolf himself, he knows that exposing her would not do enough to foil whatever evil plans she harbors. For now, Malachie waits to discover more, opposing Dolores whenever he can.

Malachie's ally, House Sylaire, became an enemy of House Hillsbury when the princess's supporter *Henri d'Ambréville* was killed by *Isidore*, his sister-in-law. Isidore, current ruler of Nouvelle Averoine, and her husband, *Richard*, realize the wisdom of opposing anyone once closely aligned with the evil Henri. Their close friend Malachie has revealed enough to confirm their suspicions.

Princess Carlolina and the elves of Erewan blame Dolores, correctly, for their current position of disfavor with the rest of the Council of Princes. Dolores hates the fair elves and wishes them destroyed or driven out of Glantri.

Princess Dolores Hillsbury

Princess of Fenswick, Treasurer of the Council of Princes

The lords of the Sphere of Entropy (Immortals dedicated to spreading chaos and darkness) saw in Glantri the potential of establishing a firm foothold in the Known World. They decided that Glantri, already teetering on the brink of chaos, could be manipulated into complete disorder. For this purpose, they summoned one of their faithful servants, queen of the creatures called night dragons. Her name was Synn.

An incredibly powerful creature, Synn can change her shape into that of a human at will. For her, infiltrating Glantrian nobility proved simple. She claimed to be the illegiti-

mate daughter of *Prince Volospin* of Blackhill (who died when the meteor obliterated his principality) and Lady Margaret Hillsbury. Many nobles knew of their actual affair, and when Synn killed Margaret, no one alive could dispute her story.

Calling herself Dolores Hillsbury, Synn proclaimed (truthfully) that a dragon killed Margaret. Before the realm ceased its mourning, "Dolores" marched into Glantri City with a number of retainers and a dead dragon, claiming to have avenged her mother's death. Her tale accepted, she quickly was granted princess status and her supposed father's seat on the council.



A peasant girl in the Principality of Fenswick hides from the sight of a terrible night dragon. This young woman would

Even today, Synn continues her masquerade as Dolores to manipulate the council. Her actions are rendering Glantri a dark, monster-ridden realm of chaos. The next step of her plan involves eliminating her enemies: Prince Malachie, Princess Isidore, and Princess Carlolina.

It is interesting to note that Dolores has not yet uncovered the secret of the Radiance, even though her supposed mother knew its secrets quite well. (Ironically, much of her information on the Radiance lies hidden within Fenswick Keep. Dolores has never bothered to search the place, as she spends so little time there). Should she uncover its powers, she will become even more dangerous.

Personality: Synn is a completely evil creature of chaos who will let nothing stand in the way of her plans.

What She Says: My fellow council members, I know that I am just fortunate to hold this chair. I also know that I should leave the important decisions to those of you that have been ruling well for so long. But if I could just bend your ear for a moment . . .

What Others Say: Dolores has breathed new life into Glantri. Her wisdom and charm are bringing the principalities into a brighter and more glorious future. (Prince Jaggar)

Appearance: Dolores has long, straight black hair. Her dark eyes contrast with her pale skin. The tall and slender woman dresses in long, black gowns when possible, substituting stylish hunting garments when traveling.



never imagine that this beast, named Synn, is also her ruler, Princess Dolores.

With scales of deepest black, Synn's night dragon body measures 90 feet in length and sports a tail of at least 110 feet more.

Using Dolores: Consider Synn one of the primary forces of evil in Glantri, a greater threat even than *Morphail* or *Brannart*. Uncovering her nature and plots could become a major focus of a Glantrian campaign. In such a situation, Prince Malachie and Princess Isidore would ally with the PCs, but the princess could manipulate Jaggar, Kol, and others into opposing them.

Combat: Although she normally pretends to be much less powerful than she is, a true threat will cause Dolores (or Synn) to unleash all her magical might. Rather than die, she will reveal her draconic form, but she almost always has

a number of defensive spells, such as *counterspell immunity* and *armor*, cast for protection.

Dolores Hillsbury, a 20th-level human (dragon) wizard: THAC0 14; #AT 1 (*dagger* +2); Dmg 1d4 (+2 *magical dagger*); SA spells; AC 10; hp 70 (reverts to dragon form if reduced to 10 hp or less); MV 12; ML champion (15); AL CE; XP 24,000.

Str 10, Dex 12, Con 18, Int 18, Wis 9, Cha 17.

Favored Spells:

1st level—*armor*, *color spray*, *draw forth the truth*, *friends*, *spirit of servitude*.

2nd level—*ESP*, *forget*, *invisibility*, *levitate*, *pyrotechnics*.

3rd level—*Brannart's acidic grip*, *fireball*, *suggestion*, *torrent of death*, *wraithform*.

4th level—*counterspell immunity*, *ice storm*, *magic mirror*, *minor creation*, *minor globe of invulnerability*.

5th level—*chaos*, *cloudkill*, *domination*, *magic jar*, *shadow door*.

6th level—*breach the beast's defenses*, *mass suggestion*, *project image*, *seek the traveler*.

7th level—*control undead*, *monster summoning V*, *power word stun*.

8th level—*incendiary cloud*, *telekinetic sphere**, *trap the soul*.

9th level—*crystalbrittle*, *pierce any shield*.

Languages: Night dragon, Thyatian common.

Known Proficiencies: Etiquette, hunting, navigation, **meditation**, **monster lore**, reading/writing, spellcraft, **spell-flash**.

Equipment: *Dagger* +2, *ring of human influence*.

Synn, a very old night dragon†: Int genius (18); AL CE; AC -8; MV 12; HD 20; hp 70; THAC0 5; #AT 3 (*claw/claw/bite*); Dmg 1d10/1d10/3d10 (+9 to all, due to age); SA *breath weapon* (18d10+9 damage), spells; SD *fear aura*, 50% magic resistance; SZ G (200 feet long, including tail); ML champion (15); XP 24,000.

†Note: Essentially, treat the night dragon as a red dragon with the ability to take human form at will and a *breath weapon* of heat-draining darkness.

Favored Spells: As for Dolores Hillsbury, above.

Principality of Klantyre

The McGregor family, and some of the others who live in the Principality of Klantyre, are descended from a group of mages who fled to this land through a magical gate to escape persecution. They came from not just another land, but another world entirely—the same world the d'Ambreville family also fled from long ago. These powerful wizards quickly attained positions of influence within Glantri and have maintained their status ever since.

House: Crownguard

Ruler: Prince Brannart McGregor.

Siege: Crownguard.

House Personalities: Sir Duncan, son; Lady Barbara, daughter; Sir Quentin, son; Lady Mary, Quentin's wife; Sir Bruce, Mary's brother; Count Alasdair McAllister, Barbara's husband; Sir Angus, Quentin's son; Sir Sean McAllister, Barbara's son.

Allies: Lady Myra McDuff, Baroness of Uigmuir; Lord Eachainn McDougall, Marquis of Dunvegan.

Foes: Houses of Sylaire and Igorov.

Voting Power: 15 at the council, 32 at Parliament.

Population: 27,750.

Glenmoorloch: 3,300.

Tavish: 1,500.

Most in House Crownguard, as well as servants and retainers, have been driven to the brink of insanity by the seemingly cursed Tower of Crownguard. All in Klantyre know that the ancestors who have died there since the passage to Mystara haunt the tower. Many family members have shunned the keep to get away from the hauntings.

Lady Barbara (LN hm F4) luckily left the place early in her life to marry the Count of Glenargyll, Alasdair McAllister (CN hm W13). A member of the Brotherhood of the Radiance (see **Chapter IV: Magic**), Alasdair unfortunately bears

the mark of his affiliation: The magical force has painfully disfigured his face, chest, and right arm. Nevertheless, the wizard continues his spell experiments, seemingly as obsessed with Immortality as his father-in-law, Prince Brannart. Barbara and Alasdair's son, Sean (CN hm W10 Water Elementalist of the Third Circle), is a rebellious prodigy at the Great School of Magic.

Sir Quentin (CN hm W9 Water Elementalist of the Third Circle) is the prince's schizophrenic younger son. (The elder is Sir Duncan.) Quentin once served as Castellan of Fort Sablestone but, upon the enfeoffment of Sablestone as a principality, he reluctantly returned to Crownguard. Brannart has since taken complete magical control of Quentin and forced his wife, Mary (NG hf F12), to flee. Their son, Angus (CE hm W15), was another prodigy, joining the Brotherhood of the Radiance at the age of 10. For reasons unknown even to him, Angus ceased to age physically once he delved into studying the Radiance. Now, many years later, he still appears a young boy. Angus, the only family member who knows Brannart is a lich, feels confident that the same fate will not befall him. In fact, he plans to use the Radiance to overthrow his grandfather soon. Anyone inclined to treat this thoroughly evil figure as a child generally falls subject to a *contagion*, *feeblemind*, or even *finger of death* spell.

Sir Bruce (CG hm C18), Mary's brother, used to serve as Castellan of Crownguard. But, when Brannart found out



that he was secretly a cleric, he had him imprisoned in the keep's dungeons, where he remains to this day. Mary continually seeks an ally to help her breach the haunted keep to rescue her imprisoned brother and ensorcelled husband, as well as help turn Angus away from the path of evil.

An ally of House Crownguard, *Lord Eachainn McDougall* (LN hm W11 Dracologist of the Third Circle) bears the task of holding the western end of Skullhorn Pass. A wonderful strategist, he is a good friend of *Prince Jaggar von Drachenfels*. Long ago, another Crownguard friend, *Lady Myra McDuff*, became a prisoner of a band of orcs, who eventually slew her. Her ghost still resides in her tower at Uigmuir, but no one realizes her undead state. Her spirit must remain trapped in the world of mortals until someone avenges her death.

Somehow, the Principality of Klantyre succeeds in spite of itself. Brannart cares nothing for his family, let alone his people, and thus pays no heed to problems the principality faces. Shrewd local rulers, such as the Grand Mayor of Glenmoorloch, *Gerth MacEndal* (LN hm F6), keep Klantyre running smoothly.

The moneychangers of Glenmoorloch, the banking and financial center of Glantri, handle currency in an efficient and sophisticated manner second only to the Republic of Darokin to the south. Certain bankers will handle confidential accounts—and ask no questions.

With lumbering as one of the area's major industries, Glenmoorloch also serves as home to many lumberjacks, woodcrafters, and carpenters. Only sheep herding outranks lumbering as a source of revenue for Klantyre. Local farmers grow potatoes and various grains. The village of Tavish is known for its breweries and its unique whiskey.

The people of Klantyre are a suspicious and prejudiced lot. They normally keep to themselves, and, when left alone with their "own kind," they generally appear happy and good natured. Strangers are not welcome in the local pubs (Glenmoorloch has inns and taverns specifically for outsiders), and just barely in other business establishments. Tavish seems even less welcoming than Glenmoorloch.

As mentioned in the section on Boldavia (page 37), Brannart despises *Prince Morphail* and plots his destruction. The vampire, in turn, seeks to undermine the lich's control by making those who serve him into vampires.

The Houses of Crownguard and Sylaire have long feuded, the d'Ambrevilles angry that the McGregors used their magical gateway to reach Glantri. Crownguard's passage prevented some d'Ambreville retainers from making it through before the portal closed.



Though Prince Brannart McGregor is known to be cruel, suspicious, and selfish, his most pronounced personality trait is unconcern: for his family, his principality—even for himself. After all, his use of the Radiance has stripped away his very humanity, and he can't be troubled to care!

Prince Brannart McGregor

Prince of Klantyre, Viscount of Crownguard

After killing his father and taking his place as Prince of Klantyre (as well as his *staff of the magi*), Brannart discovered the secrets of the Radiance. In his lust for Immortality, he overused the Radiance's magic, and his body quickly deteriorated until he was consumed and transformed by the mysterious force. Although old records of Radiance use remain sketchy, Brannart's seems the only known case of lichdom due to the overuse of the secret power.

Since his transformation, he has hidden within Crownguard, never leaving the keep. He conducts his business by proxy, sending servants (often

magical creatures he summons) to deliver messages, vote for him at the council, and so on. He used to permit certain visitors to Crownguard to see him, his appearance shrouded in illusions. Now he accepts very few such visits.

Brannart continues his research into the Radiance, still hoping to become an Immortal one day. He has no idea of all the activities of his grandson, Angus; if he ever learns of the younger wizard's plan to usurp him, Brannart will coldly eliminate the upstart.

Note that, unlike most liches, Brannart did not have a preoccupation with death and unlife before assuming his perverse new nature. He was not a Necromancer and actually had no idea that dabbling with the Radiance would change him like it did. He still has no regrets, however, and has accepted his new nature and abilities.

Personality: Brannart is as ruthless and evil as one can imagine. Not surprising for a lich, but this prince was a fiend long before he became undead. He will stop at nothing to gain Immortality, and he cares for no one.

What He Says: Disturb me not, insignificant gnats!

What Others Say: I have heard that Brannart does not accept visitors. That is fine with me—I don't need to be told twice not to deal with that ruthless devil in his ghost-ridden tower. (Carnelia de Belcadiz y Fedorias)

Appearance: Brannart's skeletonlike face at first glance appears to lack all flesh. The tight sheet of skin covering his skull leaves no question as to his undead status. He wears an elegant, full kilt and a red beret. He keeps his magical staff with him at all times.

Using Brannart: A powerful foe, Brannart can become a match for high-level PCs—especially ones his daughter-in-law Mary recruits to rescue her husband and brother. If you, the DM, wish to start a small conflict in Glantri, pit Prince Morphail against Prince Brannart in an undead struggle involving not only human troops but also monsters, magical beings, and devastating spells.

Combat: It appears difficult to actually get to Brannart, as he stays within his well-guarded tower at all times and generally does not permit visitors. If attacked, however, Brannart enjoys (much to the surprise of his foes) entering into melee. His lich abilities, his spells, and his *ring of protection* give him excellent defenses, and his *chilling touch* coupled with one of his many deadly touch spells (including one he developed himself) make him dangerous in combat. He can easily remain ever near his Radiance receptacle and has 3d10 Radiance points stored via the spell *retain power* at any given time. (See **Chapter IV: Magic** for details on this and other Radiance spells.)

Brannart McGregor, a 20th-level human (lich) wizard: THAC0 9; #AT 1 (touch); Dmg 1d10 + paralysis; SA spells, paralysis; SD immune to *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, *death* and *charm* spells, +1 or better weapon to hit; AC -2; hp 65; MV 12; ML champion (16); AL CE; XP 15,000.

Str 16, Dex 11, Con 16, Int 19, Wis 13, Cha 7.

Favored Spells:

1st level—*chill touch*, **dance macabre**, *grease*, *hypnotism*, *shocking grasp*.

2nd level—*blindness*, *blur*, *improved phantasmal force*, *spectral hand*, *web*.

3rd level—**Brannart's acidic grip**, *hold person*, *nondetection*, **torrent of death**, *vampiric touch*.

4th level—*extension I*, *fear*, *improved invisibility*, *polymorph other*, *resilient sphere**.

5th level—**call upon Radiance**, *feeblemind*, *hold monster*, *monster summoning III*, *telekinesis*.

6th level—**breach the beast's defenses**, *death spell*, *invisible stalker*, *globe of invulnerability*.

7th level—*duo-dimension*, *power word stun*, *sword**.

8th level—**discharge**, **grasp the magic since used**, *irresistible dance**.

9th level—**a summons one dares not deny**, **sever the tie**.

Languages: Klantyre, Thyatian common.

Known Proficiencies: Alchemy, ancient history, ancient languages, reading/writing, spellcraft.

Equipment: Staff of the magi, boots of levitation, crystal ball (with ESP), ring of protection +2.



Lonely in his post at Skullhorn Pass, Sir Duncan McGregor spends long hours despairing at his misfortunes in recent years. He'd once allowed himself to hope that his Followers of the Claymore actually could overthrow Glantri's unjust magocracy. Now, he merely mourns the loss of good friends and a noble dream.

Sir Duncan McGregor

Captain of the Skullhorn Pass Camp

The oldest son of Prince Brannart, Duncan has become an embittered and hateful man. He despises wizards, calling the magocracy of Glantri a travesty that must be overthrown. He formed the Followers of the Claymore to accomplish just that (page 79), but the rebel group has fallen apart, in particular due to the disappearance of one of the most powerful members, Sir Bruce. Now captain of the military camp located in the middle of the Skullhorn Pass, Duncan broods, scheming a way to strike at the wizards of Glantri.

Personality: A man of honor, Duncan finds that hate consumes him. He knows the foolishness of plotting against the wizards, but he does what little he can in his position to quietly oppose their rule.

What He Says: Ah, to have seen my people's homeland—a place unlike this misbegotten realm of magic. That'd be a boon, I'll tell ye.

What Others Say: I've little to say of Brannart's whelp. He hasn't his family's talent, so he's nothing. (Prince Vanserie Vlaardoen)

Appearance: Tall, ruddy Duncan has reddish hair and a drooping red mustache. He wears his armor virtually at all times.

Using Duncan: If the PCs are of a mind to attempt opposing the wizards of Glantri *en masse*, Duncan could prove their greatest ally. He still knows various fighters and thieves throughout the realm who support his position.

Combat: In combat, Duncan fights in a straightforward manner, dealing vicious blows with his magical claymore (a two-handed sword). He is brave but not foolhardy. He knows when to run, and remains ever aware of the power of magic in a fight.

Duncan McGregor, a 16th-level human fighter: THAC0 5; #AT 2 (two-handed sword +2); Dmg 1d10 (+5; +2 magical sword, +3 Strength); SD magical items; AC 0; hp 72; MV 9; ML champion (15); AL LG.

Str 18/24, Dex 12, Con 15, Int 13, Wis 15, Cha 17.

Languages: Klantyre, Thytian common.

Known Proficiencies: Direction sense, endurance, hunting, riding (land-based), tracking.

Equipment: Plate mail +1, shield +1, two-handed sword +2.

Principality of Krondahar

The Principality of Krondahar comprises primarily immigrants and refugees fleeing Ethengar. In fact, the khanates' strict regulation of wizardry drove the ruling Virayanas and other nobles into Glantri, where their abilities could flourish. Despite the feelings of Glantrians like Prince Jaggar, House Singhabad remains extremely loyal to the magocracy.

House: Singhabad.

Ruler: Prince Jherek Virayana IV.

Siege: Singhabad.

House Personalities: Lady Lan-Syn, wife; Lady Aleah, wife; Lady Waira, wife, Sir Ralindi, son; Sir Rejladan, son; Prince Urmahid Krinagar, Lan-Syn's brother.

Allies: Lord John Beaumarys-Moorkroft, Duke of Hightower; House Krinagar.

Foes: Houses of Ritterburg and Linden.

Voting Power: 25 at the council, 33 at Parliament.

Population: 24,860.

Braastar: 6,900.



Prince Jherek Virayana's pose here with a concubine illustrates one of the man's many internal contradictions. He values the notion of equality to all races in his realm while ignoring women's subordinate roles. Likewise, he preaches patience and moderation, yet often he lets vengeance fuel his actions.

The Virayanas, a quiet family, stand united behind their ruler, *Jherek*. The prince has three wives, *Lan-Syn* (CN hf W(I)16 Dream Master of the Fourth Circle), *Aleah* (CE hf T12), and *Waira* (N hf F8). In the Ethengarian tradition, he has a great number of concubines as well. The wives each strive to become *Jherek's* favorite and, understandably, resent and dislike one another. When *Jherek* passes on one day, succession might prove a problem. As a wizard, *Lan-Syn* is the legal heir to the principality. However, she has given her husband no sons—lines of succession being drawn through male descendants—and the other two wives both have.

Ralindi (N hm W10 Dream Master of the Third Circle), the elder son, has moved to

the Great School to learn more about the Radiance, a power he and his relatives have heard of only recently. His mother is *Aleah*.

Imprisoned in a strange pocket dimension for literally years, the younger *Rejladan* (LN hm W8 Dream Master of the First Circle) was freed recently by his father and brother. His jailer, *Lady Sinaria Verlien*, took him captive to obtain an ancient book he had discovered regarding the Radiance. Even though *Sinaria* found the tome not nearly as valuable a source of information as she had hoped, her hatred of House Singhabad made her continue holding *Rejladan*. She is now a prisoner herself, held in *Jherek's* fortress in the Demiplane of Nightmares.

Lord John Beaumarys-Moorkroft (NE hm W13), Duke of Hightower, finds himself an ally of sorts to House Sing-

habad, by virtue of the fact that it remains the one house he has never offended. This thin, sickly weasel of a man generally acts crass and offensive. John hates nonhumans, as well as most humans somehow different from him (including, in fact, those of Ethengarian descent).

Krondahar seems a fairly wealthy principality. Its people produce a magically enhanced variety of silks; local wizards use spells to speed up the production, too. Ranchers raise cattle, both for meat and dairy products. Yoghurt is a local specialty. The cattle industry also provides Krondaharans with the raw materials to make various leather products. The principality exports gloves, coats, boots, saddles, and other items to the rest of Glantri via the capital. A rare breed of very small horses also originates in Krondahar, but these creatures amount to mere oddities—mounts for the children of Glantrian nobles.

Jherek has proved a capable ruler, and his people feel fairly content. They have learned, unlike their Ethengarian cousins and their Glantrian neighbors, to overcome cultural and racial differences to form a stronger union. (They do not realize how much stronger they could be if they could overcome gender-based thinking as well!) They tolerate strangers with ways unlike their own, although they take great offense at others disparaging their own culture.

The streets in the bustling mercantile town of Braastar buzz with the sounds of bartering smell of spices, animals,

and people. Braastar may be the most racially and culturally mixed town in Glantri (except for Glantri City itself, of course).

Both foes of House Singhabad oppose the family because of racial intolerance. House Ritterburg (especially Prince Jaggar) has long wanted to wage war against Ethengar and wrongly assumes that the people of Krondahar would join Glantri's enemy in battle. House Linden, made up primarily of Flaems, continues to maintain an ancient hatred of anyone and anything Ethengarian. This sentiment may change with the new ruler, *Princess Juliana*.

The relatively new Principality of Bramyra falls under the control of *Prince Urmahid*, Lan-Syn's brother, bringing two principalities under the rule of the same noble house. To discourage suspicion that House Singhabad has gained too much power, Urmahid formed his own house. In actuality, however, the two princes remain as closely allied as ever.

Prince Jherek Virayana IV

Prince of Krondahar, Khan of Singhabad, Supreme Judge of the Council, High Master of Dream Magic

The house of Prince Jherek, fourth ruler of Krondahar, lacks much of the hatred, betrayal, and intrigue so prevalent in



With his usual calm confidence, Prince Jherek captures his 100th mountain tiger, using a *hold monster* spell. This paint-

ing, which he had commissioned to mark the occasion, now hangs in one of his many galleries.

many of Glantri's other noble families. The prince studied at the Great School of Magic, where he discovered the wonders of Dream Magic. Since then, he has encouraged his wife Lan-Syn (his current favorite) and his sons to learn the secrets of the craft also.

Jherek believes himself a very civilized man, never once seeing the hypocrisy in his culture's treatment of women. He has gained fame for the sumptuous banquets he holds for visiting nobles. He also enjoys organizing "monster hunts" into the Colossus Mounts. Mountain tigers are the usual prey, although sometimes parties hunt convicts and enemies of Krondahar instead. "Prey" that manages to survive an entire day receives clemency.

Personality: Jherek is not a difficult man to understand. He wants the best for his people and realm, he wants the best for Glantri, and he wants the best for his sons, whom he loves more than anything—including himself. He takes whatever action proves necessary to help that which he loves and seems not overly concerned with personal honor or prestige. Jherek feels disturbed by the darkness that seems to have grown within Glantri the last few years, but will deal with such matters only when they prove an actual threat to Krondahar or a clear danger to the magocracy.

What He Says: Patience and careful interaction with others are the secrets to remember, my son. Vengeance and betrayal bring you little but heartaches and enemies.

What Others Say: He *must* be up to something. (Count Alasdair McAllister)

Appearance: Jherek dresses like an Ethengarian lord, in long ornate robes and headgear—perhaps unknowingly fostering the link many perceive between him and the khanates. He keeps his black mustache long and thin, his skin tanned, and his build lean and muscular.

Using Jherek: The one truly neutral force in Glantri, Jherek concerns himself mostly with the affairs of Krondahar. Player characters approaching him will find the prince generally open-minded and fair—less so toward women. But if they cross him, his vengeance is quick. (Despite what he says, he *can* act vengeful.)

Combat: Jherek does not mind entering combat if the situation arises, using a deadly combination of spells and melee attacks. Although an 18th-level wizard, he has not mastered 9th-level spells, due to his Intelligence score of 17 (9th-level spells require an 18). However, no one knows the limits of his spellpower. Jherek uses the Military Wizard kit. (See **Chapter V: Glantrian Characters** for details on kits.)

Jherek Virayana, an 18th-level human Illusionist: THAC0 15; #AT 1 (*staff of striking*); Dmg 1d6 (+3 *magical staff*); SA spells, Dream Master powers; AC 9; hp 40; MV 12; ML elite (14); AL N. Str 12, Dex 15, Con 10, Int 17, Wis 16, Cha 16.

Favored Spells:

1st level—audible glamer, burning hands, color spray, phantasmal force, **soothe the beast**, unseen servant.

2nd level—deafness, **finery and freshness**, hypnotic pattern, improved phantasmal force, knock, scare.

3rd level—blink, fly, gust of wind, phantom steed, spectral force, suggestion.

4th level—confusion, dimension door, fear, fumble, hallucinatory terrain, shadow monsters.

5th level—advanced illusion (×2), faithful hound*, hold monster, shadow door, transmute rock to mud.

6th level—eyebite, freezing sphere*, programmed illusion, project image.

7th level—magnificent mansion*, prismatic spray, reverse gravity, shadow walk.

8th level—polymorph any object, screen, sink.

Languages: Ethengarian, Thyatian common.

Known Proficiencies: Astrology, herbalism, **meditation**, reading/writing, riding (land-based), **spellflash**.

Equipment: Staff of striking (fully charged), carpet of flying.

Principality of Morlay-Malinbois

Also known as the Valley of the Wolves, Morlay-Malinbois is a principality closely allied with Nouvelle Averoine and populated heavily with lycanthropes. Some sources claim that werebeasts constitute as much as 30% of the local populace.

House: Marais.

Ruler: Prince Malachie du Marais.

Siege: Morlay.

House Personalities: Dame Diane de Moriamis, wife; Dame Suzanne, "sister"; Sire Nousoir, brother.

Allies: Vincienzo di Randazzi, Baron of Ylourgne; House Sylaire.

Foes: House Hillsbury.

Voting Power: 14 at the council, 18 at Parliament.

Population: 5,390.

Loupmont: 1,100.

The Principality of Morlay-Malinbois was born when *Prince Malachie* married *Dame Diane* (N hf W10(T) Alchemist of the Third Circle), the Vicomtesse de Malinbois, then received an act of enfeoffment. Originally, the Council of Princes passed this act to provide a safe home for lycanthropes. Since then, however, the council has overturned Glantri's laws against lycanthropy.

House Marais is one filled with secrets and strife. The unattractive Diane, much older than the prince, has a list of charms that starts with "self-centered" and "obnoxious," and goes downhill from there. (Malachie married her only to forge a political alliance.) Exceptionally unhappy with

her unloving marriage, Diane has determined to exact revenge.

The prince's true love, *Suzanne* (NG hf F5), lives with the couple at Château Morlay. (He tells people she is his long-lost sister.) His brother, *Nousoir* (NE hm T7), spends most of his time in Glantri City, but manages to extort a small stipend from the prince each month to keep his secrets of love and lycanthropy. (Malachie is a huge, white werewolf.)

Even before the enfeoffment, Malachie secretly called lycanthropes from all over Glantri and the Known World to this valley, making it a secret haven for them years before the princes decided Glantri needed one. More than half those living in Loupmont are lycanthropes, but to the casual observer it seems an average village.

These days, with Glantrians revering monsters more and more, visitors flock to Morlay-Malinbois to meet and “be seen with” the werereatures. (Blinded by fashion, many Glantrians have come to grief in forgetting the brutal, predatory nature of werebeasts.) Though most lycanthropes resent this fashion, it does bring in a substantial amount of gold. Other than “tourism,” the principality generates revenue through the export of fine wines. Artisans produce woolen and leather goods in the towns, and miners work obsidian and silver in the surrounding hills.

Vincenzo di Randazzi (NG hm W9) came to Ylourgne when all believed *Innocenti di Malapietra* dead. Though Innocenti had been viceroy of the Forteresse d'Ylourgne, the area is now a barony instead, with Ylourgne as its siege.

As in the relationship between Bramyra and Krondahar, Prince Malachie still considers himself part of House Sylaire. Now that his close friend *Princess Isidore* rules there, the two principalities seem united in almost everything. This has sparked a few misgivings among the council members, but House Sylaire has so many opponents, the balance of power remains intact.

Malachie considers *Dolores Hillsbury* his greatest enemy (with the possible exception of *Dame Geneviève de Sephora*, the werewolf hunter who has stalked him for decades). Discovering the woman's draconic nature has made him suspect she is a creature of chaos with ill plans for Glantri. He does not know of her link with *Prince Kol*, however—actually Malachie was one of the first princes to seriously consider an act of enfeoffment to create New Kolland.

Prince Malachie du Marais

Prince of Morlay-Malinbois, Baron de Morlay, Alchemist of the Third Circle

Malachie came to Nouvelle Averoine from the d'Ambrevilles' planet of origin in the year 979 thanks to the family's magic. Dame Geneviève de Sephora followed hot on his

trail. It didn't take him long to establish a bit of power in Glantri, earning him a barony. Although closely allied with Nouvelle Averoine, he had his own agenda in gaining power. At the time, a law made lycanthropy illegal in Glantri, thanks to an old Flaemish statute intended to restrict the werebears and wereboars of that race. Malachie wished to create a haven for lycanthropes like himself.

In his identity as the White Wolf, he began gathering werebeasts together and leading them to his barony. Most Glantrians assumed that the tales of a huge, all-white werewolf were merely legend. Most still make that assumption, and Malachie actually promotes the idea that the White Wolf does not exist.

In 1005, Malachie proposed marriage to Diane, a woman he knew he would have to deal with sooner or later, as she controlled werebeast-filled territory (although she remained ignorant of their existence) he hoped to claim. The council, hoping lycanthropes would aid in the Wrath of the Immortals, gave Malachie what he wanted—his own principality.

Last year, at the prompting of Malachie and Isidore, the princes abolished the laws against lycanthropy. Only a few principalities still enforce local laws against werebeasts. Now that he need not worry about the security of his fellows, Malachie (along with Isidore and *Richard d'Ambreville*) has concerned himself with the veil of shadow creeping across Glantri. Only in this land of magic and monsters could the foremost opponents of evil be werewolves themselves.

Personality: Malachie, though always chaotic, used to act more neutral than good. But since establishing Morlay-Malinbois, he has found his actions leaning more and more toward altruism and self-sacrifice. He finds he likes making the world a better place, and he plans to continue his fight against evil and intolerance.

What He Says: Lycanthropy is a way of life. You don't have to be a monster. You can control it.

What Others Say: He thinks that no one knows he's a werewolf? How absurd. We've all known that for ages. (Angus McGregor)

Appearance: Malachie is an albino—the only one in all of Glantri. His were-form likewise appears completely white. To shade his eyes from the sun, the prince wears glasses magically made of extremely thin obsidian. Malachie usually sports light clothing and carries almost no equipment, allowing him to change into his wolf form with little fuss.

Using Malachie: Though a werewolf, Malachie actually has become a force of good within Glantri and may aid PCs who also fight against evil princes.

Combat: Since he still wishes to keep his lycanthropy a secret, Malachie will attempt to use his spells if attacked. As the aggressor, however, he will have changed into the White Wolf long before attacking.



In his throne room at Morlay, Prince Malachie du Marais contemplates his realm's slow but steady descent into darkness. The White Wolf knows enough to consider very

carefully any action against the forces of evil—a responsibility he is loath to force upon another.

Malachie du Marais, 11th-level human (werewolf) wizard: THAC0 17; #AT 1 (*dagger +1*); Dmg 1d4 (+2; +1 *magical dagger*, +1 *Strength*); SA spells, Alchemist powers, werewolf form; AC 7; hp 43; MV 12; ML champion (16); AL CG.

Str 16, Dex 17, Con 15, Int 16, Wis 9, Cha 13.

Note: Exposure to sunlight without eye protection subtracts 2 points from all the albino's attack rolls and ability checks.

Favored Spells:

1st level—*feather fall*, *magic missile*, *shield*, *sleep*.

2nd level—*Balliard's rejuvenating touch*, *discern the heart of the beast*, *forget*, *know alignment*.

3rd level—*cloak against all peril*, *dispel magic*, *fireball*, *fly*, *lightning bolt*, *nondetection*, *suggestion*, *torrent of death*.

4th level—*dimension door*, *resilient sphere**, *wall of ice*.

5th level—*avoidance*, *stone shape*.

Languages: Sylaire, Thyatian common.

Known Proficiencies: Animal handling, animal training, etiquette, hunting, reading/writing, tracking.

Equipment: *dagger +1*, *ring of wizardry* (doubles all 3rd-level spells, expanding and contracting as wearer changes shape).

Werewolf form: Int exceptional (16); AL CG; AC 5; MV 15; hp 43; THAC0 15; #AT 1; Dmg 2d4 (+2 for exceptional *Strength*); SA spells; SD hit only by silver or magical weapons; SZ M (6 feet tall); ML champion (16).

Note: Retains spellcasting ability and sunlight sensitivity.

Favored Spells: As for Prince Malachie, above.

Principality of New Kolland

New Kolland is the newest principality in Glantri, as well as the largest and most populous. With few exceptions, the entire citizenry comprises (in order of prominence) kobolds, orcs, goblins, hobgoblins, ogres, gnolls, and trolls.

House: Kol.

Ruler: Kol XIV.

Siege: Blackstone (formerly Redstone).

House Personalities: Teurac, mate; Gulb, son.

Allies: Houses of Hillsbury and Ritterburg.

Foes: House Sylaire.

Voting Power: 15 at the council, 15 at Parliament.

Population: 29,560.

Although an official principality, New Kolland still elicits mixed reactions among Glantrians. The majority of people willingly accept the humanoids into Glantri, but some—especially warriors like *Prince Jaggar*, who has fought against them numerous times—refuse to admit that New Kolland's existence makes humanoids actual members of Glantri's society. (Jaggar never would have voted for the act of enfe-



Perhaps the most noteworthy achievement of Prince Kol's reign was the acceptance of humanoids as legitimate citi-

zens. Since this astonishing political turnaround, most humanoid raids in Glantri have stopped. However, the resi-

offment to create the principality in the first place, if not for *Dolores Hillsbury's* influence).

Prince Kol has erected a tower he calls Blackstone where once stood Redstone, the former seat of power for *Viscountess Arbana Jerbat* before the meteor strike. There he lives with his family, his advisors, and a host of bodyguards. His staff of "advisors"—mostly humanoid shamans and witch doctors—includes two humans. The wizard *Thurstol* (N hm W8), a native of Glantri City, met Kol soon after the prince's first council meeting. Thurstol gives Kol advice on dealing with the wizards in Glantri, believing he can maneuver himself into a position of nobility by working with the kobold. The other human is the infamous *Baron Ludwig von Hendricks* (CE hm F13), who once ruled the Black Eagle Barony in Karamaikos. He has dwelt among humanoids at various times in his life, using them as servants and troops, and so has found acceptance with them since his self-imposed exile. At this point, Hendricks will take whatever position of power he can, and advisor to a prince of Glantri seems better than nothing. He advises Kol on relations with humans and may even try convincing him to provoke hostilities with Darokin or Karamaikos.

Kol currently has no heir with spellcasting abilities, but he continues trying to produce one. If *Teurac* "fails him" in that capacity, he will get a new mate, although he cares

enough to keep *Teurac* in a position of honor and power.

It recently has come to light that the meteor that created the crater brought with it strange elements and energies from the heavens. While Kol uses his magic to attempt to ascertain the nature of these particles and forces, his troops keep out curious mages from other principalities hoping to do likewise. Already, locals have discovered a substance named *urthellis*—or more commonly, "craterdust"—in the area. This mineral appears quite valuable in facilitating the creation of magical items, as it forms a magical "conduit" between casters and objects they are attempting to enchant; using 1 oz. of *urthellis* decreases reaction time by 25%. The rare powder costs at least 5,000 gp per ounce. Another newly discovered crater material, a gemstone named *blue-star*, has certain magical properties also, but mages currently dispute the nature of its actual effects.

Kol wishes desperately to utilize these magical materials and sell them to the rest of the realm, for New Kolland has little to export—except mercenaries, of course. Attempting to teach his people farming and animal herding, the prince has encountered numerous difficulties—not surprising, as war and raiding seems built into humanoid society. At the behest of Princess *Dolores*, however, the council will lend economic aid to New Kolland to help the principality "get on its feet."



dents of the Principality of New Kolland have no qualms about continuing forays into neighboring lands. This crew

of kobolds, ogres, orcs, goblins, and knolls is on its way south to attack a border city in the Republic of Darokin.

Prince Kol XIV

Prince of New Kolland, Lord of Blackstone, Viceroy of the Great Crater

Prince Kol is not actually a kobold (a fact that even he does not know) but a horribly deformed shadow elf. When such deformities occur among those elves, they spirit the child away to the humanoids. Only Kol's large size and spellcasting abilities might suggest he is anything other than an extremely ugly kobold, unless one discovers the truth through divination or from one of the humanoids that cared for him as a youth. Revealing Kol's background would cause intense turmoil among the barely-controlled humanoid tribes.

Consider Kol a permanent ally of Dolores Hillsbury, as he owes his princely position to her. However, uncovering her evil schemes—even defeating her—will not change Kol's status as a prince of Glantri.

Personality: Kol has far greater intelligence than most think possible. The shrewd creature seems quite capable as both a ruler and a military leader. He exhibits compassion toward his small family and toward the people of his new principality—another trait that most would never believe he possessed.

What He Says: New Kolland is only the beginning. Soon

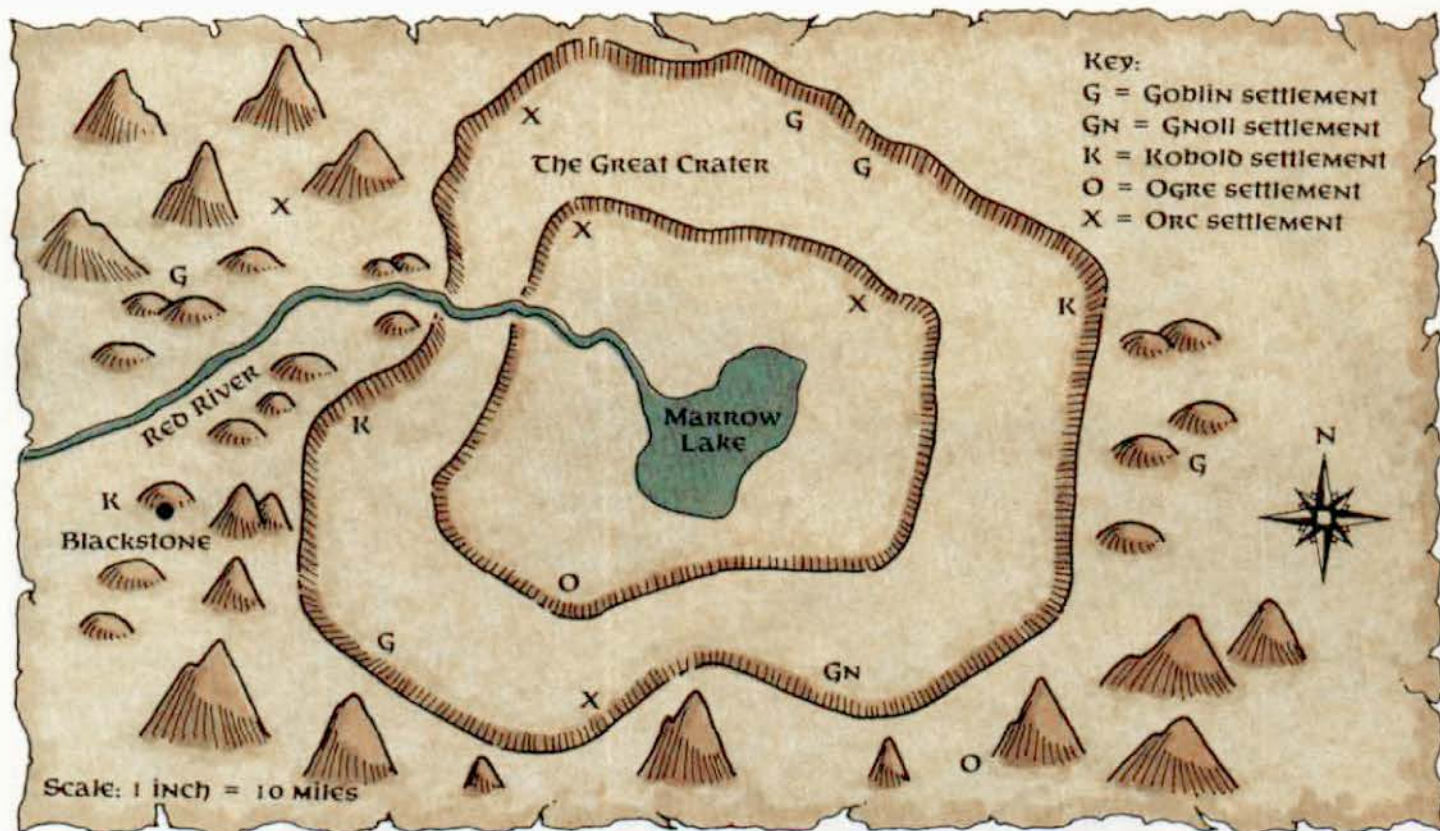
we will infiltrate the human cities throughout the Known World. We will be the masters. We will live in the palaces, and they can live in caves!

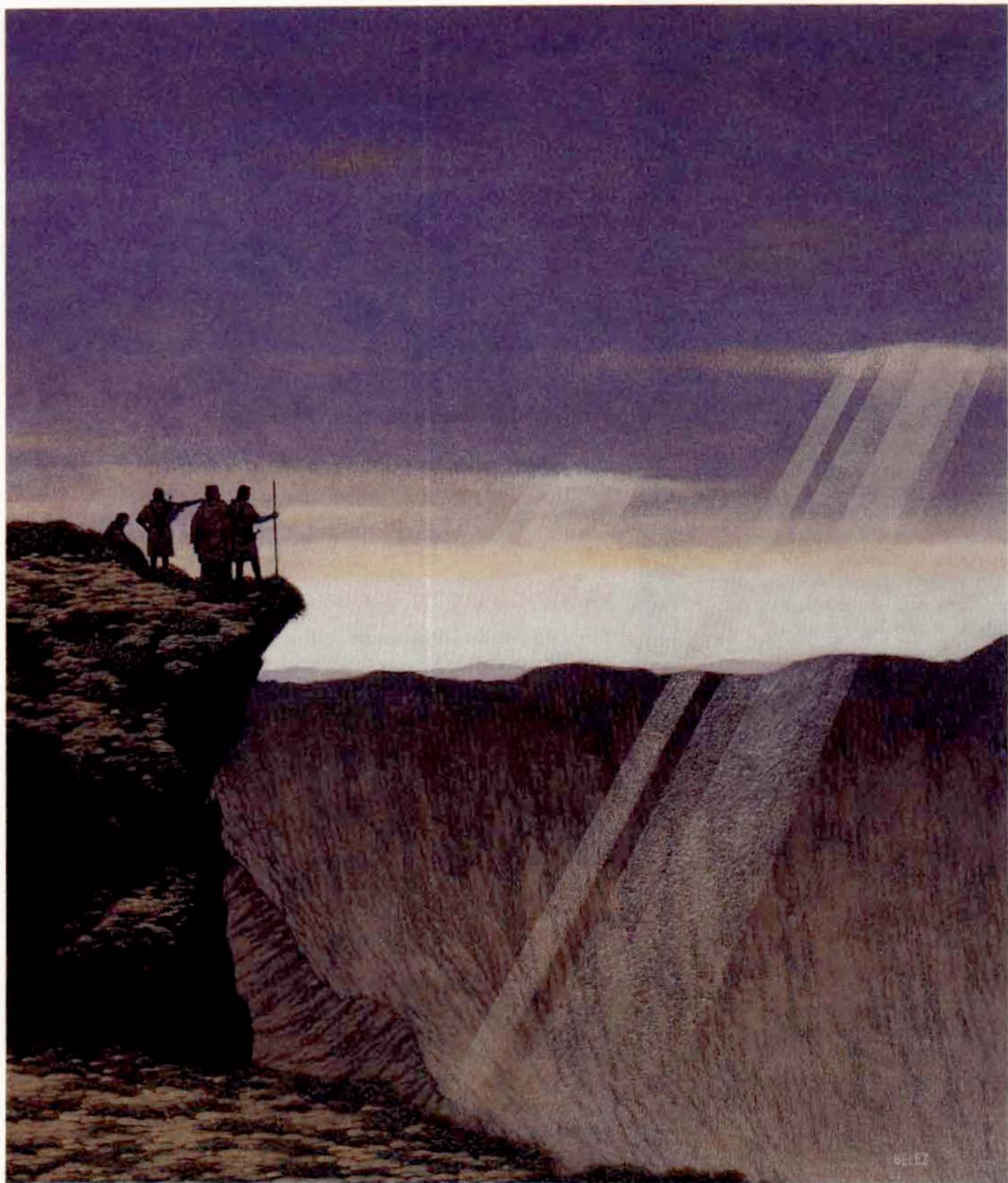
What Others Say: New Kolland exists for two reasons: to keep the humanoids from attacking the rest of Glantri and to give us soldiers if we go to war with Ethengar. You don't think we really consider that creature [Kol] an equal, do you? (Prince Jaggar von Drachenfels)

Appearance: Ugly, misshapen Kol, his skin scaly and hairless, stands about 4½ feet tall. He wears a black tunic and a golden crown and often carries a scepter of gold. In the past, he has worn a fake hairpiece and mustache to make him look more like the other, human, princes. (He has since stopped.)

Using Kol: Kol can become a villain for the PCs to contend with, particularly as they struggle against the plans of Dolores Hillsbury. Optionally, however, a party of heroes can see Kol as a protagonist who truly wants to make life better for his people and teach them peaceful ways. He has many foes that would like to usurp his newfound power, though, and even Dolores does not want him to “tame” the humanoids—she wants them to remain raiders and warriors to wreak havoc upon the realm.

Combat: Kol prefers to allow his underlings to fight for him. If forced into combat, he uses magic primarily. In the many battles it took him to rise to power, he has always





A contingent of explorers, sent by the Council of Princes, arrives at the Great Crater in 1007—the first humans to lay eyes upon the devastation wrought by the Wrath of the

Immortals. All but one of these adventurers fell victim to the forces of humanoids, already pouring in from the Broken Lands.

The Grand Army

"Our army is small, but the quality of our troops more than makes up for what we lack in quantity. Unlike the undisciplined barbarians that form the armies of other lands, my men are quick, intelligent, and very well equipped. If I do say so myself, they are also well trained and well led. Of course, many are wizards as well as soldiers. That's certainly important too."

—Jaggar von Drachenfels

The Glantrian Grand Army follows the commands of the Warden of the Marches: an honorary, nonpaying charge that does not affect the voting power of its holder. As warden, Jaggar von Drachenfels leads an elite, sophisticated, and well-equipped fighting force that can easily hold its own against an enemy force many times its size.

In times of peace, most princes pay little mind to the army (except Jaggar, of course). In wartime, however, the council organizes the Grand Army into eight divisions, each led by a prince. Jherék, Morphail, Brannart, Carnelia, Carlolina, Malachie, and Jaggar all have commanded forces in the past, and Prince Kol has been added to the list of commanders since becoming ruler of New Kolland. Each prince accepting military command rides a pegasus into battle alongside another noble or a family member astride a pegasus. Army stores provide commanders with the best magical items available.

Each commander's force is made up of approximately 860 soldiers, organized into four banners. The Glantrian fighting manual, *The War Machine*, written by Jaggar and Lord Eachainn McDougall of Klantyre, describes the troops as follows:

fought with spells, which he learned on his own from stolen spellbooks while growing up among kobolds.

Kol, a 10th-/7th-level kobold (shadow elf) wizard/cleric: THAC0 16; #AT 1 (club/scepter); Dmg 1d6; SA spells; SD magical items; AC 7; hp 48; MV 6; ML average (10); AL N.

Str 12, Dex 16, Con 15, Int 14, Wis 14, Cha 13.

Favored Spells (wizard):

1st level—armor, burning hands, enlarge, spook.

2nd level—darkness 15' radius, fog cloud, irritation, strength.

3rd level—clairaudience, gust of wind, lightning bolt.

4th level—ice storm, polymorph self.

5th level—cone of cold, hold monster.

Favored Spells (cleric):

1st level—bless, command, cure light wounds (x2), entangle.

2nd level—barkskin, enthrall, hold person.

3rd level—dispel magic, pyrotechnics.

4th level—neutralize poison.

Languages: Goblin, kobold, orcish, Thyatian common.

Known Proficiencies: Animal handling.

Equipment: Cloak of protection +1, ring of chameleon power.

Principality of Nouvelle Averogne

The d'Ambreville family, some of their friends, and their retainers came through a magical gateway to Mystara long ago, fleeing their previous home world to escape persecution of wizards. They settled in Glantri, as the land of the Flaems offered them an attitude far more conducive to wizardry than the land they'd left. However, the clan has never told outsiders details of their mysterious home.

House: Sylaire.

Ruler: Princess Isidore d'Ambreville.

Siege: Sylaire.

House Personalities: Sire Richard, husband; Dame Monique, daughter; Georges, son; Dame Camille, Richard's mother; Étienne, Richard's brother (missing); Catherine, Étienne's estranged wife; Sire Jean-Louis, Étienne's son; Sire Claude, Étienne's son; Dame Tatiana, Jean-Louis's wife; Sire André-David, brother; Dame Magdalène, Richard's sister; Sire Charles, Richard's brother; Dame Isabelle, Charles's wife; Père Simon, Richard's brother; Sire Gaston, Richard's cousin; Sire Guillaume, Richard's cousin; Dame Janette, Guillaume's wife; Sire Michel, Guillaume's son; Dame Marie-Hélène, Camille's sister and Gaston and Guillaume's mother.

Allies: Sire Gilles Grenier, Vicomte de Fausseflammas; Dame Geneviève de Sephora, Comtesse de Touraine; House Marais.

Foes: Houses of Kol, Hillsbury, Igorov, and Crownsguard; Clan of Alhambra.

Voting Power: 19 at the council, 30 at Parliament.

Population: 28,650.

Vyones: 5,000.

Périgon: 1,100.

Ximes: 2,300.

(continued on page 63)

Étienne d'Ambreville, a powerful wizard, played a major role in early Glantrian politics and aided in the negotiations that established the principalities. He also initiated the creation of the Great School of Magic and became the first to truly delve into the study of the Radiance. Well over 100 years ago, however, Étienne, all of the family, servants, and the Château d'Ambreville itself (the previous siege of the house) disappeared. The d'Ambrevilles reappeared more than 80 years later with a new siege, the tower of Sylaire. They immediately resumed control of Nouvelle Averoine. Étienne eventually disappeared during the war with Alphatia. Richard and Isidore vied with Étienne's and Richard's now deceased brother, Henri, for control of the house; Isidore eventually disintegrated Henri in a magical duel.

Camille (CN hf W15), the senile matron of the family, often miscasts her spells (80% chance), producing unpredictable results. Her sister, Marie-Hélène (CN hf F15), secretly plots to overthrow the family and put her son, Guillaume (CG hm W10) in charge. He and his wife Janette (CN hf W(I)9) once served as "cultural censors," charged with ridding the realm of clerics. Their son Michel (NG hm B5), a popular entertainer, lives in Vyonnes. Marie-Hélène's other son, Gaston (NG hm W9), is an artist and a dreamer.

Étienne's wife, Catherine (N hf W13), once acted as Glantri's ambassador to Thyatis, but recently returned. Her son Jean-Louis (CG hm F12) and his wife, Tatiana (CG ef F6/C6), now treasonously plot to form an underground clerical society. Catherine's second son, Claude, is a vampire who used to live in Boldavia; now he spies on his family for his master, Morphail.

Charles (CN hm W9) and Isabelle (CN hf W12) live in Glantri City and handle the princess's paperwork and minor duties. As a priest, Simon (NG hm C20) had long been exiled from the realm but now has a license to practice his magic in Glantri. Magdalène (CG hf F11)—one of the family's werewolves—is engaged to Isidore's brother, André-David (CG hm F(R)12). Isidore's daughter, Monique (NG hf W5), studies at the Great School. The ruler's son, Georges (NE hm 0), flunked out of the school and has no skills, friends, or redeeming qualities.

Sire Gilles Grenier (N hm W9), Vicomte de Fausseflammas and long-time ally of House Sylaire, even disappeared with them a hundred years ago. Dame Geneviève de Sephora (N hf W18), Comtesse de Touraine, originally owned Tower Sylaire (in their mysterious world of origin), but offered it to Étienne after Château d'Ambreville's destruction, in exchange for passage to Mystara.

Nouvelle Averoine is a large, well-populated principality. The people there seem generally educated and see themselves as quite cultured. Entertainment in the form of plays, musical shows, and fairs of all kinds take place all the time. Like their noble family, however, the locals often prove self-serving, arrogant, and somewhat aloof toward outsiders. Citizens of Nouvelle Averoine appear even more magically inclined than the Glantrian standard (but not more than the Flaems); while large numbers of them attend the Great School, many have local tutors. A "wizard's convent" called L'derrith (named for the great wizard who started the place) serves as a home for aged spellcasters, catering particularly to the needs of the senile but still magically adept. This home opens its doors to any wizard of Glantri and has a wonderful reputation as a safe, relaxing place—free from the stressful competition and strife of the Glantrian wizard's life.

All of Glantri knows Nouvelle Averoine for its food and wine. A wide variety of fruits, vegetables, meats, and dairy products is available to local chefs. As good as the food is, the principality produces wine and sparkling

(continued from page 62)

1st Banner

- 120 elite human cavalry (each a W3 created using the Military Wizard kit) with short swords and slings, riding warhorses
- 4 sergeants (W4)
- 1 captain (W5)

2nd Banner

- 240 elite (F2) human cavalry, armed with short bows, lances and long swords, riding warhorses
- 6 sergeants (F3)
- 1 captain (F4)

3rd Banner

- 240 regular army (F2) human mounted infantry, armed with long bows and long swords, riding normal horses (for transportation only)
- 6 sergeants (F3)
- 1 captain (F4)

4th Banner

(identical to 3rd Banner)

Each elf princess commands an all-elf 1st Banner comprising multiclassed wizard/fighters of the levels given above. Carnelia also has an elfen 2nd Banner. Kol organizes his humanoid troops into four identical banners of 300 regular, unmounted infantry (a mix of orcs, goblins, kobolds, and gnolls) armed with short bows and scimitars. In addition, he commands 10 ogres, 10 trolls, and an orcsch war chief.

Tactically, the 1st Banner always becomes the central unit, with the 2nd Banner backing up this unit directly and the other two providing support. The wizards of the 1st Banner typically memorize *magic missile*. They use *color spray* upon first clash with the enemy and *blur* or *strength* to aid them once actual melee combat begins. Some hold back for purely ranged attacks, casting multiple *magic missile* spells and the longer ranged *acid arrow*.*

(continued on page 64)

(continued from page 63)

Captains usually attempt to make holes in the enemy line with a *fireball* or *lightning bolt*. Commanders use their formidable spell arsenals in many ways, although most enjoy summoning monsters to attack, confuse, and panic the enemy.

Glantri has four fortresses: Nordling (under Jaggar's command), Monteleone (under Carnelia), Tchernovodsk (under Morphail), and the Great Crater (under Kol). The former fortresses of Sablestone and Ylourgne have been converted into nobles' keeps for a new principality and barony, respectively. The Grand Army continues to use both as military garrisons, however. Troops quarter in major towns and at military camps. The banners rotate from station to station, to let troops become familiar with many areas and to sustain a military presence as the troops move across the countryside.

In peacetime, the troops maintain order within Glantri's borders while watching for attacks from without. Military life seems a good one: Troops receive high pay and benefits. The Grand Army recruits wizards from the more physically adept students at the Great School.

When invasion threatens, nobles can raise an untrained militia equal to 10% of the local population. Nobles have 10 to 60 (1d6 × 10) personal troops in their dominions, and many non-noble wizards also have personal guards.

beverages as its main industry. Vineyards crop up throughout the domain. Additionally, locals remain active in the fur trade; their fur coats, hats, and other garments fetch high prices, particularly in Glantri City.

Vyones, the largest city in the area, boasts a fine entertainment district with theaters of all sorts. Many shops design and sell expensive clothing, particularly women's gowns. Périgon and Ximes are quaint farming communities.

Relations with the other houses of Glantri have always felt strained, mostly because of Étienne's behavior and attitudes. He hated the members of House Crownward for using one of the d'Ambreville gateways to Mystara. Étienne knew of House Igorov's vampiric nature and occasionally threatened to expose Morphail. Prince Henri's scandalous affair with *Carmina* of Belcadiz created a rift between the d'Ambrevilles and those elves. Henri did ally with *Dolores Hillsbury*, however, and when Isidore eliminated him, she earned Dolores's enmity—and that of all her allies. Dolores has not yet convinced her lover, *Prince Jaggar*, to share her contempt for the d'Ambrevilles—he has always cherished a fondness for the family and their amusingly odd ways (such as disappearing for 80 years—with their castle!).

Now that Richard and Isidore rule, Nouvelle Averoine probably will recede from the spotlight, Isidore's position as Chamberlain allowing her principality to quietly gain power.

Princess Isidore d'Ambreville

Princess of Nouvelle Averoine, Chamberlain of the Land, Viscountess of Sylaire

Born on the d'Ambreville home world, Isidore de Floret met and married Richard. When they traveled to Mystara, she felt just as disappointed as he that the Light of Rad decision precluded Richard from ever becoming head of the family.

Shortly after arriving in Glantri, Isidore and Richard became infected with lycanthropy. Seizing upon this new "lifestyle," they maneuvered their way into the position of Executioners of Werewolves, for the family initially harbored a great fear of lycanthropes. They then used their affiliation to find allies also infected with the curse. After years of such activity, they became two of the most prominent members of Glantri's secret lycanthropic society.

The pair took control of Nouvelle Averoine after Étienne's disappearance and, after a violent conflict with Henri, formalized their position with Isidore as ruler and Richard—in effect—operating as "co-ruler." Recently, Isidore has begun to fear that Henri might return from the dead (not such a difficult thing for wizards!) to challenge their rule.

Personality: Isidore the master plotter succeeds in convincing others of her interest in their plans, all the while advancing her own agenda. Her affected manner annoys many, as does her habit of embracing people in greeting, regardless of how little they like it or how little she knows them. Yet, she always listens intently, even when her own knowledge on the subject at hand eclipses the speaker's.

What She Says: How interesting. Do go on.

What Others Say: And then she hugged you? Did you check to see if your spine was still in one piece afterward? (Marie-Hélène d'Ambreville)

Appearance: Small, delicate Isidore's elegant, sophisticated features



Throughout Glantri's history, the rulers of Nouvelle Averoine have always remained at the forefront. The famed Étienne d'Ambreville founded the Great School of Magic; his scheming brother Henri, who succeeded him as prince, involved the principality in one scandal after

mask a predatory smile. Her brown eyes complement her brown hair streaked with gray. She prefers elaborate robes in silver, blue, white, and gray.

Using Isidore: Isidore may present herself as an ally to player characters, but she actually will attempt to use them to further the power of her principality.

Combat: If faced with combat, Isidore initially feigns weakness, then uses surprise to cast a devastating spell. She usually *teleports* away from impending, serious danger.

Isidore d'Ambreville, an 11th-level human (werewolf) wizard: THAC0 17; #AT 1; Dmg 1d4 (dagger); SA spells, werewolf form, magical items; AC 10; hp 26; MV 12; ML fanatic (17); AL CN.

Str 10, Dex 11, Con 14, Int 17, Wis 11, Cha 15.

Favored Spells:

1st level—*charm person, detect magic, read magic, sleep.*

2nd level—*detect invisibility, ESP, strength, wizard lock.*

3rd level—*dispel magic, fly, infravision, lightning bolt.*

4th level—*charm monster, hallucinatory terrain, plant growth.*

5th level—*cloudkill, feeblemind, hold monster.*

Languages: Elvish, Flaemish, Sylaire, Thyatian common.

Known Proficiencies: Dancing, etiquette, reading/writing, religion, **spellflash**.

Equipment: Wand of paralyzation, wand of polymorphing, medallion of ESP 90' range, potion of animal control, ring of human influence.

another. Though Princess Isidore and her husband Richard (pictured here) seem much less flamboyant, the d'Ambreville blood runs thick nonetheless. These rulers, secretly werewolves, have no shortage of plans of their own.

Werewolf form: Int average (10); AL CN; AC 5; MV 15; hp 26; THAC0 15; #AT 1; Dmg 2d4; SD hit only by silver or magical weapons; SZ M (5 feet, 6 inches tall); ML fanatic (18).

Sire Richard d'Ambreville

Denied his rightful place as head of the d'Ambreville family due to his inability to cast spells, Richard feels like a second-class citizen in Glantri. Resentful of this injustice, as well as of his younger brother, Étienne, Richard hates most wizards and most Glantrians. He and his wife rule Nouvelle Averoine and, while he makes many decisions for the realm, he gains no recognition from the Council of Princes. In fact, he finds himself the target of many rude jokes.

Personality: Richard is short-tempered and confrontational—a typical d'Ambreville. He admires skill with arms and political savvy and seems quick to curry favor with people of power. However, this is no toady. He will never endure humiliation to ingratiate himself.

What He Says: Sacrificing one's ideals for any goal, no matter how noble, negates the value of that goal.

What Others Say: If he were a true prince of Glantri, he would be a power to be feared. As it is, he is his wife's lackey. (Dolores Hillsbury)

Appearance: Richard is not a physically threatening man. Yet, his black hair, mustache, and beard, his striking blue eyes, and his brooding expression make him quite imposing. He wears cured leather clothing and bears many battle scars. For war he dons gold and amber plate mail.

Using Richard: Though a noble ally, Richard seems difficult to win over. Player characters who oppose House Sylaire will find him a cunning and ruthless adversary.

Combat: Richard is a specialist with a lance; if challenged to a duel, he always will choose jousting. This honorable combatant exhibits skill with a variety of other weapons, too.

Richard d'Ambreville, a 12th-level human (werewolf) fighter: THAC0 9; #AT 3/2 (or 2 with lance); Dmg 1d8+3 (medium horse lance) or 1d8+2 (+2 *magical sword*); SA werewolf form; SD magical items; AC 10 (or 2 with plate mail and shield); hp 61; MV 12; ML fanatic (18); AL N. Str 14, Dex 11, Con 13, Int 12, Wis 13, Cha 12.

Languages: Flaemish, Sylaire, Thyatian common.

Known Proficiencies: Blind-fighting, hunting, set snares, survival, tracking.

Equipment: long sword +2, shield +3, plate mail.

Werewolf form: Int average (10); AL CN; AC 5; MV 15; hp 61; THAC0 15; #AT 1; Dmg 2d4; SD hit only by silver or magical weapons; SZ M (6 feet tall); ML fanatic (18).

Principality of Sablestone

One of the newer principalities, Sablestone has risen quickly to prominence within Glantri. Not long ago, this realm was a savage wilderness. Then, the council passed an act of enfeoffment, hoping a new prince would restore order to the wild frontier along Glantri's border with the land-hungry realm of Hule to the west. Now locals devote all their time and energy to taming their dominion.

House: Haaskinz.

Ruler: Prince Harald Haaskinz.

Siege: Sablestone.

House Personalities: Asadel, wife; Dominick, son; Tereis, sister; Saghir, uncle.

Allies: Gerrid Rientha, Duke of Westheath; Griseo Fulvina, Viscount of Verazzano; Antonio di Tarento, Viscount of Castelbianco.

Foes: House Crownsguard.

Voting Power: 24 at the council, 42 at Parliament.

Population: 16,340.

Kern: 1,500.

House Haaskinz is fairly small. *Prince Harald's* wife, *Asadel* (NG hf F4), does not share his love for knowledge and

magic. She distances herself from him on a personal level, joining him only for parties and formal events. Their son, *Dominick* (NG hm W9 Water Elementalist of the Third Circle) follows in his father's footsteps, though *Asadel* does all she can to keep him from dabbling in the dangerous *Radiance*. *Tereis* (N hf W15 Air Elementalist of the Fourth Circle), Harald's sister, wants to become High Master of her element so she and her brother can unite their crafts. Harald, however, has no desire to do such a thing. Their insane uncle, *Saghir* (CE hm W14), remains locked in Sablestone's dungeons—a secret the family hopes to keep hidden.

Gerrid Rientha (CG hm W16 Water Elementalist of the Third Circle), Duke of Westheath, is the prince's best friend. Harald gave him the duchy of Westheath when he received Sablestone as his principality. *Griseo Fulvina* (N hm W16), Viscount of Verazzano and a master at disguise and shape-changing magic, had allied with House Sirecchia before its fall. Another former ally of Prince Innocenti who has attached himself to Harald is the Viscount of Castelbianco, *Antonio di Tarento* (CE hm W12 Alchemist of the Third Circle). This expert assassin brews particularly virulent poisons and heads the assassins' guild called the Unseen Hand.

Sablestone's main industry is mining: The Kurish Massif to the south offers a wealth of gold ore and rich stone, including marble. Unfortunately, it also serves as home to plenty of monsters and other dangerous creatures, so miners always seek to hire protection. Sablestone's farmers grow olives, grapes, tomatoes, and various other fruits.

The small but quickly growing village of Kern has become a destination and a point of departure for caravans carrying gold and quarried stone to other principalities. It hasn't taken long for word to spread through Glantri that this westernmost principality offers a great deal of freedom to its people. Sablestone's growing populace seems among the most content anywhere, though this frontier area can provide few luxuries. Monster attacks frequently endanger locals, as do bandits hoping to raid a shipment of gold ore.

The other princes distrust House Haaskinz because it has gained such political power so quickly. Despite their suspicions, though, each house would like Prince Harald as an ally. As he has given them no reason to feel wary and has not allied with any faction, nobles court Harald as none before. *Prince Brannart* hates this new house, whose formation robbed him of his Viceroy of Sablestone.

Prince Harald of Haaskinz

Prince of Sablestone, Grand Master of the Great School of Magic, Baron of Kern, High Master of Water Elementalism

Harald of Haaskinz, always a slave to knowledge, held one of the most impressive records of scholarship in his days as

a student in the Great School. He quickly rose through the ranks of Elementalism, one of the Seven Secret Crafts of Magic. When he learned of the Radiance, he experimented and researched tirelessly. His quest was not without its setbacks, however; his overuse of the Radiance resulted in the horrible disfigurement of his left arm.

When he received Sablestone as a principality, he accepted it only reluctantly; he'd always been more of a scholar than a politician. The new prince adopted Haaskinz as his surname, dropping the "of". After the death (or disappearance) of Étienne d'Ambreville, the princes named Harald to the position of Grand Master of the Great School of Magic—after all, he seemed harmless, and everyone at the school liked him. He enjoys the academic position much more than his duties as a prince. Only later did the council members realize how much political power they had suddenly given this newcomer.

Harald gave his friend Gerid his own former dominion of Westheath and arbitrarily created Kern as a barony under him. No one at the council opposed these decisions, which actually lessened the prince's power (but gave him another ally in Parliament). Harald merely wanted to give up some political responsibility. As he dislikes politics, he is not much of a leader, leaving many duties and decisions to his vassals.

Personality: Harald seems a kind man, sympathetic and generous to those seeking knowledge. His disfigurement occasionally causes him great pain; at such times he usually shuts himself up in his room at the Great School. (He actually spends very little time at Sablestone.)

What He Says: Knowledge is not as important as the desire for knowledge.

What Others Say: The prince that controls Haaskinz is the prince with all the power. Thank Rad that no one controls him yet. (Jherék Virayana)

Appearance: With the exception of his withered left arm, Harald appears fit and healthy for a man in his early 70s.

Using Harald: This prince can serve as a benefactor for player characters seeking knowledge. He refuses to get

mixed up in politics, ironic as that may seem: As head of the Great School and the Baron of Kern, he possesses more voting power than any other prince.

Combat: If forced into battle, Harald unleashes his potent magical powers—spells, Water Elementalism abilities, and Radiance powers. Assume he has *contingency*, *counterspell immunity*, *control destiny*, or *stoneskin* cast before conflict as appropriate, and that he has 22 Radiance points stored via *retain power*. (See **Chapter IV: Magic** for more on the Radiance and Radiance spells.) He never carries or uses a weapon.



Some council members snicker and call Harald Haaskinz the "Reluctant Prince." While it's true that he would rather read a good book than attend to matters of state, he has more voting power than any other prince. No one seems too concerned, though, as Prince Harald has demonstrated few political goals.

Harald Haaskinz, a 22nd-level human wizard:

THAC0: 14; #AT by spell; Dmg by spell; SA spells, Water Elemental powers; SD magical items; AC 3; hp 43; MV 12; ML steady (11); AL LG.

Str 14, Dex 10, Con 12, Int 18, Wis 14, Cha 11.

Favored Spells:

1st level—*burning hands*, *draw forth the truth*, *magic missile*, *read magic*, *swiftly devour the written word*.

2nd level—*continual light*, *deep-pockets*, *detect invisibility*, *misdirection*, *web*.

3rd level—*clairvoyance*, *landscape of spell lore*, *lightning bolt*, *spout of scalding wrath*, *wraithform*.

4th level—*everpresent record*, *foiled strike*, *ice storm*, *improved invisibility*, *wall of fire*.

5th level—*call upon Radiance*, *cone of cold*, *fabricate*, *monster summoning III*, *pluck a petal of spellflower*.

6th level—*anti-magic shell*, *cleave the magical union*, *disintegrate*, *legend lore*, *summon Radiance*.

7th level—*amplify mystical endeavors*, *consume the wealth of wisdom*, *finger of death*, *phase door*.

8th level—*demand*, *discharge*, *mind blank*, *symbol*.

9th level—*prismatic sphere*, *Sathrath's ingenious method . . .*, *sever the tie*.

Languages: Elvish, Flaemish, Thyatian common.

Known Proficiencies: Alchemy, ancient history, ancient languages, astrology, engineering, reading/writing, spellcraft.

Equipment: Buckle of protection, AC 3 (as bracers), ring of elemental command (water).

Chapter III:

Waterways and Wizards

When a visitor overhears locals speaking of "Glantri," one should not assume they are referring to the entire realm; they might just as likely be talking about the capital. Glantri City remains the center of practically all activity in the

realm—well, all *important* activity, anyway. The capital—outside the province of any one prince—falls under the rule of the entire Council of Princes.

Originally called Braejr, the city was built upon the confluence of two rivers, the Isoile and the Vesubia. The Flaemish settlers designed their capital to use canals as its major thoroughfares. Before the Wrath of the Immortals, a typical city scene might show gondoliers poling down canals that glittered in the sunlight. In those days, laughing passersby would shout greetings to friends busily haggling with vendors on the water's edge.

Since the war, visitors find Glantri City much different. People on the street hurry about their business—frequently looking over their shoulders. Gondoliers silently guide their crafts along the canals, which, strangely, seem murkier than in days past. Buildings on the outskirts of the city—recently built, lower-class residential structures—stand on the dry riverbanks away from the canals.

Though it differs from the principalities in many respects, Glantri City remains the most uniquely "Glantrian" place in the realm. In this homogeneous urban area, birthplace and race matter little. What gets a person noticed around here? Magical power. Wizards of great ability are not only politically powerful, but socially popular as well. They constantly try to out-cast their city neighbors by displaying greater pretense and more needless trappings.

Most princes actually spend the majority of their time in Glantri City rather than in their personal towers. Each has a lavishly appointed home and office in the capital—they *are* the leaders of Glantrian society, after all. Other city dwellers struggle for their attention and imitate their actions.



In this city, it's wise not to lose your way. One wrong turn, and you'll trigger some spell that'll engulf you in flame, summon up a guardian nightwing, or send you to the Demiplane of Nightmares. That's the trouble with this place—you just never know."

—Milo Phintle,
"acquirer" of
magical items





City Districts

The entire capital breaks down into distinct sections, each with its own dominant purpose. However, these districts all share a few common traits: They comprise mostly two- and three-story dark stone buildings. Visitors often remark on the skilled craftsmanship and the ornate detail evident in this stonework—even in the crumbling facades in the poor areas.

As the city has grown to its current population of 40,000, it also has expanded beyond its protective walls. These “outside” areas, almost purely residential, do not appear in the discussion of city districts that follows.

Citadel Quarter

Visitors universally consider the Citadel Quarter of Glantri City the most impressive part of town. It contains all the buildings vital to ruling the magocracy. The white marble hall where the Council of Princes and the Parliament meet bears numerous gargoyles and statues of historical figures. Next door, the House of Ministers accommodates government administrators and handles licensing and fines.

The fortress called the Citadel in the western section of the quarter houses almost 400 troops (Prince Jherek’s and Princess Carlolina’s 1st and 3rd Banners) as well as support

personnel. Just south of the Citadel stands the Tower of Sighs, the capital’s dark and dreaded prison. Prisoners wallow in dungeons there, guarded by horrible otherworldly creatures. Rumors claim that a nightwing lairs in the tower and patrols this entire district. (The *MYSTARA Appendix* to the *MONSTROUS COMPENDIUM*® accessory details nightwings.)

A wide plaza known as Alexander Platz, a favorite place for nobles and the wealthy to stroll, covers the southeast corner of the district. At its center stands a mausoleum dedicated to Lord Alexander Glantri and a huge magical bell that rings every hour. Visitors also will find the Great School of Magic in the Citadel Quarter. (See page 73.)

Nobles' Quarter

Despite the fact that each noble house has its own siege, most princes (and other house members) spend much of their time in Glantri City. Therefore, almost all of them maintain fabulous residences in the Nobles' Quarter. Minor nobles, powerful wizards, foreign ambassadors, and very wealthy merchants also dwell in mansions here. Among these notable homes stand some vacant houses available to rent. At least one mansion, Solvan Manor, is dangerously haunted; hauntings in Glantri are not uncommon, but even the Constabulary calls this house a threat, as no one has survived a night inside since its abandonment.



The Silver Tower Inn in this district boasts the finest food and drink in Glantri City. Meals range in price from 10 to 100 gp, while a single night's stay in this palatial inn costs no less than 350 gp. It remains a favorite meeting place for the powerful members of the nobility. Southeast of the inn lies a large Temple of Rad. (See page 81.)

The Merchants' Quarter

The business district is the center of commerce in Glantri City—one of its most important sections. The quarter's hub of activity, the Open Market, resounds with noise from passing carts and vendors in their small wooden booths. Merchants hawk their goods in this large, flat marketplace, while crowds fill every bit of space between the vendors. Beggars and entertainers (jugglers, actors, buffoons, singers, and musicians) hope for coins from passersby, although the former look out for constables, who routinely chase them out. Pickpockets seek coins in their own way. Permanent shops overflowed with vendors' latest wares crowd the sides of the marketplace. Moneychangers (of varied integrity) maintain a presence in the Open Market as well.

Many vendors—in particular those with permanent shops—cater to the needs of wizards. They offer spell components, blank scrolls, laboratory equipment, old books, and more. Some even claim to sell magical items; though

some are real, the buyer must beware fraudulent claims. Various guilds operate out of the Merchants' Quarter, too, including that of movers, merchants, builders, and artisans.

One of Glantri City's main gates, the Towerbridge, rises above other buildings nearby. The wide stone bridge, flanked on both sides by four-story towers, is guarded by a handful of soldiers. Tour guides and gondoliers wait in the plaza beyond to attract newcomers who need their services.

Entertainers' Quarter

Travelers in the city often make the Entertainers' Quarter their first stop, as it contains most of the local taverns and inns. The wide variety of food and drink found here caters to every taste and price range. Visitors who like magic should visit the Mages' Hostelry, an expensive but entertaining place owned by the Great School of Magic. Tapestries cover the stone walls of this towerlike edifice, which always seems packed with patrons. Spellpower takes care of virtually every convenience for customers here; *unseen servants*, *levitation*, *teleportation*, and other effects teach students the fine art of *Magic Use in Common Life*, a class at the Great School.

Theaters and fest halls offer an array of entertainment: dancing, music, plays, comedies, contests of strength or



In the Open Market, commoners mingle with noble wizards, for nowhere other than Glantri City's Merchants'

Quarter can one find such an assortment of goods and magical components from all around the realm.

skill, and trained animal or monster shows. Glantrians lately have enjoyed a distressing new trend: watching combat among animals, monsters, and slaves—usually to the death.

Lastly, a few seedy shops selling games, fireworks, and similar diversions offer their wares in this district.

Port Quarter

The section of the city near the harbor comprises mainly warehouses, food stores, and other storage facilities. All these large, windowless structures have grown moss-covered in the port's damp surroundings. The area usually stays busy during the day, with workers and slaves moving goods from ships into and out of warehouses, but the place seems silent at night. The Port Authority—which manages river traffic, commerce, and all other port activities—keeps its headquarters in this section, as does the Canalmaster.

Middle Class Quarter

Unlike the rest of Glantri, the capital does have a middle class; in fact, that group has become the largest segment of the city's populace. Middle-class people run the shops and make most of the city's conveniences and luxuries possible.

The quiet streets and canals of the Middle Class Quarter wind through blocks of modest tenements and homes. The district also houses a number of scholars, sages, and scribes, as well as entire guilds pertaining to scholarly professions. These professionals prefer to establish themselves near the Glantri City library, a huge and ancient stone tower rising in the center of the district. While it remains superior to most libraries in the Known World, the libraries of the Great School have long since surpassed Glantri City's public collection in size and completeness.

West Side Quarter

Although once an affluent and luxurious section of the city, the West Side has long since fallen into disrepair. To find the source of this decay, one need only look down; the ground, marshier here than in other parts of town, has proven unstable, causing the dilapidated buildings to sink slowly. The stench of filth immediately makes visitors aware of the high density of people living here, as does the ever-present cacophony of the discontented residents. Clearly, wealthy citizens and nobles have abandoned the area, allowing the poorer elements of the city to fill the void. Now, when locals think of this district, they think of its less-than-savory element: cutthroats, thieves, beggars, and smugglers.



Secretly located in a ruined block of buildings in the southeastern portion of the quarter lies the infamous Beggars' Court. From here, the lord of the beggars rules his kingdom of refuse. (See page 77.) The Fellowship of the Pouch (a thieves' guild) and the assassins of the Unseen Hand have their headquarters in the West Side as well. (See pages 78 and 81.)

Considering the area's criminal activity, it should be no surprise that the Constabulary maintains its headquarters here as well. The Chief Constable uses the jail here to hold accused offenders until trial at the Courthouse nearby.

The Great School of Magic

Though the students and faculty at the Karamaikan School of Magecraft may disagree, the truth is that the Great School of Magic in Glantri City is the most prestigious and best-equipped magical institution in the Known World. Practically every land sends mages here to study—and invariably they stay in Glantri the rest of their lives to practice wizardry.

Étienne d'Ambreville founded the school in 845 A.C., secretly selecting as its location the spot directly above the Nucleus of the Spheres, the long-buried artifact responsible for the Radiance. (See **Chapter IV: Magic**.) Construction concluded 30 years later. Despite the fact that some claim the expensive academy continues to drain Glantri's coffers, the Great School remains the pride of the principalities and the focal point of Glantrian society. After all, what could be more vital to a magocracy than its School of Magic?

The school consists of a single main classroom building made of the familiar dark stone. The walled courtyard surrounding it contains smaller towers for faculty, administration, storage, and dormitories. (See the map on page 75.) Beneath the school, passages lead to chambers used for spell experiments. Magical wards and other protections make security practically a nonissue; nowhere in Mystara will anyone find a place guarded with more magic.

At any given time, up to 1,000 students and faculty walk the halls of the Great School. In addition, many times that number keep their names on the roll, even though they visit the school infrequently. Despite common belief to the contrary, one never really *graduates* from the Great School—no wizard ever truly masters the infinite complexity of spellcraft. Those chosen to join the faculty share their knowledge while continuing to study like other wizards.

Tuition costs 5 gp per level *daily*, but the benefits of attending the Great School are as high as this steep fee. The school offers scholarships to absorb most of the cost for particularly promising students. Scholarships prove rare, however; usually no more than seven students per year find themselves so entreated—one sponsored by each of the Seven Secret Crafts of Magic. (See **Chapter IV: Magic**.)

Unlike most of the rest of Glantri City, the school feels spartan, almost stark in its lack of creature comforts. School officials foster this austerity to keep students' minds on their studies. The serenity is broken only by students' frequent debates on the philosophy of magic. When these arguments get out of hand, strict administrators quickly restore order.

Months and Holidays

Glantri follows the standard Mystaran calendar, which has the following 28-day months:

<i>Spring</i>	<i>Summer</i>
Thaumont	Klarmont
Flaurmont	Felmont
Yarthmont	Fyrmont
<i>Autumn</i>	<i>Winter</i>
Ambyrmont	Kaldmont
Sviftmont	Nuwmont
Eirmont	Vatermont

Holidays and celebrations occur throughout the year, though people seem to care about them less and less as Glantri grows subtly darker. Many holidays of old are no longer observed at all. Those remaining:

Nuwmont 1: New Year's Day.
Festivals highlight the new year.

Vatermont 10: 1st Tax Day.
Citizens of Glantri must pay their quarterly taxes to their local constabulary or the House of Ministers in Glantri City.

Vatermont 18: Monsters' Fair.
Featured events include a parade through the capital.

Thaumont 1–7: Spring Vacation.
Students take a short break from the Great School of Magic.

Thaumont 25–28: Arcanum.
At the capital's annual wizards' fair, spellcasters attend conferences and exchange or sell spells, magical items, components, and other magic-related items.

Flaurmont 1: Day of Adulthood.
Adolescents come of age in rites that vary according to principality.
Flaurmont 3: Parliament Day.
A government holiday closes administrative offices.

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Flaurmont 20: Army Parade.

The Grand Army shows its military might throughout the realm, flexing its political muscle and making the citizens feel safe (as well as show them who's in charge).

Yarthmont 10: Second Tax Day.

Glantrians pay quarterly taxes.

Yarthmont 14: Gondola Games.

Violent, dangerous sports and mock combats take place on gondolas in the capital's canals. (Wild parties and debauchery take place throughout the city.)

Klarmont 15:[‡]

Night of the Red Moon.

The full moon takes on a reddish hue, seen as a bad omen that affects wizards strangely. Those making successful Intelligence checks at moonrise receive a +1 bonus to their Intelligence, which lasts 1d6 hours. But, those with the bonus must make successful saving throws vs. spell or become intoxicated by the moon's magic.

The amount by which the saving throw misses determines how intoxicated the wizard becomes. Missing by 4 to 9 points makes the wizard giddy and results in a complete loss of memory of the night. Missing by 10 points causes hallucinations, loss of motor skills, and uncontrollable laughter before unconsciousness hits in 1d4 hours.

Klarmont 28: Night of Fire.

At night, Boldavians stay outside, watching for magical flames that point out hidden treasures.

Felmont 14: Feria de Toros.

While Belcadiz elves release bulls in the streets, hunters in gondolas kill breeding canal monsters.

[‡] Date varies with the lunar cycle.

Curriculum

Students at the Great School of Magic find classes and privileges to benefit everyone from the youngest apprentice to the most wizened archmage. Mages of any level can take general classes on the art of magic and related topics—other worlds, magical monsters, ancient history, etc.—although these sessions are more heavily attended by novices. Classes stress research; to encourage students to delve into new areas, the school offers fine laboratories (magically protected to withstand the effects of miscastings and other accidents), open day and night. Students also find their studies aided by the school's numerous well-stocked libraries. Each of the schools of magic has a library on the grounds, as does each of the Seven Secret Crafts. Some faculty members make their private collections available to students, too. According to rumor, secret libraries hide in forgotten corners of the school and the labyrinths beneath.

Novices also gain hands-on experience studying under high-level masters of the craft. They, in turn, must aid the teachers in personal research and experiments. Although this requirement often means performing menial tasks, most see it as a small price to pay for the tutoring and the life-long friendships that often result from the relationship. Some of the more promising students are invited to join one of the Seven Secret Crafts (described fully in **Chapter IV: Magic**).

Experienced wizards usually study at their own pace, occasionally going to the masters of the school for aid. Such consultation is available by appointment only, and most students find it best to offer teachers something in exchange for their help—particularly if a wizard requires a great deal of assistance. Acceptable payments include a new spell, a significant tidbit of information, a minor magical item, or a small service. Teachers take great offense at offers of gold.

The description of the Glantrian Wizard kit in **Chapter V: Glantrian Characters** explains most of the advantages to studying at the Great School. As the kit suggests, the school's curriculum offers opportunities for wizards to gain abilities far beyond those of normal wizards.

Those enrolled in the Great School can also learn these nonweapon proficiencies: **alchemy**, ancient history, astrology, brewing, cooking, disguise, etiquette, fire-building, gem cutting, herbalism, languages (ancient and modern), local history (Glantri), **meditation**, **monster lore**, navigation, reading/writing, riding (airborne), spellcraft, and **spellflash**. *Note:* The new proficiencies, in **boldface**, are described in **Chapter V: Glantrian Characters**.

Virtually all common spells can be found in the school's libraries, as well as many not-so-common ones—such as those described in **Chapter IV: Magic**. As the Dungeon Master, feel free to use the Great School to introduce new spells of your own creation into your campaign as well.

Other Activities

If Glantri has a center of magical activity, it is the Great School. After all, its facilities do serve wizards outside the student body. The school houses an arena for magic duels, and the Seven Secret Crafts and other magical groups base their activities here, too. The institution serves as a meeting place for non-noble and noble wizards alike. All consider the position of Grand Master of the Great School (now filled by Prince Harald) the most prestigious princely charge.

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THE GREAT SCHOOL OF MAGIC

1. Main Garden
2. Main School Building
3. Meditation Terrace
4. Grand Master's Tower
5. Tower of Secret Experiments
6. Archives Tower
7. Museum of Monstrology
8. Celestial Observatory
9. Temple of Rad
10. Kitchens
11. Dining Area
12. Administration Tower
13. Warehouse
14. Griffon Take-Off Area
15. Griffon Stable
16. Magic Door
17. Guard House



SCALE: 1" = 20 FEET



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Felmont 25: Beggars' Hope.

Glantri City's destitute may beg throughout the city. Wizards and clerics go about removing beggars' curses and curing their diseases.

Fyrmont 10: Third Tax Day.

Glantrians pay quarterly taxes.

Fyrmont 15: Vyonnese Carnival.

The Nouvelle Averoine ceremony to ward off werewolves has turned into a decadent, Glantri-wide festival celebrating lycanthropy.

Swiftmont 15: Raising the Walls.

Wizards have the opportunity to display their skills and new spells helping to create magical defensive walls that protect Glantri City's south side after the canals freeze.

Eirmont 5: Necromantia.

People honor the dead with this holiday, celebrated first in Klantyre.

Eirmont 24: Fourth Tax Day.

Glantrians pay quarterly taxes.

Kaldmont 15:

Boldavian Procession.

Boldavians stay awake all night in rowdy vigils against vampires.

Kaldmont 27: Alexander Day.

To pay homage to Lord Alexander Glantri, citizens end the workday at noon and dedicate an hour of silence to the hero. Some folk watch his mausoleum for omens.

Kaldmont 28: Day of Dread.

Since the misuse of the Radiance during the Wrath of the Immortals, all Mystara has endured an annual day without magic—Glantri's darkest of the year. (Permanent enchantments, magical items, and Immortal works are not affected.)

Equinoxes and Solstices.

Members of the Brotherhood of the Radiance contact one another. Perhaps not by coincidence, harsh weather rages these four days.

Glantrian wizards seeking to settle grievances in trials by magical combat come to the Dueling Court, an outdoor arena 100 feet by 150 feet flanked on all sides by wooden stands. The court, separated from the stands by an iron railing, has a stone surface where combatants fight—often to the death. Depending on the skill and power of the duelists, school officials set various traps in the court before a duel to add a new level of danger. These traps include simple pits and tripwires (usually created and hidden by magic), invisible monsters chained to iron spikes in the ground, and areas of *hallucinatory terrain*. When a duel begins, an antimagic barrier surrounds the court to protect the numerous spectators. (The barrier resembles an *anti-magic shell* with a "hollow" center, allowing spells and magical items to function within, but not to pass through.)

Students can watch from within school buildings—classes are always cancelled on the rather uncommon duel days. However, would-be spectators from outside the school must pay the prohibitive fee of 1,000 gp to watch. Despite the high price, locals attend duels in large numbers—particularly to see combat between powerful or well-known spellcasters. In the only duel between princes in recent history, Isidore d'Ambreville fought and killed her brother-in-law, Henri, for the rulership of Nouvelle Averoine. Viewing privileges for that event were restricted to nobility at double the normal entry fee, but attendees still packed the stands to capacity.

The Authorities

Glantri City is ruled directly by the Council of Princes—in particular, the Supreme Judge of the Council, Prince Jherek. This charge carries with it the right to enforce law and order throughout the capital (and other parts of the realm). Aiding the Supreme Judge are the Constabulary and Canalmaster.

Constabulary

The job of keeping order and apprehending criminals in Glantri City rests on the shoulders of *Chief Constable Tianis Nicom* (LN hf F10). A strict authoritarian, Tianis possesses little kindness or mercy.

The Constabulary consists of several hundred personnel, with equal numbers of fighters and wizards (from 3rd to 8th level). All members, wizards in particular, excel at subduing spellcasters with casting-disruption tricks, *dispel magic* spells, etc. Even powerful wizards fear this respected group.

When it comes to investigating crimes, Tianis relies heavily on her wizards, who use spells such as *detect magic*, *detect evil*, *know alignment*, *detect invisibility*, *ESP*, and other divinations to aid inquiries. Such spells, especially *ESP*, prove useful during criminal trials as well—perfectly permissible in court. (See "The Laws of Glantri," page 79.)

Canalmaster

The Canalmaster oversees the use and maintenance of the capital's waterways. This post, originally considered minor, has grown in importance over the years. The Canalmaster has become, in a sense, a keeper of secrets within the city.



No simple waterways, Glantri City's canals hide escape tunnels, entrances to dungeons, and monster lairs. The Unseen Hand and other killers stash corpses of victims beneath their surface. But to one person, the canals hold no secrets. The *Canalmaster* (NE hm W16)—whose real name no one knows—has a small army of lacedon ghouls and koalinth hiding in the waterways to spy on all canal activities. His henchmen are velya (an underwater form of vampire from the *MYSTARA Appendix* to the *MONSTROUS COMPENDIUM* accessory). Using his *ring of elemental command* and *bowl of commanding water elementals*, he fills the canals with water-based creatures that serve him. His *cloak of the manta ray* lets him travel the canals quickly and secretly.

Those wishing to find items lost in the water or secret underwater entrances to various spots in the city can attempt to bribe the Canalmaster. A visit to his Port Quarter office is an unforgettable one, for he relates poorly to the city's land-dwellers. He mutters to himself constantly, responding to voices only he can hear—an insane creature even by Glantrian standards. He rarely seems interested in gold but normally has some odd task for those wishing information, such as delivering a mysterious parcel or spying on a certain noble or city official. The Canalmaster's personal goals (if he has any) remain murky.

Other Groups of Import

While many professional and underground groups operate all over Glantri, most base their activities in the capital.

Beggars' Court

In the city, beggars have unified into an organized force. Although many people hear rumors of a Beggars' Court, few understand the horrible reality of this organization. The beggars of Glantri follow the evil *King Ratibus* (LE hm T20)—a horribly disfigured lunatic who imposes his edicts upon all who join him. Those wishing entry into the guild must first undergo an initiation rite: Ratibus's men beat them until they appear as repulsive as the horrid king. (Members need not face permanent disfigurement.)

All Glantri City beggars pay homage to Ratibus (usually 1 gp or its equivalent each month) and accept his laws—if they don't, they have a tendency to disappear. (And the Constabulary never bothers to notice when beggars vanish.) Loyal members of the Beggars' Court not only stay safe from the wrath of Ratibus, but the king's enforcers protect them from outside threats, such as thieves.

The Beggars' Court uses as its base a ruined tenement in the dark West Side. One cannot tell from the outside, but the place is a virtual fortress-maze with a single entrance.



Unless one chooses to walk, the best way to get about town is to hire the services of a gondolier. These canal boatmen charge customers a penny every hundred yards of the trip;

they judge distance by red-and-white markers placed at intervals along the canals.

Brotherhood of the Radiance

The existence of a force called the Radiance—and its brotherhood—is the best-kept secret in a land of secrets. The members, though few, number among the most powerful men and women in all the principalities.

Upon the completion of the Great School, Étienne d'Ambréville began his study of Radiance. Shortly thereafter, he founded the brotherhood. Although he has left the world of Mystara, he still supports the interests of the brothers as the Immortal Rad. (See the Temples of Rad, page 81.) Occasionally, to further the study of the Radiance or benefit Glantri as a whole, he comes to the members of the brotherhood in visions and dreams, giving them clues to the secrets they seek. Rad manages to keep his former, mortal identity from all but the very cleverest brothers.

Across Glantri, certain well-trained wizards can tap into the Radiance, gaining from it special spell-like powers (described in **Chapter IV: Magic**). Étienne created the brotherhood to guard and limit the use of the Radiance. Brothers may not “overuse” the force (as determined by Rad), nor may they share its secrets—even with other brothers. Rad expects all members to learn to use the force on their own. If a nonmember begins tapping into the Radiance’s power, Rad alerts the brothers, then comes to the nonmember in a vision. The Immortal tells the wizard how

to construct a crystal sphere to draw the energy of the Radiance. (The wizards also use these receptacles to contact each other.) If the nonmember rejects the brotherhood’s rules, or if a member betrays the brotherhood, Rad commands one of the others to eliminate the offender.

The brotherhood has no real base of operations, though it has long felt a link with the Great School, built miles above the buried Nucleus of Spheres. The scattered brothers communicate (via their receptacles) only rarely and always concealing their identities. (As each member uses a code name, only Rad knows their true identities.) At midnight on each equinox and solstice they communicate in a ritual merely to confirm the status of the order’s membership. However, they can reach each other in times of need, also.

Brothers include Fernando de Casanegra, Harald Haaskinz, Brannart McGregor, and Angus McGregor.

Fellowship of the Pouch

Most of the capital’s thieves, as well as those throughout Glantri, belong to the Fellowship of the Pouch. The guild even enjoys a certain amount of leniency from the courts, since many members carry out less-than-legal duties for nobles. The fellowship stays on good terms with assassins of the Unseen Hand but lists among its enemies those in the Beggars’ Court (which does a lot of its own thieving).



In this, one of the few existing representations of Ratibus, the artist has chosen to depict the Beggar King glowering at the newest addition to his unseemly court.

Fellowship members must pay an entrance fee of 50 gp and 3 gp in monthly dues. In return, they may operate within the fellowship's extensive territory. They also gain access to the guild's safe houses, training facilities, discounted equipment, and legal (as well as physical) protection.

Outside the capital, a branch of the fellowship exists in all of the larger Glantrian towns, each exerting semi-autonomy while paying dues to the main guild. In the past, branch attempts to become fully autonomous have led to bloody shadow wars among the thieves.

Followers of the Claymore

The subversive group that calls itself the Followers of the Claymore is hated and a bit feared within Glantri—it seeks nothing less than the overthrow of the magocracy itself. This group has suffered numerous setbacks and defeats of late, leaving its membership at an all-time low. Nevertheless, Sir Duncan McGregor, the group's leader, never admits defeat.

The first Followers of the Claymore, all original residents of the Principality of Klantyre, resented their forced migration to this land of magic. Their antimagic stance soon gained them small handfuls of supporters throughout Glantri. As nonspellcasters (primarily fighters), followers deplore the oppressive rule of wizards and want them deposed.

Until an act of enfeoffment created the Principality of Sablestone, the group had its stronghold in that region. From Sablestone they made daring but selective attacks on noble wizards, their families, and their towers. Unfortunately, the attacks were more daring than successful, and many followers were slain by the wizardly magic they so hated. Now, with growing order in Sablestone, surviving members have found themselves dispersed throughout the realm.

Followers of the Fire

The death of its leader, Vanserie Vlaardoen of the Principality of Berghoven, almost killed the small and secretive Followers of the Fire. The Flaemish wizards in this group carry on the racial hatreds of their forbears. They still resent that a non-Flaemish government rules "their" lands; they seek to promote instability among the nobles to weaken Glantri and, one day, regain rulership of the realm.

Recently, a new leader has risen to revive the group's subversive activities. The powerful *Jissel de Gheyn* (CE hm W15) has no actual interest in the goals of the Followers of the Fire, but instead uses the group for personal gain. Jissel, an Alchemist of the Fourth Circle, created a number of *crystal hypnosis balls*, which he then manipulated into the hands of prominent wizards. When they used these mysterious magical items, the wizards fell under Jissel's control. Thus, Jissel has created a network of servants to do his bidding, many of whom belong to different organizations. They reveal to him secret activities and hidden knowledge. He also has them maneuver events to further his bid for power—enough power to get him into the ranks of the nobility and, eventually, make him a prince.

Guild of Spokesmen

The Guild of Spokesmen fills a niche created by the nature of a magocracy. Often ruling wizards cannot be disturbed from their studies or experiments

The Laws of Glantri

A highly bureaucratic realm, Glantri has a very detailed set of laws. To complicate matters further, each principality has statutes of its own, plus variations on the magocracy's laws or punishments. The following list of laws, however, seems fairly standard throughout the land.

Treason and High Treason

Enforcing the laws against treason and high treason gives the princes virtually limitless power to strike against their non-noble enemies.

Punishment for *treason*, violation of one's allegiance to a prince, is at the whim of the prince in question. So, a prince may punish the treason of tax evasion by stripping guilty parties of all titles, lands, and private wealth, then imprisoning them in the Tower of Sighs for up to 10 years.

Violating one's allegiance to the Council of Princes, or *high treason*, carries the punishment of death—usually being devoured by a magical beast. The council can invoke this punishment upon anyone who disobeys a direct command or deals with a foreign power to the detriment of Glantri.

At one time, religion and the practice of clerical magic were considered high treason. The willful propagation of religious beliefs (rather than simply having such beliefs) remains a criminal offense. However, the council now considers only clerical magic of a nonhealing nature as high treason.

Severe and Lesser Crimes

Overdue debts, theft, murder, rape, bribery of public officials, and destruction of property are *severe crimes*. Sentences include *curses*, imprisonment, monetary fines, disfigurement (such as cutting off fingers), banishment (even exile from Mystara), removal of spellcasting abilities, or a combination of the above.

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Obstructing the course of law or public service, disturbing public order, and lying to a constable or noble are just a few *lesser crimes*. Sentences include flagellation (or other corporal punishment), fines, or short-term imprisonment.

Clearly, the Council of Princes does not have time to deal with each instance of severe and lesser crime. Princes all appoint judges to handle complaints within their principalities. The Supreme Judge of the Council appoints judges to decide nontreasonous cases outside the principalities (such as in the capital).

Law Enforcement

It is important to note that crimes of a nonspellcaster against a wizard seem far more heinous in the eyes of Glantrian law than identical crimes involving two wizards or two nonwizards. Authorities always pursue these crimes with more haste and punish them more harshly, too.

Penalties never apply to nobles within their dominions and princes in their principalities. Princes have the authority to grant mercy in their principalities and within the free territories under council jurisdiction.

Of course, nobility has its privileges. Accused nobles stand trial not before appointed judges, but before Parliament's judiciary committee; accused princes plead their cases before the council.

Judges, nobles, and princes often use magic to determine innocence or guilt; the results of truth or ESP spells always carry more weight than eyewitness accounts or other evidence.

to go to council meetings, to Parliament, or to other official gatherings. Professionals from this guild attend official functions to represent the goals, wishes, and interests of their employers. Spokesmen can handle a noble's finances and political campaigns, too.

The members of the guild have gone through magically-aided conditioning to ensure accuracy and loyalty to their employers. The guild's long history and flawless reputation make the nobility trust its members implicitly.

Officially registered representatives have the legal power to manage their employers' businesses, according to limits employers themselves set. Rates range from 5 to 5,000 gp per month, depending on the spokesman's responsibilities. A third of this payment goes to the guild.

One can recognize spokesmen easily by the small diamond implanted in their foreheads. This gem—actually a magical item—ensures the loyalty of guild members and enables them to resist torture and even magical influence to betray an employer's interests. Only the guildmaster can overcome this conditioning—a fact not commonly known. Such a deception has occurred only once, upon the untimely death of Lady Mariana Terlagand of House Ritterburg. *Guildmaster Rannigar Budulug* (N hm W13) secretly placed guild member Narda Shelyn (his personal assistant) in the noble's position to carry on ruling the domain of Berrym. The rest of Glantri still does not know of Lady Mariana's death.

Hall of Magistrates

Based out of the Parliament building, the men and women of the Hall of Magistrates act as professional campaigners, hired by nobles to convince others to vote a certain way. Though few, the members of this group are quite influential.

Merchants' Consortium

The Merchants' Consortium, a guild of wealthy traders, controls the prices and the flow of goods throughout Glantri. The members' reach has grown so extensive that, if a particular prince offends or challenges them, they can easily cut off shipments of that principality's exports and imports.

The consortium charges heavy dues (100 gp per month), but merchants earning more than 5,000 gp per year must join—or the guild will isolate them from commerce. The guild's headquarters lies in the Merchants' Quarter.

Movers' Guild

Mobile as they are, Glantri's nobles have a great need for professional movers. The Movers' Guild can handle any job, but specializes in the unique needs of moving wizards. Spellcasters have delicate equipment, in-progress experiments, and libraries full of rare books. Some even keep dangerous beasts, volatile concoctions, and cursed magical items, which all need extra care.

Depending on how much an employer will pay, the guild can use *teleportation*, *levitation*, and other magical means to transport a load. If the fee for the service (50,000 gp) seems daunting, the guild can use more conventional means, including having mercenaries escort caravans through less



populated areas. (Raids on nobles moving their households often prove quite profitable.) Conventional moves start at 1,000 gp. As most think the amount they spend reflects their social status, the Movers' Guild grows ever wealthier.

Temples of Rad

Long ago, through his use of the Radiance, Étienne d'Ambreville became the Immortal known as Rad. Since then, he has monitored the other wizards who study the Radiance, furthering their studies when it suited his needs. These wizards, members of the Brotherhood of the Radiance, in turn created the Temples of Rad. While not an actual set of religious beliefs, the doctrine of Rad promotes the use of magic and its superiority over all other powers.

Many Glantrians go to the temples (major towns in Glantri have at least one) to meditate and talk to shepherds—*never* call them “priests.” Like the Brothers of the Radiance, each temple has a receptacle—except, shepherds know only to use them to receive visions from Rad. (In actual fact, most visions come not from Rad but from the brothers exerting *their* will on the shepherds.) This “divine” instruction (and covert support) makes shepherds believe they wield power both temporal and magical. Yet, they remain unaware of the brotherhood and have no idea Rad once was Étienne d'Ambreville.

The grand marble temples, serenely silent, promote meditation and contemplation. Though mages, shepherds are Glantri's answer to priests and have become well respected members of society. Nobles seek them out as counselors in magical and even personal affairs.

Unseen Hand

Consider the Unseen Hand a guild of assassins. Though one can hire them to beat—rather than kill—a victim, most employers contract for a death. Like the Fellowship of the Pouch, the Unseen Hand receives little attention from authorities, as nobles sometimes need its services.

The guild charges clients 500 gp per level of the intended victim; double this amount for wizard victims, and triple it for nobles. The Unseen Hand demands half in advance, which the client loses if the assassin dies attempting to carry out the assignment. Nonlethal attacks cost only half the normal price, and the fee for spying missions is negotiable.

Usually only fighters and thieves join the Unseen Hand, but some of its most successful and notorious members are wizards. The leader of the Unseen Hand—none other than Antonio di Tarento, Viscount of Castelbianco—controls the guild's actions through his *crystal ball with ESP*.



Unfortunately for Amante Constanza, his *gem of seeing* did not allow him to see everything—like the two agents of the

Unseen Hand hired by a rival wizard to kill him and steal the brooch.

Chapter IV:

Magic

This chapter includes all-new spells unique to Glantri. Most deal with the manipulation of magic: either warding off spells or enhancing them. Others offer magical solutions to somewhat mundane problems; in Glantri, the pervasive energy of the Radiance powers wizards' spells, so characters need not use them only in combat or while adventuring.

Notice that the names of Glantrian spells, magical items, and artifacts sound grandiose—even overblown—compared to magical names in other settings. Often the name of a spell or item seems more powerful than its effect. That's part of the Glantrian flair for drama. Wizards here invent spells that perform everyday actions in an attention-getting manner, then they give them names that ring with importance. They even develop “Glantrian” names for established AD&D wizard spells. (See sidebar on page 84.)

Wizard Spells

Descriptions of new Glantrian wizard spells follow in order of ascending spell level. Regarding these descriptions:

- ❖ The relevant school of magic (in parentheses) follows the spell name.
- ❖ Spell components may be **V**erbal, **S**omatic (gestures), and **M**aterial.
- ❖ A numeral after “casting time” designates how long it takes to cast the spell—either a number of rounds or a number to be added to one's initiative roll for the current round.

The *Introduction to the AD&D Game* and the *Player's Handbook* (**Chapter 7: Magic** and **Appendix 2: Notes on Spells**) both have more details on spells.



agic is
the
lifeblood
of

Glantri. Cut one of
the principalities, and
it will bleed magic. A
Glantrian can live
without food, water,
or air, but take away
his magic and he is
nothing—less than
nothing.

—Prince Vanserie
Vlaardoen,
former ruler
of Bergdhoven



1st-Level Spells

Dance Macabre (Necromancy)

Range: 30 feet

Components: V, S, M

Duration: 1 round/experience level

Casting Time: 1
Area of Effect: 1 corpse
Saving Throw: None

A low-level version of the 5th-level wizard spell *animate dead*, *dance macabre* causes a single dead body to become animate, moving according to the caster's wishes, like a marionette. (It can total no more than twice the caster's mass.) The body's crude and clumsy movements do not allow it to attack, nor perform precise or delicate actions. However, it can lift and drop large objects with both hands.

The corpse has 1d8 hit points and an Armor Class appropriate to its clothing or armor. A successful turning attempt vs. zombies effectively dispels this enchantment, causing the corpse to drop to the ground.

Many wizards use *dance macabre* to animate a fallen member of a group of hostile creatures unaccustomed to necromancy and intelligent enough to be frightened at the sight of one of their dead rising. (As DM, you may require a morale check to determine if the creatures flee in fear.)

The spell's material component is a drop of blood.

Draw Forth the Truth (Enchantment/Charm)

Range: 10 feet
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Negates effects

To cast *draw forth the truth*, the caster points a finger at a target (usually a humanoid) and asks a single question. If the target knows the answer to the question and fails a saving throw, the creature instantly gives the answer as briefly and quickly as possible. Obviously, for the spell to prove useful, the target must be able to understand the question and give an answer that the caster can understand.

Filth's Bane (Alteration)

Range: Touch
Components: V, S
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: None

Casting *filth's bane* completely cleans one creature's body, clothing, and any equipment held. Spell targets smell fresh and clean afterward—as does their breath. Their clothing appears soft, fresh, and pressed. However, the spell does not remove old, ground-in stains, nor repair rips and holes.

Remove the Instrument of Death (Alteration)

Range: 100 feet
Component: S
Duration: Instantaneous
Casting Time: 1
Area of Effect: 1 creature/5 experience levels
Saving Throw: Negates effects

Remove the instrument of death causes a weapon-wielding target to drop the weapon immediately. (A successful saving throw indicates that the spell had no effect.) Unless aware of the caster, targets probably will think they dropped the weapon due to their own clumsiness. They must spend a full round of activity to re-arm themselves, unless they dropped their weapons into a pit, over a cliff, etc. After every five experience levels of the caster, that wizard can choose one more target. Thus, a 6th-level wizard can attempt to disarm two opponents, while an 11th-level caster can affect three.

This spell applies specifically to weapons or objects being used as weapons. It will not make targets drop other items.

Soothe the Beast (Enchantment/Charm)

Range: Touch
Components: V, S
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: 1 animal
Saving Throw: None

Soothe the Beast affects only domesticated animals (not monsters) or those already friendly toward the caster. Once cast, the spell makes the animal feel content, well fed, calm, and ready for sleep. These feelings will overcome any adversity due to food shortage, inhospitable climate or environment, frightening situations, etc.

However, note that, while the creature may *feel* well fed, this spell will not replace the need for food. Even under this enchantment, an animal will still be susceptible to starvation and its physical effects. (*Soothe the beast* only allows the animal to remain blissfully unaware of the condition.)

Sorcerous Transcription (Conjuration/Summoning)

Range: 10 feet
Components: V, S
Duration: 10 minutes + 1 minute/experience level
Casting Time: 1
Area of Effect: Special
Saving Throw: Special

Casting *sorcerous transcription* conjures a magical quill to write down anything the caster says for the duration of the

Glantrian Spell Names

In *The Grimoire*, spell titles that normally include proper names have been altered—*Otto's irresistible dance* becomes simply *irresistible dance* in Glantri (since, after all, Glantrians have never heard of Otto). Throughout *The Grimoire*, an asterisk (*) indicates a name has been changed for this reason.

However, Glantrians call most other spells by different names, too. The wizards here like to promote the sophisticated and mysterious nature of magic, so they often give their spells grandiose and intimidating names. Some examples follow.

1st Level

detect magic	weirding sight
charm person	utter enthrallment
identify	weirding touch
light	banish the dark
shield	protective arms of magic
sleep	chains of slumber

2nd Level

bind	ensorcelled grasp
blur	dark obfuscation
deafness	lifesong's theft
forget	unclench the mind
invisibility	shield from mortal eyes
levitate	loose the earth's fetters
strength	might of the titans
web	spider shackles

3rd Level

fireball	deathfire's rapture
fly	on griffon's wings
haste	speed of a tempest
hold person	transform to living statue
infravision	pierce the dark wall
lightning bolt	kiss of the storm
nondetection	concealing mists

spell (as long as the wizard stays within range). The quill transcribes in the language the caster is speaking. This spell magically creates only the writing implement; wizards must provide parchment (or other writing material) and ink.

Spirit of Servitude (Conjuration/Summoning)

Range: 0

Components: V, S, M

Duration: 1 hour + 1 turn/experience level

Casting Time: 1

Area of Effect: 30-foot radius

Saving Throw: None

Spirit of servitude works like the 1st-level spell *unseen servant* in all respects except one—the force it creates looks like a brightly glowing mass of energy. This energy changes shape as need be: It might extend tendrils to open doors or lift objects, for instance. While casting, the wizard can dictate the servant's color and, to some extent, can even force it to take on a certain general shape or impression, such as humanoid, angelic, frightening, etc. (Glantrians created this spell more for show than anything else.)

The material components are a brightly colored piece of yarn and a bit of wood.

Swiftly Devour the Written Word (Alteration)

Range: 0

Components: V, S

Duration: 1 hour/experience level

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

Swiftly devour the written word aids in research by allowing the caster to read normal, nonmagical books at five times normal reading rate. However, the spell does not help wizards read magical tomes or memorize spells.

Wandbane (Alteration)

Range: 100 yards

Components: V, S

Duration: 1d8 rounds

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: Negates effects

A minor version of the 3rd-level wizard spell *dispel magic*, *wandbane* temporarily prevents the wielder of a rod, staff, or wand from using the item's powers. The wizard casts the spell upon a character in physical contact with a rod, staff, or wand. (If the character has more than one rod, the caster should specify the one the spell should target.) Should the spell recipient fail a saving throw, the rod in question will not function for that character for 1d8 rounds.

Unlike *dispel magic*, the caster's experience level does not affect the spell's chance of success. *Wandbane* has no effect on other magical items.

(continued on page 85)

2nd-Level Spells

Balliard's Rejuvenating Touch

(Enchantment/Charm, Alteration)

Range: Touch

Components: V, S

Duration: Special

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: None

Balliard's rejuvenating touch revives an exhausted recipient. Creatures under its effect feel as though they have had an appropriate rest period (a night's sleep, for example), and they can easily operate for 16 more hours before resting. This spell does *not* allow for the recovery of lost spells or hit points, nor does it alleviate hunger, thirst, or illness.

Characters can remain active longer without sleep if they receive a second *Balliard's rejuvenating touch* before the duration of the first elapses. However, targets need to make up *all* the sleep they missed when the duration of the second spell ends. Say a human, needing eight hours of sleep every 24 hours, stays active for 48 hours under the influence of two castings of this spell (16 hours of wakefulness from a normal night's sleep, 32 hours more from the spells). At the end of the last spell's duration, the character will need to sleep for 16 hours to make up for two lost sleep periods. Characters under the effect of enough castings of this spell to keep them awake more than 48 hours straight lose 1 hit point (which they can regain through normal means) for each eight-hour period beyond 48 hours.

Discern the Heart of the Beast (Divination)

Range: 25 feet

Components: V, S, M

Duration: Instantaneous

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: None

With the aid of *discern the heart of the beast*, a caster can determine whether a creature is a lycanthrope (werewolf, werebear, etc.). The caster of this spell—which causes a lycanthropic target to glow—must have the subject in sight, in animal or humanoid form. Lycanthrope hunters created *discern the heart of the beast* long ago to help them target their prey. At the time, they didn't care to know the type of werebeast they'd located, but now some wizards can use the spell to specify the type of werereature. (Casters have a 5% chance per level to discern the type of lycanthrope.)

The material component is a pinch of silver dust.

DeGras's Pilfering Fingers (Alteration)

Range: 0

Components: V, S

Duration: 1 turn/experience level

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

(continued from page 84)

4th Level

confusion	sow the seeds of mindloss
fear	terror's long curse
fumble	hex of clumsiness
ice storm	icy torrent of pain
plant growth	sorcerous nurturing
shout	whisper of doom
stoneskin	bladebane
wall of fire	flame's defense
wall of ice	frost's palisade

5th Level

animate dead	dance of bones
passwall	leap the barrier
telekinesis	mind over matter
teleport	wizard's long stride
wall of force	mystical barrier

6th Level

death spell	death's long sleep
true seeing	lifting the veil

7th Level

power word, stun	spoken strike
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8th Level

clone	mirrorbirth
mind blank	vast silence of thought
permanency	cheat the edicts of time
power word, blind	syllables of sight's end

9th Level

power word, kill	life's last utterance
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Glantrian spell names don't always make perfect sense, but they do always sound good. Encourage players to make up their own Glantrian versions of other common wizard spell names.

The multiclassed wizard/thief Allistair DeGras came up with his *pilfering fingers* spell so his magic could better aid his other talents. Casting the spell lets a wizard add 5% per experience level to the chance of success of any one thieving skill, chosen at the time of casting. This bonus applies to all attempts to use the skill during the spell's duration. If the caster has no thieving skill bonuses (perhaps the caster is not a rogue), use a -10% as the character's base chance for any skill (with no Dexterity modifier).

One drawback to this spell: While it's in effect, the wizard can cast no new spells. (Other actions are possible.)

Finery and Freshness (Abjuration)

Range: Touch

Components: V, S

Duration: 1 day/experience level

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: None

Using *finery and freshness*, wizards (or their targets) can resist dirt, blood, sweat, and other undesirable substances that otherwise would soil their persons or clothing. Although this spell in no way protects characters from damage (due to acid, disease, etc.), it keeps them looking good. It preserves metal items from rust and tarnish and keeps clothing from tearing or wearing thin.

Aristocratic wizards developed *finery and freshness* to keep an appearance of nobility even while fighting or traveling. Hopeful adventurers at the Great School learn this spell "to maintain standards of decorum."

3rd-Level Spells

Brannart's Acidic Grip (Evocation)

Range: 0

Components: V, S

Duration: 1 round/experience level

Casting Time: 3

Area of Effect: The caster's hand

Saving Throw: None

Brannart McGregor developed an *acidic grip* spell that coats a caster's hand with a highly potent acid. Fortunately, the caster remains immune to the effects of this acid (and only this acid) for the spell's duration. Any creature the wizard touches suffers damage: Roll 1d6 and divide the result in half, then add 1 point per level of the caster. Victims sustain this damage each round of exposure; those the caster grabs and holds suffer damage until they break free.

The caster can use *Brannart's acidic grip* to destroy inanimate material; it burns a hand-sized hole through 2 inches of wood or 1 inch of metal in a single round. Magical materials remain immune to the effects of this acidic touch.

Callistram's Canal Conveyance (Conjuration/Summoning)

Range: 25 feet

Components: V, S, M

Duration: 1 hour/experience level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Callistram, a mage who spent years researching a spell to conjure a magical gondola, must have cared only for prestige and appearance—his *canal conveyance* does not seem very useful, considering the substantial power required to cast it. The spell creates a small wooden gondola like so many



Aalbanese wizard Roth Wintergard commissioned a series of paintings to depict the most illustrious moments of his

others in Glantri City. At 12 feet long by 4 feet wide, the boat holds three to four passengers plus a (nonmagical) gondolier. Its enchanted nature causes the craft to glow with a glittering radiance most cultures would find ostentatious.

The virtually indestructible conjured gondola moves through water so smoothly that even one with the meager strength of an *unseen servant* can pole the craft easily through the canals of the capital. The small rudderless boat proves far too light to use in any body of water larger than a small pond or a calm canal. It is propelled only by a 12-foot pole (which this spell creates with the gondola).

Material components are a bit of wood and thatch.

Cloak Against All Peril (Abjuration)

Range: 0

Components: V, S

Duration: Special

Casting Time: 3

Area of Effect: The caster

Saving Throw: None

Cloak against all peril creates an invisible energy shield to absorb damage from all attacks against the caster. The cloak absorbs 3d4 points of damage plus 1 point per experience level of the caster. It can deflect damage from a single attack or from a number of successive attacks, although the spell



life. Here, in No. 13 of 25, he blasts a *spout of scalding wrath* while defending his castle against foolish brigands.

has a maximum duration of only 1 round per level of the caster. The cloak dissipates when this duration lapses or when it has absorbed all the damage it can. This spell cannot heal damage inflicted before casting.

Landscape of Spell Lore (Divination)

Range: 25-foot radius

Components: V, S

Duration: 1 round/experience level

Casting Time: 3

Area of Effect: The caster

Saving Throw: None

Wizards who cast *landscape of spell lore* on themselves instantly become aware of all spells as they are being cast in a 25-foot radius around them, as well as the nature of this magic: general effects of a spell being cast, level of the spell, whether its power originated from a magical item, etc.

Characters can tell the minute another wizard in the area of effect begins casting a spell, allowing them to react before the new spell takes effect. (Its effect may take place outside the 25-foot radius, but the caster must remain within this area to be detected.) *Landscape of spell lore* does not inform casters of magic that took effect before its casting.

Spout of Scalding Wrath (Evocation)

Range: 10 feet/experience level

Components: V, S, M

Duration: Instantaneous

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Half damage

Holding out a hand palm forward, a wizard casting *spout of scalding wrath* projects a high-pressure stream of boiling water at a single target within range. The caster must make a successful attack roll with a +2 bonus to aim the blast. If struck, a victim suffers 2d6 points of impact damage plus 1d6 points of heat damage for each experience level of the caster (up to 10d6 points of heat damage). Victims must roll two saving throws: one to resist the impact and one to resist the heat. Both saves cut the spell's damage in half.

This relatively new spell is quickly becoming popular among powerful wizards in Glantri who appreciate its effectiveness in one-on-one magical confrontations.

The material component is at least 1 oz. of fresh water.

Torrent of Death (Evocation)

Range: 60 yards + 10 yards/experience level

Components: V, S

Duration: Instantaneous

Casting Time: 3

Area of Effect: 1 or more creatures in a 10-foot cube

Saving Throw: None

In a never-ending attempt to increase their power, the wizards of Glantri have created more powerful versions of some common spells. *Torrent of death* was the first. This spell functions as the normal 1st-level wizard spell *magic missile*, except that it can generate up to 10 missiles, not just five. (Wizards gain one missile every two experience levels past 1st level, just as in the original spell.) Casters below 11th level (the point at which they would have six missiles at their disposal) find this spell identical to *magic missile*.

4th-Level Spells

Counterspell Immunity (Abjuration)

Range: Touch

Components: Special

Duration: Special

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: None

A character (or other creature) enchanted with *counterspell immunity* becomes immune to the effects of one specific spell. At the time of casting, a wizard speaks the name of the spell to counter; the spellcaster must know it or have it in a spellbook or scroll. *Counterspell immunity* uses the material components of the spell it counters (if any).

This spell lasts 1d6 rounds, plus one round per level of the caster. However, this duration does not begin until after the spell has been activated—in other words, when the spell to counter has been cast on the target. A countered spell has a percentage chance equal to the *counterspell immunity* caster's level of reflecting back upon its caster. (Only area of effect spells carry no chance of reflection.)

For example, consider Hurreck the warrior. His friend Lyrra, an 11th-level mage, has cast *counterspell immunity* on him to protect him from *hold person*. When the evil Zrral

casts *hold person* upon Hurreck, his spell automatically fails. Plus, Zrral faces an 11% chance that his own *hold person* spell will reflect back upon him!

Eluding the Death Blow (Abjuration, Alteration)

Reversible

Range: 10 feet/experience level

Components: S

Duration: 1 round

Casting Time: 1

Area of Effect: 10-foot cube/experience level

Saving Throw: None

On the round that a wizard casts *eluding the death blow*, or on the following round (caster's choice), the character may select any melee strike(s) in the area of effect and make them miss. Both weapons and natural attacks (claws, teeth, etc.) appear to be knocked aside by an unseen force. While wizards use this spell mostly for personal defense, clever spellcasters do not overlook its battlefield application. One or two castings of this effective abjuration can turn the tide of a small battle.

The reverse of this spell, *strike of doom*, has the same range and area of effect as *eluding the death blow*, but all melee strikes selected in the area receive a +4 bonus to attack and damage rolls.



Two wizards, having never encountered *Jaggar's strengthened bastion*, argue about why their spells failed to open the rune-inscribed door before them. Their faithful man-at-

arms, Klaud Smalt, painted the scene after the unlucky threesome returned home. They never did discover what lay behind the mysterious door.

Everpresent Record (Conjuration/Summoning)

Range: 15 feet

Components: S

Duration: 1 day/experience level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

Everpresent record resembles the 1st-level wizard spell *spell transcription* (page 83), except that a character can cast it on another; a magical quill pen appears beside the caster and begins writing all the target says. Once the spell is cast, the target can travel any distance away from the quill, and it will continue to transcribe. Only a successful *dispel magic* or *wish* spell will halt the writing.

Vain wizards use this spell on themselves to record all their words for posterity. A more useful application, however, is to cast it covertly on an enemy to learn secret information.

This spell can become costly over time. The wizard must provide 100 sheets of parchment and a bottle of ink for each day the spell will last. The enchantment makes ordinary ink on the record permanent and the parchment extremely resistant to damage (+8 bonus to all saving throws).

Warding Against Subtle Enchantment

(Abjuration, Enchantment/Charm)

Range: Touch

Components: V, S

Duration: Special

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: Negates effects

Warding against subtle enchantment is a contingency wizards can place upon themselves, their allies, or their servants. When *charm*, *domination*, *command*, *question*, or similar mind-control magic is cast upon the target, this spell automatically becomes activated. It overrides the mind-control magic by ordering the target to carry out a specific predetermined action, such as: "Attack the caster of the controlling spell placed upon you," or "Flee with all speed."

The caster may choose to have the *warding against subtle enchantment* take effect only if the target receives a certain magical command while under the influence of mind-control magic. For example, a wizard could cast a *warding* upon a personal bodyguard. If the bodyguard ever is magically compelled to reveal the location of the master's secret lair, the *warding* ensures that the character instead offers directions to, say, a dragon's lair or deadly trap. In all other respects, the ensorcelled character obeys the enemy spellcaster, thereby making the lie more believable.

5th-Level Spells

Jaggar's Strengthened Bastion

(Abjuration, Enchantment/Charm)

Range: Touch

Components: V, S, M

Duration: 1 hour/experience level

Casting Time: 1 round

Area of Effect: 100 cubic feet/experience level

Saving Throw: None

Prince Jaggar designed his *strengthened bastion* spell to fortify his castle in wartime. It makes an inanimate object(s) resistant to magic, giving the target(s) a saving throw against spells that normally allow none. This spell also proves effective when cast on portions of a wall, a door, or similar area. *Jaggar's strengthened bastion* offers a saving throw vs. *knock*, *dig*, *avoidance*, *distance distortion*, *passwall*, *transmute rock to mud*, *glasse*, *move earth*, *stone to flesh*, *vanish*, *glassteel*, *crystalbrittle*, and other spells that affect objects. The target object(s) makes a saving throw based on the caster's level. Wizards can make their fortresses virtually impregnable by using this spell with a *permanency* spell.

The material component is a piece of chalk the wizard uses to inscribe a small magical symbol on target objects. The marking immediately disappears, visible only via *true sight*, *a gem of seeing*, or similar magic.

Lapis Bonds (Evocation)

Range: 30 feet

Components: V, S, M

Duration: 1 turn + 1 round/experience level

Casting Time: 5

Area of Effect: 10-foot radius

Saving Throw: Negates effects

With *lapis bonds*, a wizard conjures blue rings of magical energy that encircle creatures or objects. A caster can create one ring for every five experience levels. While the wizard dictates the size of these magical rings upon casting the spell, they cannot exceed a radius of 1 foot per level. Creatures the caster wishes to bind in the rings may make saving throws (modified by the defensive adjustment from the character's Dexterity score) to avoid them. Targets must be together within a 10-foot radius sphere.

Once created, these azure rings stay fixed in space. They remain immune to all forces, including gravity. Nothing short of a *wish* can cause them to change size or position, although they can be *dispelled*. A ring that tightly encircles even one leg or arm pins the character to the spot (though targets can move the rest of their bodies normally). The caster can try to place the rings so that they completely bind a target's legs or arms, but targets then receive a +1 bonus to

their saving throws. Note, however, that wizards creating multiple rings can cast them all on a single target, requiring that target to make multiple saving throws.

Spellcasters do not have to create *lapis bonds* around something; when a creature successfully avoids a ring, the bond still appears. Their immobility makes the bonds useful for anchoring ropes or aiding in climbing.

The material component is one silver ring worth at least 10 gp for every ring to be created.

Magic Defiance Undone (Alteration)

Range: 0

Components: V, S, M

Duration: 1 round

Casting Time: 5

Area of Effect: Special

Saving Throw: None

Magic defiance undone can make another wizard spell more potent: It pierces magic resistance and other abjurations that shield a target from spells. It even helps a wizard overcome creatures with effective saving throws against spells. Casting *magic defiance undone* wraps the spell a wizard casts the next round in its enchantment. Targets must then make *two* magic resistance checks to resist the offensive spell, then roll a saving throw for each check that fails.

For example, if Therdillion the Invoker casts *magic defiance undone* with a *disintegrate* spell at a creature from the outer planes with 50% magic resistance, the DM must roll twice to see if its magic resistance proves effective. If either roll fails, the spell gets through, forcing the creature to make a saving throw. If both magic resistance rolls fail to resist the spell, the creature must make two saving throws. Should it fail either one, the creature is *disintegrated*.

Spells such as *anti-magic shell*, *spell turning*, *spell immunity*, etc. function only 50% of the time +1% per level of the caster vs. a spell cast with *magic defiance undone*.

The material component is a small iron spike or knife.

Morphail's Unholy Blessing (Necromancy, Abjuration)

Range: 50 feet

Components: V, S

Duration: 1 day/experience level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

With clerics allowed in Glantri again, the evil Prince Morphail—a powerful vampire—created an *unholy blessing* to protect himself and his undead servants from priestly powers. This spell affects 1 Hit Die of undead creatures per experience level of the caster. When a cleric or paladin attempts to turn a creature so affected, the target undead may

make a saving throw to resist, based on the level of the wizard who cast *Morphail's unholy blessing*. Undead that fail this saving throw find themselves affected normally.

Pluck a Petal of Spellflower (Alteration)

Range: Touch

Components: S, M

Duration: Special

Casting Time: 5

Area of Effect: 1 spellcaster

Saving Throw: Negates effects



Zaffer the Blue, in typical Glantrian fashion, not only wants to immobilize his foe, but impress him as well. The fact that he has managed to snare all four of this ogre's limbs indi-

After casting *pluck a petal of spellflower*, a wizard can rob another spellcaster of one memorized spell. To use this enchantment, the caster must touch the target, who then may make a saving throw to resist it. The spell can steal only memorized spells from a target; special abilities, inherent powers, etc. cannot be "stolen."

Touching the victim, the caster can choose to name the exact spell to steal. Wizards that do not know the spell's name (or whether the victim has memorized it) can attempt to steal any spell of a certain spell level or a spell from a random spell level. If the target has no memorized spell of the specified name or level, the attempted theft fails. *Pluck a petal of spellflower* does not indicate to the caster what spells—or even what spell levels—a target has

memorized. Characters should clear up these points before casting.

Wizards must be able to cast the specific spells (or spell levels) they intend to pluck from victims' memories. But, casters seeking a spell at random can steal any one, regardless of spell level, as determined by a die roll. (As DM, you should assign a numerical value to each spell the target currently has memorized.) The only restriction is that spells from the school of a specialist wizard can be stolen only by another wizard of that school. Specialists can never steal spells of an opposing school from any wizard.



vidually shows his exceptional skill at the spell *lapis bonds*. At first, Zaffer merely enjoyed the color of this spell's effect. Now it has become his specialty.

Stealing a spell wipes it completely from the mind of the victim, just as if the character had cast and forgotten it. (Victims don't know they've been robbed unless they sense the theft through magical means.) Casters then add the spell to their memorized assortments, to use as desired with only normal restrictions (material components, etc.).

The material component, a gem worth at least 100 gp, is not consumed until the wizard casts the stolen spell. During the intervening time, however, the caster must always keep the gem within 5 feet or lose the stolen spell.

The wizard who created *pluck a petal of spellflower*, a frustrated poet, never could abandon his literary ambitions. Glantrians wisely think more of his spell than his poetry.

6th-Level Spells

Breach the Beast's Defenses (Alteration)

Range: 50 feet

Components: V, S, M

Duration: 1 round/experience level

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Negates effects

The bane of magical creatures, *breach the beast's defenses* temporarily drains the magic of a creature otherwise immune to normal weapons. Once drained of its magical protection, the creature will find that nonmagical weapons can damage it and that its Armor Class has risen 2 points (thereby making it easier to hit), to a maximum of AC 10.

Under this insidious spell's power, wraiths become more tangible, iron golems soften a bit, and lycanthropes must fear more than silver weapons. More powerful than *magical defiance undone*, *breach the beast's defenses* instantly drains *all* a creature's magical defenses, whether it normally would suffer damage only from +1 or better magical weapons or from +3 or better weapons. Wizards under the effects of a *wraithform* spell also fall to this spell's effects.

The material components are one marble-sized ball of iron and one of glass.

Cleave the Magical Union (Alteration)

Range: 100 feet

Components: V, S

Duration: Permanent

Casting Time: 6

Area of Effect: 1 magical item and its owner

Saving Throw: Negates effects

A much more powerful version of *wandbane*, *cleave the magical union* affects a magical item and its owner, forever preventing the item from functioning for that character. The item must be in the owner's possession at the time of casting. If the owner fails a saving throw, the item ceases to function for that particular user. A warrior cannot wield a magical sword, wands no longer cast spells, rings become inert. In fact, these items become physically repelled by their owners. (For example, a wand will fly from a character's grip.)

A character can remove this effect by casting a separate, successful *dispel magic* spell on both the item and the owner. Artifacts are not subject to this spell.

Seek the Traveler (Divination)

Range: Unlimited

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: 100-foot radius from caster

Saving Throw: None

A caster must cast *seek the traveler* within one round of another's *teleport* spell and within 100 feet of the teleporter's last position. If the character meets these conditions, *seek the traveler* will do one of two things: reveal the teleporter's exact destination (in relation to the caster's current position) or instantly *teleport* the caster to that destination, regardless of distance. Note, however, that casters who choose the second option have no forewarning of where they are going. At the time of casting, a character must decide whether to merely seek the teleporter's destination—or to follow.

Wall with No Doors (Abjuration)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1,000 cubic feet/experience level

Saving Throw: None

Wall with no doors prevents the creation of magical means of transport (both entrances and exits) in the area of effect. Within this area, summoning spells such as *monster summoning* (I to VII), *gate*, *conjure elemental*, etc. will not function. In addition, characters find it impossible to transport in or out via *dimension door*, *teleport*, *shadow walk*, *plane shift*, or similar spells. This ward even prevents the use of *spelldoor* (page 93) in or out of the area of effect. Spells that create or facilitate physical means of egress—such as *passwall*, *knock*, or *disintegrate*—function normally.

7th-Level Spells

Amplify Mystical Endeavors (Alteration)

Range: 0

Components: V, S, M

Duration: 1 round

Casting Time: 7

Area of Effect: Special

Saving Throw: Special

For best results, wizards should cast *amplify mystical endeavors* the round before casting a spell that targets a single creature. Casting this spell intensifies the power of the second spell so it potentially will affect two targets rather than one.

The targets must be within 25 feet of each other and remain subject to all the stipulations of the spell as if the wizard had cast it normally (range, Hit Dice affected, etc.). So, *amplify mystical endeavors* allows a caster to affect two creatures with a *disintegrate* spell, a *stoneskin* spell, or *acid arrow**. It has no affect over spells such as *interposing hand**, *wall of ice*, *sleep*, *fireball* or other spells that either do not directly affect a creature or have more than one target.

The material component is a thin glass rod, 3 to 4 inches long. The wizard snaps it in half when casting the spell.

Consume the Wealth of Wisdom

(Alteration, Divination)

Range: 0

Components: V, S

Duration: 1 turn + 1 round/experience level

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

The powerful *consume the wealth of wisdom* spell proves useful to wizards needing information quickly. It allows them to absorb instantly the contents of a book, scroll, or similar medium for written knowledge. Such information can be absorbed at a rate of one book per round. The drawback? The spellpower that allows a wizard to absorb information so quickly destroys the book (or other record) in the process. Nothing short of a *wish* will restore the consumed writing.

Consume the wealth of wisdom will not help characters memorize spells; magical books, tomes, librums, etc. remain unaffected by its power. Nor does the enchantment enable casters to gain nonweapon (or weapon) proficiencies they are not entitled to by their normal advancement in level—the quick consumption of information cannot take the place of practice to gain skill. Wizards do not have perfect recall of the facts they learn via this spell; the knowledge they gain proves as subject to memory loss, fact distortion, and misremembering as information learned normally.

Guardian Mantle (Abjuration/Invocation)

Range: 0

Components: V, S, M

Duration: 1 turn + 1 round/experience level

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

Guardian mantle creates a blanket of translucent bluish energy that encases the caster's body as protection from melee and missile attacks. Anyone attempting to attack the caster must roll a successful saving throw vs. spell at a -4 penalty or find the attack foiled by the *mantle*. Attackers



A pacifist wizard, Desiree d'Amont employs defensive spells such as *guardian mantle* rather than offensive ones to

protect herself and her valuable gold jewelry from these roving orc bandits.

using magical weapons may add the weapon bonuses to the saving throw. Maintaining this defensive enchantment requires no concentration on the part of the caster, who can cast spells or choose to ignore attackers. *Guardian mantle* does not affect spells or spell-like powers and cannot be made subject to *permanency*.

The material components are a piece of blue velvet and a gem of at least 500 gp value.

Spelldoor (Alteration)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

A very powerful variation on the 5th-level *teleport* spell, *spelldoor* transports not people or objects, but a spell's effects. Casting *spelldoor* instantly conveys the caster's next spell to the location specified during *spelldoor*'s casting. The transported spell's effects unfold normally at its area of arrival. For example, wizards can send a *fireball* through a *spelldoor* to an enemy's fortress or a *detect magic* spell to a spot they plan to *teleport* to. But note that wizards cannot send a spell to a place they've never been.

Spelldoor does not modify a spell's effect—only its range. And, note that the wizard must transport the *entire* effect—a *chain lightning* bolt cannot affect two targets within range of the caster and then travel through a *spelldoor* to far targets. Only ranged spells can be sent via this spell, not those with Range: 0 or Touch. This method of transport has the same probability of sending a spell exactly where the caster desires as a normal *teleport* spell's chance of success.

The material component, worth about 5 gp, is a bronze ring exactly 1 inch in diameter.

8th-Level Spells

Grasp the Magic Since Used (Alteration)

Range: 100 feet

Component: V

Duration: Instantaneous

Casting Time: 1

Area of Effect: Special

Saving Throw: Negates effects

Within one round of another's *teleport* spell, a caster can use *grasp the magic since used* to bring the teleporter right back. The caster must remain within 100 feet of the teleporter's original location.

This more demanding version of *seek the traveler* works on objects teleported via *instant summons** or through a *succor* spell, but not on those that have passed through a *dimension door* or other magical portal (a *cubic gate*, etc.).

9th-Level Spells

A Summons One Dares Not Deny

(Conjuration/Summoning)

Range: 100 miles

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: Special

Saving Throw: Negates effects

A *summons one dares not deny* resembles the 9th-level wizard spell *succor* in that it can summon another being to the caster's presence. Unlike *succor*, however, this spell brings unwilling characters from up to 100 miles away. Casters must have an item the desired target has touched within the last week. They also must know the target's name and have a detailed idea of what that character looks like.

Targets that miss their saving throws find themselves and the equipment they're carrying transported into the caster's presence. The spell is not exact enough for casters to control precisely where a target appears, though. For example, a wizard standing near a fire pit cannot summon a being into the pit—unless the caster was in there too, and the pit was larger than 20 feet across. Likewise, casters can't call targets into shackles, etc.

If the desired target of this spell does not appear (out of range, invalid material components, etc.), the wizard risks a 50% chance of accidentally summoning a random creature from another plane instead. Not surprisingly, this creature will be immediately hostile to the caster.

The material component is an item the target has touched, as mentioned above.

Pierce Any Shield (Alteration)

Range: 0

Components: V, S, M

Duration: 1 round

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

A more powerful version of *magic defiance undone*, *pierce any shield* also must come one round before an offensive spell. The spell cast immediately after *pierce any shield* cannot be stopped by magic resistance, spell turning, *anti-magic shell*, *counterspell immunity*, magical items that absorb spells, or any other means. The only defense for the target of this spell is a saving throw, if the spell in question allows one. Even then, such rolls suffer a -5 penalty to resist a spell cast with *pierce any shield*.

The material component is a silver spike or knife.

Sathrath's Ingenious Method of Instantaneous Recollection of Dweomers and Enchantments (Alteration)

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

Intended to have the longest name of any Glantrian spell, *Sathrath's ingenious method* . . . allows wizards to replace spells they currently have memorized with others of the same level from their spellbooks. Spells already cast cannot be replaced. Those who know this spell (and just learning its name proves a challenge) usually can feel safe memorizing whatever spells they want. After all, if those spells seem inappropriate for a situation that develops, the characters can change them. For example, if a wizard planning to study all day memorizes *read magic*, *consume the wealth of wisdom*, and similar spells, then comes under attack by an invisible stalker, the wizard can change these spells to a more appropriate offensive and defensive selection.

Unfortunately, this notion cannot save wizards all the time. Sathrath himself, one of the most self-important figures ever to teach at the Great School, recently fell 100 feet to his death from the roof of his tower—presumably while trying to obtain *fly*. Some former students were disciplined for snickering over the tragedy (theorizing that Sathrath's "ingenious method" wasn't "instantaneous" enough).

Don't let players take too much time reselecting spells. After all, wizards must come up with changes very quickly.

Magical Items and Artifacts

The next section features brief descriptions of magical items unique to Glantri, followed by an overview of known artifacts. Though some of these items and artifacts can be found elsewhere in the Known World, the secrets of their creation lie only within the Great School of Magic or on some Glantrian wizard's dusty bookshelf. Unless stated otherwise, characters of any class may use these items and artifacts.

Wands and Staves

Staff Ablaze: First used by wizards specializing in the Secret Craft of Fire Elementalism, the *staff ablaze* can sheathe itself in flames. Those who wield one remain immune to these flames as well as nonmagical ones, but still suffer damage from magical fire. In combat, this staff offers no bonus to attack rolls, but it delivers an extra 3 points of damage when it strikes, due to its flames. (Creatures immune to fire resist this additional damage, too.) Only wizards can use this item. XP value: 4,000.

Windwand: Another item whose origin lies in the Craft of Elementalism, the *windwand* has two separate functions. Each requires a charge from the wand's reservoir of 1d10+10 charges. First, the item can create an *airshield*—a mass of swirling, churning air measuring about 3 feet x 3 feet x 1 foot. This shield protects a character against attacks from the front only as a normal shield, improving Armor Class by -1 grade. It proves particularly useful against missile attacks, improving AC by -3 grades vs. all lightweight missiles (arrows, bolts, stones, etc., but not heavy spears, thrown boulders, etc.). An airshield also gives the user a +1 bonus to all saving throws vs. breath weapon and against airborne spells such as *stinking cloud*, *death cloud*, etc. An airshield lasts one turn plus 1d6 rounds.

As its second function, a *windwand* blows a concentrated gust of air called a *windblast*. This blast inflicts 3d6 points of damage on a single target (a successful saving throw halves damage) and requires a Strength-based ability check to keep the target from being knocked backward 6 inches per point of damage suffered. At maximum damage, a windblast can knock a target back 9 feet!

While the creators of *windwands* intended them only for wizards, priests can wield them as well. XP value: 4,500.

Rings

Invoker's Ring: This powerful ring, a prize sought by virtually every wizard, once a day allows one Evocation spell cast by the wearer to have maximum effectiveness. For instance, a *fireball* inflicts maximum damage, a *shout* spell deafens its targets for a full 12 rounds, and an *incendiary cloud* lasts for the longest possible duration (and also inflicts maximum damage). If the spell has no variable, such as with a *web* spell, targeted creatures resist the spell at a -1 penalty on their saving throws. An *invoker's ring* does not enable wearers to cast spells normally unavailable to them; it only magnifies a spell the wearer can cast already. Only wizards can use this ring. XP value: 4,000.

Ring of Blissful Slumber: Created by the members of the Craft of Dream Magic, this ring allows the wearer to experience a restful, peaceful night's sleep even under normal distractions (storms, voices nearby, movement). The ring also gives a +4 saving throw bonus vs. magic cast on sleeping characters (such as *dream* and its reverse, *nightmare*). However, the wearer always awakens in the event of life-threatening situations. Although wizards tend to use the ring to gain the rest they need for spell memorization, other character classes enjoy the protection the item gives them from danger. XP value: 2,000.

Weapons

Boneblade: This *knife* +2, made entirely of bone, remains as sharp and durable as steel. Made by the disciples of the Secret Craft of Necromancy, *boneblades* prove useful to any wizard able to cast necromantic spells. They allow wielders to memorize one spell from the Necromancy school that they normally cannot cast (due to level, knowledge of the spell, etc.), in addition to their normal memorization limits and the extra spells specialist wizards receive. XP value: 3,500.

Common Uses of Magic

In a realm where wizards are common, magic creates certain conveniences that do not exist elsewhere. The following samples should give you, the DM, a feel for the "Glantrian" way of doing things.

Transportation

With the common use of *mount, fly, teleport, floating disc*, and other spells, transporting people and objects seems a simple matter. Although most Glantrians still walk or use normal horses and carts, a traveler approaching Glantri City finds the air filled with *levitating mages*, *carpets of flying*, winged steeds, and other unique sights. The canals of the capital contain as many magical craft (some of the largest powered by water elementals) as mundane.

Wizards of Glantri communicate through *sendings* and messages delivered by magical couriers or *teleportation*. Princes, nobles, and government officials especially use magical means to make their reports and carry out their duties.

Construction Projects

Spells like *dig, move earth*, and *transmute rock to mud* (and its reverse) help workers create underground complexes, mountain passes, etc. *Wall of stone, wall of iron, fabricate, glassteel, major creation*, and other spells facilitate building. Many structures have *permanent passwall, guards and wards, alarm, teleport, wall of fire*, and such spells operating in various areas. *Permanent illusions* of curious objects and beautiful scenes also prove popular.

At least one building in the capital is actually a magical item: *Daern's instant fortress*. Glantri also holds two known *permanent magnificent mansions**: One lies deep within a canal, and the other stands in a column of ever-burning fire (actually a *permanent illusion*).

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Climate Control

The Grand Master of Weather maintains favorable climes around Glantri City. Using *control weather*, this wizard makes sure a moderate amount of precipitation falls, yet ensures that holidays always have appropriately pleasant weather. The grand master also can create rain to put out fires.

Buildings often regulate temperature magically; some large structures are heated in winter by imprisoned fire elementals.

Lighting

Continual light spells, cast upon globes that stay covered by day, brighten the canals and walkways of Glantri City at night. Visitors will note that most areas of Glantri City actually could use more lights but, as many residents like the dimness and shadows, these magical lamps seem fairly sparse.

Folks light building interiors with similar globes—even most peasants can afford such things.

Food and Water

Many buildings in Glantri City and homes of nobles throughout the land have indoor plumbing and running water, thanks to a system of magically maintained pipes.

Food stays fresh in ice brought down from Boldavia. A special spell known there preserves this ice, making it virtually permanent.

Waste

Around A.C. 1000, workers dug pits throughout Glantri City—*charmed* black puddings inside disposed of trash. (Many of these pits still operate!)

Ethereal Ravager: The blade of this long sword, translucent and completely insubstantial, makes it useless as a weapon against physical foes. Against ethereal or noncorporeal foes, however, it not only allows a chance for a successful attack, but it offers a +4 bonus to attack and damage rolls. *Ethereal ravagers* inflict 2d6 points of damage on targets of any size. XP value: 3,000.

Priestslayer: The secret to making a magical anticleric blade, discovered years ago when practicing clerical magic was still a crime, remains known only in Glantri. This weapon has no magical bonus, but when used against a priest (or paladin), it inflicts double normal damage and acts like a *vorpal sword*. (See the *DUNGEON MASTER Guide*, **Appendix 3: Magical Item Descriptions**.) It also detects the presence of clerical magic within 60 feet with a tell-tale glow. XP value: 1,000.

Armor

Drakeshield: This medium-sized, round *shield* +1 has a snakelike gilding around its edges. In the center, peering out from a large, black circle, one can faintly see what appears to be two glowing dragon eyes. Once a day, the user of this shield can call upon its power, drawing a spectral dragon's claw out from the black circle to attack foes within 10 feet of the user. Each shield's creator has attuned it magically to a particular age category and type of dragon, and the claw inflicts damage appropriate to that dragon type.

About 10% of these shields are *greater drakeshields*, which have the above power and also can emit a dragon's roar three times a day, which causes fear just as the associated dragon would. XP value: 1,500 (*greater drakeshield*: 2,500).

Miscellaneous Magical Items

Bead of Potion Enquiry: This half-inch diameter clear glass bead is usable by any class. When dropped into a magical potion, it changes color as a clue to the potion's power. The bead's color corresponds to a general type of magical ability:

Clear	No power.
Blue	Healing.
Black	Poison.
Red	Physical alteration such as <i>polymorph</i> , <i>diminution</i> , <i>growth</i> , <i>gaseous form</i> , etc.
Green	Movement related, such as <i>flying</i> , <i>levitation</i> , <i>speed</i> .
Gray	Any <i>oil</i> .
Purple	Any <i>philter</i> .
Yellow	Any <i>control</i> potion.
Orange	Mental power conference, such as <i>ESP</i> , <i>clairvoyance</i> , or <i>clairaudience</i> .
White	Protective, such as <i>fire resistance</i> , <i>invulnerability</i> .
Brown	Combat related, such as <i>heroism</i> , <i>giant strength</i> , <i>fire breath</i> , etc.
Pink	Miscellaneous ability conference, such as <i>climbing</i> , <i>ventriloquism</i> , etc.
Gold	<i>Treasure finding</i> .
Silver	<i>Longevity</i> .

Potions that fit into two of the above categories cause the bead to swirl with the two appropriate colors. For example, *oil of acid resistance*, as both an oil and protective, would make the bead a swirl of gray and white. The bead can be reused as often as desired. XP value: 2,000.

Earthglove: Fashioned for the disciples of the Secret Craft of Earth Elementalism, the *earthglove* offers limited control over earth and stone. Once a day, a wizard can use this leather glove to cause a hill-giant-sized hand and lower arm to form from existing stone or earth within 25 feet of the wearer. This hand mimics the action of the glove—grasping, striking, blocking, etc.—as the wearer wills, although maintaining the giant hand requires full concentration.

The hand has the strength of a hill giant, with a THACO of 9, inflicting 1d6+7 points of damage when it strikes in combat. Though rooted to one spot, the hand remains animated up to 10 rounds or until the *earthglove*'s wearer stops concentrating.

Some say that wizards of other Elemental crafts have constructed similar gloves to create hands of water, fire, etc. A *waterglove*, for instance—much rarer than an *earthglove*—would operate in exactly the same way. XP value: 1,500.

Fabled Scrollcase of Everchantment: Again, Glantrian wizards have produced an item whose poetic name overstates its function. When this case—a silver tube with a silver stopper connected by a thin chain—stores a magical spell scroll for 24 hours, a character can read and use the scroll's spells twice! However, despite the misleading name, the scrollcase works only once on a given scroll. And, eager wizards, beware: 1% of these scrollcases malfunction, taking on a curse to erase any scroll placed within. If detected, a *fabled scrollcase* gives off an aura of magic. XP value: 1,000

Mask of Aqueous Sight: This mask, made entirely of glass, has a smooth and featureless surface. It fits tightly to completely cover the face, granting a wearer the ability to see 100 feet underwater, regardless of lighting conditions, water clarity, etc. Wearers immersed in a liquid other than water can see only as far as 25 feet. XP value: 1,000.

Scourge of Wizardry: One of these feared items can render a wizard completely powerless instantly. Each of these small (1 inch diameter) glass globes seems to contain a ball of reddish light. When the wielder of a *scourge* shatters the glass, the reddish glow released expands into a sphere 50 feet in diameter. Much like an *anti-magic shell*, this glow prevents all magic from functioning inside it: Spells, magical items, and spell-like effects all fail.

One target within the radius (chosen by the item's user) must make a saving throw vs. spell or find the globe's effect stays centered upon him or her, moving right along with that character. If the target makes a successful saving throw, the glow does not move. Either way, the effect lasts 1d4 turns. Usually found in groups of 1d6, the globes can be used only once. XP value: 750.

Terrent's Glass of Great Insight: This piece of frosted glass a quarter-inch thick measures about 6 inches × 4 inches and has a thin frame of gold around its edge. The glass's power becomes apparent when a character brings it within the area of effect of an active spell. The glass will display, in the language of Crown-guard, the name of the spell's caster. Obviously, for the item to work, the spell must target an area rather than one creature and have a duration (or, not be instantaneous). Some 10% of the devices also describe the caster's current location in up to a dozen words. Only wizards can use this glass. XP value: 750.

Known Artifacts

The great power or ancient origin of some items qualify them as artifacts. All of these artifacts are found in Glantri or otherwise have ties to its past.

Donnard's Doom: This iron gauntlet is probably the most powerful artifact to come out of Glantri that has nothing directly to do with the Radiance. It has been lost since the days of the Flaemish wars with the Ethengarians. The artifact's original name is unknown, so people now name it in honor of Donnard, a wizard/archeologist of House Crown-guard who met his doom seeking this gauntlet.

According to legend, the tarnished glove bears many arcane runes and symbols. A wearer focusing concentrated attention on a particular scene can wield incredible control over monumental events, sages whisper. For example, a wearer standing atop a hill watching a battle can use the power of the gauntlet to turn the tide of the battle. Likewise, a terrible monster invading the wearer's kingdom could find itself swallowed up by the earth thanks to the glove's power.

In effect, this artifact gives its wearer the power of a *wish* spell. The only limitation is that the wearer can only "wish" to alter events of a monumental nature (as defined by the DM). Therefore, the gauntlet cannot cause the death of an enemy asleep in bed or give the wearer great wealth.

Furthermore, the user cannot dictate *how* the gauntlet will produce a desired end. A wearer might concentrate, hoping for a way to stop the orcish horde attacking the castle gates, but what actually stops them—be it a meteor from the heavens or the sudden appearance of a catoblepas—remains up to the Dungeon Master.

It takes a full hour of complete, uninterrupted concentration to affect events with the gauntlet. After this grueling hour, the user must rest for 24 hours. Worse, each use drains a level of experience and exacts a cumulative 5% chance of driving the character fiendishly insane. Such characters, under the DM's control until cured, almost certainly will continue using the gauntlet to achieve whatever demented ends occur to them.

Infernal Five-Handed Wand: This strange item consists of a sphere 1 foot in diameter made of hammered bronze. Radiating from the sphere in a single plane are five 3-foot-long wandlike projections of black iron. To use the artifact correctly, five individuals each must grasp a different projection and speak the command word in unison (a word of such length that uttering it takes a full turn). This sequence opens a gate to the lower planes above the central sphere. A random creature native to those realms will come through this gate as soon as it opens; users of the artifact can command the beast, although they must say their commands all together and in unison. The creature stays until it fulfills its task or it is destroyed. However, should the creature be slain, the artifact automatically opens five gates, as above, and five random creatures appear with commands to slay those who used the wand last.

Characters can use the item once per week, although they cannot open a gate with it if a creature gated previously is still carrying out a task. The item has an 18 Intelligence and a chaotic evil alignment, though it cannot communicate. Its origin lies in the depths of the lower planes, but since coming to Mystara, it has always remained in Glantri.

Spellslayer: The responsibility for creating this artifact lies in the hands of the elves of Erewan. Long ago, they forged *spellslayer* to secure the power of the clan against the other great wizards within Glantri. Unfortunately for them, the artifact was stolen almost immediately after its creation and has passed through many hands ever since. No one knows its current location.

Spellslayer—a short, spearlike weapon—has a silvery blade-head that is completely noncorporeal, unable to inflict any physical damage whatsoever. When it strikes something magical, however, it disrupts the enchantment as would a *dispel magic* spell cast at 20th level. If the weapon strikes a spellcaster, the individual must make a successful saving throw vs. death or lose all currently memorized spells.

The Seven Secret Crafts

Within Glantri operate seven somewhat secret magical societies. These groups each focus on a different craft of magic, granting their members abilities and knowledge unknown to other wizards. Not even the general public knows of these secret crafts, which are unique to Glantri. Since these crafts glean new members from promising students in the Great School, one would find it nearly impossible to gain access to their knowledge without studying at the school or having some connection with it.

The Seven Secret Crafts are: *Alchemy*, *Cryptomancy*, *Dracolology*, *Dream Magic*, *Elementalism*, *Necromancy*, and *Wokanism*. Each craft separates its secrets and knowledge into five successive circles of power, with a single High Master occupy-

ing the fifth circle. A good deal of rivalry exists between the crafts, as each tries to advance in power within Glantri. High Masters of a craft—often powerful political figures—generally use their crafts to further their agendas.

Characters that decide to follow one of the seven crafts acquire various special abilities dealing with the knowledge their craft explores and the training they undertake. These abilities—often referred to as “the mysteries”—resemble spells in effect, though actually differ from spells quite a lot. Think of the mysteries as something more like magical skills resulting from painstaking research and study in a craft’s particular field of magic. Wizards can use each ability a certain number of times each day without affecting their memorization of spells.

Joining a Craft

Any wizard, specialist or not, may try for entrance into one of the seven crafts. The crafts impose no racial restrictions (beyond those prevalent all over Glantri) and no ability score requirements. Those who meet the experience-level criteria for a particular circle and prove able to devote the time, money, and experience to the craft may join. The challenges of a craft are role-playing ones, not mechanics-related.

Always interested in gaining more power for their respective crafts, high-ranking members of the various crafts often recruit promising students from the Great School of Magic. It is not uncommon, however, for a student or other mage to find out about the existence of a craft and attempt to “apply” for membership. Unlike a guild or club, the crafts require of members only a pledge of research and study, so applying means simply finding a member of the craft to start the applicant on the right path of study. Only a third-circle member or higher can perform such a service.

Perhaps the most arduous task of a disciple-to-be involves gaining the attention and favor of a high-enough ranking follower of a craft. Glantri being the realm that it is, bribery, *charm* spells, blackmail, deceit, and political maneuvering all have become accepted means of securing a tutor. Force meets with less acceptance, however, and usually leads to the death or dismemberment of offending neophytes at the hands of their prospective mentor’s allies or craft disciples. Simply finding the appropriate teacher can prove a tricky undertaking for a would-be disciple. The seven crafts are, for the most part, secret societies; the membership—and certainly the position—of a particular individual is not common knowledge.

Whether the neophyte has been recruited or has petitioned to gain access to a craft, attaining even the first circle of knowledge is difficult. The great deal of research, experimentation, and study under tutors to reach the first circle requires time, energy, and money. The chart on the next page details the required resources, including experience



A plot to attack a prince of Glantri requires a great deal of power to have even a chance of success. These wizards used the *Infernal Five-Handed Wand* to summon a vrook to

points, to gain access to each circle within a craft. Experience points must be devoted entirely to the craft, not toward gaining a new experience level.

Requirements for Circle Advancement

Cir.	Days	Cost	XP	Level	Success	# Uses
1st	14	500	5,000	5th	60+2/level	3/day
2nd	28	1,000	10,000	7th	50+2/level	2/day
3rd	42	1,500	20,000	10th	40+2/level	1/day
4th	56	2,000	35,000	14th	30+2/level	1/week
5th	70	2,500	55,000	18th	20+2/level	1/month

Circle: A rank of power, both of wizards and of a craft's special abilities.

Days: Days of research needed to gain one ability; at the end of this time, the individual makes an Intelligence check to gain it. Failure means the wizard not only did not gain the ability, but also lost the experience points. If a circle has more than one ability, wizards earn each separately.

Cost: Price in gold pieces *per day* of research, paid to the teacher of the ability (who turns over a 90% kickback to the High Master for the craft's treasury). As wizards usually move from the fourth to fifth circle without a mentor (the only teacher could be the High Master), their fees presumably go right into the craft's coffers to pay for research

assassinate Urmahid Krinagar. The prince survived the attack, however; these unidentified schemers have since disappeared, along with the wand.

materials, supplies, assistants, etc.

XP: Amount of earned experience characters must put into a separate "account" to learn an ability. Such experience points do not apply toward normal level advancement and may not be earned before a wizard begins training for the ability.

Level: Minimum experience level required to advance into the circle.

Success: Percentage chance a craft ability of the circle will work. A failed attempt to use an ability is still considered when determining number of uses (below). Characters may not use a craft ability until they meet all its requirements: cost, time, XP, level, and ability check.

Uses: Number of times an ability of the circle may be used per day (dawn to dawn), week, or month.

Upon reaching the first circle, the disciple is marked with an invisible, magical symbol visible only to other craft members or through magical means such as a *gem of seeing*. The wizard often hides the symbol under a hood, glove, or other mundane piece of clothing, uncovering it only when another disciple wishes proof of craft allegiance. No one has ever successfully created a counterfeit symbol to gain access to a craft's knowledge surreptitiously.

Characters advance through the first four circles based only on level and study, as detailed above. However, each

craft has only one fifth-circle member: the High Master. The only way to attain the fifth circle involves challenging and defeating the current High Master in a duel. While some challenges are polite, political affairs (sometimes even friends must duel), most of the time they become bloody battles to the death. A High Master always has the option of declining the challenge and retiring. Though such an individual loses the abilities of the fifth circle, the act actually carries little shame—a 20th-level (or higher) wizard always deserves respect! Still, High Masters step down very rarely: Only the very oldest choose this option.

The Great School handles the infrequent duels for High Master status. (**Chapter III: Waterways and Wizards** has more details on the dueling arena.) The one or two such spectacles each year draw huge crowds, except in rare times when the duelists manage to keep them secret. For, although membership in these crafts traditionally has stayed secret, few High Masters will turn down the opportunity to display their magical prowess before the masses. And, even though they never announce the reason for such duels, the onlookers have a pretty good idea what's going on.

Note that the knowledge and power gained through the mastery of the special magic of a secret craft comes not without its price. Such intimate contact with great magical power taxes the corporeal body and often influences the mind as well. Each of the crafts has its own unique benefits and drawbacks, presented in the descriptions below.

The Secret Craft of Alchemy

To the ignorant, Alchemists are just creators of magical items. Actually, they do *much* more; Alchemists specialize in the creation, destruction, and alteration of matter and energy. Those who study the Secret Craft of Alchemy gain special craft abilities involving laboratory experiments. The abilities of the first two circles deal with alchemical preparations and concoctions—really just the skills necessary to learn before delving into the more complex and powerful operations of the higher circles.

An Alchemist can have only one experiment in progress at a time in a particular laboratory. Each takes 1d6 hours per circle to complete. The Alchemist must proceed uninterrupted for the entire length of the experiment or it will fail. Even minor interruptions of a few rounds or less reduce the wizard's chance for success by 5% per incident.

These experiments cost not only great amounts of time, but fair sums of money. First, to build a laboratory (a new Alchemist's first responsibility), wizards must spend 5,000 gp per circle, up to the highest circle of abilities they plan to perform there. For example, to perform third-circle operations, Alchemists must spend 15,000 gp to equip a laboratory. Necessary equipment includes beakers, bottles, burners, glass tubing, crucibles, dishes, droppers, tweezers,

tongs, spoons, knives, sifters, cups, balloons, and more.

Additionally, the character must stock the laboratory with the necessary liquids, powders, ores, gases, crystals, and other materials, in addition to the rarer compounds required to learn and perform the craft's specific abilities (below). Replacing these compounds costs 500 gp per month, plus 1,000 gp per experiment. In Glantri City, it takes a wizard a week per 1,000 gp of material to locate and procure needed substances. In other cities, it may take twice as long, and Alchemists in nonmagical or unsophisticated areas may find it impossible to properly stock their labs (DM's discretion).

Because Alchemists do not always have access to the shops and guilds of Glantri City, many devise "field laboratories." These prove particularly useful on adventures, in dungeons, or in wilderness areas. Wizards can exercise any circle's abilities using field laboratories. As such a facility uses miniaturized equipment and only limited ingredients for experimentation, a field laboratory costs only 3,000 gp per circle of the highest-level ability to be researched there. The entire setup can fit into a chest small enough for a person to carry. However, after 10 uses, the miniature lab runs out of components, giving experiments only half the normal chance of success. It costs 500 gp to restock a field laboratory.

Unlike the other crafts, Alchemy does not have any directly debilitating or mind-altering effects upon its users. Its only drawbacks seem to be the time and money required to perform experiments. Because Alchemists devote practically all their time and money to work, they often become sickly and undernourished, perpetually on the verge of exhaustion.

Note: In the Known World, and even in Glantri itself, many individuals call themselves alchemists. These people—experts in chemistry and physics—merely dabble in magic and magical item creation. Very often, powerful wizards employ them to help create items and perform other chores. These characters are *not* members of the Secret Craft of Alchemy as detailed here. Disciples of this craft often refer to themselves as "true Alchemists" to distinguish the difference between themselves and these "charlatans."

Special Alchemist Craft Abilities

Find Components: (*first circle*) This operation defines all the individual components of a particular compound or all the parts that make up any nonmagical item. Using this ability yields specific and exact results—Alchemists can isolate particular minerals, metals, gases, liquids, and other basic substances. This ability proves useful in detecting and recognizing poisons, determining the edibility of plants (and other foods), examining and identifying the remains of a dead creature, etc. A roll of 00 on a success check indicates a false interpretation.



A young Rolf von Graustein, in his Ritterburg laboratory, begins his first attempt to infuse energy into a magical construct. The Alchemist soon had so many animated creatures

roaming the halls of the Drachenfels siege that then Prince Morgaithé had to reprimand him for his overzealous passion for his craft.

Symbols of the Secret Crafts

Each of the seven secret crafts has its own emblem, known only to members of that craft.



Cryptomancy



Dream Magic



Wokanism

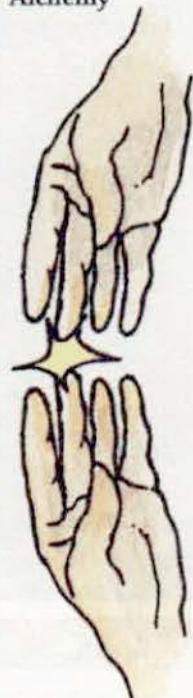


Dracology



Elementalism

Alchemy



Necromancy



Alchemical Preparation: (*first circle*) With this operation, an Alchemist can concoct a powder, balm, or liquid solution to produce a desired effect. But first, the wizard must conduct 1d4 weeks of experimentation and research for each specific effect. As the DM, you then create a formula the research uncovered—one that always includes a rare item, such as a basilisk's eye or the breath of a butterfly.

Every Alchemist must keep a book of formulas called an *Alchemist's Codex*. Once characters determine the formulas, they should write them in their *Codices* immediately.

The effects of the *alchemical preparations*, while not magical in nature, can mimic the effects of spells such as *neutralize poison*, *cure light wounds*, *sleep*, *purify food and water*, etc. In addition, the Alchemist can produce nonmagical substances such as poisons, flash powder, insect repellent, etc. You, the DM, must make the final decision regarding which effects this ability can produce, and the formula for each. The more powerful the effect, the more difficult it should be for the wizard to obtain the components. Another balancing factor: These preparations usually last only 1d4 days. After this period, the compounds break down, and the components deteriorate, rendering them useless.

Roll secretly to determine the success of the operation, but do not reveal the result to the player until the character tries to use the preparation. A failed concoction simply proves inert, unless the Alchemist rolls 00 on a success check, in which case the preparation harms the user in a way that you, the DM, decide.

Find Magical Components: (*second circle*) This ability resembles the *find components* experiment available to first-circle wizards. The *find magical components* procedure allows an Alchemist to determine the abilities and components of magical potions and items. Additionally, it lets the Alchemist discover any strange forces at work in the potion or item (an Immortal, the Radiance, etc.). A success check roll of 00 indicates an inaccurate result.

Magical Preparation: (*second circle*) Like *alchemical preparation*, this experiment allows the Alchemist to create a potion, powder, balm, etc. that produces a desired affect. Substances created via this ability are indeed magical, however, and last 1d4 days per level of the Alchemist. Wizards still must research and record the required formula (which should include at least one rare or unearthly ingredient). However, they need not know how to cast the spell they are trying to simulate (*fly*, *invisibility*, *cure serious wounds*, etc.). Even though most spellcasters must wait until 9th level to create magical items, 7th-level Alchemists can access this ability. Rolling a 00 success check indicates that a flaw in the ingredients has changed the potion. Usually this tainting renders a substance poisonous or gives it the opposite of its intended effect (discovered upon use).

Transmute Matter: (*third circle*) This process allows an Alchemist to change the composition of a nonliving object into another nonliving form of matter. Thus, a wizard can turn a rock into water or spin a piece of straw into gold. The original matter must be a single object; a pile of coins or a portion of a wall cannot be affected. An Alchemist can affect up to 1 lb. of material per experience level, which makes metals and minerals much more difficult to work with than wood, bone, or other lightweight materials. The Alchemist determines the shape of the resultant matter.

Transmute matter yields 1 lb. of solid material per level, 1 cubic foot per level of a gas, or 1 quart per level of a liquid. Remaining matter burns away during the process. The transmuted matter is worth up to 10 gp per level of the Alchemist, per pound (or cubic foot or quart) of the material. Thus, a 20th-level Alchemist could produce, at best, a 20 lb. gem worth up to 4,000 gp (200 gp per pound).

This process proves extremely useful—and extremely dangerous. A roll of 96 to 00 on a success check means that the experiment failed violently in a fireball-sized explosion, inflicting 1d6 points of damage for each pound (or cubic foot or quart) of the material to be transmuted, up to a maximum of 20d6 points. (Characters who make successful saving throws suffer only half damage.) The fireball will destroy the laboratory and all equipment, components, and books within.

Transcend Energy: (*fourth circle*) This operation allows an Alchemist to infuse energy into matter, imbuing the matter with power. It requires a great deal of energy: a bolt of natural lightning, concentrated sunlight during a time of sunspot activity, a retributive strike from a magical staff (or the energy given off in the destruction of any artifact), 150 points of damage from simultaneously cast spells, etc.

Wizards put this ability to good use. They can create golems and constructs (with 1 HD per level of the Alchemist performing the operation), recharge magical items (one charge per level of the Alchemist), return a dead body to life (a body dead no more than one day per level of the Alchemist), and restore youthful vitality (reversing one month of aging per level of the Alchemist).

To infuse the energy into matter, the Alchemist must construct a device to collect and focus the force. This device costs at least 12,000 gp and usually consists of a huge crystal, an antenna, and a magnifying lens. The infusion obliterates this device, usually in a spectacular fashion. A success check roll of 00 indicates that a fireball-like explosion has destroyed the laboratory, all its contents, and has inflicted 1d6 points of damage per level of the Alchemist on all living targets within (to a maximum of 20d6; a successful saving throw halves the damage).

Mutate Lifeform: (*fifth circle*) The High Master of Alchemy uses the *mutate lifeform* process to alter all or part of a crea-

ture's body composition. The single target must be approximately man-sized. Due to the length of preparation time (5d6 hours), this subject also must be willing (such as the High Master or an ally) or helpless. The wizard can transform the living matter into a mineral, metal, gas, liquid, or even into another form of living matter. Flesh transformed into nonliving matter remains "alive" and animate, so a subject turned to stone becomes a living stone statue. Legs turned to steel become a living metal with the qualities of steel (AC 0, increased durability, etc.).

A living being given the flesh of another type of being gains the inherent powers of that being's body. For instance, a subject given the flesh of a black pudding can dissolve metal, salamander flesh is immune to fire and emits searing heat, and the flesh of a troll regenerates. The flesh of a dragon does not allow subjects to breathe fire but gives them a dragon's high Armor Class. (The *MONSTROUS MANUAL* accessory details the abilities of these creatures.)

Only subjects' compositions and appearances change, not their body shape, intelligence or spellcasting abilities. A new form may have drawbacks, such as greatly increased weight, vulnerabilities to rust and corrosion, temperature or other requirements, etc. (Keep track of these liabilities.) A roll of 00 on a success check indicates that a subject has completely changed into the mutant material or lifeform and no longer retains its former intelligence. For example, if an Alchemist attempted to give himself the armored skin of a gorgon, on such a roll he completely changes into a gorgon under the DM's control. If he attempted to turn a subject into crystal, the hapless victim becomes an inanimate crystal statue. No matter what the transformation, only a *wish* can restore the subject.

The Secret Craft of Cryptomancy

Cryptomancers specialize in the study of nature and its profound identity. They base their philosophy, called Cryptomancy, on the assumption that all things in life have *truenames*. Truenames, given to all items and people in the True Language of Creation, are represented by symbols or glyphs. Cryptomancers understand that knowing a thing's truename (or glyph) gives them power over that thing.

Cryptomancers fill their days with research, poring through ancient texts to discern the glyphs of things they wish to control. Often, wizards must piece a glyph together from a number of sources, using a fair bit of conjecture. In this craft, a new disciple first learns the magical language that allows one to manipulate glyphs and conduct basic research. As Cryptomancers progress through the circles, they learn the glyphs of animals, insects, plants, energy, and magic. Finally, the High Master of Glyphs may discover the truenames of intelligent beings.

The abilities of Glyphmasters might not seem as awesome as those other crafts offer. The true strength of Cryptomancers lies in the variety of glyphs available to them and the free choice characters have over which to use. With the powers granted by the knowledge of glyphs, these wizards quickly become extremely versatile.

Cryptomancers must research each glyph separately, just like spells, inscribing completed symbols in their *Books of Glyphs*. Attempting to use a glyph without first opening one's book requires an Intelligence check in addition to a success check. These wizards guard their books very closely, even more than those of the other crafts. Glyphs are the essence of the Glyphmaster, and various chaotic Cryptomancers are not above stealing (or hiring thieves to steal) another wizard's *Book of Glyphs* rather than researching new glyphs on their own. Although the craft actively discourages such behavior, theft remains a quick method of acquiring a large source of glyphs—and that means more versatility and power for the wizard. Cryptomancers can use any glyph out of any book, even those they did not research themselves. However, they cannot use a symbol from memory unless they actually researched it—they must read it from a book.

Using glyphs proves dangerous, as it affects the balance of nature. Overusing them may cause natural catastrophes, so note each glyph use in your campaign. Rolling 00 on a success check may cause the following to occur:

- ❖ *If the Cryptomancer did not use a glyph previously that day:* A hurricane or violent storm hits the area, affecting a 24-mile radius around the Glyphmaster. It lasts 1d12 hours, during which time no travel is possible.
- ❖ *If the character already used one glyph that day:* A minor earthquake shakes a 36-mile radius around the Glyphmaster, causing great structural damage.
- ❖ *If the wizard used three or more glyphs that day:* Both the storm and the earthquake occur, all magic and glyph use proves inoperative for 6d4 hours, and the glyph used last becomes permanently altered. (All Glyphmasters must relearn it, causing great anger among the circles.)

In addition, using glyphs takes a great toll upon the physical form of the wizard. The effort to reach the second circle weakens the character's body, costing a Cryptomancer one point of Dexterity, Constitution, or Strength (determined randomly). The wizard loses another point from one of the two remaining statistics upon gaining the fourth circle. This weakening can be restored only by a *wish*; restoration has no detrimental effects, unlike other crafts.

Note: Occasionally, some refer to glyphs as "runes" and Glyphmasters as "runemasters." While this is not wrong, it tends to confuse people, for wizards in the Northern Reaches of the Known World use runic magic completely unrelated to the Cryptomancy of Glantri.

Special Cryptomancer Craft Abilities

Glyphs of Matter: (*first circle*) A Glyphmaster may research and discover glyphs identifying any specific nonliving material: gold, steel, lead, granite, sand, crystal, water, glass, leather, silk, wool, tar—glyphs are limited only by the imagination. Consider researching these glyphs equivalent to researching common 1st-level spells. (**Chapter 7: Magic** of the *DUNGEON MASTER Guide* details spell research.)

Once wizards know a glyph, they may control the matter it names by uttering ritual words and the desired glyph. This level of control consists of reshaping the affected matter that fits within a sphere 1 foot in diameter per level of experience. This ability can open passageways through stones, mend broken items, calm an area of water, among many other uses. The reshaping lasts 1d4 rounds, after which the change either remains permanent or the matter reverts to its original shape, at the wizard's choice.

Glyphs of Life: (*second circle*) A disciple can research glyphs identifying specific life forms of animal or lower intelligence (such as a fox, whale, eagle, zombie, gray ooze, spider, purple worm, rust monster, oak, pine, and so forth). Each glyph equals a 3rd-level spell for research purposes.

Cryptomancers can affect either a number of Hit Dice of creatures equal to their experience level, or else those living things contained in a sphere 1 foot in diameter per level of experience (when HD are inappropriate). The Glyphmaster cannot affect only part of a creature.

These glyphs give the Cryptomancer a one-way telepathic link with the life form, allowing the character to hear thoughts, feel sensations, or learn what the creature knows. The glyph effect, which lasts one turn per experience level, otherwise resembles a *charm* spell. A victim follows orders to the best of its intelligence and ability—a wizard cannot order an oak to move or a monkey to read a scroll. Communication is limited by the creature's intellect.

Glyphs of Power: (*third circle*) The Glyphmaster gains the ability to research glyphs naming nonmagical energy forms such as fire, cold, electricity, light, gravity, etc. Each glyph is equivalent to a 5th-level spell for purposes of research.

These symbols allow the Cryptomancer to alter a specific source of energy. Wizards can alter energies to cause 1d6 points of damage per experience level (up to 20d6 points), and can reduce damage by a similar amount. For example, say a Glyphmaster attempts to cross a wall of fire. He may use a *glyph of fire* to extinguish the fire, if the wall proves weaker than the wizard's ability, or to reduce damage from a more powerful wall. (Subtract the total amount of glyph damage from the amount of wall damage to see which is stronger.) As a rule, area-affecting glyphs each cover a sphere 1 foot in diameter per experience level. A glyph effect lasts one round per level of the Glyphmaster, or

until the source of energy has been affected up to the Cryptomancer's maximum ability, whichever happens first.

Glyphs of Magic: (*fourth circle*) Cryptomancers of the fourth circle can research glyphs identifying magical effects (and spell effects appropriate to the wizard's level). Each glyph is equivalent to a 7th-level spell for purposes of research. To find its glyph, one first must have the spell in a spellbook.

Using the *glyph of magic* ability, many Glyphmasters inscribe a magical symbol on an item. Uttering arcane phrases, the character specifies the conditions under which the desired spell effect should go off. For example, the Glyphmaster might inscribe a *glyph of fireball* on a door, enchanting it to go off when the door is opened. The effect would match that of the *fireball* spell cast by a wizard of the Cryptomancer's level. Once created, the symbol becomes invisible, discernable only with a *detect magic* spell, which has the normal chance of success to remove a glyph.

Only one glyph can be inscribed on any single item, but it remains permanent until removed or triggered.

Truename: (*fifth circle*) As stated earlier, only the High Master can unravel the specific truename of a single intelligent being, whether alive, undead, or magical (but not an Immortal). The effect on a subject resembles that of a *glyph of life*, but the High Master gains virtually complete control

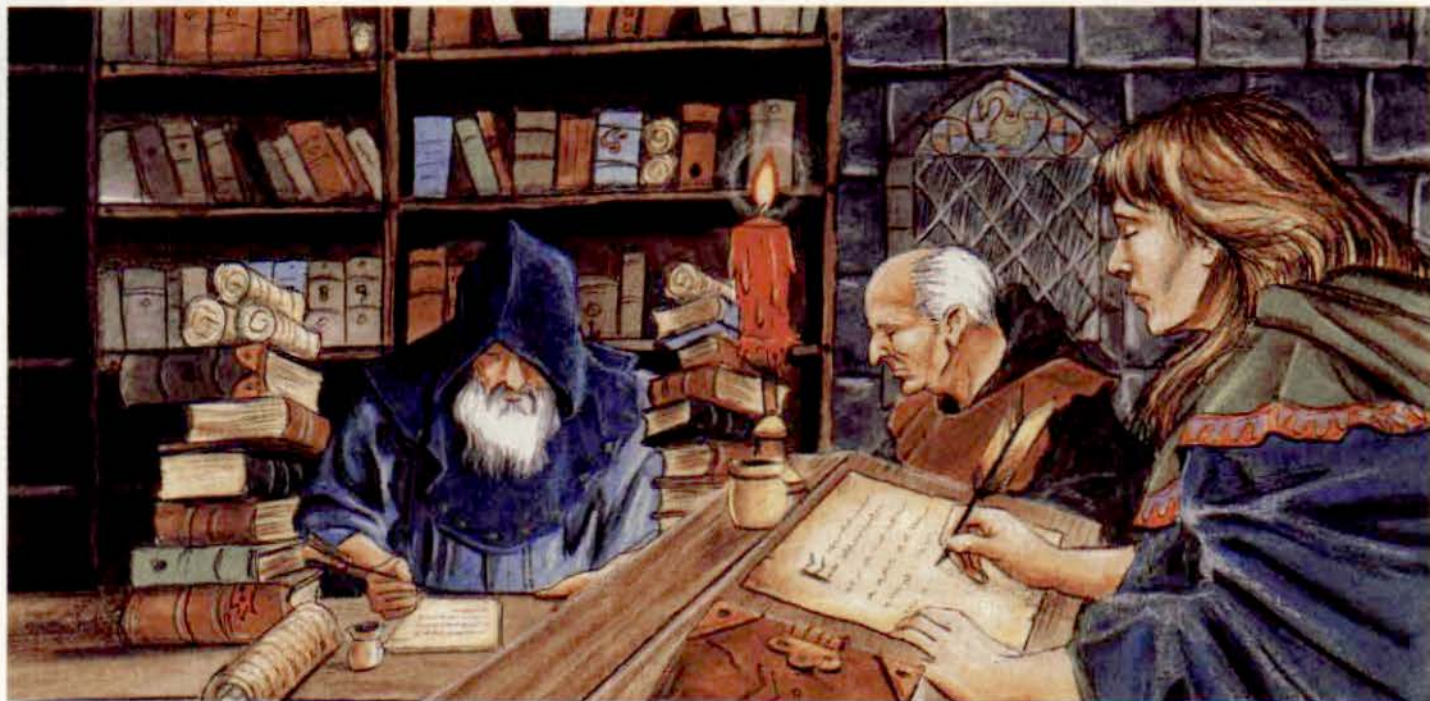
over a subject. The victim receives no saving throw and remains unaware of the influence of the High Master, who can control one character per experience level at any given time. Each *truename* is equivalent to a 9th-level spell for purposes of research.

The ability also allows the High Master to scan a victim's memorized spells and attempt to understand them, which calls for a roll based on the character's chance to learn spells. (See Table 4: Intelligence in the *Player's Handbook*, **Chapter 1: Player Ability Scores**.) On a success, the High Master may memorize all the victim's spells, erasing previously memorized ones as though they had been cast. The High Master then can cast these new spells normally and may add them to a spellbook to retain their use.

The Secret Craft of Dracology

Some Glantrian wizards refer to themselves as Dragon Masters or Dracologists, for they specialize in the study of dragons and the magic associated with these beasts. They have a strange love/hate relationship with dragons—their magical abilities help them both defend against them and imitate their powers. Very powerful Dracologists can control and even become dragons.

Individuals choosing to become part of this craft first must select a dragon type that corresponds to their ethical alignments. The effects of many Dracologist abilities hinge



Piecing together new glyphs involves a high amount of both trial and error and guesswork. So, many Cryptomancers, like the three depicted here, spend hour after

hour working together in the craft's library in the Great School to unlock the secrets of a particularly difficult symbol.

on one's choice of dragon. This selection remains a secret, revealed only the first time a wizard exercises an ability. A lawful Dragon Master might choose a crystalline or gold dragon, a neutral Dracologist a blue or white dragon, while a chaotic individual might prefer a red or black dragon.

Dragon types on Mystara differ slightly from those on other worlds. Here, dragons are governed by their placement on the law-chaos axis much more than by their position on the good-evil continuum. In fact, most Mystaran dragons are neutral, so Dracologists do not feel bound by moral alignments. (See the *MYSTARA Appendix* to the *MONSTROUS COMPENDIUM* accessory for details.) Dracologists do, of course, have other choices than those mentioned above, but the dragon's and character's alignments must correspond. Wizards cannot link with dragon Immortals.

The chosen dragon type is not the only factor that affects Dracologist abilities: The draconic age category the character identifies with does, too. The higher the age category, the more powerful the ability becomes. This category corresponds to the wizard's experience level. For example, if a wizard joins the first circle at 5th level, he identifies with age category 1 (or, a 5-year-old dragon). At 6th level, he rises to age category 2. By 10th level, the wizard corresponds with a dragon type of age category 6; he finally gains Great Wyrms status at 16th level and remains there from then on. (See the "Dragon, General" entry in the *MONSTROUS MANUAL* for information on age categories.)

The next thing initiates do after choosing a dragon type is learn the details regarding that dragon's lifestyle, preferred climate, loves, hatreds, mannerisms, and even its native language. As wizards advance through the circles, they learn more and more about dragons and the magic that permeates them. By the time disciples reach the third circle, they have spent so much time studying dragons and practicing the magic associated with them, they begin to undergo subtle changes.

Very slowly, the draconic magic begins to alter their appearances. Their faces grow longer and more angular, and their eyes recede deeper into the sockets. Fingers and fingernails lengthen to become more clawlike. Upon attaining the fourth circle, Dracologists' skin has become almost scaly. In general, they take on a slight—but noticeable—draconic appearance.

A Dracologist's mind changes slightly, too. Third-circle Dragon Masters wear only clothing that reflects the color associated with their chosen dragons. They even refuse to wear magical clothing, such as cloaks or boots, of the wrong color. By the fourth circle, a Dracologist has begun to think like a dragon (although alignment remains unaffected) and adopt draconic mannerisms. For instance, a copper dragon Dracologist develops an increased sense of wit and humor, while a red dragon mage becomes reclusive and haughty. Each matches the dragon type. Not surprisingly, many who

know of the craft consider Dracologists a bit insane.

Dracologists at 4th level lose 2 points of Charisma permanently due to these physical and mental changes. Use of a *wish* will restore the points, but it robs the character of all abilities gained in the craft.

Elves are quite fond of Dracology. Elven multiclassed fighter/wizard Dragon Masters prove formidable in combat.

Special Dracologist Craft Abilities

Protection from Dragons: (*first circle*) This ability gives the Dracologist protection from dragons. Should the disciple make a positive success roll, a single dragon with Hit



A young Bergdhovese artist looked up from her landscape painting one morning to see an awesome blue dragon. Later, though she couldn't be sure, she thought a wizard

Dice less than or equal to the character's experience level becomes affected automatically. Moreover, this ability also can affect a *number* of dragons whose combined Hit Dice totals a number equal to or less than the disciple's level. More powerful dragons can roll successful saving throws vs. spell to negate the ability's effect, with a +2 bonus for every Hit Die that exceeds the Dragon Master's level.

Successful use of *protection from dragons* prevents a dragon from directly harming the Dracologist. The dragon is aware of the wizard and can converse with him or block his path (without touching him), but cannot touch the wizard or initiate combat. The dragon can cast only spells that do not in any way affect the Dragon Master (not even those meant to aid the wizard). As this power does not protect the Dracologist's

companions, the dragon can do as it pleases in regard to them. However, those standing next to the Dracologist remain safe from the dragon's breath, since the beast could not use it against them without risk of affecting the Dragon Master.

The protective enchantment lasts as long as the Dracologist remains visible and within 150 feet of the dragon, or until the effect is dispelled. Note that attempts by the wizard to steal from the dragon's treasure, disturb its eggs or hatchlings, attack the dragon, or cast spells to affect the dragon all dispel the protection. Then the ability will not work on that dragon again for 24 hours.

Dragon Masters can use this power to affect dragons of



had sat astride the mighty beast. Her finished painting shows a close-up of what she to this day believes she saw that morning.

their chosen color as if they were three experience levels higher. A success check roll of 00 causes the dragon(s) to become enraged and attack the Dracologist immediately.

Dragon Claw: (*second circle*) This ability allows Dragon Masters to change their hands into dragon claws. In melee combat, the damage from these claws corresponds to the color and age of the dragon the Dracologist has become associated with. The wizard's THAC0 does not change.

This effect lasts one round per experience level.

Dragon Eye: (*second circle*) With this power, the Dracologist can recognize any dragon in polymorphed form, unless the dragon has more Hit Dice than the Dracologist has levels.

The *dragon eye* penetrates all forms of illusion and tricks that dragons use to conceal their appearance. Its effects last one round per level of the Dracologist.

Dragon Scale: (*second circle*) Dragon Masters can make scales appear on their skin, giving them an Armor Class equal to that of their chosen dragons at the appropriate age. This power lasts one round per experience level.

Dragon Tooth: (*second circle*) With this ability, the Dracologist can, from up to 20 feet away, cause shadow fangs to materialize and attack a target. In melee, the fangs cause damage equal to the bite of a dragon (of the Dracologist's type), taking into account the combat modifier for age. The effect ends after five successful attacks and does not require concentration on the Dracologist's part.

Dragon Wing: (*second circle*) This power enables Dracologists to grow dragonlike wings of their chosen dragon color. They enable the wizards to fly at dragon speed and carry a weight equal to 100 lbs. per dragon Hit Die. (A character must employ the *dragon claw* ability on both hands to hold a load greater than 200 lbs.) Dracologists who have attained fewer experience levels than their associated dragon has Hit Dice can fly at only 60 feet per round, with a maximum load of 500 lbs.

The effects of *dragon wing* last one round per level.

Dragon Breath: (*third circle*) Using this ability, Dracologists can employ their chosen dragon's breath weapon of the appropriate age. Range, area of effect, and damage all remain identical to those for the dragon's actual breath.

Dragon Might: (*fourth circle*) With this ability, Dracologists can *charm* a number of dragons whose HD equal the characters' experience levels. Creating a mental link with the dragons, a wizard controls them by simple concentration. The power allows a character to, among other things, ride a dragon without fear of falling off. If concentration is broken (perhaps the Dracologist casts a spell), the recently *charmed* dragons keep following their last command. The effect lasts one turn per level of the user, but the dragon receives a saving throw to avoid the affect.

High Mastery of Dragons: (*fifth circle*) The Dracology High Master can actually assume dragon form of the appropriate color and age. This transformation takes 1d4 rounds. When in dragon form, the High Dragon Master has all the statistics and abilities of the dragon type. To cast spells beyond the dragon's normal capabilities or to use magical items that only function for humans, the High Master must revert back to human form, which the wizard can do at any time. This ability lasts until the caster wishes it to end.

The Secret Craft of Dream Magic

Wizards who specialize in Dream Magic are some of the most feared figures in Glantri. Their magical techniques involve altering others' dreams and creating waking dream images (similar to illusions) in victims' minds. This craft in many ways resembles the specialist School of Illusion magic, but its powers deal directly with affecting the mind.

Spellcasters studying this craft tap into a strange place known as the Demiplane of Nightmares for the power to produce their images. Unknowingly, all Mystarans—through their everyday fears and sorrows—continually create and shape the images that live in this demiplane. Dream Masters, on the other hand, can mold these gruesome figures purposefully, by force of will. The High Dream Master can even walk this realm, which lies near Mystara's own Prime Material Plane—but out of reach to most.

Upon entering the craft, disciples learn to cast *phantasmal force*, *confusion*, and *hallucinatory terrain* as soon as these spells become available to them.

Because of the magic they draw from the Demiplane of Nightmares, Dream Masters find that their bodies and minds require more sleep. For each circle of mastery a disciple attains, the character needs an extra hour of sleep. For example, if a human mage needs eight hours of sleep a night, a Dream Master of the First Circle needs nine hours, a second-circle wizard needs 10 hours, and so on. (Great role-playing opportunities arise if a Dream Master, trying to fit in a few quick winks, catches catnaps at inconvenient times.) This extra sleep proves necessary for the character to recover spells, hit points, and to operate at full efficiency.

Special Dream Master Craft Abilities

Hypnosis: (*first circle*) Through *hypnosis*, a Dream Master can attempt to influence the reasoning of one or more persons (with total Hit Dice or experience levels equal to the disciple's level). The wizard need only speak casually, make soothing gestures, and wave a small, shiny object before the subjects for five rounds. (This difficult process does take some time, but skilled Dream Masters can surreptitiously begin captivating subjects with the swinging charm even during a normal conversation.) Then roll a success check for each subject, to see whether the attempt succeeded for any of them. As this is not a magical effect, it cannot be dispelled normally. (See below.)

Should the attempt fail, the subjects suddenly realize the character before them is making bizarre gestures, swinging a medallion, and speaking in a soft, all-too-suspicious voice. You (or the players) may then determine victims' reactions.

If the attempt succeeds, the victims find they trust the Dream Master and will do whatever that character says—as long as it does not obviously threaten their lives. A wizard can cause subjects to forget things, speak the truth, or

accomplish a single mission. A hypnotic trance lasts until someone slaps a victim in the face (or causes any sort of damage), or until the mission ends. Hypnotized characters who do not understand the Dream Master's instructions remain immobile, staring blankly until the effect is broken.

A result of 00 on a success check causes Dream Masters to accidentally hypnotize themselves, becoming lost in their subconscious minds until the effect is broken (as above).

Dream Alteration: (*second circle*) The disciple may attempt to affect one intelligent creature's dreams from up to a mile away per level of the wizard's experience. False messages or horrible nightmares sent to sleeping victims alter the reasoning of NPCs who fail Intelligence checks the next morning. PCs will react according to the way their players interpret the dreams. (Obviously, you, as DM, should role-play the event and not reveal the source of the dream.) Any successful *dream alteration* negates one night's rest and prevents the recovery of spells the next day.

In addition, the Dream Master can use this ability to shape one or more monsters from the shadowy, horrific images that live in the Demiplane of Nightmares and send them into the dreams of a target. This application of *dream alteration* resembles the 5th-level wizard spell *nightmare* (the reverse of *dream*), but the Dream Master need not touch the target, and the victim receives no saving throw.

A disciple who fails two attempts in a row to alter the dream of an individual cannot hope to *ever* affect that particular target; instead, the wizard's true face appears in the dream. Dream Masters rolling success checks of 00 give themselves dreams of fighting a monster of nightmares. In addition, the wizard permanently loses a Constitution point.

Delirium Tremens: (*third circle*) This ability creates waking dreams (illusions) of any scope within a victim's mind—something as small as a note or as grand as a floating city. The illusion includes all the sensations needed for it to seem plausible: movement, noise, heat, touch, and smell. A disciple can affect 1 HD or level of victims per experience level within a 120-foot radius. This effect requires no light, but the wizard must at least vaguely see the victim.

Effects resemble those of a *phantasmal force* spell, except that all illusory attacks inflict actual points of damage. A disciple using this power can create monsters from the Demiplane of Nightmares in the victims' minds. Combat with such creatures and other horrendous (or potentially dangerous) effects imitated by the illusion inflicts 1d6 points of damage per the wizard's level of experience (maximum 10d6 points) on each subject—for each use of this ability. Unaffected witnesses see the victims frantically swinging their weapons, casting spells on invisible foes, or



Prince Jherek, High Master of Dream Magic, brought an artist with him to the Demiplane of Nightmares to illustrate his surreal tower there. The horrible bat-winged guardians of the stronghold menaced the artist all the while he

otherwise dealing with strange, imaginary situations.

The waking dream lasts as long as the illusion has represented a desired event or until the "dream" monsters have defeated the victim. A roll of 00 on a success check causes the wizard to fall asleep and dream of visiting the Demiplane of Nightmares; this dream lasts until the Dream Master finds a way back or is awakened. Wizards can suffer real damage in such dreams, per this ability's normal effect.

Dream Travel: (*fourth circle*) While asleep, the Dream Master can send forth into the world a noncorporeal "dream self." This form, immune to all nonmagical attacks, travels through matter or air with equal ease (at the wizard's normal rate). Though the dream self cannot cast spells or affect physical objects in any way, it can use first- through third-circle Dream Magic powers.

Although Dream Masters using *dream travel* remain aware of everything around their dream selves, normal senses will not detect these forms. This fact makes it impossible for the disciple to communicate with anyone—except sleeping creatures. Using this ability, a wizard can give messages to people while they sleep, as well as look into their current dreams. Further, the disciple can delve deeper into a dream to discover needed information. Victims do get saving throws vs. spell to prevent this delving, modified by their Wisdom score's magical defense adjustment. Without using the *dream alteration* power, the disciple has no control over the target's dream.

Painted. This was the last work the man would ever complete: By the time Jherek brought him back to Krondahar, the artist had gone raving mad.

If the dream self is detected and slain by magical weapons or spells, the Dream Master must make a system shock roll or actually die. A successful roll dispels the dream self and wakes up the wizard, who becomes unable to sleep without magical aid for the rest of the night.

Dream Masters rolling 00 on success checks send their dream selves to the Demiplane of Nightmares accidentally. They must escape on their own—no one can wake them up.

Dreamlands (*fifth circle*) The High Master may travel to the Demiplane of Nightmares and return once a month using the *dreamlands* power, bringing along one companion per three levels of experience. In the demiplane, the wizard may build a stronghold of solid phantasmal matter. Any native creature that wanders in (25% chance per week) must roll a successful saving throw vs. spell or fall under the High Master's control. Controlled creatures will continue to guard the lair to the best of their abilities and knowledge. The maximum number of creatures the Dream Master can control in such a stronghold equals twice the wizard's experience level.

After returning to the Prime Material Plane, the High Master can *gate* a number of creatures from the demiplane and give them a mission. The wizard may call only 1 HD of creatures for each experience level—and only creatures the High Master controls. The creatures *gate* from the character's stronghold into the waking world, but only once a month and only at night. The dream creatures remain active

in the waking world only at night as well.

The High Dream Master can see and hear all that these creatures perceive and can speak through them with no range limit. The creatures remain until their missions end, after which they return, free again, to their own plane. A roll of 00 on a success check causes a rupture between the two dimensions, releasing all the servants at once into the High Master's home. Because of the shock, the creatures will act hostile and seek to tear the High Master apart. Every night thereafter, they track down the wizard again to renew battle—to the death.

At the end of each day spent in the Demiplane of Nightmares, visitors must make successful Intelligence checks or become permanently insane. (The High Master is immune to this effect.) Feel free to create horrible monsters for them to encounter in Demiplane of Nightmares, or substitute creatures from the outer planes.

The Secret Craft of Elementalism

Wizards of Elementalism have mastered the four elemental forces: air, earth, fire, and water. These characters learn to protect themselves from the elements, conjure and control elementals, and eventually become elemental creatures themselves. Not surprisingly, the magic of the craft is tied directly to the inner elemental planes.

Each member of the craft chooses an "academy" or order representing one of the four elements. Every one of these four competitive orders opposes the other three—each even has its own High Master. However, the greatest rivalries rage between water and earth, and air and fire.

Elementalists deal only with their particular element, and new disciples immediately learn their order's elemental language. They also learn to cast (and receive automatic access to) various spells including: *dispel magic*, *protection from evil* 10' radius, and *conjure elemental*. Depending on their academy, they also learn the following spells:

Air: *fly*, *weather control*

Earth: *wall of stone*, *move earth*

Fire: *fireball*, *wall of fire*

Water: *water breathing*, *lower water*

Disciples learn the above spells when they reach an experience level high enough to cast them, and can memorize them in addition to the "free" spell given to wizard player characters when they gain a new level. Elementalists earn these spells before gaining any of the abilities in the circle corresponding to the new experience level.

Like Dracologists, as Elementalists gain the powers of this craft, the powerful elemental magic they use begins to change them physically and mentally.

- ❖ Air disciples weaken physically, losing weight and a full Constitution point when they reach third circle.
- ❖ Earth-focused wizards begin to move, speak, and even

think more slowly; their Intelligence does not decrease, they just like longer periods of time to think things over. They lose 1 point of Dexterity at third circle.

- ❖ Fire mages grow more quick tempered, argumentative and rash. They lose 1 point of Wisdom by the third circle.
- ❖ Lastly, the water wizards become ravenous—even gluttonous—when it comes to food and drink. Due to an increase in mass (and girth), they lose a point of Dexterity by the third circle.

Disciples of all four orders lose a point of Charisma by the fourth circle, as their various personality (or physical) changes go so far as to make them less than desirable company. These losses can be restored through *wishes*, but all abilities gained from the order will be lost.

Special Elementalist Craft Abilities

Note: All Elementalist abilities take 1d4 rounds of intense concentration to prepare and activate.

Protection from Elements: (*first circle*) Elementalists of the First Circle can protect themselves from the natural element of their academy. Each wizard suffers only half damage from the associated element at all times (no success roll needed), plus has a special limited immunity usable as a normal first-circle ability (three times per day). The exact effects, described below, vary according to academy.

- ❖ **Air:** Elementalists sustain only half damage from air-related items (air-related spells, high winds, sandstorms, whirlwinds, gas attacks, air elementals). They can walk on clouds or climb smoke for up to 90 feet or three rounds, whichever comes first.
- ❖ **Earth:** Disciples suffer only half damage from falling rocks, stone projectiles, earth-related spells, and earth elementals. They can move up to 90 feet or three rounds (whichever comes first) over quicksand, mud, or crumbling stone ledges.
- ❖ **Fire:** Disciples sustain only half damage from all fire-related attacks (fire spells or breath weapons, high temperatures, fire elementals). They can walk across lava (or any similarly molten surface) for up to 90 feet or for more than three rounds, whichever comes first.
- ❖ **Water:** Water wizards suffer only half damage from all water-related attacks (water spells, waves, water elementals, ice blocks, snow) and can apply a +3 bonus to Constitution checks for drowning. (See the rules for swimming in **Chapter 14: Time and Movement** in the *Player's Handbook*.) Elementalists also can walk on water for up to 90 feet or three rounds, whichever comes first.

Minor Conjunction: (*second circle*) By concentrating, an Elementalist may conjure 1d4 elementals aligned with the appropriate academy. Summoned elementals have a total

number of Hit Dice equal to or less than the level of the Elementalists. They automatically fall under the character's control and remain so for the duration of the power. Wizards cannot control more Hit Dice of elementals than they have experience levels.

Elementalists can give the conjured creature(s) a series of orders of any level of complexity; the elemental will execute them to the best of its abilities and knowledge without trying to distort the intent of the orders. The Elementalists does not need to concentrate to keep control of the creature. Control lasts for one day per level of the wizard, until the ability's effect is dispelled, or until the mission is accomplished, whichever comes first. Once freed of the control, the elemental returns to its own plane.

A roll of 00 when attempting to use this ability causes a 16 HD elemental of the Elementalists's opposing element to appear. Automatically hostile to the Elementalists, the creature attacks, although the Elementalists can cast a *dispel magic* or *dispel evil* spell to send it back to its plane.

Major Conjunction: (*third circle*) This ability allows Elementalists to conjure and control any specific creature native to the elemental plane of their order. Therefore, a master of air could conjure a djinni; a disciple of fire could conjure an efreeti; an earth master, a sandling; and a water wizard, a nereid. The ability resembles the *minor conjunction* ability in regard to number and Hit Die limitations. On a

roll of 00 on a success check, the creature(s) conjured automatically becomes hostile to the elementalists.

Full Elemental Control: (*fourth circle*) This ability allows disciples to completely control an area of the nonliving material of their order. (The size of the area depends on the Elementalists's order; see the descriptions for the specific orders, below.) They can shape and move this matter for a duration of one round per experience level. In combat, the animated material fights as a 16 HD elemental (for THAC0, damage, and hit point purposes).

By concentrating, the Elementalists can make the matter attack anything within the area of effect (below). The character can move up to 20 feet per round, with the effect following. But, walking out of the affected area at normal speed—moving 30 feet or more away from the affected area—dispels the effect.

Elementalists all gain certain other powers over the affected area of material, according to their order:

- ❖ **Air:** The master causes winds to stop or to blow as a hurricane within a 4-foot radius per experience level. The air deflects nonmagical missiles and carries the wizard at 360 feet per round. The Elementalists is immune to damage from high winds.
- ❖ **Earth:** The Elementalists can shape stone or earthen matter at will within a 1-foot radius per experience level. The wizard can disintegrate earth and stone in that area as



To avenge his household, butchered by a band of hill giants, the Elementalists Tresh Barukta summons a group of earth elementals using his *minor conjunction* power. Weary from

his conjuring, he still manages to accompany the elementals into battle and emerge victorious.

well and proves immune to lava burns and to crushing damage from falling stones.

- ❖ **Fire:** The master extinguishes a fire or causes one to fill the area of effect (2-foot radius per experience level). The Elementalist can build *walls of fire* within this area at will and remains immune to all heat, magical or natural.
- ❖ **Water:** Wizards still water (or stir it up to become storm-rough) in a radius equal to 3 feet times their experience level. Breathing water seems just like breathing air for these characters, who also can swim regardless of currents or whirlpools.

A success check roll of 00 causes the affected area to go out of control. Anything inside automatically suffers full damage from one attack each round until it moves out of the affected area. Objects or creatures still inside the area at the end of the duration are destroyed. The disciple suffers great trauma, which permanently reduces all future Elementalist ability success rolls by 10%.

Metamorphosis: (*fifth circle*) The High Master actually can become an elemental of the appropriate academy, with a number of Hit Dice equivalent to experience level. The Elementalist retains the use of spells and magical items, but may substitute abilities and statistics from the elemental form if they prove superior. (For instance, a High Master desiring to do so could assume a 16 HD elemental's hit point total of 115 hp.) In addition, the character can freely enter or leave the associated elemental plane.

A roll of 00 on a success check causes an elemental ruler to seek out the High Master and put an end to the wizard's disturbing activities. Should the Elementalist escape the plane, the elemental ruler will seek to corner the character again whenever the High Master re-enters the elemental plane. The High Master may fight the creature; defeat means death by crushing, disintegration, or other near-irreversible end. However, victory means the High Master gains the position and ability of the elemental ruler. The Elementalist can command all uncontrolled elementals within that ruler's province of the plane, but only when both the Elementalist and the elementals are on that plane.

The Secret Craft of Necromancy

The science of the dead, or Necromancy, has always been active in Glantrian history. Although a frightening power, all still recognize it as a legitimate form of magic and, therefore, consider its practice acceptable. Generally, Necromancy is not practiced by either lawful or good creatures, as creating undead is both an evil and chaotic act.

Members of this craft often refer to themselves as Death Masters to distinguish themselves from members of the wizard's School of Necromancy. Although most Death Masters do specialize in the School of Necromancy, they

look down upon Necromancers who do not follow their craft.

Disciples of Necromancy learn to protect themselves from the undead, as well as to control and create them. High Masters learn the secret of immortality itself—although a ghastly version of immortality—by attaining lichdom.

The cost of learning these dark arts is high. A Death Master's very life force begins to withdraw with the practice of this magic, shriveling the body and sapping physical strength. Attaining the third circle, a disciple loses a point of Strength. At the fourth, the wizard loses 2 points of Charisma due to appearance and personality changes—one cannot master the dark arts without allowing the darkness to grow both within and without. When a High Master becomes an undead, the character's statistics change accordingly.

Special Necromancer Craft Abilities

Protection from Undead: (*first circle*) A Necromancer can profit from protection against undead creatures, upon completion of first-circle studies. This ability keeps at bay a number of Hit Dice of undead creatures equal to or less than the wizard's total levels of experience. When encountering groups of undead, the creatures with fewer HD find themselves affected by the ability first. If an undead liege is affected, all of its pawns (lesser undead creatures under its control) no longer remain under that creature's direct control.

The power lasts until the Death Master or a companion attacks the affected creatures. A roll of 00 on a success check causes the disciple to fall prey to this power, making the character incapable of harming or affecting undead for 1d10 days, unless a creature initiates melee combat.

Control Undead: (*second circle*) This ability allows a member of the Craft of Necromancy to control a number of HD of undead creatures equal to or less than the character's total experience levels. When encountering groups of undead, those with fewer HD find themselves affected first. If a powerful undead liege is affected, all its pawns (lesser undead beings under its control) are affected automatically and do not count toward the maximum number of HD the wizard can control. *Control undead* never affects liches.

The power lasts until the next full moon, when all controlled undead find themselves released. That wizard cannot control these undead again until the following dawn. Control also ends if the Death Master or a companion attacks the affected creatures. Maintaining *control undead* otherwise does not require concentration; the undead follow orders to the best of their knowledge and capability. If the wizard and the controlled undead move farther than 24 miles away from each other, the control ends; if need be, disciples can specify which creature(s) within this radius

they wish to control. They also may disintegrate any undead in their control (and in their presence at the time).

Control undead can duplicate a cleric's turning ability. It does not require a holy symbol, only a few gestures and ritual words. Death Masters turn undead as clerics of half their experience level. A roll of 00 on a success check causes Necromancers to fall prey to their own power; they become pawns of the most powerful undead creature in their presence, until one of the undead creatures initiates melee combat. If the undead present are all unintelligent, the victim instead falls into a state of catalepsy for 1d8 hours.

Partial Animation: (*second circle*) The Necromancer can perform a dark ceremony to animate a portion of a dead body, creating a very minor undead servant. Such servants could be crawling claws or new minor undead beasts you, the DM, create. Creatures animated by this power automatically serve the Death Master, although the total HD of these undead created in a single ceremony cannot exceed the wizard's experience level. Ceremonies take 3d6 hours.

A success check roll of 00 causes the created undead to attack the disciple. Such creatures are immune to the effects of the Death Master's protection and control powers.

Create Minor Undead: (*third circle*) Upon completion

of studies in the third circle, a Death Master may create undead monsters, including skeletons, zombies, ghouls, shadows, wights, ghaunts, or any other undead of 5 Hit Dice or less. The Necromancer first must research the arcane ceremony and components needed to create each desired type of undead and write them down in a personal *Book of Necrology*. Finding descriptions of these dark ceremonies resembles researching spells; each 2 HD of undead (or portion of 2 HD) equals a spell level for the purposes of determining spell research time. For example, creating zombies (2 HD) requires 1st-level spell research, ghaunts (4 HD) require 2nd-level research, etc.

Each undead created remains permanently under the disciple's control, without use of the *control undead* ability. Death Masters cannot create more HD of undead during any

one ceremony than they have levels of experience. Since each type of undead requires a different ceremony, all the undead created at once must be of a single type. Wizards cannot combine ceremonies and create a mixture of undead types at once. Ceremonies take 4d6 hours to complete. Death Masters must acquire a body for each undead they hope to create. Once created, undead cannot be dispelled.

A roll of 00 on a success check partially drains the Death Master's life force—the attempt at *creating minor undead* fails lamentably. The wizard suffers 1d6 points of damage per HD of the desired undead. Necromancers who die of this damage immediately become an undead of that type.



The artist here portrays the result of his own power to draw the dead from their graves in the frightful Necromantic ceremony to create skeletons.

Commune with the Dead: (*third circle*) Very similar to the *speak with dead* clerical spell, this ability allows the disciple to contact dead spirits and ask them questions. Refer to the 3rd-level spell for specifics regarding this ability, noting that all the Death Master needs to contact the spirit is a small portion of the creature's remains or an object closely identified with the being. Necromancers who roll a 00 on their success checks find that the spirit they attempted to contact returns as a ghost to attack them.

Create Major Undead: (*fourth circle*) This ability resembles *create minor undead* (above), except that Necromancers can use it to create

undead such as wraiths, mummies, spectres, vampires, and ghosts—any undead with more than 5 Hit Dice. (Liches, however, can never be created this way.)

First, the Death Master must research the arcane ceremony and components needed to create each type of undead desired and write them down in a personal *Book of Necrology*. Finding these dark ceremonies, again, is like researching spells; each 2 HD of the desired undead (or fraction of 2 HD) equals a level of spell research. So, creating wraiths (5 HD + 3) requires 3rd-level spell research, and vampires (8 HD + 3) call for 5th-level research. The Necromancer can create even unique and rare undead such as death knights, revenants, and skeleton warriors, though you, the DM, should make the rites quite difficult to locate.

Each created undead remains under the wizard's control permanently without need for the *control undead* ability. Death Masters cannot create more HD of undead during any one ceremony than they have levels of experience. Since each type of undead requires a different ceremony, all the undead created at once must be of one type—wizards cannot combine ceremonies to create several types at once. Ceremonies take 4d6 hours.

Creating each corporeal undead creature requires a dead body. Noncorporeal undead require only a portion of the remains, although each undead must arise from a different body. Created undead cannot be dispelled.

If a success check yields a 00, the Death Master's life force is threatened; failing a system shock roll means death. Even if the roll succeeds, the Necromancer suffers 1d6 points of damage per HD of undead the character attempted to create. Death Masters who die from either system shock or damage immediately become that type of undead.

Attain Lichdom: (*fifth circle*) The High Master of Necromancy can become a lich of a level equivalent to the character's own. The ordeal of becoming a lich takes one day per level of experience. Once a lich, the High Master remains one forever. The prime components of this power are a pint of venom from a nightcrawler's tail stinger and the skull of an imp or mephit (described in the *MONSTROUS MANUAL* and the *MYSTARA Appendix* to the *MONSTROUS COMPENDIUM* accessory.)

As DM, pay special attention to any player character liches, if you accept such a thing in your campaigns at all. Such horrid monsters terrify the common folk. If the lair of a lich becomes publicly known, the population may attack the place, seeking to destroy the monster, with the blessing and support of rival mages. Once a PC has become a lich, the character cannot advance to further levels. The wizard still may try to attain true Immortality (as Étienne d'Ambreville did). While the world holds many liches at any given time, only one can be a Death Master lich—the High Master of Necromancy.

Note that the PC does not have to use this ability. Prince Morphail, a vampire and current High Master of Necromancy, certainly has no intention to do so. However, if a living character should defeat Morphail to become High Master, this character may choose to exercise this option.

A success check roll of 00 seals the High Master's doom: The character immediately becomes a screaming fiend under the DM's control. After wrecking tower and dominion, the creature *gates* to the lower planes.

The Secret Craft of Wokanism

Sorceresses, better known by the common folk as the Wokani, wield the age-old recipes and homemade magic

remembered from before history. Though wizards of other crafts often look down on them, their magic remains as potent as any. A few male sorcerers join the craft, despite the popular belief that Wokani are always female.

The abilities of the Wokani include brewing potions and philters, fashioning cursed dolls, using charms and lies, and bestowing curses. Each day they also can cast spells from an open spellbook once per six levels of experience, without using their memorized spells. For example, a 12th-level Wokani can, twice a day, use her spellbook to cast any spell within, without affecting her memorized spells.

Brewing up Wokani sorcery exposes followers to highly magical vapors that have profound effects upon their bodies. As Wokani advance, they become more resistant to the effects of potions, brews, philters, etc. Each circle a Wokani gains forces her to imbibe additional potions to gain the effects of one. For instance, a 2nd-circle Wokani must drink twice the normal dosage of a *potion of invisibility* to gain its effects, a 3rd-circle wizard requires three times the usual amount, and so on. The additional doses necessary to counteract the Wokani resistance prove costly and time-consuming to brew. These effects remain the same whether the potion was brewed by the Wokani or another wizard.

Special Wokani Craft Abilities

Brew and Philters: (*first circle*) This ability resembles the *magical preparations* of the Alchemists, except the magical substances it creates must always be liquids. These poisons or soporifics have various effects and durations, or might involve charms affecting the imbibers (such as *philters of love*). A Wokani joining the first circle at 5th level can begin making potions right away, despite the fact that other wizards have to wait until 9th level before creating magical items. These potions last 1d4 days per level of the Wokani.

A roll of 00 on a success check indicates a flaw in the components has made the potion affect the user in an undesirable manner: A poison would, in fact, benefit the imbibers, and a charm would cause its drinker to develop a permanent and pathological hatred for the Wokani.

Silver Tongue: (*first circle*) A Wokani uses this ability to speak very persuasively about a single subject (at a time), making all believe her words, as long as her arguments remain plausible. All that hear and understand her are affected, if they fail saving throws vs. spell. Rolling 00 reveals the Wokani's words as lies, angering would-be victims.

Doll Curse: (*second circle*) If a Wokani has a personal foe, she makes two dolls that look like this enemy, a process that takes one day per level of the victim. She then hides one doll in the victim's house, lair, or other abode. Every night thereafter, no matter the target's location, she can use the other doll to affect the victim, as follows:

Dolls of Pain: A Wokani plants a needle into her doll, causing the victim great pain. Small wounds may appear on the body (1d6 points of damage per night, no saving throw).

Dolls of Sickness: The Wokani dips the second doll into various slimy brews, infecting the victim with a disease—the particular illness is up to you, as DM (no saving throw). No magic can cure the ailment until the first doll is destroyed.

Dolls of Insanity: Every night, the Wokani utters words of hatred to the second doll, causing the victim to become insane. The effects of the insanity are up to you, the DM, but they last until morning (no saving throw). At the end of the night, the victim must make a saving throw or temporarily lose a point of Constitution. Every night the Wokani uses the doll, the target loses another point from this score until it reaches 0 (the victim dies) or until the first doll is destroyed. (Characters regain all lost Constitution only after the first night the Wokani does not use the doll.)

A Wokani can affect three people every night, but she must make a success check for each victim. On a roll of 00, her doll becomes damaged (and useless), and the wizard falls victim to a minor curse you, the DM, may choose. A *remove curse* spell negates the affliction.

Wokani Charm: (*second circle*) A Wokani can modify her appearance as she likes, though a *dispel magic* spell negates this purely phantasmal effect. This ability causes affected characters to observe the Wokani intensely, becoming so preoccupied they almost forget what they were doing. This power improves the Wokani's Charisma 1 point for every three levels of experience, up to 18 maximum. This effect lasts one turn per level and affects anyone observing the Wokani from within 100 feet. Any harmful act on her part breaks the charm. On a roll of 00 on a success check, the wizard permanently loses a point of Charisma.

Spellbinding: (*third circle*) At the third circle, a Wokani learns to conjure one or more NPC creatures whose total HD or levels equal (or fall below) the Wokani's level. The creatures,

which must match the caster's alignment, remain utterly loyal to the Wokani, but she may never control more than the limit specified above. The *spellbinding* allows the caster to see, hear, and talk through the creatures (if they can talk). On a roll of 00 the conjured creatures appear, but one at random takes control of the Wokani for a full day.

Wokani Curse: (*third circle*) This ability resembles the *bestow curse* spell (the reverse of the 4th-level wizard spell *remove curse*), except the Wokani can affect a number of levels or HD equal to her level with the same curse. If she

intends to affect only one person, the curse will carry over to the victim's descendants for a number of generations equal to one third of the Wokani's level. The curse can be removed only with a *wish* spell or by meeting conditions the Wokani may choose to impose at the time of the curse. On a success check roll of 00, the curse affects the Wokani instead, and her current family members, if any.

Shape Change: (*fourth circle*) Wokani learn the ability to change their physical shape to that of other creatures. This power is similar to the 9th-level wizard spell of the same name, but lets the Wokani become any creature whose HD do not exceed her total level. She cannot take the likeness of a specific individual. As with the spell, the

shape change effect lasts one turn per level.

This ability also allows a Wokani to become several creatures at once, as long as the HD limitation is respected. For example, a 15th-level Wokani could change into 15 different 1 HD black cats or two griffons (7 HD each). All the forms must be the same type of creature, with the Wokani's hit points divided equally among all of them. Since the Wokani actually has become *all* the creatures, she obviously can sense and act through all of them at once, coordinating their actions perfectly. She still can cast spells through these new forms, retaining her same single set of memorized spells—they do not multiply with all the new forms.

Any form that dies immediately disappears. Upon regaining her true form, the Wokani character's body reflects damage equal to the lost form's share of her hit points. If all



Perhaps more than any of the other secret crafts, Wokanism is passed from mother to daughter. To brew her potions, this Wokani uses a bowl crafted by her great-grandmother. Her spellbook has likewise been passed down through the generations.

the forms die, so does the wizard. On a roll of 00 on a success check, she cannot regain her former human body. She remains so until another Wokani dispels the effect.

Mortal Dominion: (*fifth circle*) The High Mistress has an ability similar to the 5th-level wizard spell *magic jar*, with no saving throw. Victims must be of lower level (or HD) than the Wokani, and may not find themselves taken over for longer than one day per experience level of the wizard. This ability proves particularly powerful, as the Wokani can use both her victim's and her own abilities. For example, if she inhabits the body of a paladin, she can use this character's abilities *plus* her own spells. Upon returning to her body, though, she does not retain her victim's abilities or remember the subject's spells. The victim is aware of being possessed; if other characters use telepathy to reach the victim, they can hear two voices in the victim's mind. On a success check roll of 00, the wizard's own body dies, forcing her to remain within her victim's body forever, or until another Wokani dispels the power (at which time she dies).

The Secret of the Radiance

The following excerpt from the journal of Prince Vanserie Vlaardoen, the late ruler of Bergdhoven, was written shortly before his death, during the Wrath of the Immortals.

This war is not what it seems. It is not about land, or honor, or even power. As many have hypothesized, it is the Immortals who are truly at war here. We have merely been forced to take one side or the other.

As fate would have it, the Immortals war over a secret power within Glantri—a secret so ancient and so well-kept, it makes the Seven Secret Crafts of Magic look trivial. I speak of the power known as the Radiance.

Many of us—"us" being the truly great sorcerers of the Known World, such as myself or Jaggat von Drachenfels—have heard of the Radiance. Some think it merely a synonym for "magic." Others believe it is not a real power at all, or perhaps merely an abstract way of referring to those energies which are unknown and bear no true name of their own.

I know, however, that the Radiance is a real, palpable energy. It emanates from an artifact, which apparently even the Immortals covet, called the Nucleus of the Spheres. This wondrous device is of truly ancient, as well as completely unknown, origin. Its location in a cavern underneath Glantri City—in fact, directly under the Great School of Magic—seems a fact we can well assume is no mere coincidence. My people, the Flaems, obviously sensed its magical power and built their capital, mighty Braejr, at its center. I suspect that those responsible for the site of the school knew full well of the Radiance.

For myself and a few others, knowledge regarding the Radiance is relatively new and, unfortunately, limited. I do know, however,

that I do not exaggerate my estimation of its power. I have learned it may be possible to become an Immortal through its manipulation and use! Perhaps the mysterious Immortal Rad's origins lie with the Nucleus and the Radiance. I also know that others in Glantri also seek to use the Radiance to achieve a similar level of power. I myself do not find the idea unpleasant.

There are spells linked directly with the Radiance and its manipulation. To use these spells, however, one must first build a magical receptacle to gather and store the power of the Radiance. Because these receptacles must be located relatively near the center of the power, Glantri is home to all the mages who study and use the Radiance. (They apparently have formed some sort of brotherhood—I would like to infiltrate it to learn more.)

*The Radiance is somehow linked with **all** Mystara's magic! I have learned that, should the Nucleus of the Spheres become drained of energy, the rest of the world—perhaps the entire plane—will lose its magic forever. Some of the spells dealing with the Radiance take advantage of this link with all magic, restricting or enhancing magic's flow—anywhere in the world!*

The Radiance offers power beyond anything else in Mystara. I must learn all its secrets, so those of the Flaemish race can once again ascend to their proper position as masters of magic in this world.

The journal ends here, for Vanserie died soon after writing these lines. Most of his hypotheses are correct. The Immortals did cause the war between Glantri and Alphatia as they fought among themselves over the Radiance. Some Immortals, chief among them Rad (formerly Étienne d'Ambreville), hungered for more information about the Radiance and its powers. Many others felt the danger in studying and using the Radiance; they feared that, due to the energy's misuse, all magic in Mystara would be lost.

At the end of the Wrath of the Immortals, these figures successfully lessened the danger of the magic drain. Their efforts did not solve the depletion problem entirely, however, for the Radiance is related to all magic in Mystara on levels that even the Immortals do not totally understand.

Using the Radiance

Once characters learn of the existence of the Radiance and wish to explore it further, they must conduct research in libraries, in the Great School, and in other, more obscure sources. Sometimes an extremely fortunate individual will gain insight from visions and dreams sent by Rad, who watches over the study of the Radiance, but this happens only rarely. For the most part, wizards are on their own.

Characters quickly learn that, to tap into the Radiance, they first must construct a receptacle. They must make this object out of crystal worth in excess of 10,000 gp to achieve the purity and quality needed. Nearly any shape and size will work, although most receptacles prove too large and fragile to transport safely. Once the receptacle is created,



It is said that Prince Vanserie Vlaardoen foresaw his own death. With this grim knowledge, he worked tirelessly to

uncover the secret of the Radiance, a mystery he was on the verge of solving when the plague claimed him, just as he saw.

the Brotherhood of the Radiance contacts the wizard through the crystal. (See **Chapter III: Waterways and Wizards**.) Then, the character—still working alone—begins to research Radiance spells. (Details start on page 118).

Dangers of the Radiance

Using the vast power of the Radiance poses two basic dangers: one a risk on a personal level, and the other a peril of massive, worldwide calamity.

First, casting a Radiance spell carries with it a 1% chance of corrupting and damaging a random body part, through the incredible energy drawn forth, then released. You, as DM, choose the body part affected or roll on the table below:

Physical Dangers of the Radiance

D10	Body part affected
1	Left hand
2	Right hand
3	Right arm
4	Left arm
5	Left leg
6	Right leg
7	Right foot
8	Left foot
9	Torso
10	Face/head

The affected body parts look obviously withered or misshapen and prove completely useless—except for vital functions in the case of face/head or torso damage. An affected face or head reduces the wizard's Charisma score by 1d6 points, while an affected torso reduces Constitution by 1d6 points. Player characters with all 10 areas affected become a lich, controlled by the DM. (This is exactly what happened to Prince Brannart.)

On an even grander scale, using the Radiance threatens the workings of magic throughout the world. One cannot measure the effects of this link on a case-by-case level, but continued use over time has definite visible effects. Every year that people use the Radiance, magic drains away from Mystara; the more wizards use it, the more magic ebbs from the land. Quantities of magical power are measured in units called *rad force*.

Magical Depletion Through Radiance Use

Average # Users*	Total Rad Force Drained*
1–5	1
6–10	2
11–20	3
21–30	4
31–50	5
51+	6

* Annually

Signs of Declining Magical Energy

Wizards are wise to keep secret the alluring power of the Radiance—signs of magical decline are already visible in Glantri. Symptoms depend on the total rad force depleted over the years, as described below:

- ❖ **100 rad force:** Each year, for an entire day, magic does not function. This symptom already occurs annually as a result of the Immortals' use of the Radiance during the Wrath of the Immortals.
- ❖ **500 rad force:** For one week each year, magic does not function. This sign happened after the Wrath of the Immortals, but the powerful beings mysteriously replaced the drained energy so that this does not recur yearly. It probably will soon, though—currently, 478 rad force units have been drained.
- ❖ **1,000 rad force:** Not only does Glantri face a week without magic each year, only those with great aptitude can even learn to cast spells at all. An 18 Intelligence allows one to begin magical studies, though existing wizards with lower scores do not lose their abilities—they just can no longer advance in level. After a generation or two, the number of wizards in the world decreases drastically.
- ❖ **2,000 rad force:** Magic becomes very rare. Magical beings (dragons, elves, and monsters with magical powers) are rendered almost extinct; people think of them only as legends. People find magical items once in a lifetime, and no one ever sees more than two wizards in a given hundred-mile radius. Charlatans run the Great School; the magocracy has collapsed; and Glantri is ravaged by bandit, barbarian, and humanoid raids.
- ❖ **5,000 rad force:** The Nucleus of the Spheres explodes, laying waste to Glantri. Magic no longer functions at all throughout the world of Mystara.

Clearly, using the Radiance eventually will drain the world of all magic, although not for at least 1,000 years. And there is additional hope: At the end of the war with Alphatia, the Immortals altered the Nucleus of the Spheres, somehow “replenishing” it enough to prevent the week of nonfunctioning magic from recurring. Perhaps such a near-miracle could happen again. Some Immortals secretly hope that one of the mortal wizards studying the Radiance and the Nucleus will rise to Immortal status through study and conquer the problem of magic drain once and for all.

Spells of the Radiance

The spells below exist outside normal wizard spell schools. Wizards may attain them only through extensive research requiring twice the time it normally takes to research spells of comparable levels. However, characters do memorize and cast these spells normally. Note that

each wizard knows these spells by different names, as they all research Radiance magic independently. (Players may make up new spell titles or use the ones below for convenience.)

Call upon Radiance

Spell Level: 5
Range: 30 feet
Components: V, S
Duration: 1 round/experience level
Casting Time: 5
Area of Effect: 30-foot radius
Saving Throw: None

Call upon Radiance lets wizards draw on Radiance power through a receptacle, increasing the effects of other spells. For area of effect and range purposes, the spell is cast upon and centered on the receptacle, not the caster.

With this spell in effect, wizards can cast their other spells as though they were five experience levels higher than they actually are. Alternately, characters can choose to increase one of the following effects by 2% per level: range, duration, or area of effect. This increase cannot effect 0-range spells or those that specifically affect only one target. Wizards can select a different modification for each spell cast during the duration of *call upon Radiance*.

The spell, of course, requires the character's receptacle.

Summon Radiance

Spell Level: 6
Range: 0
Components: V, S
Duration: 1 round/experience level
Casting Time: 6
Area of Effect: Special
Saving Throw: None

Summon Radiance allows wizards to access the Radiance's power without the restriction of being near their receptacles. In fact, characters do not even need receptacles to cast Radiance spells if they have access to this spell.

Upon casting, wizards establish a link with the Radiance, allowing them to use other Radiance-related spells for the duration of *summon Radiance*. Since this spell bypasses the need for a receptacle, wizards must cast it within a limited distance of Glantri City (and the Nucleus of the Spheres underneath) instead. The allowable maximum distance is based on the wizard's power: 8 miles per experience level. Thus, a 20th-level wizard may cast this spell within 160 miles of the capital—an area encompassing most of Glantri. The caster must stay within this range to maintain the link.

Retain Power

Spell Level: 7

Range: 0

Components: V, S

Duration: Permanent until used

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

Wizards using *retain power* can draw forth energy from the Radiance (either through a receptacle or via *summon Radiance*) and store it within their own bodies. They can use this energy later with spells such as *control destiny*, *saturation*, and *discharge*. Casters measure the amount of power stored in Radiance points. This spell stores 1d20 Radiance points indefinitely with each casting.

The maximum number of Radiance points that can be held safely within a caster's body equals the wizard's experience level. For every Radiance point retained beyond this limit, the caster faces a 1% chance of suffering "overload" damage. The caster loses 2 hp per Radiance point being stored. If this happens, the caster will also automatically be afflicted with the debilitating effects associated with the Radiance, as described in "Dangers of the Radiance," page 117. Damage occurs immediately upon the casting of the spell.

Stored energy is visible to the naked eye if a single caster stores 12 or more Radiance points. The power resembles a blue aura of eerie energy around the wizard's body. This aura cannot be dispelled (nor can the Radiance points), but it disappears as soon as the character has fewer than 12 stored Radiance points total.

Control Destiny

Spell Level: 7

Range: 0

Components: V, S

Duration: Permanent until used

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

One of the most powerful aspects of direct Radiance use involves the power of manipulating probability—even reality itself. Through *control destiny*, casters can alter the outcome of an event, to their benefit. This spell allows the players of wizards to alter a die roll in an attempt to ensure success.

For this spell to function, the caster first must have stored Radiance points. When an event occurs that the caster wishes to control, the player announces this intent before the pertinent die roll. If the roll does not go as the wizard wishes, the player may add 1 point to the number rolled for each Radiance point expended (or 10% for each Radiance point to percentile rolls).

Should the caster have too few Radiance points stored to adjust the roll, the spell fails.

Only die rolls determining success or failure (such as attack rolls, saving throws, and ability score checks) can be manipulated by this spell. Damage rolls remain unaffected, since they only indicate the severity of a blow or spell. The caster cannot spend Radiance points to get a score superior to what the dice can produce unmodified.

Wizards can affect only one die roll with the casting of this spell, although there is no limit on the number of *control destiny* spells a wizard can have cast, ready to use, at one time. The spell's only real limit is the number of Radiance points the caster has retained. Wizards must cast *control destiny* near their receptacle or using *summon Radiance*.



Since learning to cast *retain power*, Brother of the Radiance Maximilian Hiltier has become quite fond of the blue aura that surrounds him once he's stored a great deal of the mysterious power. In fact, as soon as he sees the glow start to dim, he hurries to his receptacle to absorb more energy.

Saturation

Spell Level: 8

Range: Touch

Components: V, S

Duration: 1 hour/experience level

Casting Time: 1 turn

Area of Effect: 10-foot radius/experience level

Saving Throw: None

The caster of *saturation* drenches a region with the Radiance, making magic more powerful and easier to use for all in the affected area. To accomplish this feat, the caster must expel 20 Radiance points stored via *retain power* into an immobile material object (like a spot on the ground, a tree, etc.) by touching it.

Wizard spells cast within this area all respond as though affected by a *call upon Radiance* spell. Furthermore, all saving throws in the area vs. wizard spells, rod/staff/wand, or any other magical power or effect except clerical magic may apply a -2 modifier. (Magic resistance drops by 20% as well, if applicable.) Casting times for wizard spells go down 2 (to a minimum of 1), and items with charges expend them at only half their normal rate.

The only exception to this effect, the *anti-magic shell* spell, not only goes unaided by the *saturation* spell's effects, it is immediately cancelled within the saturated area. The area simply contains too much magical power to counter.

Creatures powered by or subsisting upon magic—such as elementals, golems, created undead, etc.—gain 1 hp per Hit Die while in the area of effect. Treat them as though they have an extra HD for purposes of saving throws, THAC0, spell effects, etc.

Any wizard entering a saturated area can sense the effect immediately as a tingling feeling and occasional crackling of energy. Its benefits become obvious once the wizard casts a spell. Casters cannot limit the area's effects only to themselves or those they wish to aid—any wizard in the area can take advantage of the spell's effects.

Casting *saturation* requires either a wizard's receptacle or prior use of *summon Radiance*.

Discharge

Spell Level: 8

Range: 20 yards/experience level

Components: V, S

Duration: Instantaneous

Casting Time: 8

Area of Effect: 20-foot radius

Saving Throw: Halves damage

Using *discharge* expresses the raw, destructive force of the Radiance and provides an example of the dangers inherent in the energy. The effect of a *discharge* spell resembles a *fireball*—a sphere of energy bursts from the outstretched hands of the caster, exploding upon reaching its target with a

great, destructive blast.

Discharge inflicts damage equal to 1d6 points per Radiance point expended (stored by the caster using *retain power* ahead of time), up to a maximum Radiance point total equal to the level of the caster. All within the radius become subject to this damage, although a successful saving throw vs. spell reduces the damage by half.

Unlike a *fireball*, the destructive energies of this spell can destroy even the hardest of materials and the sturdiest of constructions. If, however, a *discharge* is cast within a limited space and the walls, floor and ceiling can *magically*

withstand the damage inflicted, the radius of the spell conforms to the shape of the space (exactly like a *fireball*). If desired, a wizard can expand the radius 5 feet per Radiance point expended for that purpose alone (but the range stays fixed).

Note that this spell cannot be affected by *call upon Radiance*. In fact, *discharge* cannot be manipulated by any other spell in any way. No creature (except an Immortal, of course) has any special resistance to the affects of a *discharge*, even those immune to fire, lightning, or the like. Magic resistance, *anti-magic shells*, and similar protections from magic do apply, however. Many scholars look upon this power less as a true spell and more as a controlled conduit of magical energy leading directly from the Nucleus of the Spheres.



Prince Harald's Radiance receptacle boasts the finest workmanship of any belonging to the Brothers of the Radiance. While visiting Harald some years ago, Duke Gerrid Rientha spied the fabulous crystal sphere on a plain iron stand. Without knowing the globe's purpose, but sensing its importance to his friend, he ordered the best goldsmith in his duchy to create a unique stand for the prince.

Sever the Tie

Spell Level: 9

Range: 100 feet

Components: V, S

Duration: Special

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: Negates effects

Wizards who finally learn that the Radiance is indeed the source of magic for the entire world can research *sever the tie*, a powerful spell. If cast successfully on a target, this spell makes that target unable to use wizard spells—it com-

pletely cuts the target off from the Radiance. Any casting attempt by the target results in immediate, automatic failure. Innate magical powers are likewise nullified, though the target's magical items function normally. Any wizard spell cast upon the target automatically becomes dispelled.

This spell immediately destroys any golem or other magically created being that fails a saving throw; likewise, it dispels conjured beings. Casting this spell upon a magical item destroys it (although items also receive saving throws).

Because this spell blocks the target from the Radiance, it provides additional resistance to spells and magic, adding a +4 bonus to all the subject's saving throws vs. such effects. The target also cannot willingly accept a spell (in other words, intentionally forego a saving throw) and receives a mandatory saving throw against wizard spells that normally do not allow a chance to resist them (such as *fly*, *magic missile*, *teleport*, *haste*, etc.).

Sever the tie lasts until: The caster dies; the receptacle is destroyed (if one was used); the duration of *summon Radiance* ends (if it was used); or until the caster willingly dispels the effect. *Dispel magic* will not work, nor will any other spell end the condition, short of a *wish*.

Wizards must cast this spell within 30 feet of the receptacle or during the duration of *summon Radiance*.

Transcend Life Force

Spell Level: 9

Range: 0

Components: V, S, M

Duration: 2d12 hours

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

Casting *transcend life force*, the culmination of a wizard's study of the Radiance, ends the character's stint in the campaign as anything but an NPC. Before wizards can discover this spell through research, they must know all the other spells dealing with the Radiance.

This spell allows the caster to use the power of the Radiance to loose the shackles of mere humanity and join the ranks of the Immortals.

To successfully cast it, the wizard first undergoes a physical or mental trial devised subtly by the other Immortals. Long ago, they placed a special enchantment upon the Nucleus of the Spheres to alert them if anyone approached this stage of Radiance knowledge.

When the Immortals detect a wizard's wish for Immortality, they begin directing the research of this spell, making the character face horrible obstacles to procure extremely rare or dangerous ingredients (six feathers of an archon's wings, a tooth from every color of chromatic dragon, dust from the dark side of the moon, etc.).

This testing allows them to observe the Immortal-to-be—and to prevent an "undesirable" candidate from joining them. A wizard who does prove acceptable gains an Immortal patron to aid in his transcendence.

As DM, feel free to devise a set of ingredients and suitable adventures to obtain them.



One of the few women to discover the secrets of the Radiance, Danira Voshane has grown strong in its powers. When her attempt to master the greatest of all Radiance abilities attracted Immortal attention, she vanished from her tower. No one knows whether the Immortals found her acceptable—or whether she suffered the consequences of her ambition.

Chapter V:

Glantrian Characters

By now, DMs and players alike realize that Glantri has some of the most colorful and exciting characters on the face of the planet. Other Mystarans think of them as

intriguing unknown quantities—even slightly dangerous. Who can resist playing not only one of the most powerful wizards in the world, but one with the typical Glantrian style, panache, and ever-present aura of mystery?

The hero cards included in this box provide standard Glantrian characters. However, the guidelines below explain how players can create their own characters that hail from this magical and unpredictable land.

Race and Social Class

Those wanting to play Glantrian characters should follow the character generation process outlined in Chapters 1 through 3 of the *Player's Handbook*, choosing either humans, elves, or half-elves. Dwarves, halflings, and gnomes are not native to Glantri.

Race has little or no impact on social standing, despite some individuals' long-held bigotry. Glantri really has only two social classes: the upper class, comprised mostly of wizards, and the lower class, made up of nonwizards. All wizard characters, by definition, belong to the upper class of Glantrian society based on their spellcasting skills alone, regardless of their family or background. Warriors and rogues fit into the lower social class, unless they belong to a noble house. (See **Chapter II: The Principalities.**) Priests comprise a special, restricted social class—one watched closely by the upper class and distrusted by everyone.

The Progeny

Glantrians respect the magical, the arcane, and the powerful, regardless of alignment, predisposition toward humans, or alien qualities. This sentiment, added to the current "monster fashion," grants a group called the *Progeny* increased social status in Glantri. The term



his is a realm filled with divergent people and unique characters. It's only outsiders who wave their hands and dismiss our magocracy as a land of bookish, conniving, spellcasting schemers. I can assure you, we're not all bookish.

**—Faeren Territh,
instructor at the
Great School
of Magic**



"Progeny" refers to people whose heritage includes certain inhuman creatures (besides elves) with *magical natures*; for example, though orcs are inhuman, Glantrians do not call half-orcs Progeny. Players creating characters from Glantri can decide to belong to this elite group. In general, there is a 2% chance that any given Glantrian belongs to the Progeny—or at least comes from a family that claims it does.

True Progeny can trace their lineages back to one or more of the following:

- ❖ Monsters like shapechanged dragons, dopplegangers, nymphs, sylphs, dryads, medusae, lycanthropes, hags, firbolg giants, rakshasa, satyrs, sirines, and swanmays;
- ❖ Creatures from the *MYSTARA Appendix to the MONSTROUS COMPENDIUM* accessory, such as actaeon, baldandar, crones of chaos, diaboli, shapeshifters, and sollux; and
- ❖ Other shapechanged or polymorphed creatures.

Glantrians revere the magical monsters above, envying their inherent abilities, distinctive forms, and general inhuman, primal natures. The increased status one gains from having monstrous ancestors leads many to claim Progeny blood falsely. Magical means can uncover these liars, but many go their whole lives making the claim without having it tested.

Creatures that can mate with humans or elves naturally, such as dryads, or those that can take human form, such as gold dragons, may pass on some or all their powers to their half-breed offspring. However, almost all Progeny are now many generations removed from their monstrous ancestors, so the magical traits have become "watered down." Progeny have a 5% chance of possessing an enhanced power and a 2% chance of inheriting only defects from the ancestor. Those with enhanced powers face a 20% chance of having defects also.

Once players decide they desire characters of the Progeny, they should roll percentile dice, then look at the **Progeny Determination** table below.

Progeny have life spans 1d4 times as long as normal for their races. All Progeny suffer a 15% penalty when gaining experience points, however, due to their inherited tendency to rely on natural ability rather than working to improve other skills. Both the increased life expectancy and the reduction in experience hold true for all Progeny, even those without special powers or defects.

The tables on the next few pages offer ideas for powers and defects. All require rolls of percentile dice.

Progeny Determination

Roll	Progeny Status
01–50	<i>False claim.</i> (Make no further rolls.)
51–93	<i>True Progeny with no special power.</i> (Make no further rolls.)
94–95	<i>True Progeny with inherited defect.</i> (Roll once on the Progeny Defects table.)
96–00	<i>True Progeny with inherited power.</i> (Roll once on the Progeny Powers table.) <i>A roll of 00 here indicates that the character inherited a defect along with the power.</i> (Roll once each on the Progeny Powers and Progeny Defects tables.)

Progeny Defects

Roll	Defect
01–10	Oddly colored eyes
11–15	Oddly colored skin
16–20	Oddly colored hair
21–25	Extremely hairy (or furry)
26–30	Hairless
31–35	Shriveled skin
36–40	Scaly skin
40–50	Warts, blotches, or other markings
51–55	Extra digit on hand or foot
56–60	Cause nervousness in natural animals
61–70	–1 penalty to saving throws vs. spell
71–80	–1 penalty to saving throws vs. poison
81–90	Strange aura gives –3 penalty to reaction rolls
91–95	–1 penalty to a random attribute
96–99	Roll twice on this table, disregarding rolls above 95; reroll duplicate results.
00	DM choice or special

Progeny Powers

Roll	Power
01–05	+1 bonus to Strength
06–10	+2 bonus to Strength
11–15	+1 bonus to Constitution
16–20	+2 bonus to Constitution
21–25	+1 bonus to Dexterity
26–30	+2 bonus to Dexterity
31–40	+1 bonus to Intelligence
41–50	+1 bonus to Wisdom
51–60	+1 bonus to Charisma
61–63	+2 bonus to Charisma
64–65	+3 bonus to Charisma
71–73	Natural Armor Class of 8
74–75	+1 bonus to saving throws vs. poison
76–77	+1 bonus to saving throws vs. spell
78–80	+1 bonus to all saving throws
81–87	Roll on the Progeny Extraordinary Abilities table, next page.
88–96	Roll twice on this Progeny Powers table, ignoring rolls over 87; reroll duplicate results.
97–00	Roll three times on this table, ignoring rolls over 87; reroll duplicate results.

Progeny Extraordinary Abilities*

Roll	Extraordinary Ability
01–04	<i>Levitate</i> once per day
05–08	<i>Blur</i> once per day
09–12	Eyes invoke a charm quality equal to <i>charm person</i> once per day
13–17	<i>Endure cold</i> three times per day
18–22	<i>Endure heat</i> three times per day
23–25	Claws inflict 1d4+1/1d4+1 hit points damage.
26–27	Bite inflicts 1d6 hit points damage.
28–31	<i>ESP</i> once per day
32–34	<i>Detect invisibility</i> once per day
35–39	<i>Cause fear</i> once per day
40–43	<i>Clairaudience</i> once per day
44–47	<i>Clairvoyance</i> once per day
48–51	<i>Invisibility</i> once per day
52–54	<i>Vampiric touch</i> once per day
55–57	<i>Dimension door</i> once per day
58–62	<i>Nondetection</i> , continuous
63–66	<i>Polymorph self</i> once per day
67–72	<i>Domination</i> once per day
73–76	<i>Magic jar</i> twice per week
77–78	Breath weapon as adult dragon (choose type) once per day
79–80	<i>Shadow walk</i> once per week
81–85	Immunity to disease
86–90	Immunity to poison
91–93	20% magic resistance
94–96	Roll again and double the resulting power's number of uses (if applicable).
97–99	Roll twice on this table, disregarding rolls above 96; reroll duplicate results.
00	DM choice or special

• Roll on this table *only* after rolling 81 to 87 on the **Progeny Powers** table on the previous page. To calculate range, duration, etc. for the spell-like powers above, treat each ability as though the Progeny character has cast the indicated spell.

Character Kits

The two wizard kits described below are *optional* character-building guidelines used in the AD&D game. As the DM, you and/or your players may choose to follow these guidelines to add new facets to characters' backgrounds and personalities.

Both the Glantrian Wizard and the Glantrian Military Wizard kits apply the optional proficiency rules described in the *Player's Handbook*, **Chapter 5: Proficiencies**. New nonweapon proficiencies described later in this chapter are shown here (and throughout this book) in **boldface type**.

Glantrian Wizard

Those assuming the Glantrian Wizard kit should note that not every wizard from this land—nor every wizard who studies at the Great School of Magic—is necessarily created using this kit. Likewise, even characters from realms outside Glantri, who nevertheless learned the local magical skills, have the option of choosing the kit.

Requirements: Glantrian Wizards of either sex must be human, elven, or half-elven, with an Intelligence of at least 15. Specialty wizards may use this kit, assuming they meet the requirements of both the kit and the specialty school.

Description: The powerful Glantrian Wizards have a wide variety of magical resources at their disposal. Trained from an early age to understand and manipulate spellpower, Glantrian Wizards use magic more masterfully than any other spellcasters in Mystara. However, Glantrians are not well loved beyond their borders, so many travel in disguise.

Weapon Proficiencies: As for the wizard class. (See the *Player's Handbook*, **Chapter 3: Player Character Classes**.)

Nonweapon Proficiencies: *Bonus*—**monster lore**. *Required*—reading/writing, **meditation**. *Suggested*—etiquette, languages (ancient), languages (modern), spellcraft, **spell-flash**.

Armor and Equipment: As for the wizard class.

Special Benefits: Glantrian Wizards' special benefits befit their rank as Mystara's supreme spellcasters. First, players can choose their initial spells rather than roll them randomly.

Secondly, every time Glantrian Wizards gain a new level, they gain six new spells for their spellbooks—spells they study at the Great School from the applicable spell lists. It takes a month to gain a new 2nd- or 3rd-level spell, two months for 4th- through 6th-level spells, and three months for those of 7th through 9th level.

During this time, wizards also transcribe new spells they may have acquired in previous adventures. As this advantage developed in part through the Glantrian Wizard's Great School training, it remains unavailable to non-Glantrian wizard kits—even those with access to the Great School of Magic.

Lastly, and most impressively, Glantrian Wizards learn flexibility in memorizing spells: They may memorize them in any combination, provided that their total memorized spell levels do not exceed their capacity. For example, a 5th-level wizard has five 1st-level spells, three 2nd-level spells, and one 3rd-level spell—14 spell levels total. Instead of the above dispersal, Glantrian Wizards may choose to take seven 2nd-level spells or 14 spells of 1st level! They may not take more than their normal maximum of spells from the highest level they can cast, though; a wizard from the above example may take only one 3rd-level spell, regardless of the others selected. The wizard also may not cast spells that would otherwise be unavailable (no 4th-level spells, here).



Obviously, not *all* Glantrians feel awed at the passage of Serthos the Drake, the most famed Progeny in the land. Of course, these men's opinions may be tainted by jealousy of

the power and prestige the Drake's monstrous heritage grants him in Glantri City and throughout the principalities.

Special Limitations: The greatest hindrance to Glantrian Wizards is that they are Glantrian wizards. The spellcasters of this land have a reputation as scheming, untrustworthy, foul-tempered, bullying braggarts with delusions of world domination. While some or all of this reputation may be deserved, it does make it difficult for them to get along with non-Glantrians, particularly Ylari, dwarves, Ethengarians, most priests, and other long-standing foes of the Glantrians.

As a result, all reaction rolls to a Glantrian Wizard (or a party containing one) receive -2 penalties outside Glantri. The many Glantrian accents, though easily recognizable, may be concealed, as can dress and appearance. A haughty attitude and strange magical powers prove the surest signs of a Glantrian Wizard, so characters showing tolerance and understanding (and keeping their credentials hidden), should encounter no real problem.

The other limitation on Glantrian Wizards comes from association with the Great School of Magic. The Great School expects students to return from afield with new spells to contribute to the school's vast collection. Divination spells reveal whether characters have come back to the school without contributing their new magic. Still, wizards guard their magic jealously; many wizards who gain or develop a unique, interesting spell choose to shun the Great School to keep their knowledge to themselves.

Glantrian Military Wizard

Although Glantrian Military Wizards often begin their careers in the Great School, they do *not* keep the benefits of the standard Glantrian Wizard. Leaving the school to focus on a more martial field of study in the Grand Army means they lose these benefits. As with the Glantrian Wizard kit, characters from realms outside Glantri can choose this kit, as long as they have learned the local magical skills.

Requirements: Glantrian Military Wizards of either sex must be human, elven, or half-elven, and possess a Strength of at least 11. Although nonspecialized mages seem more common among the ranks of Glantri's military, specialty wizards may use this kit, too. Most specialists hail from the Invocation school, although no school is prohibited.

Description: The commanders of the armed forces hand-pick Glantrian Military Wizards (usually from the Great School of Magic), training them in the arts of war and military organization. They serve in the Grand Army as the 1st Banner: mounted units of 120 wizards that commanders use in pivotal roles in all military actions, defensive or offensive.

Weapon Proficiencies: Although they gain no additional proficiency slots, Glantrian Military Wizards may choose the short sword, hand axe, or mace as weapons, in addition to those normally available to wizards.

Nonweapon Proficiencies: *Bonus*—riding (either airborne or land-based). *Required*—heraldry. *Suggested*—weapon-smithing.

Armor and Equipment: As for the wizard class. (See the *Player's Handbook*, **Chapter 3: Player Character Classes**.)

Special Benefits: Glantrian Military Wizards belong to the Grand Army of Glantri (or used to). Players can choose active duty or "veteran" status for their characters.

Characters still serving a term with the military gain a number of social benefits. Although they have more rigorous responsibilities than their fellows and can devote less time to studying and researching, they remain well respected by Glantrian society (+1 bonus to reaction rolls when encountering other Glantrians). In addition, they receive housing, food, and a government salary of 50 gp per level each month. There is also a 5% cumulative chance per experience level gained in play that superiors will promote the character to sergeant, and after that, to captain. Pay increases by 30% per promotion.

Veteran Glantrian Military Wizards no longer gain the financial rewards they once did, but they no longer bear the responsibilities (listed below), either. They still enjoy the +1 bonus to reaction rolls from other Glantrians when they display insignia from their military service.

Special Limitations: As mentioned above, being a part of the military takes time away from studying and research-

ing, as well as adventuring. Assume that these characters must spend fully half their time in training or performing a military duty. This on-duty time increases to 75% during periods of war (thankfully rare). While groups do not need to play out characters' military duties unrelated to the campaign, these obligations do limit the number of adventures Glantrian Military Wizards can take part in. In times of war, groups should handle characters' military duties in the playing session, to rightfully award experience points and to bring to life the dangers accompanying armed conflict. Wartime activities also can serve as springboards to adventures for the entire adventuring party.

Glantrian Nonweapon Proficiencies

Glantri's uniqueness allows residents access to four non-weapon proficiencies not found elsewhere (unless you, as DM, wish to incorporate them into your entire campaign). Characters can learn all four of these proficiencies in the Great School of Magic, although it is certainly possible that they could pick them up elsewhere in Glantri, too. Treat all four, described below, as proficiencies from the Wizard category. The relevant ability score for making proficiency checks for each is the wizard's Intelligence score.



A group of Glantrian Military Wizards was recently sent out to investigate rumors that former Prince Innocenti di Malapietra still lived, waiting in his ruined tower of Sirec-

chia to *disintegrate* all who approached. Unfortunately, they discovered the rumors were true.

Alchemy: This proficiency gives a character knowledge of basic alchemical processes and chemical lore. It does not allow characters to create magical potions, although given the necessary equipment (as in an entire laboratory), they can identify potions, poisons, and other compounds. This process takes 1d4 days.

Additionally, characters with the alchemy proficiency can concoct antidotes for poisons, given a dose of the poison to work with in the aforementioned well-stocked laboratory. Each poison has its own unique antidote that must be produced individually in a procedure taking 1d10 hours.

Meditation: A character can reach a higher level of intellectual perception by concentrating and eliminating extraneous interruptions—in effect, the meditation proficiency temporarily raises one's Intelligence. After an hour of absolute quiet solitude, the character gains a +1 bonus to Intelligence for every five levels of experience (up to a maximum of 18 points). This increased Intelligence, which lasts for only one round following the meditation, can aid in making another proficiency check, enchanting an item, discovering a new spell, etc. However, the character may apply the increase in Intelligence to only one task before the bonus fades.

Monster Lore: This proficiency provides knowledge relating to the magical or mythical creatures that Glantrians so

revere. Characters with the monster lore proficiency must make proficiency checks each time they wish to know a particular detail regarding a fantastic beast. Checks regarding creatures with a frequency rating of "rare" carry a -4 penalty, and checks regarding "very rare" creatures automatically fail. Additionally, any creature you, the DM, consider outside the PC's knowledge (a beast from another world or plane, a particularly ancient or brand-new creature, etc.) seems beyond the scope of the monster lore proficiency.

Successful proficiency checks mean characters find at their disposal details on a monster's hunting and combat tactics, eating habits, and general ecology. However, information regarding nonliving creatures, such as golems and undead, falls outside the parameters of this proficiency. (As the DM, you can create an undead lore or golem lore proficiency at your discretion.)

Spellflash: A particularly "Glantrian" proficiency, this showy ability allows a character to cast a spell in a flashier, more dramatic, and visually impressive manner. Casting brighter, more colorful fireballs, dazzling dancing lights, and fabulously intricate illusions result from spells cast after a successful proficiency check. Using spellflash does not affect game mechanics in *any* way. Glantrian wizards merely use the proficiency in attempts to impress and outdo their fellows. About 75% of the time, a nonwizard will not even notice the extra dazzle.

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Glantri™

Kingdom of Magic

➤ The Test of Darkness ➤





➤ The Test of Darkness ◀

An Introductory Adventure
for the *GLANTRI™: Kingdom of Magic* Campaign Expansion

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Introduction

As the towers of the Great School of Magic spire upward, a feeling of promise seems to fill the air. The halls of magical learning beckon. No one would ever imagine that this day is about to take a treacherous turn—right into the unexplored depths of the greatest storehouse of magic in the Known World. Not even the school's masters know what lies waiting there, within the sinister, hungry darkness . . .

The Test of Darkness takes place in Glantri, the Kingdom of Magic. This adventure is for players of the *Introduction to the ADVANCED DUNGEONS & DRAGONS® Game* (formerly the *FIRST QUEST™* game). Those using the *ADVANCED DUNGEONS & DRAGONS®* game *Player's Handbook* and *DUNGEON MASTER® Guide* can enjoy the scenario as well.

Due to the powerful and highly magical nature of the *GLANTRI™: Kingdom of Magic* setting, players of the *Introduction to the AD&D® Game* should graduate to the *Player's Handbook* and *DUNGEON MASTER Guide* once they have finished this adventure; then Dungeon Masters (DMs) can easily make Glantri the setting for their own, original adventures. The nonplayer characters (NPCs), spells, and magical items presented in *The Grimoire* were created with rules and options found only in those more advanced books.

To play *The Test of Darkness*, groups need this book and the following:

- ❖ Multisided dice.
- ❖ The *GLANTRI* audio compact disc. This CD offers dialogue, sound effects, and background music tied directly to the adventure plot. Though groups without access to CD players can enjoy *The Test of Darkness* without the audio CD, it is not recommended.
- ❖ The "parchment" handouts from the box, including player props to give out during the adventure and maps of some encounter areas. Four of the sheets constitute a journal describing

Glantri; all players should read these journal pages before any Glantrian adventure. The adventure text explains when to pass out the other handouts.

- ❖ *The Grimoire* sourcebook. Although groups do not need to read through this book entirely before playing the adventure, you may find it handy to have it nearby as a reference to answer player questions and give out more detailed information. Especially familiarize yourself with **Chapter III: Waterways and Wizards**, as it discusses details about Glantri City, the setting of *The Test of Darkness*.



he price
of
adven-
ture in

Glantri can be
high—but so can the
rewards.

—Collend Hedjin,
mercenary wizard



The Great School of Magic



- ❖ Hero cards. Players should select characters for the adventure from those included in this box. (They can use characters from the *KARAMEIKOS™: Kingdom of Adventure* or *Introduction to the AD&D Game* box—even heroes they generate on their own—if desired. See below for more information.)

Player Characters

The Test of Darkness introduces beginning player characters (PCs) to the realm of Glantri. It is best to play with four to eight characters, including at least one wizard. The best possible mix of characters actually contains more wizards than normal—perhaps four or more. In fact, everyone can play a wizard in this adventure, although a fighter or thief really would help out.

The heroes on the cards in this particular box were created to fit in well with this adventure. DMs and players alike will notice that half the characters are wizards, and two more are multiclassed wizards. Furthermore, the box includes no card for a cleric character. This mix reflects the nature and makeup of Glantri; players used to strong-armed fighter characters bashing everything in sight then falling back on the healing capabilities of a priest will need to adjust their playing style to use the Glantri hero cards.

If the players wish, they can use characters from other boxed sets instead. However, keep in mind that it is partic-

ularly hard for dwarves and halflings to function within Glantri, due to the racial prejudices there. (They could, however, enter the realm disguised). Clerics also present a playing challenge, since the wizards of Glantri feel highly suspicious of them and regulate their spellcasting; they may use only healing magic and other spells that do not overlap the abilities of wizards.

Experienced characters from previous adventures (such as those who have completed scenarios from the *Introduction to the AD&D® Game* or have campaigned in *Karameikos*) can adventure in Glantri. This land of magic proves an interesting and challenging setting for *Karameikan* characters to visit after they have traveled about their own land for a while. Not only will such PCs have to contend with the prejudices mentioned above, they will discover that folks living outside of Glantri City seem distrustful and unkind to strangers. (Many DMs, in fact, might find it more to their liking to treat Glantrians as adversaries rather than as player characters.) Nevertheless, *The Test of Darkness* assumes the heroes are natives of Glantri (or at least outsiders not hostile to or hated by Glantrians) with relatively little adventuring experience.

Players might even enjoy creating their own Glantrian heroes, using the character generation rules in Chapters 1 through 5 in the *Player's Handbook* and **Chapter V: Glantrian Characters** in *The Grimoire*. Of course, as DM, you remain the final arbiter regarding which characters the players can use, whether original or published.

Abbreviations

Monster descriptions include the abbreviations below. (If the value of a particular entry is "none," it has been deleted to save space.)

Int	Intelligence
AL	Alignment
L	Lawful
C	Chaotic
G	Good
E	Evil
N	Neutral
AC	Armor Class
MV	Movement rate
HD	Hit Dice
hp	Hit points
THAC0	Lowest number needed to hit Armor Class 0
#AT	Number of attacks per round
Dmg	Damage per attack
SA	Special attacks
SD	Special defenses
MR	Magic resistance*
ST	Saving throw**
SZ	Size
T	Tiny (2 feet or less)
S	Small (2 to 4 feet)
M	Man-sized (4 to 7 feet)
L	Large (7 to 12 feet)
H	Huge (12 to 25 feet)
G	Gargantuan (more than 25 feet)
ML	Morale*
XP	Experience point value

Character descriptions include most of the entries above, plus the following six Basic Abilities:

Str	Strength	Int	Intelligence
Dex	Dexterity	Wis	Wisdom
Con	Constitution	Cha	Charisma

Thieves' skills follow this format:

PP	Pick pockets
OL	Open locks
F/RT	Find/remove traps
MS	Move silently
HS	Hide in shadows
DN	Detect noise*
CW	Climb walls
RL	Read languages*

Other abbreviations include:

DM	Dungeon Master
PC	Player character
NPC	Nonplayer character
gp	Gold piece

Notes:

* Players using the *Introduction to the AD&D Game* rules should ignore entries for morale and magic resistance, as well as the thief abilities detect noise and read languages.

** Saving throw numbers are provided for players of the *Introduction to the AD&D Game*. (For players using the complete AD&D game rules, this value is a saving throw vs. spell.)

Presentation

Each significant event or "encounter" in *The Test of Darkness* begins with a new headline. All pertinent information for that encounter can be found either in that section or in a nearby sidebar.

Some encounters also feature sections of special indented text, like this. Read this material aloud to players, or summarize it, when the adventure text instructs.

Encounters with a sound track on the CD include a special icon and track note, like this:

TRACK
6

The second test involves casting a burning hands spell and identifying its parameters.

The number in the icon indicates which track to "cue up" before the encounter begins. (The adventure text preceding the icon will explain exactly when to press "play.") The text in *italic type* to the right of the icon summarizes the contents of the audio track. These notes help groups that don't have a CD player enjoy the adventure without the sound tracks.

When each track of the CD ends, a bell-like "Stop" tone sounds, to remind you, the DM, to stop the CD player. Tracks are designed to be played one at a time; letting the CD play on will spoil the adventure. Note that the voices of the heroes on the sound tracks are *not* intended to dictate the actions of the players' characters. Instead, they dramatize *possible* outcomes of the situation. Remember, every group of characters approaches an encounter a little differently.

Monster Descriptions

The adventures in this book are compatible with both the *Introduction to the AD&D Game* rules and full-fledged AD&D game rules, and the monster descriptions reflect this dual nature. Whichever rules you, the DM, plan to use, make note of the following:

- ❖ Players using the *Introduction to the AD&D Game* rules can ignore monsters' "morale" and "magic resistance" ratings; these ratings are only used in the expanded AD&D game system.
- ❖ Players with the complete AD&D game rules should note that saving throws in the *Introduction to the AD&D Game* have been simplified to a single value. The "saving throw" entry in monster descriptions in this book represents a saving throw vs. *spell*.
- ❖ Where monster statistics rules differ, the listings here conform to the statistics from the *Introduction to the AD&D Game*. Feel free to adjust them to the AD&D game standard.

Maps

The adventures in the *Introduction to the AD&D Game* (and the *FIRST QUEST* game before it) include poster-sized maps of an entire adventure setting, to spread out on the table during play. *The Test of Darkness* does not require similar large maps. Instead, the more important areas to the adventure are depicted on "parchment" style handouts, which you should give players when instructed by the text. When no handout is available, you may wish to sketch an area on blank paper, using the maps in this book as a guide. Remember, show the players *only what the heroes can actually see*, adding the

details as they explore farther. Of course, the players themselves may want to keep some paper handy so they can sketch maps as well.

Players, read no further! The rest of this book is for the Dungeon Master's eyes only!

Preparing to Play

Before the game, familiarize yourself with *The Test of Darkness*, reading through the adventure and referenced maps and handouts. Listen to some or all of the CD tracks while reading, so you know what to expect from them. Make sure you understand the capabilities of the NPCs and monsters in the adventure, as well as their personalities and motivations—figure out ahead of time what these figures will do, and when. Become familiar with **Chapter III: Waterways and Wizards** in *The Grimoire*, especially the section about the Great School of Magic.

Once the players have gathered for the game, give them the introductory handouts, the "Travel Journal of Dar Inberlon," (labeled 7A to 7D) and allow ample time for everyone to read them and ask questions. Use *The Grimoire* sourcebook to find answers, but if you can't come up with all the information, don't worry about it right now. Tell the players that all their questions will be answered eventually, and that the handouts contain everything they need to play in this particular adventure.

Then place the compact disc in the CD player, get all your materials together, and play!

How the Adventure Starts

Most of *The Test of Darkness* takes place in the wizardwarrens beneath the Great School of Magic in Glantri City, the capital of the realm. Everything begins when the wizard characters in the group attempt to gain admittance to the Great School. They must take a few tests to measure their prior magical learning (as well as future potential) and determine their worthiness to become students.

Early on, the heroes come upon a magical amulet of undetermined origin or power. It was secretly given to them by *Thanrae Sycloe*, a wizard from the school whom they soon find dead. Thanrae hoped the characters could keep the amulet out of the hands of *Yriss Ghuth*, another wizard at the school. She wants the amulet desperately and attacks the characters to steal it from them. She seems foiled when events send the player characters unexpectedly into the strange, magic-filled catacombs below the school.

The rest of the adventure entails the player characters' attempt to escape the labyrinth, much of which is completely enshrouded in magical darkness. In this "dungeon" setting, they encounter many threats: traps from old, wizardly testing grounds; various natural and unnatural denizens (snakes, a carrion crawler, animated skeletons, etc.); and Thanrae's haunting spirit, bent on revenge against Yriss.

New Magic

This adventure contains some spells new to players of the *Introduction to the AD&D Game*. Some of them appear in *The Grimoire*, but two are presented here. The spells below appear in greater detail in the *Player's Handbook*.

Audible Glamer (Illusion/Phantasm)

Level: 1

Range: 60 yards + 10 yards/experience level

Duration: 3 rounds/experience level

Area of Effect: Hearing range

Saving Throw: Special

An *audible glamer* is an illusion of sound. The caster can make a sound (or short series of sounds) rise in volume, seem to fade, move, or remain at a fixed place. The sound can be anything—talking, singing, marching, monster roaring, etc. For each level of experience of the caster, the sound's maximum volume increases by the amount of sound four people can generate. That means a 3rd-level caster can create a sound with this spell as loud as 12 people could make.

Any characters stating they do not think the sound is real can make saving throws. A successful roll indicates that the character determines for certain the glamer is an illusion.

Burning Hands (Alteration)

Level: 1

Range: 0

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: Halves damage

Wizards cast *burning hands* on their outstretched fingertips to make them shoot forth 5-foot-long sheets of flame in a 120-degree arc in front of them. Any creatures caught in the flame suffer damage: 1d6 points divided in half, plus 2 hp of damage per level of the caster. Successful saving throws mean the spell inflicted only half damage. Flammable materials caught in the flame will burn.



Entrance Exams

The starting point of *The Test of Darkness* assumes that at least one wizard in the group wants to gain admittance to the Great School of Magic. Explain to the players affected that studying at the Great School will ensure them greater spell availability, as well as prestige in Glantrian society.

Spell availability will be a new concept to players of the *Introduction to the AD&D Game*. Note (and tell players) that any spells beyond those given in the *Introduction to the AD&D Game* must be discovered through adventuring or other sources. The Great School of Magic remains the greatest source of spell acquisition in the Known World.

Getting Started

The adventure begins as the player characters arrive at the Great School of Magic for the first time. The wizards of the group are applying to gain entrance, and the others have accompanied them to this prestigious academy.

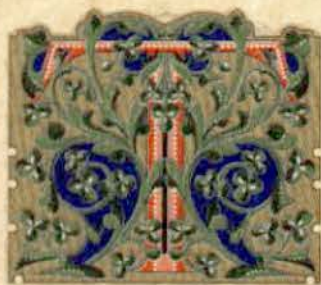
❖ Once they have read the introductory journal handouts, let players glance briefly at the poster maps of Glantri and Glantri City. Show them the capital on the large-scale map, then the school on the city map. Last, give them *Handout 1*, read the following indented text aloud, and cue the CD to *Track 1* to begin.

The trip to Glantri City was long and hard, but a good night's rest at a comfortable inn can make a body feel refreshed and invigorated. A gondola ride takes you to your destination: the famous Great School of Magic! Approaching the school's main gates, you hear . . .

TRACK 1

The sound of people milling about the street is accented by a resonating bell chiming the hour in the distance. The heroes pass through the gates of the school and encounter Angan Forrester, the Master of Admissions.

Tall, thin Angan has angular features and jet black hair. He wears long, concealing wizard's robes and appears before the group suddenly in a flash of spellpower. The Master of Admissions purposely acts gruff and blustery, to weed out applicants that appear faint of heart. Though he is a 13th-level wizard, it seems doubtful that his abilities or statistics will prove important in this adventure.



The Great School of Magic is less a school and more an exclusive spellcaster's club. It is difficult to get in and harder still to leave—unless you do something foolish.

—Collend Hedjin



Admission Policies

Angan escorts the heroes through a courtyard bustling with students and faculty and into the Administration Tower to his office. (See the map of the Great School on *Handout 1*.)

❖ Read the following to the players, then play *Track 2*.

Angan leads the way into a tall tower, explaining that it contains all the school's administrative facilities. After passing through a large, cluttered office where many people work feverishly, he stops in a smaller, better-kept chamber. Angan brags of the Great School of Magic's reputation as the greatest, most prestigious school of spellcraft in the Known World, but that's no secret—it's the reason you've come. The school is almost 140 years old, Angan explains, and the center of Glantrian economics, politics, and society.

TRACK 2

Angan introduces the characters to the school and its admission policies. The wizards who wish to gain entrance must fill out registration forms, then pass preliminary tests of their magical knowledge.

If the wizards have questions, Angan attempts to answer them. However, he will not pay much attention to the group's nonwizards. His manner should quickly show that he thinks of nonwizards as lower-class citizens. During the testing, he commands nonwizards to simply sit back and watch, silently.

Unexpected Interruption

Angan administers the first test almost immediately: He asks the wizards to identify a spell (*audible glamor*) that he casts. As this test concludes, everyone hears a commotion outside.

❖ Play *Track 3* for the players now.

TRACK 3

The first test involves identifying and describing an audible glamor spell. Suddenly, all the characters hear a blast of magical energy and screams from outside the office.

❖ If the characters go outside or look out one of the outer office's windows to see what's going on (Angan's office has no windows), read the following text and play *Track 4*.

Outside, the recently crowded courtyard of the school has become the scene of a battle! A beautiful, flaxen-haired woman in a long, flowing green gown gestures dramatically in a way that looks like preparation for a spell. On the ground 30 feet in front of her kneels a brown-haired man, frail and bookish. His simple clothing still smolders from the effects of the explosion the woman apparently had directed his way. He appears to be readying his own spell, gritting his teeth against the pain of his wounds. As the wizards cast their spells, each moves nimbly to avoid spellpower blasts. From behind and to each side, other wizards race forward to stop the battle.

Entering the Great School of Magic

Those wishing to study at the Great School of Magic in Glantri City must take a few obligatory entrance exams. Once they pass these tests and the Master of Admissions has accepted their applications, students are allowed to attend class and use school libraries, laboratories, practice rooms, etc.

Generally, two types of students attend the Great School. Some, mostly children, arrive knowing little or nothing about magic, wishing to become wizards. The other type of student already knows the basics of wizardry and simply wishes to improve and increase personal skills and knowledge. Some of these students come only to use the school's research facilities.

Because of the near limitless nature of magic, people do not "graduate" from the Great School. No one can ever know everything there is to know about magic—in a way, wizards remain "students" all their lives. Many who attend the Great School are actually some of the most powerful wizards in the Known World!

Faculty

The following is a list of the high-ranking faculty members of the Great School. They all have numerous assistants and instructors working under them.

Grand Master of the School:

Harald Haaskins (♂)

Faculty Administrator: Uerd al'Aras (♂)

Master of Admissions: Angan Forrestir (♂)

Student Administrator: Marisi Viniene (♀)

Laboratory Administrator:

Tobol Vlarostk (♂)

Master of Enchantment:

Inguin diCorenveni (♀)

Master of Transmutation:

Tasirol Lightfellow (♂)

Master of Necromancy: Bertok Garn (♂)

Master of Conjuraton:

Marchesia Philipe (♀)

Master of Evocation: Derghov Loeten (♂)

Master of Illusions: LaVeron Chonere (♀)

Master of Divinations: Wilhelm Bhes (♂)

Master of Abjuration:

Rhogene Zelipieti (♀)

Note that the masters of the various schools of magic have nothing to do with the Seven Secret Crafts of Magic. (See **Chapter VI: Magic** in *The Grimoire* for details.)



TRACK 4

The two wizards hurl spells at one another before other wizards, including Faculty Administrator Uerd al' Aras, bring the fight to a finish. The woman in green tells the wounded man she will stop at nothing to get what she wants and demands that he simply give her a particular item. The male wizard refuses defiantly.

Even if the heroes want to join in the battle, there isn't time—fighting ends instantly on the other wizards' intervention.

❖ As the combatants glare at each other with great malice, play Track 5.

TRACK 5

Master Uerd al'Aras scolds the two dueling wizards, who then depart. Angan takes the heroes to the site of the second test.

Angan shakes his head at these disruptive events, disdainful of the participants. If the heroes ask about them, Angan identifies the woman as Yriss Ghuth, a midranked instructor. The man, Thanrae Sycloe, belongs to the school but not the faculty. He has no idea what the two wizards' quarrel concerned.

The Second Test

Angan escorts the characters to a secluded spot in the school's courtyard for their second test. Pulling out a magical scroll, he explains the exam.

❖ Play Track 6.

TRACK 6

The second test involves casting a burning hands spell and identifying its parameters.

Note to the Dungeon Master: The heroes can pass these first two "weed-out" tests easily, without die rolling or other game mechanics. For a more difficult, or simply more player-interactive, testing procedure, use the following testing method after the wizards complete the initial magical exams.

Optional Testing Session

Passing the two tests means the characters have crossed the initial hurdle to admission. The group then moves on to the testing room, just within the main school building. (See Great School map.) This room has eight desks with chairs, a long table pushed against one wall, and a low bench against the back wall. The walls of this windowless room look utterly bare. Two oil lamps provide the only light.

General Knowledge Test

Arriving at the testing room, Angan asks the nonspellcasters to wait on the bench in the back and offers the wizards each a desk. He then walks over to the table and picks up a large cloth sack. Removing a big handful of small, ordinary-looking stones, he drops the pile with a clatter on one wizard's desk. A quick examination reveals a letter inscribed on each round stone. Angan plunks a supply on each wizard's desk.

Brusquely, he explains that these "testing stones" will slide magically across the desks to spell out various questions. The wizards answer by mentally commanding the stones to spell out their responses. He gestures at the stones to perform a demonstration. The testing stones on the first wizard's desktop seem to scurry about in their haste to arrange themselves to form this question:

Who is the Great School's Master of Admissions?

The wizard, concentrating, should "think" at the stones: *Angan Forrestir*. (Getting this question wrong will make Angan look less than favorably upon the candidate.) Glaring sternly down at the seated heroes, Angan warns them that only those with true magical aptitude can make the stones move on command. Then he gestures for the test to begin.

This exam tests general knowledge of biology, physics, chemistry, world history, and Glantrian history. The stones ask each wizard slightly different questions, so cheating isn't possible. Angan remains in the room, but he will not help with any of the questions.

Come up with a few initial questions to give the players the feel of the test and the unusual testing stones. (Let them use the four introductory journal handouts they read before beginning play to find the answers.) Finally, have those playing wizard characters roll d20s and subtract the results from their Intelligence scores. Negative totals indicate they failed the test. (But don't reveal failures to the players; the heroes still must take all tests, as the results are tallied officially only after they complete them all.) Results of 8 or above mean a perfect or near-perfect test score.

Magical Knowledge Test

The general knowledge test takes about an hour and a half, after which the wizards receive a 15-minute break. Angan steps out of the room during the break. At this point, the nonwizards in the group might offer moral support to the test-takers—or they might do just the opposite. For example, fighter characters may feel bored after sitting so long, while thieves may seem anxious to cause trouble at the school.

Angan returns after the break to administer the test of magical knowledge. It resembles the first, but the stones ask only magic-related questions. Again, the testing stones scramble about on the desktops under Angan's severe gaze, spelling out the questions, then awaiting the wizards' responses. Determine test scores as before, using the result of a d20 roll subtracted from each player character's Intelligence.

All the Comforts of Home

Angan dismisses the characters after concluding the tests, announcing that he would consider their applications to the school. The heroes may explore the capital a bit first (refer to **Chapter III: Waterways and Wizards** in *The Grimoire*), but eventually should return to their inn.

❖ Read the following text to the players, give them *Handout 2*, then play *Track 7*.

Thanrae Sycloe

A 5th-level human wizard

Armor Class:	10
Hit Points:	17
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d6
Special Attacks:	Spells
Special Defenses:	None
Saving Throw:	12
Alignment:	Neutral good

Basic Abilities:

Str	9	Int	16
Dex	12	Wis	15
Con	10	Cha	13

Spells:

1st level: *Armor*, *magic missile*, ***swiftly devour the written word***, *shield*
2nd level: *Blur*, *invisibility*
3rd level: *Lightning bolt*

Equipment: *Ring of feather falling*, robes, staff

Thanrae, a wizard native to Glantri City, long ago found the *golden amulet of truth* on an adventure in the Colossus Mounts. He swore to use it only for good purposes and to offer protection from evil; recently he brought it to the Great School of Magic. Unfortunately for him, the evil Yriss discovered the amulet's existence and powers soon after, and determined to gain possession of it.

* Spell names listed are as they appear in the *Player's Handbook*, for ease of reference. In Glantri, wizards generally make up their own, more dramatic names for the same spells. Spell names in **boldface italic type** are new spells described in **Chapter IV: Magic** in *The Grimoire*.

Returning to the inn, the Red Drake, means the warmth of a hot meal and shelter from the rain falling outside is not far away. A minstrel has begun to entertain the crowd in the tavern portion of the inn.

TRACK 7

The player characters come into the tavern and go up to their room, where they find the dead body of Thanrae Sycloe, the wizard involved in the fight with the woman in green.

After his fight with Yriss Ghuth, Thanrae noticed the heroes leaving the school and followed them. Sneaking ahead of them, he broke into their room to leave them his *golden amulet of truth*. (See the sidebar on page 31.) This heavy gold ornament is the “item” Yriss had demanded, and Thanrae feared the evil sorceress finally would get it from him, if he didn’t hide it.

Unfortunately for Thanrae, he was followed, too—by Yriss and her evil henchman, Runther. Hearing them coming, Thanrae began scribbling a quick note to the heroes on the back of a scroll he had handy. (The scroll has the spells *sleep* and *light* written on it.) The note reads:

Safeguard this for me. If I return not in two days, take it to Angan Forrestir. He shall s—

The note ends abruptly; when Thanrae heard his enemies drawing near, he left off writing and hid the amulet and

note in one of the player characters’ bags. Bursting into the room with Runther, Yriss murdered Thanrae with a dagger through the heart. But he’d already hidden his treasure. Before the evil assassins could find the amulet, they heard the heroes approach and escaped out the window. As a clue, point out to the players that, on entering the room, the characters notice the window open, the curtains rustling as though something had just moved through it. If they look out the window, they see no one. However, they do notice that the roof of the kitchen rises to just below the window, providing access to the street level for anyone exiting this way.

Later, astute characters will take the presence of Thanrae’s body as a clue that he had something to do with the strange amulet they find among their possessions. If they stay in the room to investigate, go to the section below called “Examining the Body.” If they try to run instead, they see the constables coming in just as they prepare to leave—go to the “Arrested!” section on the next page. Also turn to “Arrested!” if they call for the constables themselves.

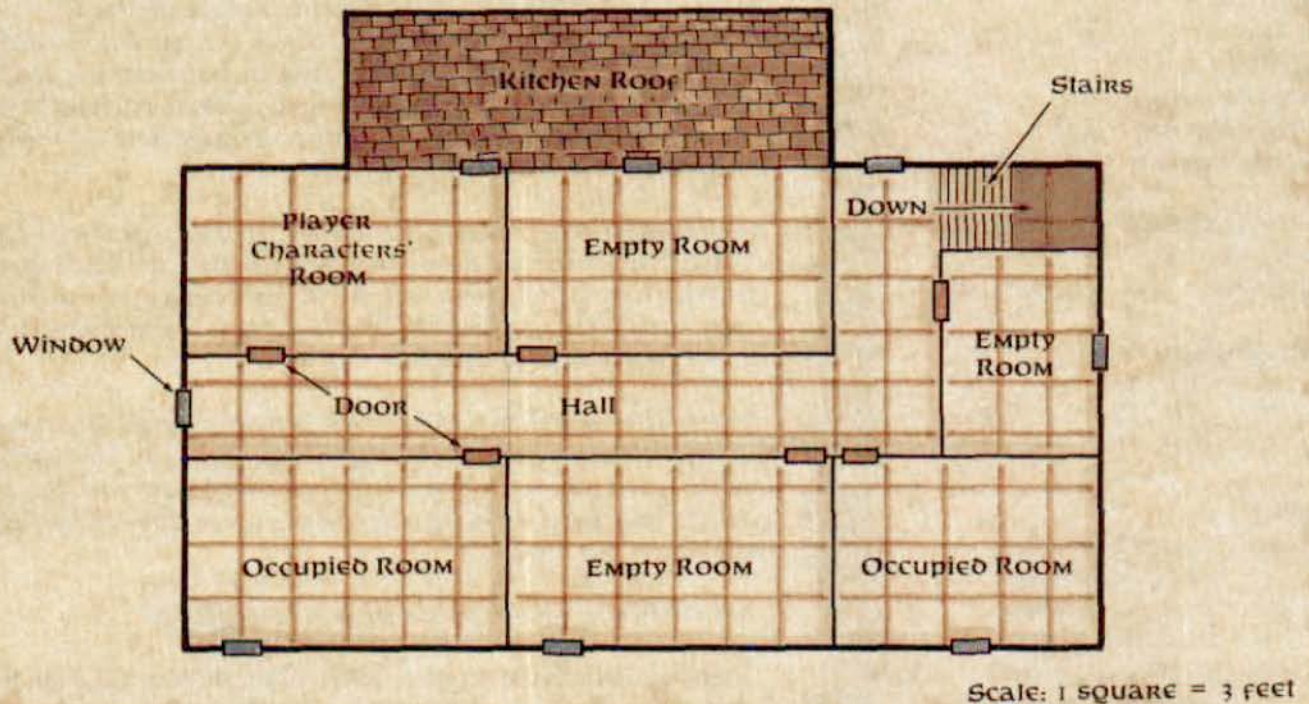
Examining the Body

A close look at Thanrae’s body shows the heroes that the dagger sticking out from his back belongs to one of them! Taking advantage of the opportunity to frame these newcomers for her crime, Yriss killed him with a knife one of them had left behind. When she and Runther find themselves forced to flee out the window, however, she realizes

The golden amulet



Red Drake Second Floor



that this set-up may be the only way to get the amulet, which the heroes must now have. Therefore, she has Runther summon the constables to arrest them while she waits outside, in case they use the window to escape.

❖ *Handout 3* shows the layout of the room at the Red Drake, including the position of the body. Play *Track 8* now.

TRACK 8

The heroes discover the blade and wonder what is going on. The track ends with the constables (and Runther) beating on their door, eventually breaking it down.

Unless the PCs decide to surrender, go immediately to the section titled "Arrested!" If they do surrender when the authorities burst in, Runther produces an evil smile. "Kill them," he whispers; he pays the authorities well to do his mistress's foul bidding. Go to "Arrested!"

Arrested!

❖ Look at the map of the upper floor of the Red Drake on this page, then read the following text to the players.

Eight constables stand poised with swords drawn. Their leader, a man in long robes, has a face much like a weasel's. "Freeze in your tracks, assassins!" cries the rodent-faced wizard. "I arrest you for the murder of Thanrae Sycloel!" None of the constables looks ready to

accept a surrender, though. In all probability, you face a choice between flight or a battle that you almost certainly cannot win.

Runther has given the constables enough gold to convince them that they should kill the characters immediately, rather than attempting to apprehend them. Both Runther and Yriss know that, since the Glantrian court system uses ESP and similar spells to determine guilt, it would prove impossible to truly frame the group for the crime.

The henchman's bribe makes it important to stress that the players cannot possibly hope to win this fight; fleeing out the window seems their best option. (If some choose to fight Runther, refer to his character statistics on page 29.) Fortunately, it is only a short jump from the window to the roof of the kitchen, and an easy drop from there to the ground. All characters should make Dexterity checks while climbing out the window and making their way down. Failure indicates a bad landing, inflicting 1 point of damage to the clumsy climber.

❖ Now play *Track 9*.

TRACK 9

The heroes are confronted by the constables and Runther, but flee out the window just in time.

Go on to the "Flight" encounter on the next page.

Yriss Ghuth

A 12th-level human wizard

Armor Class: 5
Hit Points: 33
THAC0: 17
No. of Attacks: 1
Damage/Attack: 1d4
Special Attacks: Spells, magical items
Special Defenses: Magical items
Saving Throw: 8
Alignment: Neutral evil

Basic Abilities:

Str 11 Int 17
Dex 16 Wis 12
Con 12 Cha 15

Spells:

1st level: *Burning hands, jump, magic missile, shield*
2nd level: *Blindness, invisibility, knock, web*
3rd level: *Dispel magic, fireball, infravision, lightning bolt*
4th level: *Confusion, dimension door, magic mirror, stoneskin*
5th level: *Passwall, stone shape, teleport (x2)*
6th level: *Eyebite*

Equipment: *Ring of protection, wand of lightning (14 charges), robes, dagger*

Yriss is 30 years old and an accomplished wizard. Unfortunately, she is also selfish, greedy, and manipulative, acting almost completely without conscience. She wants to establish a power base in Glantri City; to accomplish this goal, she has gained a position as an instructor at the Great School of Magic. To further her aims, she seeks the *golden amulet of truth*, owned by Thanrae Sycloe.

* Spell names listed are as they appear in the *Player's Handbook*, for ease of reference. In Glantri, wizards generally make up their own, more dramatic names for the same spells. See **Chapter IV: Magic** in *The Grimoire* for details.

Flight

The heroes now literally must run for their lives as the constables, led by Runther, chase them through the streets of Glantri City. Worse yet, Yriss suspected they would flee out the window, and she attacks them with her *lightning bolts* from a magical wand as soon as she can. She could cover up her involvement more easily if Runther and the constables slay them, however, so she uses her magic only to keep the characters on the run and to draw attention to them. They will suffer no damage from her spell effects.

❖ Read the following text to the players.

Although pursuers chase you along the darkened nighttime alleys of Glantri City, you manage to duck into a corner and elude them, at least for now. At this point, one of you realizes that your pack seems much heavier than it should. Opening it, you find a strange golden amulet and a bit of parchment.

This is Thanrae's *golden amulet of truth*, which he placed there along with the note written on the back of the spell scroll (page 10). The heavy, round amulet, apparently solid gold, hangs suspended from a golden chain. It bears the likeness of a roaring lion's head on one side and the following inscription on the other:

MY POWER IS GREAT, SO GUARD ME FROM EVIL

Nothing indicates the actual power(s) of the amulet, although if one of the heroes casts a *detect magic* spell on it, it will prove magical. Spells such as *identify* will not reveal its properties. The characters have no way of discovering the nature of the amulet until much later in the adventure.

The heroes do not have much time to puzzle over their findings, however, since they immediately fall under attack from Yriss, in a well-crafted disguise that completely hides her appearance and gender. The sorceress just looks like any cloaked figure.

She strikes from high above on a rooftop, raining bolts of magical lightning down upon them. Remember, she intends only to frighten the heroes and draw attention to them, making them easier targets for Runther. Nevertheless, the evidence of her great power definitely should make the characters want to flee. If the heroes decide to stop and try to fight her, she will unleash a spell to actually strike them (perhaps a few *magic missiles*). Fortunately, the streets are dark, and her rooftop position does not allow her to follow with great speed, so the PCs should be able to escape her—at least for a while.

❖ Play *Track 10* for the players now.

TRACK 10

The heroes shake their pursuers, discover the amulet and note in someone's pack, and are attacked by the disguised Yriss.

Back at School

The characters almost certainly will flee toward the school, since Thanrae's note suggests they seek Angan. The wizard also can serve as an alibi for the heroes' whereabouts all day, which might help prove their innocence. If they do not flee to the school immediately, they will find themselves relentlessly dogged by the authorities, Runther, and Yriss.

❖ Once the player characters reach the Great School, read the following text.

The school looks dark and virtually empty, despite the nocturnal activity elsewhere in Glantri City. Suddenly, the mysterious cloaked wizard appears on a gable of the administration tower's roof. He's found you again!

Once more, Yriss unleashes her magical lightning upon the heroes, toying with them instead of simply killing them—which she almost certainly could do. At this point, the heroes discover that someone has locked up all the school buildings for the night. No one comes immediately to their aid, either—unfortunately, they are in the one place in the entire Known World where people do not become too alarmed by the sounds of spellcasting and energy discharges.

❖ Play *Track 11* at this time.

TRACK 11

The heroes arrive at the school, discover the locked doors, and find themselves under attack from Yriss yet again.

The Plunge into Darkness

The characters may try to fight Yriss, although they can use only ranged attacks, since she does not come down from the rooftops. Her *jump* spell lets her leap amid the rooftops of the school as she fights; she assumes that showing the heroes the full measure of her power would fill their hearts

with fear. When the battle reaches its peak, or when the characters begin to flee, disaster strikes.

Yriss shoots another powerful *lightning bolt*, this time using the spell rather than her wand. (It's running low on charges.) She aims near the heroes, but not close enough to inflict damage. Unbeknownst to her (and, of course, the PCs), the bolt strikes a spot of cobblestone pavement already unstable from the substantial tunneling beneath the school long ago, and further weakened recently by miscast spells. The earth crumbles under her magic, sending the heroes hurtling into an abyss.

❖ Now play *Track 12*.

TRACK 12

The heroes battle the cloaked wizard using the spells from Thanrae's scroll, but find themselves unable to stand against the other's power. Without warning, Yriss's magic sends them screaming down into a labyrinth beneath the Great School.

After she recovers from her own surprise, Yriss uses a *stone shape* spell to repair the hole. She still wants to hide her involvement in the whole affair, and feels irked that Runther and the constables failed to kill the heroes as they were told. However, she knows she can send the henchmen down to recover the amulet from the characters later. Moreover, with the hole repaired, no one at the school will know to go down to help the heroes. The PCs are on their own to face the challenges of the next chapter.



Into the Wizardwarrens

When the cobblestones in the courtyard collapse, the characters fall into an unused portion of the wizardwarrens. The wizards of the Great School created these chambers and mazes long ago as testing grounds, storage rooms, laboratories, menageries, dungeons, and conjuring rooms. The warrens are extremely extensive, and people say that no complete map of the entire underground complex exists anywhere. The area the heroes fall into has gone unused for years.

Operating in the Dark

Within this section of the wizardwarrens, an area of magically created darkness awaits the characters. Originally, instructors used this darkness to train young wizards to use senses other than sight. Since this area has fallen out of use, though, strange things have happened to the darkness.

Due to the magical energies constantly released in and around the school, and a strange magical energy source below the school called the Radiance (see *The Grimoire*), the darkness has expanded—frighteningly like a living thing, devouring all the light that comes into contact with it.

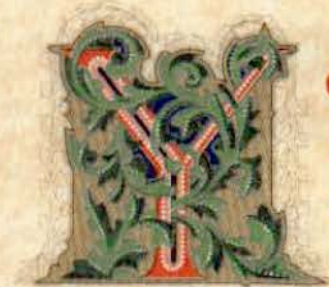
The radius of the darkness is shown on the map of this area of the warrens on the next page. (You will want to refer often to this map as the characters venture deeper into the warrens, as not all the rooms the heroes may explore have individual maps.) Not only does this area of darkness feel numbingly cold, no normal light sources function within it (torches, lanterns, candles, etc.). The ability of elves and other races to see in the darkness does not work, either. *Light* and *continual light* spells do illuminate 10-foot radius spheres, but only for a

brief moment. After the casting of such a spell, the heroes see the darkness around them literally consume the light, until it is quickly gone again. Such a sight unnerves even well-seasoned adventurers. The darkness has no other ill effects on the characters, however.

Glantri's audio CD contains special tracks describing what happens when characters try to produce light within this magical darkness.

❖ If at any time during the adventure the heroes try to light a torch or lantern, play *Track 56*.

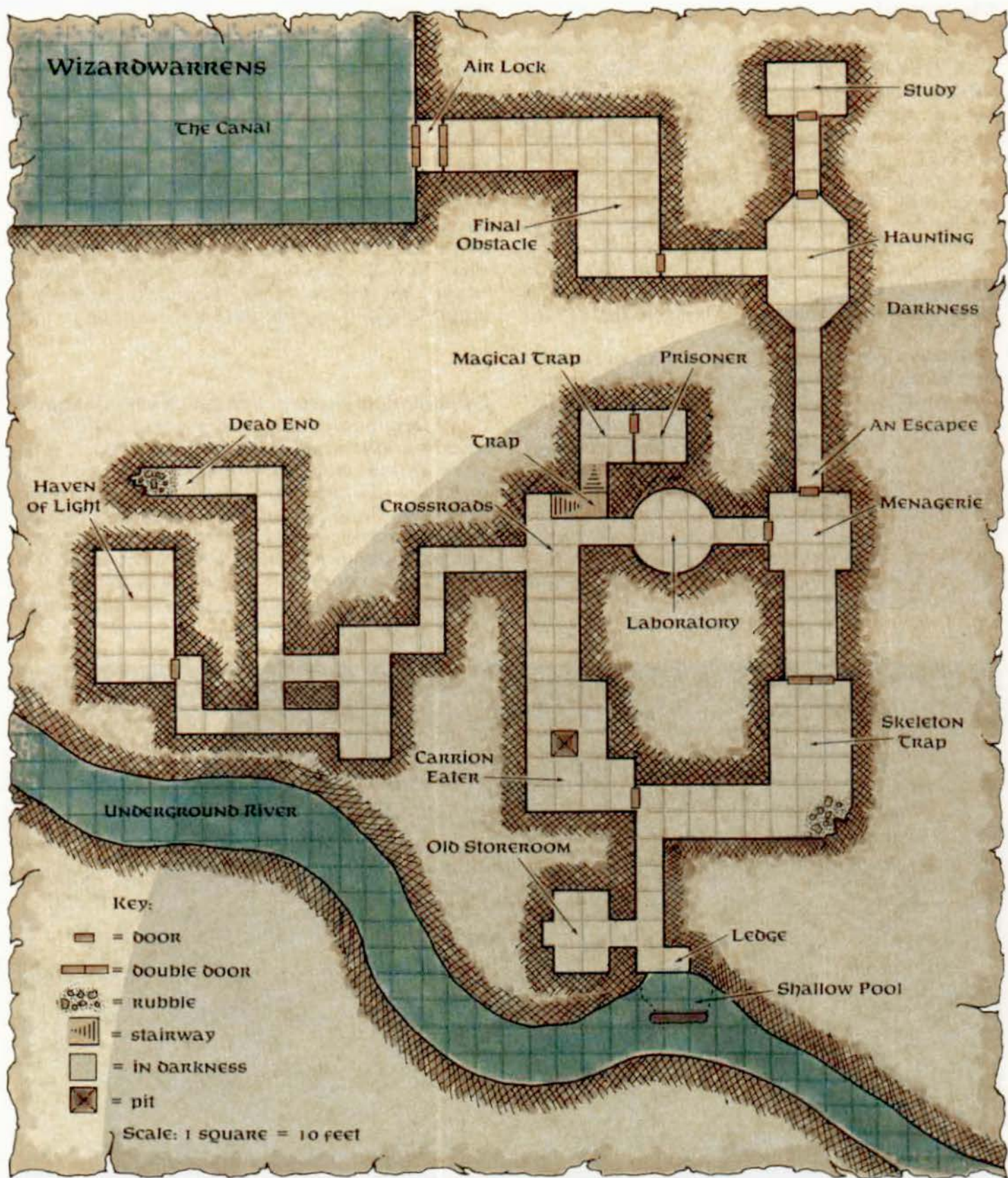
❖ If they try to use a *light* spell, play *Track 57*.



**You don't
know
what
exactly
lies under the Great
School. Everyone
knows generally what
lies under the Great
School—
Magic.**

**—Collend
Hedjin**





Movement

Operating in total darkness is not easy. Moving seems tricky, as the heroes cannot see their paths. One can easily blunder into furniture, or—worse yet—fall off a ledge or into a pit while moving in the dark. Characters maneuvering at their normal movement rates must make Dexterity checks *every round*, or they will trip or fall down. Also, since characters cannot see the walls or furnishings around them, they frequently run into things. A character running into something hard (a wall, a table, etc.) at full movement rate does not suffer points of normal damage but instead remains *stunned* for a full round, unable to take any action while reeling from the blow. Heroes should proceed through darkened areas slowly and carefully.

Unlike in most “dungeon” adventures, you, the DM must strictly limit the information you give the players, since the PCs cannot see. For instance, you cannot say, “The characters walk into a room;” the heroes can’t *see* whether they have come upon a room or a hall. The only information you can give players about the surroundings is what their characters gain through the senses of touch, hearing, and smell. (Hopefully they won’t try tasting anything). Let them know when the heroes bump into something, but make them examine it with their hands to identify it. To determine the size of a room, they have to walk around its perimeter.

Mapping

Normally, while PCs adventure in an underground labyrinthine setting like the one in this scenario, the players make maps of the rooms, corridors, and other features they have encountered and passed through. Strict DMs will not allow such mapping during this part of *The Test of Darkness*, since characters could not be expected to draw maps in the dark. More generous DMs might allow players to sketch out a rough layout as the characters move along, but they still should not have a completely *accurate* map of the darkened area at their disposal. Unless the characters carefully feel along the walls, they will not know if they are standing within a room or a corridor. They might easily miss a branch forking off a passage, since they cannot see it.

Combat

Fighting in the dark proves very difficult when combatants cannot see each other. Characters can make attack rolls only when they have some idea of their foe’s position; at the very least, they must know there is a foe to attack. And even then, all attack rolls heroes make in the darkness receive a penalty of -4 . Characters must learn not to charge into a dark room intent upon attacking any creature there—such ridiculous attempts are doomed to fail, and so they receive no attack roll at all. (If you feel generous, allow a character a 10% chance of having the opportunity to make

A swim in darkness



an attack roll—still at a -4 penalty—when a target in the room remains out in the open near where the character charges in.)

The heroes will find that the darkness hampers other common activities, too—if it doesn't render them impossible. Characters cannot read or use scrolls in the darkness. Thief skills like picking pockets, opening locks, finding and removing traps, and climbing walls all become much more difficult, reducing a character's chance of success by 10 to 20 percentage points. Assess the action and situation yourself to come up with an appropriate modifier if the adventure text does not list one. The hiding in shadows ability becomes useless in the darkness, of course, although moving silently proves even more useful; the only hindrance to that thief skill is a group of obstacles like chairs, tables, and crates. Such situations reduce the chance to move silently by 20 percentage points.

Other Effects of Darkness

Other character actions receive darkness modifiers as well. Finding a potion in a backpack, lighting a fire, picking up a fallen sword, etc., all take at least twice as long in the dark. Secret doors would prove impossible to find. (However, as presented, the adventure has none.) Ability checks involving sight suffer at least a -2 penalty (at the DM's discretion). Spellcasting, magical effects, and a cleric's turning power, however, go unmodified.

To demonstrate the effects of the darkness to the players, you, the DM, may ask them to role-play the adventure keeping their eyes closed much of the time. Alternatively, shut off all the lights in the game room, and use a small flashlight to follow along with the adventure text and write any necessary notes. Either option should enhance the mood of the next portion of *The Test of Darkness*.

A Watery Landing

When the heroes come crashing through the collapsing cobblestones, they fall 30 feet into a 10-foot-deep pool of water. Because the water breaks their fall, those who roll less than or equal to their Dexterity on a d20 suffer no damage. (Failing the roll costs PCs only 1 to 2 points of damage.) The characters can see absolutely nothing in the darkness where they land, just south of the shallow pool in the underground river shown on the map of the wizardwarrens (page 15).

❖ Read the following text out loud, then play *Track 13*.

You land with a splash in very deep, ice-cold water. Even when you break the surface and begin to tread water, you see nothing in the thick darkness. A few pebbles from above fall into the water around you, but the darkness must be concealing the hole you fell through. You can feel the tug of a current, but you no longer have bearings enough to tell which direction it is pulling you, or even how far you fell.

TRACK 13

The surprised characters plummet into the water and attempt to regain their bearings.

Heroes attempting to swim against the current can get to the edges of the chamber if they roll a d20 result less than their Strength scores. Thieves who do so can feel along the walls to determine that everything seems too smooth and wet to climb—although they can report that the group has fallen into a worked passage, not a natural one. Eventually, concluding there is no way back up, everyone succumbs to the current.

The Shallow Pool

❖ Read the following text aloud and play *Track 14*.

Eventually, the underground stream takes you to a spot where you can touch the bottom with your feet, and the current is not moving so swiftly.

TRACK 14

The heroes find a shallow spot where they can try to use their feet to maneuver.

The cold water rises to a depth of about 5½ feet here. Those making their way over to the right find a ledge that they can pull themselves up onto. (The ledge appears on the wizardwarrens map.) Those groping about to the left disturb a pair of poisonous water snakes whose eyes have atrophied in the darkness and now operate completely by smell and vibrations in the water.

❖ Play *Track 15* if a character disturbs the snakes.

TRACK 15

The heroes are attacked by water snakes.

Remember that in the dark, the characters suffer a -4 penalty on their attack rolls. The snakes, having adapted fully to the darkness, do not. Additionally, heroes move at only half their normal movement rates while in the water. They must make Dexterity ability checks when moving to maintain their balance, or they lose the entire round trying to keep their heads above water.

Poisonous snake (2): Int animal (1); AL N; AC 6; MV 15; HD 2+1; hp 9, 7; THAC0 19; #AT 1; Dmg 1; ST 17; SA poison; SZ S (5 feet long); ML average (8); XP 175.

On the Ledge

Characters making d20 rolls and obtaining results less than or equal to their Strength scores can pull themselves up



onto the ledge. Those failing the roll will need help from the others. As they feel their way around the ledge, the heroes may come upon a few large slugs. Though totally harmless and defenseless, these creatures feel slimy and disgusting.

❖ Play *Track 16*.

TRACK 16

The heroes pull themselves up onto the ledge and begin to feel around the area. They discover a passage to the left and another leading straight ahead.

If the heroes proceed straight ahead (north), go to the "Into the Maze" section on this page. If they go to the left (west), go to "An Old Storeroom," below. (Refer to the wizardwarrens map on page 15 as needed.)

❖ Remember, should the characters try to light a torch or lantern here (or at any other time in the magical darkness), play *Track 56*. If a wizard casts a *light* spell, play *Track 57*.

An Old Storeroom

The heroes grope their way west through a narrow passage into a more open area.

❖ If they decide to investigate, read the following text, then play *Track 17*.

Searching in the darkness, you encounter a number of wooden tables covered with various tools. You also locate wall shelves holding glass jars and other containers, and a few wooden crates scattered about.

TRACK 17

The heroes find the old storeroom and identify some of its contents.

The crates contain bolts of cloth, rotting foodstuffs (such as bags of flour, sugar, grain, and cornmeal). If the player characters examine this room thoroughly, they find an alcove opposite the door. (See the map on the next page.) This alcove, elevated 3 feet off the floor, measures 2 feet deep, 5 feet wide, and 5 feet high. Pushed all the way to the back on the far right side (as one faces the alcove) sits a small locked metal box. Thieves can attempt to pick the lock, with a -15 penalty applied to their percentage chance of success in the dark. Inside the box lies a scroll with the wizard spells *burning hands* and *detect magic*, as well as a *potion of healing*. This box, stashed here long ago, has gone forgotten in the darkness. Obviously, the scroll is unusable without light to read it.

Into the Maze

❖ Read the following text to the players, then play *Track 18*.

As you proceed ahead, the sound of rushing water fades. You walk what seems about 50 paces before coming to a wall. The wall on your left takes on a different, woodlike texture: a door. To your right, the area feels open. Who knows how far it stretches?

TRACK 18

The heroes walk straight ahead, find a door, and once again find themselves faced with a decision of which way to go.

If the heroes choose to listen at the door, they may hear the monster on the other side: a carrion crawler. They also may decide to open the door, listening before they enter. To hear a noise from the creature, the character should roll a d20. Humans, half-elves, and dwarves need a result of 3 or less, while elves and halflings require a 4 or less to detect the difficult-to-hear noise. (This listening procedure holds for any similar situation in any adventure. Those using the complete AD&D rules will discover that thieves can improve their chance to hear noises as they gain levels.)

❖ If a character successfully listened at the door, play *Track 19*. Smart heroes can attempt to put off or bypass the encounter with the crawler if they hear it moving about and consider themselves ill equipped for battle.

TRACK 19

The characters hear a carrion crawler walk/slither across the floor. They determine it is a big monster, and probably dangerous.

Should the characters enter the room beyond the door, go to the section below called “The Carrion Crawler.” If they proceed down the corridor, let them wander into “The Skeleton Trap” on the next page.

The Carrion Crawler

The carrion crawler behind the door feels almost as hampered in the darkness as the heroes. The map of the wizard-warrens on page 15 shows this room to be quite large but irregular, with a pit approximately at its center. Because the creature relies only on its sense of smell, it does not detect the heroes’ presence until they have almost reached the pit.

Keep a close eye on where the players go in this room; unless they carefully feel the floor in front of them before taking each step, they cannot detect the pit until they fall into it. Characters stumbling into the 10-foot-deep hole suffer 1d6 points of damage since. The ashes and coals at the bottom indicate this was once a fire pit.

❖ If a character falls into the pit, play *Track 20*, then read the text below.

TRACK 20

The group forces open the door and enters the room. Suddenly a character falls into the pit.

Suddenly, you feel yourself lurching forward as you stumble upon an unseen drop-off. You land hard, your fall minimally cushioned by what at first seems like layers of dust. After a minute, you can tell that the pit is piled with ash, soot, and long-cold coals.

Those searching the pit will find among the ashes and coals a corpse, long since decayed. The body, dressed in what feel like wizardly robes, still has a pouch with 13 gp in it, as well as a dagger and a golden brooch worth 50 gp.

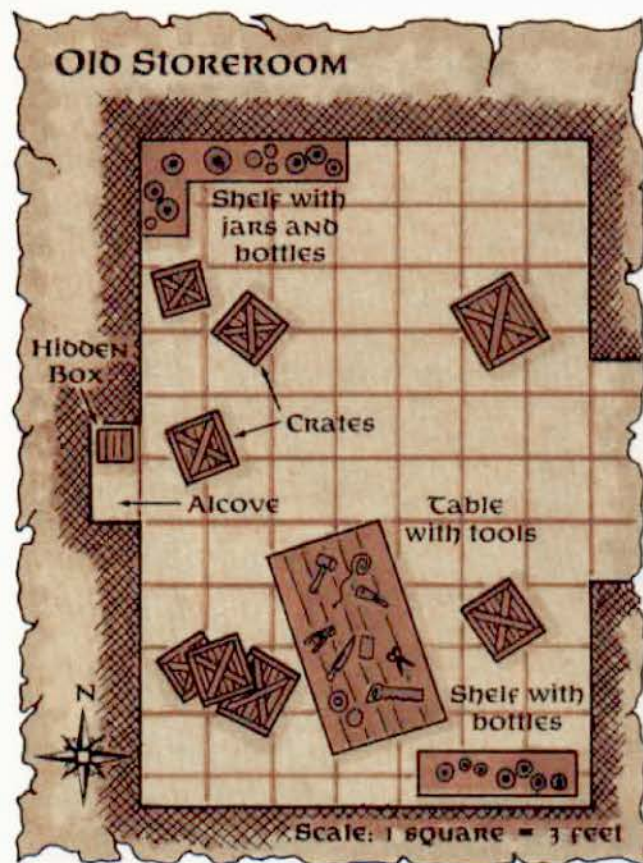
Ironically, the carrion crawler does not attack characters in the pit (it dislikes the smell and taste of ash), but goes after the others in the room, instead. Heroes that did not stop to listen for the beast have a 50% chance of being surprised by it (roll 1 to 5 on a d10). Those who make successful rolls can smell the creature’s rank, fetid odor as it approaches.

❖ When it assaults the heroes, play *Track 21*.

TRACK 21

The carrion crawler attacks.

The characters suffer the normal –4 penalty on their attack rolls against the beast, but the creature uses only a –2 modifier, since it has developed a keen sense of smell. (It moves slower than it would in the light, however.) If the heroes get farther than 20 feet away from it, it loses track of them, though, since it has no sense of hearing. Should someone happen to throw ash and soot from the pit at the monster, it flees, as it dislikes the stuff greatly.



Once the characters have defeated or driven off the beast, they can exit the room by continuing north toward “The Crossroads” section (below). If they go out the door in the southeast corner, go all the way to “Back Out of the Maze” on page 30.

Carrion crawler: Int non- (0); AL N; AC 3 (head), 7 (body); MV 9; HD 3+1; hp 20; THAC0 17; #AT 1 (bite) or 8 (paralyze strike with tentacles); Dmg 1d4 result divided in half (bite); ST 16; SA all tentacles strike to paralyze for 2d6 turns; SZ L (9 feet long); ML special*; XP 420.

* Note: A carrion crawler continues to attack as long as any opponent remains unparalyzed.

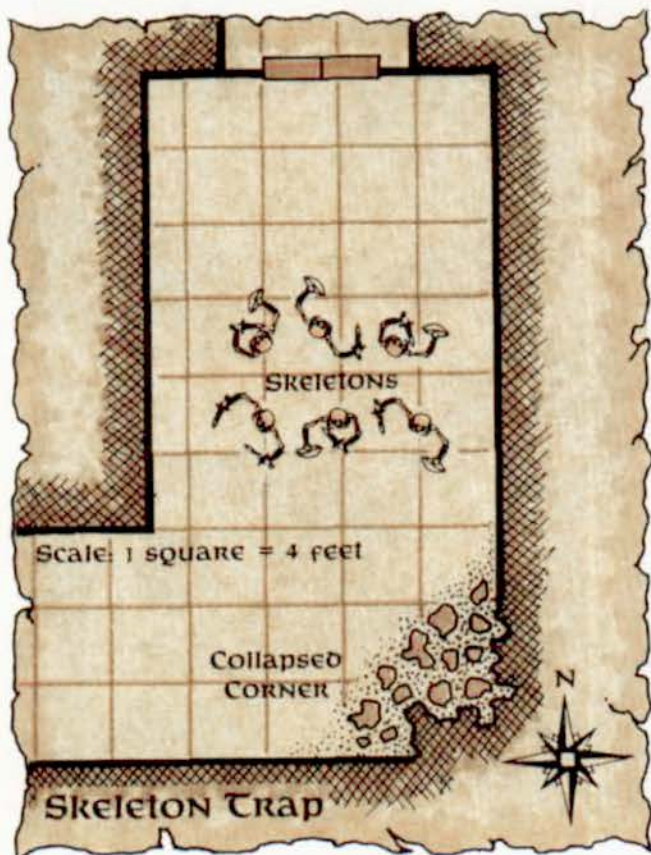
The Crossroads

❖ When the heroes enter the junction at about the center of the wizardwarrens map for the first time, play *Track 22*.

TRACK 22

The characters discover three new paths. Pausing to listen at this crossroads, they hear only eerie silence.

Refer to the wizardwarrens map on page 15 again. If the heroes continue east, go to page 21, “The Laboratory.” Those venturing south encounter “The Carrion Crawler.”



beginning on page 19. If they go west, they wander twisting passageways until they come upon "The Dead End" (page 24) or "A Haven of Light" (page 25). Taking the north passage brings them into "The Dungeon" (page 22).

The Skeleton Trap

Once a wizards' testing ground, a chamber in the eastern portion of the warrens (see map above, left) served as a trap instructors laid to see how well students could operate in the dark. They set animated skeletons to attack anything that entered the room.

❖ If the characters enter this room from the corridor to the west, play *Track 23*.

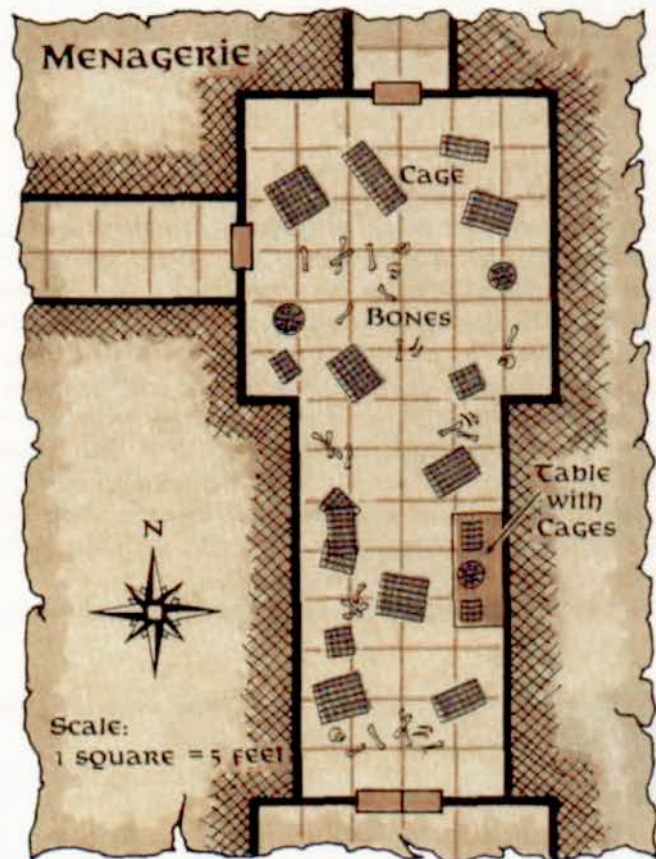
TRACK 23

The heroes come into a new room and find themselves attacked by skeletons.

❖ If the heroes enter from the doors on its north side (having circled around), play *Track 24*.

TRACK 24

The heroes open the door and fall under a skeleton attack.



The most terrible part of the trap is that the room "resets" itself. One full round after all the skeletons have been destroyed, they magically become re-animated again and attack. Only a priest's turning ability puts a stop to this re-animation. Like the characters, the skeletons suffer a -4 penalty on their attack rolls due to the darkness.

The southeast corner of this room has partially collapsed, but there is nothing to find in the rubble. If the characters leave the room and go north through the doors, go to "The Menagerie," below. If they go down the hall to the west, go to the "Back Out of the Maze" section on page 30.

Skeleton (6): Int non- (0); AL N; AC 7; MV 12; HD 1; hp 7, 5, 4, 4, 3, 2; THAC0 19; #AT 1; Dmg 1d6 (sword); ST 17; SD edged and piercing weapons inflict half damage, immune to cold-based magic and *sleep*, *charm*, *hold*, and *fear*; SZ M (6 feet tall); ML special*; XP 65.

* *Note:* Skeletons never check morale, as their animators have instructed them to fight to the death.

The Menagerie

The map above right, illustrates a pathetic menagerie. Characters trying to listen through any of the doors before entering hear nothing—*opening* a door triggers the action here.

❖ No matter which direction the heroes come from, play *Track 25* when they open a door to this room.

TRACK 25

The heroes open the door and hear skittering and squeaking sounds in the room.

This room was once a wizard's menagerie, a place where various animals and monsters were kept for study. Cages of all sizes and shapes fill the place. Most sit on the floor, although some rest on shelves or hang from the ceiling by chains. Almost all the creatures once kept here have died, many still in their cages. The place reeks from the stench of bodies long decayed. Many animal corpses were devoured by the giant rats that now make this place their home.

❖ When all the heroes have entered the room, the rats attack. Play *Track 26*.

TRACK 26

The characters come into the room and discover some animal bones on the ground before they are attacked by giant rats.

In the fight with the giant rats, the darkness causes a lot of problems. First of all, the heroes (as in all other battles) face a penalty of -4 to their attack rolls. The rats suffer only a -2 penalty, since they use their sense of smell effectively and have adapted to the darkness. Worse, each character faces a 25% chance per round of accidentally running into or scraping against a cage. Those who do must roll less than

or equal to their Dexterity scores on a d20 or sustain 1 point of damage.

If the heroes leave this room through the double doors on the south end, go to the encounter called "The Skeleton Trap" on the previous page. Exiting to the west sends them on to "The Laboratory," below. If they leave through the door to the north, go to "An Escapee" on page 25.

Giant rat (6): Int semi (3); AL NE; AC 7; MV 12; HD ½; hp 4, 3, 3, 2, 2, 1; THAC0 20; #AT 1; Dmg 1d6 result divided in half; ST 19; SA 5% chance of infecting bite victims with a disease; SZ T (2 feet long); ML unsteady (6); XP 15.

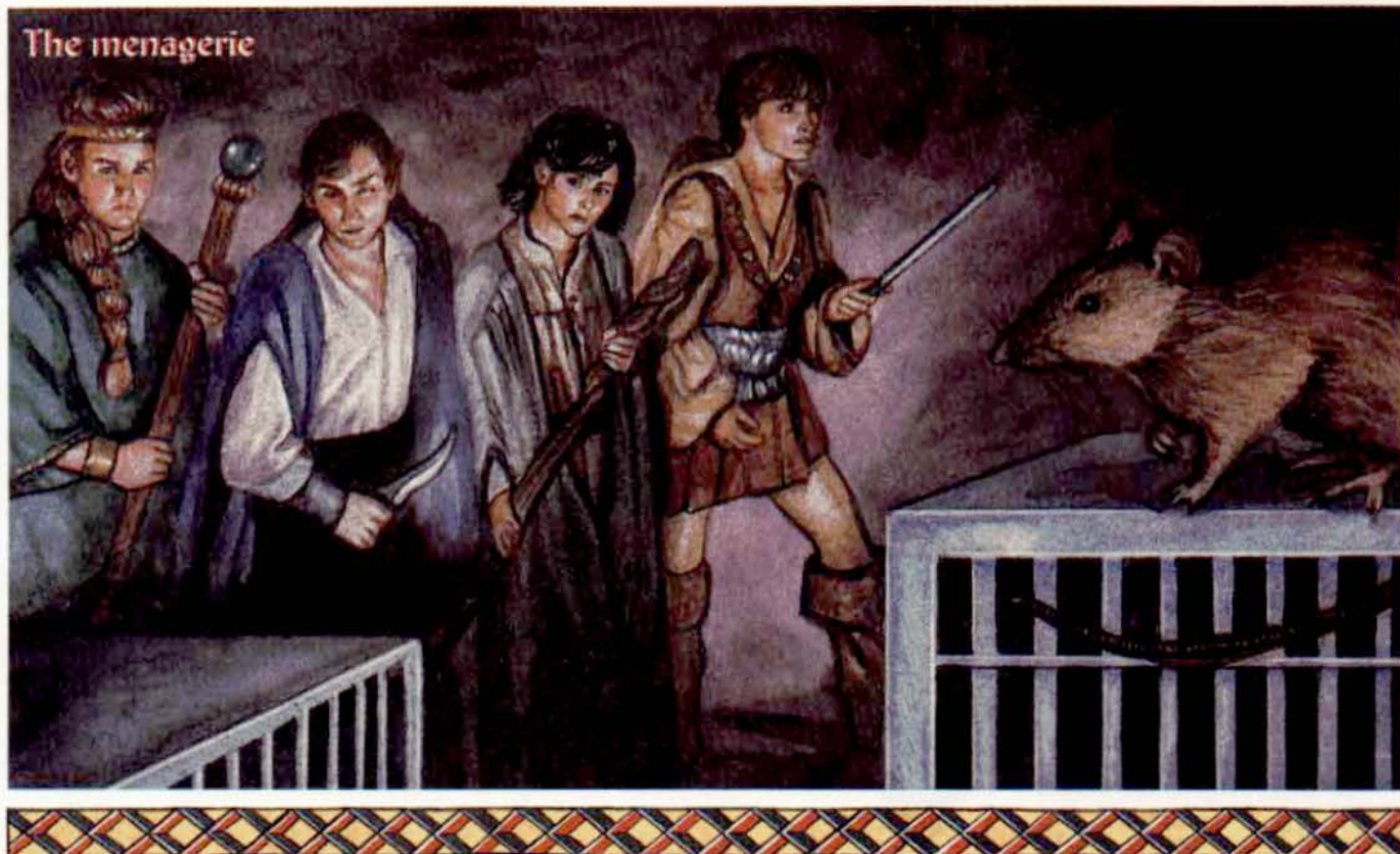
The Laboratory

This circular chamber, mapped on page 23, is silent. Investigation reveals tables covered with laboratory equipment. One of the tables was knocked over some time ago, but the smell of chemicals from the broken vials and other containers still remains strong. The shards of glass on the floor prove threatening only to barefoot characters.

❖ When the heroes enter the room, play *Track 27*.

TRACK 27

The characters enter the room and discover some of its contents.



Flesh Golem (incomplete)

Armor Class:	9
Hit Dice:	9 (20 hp)*
THACO:	11
No. of Attacks:	1*
Damage/Attack:	1d8/1d8*
Special Attacks:	None
Special Defenses:	See below
Saving Throw:	11
Movement:	5*
Intelligence:	Semi (4)
Alignment:	Neutral
Treasure Type:	None
Size:	Large (7½ feet tall)
Morale:	Fearless (20)
Experience Points:	1,000*

A flesh golem is a magically animated creature of ghoulish design, made of stolen body parts stitched together to form a humanoid figure. Its skin resembles the sickly green or yellow of decayed flesh. It obeys the simple commands of its creator, guarding the master's treasure or carrying out another straightforward task. However, as an automaton, it cannot reason or be reasoned with.

In combat, the creature mindlessly strikes with its huge fists, ignoring pleas for parley or mercy (except from its creator). A flesh golem has far greater strength than a mortal man. It is immune to all spells except for *lightning bolts*, which heal it, and fire- and cold-based magic, which slow it only for 2d6 rounds (like 3rd-level *slow* spells).

* The reduced flesh golem statistics above reflect that the creature in this adventure is not fully formed: It has fewer hit points and attacks per round than a complete golem, and it can inflict less damage. Normal, nonmagical weapons can hurt it—also unlike fully formed flesh golems.

If the heroes disturb anything or make any noise above a whisper, they rouse the creature in the room: a partially formed flesh golem. Because its creator never finished it, this horrible monster has only half the hit points normal for a flesh golem and can attack only once per round. It inflicts only half the damage of a fully formed golem and can suffer harm from nonmagical weapons. It moves slowly (movement rate of 5), because one leg is only half attached; it must half-walk, half-crawl to get anywhere.

When it attacks, it clumsily tips over tables and smashes vials of liquids (various chemicals and acids), sending glass and dangerous solutions flying. Everyone in the room must make successful saving throws each of the first two rounds of battle or suffer 1 point of damage from this violence.

❖ As soon as the golem attacks, play *Track 28*.

TRACK 28

Tables tip over and glass vials shatter as the flesh golem attacks the heroes.

Amid the clutter of the lab lie a number of valuable objects. These will remain intact even after the battle, but are only revealed after a long, careful search. They include three intact vials: a *potion of speed* and two poisons, which require saving throws or the loss of 1d10 hp. The heroes also might find a book providing details on magical creations (worth 200 gp to a high-level wizard) and a key on a thin chain hanging from a nail on the wall. They can use this key in "The Dungeon" encounter, below.

If the characters leave the lab and go west, go to the section called "The Crossroads" starting on page 19. If they go east, turn to page 20: "The Menagerie."

The Dungeon

The somewhat complex dungeon area shown in the map on page 24 involves three separate encounters on a level lower than that of the rest of the wizardwarrens. This area has held a solitary prisoner for more than a century.

If the player characters do not use care in feeling the floor in front of them for danger, the character in the lead as the group goes north from the "Crossroads" area falls down the stairs to the landing, activating the trap as well. Characters falling down the stairs need to make Dexterity checks. Rolls of less than or equal to their Dexterity scores on a d20 means they lose their footing at the top of the stairs, stumbling a bit. Heroes who miss the roll fall all the way down the stairs and must make another Dexterity check. If they miss this roll too, they sustain damage from the fall: Roll 1d4, then halve the result.

❖ When a character finds the stairs, read the following text. If the character falls in finding them, play *Track 29*, too.

As you advance down the passage, you find that it goes ahead only about 10 paces. Checking the left, you can tell it ends in a solid wall. Moving to the right, however, you find that the passage continues. But, you suddenly reel, out of balance—the floor underneath you is no longer where it should be! Unfortunately, you have found a staircase leading down—the hard way.

TRACK 29

A character falls down the stairs.

Falling down the stairs (whether or not damage results) always activates the trap on the landing. (See below.)

The Trap

At the bottom of the stairs waits a 10-foot-square landing, from which more stairs turn left (north) in their descent. When the heroes reach the landing, anyone touching the floor triggers a (partially magical) mechanism firing an arrow from the east wall; the missile aims about 4 feet above the point on the ground where the floor was touched. These arrows have THAC0s of 18 (no subtraction for darkness), and anyone struck sustains 1d6 points of damage. The trap becomes activated only when a new PC steps onto the landing, or when one steps off the landing, then back on. In any event, a character should not become the target of more than one arrow while on the landing.

❖ When someone first activates the trap, play *Track 30* if the arrow strikes its target.

TRACK 30

The hero who activates the trap is struck by an arrow.

❖ Play *Track 31* if the arrow fails to claim its victim.

TRACK 31

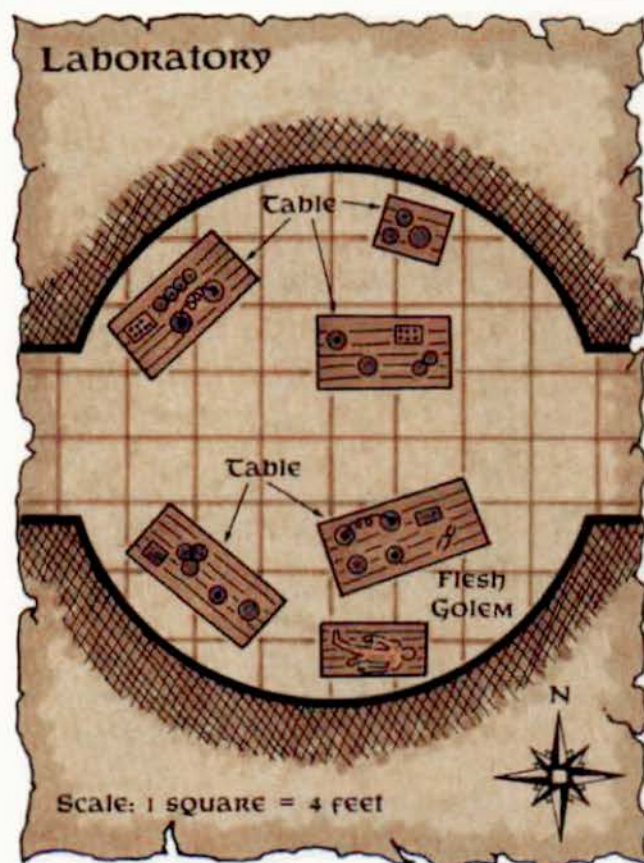
A character activates the trap, but the arrow misses.

Remember that you, the DM, must reveal to the players only what the heroes actually sense. Don't tell them that they activated a trap. After all, they only hear an arrow whistle through the air and strike either its target or the stairs. Most players will (understandably) think they have come under attack from archers. When they feel only a blank wall where the source of the arrow should be, they might suspect there is more going on than they thought. A thief can find and remove (or at least disable) the trap with the appropriate rolls. In the dark, however, these rolls suffer a penalty of -10 percentage points.

If the heroes continue descending the stairs, go to the section below titled "A Cry For Help."

A Cry for Help

When the heroes reach the bottom of the second set of stairs and enter the room there, they activate a second magical "trap." This trap utilizes an *audible glamor* spell permanently centered in this area. As soon as the heroes step into the room, they hear a plea for help from the top of the stairs they just descended.



❖ Play *Track 32*.

TRACK 32

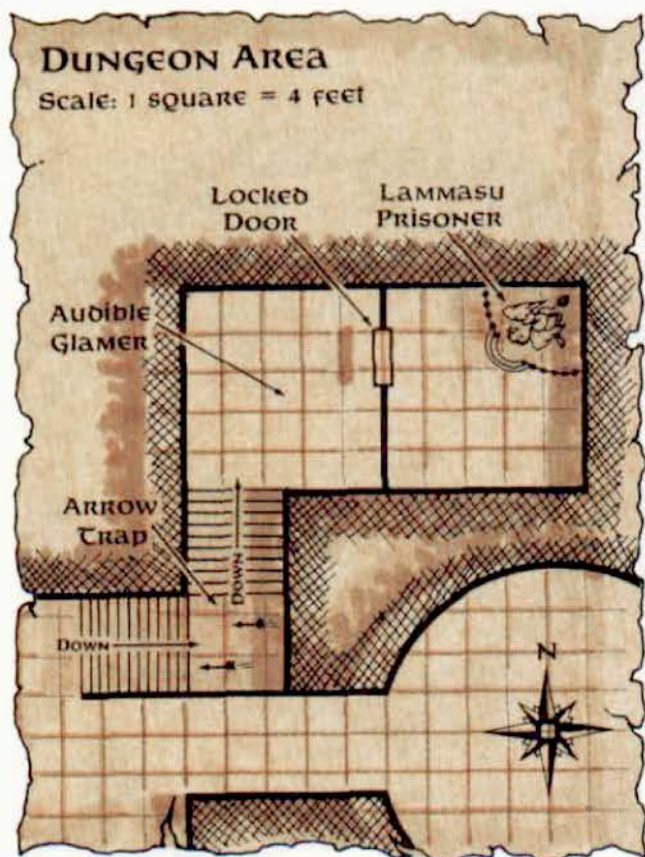
From far off, a voice whimpers in fear, begging for help.

This lure has two purposes. First, it draws attention away from the door to the prisoner's cell on the east wall. (See below.) Second, it may cause the characters to run up the stairs, once again falling to the arrow trap on the landing (unless they deactivated it). The characters will hear the cry for help every round they spend in this room.

If the heroes try to open the door on the eastern wall, go to the section called "The Prisoner," below. If they head back up the stairs and reach the landing (whether just leaving or investigating the cry for help) go back to "The Trap." Remember, too, that even when the heroes retrace their steps back through this room (assuming they proceed into the prisoner's cell), the *audible glamor* activates again.

The Prisoner

The door to the prisoner's cell is locked. If the heroes do not have the key (from the laboratory), they can get past the door only by smashing it down or picking the lock. Any lockpicking percentage chances fall subject to a penalty of -15 in the dark.



❖ As soon as the characters open (or break down) the door, play *Track 33*.

TRACK 33

A voice in the darkness calls out to the heroes, thanking them for saving him. Rattling chains sound in the background.

The prisoner in this cell is a lammasu named Zairadon. This unusual creature has the body of a lion, the wings of a great raptor, and the face of a man. However, Zairadon's internment has robbed him of much of his former majesty.

❖ If the players question him, play *Track 34*.

TRACK 34

Zairadon introduces himself, explains his predicament, and offers to aid characters who are hurt, if they set him free.

An evil wizard, a member of the Great School and Zairadon's hated enemy, secretly imprisoned the creature here long ago. Chained to the wall, Zairadon cannot cast spells or move. His shackles will open to the key that unlocks the door to his cell. Otherwise, the characters must combine Strengths to a total score of 50 to break the bonds.

❖ Once the bonds are broken, play *Track 35*.

TRACK 35

The heroes free the lammasu. Zairadon offers suggestions as to how they can get out of the wizardwarrens, advising that they look for the hidden potions that lie ahead.

Long ago, the lammasu heard the former inhabitants of the warrens mention an exit nearby—one that requires the use of potions. He knows no further details regarding this means of escape. Zairadon can cast up to four *cure light wounds* spells on wounded members of the party. His other spells won't help the heroes much, but he will cast *continual light* for a moment of illumination, if the characters wish.

❖ If the heroes ask about the darkness, play *Track 36*.

TRACK 36

Zairadon tells the heroes that the darkness is a powerful magical spell that has taken on an evil presence, consuming all light. It eventually may present a danger to the folk living above.

The heroes can talk with Zairadon as long as they wish. He will not speak of the wizard that imprisoned him, but tells them (if asked) that not all the wizards of the school are evil. Many are good, intelligent people.

Zairadon cannot take the heroes out of the wizardwarrens—he has not the power (for which he apologizes sincerely). He also tells them he cannot journey with them, for he has tasks of his own to attend to.

❖ After allowing heroes to speak as long as they wish with Zairadon, play *Track 37*.

TRACK 37

Zairadon bids farewell to the heroes, thanking them again. Then he teleports away.

Zairadon, a lammasu: Int genius (17); AL LG; AC 5; MV 12 Fl 24; HD 7+7; hp 51; THAC0 12; #AT 2; Dmg 1d6/1d6; ST 13; SA spells; SD 30% magic resistance; SZ L (4½ feet at shoulder); ML elite (14).

The Dead End

Characters heading west from the "Crossroads" have a good chance of coming up against a caved-in wall. On their way, they pass out of the magical darkness. Heroes rolling d20s and getting results less than or equal to their Intelligence scores notice that the chill produced by the magical darkness feels less harsh here. However, it remains dark, unless someone uses a normal source of light, such as a torch, lantern, or *light* spell. Of course, as they head back into the radius of the magical darkness, the blackness consumes all light again.

At the point where the characters are ready to produce a light, however, their presence stirs up a shadow, an undead monster that has been following them silently since they left the "Crossroads." The shadow attempts to kill them quickly, before they can make a light. Have the character

attempting to light a torch or lantern (or trying to produce light in another fashion) make a Dexterity check.

❖ If the check succeeds, play *Track 38*, then read the text below. The shadow flees back into the darkness (making it impossible to track). It does not return.

TRACK 38

The heroes produce a light in time to ward off the shadow. They find themselves pleasantly within the light's glow once again.

Suddenly, the warm glow of light fills the area around you once again. It takes your eyes a few moments to adjust, but the pleasant feeling of finally seeing again is worth the spots before your eyes. You can make out the corridor around you, approximately 10 feet wide and tall, constructed of fitted stone and mortar. A brownish-white mold grows on the damp stone.

If the character attempting to produce a light does not roll less than or equal to his or her Dexterity score on a d20, the shadow attacks that person. In this utter darkness, assaults against the shadow carry -4 penalties, while the creature's actions go unhindered. The characters must generate a light to rid themselves of the monster; the shadow never attacks unless the characters threaten to produce a light. It loses interest in them soon after they enter this area.

Shadow: Int 5 (low); AL CE; AC 7; MV 12; HD 3+3; hp 19; THAC0 17; #AT 1; 1d4+1; ST 16; SA hit drains 1 point of Strength for 2d4 × 10 minutes; SD hurt only by +1 or better magical weapons or spells; SZ M (6 feet tall); ML special*; XP 420.

* Note: Assume the shadow has a morale of 8 (average).

❖ In any event, when the heroes reach the dead end, read the following text and play *Track 39*.

Your procession down the corridor halts abruptly as rocks, rubble, and dirt block your path. You have come upon a place where the passage has collapsed.

TRACK 39

The heroes examine the collapsed passageway, finding rocks that are too large for any of them to move.

No amount of digging, pushing, pulling, or lifting from the heroes will unblock this passage. However, if you wish to expand this adventure, you can make this passage lead to other portions of the wizardwarrens. Creating new areas of the warrens means you can let characters break their way through the rubble here and go on to new adventure!

A Haven of Light

If their path west from the "Crossroads" does not lead the heroes to "The Dead End" above, they eventually find

themselves at an unlocked door. (See the map on page 15.) They hear no sounds beyond it, if they pause to check. This chamber not only falls outside the radius of the magical darkness, a *continual light* spell here already illuminates the room. Characters in the short stretch of corridor at its only (southeastern) entrance stand outside the darkness radius as well, but unless there is a source of light, the area remains pitch black. To emphasize the dramatic reappearance of the light when the characters open the door, do not give any indication that the group has reached the end of the magical darkness. (If a character has been carrying a lit torch or lantern through the magical darkness, though, all can see its light once they reach this corridor.)

❖ Unless the heroes already have light, play *Track 40* when someone opens the door.

TRACK 40

The heroes open the door and feel momentarily flash-blinded by the sudden appearance of light!

The *continual light* spell was cast upon a stone obelisk, the room's only remarkable feature. Read the following text to the players.

When your eyes adjust to the light, you see a large, bright chamber before you, at least 50 feet long and 30 wide. In the center of this room, a red obelisk of smooth marble juts upward from the floor. The 3-foot-wide obelisk rises 9 feet to approach the ceiling. All around its four sides, mystical runes and glyphs are carved into the stone.

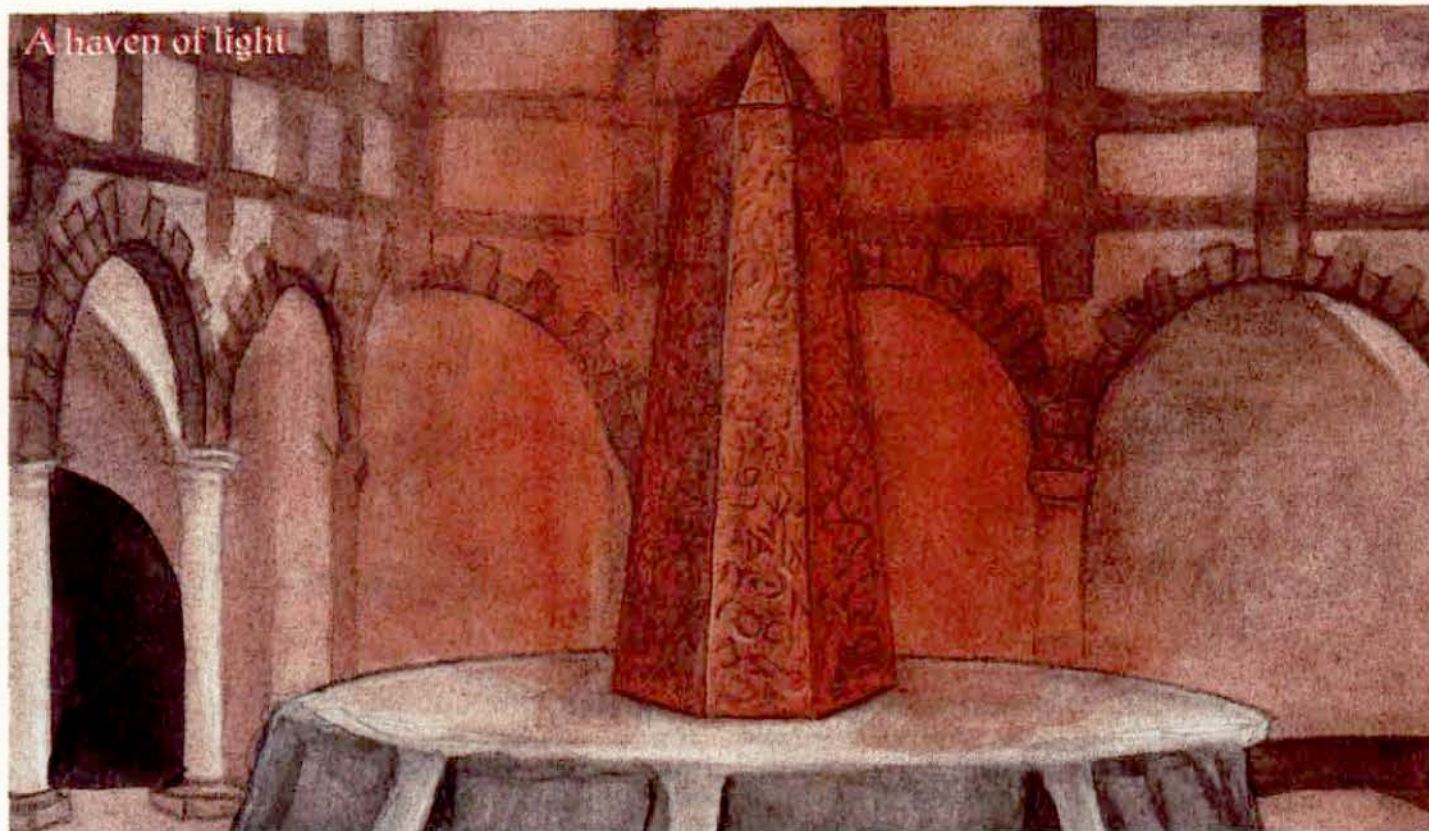
This obelisk, placed here long ago by the masters of the school, then forgotten, proves a potent boon to wizards. Those who touch the obelisk regain one spell that they have cast, as if they had automatically relearned it. For example, a wizard who memorized the spell *enlarge*, cast it, then touched the obelisk, suddenly would have the ability to cast *enlarge* again. The obelisk, quite immobile, can be used in this way only once per week per character. (Wizards who touch the obelisk instantly become aware of these facts).

This room, since it has light, may prove a comfortable and safe place for the heroes to rest for a while, if they wish. Leaving means wandering in the darkness again, ending up eventually at "The Crossroads" (page 19).

An Escapee

At the north door into "The Menagerie" waits the only creature alive that managed to escape that collection long ago. This large scorpion normally lives in a room north of this door, but all the commotion the characters caused has brought it down the hall to this door. They encounter it only as they *exit* the menagerie through the north door.

❖ When the heroes open the door, play *Track 41*.



TRACK 41

The heroes open the door and immediately find themselves attacked by a large scorpion.

The scorpion retreats if reduced to less than half its hit points, although it will attack the players again a few rounds later. In the magical darkness, the scorpion suffers a penalty of -2 to attack rolls, unlike the characters' -4 modifier, as its species relies heavily on the sense of touch.

If the players continue north after facing this little foe, go to the encounter called "The Haunting," below. Point out to the players that this corridor, and all areas north of here on the maps, feels much damper than other areas of the wizardwarrens (except, obviously, the underground river). They do not know it, but they draw near an exit into a canal.

Scorpion, large: Int non- (0); AL N; AC 5; MV 9; HD 2+2; hp 14; THAC0 19; #AT 3; Dmg 1d4/1d4/1; ST 17; SA poison sting; SZ S (2 feet long); ML average (8); XP 175.

The Haunting

The characters' most crucial encounter takes place in a room that once served as large, ample living quarters for a powerful wizard: An old, beat-up wooden bed, a table, a rickety couch, and a few broken chairs lie about to indicate

the room's former use. (Until lately, only the large scorpion has resided here.) Nothing of value remains. As the map on the next page shows, this chamber sits half in and half out of the radius of the magical darkness. Although no source of light marks the difference here, heroes rolling a d20 and getting a result less than their Intelligence scores notice as they pass out of the bone-numbing chill of the magical darkness.

Nevertheless, this place feels neither warm nor comforting. It is the new abode of a haunt, a restless undead spirit. Moreover, the haunt—the spirit of Thanrae Sycloe—seeks revenge upon Yriss for slaying him.

❖ When the heroes enter this area, read the following text to the players, give them *Handout 4*, and play *Track 42*.

Moving forward, you can feel that the walls of the corridor angle farther apart, forming a wider, open area. From up ahead comes a frightening sound.

TRACK 42

The heroes hear a breathy groaning.

When some of the heroes move forward to investigate, they inadvertently step out of the magical darkness. Although all remains dark, ahead of them they can see an animate, glowing ball of light.

❖ If the heroes move closer, play *Track 43*.

TRACK 43

The heroes see the ball of light transform into a spectral shape that they recognize: Thanrae Sycloe, the dead wizard!

Although most haunts remain tied to places of their death, Thanrae managed to link his spirit to his beloved *golden amulet of truth*. After following the heroes for some time as they wandered through the warrens, he has seized this moment to appear to them; if he waits any longer, they might escape the warrens before he can contact the group.

Because of Thanrae's ghostly limitations, the spirit can communicate to the heroes in only one way: He must attack one of them, attempting to take control of the character—preferably the one with the *golden amulet of truth*. Take note of the restrictions on attack forms that can harm a haunt in the sidebar on page 28.

❖ As the assault begins, play *Track 44*.

TRACK 44

Thanrae attacks, moaning that he needs to use the golden amulet.

Once under the haunt's control, a character either takes hold of the amulet (if the character already has it), or forces the PC with the amulet to give hand it over. The hero then holds the item aloft and recites the command words: "Let the truth be known!"

❖ Read the following text to the players and play *Track 45*.

The amulet flares with a golden light. Within its almost burning illumination, you see the sorceress Yriss stabbing a frail figure in the back with a knife. Her smile drips with venom enough to haunt one's dreams. Another evil figure accompanies her; his features, though muted and unrecognizable, seem familiar.

The victim, whose face you recognize as that of the undead spirit now before you, and his assailants are in your room at the Red Drake. After knifing the hapless wizard, Yriss searches the body, apparently finding nothing. Startled by some noise, she and her companion suddenly dart to the window and escape through it into the darkness.

TRACK 45

The heroes react to the vision of Thanrae's death. The spirit of Thanrae, controlling one of the PCs, explains that the amulet is the golden amulet of truth. Its owner can implant a mental image in this amulet: an image of the truth as the owner knows it. All who view this image will know it to be the truth also. Thanrae then tells the heroes that they must take the amulet to the headmasters of the school to prove Yriss's guilt in his death.

This image does indeed reflect the scene of Thanrae's murder, which the haunt has just imprinted upon the amulet. Yriss's companion was Runther, though his guilt does not seem apparent until the heroes encounter him again later.



After the players hear the track, the characters can converse with Thanrae's spirit, speaking through the controlled character. He can tell them that Yriss has long sought the amulet; clearly, the warped vision of the truth this twisted sorceress could implant into the magical device would help her gain all the power she feels she deserves. Thanrae has owned the amulet for some time and has strived to protect it from Yriss. He picked the player characters to help him simply because they looked competent and trustworthy enough to guard it until he could retrieve it—he didn't expect to die, after all. But, now the heroes might have to protect the amulet permanently.

Thanrae also knows a way out of this section of the wizardwarrens: up through the nearby canal. In fact, an access to the water lies very close, just down the corridor and through a room to the west. He knows nothing about the inhabitants or conditions down in the warrens, however.

❖ When they have asked their questions, play *Track 46*.

TRACK 46

Thanrae's spirit thanks the players, assures them that the character he is speaking through will suffer no lasting ill effects of his control. He bids them use the amulet wisely, then fades away, into the netherworld forever.

If the heroes proceed to the north, they enter a hallway that takes them to "The Study" (next page). The passage to the west leads them to the "Final Obstacle," also on the next page.

Haunt

Armor Class:	0
Hit Dice:	5
THACO:	15
No. of Attacks:	1
Damage/Attack:	See below
Special Attacks:	See below
Special Defenses:	See below
Saving Throw:	12
Movement:	6
Intelligence:	Varies
Alignment:	Any
Treasure Type:	None
Size:	Varies
Experience Points:	2,000

A haunt is an undead spirit still tied to the world of the living for some reason. It appears either as a spectral image of its former, living, form or as a tiny, hovering ball of light.

The haunt's only motivation is to complete some task left undone in its life. In order to do so, it must take control of a living person; it strikes at a target, each hit draining 2 points from the victim's Dexterity score. When the target's Dexterity score has fallen to 0, the haunt controls the body, able to make the person do or say anything it wants. Once the haunt has completed its task, it leaves the mortal world. The controlled character regains lost Dexterity at the rate of 1 point per turn (10 minutes).

When not controlling a living person, haunts can be harmed only by magical or silver weapons, and even these weapons inflict just 1 point of damage, plus the bonus of the weapon (if any). Natural fire also causes 1 point of damage per round, and magical fire inflicts normal damage. Nothing else can harm a haunt in spectral (or light) form.

While controlling a character, the haunt makes itself vulnerable to all the weaknesses of the victim. A *hold person* spell will force the haunt to make a saving throw or be ejected from the controlled victim.

The Study

This once cozy room north of the haunt's chamber (see map on page 15) served as a study for the wizard who lived in the room where the characters met Thanrae's spirit. Like the furnishings of that room, those here look old and in poor condition. If the PCs have light (this room is outside the magical darkness), read the text below.

The smell of rotting wood hangs heavy in this room, as the wood of the door and the furnishings slowly gives in to the dampness of the area. You see a table and a number of chairs in this chamber, but mostly the place is filled with old, rotting books. Bound manuscripts and scrolls litter the floor, and wooden bookcases still holding a number of tomes cover the walls. One case has fallen over and lies smashed on the floor, probably the source of most of the books scattered about.

Those investigating will discover quickly that all the books have sat in this damp environment too long to be legible or usable. Most fall apart as soon as someone touches them.

❖ If any of the characters investigate the bookcases, they find that they quickly collapse as well. Play *Track 47*.

TRACK 47

The heroes investigate the bookcases, and one falls over.

Any characters searching the bookcase must roll their Dexterity scores or lower on a d20 or the falling case will crush them, inflicting 1d6 points of damage. Behind the bookcase the group can see a small compartment, previously hidden. Within this tiny alcove, they find a watertight tube of silver (worth 25 gp) containing a map of this area of the wizardwarrens, with labels indicating the old uses for some of the various chambers.

❖ Give the players *Handout 5*.

Finding this map enables the characters to see the areas they have and have not explored, in case they want to go back and adventure further. If they wish only to escape the warrens, one more challenge stands in their way, detailed in the next section, "Final Obstacle."

Final Obstacle

Normally, the door the characters now enter (at the southeastern end of the room; see the map on the next page) would open into a large, dark, damp, empty room west of the haunt's chamber. However, Yriss has teleported her three henchmen here to make sure the characters are dead—to kill the heroes themselves, if necessary. Then, they have orders to retrieve the *golden amulet of truth*. The three have only just arrived as the heroes open the door and enter this room for the first time.

❖ Read the following text aloud, give the players *Handout 6*, and play *Track 48* as soon as the heroes open the door.

The room beyond the door looks large and well lit. A table with a number of kegs and stone cups on it sits pushed up against one wall, while another wall props up a large, monstrous skeleton. Some wooden barrels rest in the corner. Three people currently stand talking in this room; they seem just as surprised to see you as you feel to see them. One man wears long robes and leans heavily upon his staff,

while the other man and a woman, clad in armor, have drawn swords and hold torches aloft. They don't appear friendly.

TRACK 48

The evil henchmen tell the heroes they were sent to kill them and take the amulet.

If the heroes still do not have a source of light with them (perhaps not realizing that they have passed out of the radius of magical darkness), they find themselves stunned for a full round by the sudden appearance of light in this room. This means that the henchmen—Runther and two fighters—can perform a round's worth of actions while the player characters allow their eyes to adjust to the light.

Regardless, Runther attempts to hang back and use his ranged spells before entering into physical combat. The fighters, Pelepe and her companion, Tannish, charge headlong into the fray, however; any more in-depth tactics are lost on them.

Even if the heroes don't have the amulet, these thugs will attempt to kill them anyway, per their instructions. Each of these humans has 2d10 gp in a belt pouch, along with standard equipment (torches, food, flint and steel, etc.).

Should the characters manage to defeat or evade the henchmen and traverse the wide passage heading west, go to "The Iron Doors" (below).

Runther, a 2nd-level human wizard: THAC0 20; #AT 1; Dmg 1d6; SA spells; AC 9; hp 5; MV 12; AL CE. Str 9, Dex 15, Con 10, Int 16, Wis 12, Cha 10.

Favored Spells: Magic missile, burning hands.

Equipment: Robes, staff.

Pelepe, a 2nd-level human fighter: THAC0 19; #AT 1; Dmg 1d8; AC 5; hp 14; MV 12; AL NE. Str 14, Dex 12, Con 15, Int 10, Wis 13, Cha 12.

Equipment: Chain mail, long sword, and short bow with 12 arrows.

Tannish, a 1st-level human fighter: THAC0 20; #AT 1; Dmg 1d6; AC 4; hp 5; MV 12; AL CE. Str 13, Dex 14, Con 12, Int 9, Wis 11, Cha 14.

Equipment: Chain mail, shield, short sword.

The Iron Doors

Eventually, the characters reach a pair of sturdy iron doors west of the henchmen's room. (See the map, next page.)

♦ Read the following text aloud and play Track 49.

At the end of this wide corridor, a matched set of iron portals bars your way. Despite signs of age and a lot of rust, they appear quite operational. Engraved on their surface, with a great deal of style and skill, is a message in ornate lettering.

TRACK 49

The heroes come upon the doors and read an inscribed message, which explains that beyond the doors lies an airlock that can fill with water, then open out into the canal. It warns that only the strongest swimmers will be able to make it to the surface; others must first discover the secret of breathing water.

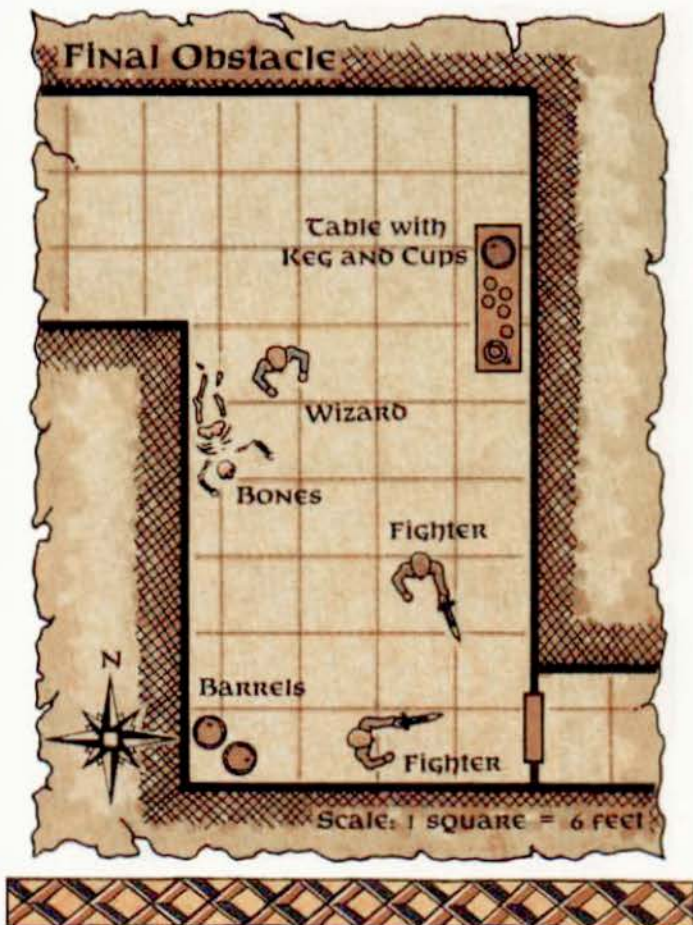
Now, let players make Intelligence ability checks. Those rolling a d20 result less than or equal to their Intelligence scores notice something peculiar about the writing.

♦ If one of the heroes successfully makes the Intelligence check, play Track 50.

TRACK 50

An astute hero notices that the lettering in the door's message is arranged in such a way as to form an arrow of sorts, pointing to the right.

If any of the heroes examine the wall to the right of the doors, make a check to see whether they discover the secret door there. Success indicates that they find a small stone, which they can pull away from the wall. Hidden behind the stone are four ceramic flasks containing *potions of water breathing*. Each flask holds doses enough for four human or human-sized creatures to drink, enabling them to breathe underwater for a full hour plus 1d10 minutes. Characters who drink the potion do not lose the ability to breathe air normally. An inscription in the back of this small compart-



ment says, "Please put back what you do not use." Lawfully aligned characters should do as the message asks.

Due to their age and disuse, the heavy iron doors require a great deal of effort to open, but they are not locked or barred. If the heroes pass beyond them, go to the section below, "The Airlock."

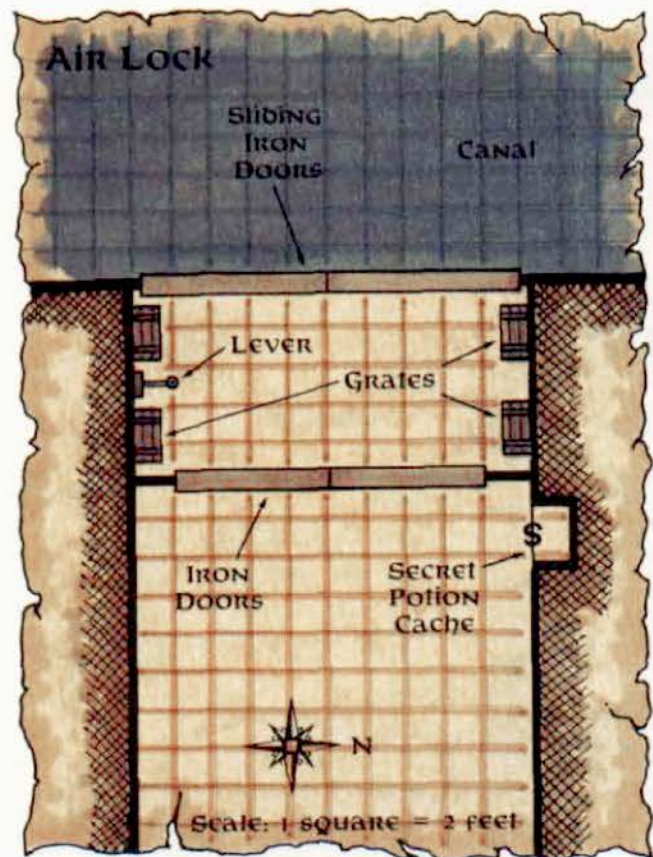
The Airlock

Read the following text to the players.

Beyond the large iron doors waits a small chamber, another set of rusty metal doors on the far wall. These doors seem visibly different from the portals you just entered through, since they obviously slide open on iron tracks rather than pivoting on hinges. On the left wall, a metallic lever juts forward, caked with rust.

If players examine the room at all, they notice rusty metal grates near the floor on both side walls. Nothing but darkness lies beyond the grates. If someone pulls the lever, the doors the heroes entered through slam shut, and water begins to pour through the grates, filling the room at a surprisingly rapid rate. The water, though dirty and foul (it is from the canal), proves not inherently dangerous.

❖ Play Track 51.



TRACK 51

With a great deal of effort, the heroes pull the lever. The doors behind the group slam shut, and the room fills with water.

The PCs find it impossible to push the lever back into place against the rush of water. The exact moment that the room has filled with water entirely (the process takes 5 minutes), the doors leading out into the canal slide open. Proceed directly to "Escape!"

Escape!

Without the *potions of water breathing*, the heroes are in for the swim of their lives as they try to reach the surface before they run out of air. All heroes without the potion must roll less than or equal to their Constitution scores on a d20 or suffer 1d6 points of drowning damage before they make it to the surface and can receive help from others. Heroes who drank the potions can actually take their time. Either way, smart characters will want to surface quickly—the canal water feels and smells particularly foul.

The characters surface in a canal next to the school. Although the people on or near the water will be surprised by their sudden appearance, they do not cause too much of a commotion or draw attention to themselves for very long.

Back Out of the Maze

If at any time during the adventure, the player characters begin to venture back toward the ledge where they originally entered the wizardwarrens (refer back to the map on page 15), tell the players that it seems as though their characters have been here before.

❖ Then play Track 52.

TRACK 52

The sound of rushing water returns, then grows louder as the heroes realize they are back where they started.

If they proceed back south to that ledge, do *not* replay Track 16 (the audio track associated with the ledge).

Wrapping Things Up

Once the characters get out of the water, Angan magically appears to apprehend them for Thanrae's murder. If the heroes know Yriss killed Thanrae and tell Angan they have evidence to prove it (the amulet, imprinted with the image Thanrae's spirit left upon it), the wizard takes them before Uerd al'Aras, the school's faculty administrator.

❖ Play Track 53.

TRACK 53

Townpeople react in fear and amazement as the heroes emerge from the canal. An angry Angan tells the characters how surprised he is to see them, then accuses them of Thanrae's murder. The heroes explain they have proof of their innocence, so Angan agrees to take them before a high-ranking school official.

Angan has no idea how the player characters got into the wizardwarrens, and he knows nothing of Yriss's attack on them in the courtyard. No one knows about the hole in the cobblestones that the sorceress repaired with her magic.

Uerd's office is in the administration tower on the second floor, right above Angan's office (which the heroes visited at the beginning of the adventure). It looks cluttered with papers, books, and scrolls—many covered in months' worth of dust. Uerd himself appears a short, dark-complexioned man with soft features—a stark contrast to Angan.

❖ If they use the amulet and/or present a coherent case before Uerd, play *Track 54*.

TRACK 54

Uerd al'Aras thanks and congratulates the heroes, telling them Yriss will be apprehended and punished for her crimes. As a reward, he grants the group's wizards one year of study at the Great School free of tuition, while he promises the nonwizards magical rewards.

The nonwizards each receive a +1 magical weapon of their choice. At this point, the heroes have the option to accompany the authorities when they apprehend Yriss.

❖ If they go with Uerd to Yriss's dwelling, play *Track 55*. If not, proceed to "The End," below.

TRACK 55

Uerd and the heroes go to Yriss's home. The sorceress battles Uerd magically for a moment, then teleports away, swearing that she shall gain revenge on them all—someday.

The End

By the end of *The Test of Darkness*, the heroes have reaped significant rewards, impressed the masters of the Great School, and made a significant, long-term enemy in Yriss. If they do not go with Uerd to Yriss's home, simply tell them that the constables sent to apprehend the villain found her long gone. She left behind an ominous note, however.

❖ To hear what the note says, play *Track 58*.

TRACK 58

In her note, Yriss promises to return for revenge on those that dared to cross her.

In the appendix on the next page, you will find ideas for continuing adventures with these characters after the wizards have gained entrance to the Great School of Magic.

New Treasures

Two new magical treasures are found within *The Test of Darkness*.

Golden Amulet of Truth

This magical amulet, made of the purest gold, features an embossed lion on one side; the other contains an inscription demanding that the amulet be protected from evil.

The power of the amulet allows a character stating the command words "Let the truth be known!" to mentally imprint an animated scene or image into it: the truth as the user knows it. Of course, *truth* is a subjective concept; evil individuals can imprint perverse but "true" (to them) images into the amulet.

After an image has been imprinted, anyone touching the amulet (and all within 10 feet of that person, if the user desired) will see the image and believe it truthful—even if it is only a selective truth. For example, if the image of a particular woman sneaking in a window and stealing a gem were implanted in the amulet, all who touched it would see that image and believe the woman stole that jewel.

The image can be "erased" by the owner at will, and a new image implanted once per week. The powerful magic within the amulet causes the 2-inch item to weigh 15 lbs. XP value: 3,500.

Potion of Water Breathing

Drinking the *potion of water breathing* allows a character to breathe normally while underwater or submerged in any liquid. It does not protect the imbiber from other harmful effects of submersion; for example, it would not keep someone from being burned in acid or protect the drinker from the pressure-related effects of deep water. Neither does the potion aid in maneuvering underwater.

The potions, whose effects last an hour + 1d10 minutes, usually are found two to four doses at a time. XP value: 400.

Appendix

Further Adventures

The heroes' adventures can take one of many directions, once they have completed *The Test of Darkness* scenario. Here are just a few ideas.

Exploring the Warrens

The wizardwarrens, a huge series of catacombs, stretches out under the school and doubtless far beyond. Though much of it is unused now, the warrens maze remains filled with magic, treasure, and great danger!

The masters of the school seem very interested in gaining knowledge regarding the magical darkness apparently growing below the school—especially its need to feed off light. Clearly, *The Test of Darkness* could not detail or map out much of the warrens within this radius of darkness; further exploration at the behest of school officials definitely seems a logical follow-up adventure. Perhaps something magical—and sinister—waits at the center of the darkness. . . .

As the DM, you could design wizardwarrens adventures set in other magical testing grounds (filled with traps), extensive alchemical laboratories (populated with golems and other magically created monsters), menageries (with many of the monsters still alive, having carved out a unique "dungeon" ecosystem), and more. Rumors whisper of a forbidden section of the warrens, once used to test new spells and magical items until *something horrible* went wrong. Tales also tell of a hoard of magical items and books of spells stashed away by one of the school's wizards, who died before he could tell anyone the hoard's exact location.

Underwater Adventures

Now that the heroes know of a cache of *water breathing potions*, they could conceivably explore the underwater regions of Glantri City by delving into the canals. Legends speak of many treasure troves and other hidden areas accessible only by underwater passages and airlocks like the one the heroes used to escape from the wizardwarrens.

Such adventuring can prove extremely dangerous, however, since those stories of treasure also warn of the terrifying beasts lurking deep within the canals. Varieties of aquatic trolls, hobgoblins, and even ghouls are said to frequent the waterways, as well as giant serpents, many-tentacled horrors, and magical monsters secreted away in the dark depths.

The Return of Yriss

Yriss, true to her word, may return to plague the heroes in the future. She might try to frame them for another crime,

hire assassins to murder them, or attack them directly with her very powerful spells. She also still wants to obtain the *golden amulet of truth* by whatever means she can—though now vengeance has become even more important to her.

Such an adventure should not take place for quite a while, however. In the first place, the player characters have defeated Yriss, so she should stay defeated, confined to the background of the story, for some time. Secondly, she is extremely powerful; low-level PCs probably don't stand a chance against her in a true, open confrontation.

The Seven Secret Crafts of Magic

As you have seen, if you have read *The Grimoire*, the Great School fosters seven secret societies known as the Seven Secret Crafts of Magic. Each of these organizations specializes in a different aspect of magical study, including alchemy, elemental magic, dream magic, dragon magic, and so on. These societies remain always on the lookout for promising young students to recruit into their ranks.

Joining a craft carries with it many benefits, so the heroes, hearing rumors of the groups' existence, may seek them out. Just finding a member of a craft could become an adventure in itself—membership is a closely-guarded secret. Plus, seeking a craft can prove a great springboard for adventures involving one society's obsessions, its silent conflicts with other crafts, and more.



The Grand Army of Glantri

Speaking of recruitment, Prince Jaggar von Drachenfels, Warden of the Marches, is always looking for able-bodied wizards from the school to join the Grand Army as Military Wizards. (See the kit rules in **Chapter V: Glantrian Characters** of *The Grimoire*.) Nonwizards could join the regular ranks; the entire group of heroes has the opportunity to experience military adventures defending Glantri's borders and hunting down brigands, marauding monsters, and other threats to the magocracy and its people.

➔ The Test of Darkness ➔



The wizardwarrens beneath Glantri City's Great School of Magic give characters every reason to be afraid of the dark! Battling traps laid by long-ago wizards becomes a new kind of challenge, thanks to the magical darkness that neither spell nor flame can penetrate. Operating blind, characters must use their other senses and their wits to find an escape—before a secret enemy finds them. The Test of Darkness provides a new challenge to players too, as the sound of the perilous wizardwarrens come alive on the audio compact disc included with this adventure.



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Rat Problem

Experience Levels: 3–5 (at least 15 levels total)

Party Composition: Any, although at least one member should have a magical or silver weapon.

Location: Near Touraine and Les Hiboux in western Glantri.

Set Up Options

- ❖ While in a Glantri City tavern, the heroes read a posted notice that a wizard named Ligeire Sattoir near Nouvelle Averaigne needs a small group to help him with “an infestation problem.” The wizard offers 2,000 gp in exchange for the minor service.
- ❖ Traveling down a road, the PCs encounter Deidre, the 12-year-old daughter of the wizard Ligeire. She seems distraught over the conditions in her home nearby; she tells the heroes that the house is full of rats and begs them for help. If they agree to lend their aid, she leads them to Ligeire’s tower.

Background

The wizard Ligeire lives with his family near Les Hiboux (not within any principality). Some 22 years ago, they moved into the Tower Podaris, named for a well-known wizard. Podaris’s children sold Ligeire the tower after their father’s death, and all in the area think it the epitome of luxury—at least, this far from Glantri City.

Unbeknownst to the new owners, however, Podaris had cast a powerful spell of containment over what dwelled below the tower. About four months ago, Ligeire was researching a powerful enchantment to dispel magic. Though he thought his experiment had failed, it actually brought down the containment spell.

The next day, Ligeire noticed the very first rat in the tower.

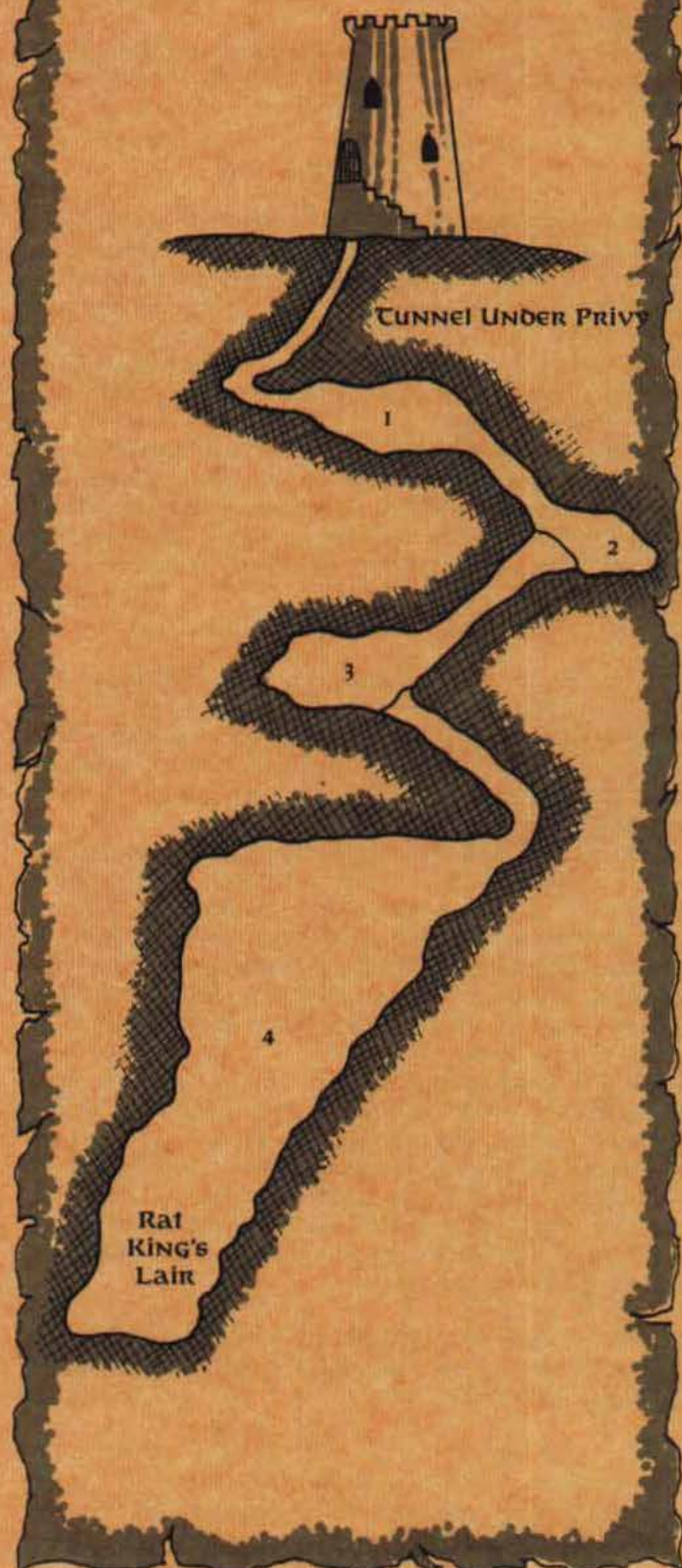
Ligeire’s Plea

When the heroes arrive at Tower Podaris, Ligeire (a 7th-level wizard) greets them with genuine, if desperate, kindness. This heavyset, middle-aged man has dark brown hair and eyes. He shows the characters into the tower’s meeting hall, which takes up most of the first level. The heroes can tell that this once elegant room has been allowed to fall into disrepair through neglect. Dust covers almost everything, and much of the formerly valuable furniture has shredded upholstery and scratched wood.

After offering the heroes some fine wine, Ligeire explains his problem with unreserved honesty. Over the last few months, he relates, the tower has become infested with rats. At first, he did not feel alarmed. Ligeire’s two servants set traps, and he used spells to kill or drive off the pests. Aside from the occasional rodent that startled family members, it did not seem a serious problem. Even when a rat bit a servant, Carle, no one was overly alarmed. Two days later, however, Ligeire found the other servant, Hectir, ripped to shreds, his flesh torn apart by tiny teeth.

At this point, Ligeire cast more powerful spells to eradicate all the rats in the tower. He killed dozens of the vermin, yet the next morning the tower seemed infested with more of the creatures than ever before. In the last few weeks, Carle and

Podaris’s Tower AND What’s Beneath



Ligeire's wife, Verise, have disappeared. Ligeire and little Deidre have taken to sleeping outside the tower for fear of the creatures.

If asked, the wizard tells the heroes the rats seem to come from beneath the tower, although they obviously have tunneled up throughout the structure. He also says that, while all the rats he has killed look "normal," he thinks he saw some large rats—2 to 3 feet long! Deidre says she saw one as big as her father in her room once, but Ligeire considers her story childish exaggeration.

Should the player characters rid the tower of its rat problem, the wizard will give the party 2,000 gp and his eternal gratitude.

Tower Layout

Tower Podaris has four levels. The main one consists of a meeting hall, kitchen, and pantry. Note that this is not the ground floor but one higher, accessible by a set of stairs. The ground level one floor down is used for storage and also contains a privy. The third level has four bedrooms: one for Ligeire and Verise, one for Deidre, one for the two servants, and a guest room. The top floor contains Ligeire's library, laboratory, and workshop.

While exploring the tower, the heroes find 1d4 normal rats (use the statistics below). They also can determine that the rats have indeed tunneled throughout the tower walls. If the heroes discover a way to trace the tunnels (or follow the rats), they will be led down to the privy under the main level.

That Which Waits Beneath

Beneath the privy is the standard large hole. Following Glantrian practice, Ligeire casts a spell to eradicate the waste when the hole begins to fill. He never noticed the small tunnel leading away from the hole. It's just big enough for a human to crawl through, but Ligeire will not venture down it—that's why he hired the PCs!

As the tunnel angles sharply downward, a number of much smaller tunnels branch off. After a character has crawled 20 feet down the tunnel, rats come from these smaller branches and bite at the hero. (Roll a d4 and divide in half to calculate points of damage each round.) This damage is automatic, regardless of protection or Armor Class. Luckily, characters who keep crawling as fast as they can must endure only two rounds of these attacks.

The tunnel widens into a cavern, labeled 1 on the map on the front of this sheet. This area measures 30 feet long and 15 feet wide; the ceiling rises 6 feet high. Dozens more tiny rat tunnels stretch away from this chamber, which is literally swarming with rats. The rats attack as a single pack; treat it as a creature with 6 Hit Dice that inflicts 6 points of damage per round. Only area of effect spells or attacks (like burning oil) succeed against the pack.

Rat pack: Int animal (1); AL N; AC 7; MV 15; HD 6; hp 30; THAC0 15; #AT 1; Dmg 6; SA bite carries disease; SZ L (pack); ML fearless (20); XP 420.

The tunnel leading to area 2 on the map slopes steeply downward but can be navigated without crawling. The somewhat circular area 2 measures 20 feet in diameter and has a 6-foot ceiling. Still more rat tunnels branch away from this

chamber. Ten giant rats and 20 normal rats here are ready to tear the heroes apart by the time they arrive (attacking individually), as the noises of the pack above warned them of the PCs' approach.

Rat (20): Int animal (1); AL N; AC 7; MV 15; HD ¼; hp 1; THAC0 20; #AT 1; Dmg 1; SA bite carries disease; SZ T (1 foot long); ML unreliable (3); XP 7.

Rat, giant (10): Int semi (3); AL E; AC 7; MV 12; HD ½; hp 2; THAC0 20; #AT 1; Dmg 1d6 halved; SA disease; SZ S (2 to 3 feet long); ML unsteady (6); XP 15.

Another sloping passage takes characters to area 3 on the map, almost identical to area 1 in shape and size. The place holds six wererats; when the PCs arrive, half of them have taken human form, and half have assumed giant rat form. The "giant rats" appear to be menacing the "humans"—that is, until the heroes get close enough for all the monsters to change to wererat shape and attack. Each "human" has a short sword, but those in giant rat form have weapons nearby. If half their number is slain, they attempt to flee—either by changing shape and using a small tunnel or by running down to area 4.

Wererat (6): Int very (11); AL LE; AC 6; MV 12; HD 3+1; hp 19, 16, 15, 14, 12, 11; THAC0 17; #AT 1; Dmg 1d6 (short sword); SA surprise; SD hit only by magic or silver weapons; SZ M (6 feet tall); ML steady (12); XP 270.

Area 4 is the lair of the Rat King, a huge and powerful wererat with extra Hit Dice. He wields a +1 long sword and a +1 shield and also carries a light crossbow with 20 bolts. The Rat King commands 12 giant rats, which swarm up the steep slope leading to area 4. The heroes have to wade through them to get to the bottom, where the king awaits. The slope seems so steep that any nonrat has to make a Dexterity check each round or fall, suffering 2d6 points damage from tumbling down the long incline.

To either side of the Rat King, Verise and Carrle lay in chains. Each has been bitten many times and is near death. (The DM may choose for one or both of them to be infected with lycanthropy.) The Rat King had them brought here to interrogate them on the events that have occurred since Podaris imprisoned him decades ago.

Before Ligeire inadvertently freed him, the Rat King had been trapped for years in a huge wooden throne (held by a minor form of *temporal stasis*). All the while, he has been summoning other ratmen, giant rats, and normal rats to prepare to re-establish his underworld empire. The king fights invaders to the death, possessed by a bravery unknown to most ratmen. If a character slays him, all the rats flee the area, panicked.

The throne has 100 inset gems worth 10 gp each. The king carries 33 gp in a pouch and wears a golden crown worth 500 gp.

The Rat King, a wererat: Int exceptional (15); AL LE; AC 4; MV 12; HD 6; hp 35; THAC0 15; #AT 1; Dmg 1d8+1 (+1 long sword) or 1d4 (crossbow); SA surprise; SD hit only by magic or silver weapons; SZ M (6 feet tall); ML fearless (19); XP 1,400.

Rat, giant (12): As above.

Dust of the Crater

Experience Levels: 4–6 (about 25 levels total)

Party Composition: Any.

Location: The Great Crater in New Kolland.

Set Up Options

- ❖ A wizard in Glantri City hires the PCs to obtain some of the strange mineral known as urthellis, also called craterdust. To find it, they must travel south to the Great Crater. Their employer tells them a woman named Sathres Rotterdam might help them once they reach New Kolland—if they can find her.
- ❖ The heroes have an interest in a rare item or ingredient. They learn that a collector of rare antiquities, Sathres Rotterdam, lives in the Great Crater and might have just what they want.

Sathres's House

The adventure begins when the player characters reach the Great Crater area. After a great deal of investigation, they learn Sathres actually lives in the crater among the humanoids. Apparently, she is one of the few humans living in the Great Crater, so she frequently serves as a go-between for New Kollanders and other Glantrians. After a great deal of diplomatic work on her part, most humanoids of the crater accept her and willingly use her as a representative, as do humans. Sathres collects antiquities, minor magical items,

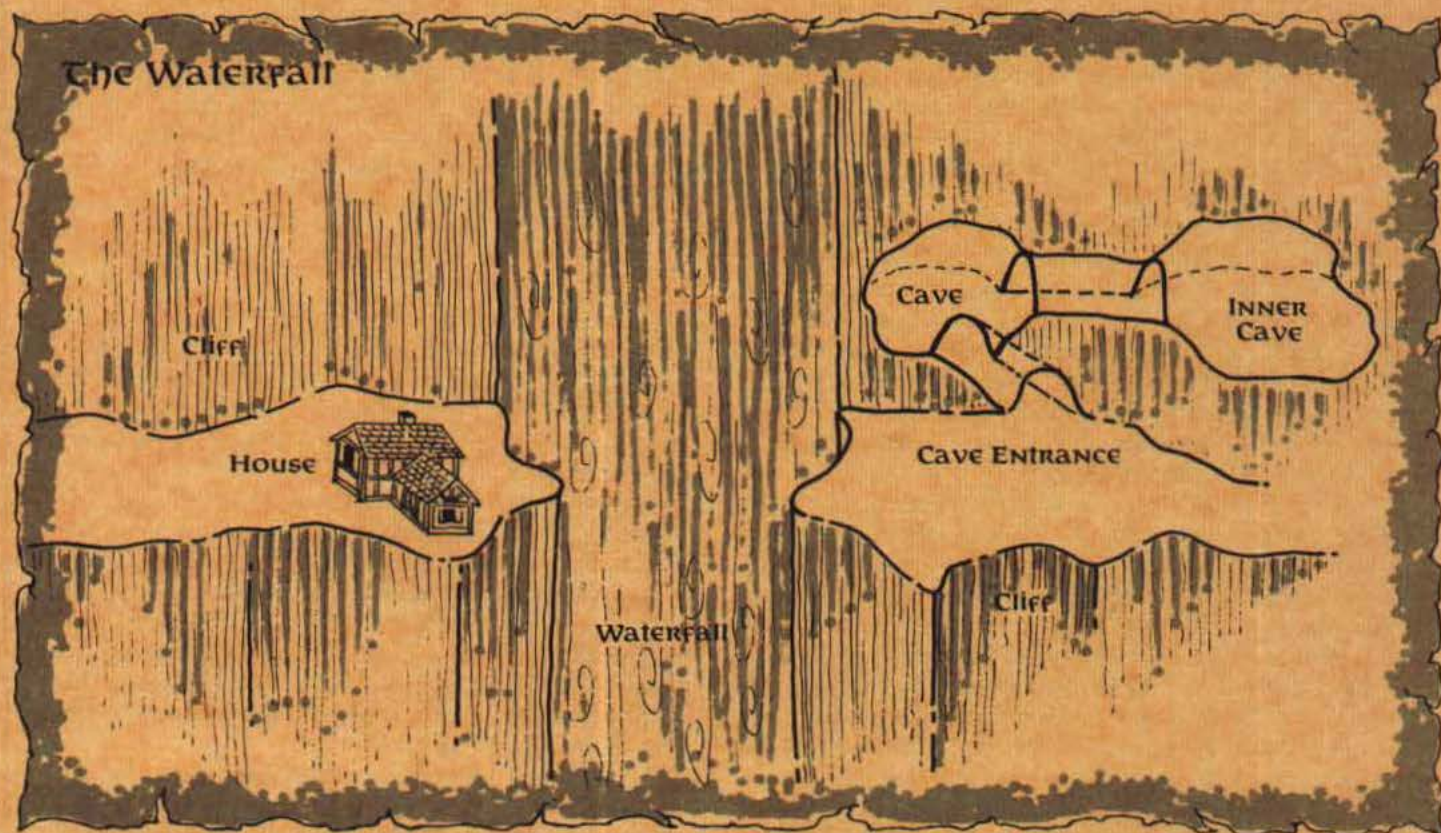
and rare treasures. These collectibles include a fair supply of craterdust. Her house sits on one of the crater's many ledges, near where the Red River plunges over the cliffside.

Humanoid-made paths carved from the cliff face connect the numerous natural ledges along the sides of the crater. These sloping trails bring the PCs down to Sathres's house. As they descend, however, all the heroes should make Intelligence checks. Those that succeed feel like they are being watched—although they have no idea where the watcher hides.

Because of the twisting nature of the path and the uneven face of the cliff, the PCs do not see Sathres's house until they almost literally stumble upon it. It sits very close to a waterfall pouring torrents of water from far above to much greater depths below.

The three-room structure made of fitted stone has a thatched roof and a single door, which faces away from the center of the crater. As the heroes approach, they may find themselves startled to see an orc warrior suddenly appear from the house. The warrior surveys the party members, waiting for them to draw close enough to speak. (The waterfall creates a great deal of noise.)

If the PCs react with hostility, the orc attempts to flee into the house and hide. Considering the growing acceptance of humanoids in Glantri these days, they likely will merely ask for Sathres. The orc responds in a rudimentary form of Thyatian common: "Sath-ris not here. Her go 'way. Now you go 'way." He gestures in a nonthreatening manner



back the way the heroes have come.

This orc is Jul, a creature of neutral alignment who was Sathres's bodyguard and servant. Sathres has been abducted by evil orcs, however, leaving Jul under the affects of a *charm* spell cast by the humanoids' witch doctor, Yriig. After capturing Sathres, Yriig and his fellows claimed her stores of craterdust and other treasures, still stored in the caves on the other side of the waterfall. They left Jul here to ward away interlopers, like the PCs.

The Evil that Orcs Do

The powerful witch doctor Yriig decided that Prince Kol's policies of tolerance for humans went against nature. Furthermore, he saw that he could gain money and power much easier by taking it than earning it. Therefore, he and some followers decided to rob and kill Sathres, who reportedly had a great deal of valuable treasure.

When the orcs arrived a few days ago, they found that the woman's wealth included nothing of interest to them. Fancy statues, old furniture, strange plants, and a bunch of dust was not *their* idea of loot. Convinced that she must have a great store of gold, gems, magical weapons, and other "true" treasure, they are keeping her alive to find out where she hides her hoard. So far, she has resisted their intimidation, torture, and minor spells.

The orcs are camping in a cave system across the waterfall from Sathres's house. The ledge in front of the cave entrance has no visible pathway connecting it to other ledges. Careful examination of the waterfall, however, reveals a narrow walkway *behind* the torrents of water, connecting the two wider ledges.

If the player characters attempt to use this path, though, two orc sentries will attack them, and fighting on the narrow strip presents a number of difficulties. The noise of the rushing water prevents verbal communication. Nothing that must be kept dry, like a scroll, can be used. (A great deal of spray splashes the ledge behind the waterfall, thoroughly soaking all the characters.)

The orcs stay near the north edge of the path (the right side of the map) and throw spears through the waterfall at the PCs. While on the path, the heroes can choose either to concentrate on their footing (forgoing shield and Dexterity bonuses to AC) or dodge incoming attacks and risk falling off the ledge. (A successful Dexterity check prevents a fall.) The orcs have a -1 penalty to throw their spears through the waterfall at normal targets; those not dodging present static targets and negate this penalty.

By the time the PCs make it to the cave entrance, Yriig has sent out six more orcs for them to fight. (The orcs know of the heroes' approach, as they watched them descend the cliff.) If the party gets past these defenders, the remaining orcs (including Yriig) meet them in the outer cave for battle. Yriig now possesses Sathres's only offensive magical item, her *wand of lightning* (32 charges). He uses it without hesitation to fire lightning bolts at the characters as they come into the cave and later as a melee weapon in combat. He also has cast appropriate battle spells already (*aid*, *bless*, *barkskin*, *protection from fire*, *shield*).

Both the outer and inner caves measure approximately

30 feet in diameter and contain Sathres's antiques and trunks of various valuables. Although the orcs don't care about these antiques, the PCs should. A fireball here would not be a good idea.

If the heroes have difficulty with the orcs, Sathres (tied up in the inner cave) can free herself and attack the creatures from behind. This capable, skilled character is no "damsel in distress!"

Orc (24 including Jul): Int average (8); AL LE (*Jul: N*); AC 6 (studded leather and shield); MV 9; HD 1; hp 6; THAC0 19; #AT 1; Dmg by weapon; SZ M (6 feet tall); ML steady (12); XP 15.

Yriig, an 6th-level orc witch doctor (6th-/3rd-level priest/wizard): AL LE; AC 9 (Dexterity bonus); MV 9; HD 1+5d4 (fights as a 3 HD monster); hp 30; THAC0 18; #AT 1; Dmg 1d4 (dagger) or 1d10 (*wand of lightning*); SZ M (6 feet tall); ML fanatic (18); XP 975.

Str 14, Dex 15, Con 14, Int 16, Wis 16, Cha 10.

Languages: Orcish, Thyatian common.

Favored Priest Spells:

1st level—*bless*, *cause light wounds*, *command*, *cure light wounds* (x2).

2nd level—*aid*, *barkskin*, *charm person or mammal*, *hold person* (x2).

3rd level—*dispel magic*, *protection from fire*.

Favored Wizard Spells:

1st level—*magic missile*, *shield*.

2nd level—*web*.

Equipment: Dagger (with Class A poison), *wand of lightning* (32 charges).

Sathres Rotterdam, a 5th-/4th-level half-elf fighter/wizard: THAC0 16; #AT 1; Dmg 1d6 (short sword); AC 10; hp 36; MV 12; ML fearless (20); AL NG.

Str 15, Dex 12, Con 17, Int 15, Wis 16, Cha 17.

Languages: Kobold, orcish, Thyatian common.

Favored Spells: (She has used all her spells.)

Equipment: Short sword, robes.

Wrapping Things Up

Sathres, a brown-haired woman in her late twenties, chooses to conceal her half-elf nature. This genuinely kind and friendly person will feel very grateful to the heroes—unless they accidentally destroyed her treasures. She should gladly give them the craterdust (or whatever item) they came for.

Sathres's other treasures include antique furnishings, ancient pottery and statuary, rare herbs and plants, and various uncommon or odd ingredients. She also has a number of magical items, but aside from her wand (which she will want back), none of these items are offensive in nature. These magical items include singing birds made of bronze and goblets that remain continually chilled—nothing of much value to anyone other than a collector or a connoisseur of the finer things in life.

Sathres could become an interesting contact for the PCs to maintain, given both her collection and her congenial relationship with most of the inhabitants of the crater.

A Wizard's Back is Always Turned

Experience Levels: 5–7 (about 30 levels total)

Party Composition: The more wizards the better, although a rogue would be very useful as well.

Location: Glantri City.

Set Up Option

The player characters are hired by Marcella Londesi, a wizard about to pit her skill against another in a duel. Fearing an underhanded ploy from her opponent, Halmat Dovensel, she wants them to “watch her back” before and during the duel.

Background

Marcella is a black-haired, middle-aged sorceress hoping one day to gain the position of High Mistress of the Secret Craft of Water Elementalism. Currently, she has worked her way up to the third circle in her craft. In doing so, however, she offended Halmat Dovensel, another member of the craft. He adamantly claims she stole his research, which enabled her to gain access to the third circle. The loss of this work prevents him from gaining the same position without completely starting over in his studies. Marcella flatly denies the theft but can provide no solid alibi.

Ranking members of the Craft of Water Elementalism decided that the two should settle their differences in the Dueling Court of the Great School of Magic. To preserve the secrets of the craft, however, the two are forbidden to

explain the exact nature of the dispute, and they cannot use their craft abilities in the duel.

Marcella Londesi, a 10th-level human wizard: THAC0 17; #AT 1; Dmg 1d4 (dagger); AC 8 (*ring of protection* +1, Dexterity bonus); hp 24; MV 12; ML fanatic (18); AL NG. Str 8, Dex 15, Con 12, Int 17, Wis 12, Cha 11.

Favored Spells:

1st level—*cantrip*, *charm person*, *feather fall*, *light*.

2nd level—*blur*, *improved phantasmal force*, *mirror image*, *sinking cloud*.

3rd level—*delude*, *hold person*, *wraithform*.

4th level—*fear*, *ice storm*.

5th level—*teleport*, *wall of iron*.

Equipment: *Ring of protection* +1, *wand of illumination* (23 charges), robes, two daggers.

Just Another Glantri City Night

Marcella wants the PCs to accompany her—in effect, serve as bodyguards—until after the duel. It is not unknown for scheming spellcasters to try manipulating events in their favor during and even before a duel. In the sorceress's opinion, Halmat definitely qualifies as a scheming spellcaster.

The sorceress rents a fashionable apartment in the Middle Class Quarter of Glantri City. Player characters can “guard” her in whatever manner they wish—in shifts, all at once, stationed at various points around her, or any other method.

Halmat does not make a move until the night before the



duel. That night, a member of the Unseen Hand, hired by the disgruntled wizard, attempts to follow Marcella to wherever she plans on eating dinner and drug her food with enough sedatives to sharply decrease her spellcasting skills the next day.

Unseen Hand guild member, a 9th-level human rogue: THAC0 16; #AT 1; Dmg 1d6 (short sword); AC 4 (*leather armor* +1, Dexterity bonus); hp 44; MV 12; ML fanatic (18); AL NE.

Str 13, Dex 17, Con 15, Int 12, Wis 13, Cha 8.

Equipment: Short sword (usually poisoned), *leather armor* +1, *potion of invisibility*.

Thieving Skills: PP 75%; OL 50%; F/RT 3%5; MS 70%; HS 50%; DN 45%; CW 90%; RL 30%.

The Unseen Hand guild member's extreme skill at subterfuge makes it difficult for the characters to realize they are being followed. Essentially, if the guildsman makes a move silently skill roll, no one notices the figure following Marcella (and those with her) into a tavern called the Big Empty. This trendy night spot in Glantri City's Entertainers' Quarter is filled with young people, many of whom adorn themselves with fashionable accouterments: long, loose-fitting black clothing, pale (even white) face cosmetics, and silver jewelry bearing monstrous images.

In this large establishment, two minstrels play low, moody melodies, smugly displaying their instruments: minor magical items that can play by themselves for short periods. The dim lighting in the crowded place gives those guarding Marcella a real challenge.

The sorceress orders a meal from the serving lad. As it comes out, the guildsman attempts a pick pockets skill roll to use slight of hand to sprinkle a dark gray powder on the food. Marcella, the server, and/or a PC may have detected the rogue's action. (See the pick pockets description in **Chapter 3: Player Character Classes (Thief)** in the *Player's Handbook*.) If unsuccessful but undetected, the rogue boldly continues to attempt the task, even as Marcella eats. To do this, the guildsman may try to divert her attention with some distraction, such as bumping into her table.

Apprehending the rogue (assuming someone detected the poisoning attempt) will be tricky amid the crowd. If forced into combat, the guildsman fights to the death, according to the nature of the Unseen Hand. If caught, the rogue provides the PCs with no information—especially not the name of the guildsman's employer—unless magically forced to do so.

Note that even if Halmat is exposed as this employer, it won't have much effect on him. The rogue only tried to sedate Marcella, not kill her. The act may reflect badly on Halmat's reputation but, in many circles, will be considered an understandable ploy. The duel most definitely will go on as planned.

The Duel

The next day, the duel begins promptly at dawn. The stands are only about half full, since neither duelist is well known. During the duel, the PCs must keep their eyes

open to make sure Halmat doesn't try any underhanded tactics. If they proved unsuccessful the previous night, Marcella's spells have a 20% chance to fail when she tries to cast them, and all attack rolls and saves carry a -4 penalty. She seems listless, and has little hope of success, if she ate the poisoned food.

A judge presents each duelist and announces that the battle need not continue to the death, but only until one wizard yields, leaves the court, or becomes rendered unable to go on with the duel. Nothing else will stop the contest. Both combatants enter the court with their protective spells cast and weapons drawn.

To ensure victory, Halmat has two more Unseen Hand agents in the crowd, armed with tiny blowpipes and needles treated with class 0 paralytic poison. They have been instructed to poison Marcella surreptitiously. The heroes will have to deal with these two (hopefully in a subtle fashion) while the duel continues.

Unseen Hand guildsman, a 7th-level human fighter (2): THAC0 14; #AT 3/2; Dmg 1d8+1 (long sword with Strength bonus) or 1 (needle); AC 5 (chain armor); SA paralytic poison; hp 52, 47; MV 12; ML fanatic (18); AL NE. Str 16, Dex 11, Con 15, Int 10, Wis 11, Cha 9.

Equipment: Long sword, blowgun, 12 poisoned needles (Class 0 poison), chain armor.

If the PCs save Marcella from being poisoned, she wins the duel by turning *invisible* and hiding. Halmat eventually believes she has *teleported* away and lets his guard down, thinking himself about to be declared the victor. She then surprises him with a *hold person* spell, ending the battle.

Halmat Dovenseil, a 10th-level human wizard: THAC0 17; #AT 1; Dmg 1d4 (dagger); AC 4 (*bracers of protection*, AC 4); hp 28; MV 12; ML steady (12); AL CE. Str 10, Dex 9, Con 14, Int 18, Wis 10, Cha 8.

Favored Spells:

1st level—*audible glamer*, *burning hands*, *magic missile*, *shield*.

2nd level—*blindness*, *hypnotic pattern*, *levitate*, *web*.

3rd level—*cloak against all peril*, *dispel magic*, *lightning bolt*.

4th level—*confusion*, *wall of fire*.

5th level—*domination*, *telekinesis*.

Equipment: *Bracers of protection* AC 4, *wand of fear* (13 charges), robes, dagger.

Halmat, the epitome of Aalbanese society, normally wears neatly pressed formal suit covered in brass buttons and ornamentation, with high black boots. (However, he wears his most ornate wizardly robes in honor of the duel.) The wizard, in his mid-forties, still has a full crop of black hair and wears a beard.

Wrapping Up

If the PCs succeed, they will have gained an ally in Marcella, who was falsely accused all along. They also earned 800 gp each as payment for saving her life and allowing her to clear her name in the duel. The group even may wish to work as wizards' bodyguards as a full- or part-time occupation.

Temple Takeover

Experience Levels: 5–7 (30–35 levels total)

Party Composition: At least one wizard is helpful.

Location: Any city in Glantri

Set Up Options

The best way to thrust characters into this scenario is by accident. As part of a larger adventure, the characters must go to a Temple of Rad; while there, they encounter a hostage situation. Reasons for going to the temple include:

- ❖ Delivering a message to the shepherds;
- ❖ Obtaining a magical ingredient that only the shepherds have access to; or
- ❖ Simply going to meditate.

Background

L'vethian is an illithid from far below the surface of Mystara. It entered the city in disguise (with a *hat of disguise*) in order to steal or extort magical items. Believing the Temple of Rad to be a center of magical power, the creature infiltrated the structure as a seeker of wisdom. Unfortunately for the mind flayer, a young shepherd pulled its hat off as soon as it entered the temple (for hats are not to be worn within).

Its disguise compromised, L'vethian began mind blasting all those around it. While most of those in the temple were stunned, it *charmed* Chath Restoun, the temple's High Shepherd. The illithid then began scouring the place for magic to steal.

Under Siege from Within

The heroes arrive only a few minutes after the incidents described above. As they ascend the stairs and open the main doors (see map, below), a young wizard darts past them, panicked. The PC closest to the door is grabbed by a *grasping hand** spell cast by Chath, who thought the player character was the fleeing wizard.

Chath Restoun, a 14th-level human wizard: THAC0 16; #AT 1; Dmg 1d4 (dagger); AC 4 (*bracers AC 6*, Dexterity bonus); hp 31; MV 12; ML champion (16); AL N. Str 12, Dex 16, Con 14, Int 18, Wis 9, Cha 8.

Favored Spells:

1st level—*burning hands*, *detect magic*, *hold portal*, *magic missile* (already cast), *spirit of servitude*.

2nd level—*acid arrow**, *blur*, *detect invisibility*, *levitation*, *web*.

3rd level—*blink*, *dispel magic*, *lightning bolt*, *protection from normal missiles*, *torrent of death*.

4th level—*dimension door*, *improved invisibility*, *monster summoning II*, *wall of ice*.

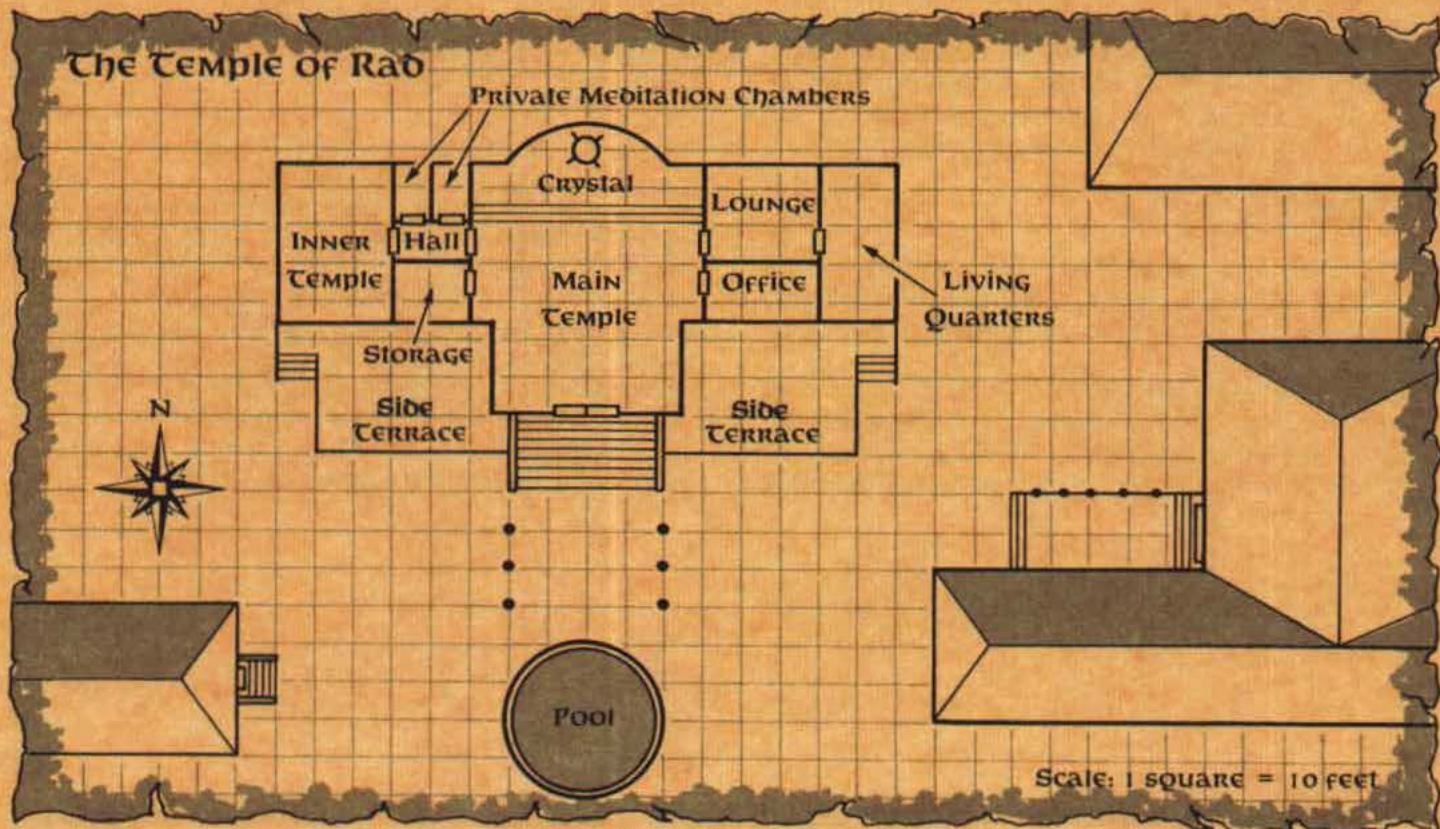
5th level—*chaos*, *domination*, *passwall*, *telekinesis*.

6th level—*anti-magic shell*, *eyebite*.

7th level—*grasping hand** (already cast).

Equipment: *Bracers AC 6*, *wand of illusion* (14 charges), *potion of extra-healing*, robes, dagger.

The mind flayer has told Chath (or rather, has *suggested* to him) to keep anyone from escaping and prevent anyone



from coming in—that's what he was attempting to do when the PCs opened the door. The High Shepherd is short with dark features. He stands in the main temple, with two dead disciples and one dead shepherd at his feet (killed by L'vethian while they were stunned by its mind blasts). Another disciple lies near the door, killed by a volley of Chath's *magic missiles* while trying to escape.

Chath uses his spells and his wand to "defend" the temple from the heroes. If pressed, he will run up to the huge crystal ball found in all Temples of Rad (see *The Grimoire*, page 81) and fight from there. He protects this precious crystal beyond all else, as he believes the device is linked directly to Rad and his magic.

At this point in the battle, however, L'vethian watches from the hall just west of the main temple, attempting to keep hidden. It hasn't found any magical items (except Chath's few, which it hasn't yet taken) and is beginning to consider the attack on the temple a fiasco. Unless it looks like Chath has severely weakened the party, the creature will send a hostage out into the main temple: Shepherd Kirrad, a young Bramyran man with long, black hair who serves as Chath's assistant. (The illithid just found Kirrad in the inner temple and *charmed* him.) Kirrad gives the PCs this message: "Leave now, or the monsters will kill everyone in the temple and devour their brains." He then goes back down the hall and into the private meditation chamber where L'vethian waits.

Kirrad Rehim, a 7th-level wizard: THAC0 18; #AT 1; Dmg 1d6 (staff); AC 6 (currently has both an *armor* and *stoneskin* spell active); hp 22; MV 12; ML steady (12); AL LN.

Str 13, Dex 10, Con 9, Int 15, Wis 10, Cha 14.

Favored Spells:

1st level—*magic missile*, *remove the instrument of death*, *shield* (already active), *swiftly devour the written word*.

2nd level—*mirror image*, *stinking cloud*, *wizard lock*.

3rd level—*flame arrow*, *spout of scalding wrath*.

4th level—*polymorph self*.

Equipment: Robes, staff.

The mind flayer will use Kirrad to fight the heroes, if necessary. If it has to, L'vethian attempts to battle its way out, using its *charmed* victims as allies, hostages, and diversions.

If the player characters do leave as ordered, the mind flayer takes Chath's magical items and uses his *wand of illusion* to create some image that will enable it to escape (especially in conjunction with its magical hat). It would

like to take along at least one victim, so it can feast on a brain later.

L'vethian, a mind flayer: Int genius (17); AL LE; AC 5; MV 12; HD 8+4; hp 57; THAC0 11; #AT 4; Dmg 2 + special; SA mind blast, spell-like powers; SD spell-like powers, 90% magic resistance; SZ M (6 feet tall); ML champion (15); XP 9,000.

Some wizards still within the temple remain unaccounted for. Nillas diNietha and Raune Cerou, two female disciples, managed to escape into the shepherds' lounge and the living quarters, respectively. Nillas is a short, dark-skinned woman of age 30, while the much younger Raune has short, brown hair and green eyes. Neither knows what is going on, but they do realize their temple is under assault. They probably will be apt to attack first and ask questions later, if anyone comes into their hiding places.

Nillas diNietha, a 4th-level human wizard: THAC0 19; #AT 1; Dmg 1d4 (dagger); AC 10; hp 10; MV 12; ML elite (14); AL N.

Str 13, Dex 12, Con 10, Int 15, Wis 14, Cha 9.

Favored Spells:

1st level—*burning hands*, *cantrip*, *detect magic*.

2nd level—*fog cloud*, *forget*.

Equipment: Robes, dagger.

Raune Cerou, a 3rd-level human wizard: THAC0 20; #AT 1; Dmg 1d6 (staff); AC 9 (Dexterity bonus); hp 12; MV 12; ML fanatic (17); AL CN.

Str 10, Dex 15, Con 16, Int 15, Wis 9, Cha 13.

Favored Spells:

1st level—*magic missile*, *shield* (already cast).

2nd level—*ray of enfeeblement*.

Equipment: Robes, staff.

Wrapping Up

If the player characters manage to slay, capture or drive away the illithid without killing (or causing the death of) any of the shepherds or disciples, the Temple of Rad will thank them and reward each with 1,000 gp as an expression of gratitude. They also may gain the favorable attention of the Brotherhood of the Radiance. Finally, such parties should receive an additional experience point reward.

Should the characters end up killing Chath or any of the other innocents involved while defeating the mind flayer, they will be thanked, but will receive no reward.

For Love, Not Money

(or "Farthom's Folly")

Experience Levels: 7-9 (about 40 levels total)

Party Composition: Any.

Location: Wilderness between Vyonnes and Y'lourgne, on the edge of Nouvelle Averogne.

Set Up Options

- ❖ One of the player characters receives a letter from an old family friend named Farthom asking the character to come for a visit and help out with some "troubles."
- ❖ While on a trip down the Isoile River, a kindly boatman (Farthom) asks the heroes to help him fight some bandits raiding boatmen nearby. He can't offer much money, but he offers them all he has.

The Sordid Details

Farthom Gillian, a simple boatman, ferries people and cargo across or along the Isoile River. Though almost 30, he still has not outgrown his boyish awkwardness. Farthom is fairly tall and his head is covered in usually unkept sandy blond hair. The Fenswick native came here years ago to make a living on the river, his greatest desire. That is, until he met Ramona.

Ramona McCallis is the wife of Willarth, a powerful wizard originally from Klantyre. The couple had the marriage arranged for them in their home principality and now live in a keep not far from where Farthom has built his house on the river. They moved here fairly recently, although they have lived in the area longer than Farthom.

The boatman met Ramona in the woods between their homes. Her pale skin and long, red tresses absolutely enchanted him. While it was not love at first sight, Farthom enjoyed the lady's company. Apparently, the feeling was mutual, since Ramona kept coming back into the woods to meet the young riverboatman for long walks.

Of late, however, their secret meetings have been hindered by a group of bandits new to the area. In light of the danger these cutthroats pose, Farthom begged Ramona not to meet him any more. He had begun to resign himself to his life of quiet solitude once again, until he discovered that the bandits had laid siege to Willarth's and Ramona's keep.

Farthom's Story

When the heroes arrive at his riverside home, Farthom provides them with a simple meal of bread and fish and weaves his tale of woe. The bandits, he explains, have attacked the keep of a nearby wizard. This evil sorcerer, Willarth, keeps a beautiful woman captive in the keep: Ramona, the boatman's paramour. Farthom offers the characters all that he has in the world if they can stop the bandits. Further, he asks that they try to liberate Ramona from the evil wizard.

Obviously, Farthom is lying. Willarth isn't particularly evil, and he certainly does not keep Ramona against her



will. In the boatman's defense, however, the man is in love, and people do stupid things when they are in love. In any event, his primary concern is for Ramona's safety from the bloodthirsty bandits.

Farthom, of course, wants to accompany the heroes into battle. In fact, he does not allow them to go without him. Unfortunately, he will prove much more of a liability than an asset—the characters will have a job making sure he doesn't get killed.

Farthom, a 1st-level human fighter: THAC0 20; #AT 1; Dmg 1d6 (short sword); hp 6; AC 7 (leather armor and shield); MV 12; ML fearless (20); AL CG.

Str 10, Dex 8, Con 12, Int 11, Wis 9, Cha 13.

Equipment: Short sword (beaten and tarnished), leather armor, wooden shield.

The Bandits

The brigands have made their camp—a number of tents and hastily constructed wooden shacks—near Willarth's keep and already have launched several attacks. They have heard that Willarth has a magical item that turns normal rocks into valuable gemstones: They want it. Despite Willarth's claims that he has no such item (he doesn't), the bandits continue their assaults. The wizard's spells and his very few guards have driven them back only narrowly. Now the malefactors lay siege to the place, waiting for another opportunity to attack.

Human bandit, a 2nd-level fighter (20): THAC0 19; #AT 1; Dmg by weapon (various); AC 7 (leather armor and shield); hp 12; MV 12; ML average (10); AL CE; XP 35.

Bugbear bandit (25): Int low to average (5–10); AL CE; AC 5 (scale mail and shield); MV 9; HD 3+1; hp 16; THAC0 17; #AT 1; Dmg by weapon (various); SA surprise; SZ L (7 feet tall); ML elite (13); XP 120.

All the bandits (humans and bugbears) have shields and are armed with long swords, battle axes, or flails. Each also has either a bow or light crossbow.

Nagaul Arett, bandit leader, a 13th-level human fighter: THAC0 8; #AT 2; Dmg 1d8+5 (long sword +2, Strength bonus); AC 0 (plate and shield, Dexterity bonus); hp 86; MV 9; ML fanatic (18); AL NE; XP 5,000.

Str 18/42, Dex 16, Con 16, Int 13, Wis 12, Cha 16.

Equipment: Long sword +2, boots of speed, plate mail armor and shield, heavy crossbow and 24 bolts.

Thrug, Nagaul's hill giant henchman: Int low; AL CE; AC 3; MV 12; HD 12+2; hp 86; THAC0 9; #AT 1; Dmg 2d6+7 (huge club, Strength bonus); SA hurling rocks (2d8 points of damage); SZ H (16 feet tall); ML elite (14); XP 3,000.

Nagaul is a handsomely slick, blond-haired leader with a cruel and ruthless temperament. Thrug has served him faithfully for many years. (No one knows why.)

At the Keep

The heroes must sneak or fight their way through the bandits to get to Willarth's keep. The wizard does not welcome the characters into his abode unless they first defeat the band of thugs. (He thinks them in league with the bandits.) If the PCs drive off the bandits, they find themselves welcomed as heroes.

Once inside, they might try to attack Willarth, in order to "free" Ramona. Farthom won't stop them, but he won't join the assault. If Ramona knows the reason for the attack, she attempts to stop the player characters, revealing that Willarth is her husband. The PCs might think she is ensorcelled, but they eventually will discover Farthom's lie. Should the heroes ask her about her relationship with Farthom, she reveals that she loves the boatman. Willarth, who has been completely oblivious to his wife's activities, seems caught off guard by this exchange. He doesn't even know who Farthom is.

Meanwhile, Farthom, though thrilled at Ramona's proclamation of love, remains confused by her actions. Now that he actually sees the result of his ruse in action, part of him regrets ever lying to the player characters. He certainly won't admit this, though, unless confronted.

What happens next is up to the player characters. If they turn on Farthom, he admits that he lied, but insists his real interest was ensuring Ramona's safety. If they press Ramona, she confesses that she does not truly love her husband and would rather be with Farthom. Willarth is more angry and embarrassed than hurt by all of this, since he feels no real love for Ramona.

Willarth, a 14th-level human wizard: THAC0 16; #AT 1; Dmg 1d4+1 (dagger +1); AC 7 (cloak of protection +3); hp 35; MV 12; ML elite (12); AL CN.

Str 13, Dex 11, Con 16, Int 17, Wis 16, Cha 9.

Favored Spells:

1st level—armor, burning hands, magic missile (x2), shield.

2nd level—fog cloud, levitate, invisibility, strength, web.

3rd level—clairvoyance, fireball, fly, lightning bolt, torrent of death.

4th level—charm monster, dig, eluding the death blow, wall of fire.

5th level—cone of cold, lapis bonds, magic defiance undone, shadow door.

6th level—chain lightning, true seeing.

7th level—phase door.

Equipment: Dagger +1, cloak of protection +3, rod of cancellation (23 charges), robes, staff.

Resolution?

Matters such as these are difficult to resolve, and happy endings are never guaranteed. Ramona feels torn between her love for Farthom and her loyalty to her husband; Willarth does not wish to look like a fool; and Farthom wants only what's best for Ramona, regardless of how it ultimately affects him. Since the three involved in the love triangle seem confused as how to proceed, the PCs have a great deal of control over the situation. Allow them to help resolve the lovers' conflict as they desire.

The Tomb of Varth Ignol

Experience Levels: 10–12 (about 65 levels total)

Party Composition: A balance of wizards, thieves, and fighters.

Location: Anywhere in Glantri, though Bergdhoven is the best setting.

Set Up Options

- ❖ The heroes hear of the magical treasure trove of Varth Ignol, a long-dead wizard buried beneath his ruined tower.
- ❖ A specific magical item, spell or ingredient, which the characters need for another adventure or important experiment, is known to lie amid Varth Ignol's hoard.
- ❖ An enemy of the heroes seeks a powerful item in Varth Ignol's hoard. If this evil character gets the treasure, he will become too powerful for the heroes to challenge, so the player characters must get to the treasure before their enemy does.

The Tomb

The tower of the wizard Varth Ignol has long since been reduced to a pile of rubble by time, weather, and ancient warfare. A Flaemish spellcaster, Varth lived long before the establishment of Glantri as a group of principalities. The wizard acquired a great deal of magical treasure and lore, but selfishly hoarded it. Fearing thieves would strike after

he died, he constructed a deathtrap-filled tomb to protect him and his treasure.

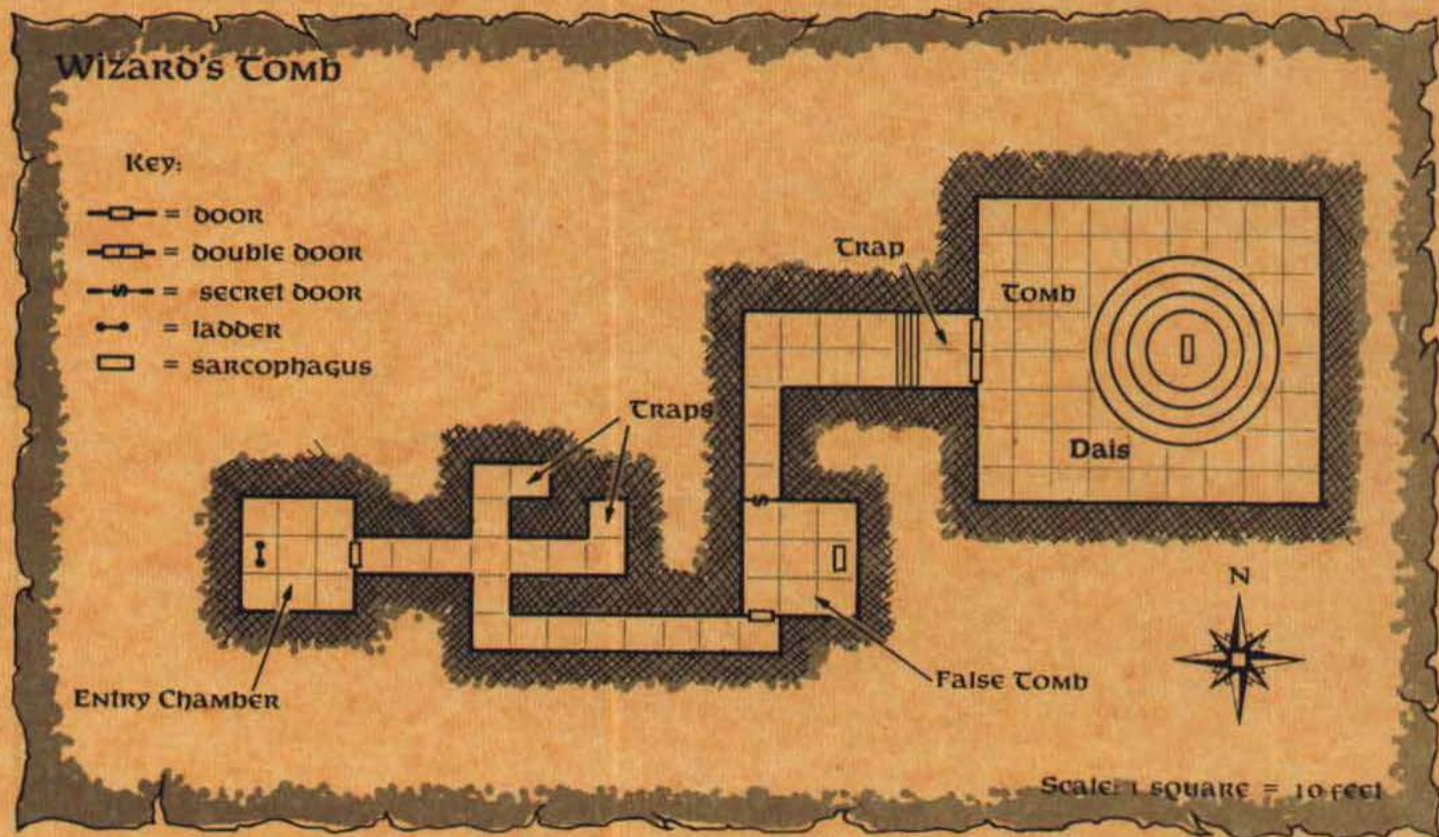
Amid the wreck of the tower and keep lies a huge iron disc. This disc, 10 feet in diameter, caps a downward shaft leading to Varth's tomb. Characters can move the cap only with a combined Strength score of 60. Additionally, the shaft magically reseals itself one turn after its opening—the only way to prevent this is to destroy the disc altogether. The magical traps and wards on the cap all have been triggered or dispelled by now.

Entry Chamber and Passage

The cylindrical shaft, 10 feet in diameter, descends 100 feet. An iron ladder runs its length, ending in an entry chamber 30 feet square. Fading and peeling frescoes on the walls depict a coppery-skinned wizard destroying armies with great gouts of flame.

Six old, decayed corpses sprawl on the floor: tomb-robbers that achieved little success. Thieves that came afterward left them bereft of even their simplest possessions. The six would-be tomb-robbers obviously were burned to death by magical wards that no longer exist.

The door on the eastern wall leading out of the entry chamber still retains its deadly trap, however. Those attempting to open the door without speaking Varth's name each must make saving throws vs. spell or find themselves *teleported* 50 feet straight down, into solid rock. This



effect slays such characters instantly.

Beyond the door lies a short, plastered passage that splits into three separate corridors. The passage to the north (left) leads to a pit trap, triggered when more than 100 lbs. settles upon the last 10-foot-square section of the hall. This square area of floor disappears when the trap is triggered, dumping those standing there into a 30-foot-deep pit and subjecting them to a magical, ever-burning fire at the bottom. Victims suffer 3d6 points of falling damage and 2d6 points of damage from the flame. Further, the burning of flesh summons a 16-Hit Dice fire elemental that attacks everything it sees, inside or outside the pit. (It can leap out of it.) The creature cannot be dispelled.

Fire elemental: Int low (6); AL N; AC 2; MV 12; HD 16; hp 128; THAC0 5; #AT 1; Dmg 3d8; SA ignites combustibles; SD +2 or better weapon to hit; SZ H (16 feet tall); ML fanatic (17); XP 10,000.

The passage straight ahead (leading east) is likewise trapped. Its trap requires that those entering the last 10 feet of the passage roll saving throws vs. spells at a -2 penalty. Those who fail become caught by a *reverse gravity* spell, which flings them up 20 feet into a bed of spikes on the ceiling. These characters sustain 2d6 points of damage from the impact after the "fall" and 3d4 points of damage from the spikes. They also must make 1d3 successful saving throws vs. poison; the magical venom on the spikes proves lethal in 1d10 rounds. Surviving characters find another, less fortunate victim stuck amid the spikes. His equipment is falling apart from age, but his pouch still contains 32 gp and 34 sp, and his sheath still holds a +2 *long sword*. The *reverse gravity* spell continues to affect victims of the trap until they move out of the area of the spell, at which time they fall back to the floor again.

False Tomb

The door to a false tomb, which lies at the end of the southern (right) passage, is locked and *fire trapped* (inflicting 1d4+18 points of damage). The lock and magical trap "reactivate" every time the door closes.

This room, made to look like Varth's tomb, has been ransacked by previous tomb-robbers many times, so everything valuable has been taken. Only an overturned sarcophagus and a number of empty chests and shelves remain.

Behind the plaster on the room's north wall lies a secret door no one has ever found. Once the heroes find the door,

they can make it pivot to the right by pushing on it with 50 Strength points.

True Tomb

The passage beyond the secret door turns to the east and widens considerably. A short set of stairs climbs 8 feet to meet a set of double bronze portals at the end. The elevated area before the portals contains another trap: *All* metal items within its confines fall subject to a *heat metal* spell. (A metal magical item receives a saving throw, as detailed in the spell description.) Worse, the metal does not cool until taken out of the area. This means the bronze doors remain eternally scalding hot. (A touch yields 2d4 points of damage, per the spell). The portals are *wizard locked*.

The true tomb of Varth is a huge chamber with a dais rising high above the floor. On the dais sits a sarcophagus that resembles four large, carved stone men using their bodies to surround and protect a human-sized metal coffin. These sculpted men are stone golems that become animated and attack anyone ascending the dais.

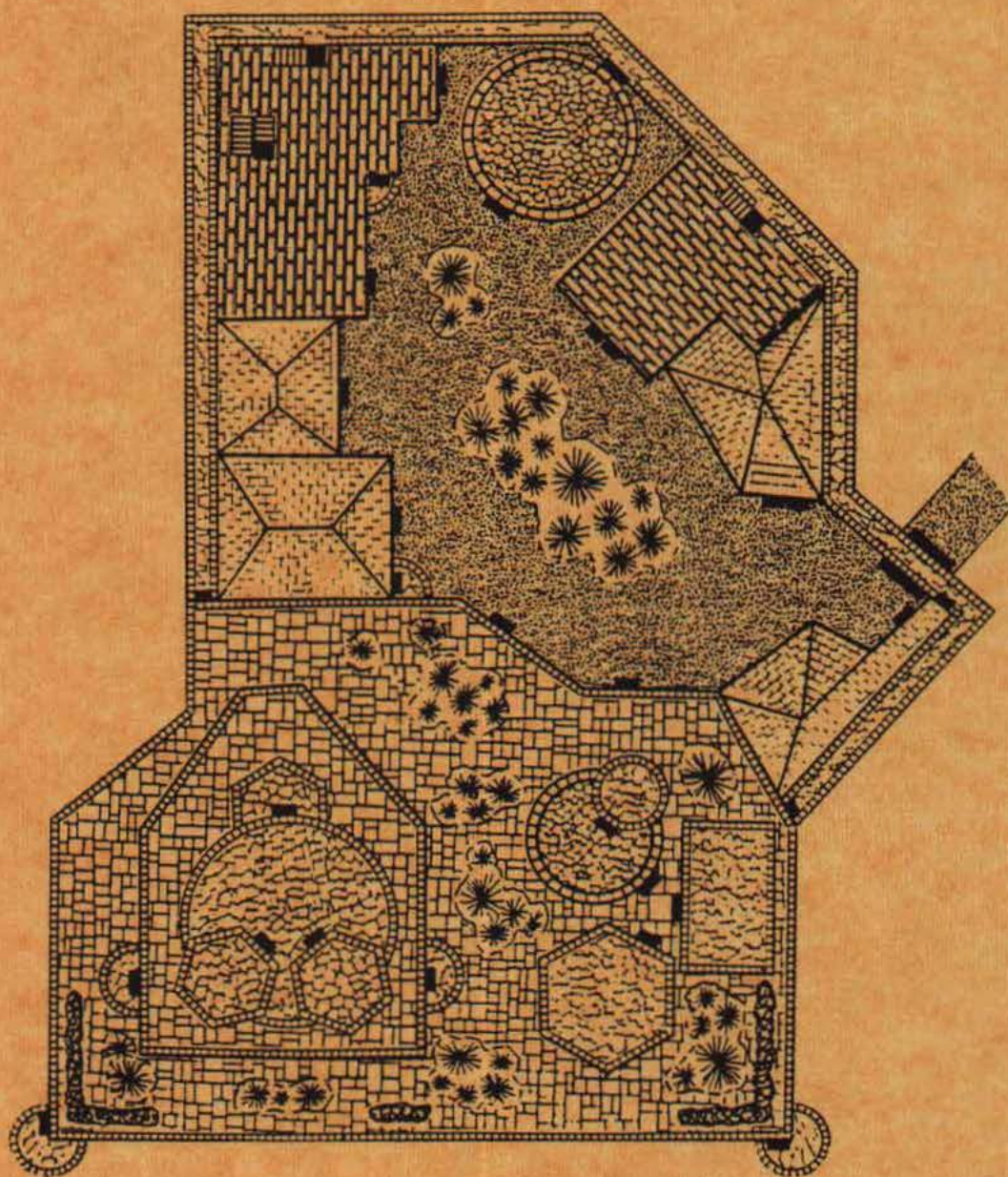
Stone golem (4): Int non (0); AL N; AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 3d8; SA casts *slow* on one opponent every other round; SD +2 or better weapon to hit, immune to most spells; SZ L (9½ feet tall); ML fearless (19); XP 8,000.

The coffin itself is made of copper (worth 1,000 gp) and contains Varth's remains. Under the coffin is a secret door, which leads into the hollow dias. Varth placed his treasure here, so he could sleep eternally atop his riches and magic. The wizard's hoard contains:

- ♦ 4,345 gp.
- ♦ 18,230 sp.
- ♦ 12 pieces of jewelry, worth 100 gp each.
- ♦ A bejeweled sword worth 5,000 gp.
- ♦ A scroll of *burning hands*, *flame arrow*, *fireball*, and *fire trap*.
- ♦ Three *potions of fire resistance*.
- ♦ A *potion of growth*.
- ♦ A *potion of sweet water*.
- ♦ A *potion of levitation*.
- ♦ A *rod of passage* (13 charges).
- ♦ A *ring of weakness*.
- ♦ A *sword +4, defender*.
- ♦ A *gem of brightness*.

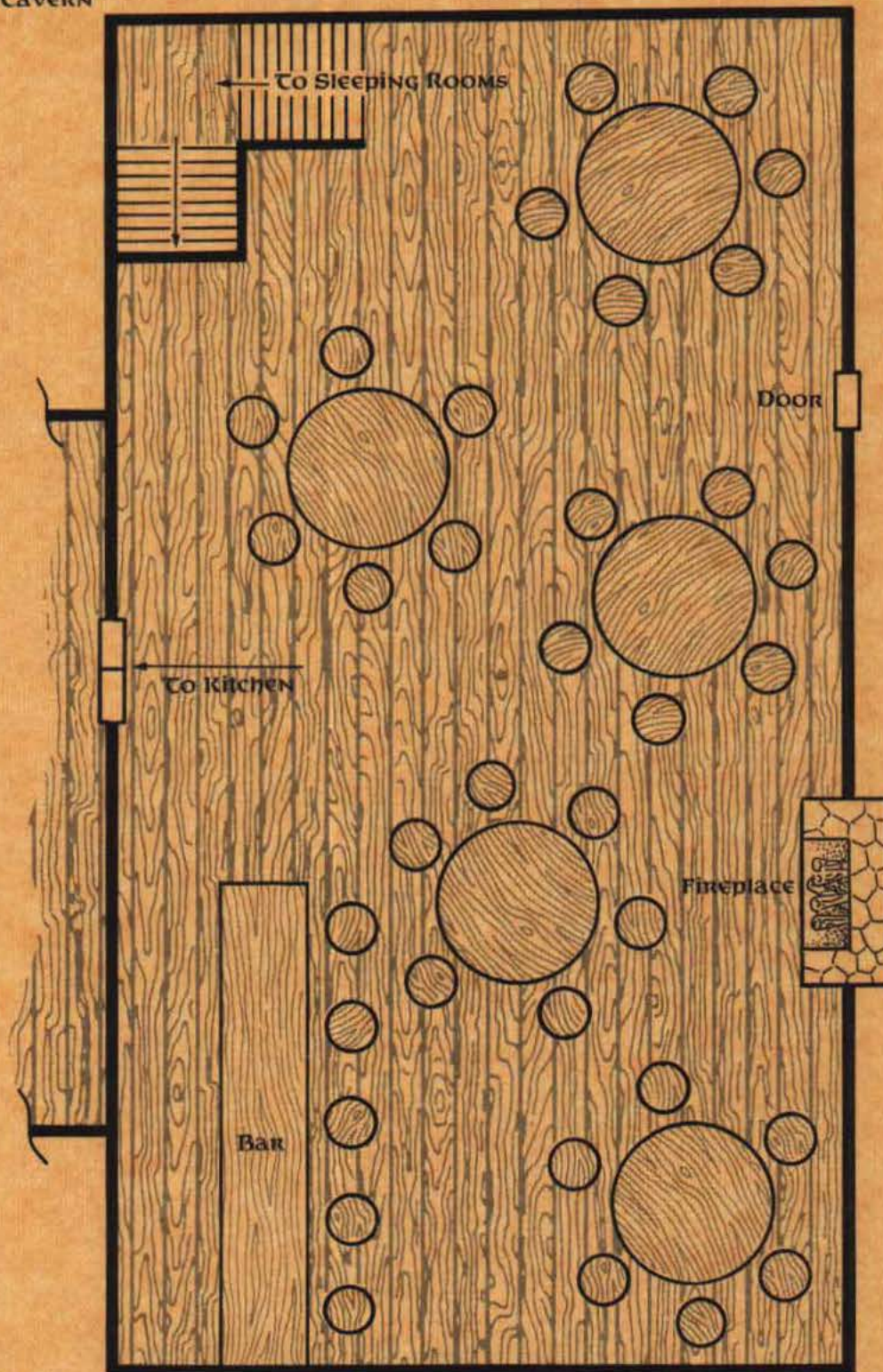
Feel free to add to this treasure trove any desired treasure or spellbook to use as a plot hook for the characters' further adventures.

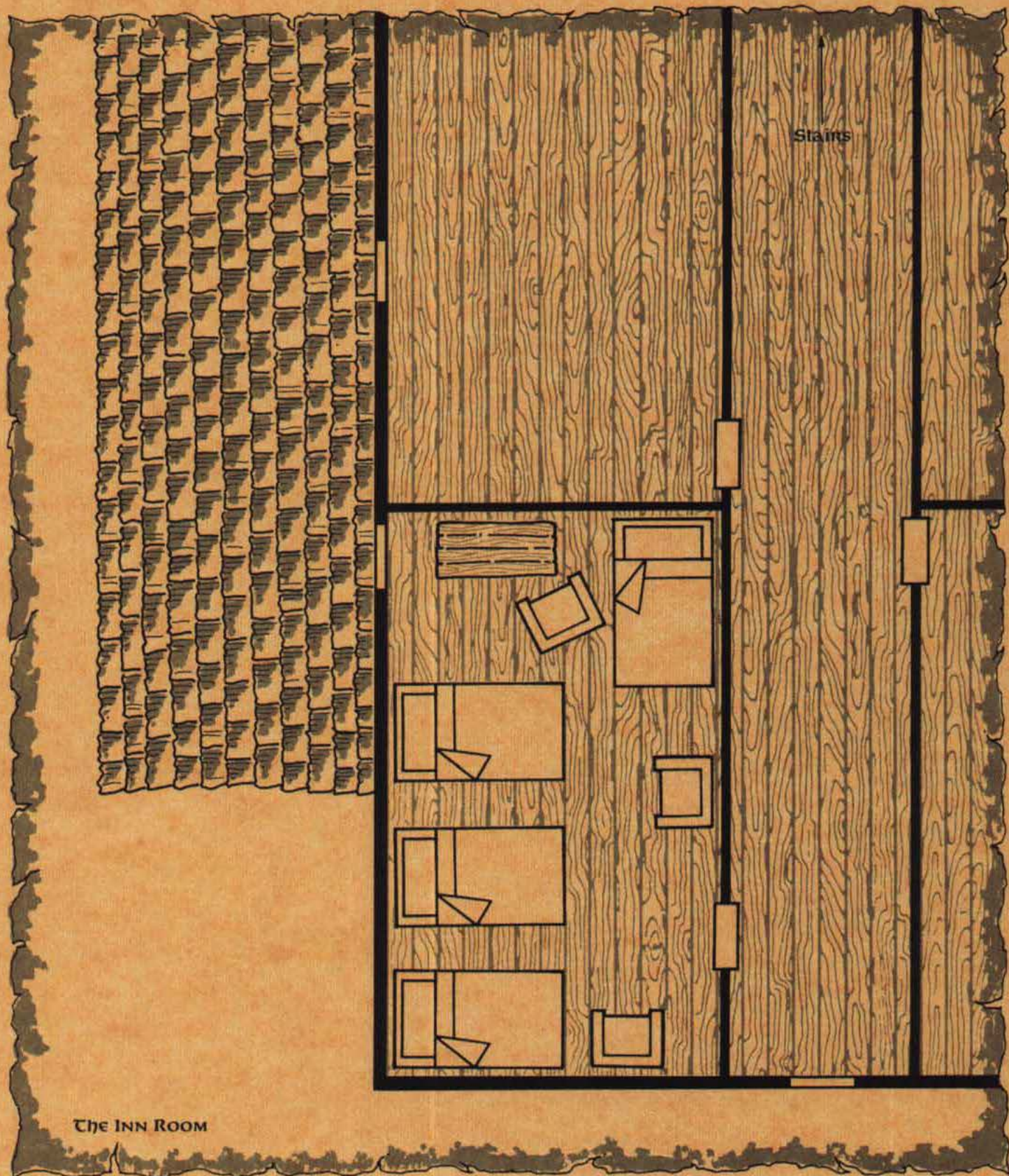
THE GREAT SCHOOL OF MAGIC



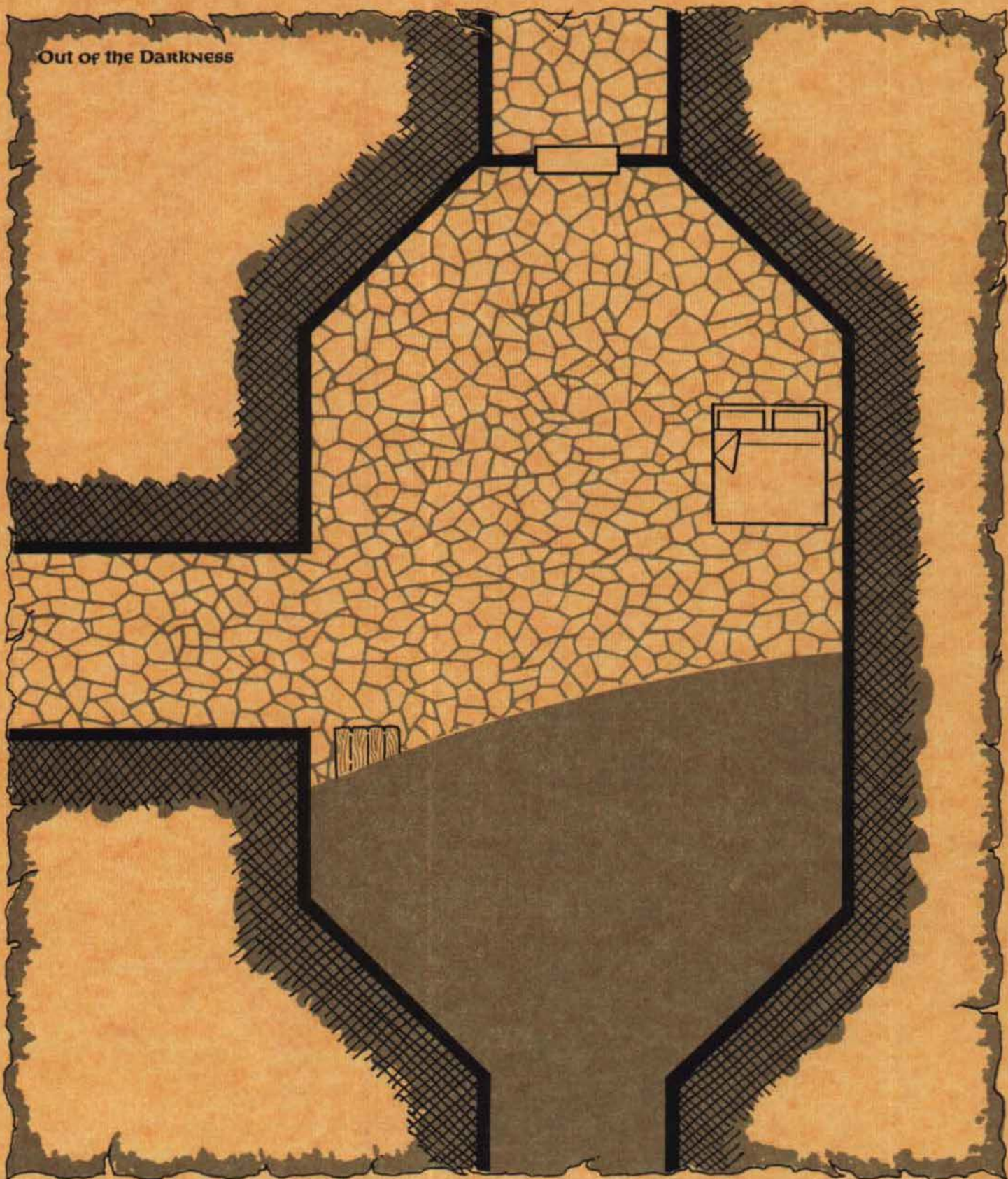
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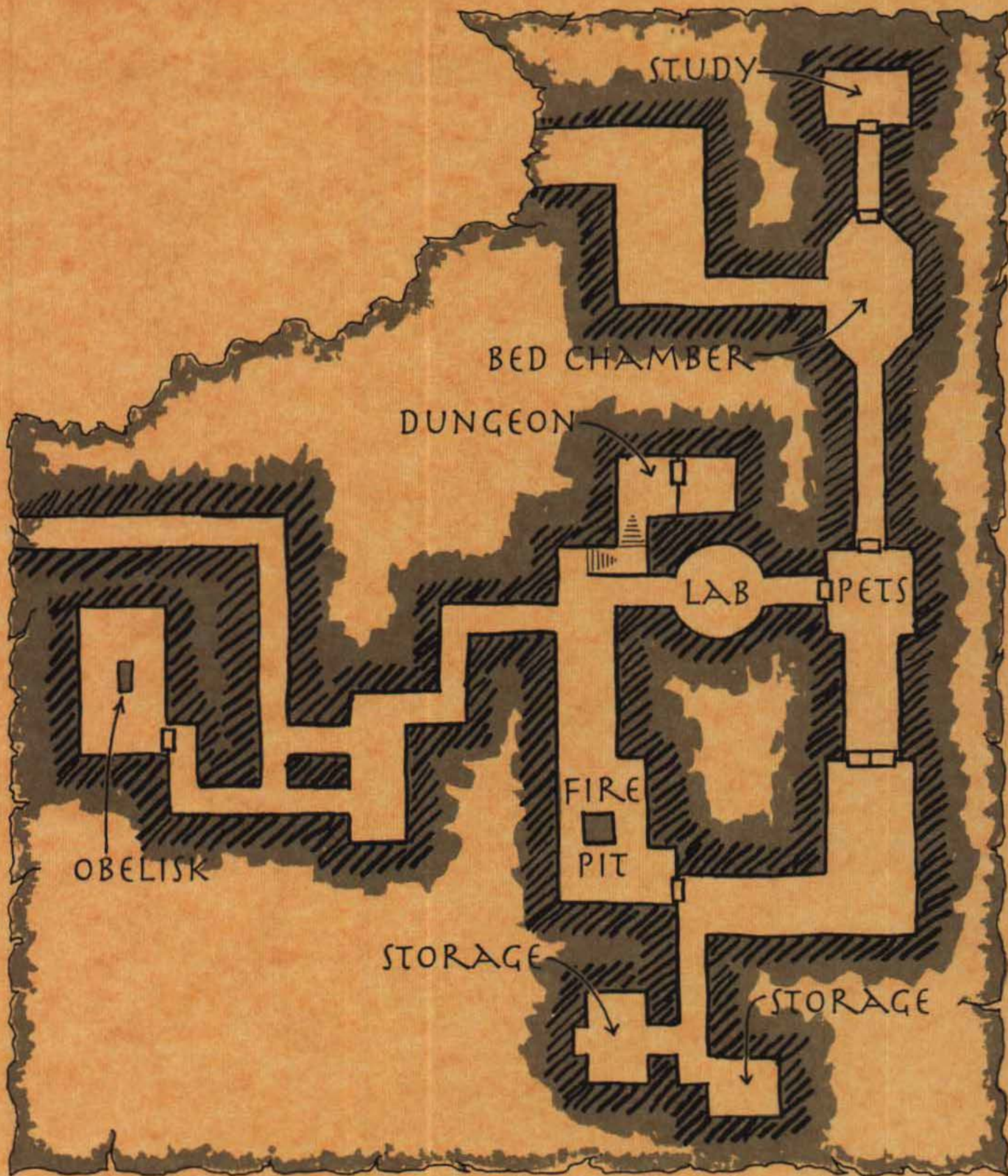
The Red Drake Tavern



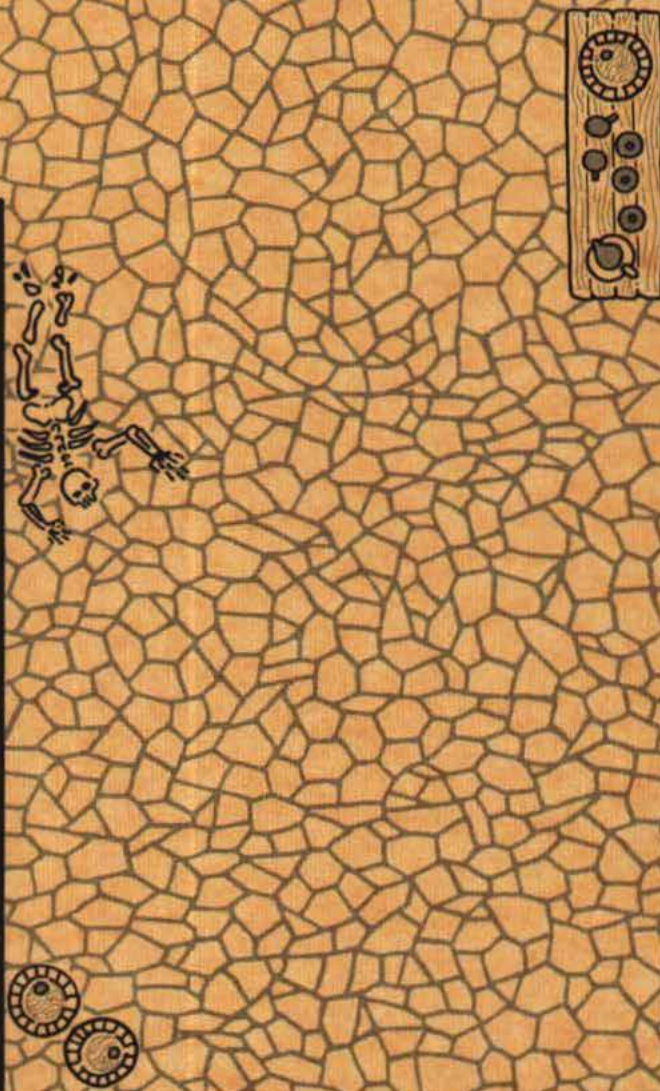


Out of the Darkness





The Battle



Travel Journal of Dar Inberlon

Ambysmont 21: I don't know much about Glantri, but what I do know worries me. A land ruled by wizards must be very different than any other in the Known World. I don't know what to expect from a place that welcomes monsters as citizens but reportedly executes dwarves from Rockhome on sight. It seems to be a land of contradiction, offering both freedom and oppression, both order and anarchy.

No, I'm not looking forward to my journey within this realm's borders. Not at all.

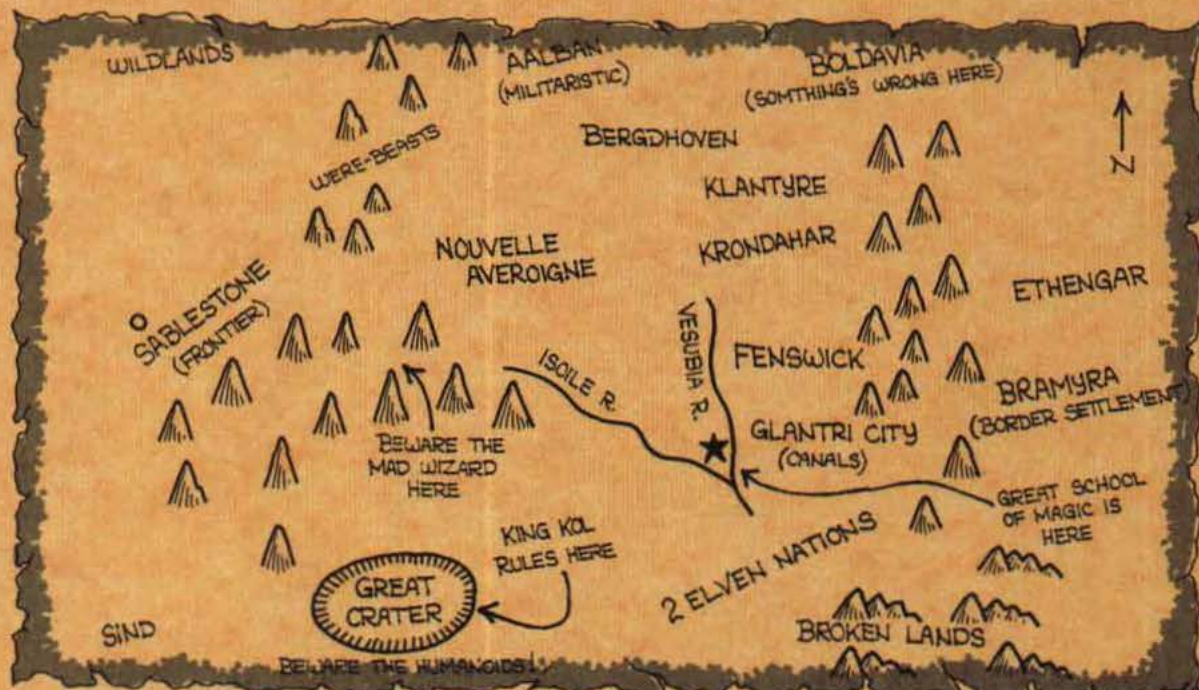
Ambysmont 24: As we left the dangers of the Broken Lands, many in our group sighed in relief. Others of us, who had heard the strange tales of Glantri, felt as though we were simply leaving behind one danger for another.

We spent the night in Trintan, a village not unlike any other. Here we learned from locals that Glantri is ruled by a council of 13 wizard-princes. (Most of us knew that much.) Each of these lords controls a principality within Glantri. Yet, it seems vast areas remain outside the principalities—Trintan lies in such a region. (Apparently, the Council of Princes as a body rules these unaffiliated areas.) I think Glantri sounds like a land of complicated laws and bureaucracy.

Trintan lies between the two elvish principalities, Erewan and Belandiz. Though smaller, the Belandiz clan has a better relationship with the rest of the realm than its rival, Erewan. The Erewan elves are close cousins of the refugees of old Alfheim (fair of skin and hair, a distant yet noble folk), while the Belandiz are unique in their dark hair and complexions and their very Glantrian flair for the dramatic.

Folks call Erewan a principality under siege, for orcs, goblins, and their ilk invade the elves from their own humanoid principality nearby. This monstrous region, called New Kalland, centers around the Great Crater: a massive hole in the ground created when a huge meteor fell from the sky during the terrible wars a few years ago. Some say the Immortals themselves sent the rock, but I don't know much about such things. One thing's certain, though—a lot of southern Glantri stands in ruin still.

My companions hope to do some trading with the elves, particularly the Belandiz. They speculate that the elvish lace will prove extremely valuable back in Karamica. It is beautiful, I'll admit that. Our eventual goal is to reach the capital of this land, however. That's the real center of commerce.



Travel Journal of Dar Inberlon (cont'd)

Ambysmont 29: Now we are on our way to the heart of this realm: its capital, Glantri City. We've passed through the elvish lands, having conducted some business in a town called New Alvar. An interesting gentleman there took the time to explain some of the local intrigues while my companions bought elvish lace. I learned that Glantrians are long-time enemies of the Khanates of Ethengar to the east. Two principalities, Krandahar and Bramyra, were settled originally by persecuted Ethengarian wizards and their families. Now most Glantrians dislike their descendants due to their heritage. (It seems that Glantrians love to hate.) Nevertheless, these two "suspect" principalities—particularly Bramyra, the newer realm—are charged with defending Glantri against an Ethengarian invasion. Such an invasion has not occurred in almost 400 years. . . . These Glantrians are a strange breed.

Ambysmont 30: A very heavy rainstorm, which lasted the entire day, has hampered our travel with wind and mud—and this is one of the few good roads in Glantri. I understand that many people rely on the rivers for transport instead, but apparently most just don't travel much—even from principality to principality. My friend Theris says part of the reason folks don't travel much is the sinister nature of the land itself. I do admit, I've never seen a darker night than one on the road in Glantri. We've all heard the tales of vampires and magical monsters, but I don't think any of us believed them . . . until now. There's a frightening sort of chill in the air here.

I am told that the feeling of menace gets worse as one goes farther north. Apparently, vampires and other undead creatures plague two of the northernmost principalities of Glantri: Boldavin and Klantyre. Boldavin in particular is said to be a dark and terrible place where the nobles rule the oppressed citizens with an inhuman cruelty. Klantyre as well, though seemingly more innocuous, reportedly lies under a horrible shadow cast by an unknown source. Perhaps I will learn more in Glantri City.

Swiftmont 2: Glantri City is a wonder! Built on the confluence of two large rivers, it is a city of canals rather than streets. Boatmen, called gondoliers, pole their "gondolas" down these canals, taking people wherever they wish to go for somewhere around 10 copper pennies. (Glantrians use copper pennies, silver sovereigns, golden ducats, and platinum crowns for currency. The crowns are worth 50 ducats, as they are said to possess magical power—I don't understand the nature of their magic, but they actually glow!) Stone walkways—almost all the construction is stone here—run alongside most canals; steps lead down to the water's level, 5 to 6 feet lower than building entrances. Most of the shops and homes stand two or three stories high, and all have an amazing amount of ornamentation. Gargoyles with leering faces and other disturbing images seem to be unfortunate favorites.

A city without streets is no place for horses, so I had to stable ours at the edge of town. As my duty on this journey is to tend the animals for this group of merchants, I now feel fairly worthless to them. Oh, well, I'm happy to have so much free time. I check on the horses only once a day, in the evening before I go to sleep.

Exploring the capital, I have determined that the condition of the buildings and walkways varies greatly, according to the part of town, or quarter, one happens to be visiting. Today I strolled through the Port Quarter, Merchant's Quarter (obviously, where my friends spend most of their time), the Middle Class Quarter (a quiet area filled with houses, tenements, sages, scribes, and the city library), and the Nobles' Quarter (where I saw many fabulous mansions and expensive eating and drinking establishments). These areas of town are kept up fairly well. The Entertainers' Quarter, with its many theaters and art galleries, seems a little less well kept. The most decrepit portion of Glantri City, I hear, is its West Side Quarter, where the lower class dwells. Buildings crumble along its walkways, and waste clogs its canals. The entire area is known mostly for its gambling, illegal businesses, and criminal organizations. I don't think I'll be going there, if I can help it. At least the locals have placed their Constabulary headquarters right in this crime-ridden area of town; the authorities are where they are needed most. I have heard that the Chief Constable is a tough, no-nonsense woman with little leniency or mercy toward criminals. Being a supporter of law and order myself, just knowing she is in charge makes me feel a bit safer here in the city.

In the center of the city lies the Citadel Quarter, where the Council of Princes and the Parliament meet. Since Glantri City (like Trintan earlier) does not exist within a principality, the council as a whole governs the capital. The council also makes decisions that shape the entire realm, such as matters of foreign policy. Concerns too minor for the council are handled by the Parliament, a body comprised of all the Glantrian nobility: barons, dukes, etc.

Everyone knows that only sorcerers and wizards rule Glantri. However, it amazed me to learn that laws actually prevent anyone but a wizard from becoming noble. Children of nobles born without the talent to cast spells cannot succeed a parent's station. They call this form of government a "magocracy." I call it strange.

Wizards are usually an

Travel Journal of Dar Inberlon (cont'd)

eccentric lot, so the fact that they rule the land makes for some odd occurrences. Many nobles actually use professionals (from the Guild of Spokesmen) to represent them in Parliament or even in their own local seats of government, because they are too busy researching some spell to do their jobs!

One thing I must keep in mind regarding this magicocracy concept, though, is that all nobles are wizards, but not all wizards in Glantri are nobles. Regardless of whether a wizard belongs to the Parliament, it's clear that a wizard always has higher social status than, say, a warrior. Here, magic is like money; in most realms, the rich receive special treatment, political power, status, and other advantages merely due to their wealth. In Glantri, it is not money that grants these things, but magic. (Most wizards here are wealthy, too, though some people have all the luck.)

While wizards enjoy more power and freedom here in Glantri than virtually anywhere else, other groups are specifically limited or even prohibited. Religion is forbidden here, and I've seen the locals treat priests like culprits whose guilt is assured, yet unproven. The authorities watch the priests very closely; if constables see one of them propagating personal beliefs or casting spells similar to wizard spells, they arrest the poor cleric. Yet, even this shabby treatment marks an improvement over the way people once treated priests in this magical land—and an improvement over the way Glantrians treat dwarves, too. An ages-old feud between the dwarves and these wizards (fueled by the dwarves' innate resistance to magic, which the wizards hate and fear) has created an enmity of epic proportions. Dwarves, if lucky, simply find themselves denied entrance to Glantri. All that allowed our dwarf companion, Adri Rivensteel, to accompany us across the border was a magical cloak of disguise that made him look like a human boy. The others whisper that, if discovered, he'll end up the test subject for some mad wizard's experiment. It's not hard to understand why most dwarves don't want to come here.

Speaking of wizards, the Citadel Quarter also houses the Great School of Magic. After all the days I have spent in this land, I am surprised that I have remained so ignorant about the Great School. Careful observation leads me to call this institution the cornerstone of Glantrian society and power. Children from all over Glantri are sent here in the hope that they will display wizardly talent. Not only that, but wizards from all throughout the world come here to study magic. Some people proclaim the Great School the greatest source of revenue for the realm, considering its very high tuition. Others call it the largest drain on the Glantrian economy, due to the prohibitive costs of maintaining a magic school. Whoever is right (perhaps both positions hold some truth), the school certainly impressed me. Wizards fly in and out on regal griffons or under their own magical power. Flashes of light, in colors I have never beheld before, burst forth from the windows almost routinely. Even I, with no knowledge of spellcraft, can feel the thrilling pulse of the magical power coming from the towers.

I must stop writing now, for I am growing weary, and I still have to check on the horses.

Swiftmont 3: It's a brisk, windy day, and the streets and canals are quiet. Much quieter than they were last night when I checked on the animals. Unlike any other city I've seen, this one seems more active at night than in the day. Many shops, particularly those catering to wizards, have normal daytime hours, close for dinner, then reopen at night, finally closing again around breakfast time. Almost all the taverns and restaurants stay open most of the night, and many stay open only at night. Besides staying out all night, Glantrians seem to think that dressing all in black is very fashionable, too. In Karamisheer, such people draw suspicions of being criminals or even vampires.



Travel Journal of Dar Inberlon (cont'd)

Theris told me this morning that last night he met an insane old man claiming to be the city's Canalmaster. Apparently, this man controls all activity on or under the canals. Aspects like cargo transport are in the public eye, but other activity is decidedly covert. Theris said this man—when he wasn't babbling incoherently or responding to voices only he could hear—asked him to perform a minor service for him. In return, the Canalmaster promised to tell Theris a secret to make any merchant rich. Apparently, this Canalmaster is some sort of keeper of secrets—he gives them out only to those willing to pay through service. I think I can tell how the old man learns his secrets: He wanted Theris to spy on a meeting tonight between a certain minor noble and a member of the Unseen Hand assassins' guild. Theris asked me to go with him. I'm really not sure about this.

Swiftmont 4: Last night, Theris and I went to the old warehouse the Canalmaster specified. Before we could see the meeting, we were attacked by a creature whose image will haunt my dreams for years. Theris thinks it was an honest-to-goodness werewolf, and I certainly don't know enough about such things to argue. I will just draw a sketch of what I saw and leave it at that. The beast apparently was guarding the secrets within that warehouse, and we just barely escaped its nasty claws. I'm sure never going back there. This place never stops amazing me. Werewolves roaming openly through the city! Only in Glantri!

Swiftmont 6: Snow has begun to fall, and word around the inn is that the canals will be freezing over soon. During the coldest winter months, apparently, the city utilizes the frozen waterways as icy streets.

I've spent the last couple days learning even more about this strange land and the principalities it comprises. In addition to those I have already mentioned (Crenaw, Belandiz, Kaondahar, Bramyza, Boldania, Klantyre, and New Kolland), Glantri has six more principalities. Fenswick is a new, and apparently very small principality. Halban is a militaristic and orderly place, known for the manufacture of many goods. Fenswick and Halban reportedly are political allies—some say their rulers, Princess Dolores and Prince Jaggar, have become romantically involved.

Long ago, or so I'm told, Glantri was inhabited by a magical race called the *Poema*, who named the land "Braejr." Most descendants of this race now live in the principality of Bergdhoven. Sablestone lies far to the west, a new principality recently forged out of the wilderness. No one here in the city thinks much of the rough and uncivilized lands of Sablestone, though. The favored

realm (at least today) is Nouvelle Avercigne. It does at least sound like a cultured place, offering much in the way of art, theater, wonderful food, and fabulous wine. This principality allies itself closely with another in western Glantri called Morlay-Morlinbois. Strangely, everyone always mentions werewolves when they speak of these places. I think I've had enough of such creatures, thank you.

Tomorrow we leave: back to Darokin, then home. Hopefully, we will make it far south before the snowfall gets heavy. I feel less happy to hear of our departure as I thought would, however. Glantri is a fascinating place. One cannot walk along a canal without passing a wizard performing some magical marvel, even if it's just cleaning the dirty canal water stains off the hem of his robes. They like it when you watch, too—they enjoy impressing people with their magic. Yet, Glantrians do not appear an admirable people to me; they seem full of hypocrisy, irrational beliefs, and paranoid ideas. They value secrets and intrigue too highly. They revere dark things that normal folks rightly fear—monsters, shadowy creatures of the night—and consort with murderous goblins and orcs.

The Principalities of Glantri are never dull, though. Now that I've gotten used to its quirks, I know this land to be a realm full of excitement and adventure.



Ambresha Bremyr

Character Class Wizard
Race Human
Alignment Neutral good

Ability Scores

Strength 12
 Dexterity 15
 Constitution 10
 Intelligence 17
 Wisdom 13
 Charisma 11

Movement 12

Saving Throw

1st Level 12
 2nd Level 12
 3rd Level 12

THACO

1st Level 20
 2nd Level 20
 3rd Level 20

Damage

1d6
 (staff)

Armor Class

9
 (-1 bonus for Dexterity)

Hit Points

4



Starting Equipment

Robes
 Quarterstaff
 Dagger
 Lantern
 Flasks of oil (3)
 Backpack
 Wooden stakes (3)
 Pouch with 7 golden ducats

Languages

Orcish, Thyatian common

Ambresha Bremyr

- ❖ As a wizard, Ambresha has magical powers, but little in the way of physical prowess, as shown by her low hit point total and her weak Armor Class. She realizes it is best for her to avoid physical combat when she can.
- ❖ Ambresha has compiled a small spellbook of spells she has learned from her teacher. She hopes that the Great School of Magic will provide her with more.

Spellbook (1st-Level Spells)

<i>Detect magic</i>	<i>Identify</i>
<i>Enlarge/reduce</i>	<i>Magic missile</i>
<i>Feather fall</i>	<i>Read magic</i>
<i>Hold portal</i>	<i>Sleep</i>

Number of Spells Per Level

Ambresha's Level	Spell Level	
	1st	2nd
1st	1	0
2nd	2	0
3rd	2	1

Ambresha's Story

Ambresha hails from the Principality of Boldavia, a place where life has become generally dark and harsh for its inhabitants. Her magical skills were identified early in her life by an old woman in the village where her family sold the potatoes, turnips, and beets they grew. The woman, Chayryn, took Ambresha from her family to live with her. Ambresha's parents willingly gave her up for her own good, and she has not seen them since.

Chayryn taught Ambresha the basics of the wizardly crafts, but soon the girl's own talent showed itself to surpass even that of the old woman. Recently, the two set out for Glantri City to enroll Ambresha in the Great School of Magic there. Sadly, Chayryn, not up to the rigors of travel, passed away on route. Ambresha still mourns the death of her teacher but is continuing the trip to Glantri City to fulfill Chayryn's last wish.

Ambresha, a dedicated and serious person, devotes all her time and energies to the study of her craft.

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Jella Da'rim

Character Class	Wizard
Race	Human
Alignment	Neutral

Ability Scores

Strength	11
Dexterity	12
Constitution	16
Intelligence	16
Wisdom	14
Charisma	16

Movement	12
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Saving Throw

1st Level	12
2nd Level	12
3rd Level	12

THAC0

1st Level	20
2nd Level	20
3rd Level	20

Damage	1d4 (dagger)
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Armor Class	10
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Hit Points	6 (+2 Constitution bonus)
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Starting Equipment

Robes
Daggers (2)
Lantern
Flask of oil
Backpack
Pouch with 12 golden ducats in it

Languages

Ethengarian, goblin, Thyatian
common

Jella Da'rim

- ❖ As a wizard, Jella is a weak physical combatant, as shown by her high Armor Class and relatively low hit point total. Nevertheless, she has magical powers that more than compensate.
- ❖ Jella has gathered the spells that she knows into a personal spellbook.

Spellbook (1st-Level Spells)

<i>Charm person</i>	<i>Light</i>
<i>Detect magic</i>	<i>Magic missile</i>
<i>Feather fall</i>	<i>Read magic</i>
<i>Hold portal</i>	<i>Shield</i>

Number of Spells Per Level

Jella's Level	Spell Level	
	1st	2nd
1st	1	0
2nd	2	0
3rd	2	1

Jella's Story

Jella still finds it difficult to believe everything that's happened to her—especially how quickly it all transpired. Early in her life, she was a simple girl, no different than most others growing up in Ethengar.

A year ago, however, everything

changed. Just before the date of her arranged wedding, Jella was kidnapped by Alathis Alzul, a wizard from Glantri. Alathis worked for a Glantrian-Ethengarian network that smuggled wizards out of Ethengar (where they are looked down upon) and into Glantri (where they are revered). Observing Jella for several months convinced him that she had sorcerous talents. Alathis took the amazed girl to the Principality of Krondahar.

Although Jella tried to escape, Alathis forced her to realize the magical power within her. Finally accepting her destiny, she began to learn the arts of sorcery. She still held a grudge against Alathis for taking her from her homeland, though, so when given the freedom to leave, she did just that. Rather than heading back to Ethengar, however, she began the journey to Glantri City to learn more about the talents she possessed at the Great School of Magic.

Jella still feels distrustful of Glantrians as a whole, but this suspicion likely will fade as she settles into school. She loves her newfound abilities and thirsts to learn more about magic.

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Pedris deGran

Character Class	Thief/wizard
Race	Elf
Alignment	Neutral

Ability Scores

Strength	12
Dexterity	16
Constitution	11
Intelligence	17
Wisdom	10
Charisma	13

Movement	12
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Saving Throw

1st Level	12
2nd Level	12
3rd Level	12

THACO

1st Level	20
2nd Level	20
3rd Level	19
(+4 bonus when backstabbing)	

Damage	1d6
	(short sword)
(x2 damage when backstabbing)	

Armor Class	8
(-2 bonus from Dexterity)	

Hit Points	5
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Starting Equipment

Short sword
Dagger
Backpack
Tiny pouch with spices and seasonings
Thief's picks and tools
Large sack (empty right now)
Pouch with 9 golden ducats in it

Languages

Elvish (Belcadiz dialect), Thyatian common

Pedris deGran

- ❖ A multiclassed thief and wizard, Pedris incorporates characteristics of both classes. However, he must divide his experience points between both classes; thus he gains a level in twice the time it takes other characters.
- ❖ Pedris has written down all the spells he knows in his spellbook. He hopes to discover more spells at the Great School of Magic.

Spellbook (1st-Level Spells)

<i>Charm person</i>	<i>Identify</i>
<i>Detect magic</i>	<i>Read magic</i>
<i>Feather fall</i>	<i>Shocking grasp</i>

Number of Spells Per Level

Pedris's Level	Spell Level	
	1st	2nd
1st	1	0
2nd	2	0
3rd	2	1

Thieving Skills

Skill	Pedris's Level		
	1st	2nd	3rd
Pick Pockets	45%	50%	50%
Open Locks	30%	34%	40%
Find/Remove Traps	20%	25%	30%
Move Silently	35%	41%	49%
Hide in Shadows	30%	35%	40%
Detect Noise	15%	15%	20%
Climb Walls	70%	71%	72%
Read Languages	10%	10%	10%

- ❖ As an elf, Pedris is 90% resistant to all *sleep* and *charm* spells.
- ❖ Elves can see up to 60 feet in the dark.
- ❖ Elves can find secret doors with a "1" or "2" on a d6 roll and can find

concealed doors on a "1," "2," or "3" on a d6 roll. (See **Chapter 2: Player Character Races** in the *Player's Handbook* for more details.)

- ❖ Pedris's opponents suffer -4 penalties to surprise rolls as long as he has no companion within 90 feet of him. (Fellow elves within 90 feet don't affect this penalty unless they're wearing metal armor.)

Pedris's Story

Pedris prefers life the way he prefers his food: spicy and exciting. He grew up in the Principality of Belcadiz among other elves. He always has seemed a happy-go-lucky sort—very little could ever discourage him from doing exactly what he wanted.

At the encouragement of his family, he studied wizardry—mostly for the prestige and social benefits it could bring. Despite his natural magical talent, however, his true love remained thievery. Pedris loved to break into places just to see if he could do it. He was caught often, but nothing deterred him from his activities. As time passed, he became equally proficient in both spellcasting and thieving.

On his own accord, Pedris decided to go to Glantri City, with the hopes of enrolling in the Great School of Magic as well as joining a thieves' guild he had heard of called the Fellowship of the Pouch. It seemed that Glantri City had all Pedris could ever want, all in one place.

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Radriel Wyrdlore

Character Class Fighter/wizard
Race Elf
Alignment Neutral good

Ability Scores

Strength	14
Dexterity	10
Constitution	16
Intelligence	16
Wisdom	13
Charisma	14

Movement 12

Saving Throw

1st Level	12
2nd Level	12
3rd Level	12

THACO

1st Level	20
2nd Level	19
3rd Level	18

Damage 1d6+1
 (sabre)
 1d8
 (arrow)

Armor Class 10

Hit Points 9



Starting Equipment

Robes
 Sabre (See weapon details in *The Grimoire*, page 38.)
 Bow and 24 arrows
 50 feet of rope
 Backpack
 Large sack (empty right now)
 Pouch with 23 golden ducats in it

Languages

Elvish (Erewan dialect), goblin, orcish, Thyatian common

Radriel Wyrdlore

- ❖ A multiclassed fighter and wizard, Radriel possesses facets of both classes. However, she must divide her experience points between both classes; thus she gains a level in twice the time it takes other characters.
- ❖ Radriel has written down all the spells she knows in her spellbook. She hopes to discover more at the Great School.

Spellbook (1st-Level Spells)

<i>Change self</i>	<i>Hold portal</i>
<i>Detect magic</i>	<i>Magic missile</i>
<i>Feather fall</i>	<i>Read magic</i>

Number of Spells Per Level

Radriel's Level	Spell Level	
	1st	2nd
1st	1	0
2nd	2	0
3rd	2	1

- ❖ As an elf, Radriel is 90% resistant to all *sleep* and *charm* spells.
- ❖ Elves can see up to 60 feet in the dark.
- ❖ Elves can find secret doors with a "1" or "2" on a d6 roll and can find concealed doors on a "1," "2," or "3" on a d6 roll. (See **Chapter 2: Player Character Races** in the *Player's Handbook* for more details.)

- ❖ Radriel's opponents suffer -4 penalties to surprise rolls, as long as she has no companion within 90 feet of her. (Fellow elves within 90 feet don't affect the penalty unless they're wearing metal armor.)

Radriel's Story

Born and raised in the Principality of Erewan, Radriel has known much sorrow in her life. Nevertheless, she has muddled her way through, confident that the future holds good and heroic things for her.

Radriel learned the arts of wizardry from her mother, while her father taught her to hunt with a bow and defend herself with a sabre, the traditional weapon of choice among the Erewan elves. Both crafts gave her vital skills, it turned out—she was forced to use them in defense of her village when humanoid raiders from the Principality of New Kolland struck. Every time the foul invaders returned, the elves managed to chase them off.

Radriel's parents decided she should go to Glantri City to learn all she could at the Great School of Magic. Once she has gained enough power, hopefully she can better help her people in their ongoing struggle.

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Thanis Dentyrginn

Character Class Wizard
Race Human
Alignment Neutral good

Ability Scores

Strength 9
 Dexterity 13
 Constitution 15
 Intelligence 18
 Wisdom 15
 Charisma 13

Movement 12

Saving Throw

1st Level 12
 2nd Level 12
 3rd Level 12

THAC0

1st Level 20
 2nd Level 20
 3rd Level 20

Damage

1d6
 (staff)

Armor Class 10

Hit Points

5
 (+1 bonus for Constitution)



Starting Equipment

Robes
 Quarterstaff
 Dagger
 Lantern
 Flasks of oil (2)
 Backpack
 Pouch with 11 golden ducats in it

Languages

Klentyre, Thyatian common,
 Traladaran

Thanis Dentyrginn

- ❖ As a wizard, Thanis has magical powers but little physical ability. He considers personal combat and most other physical endeavors beneath him, so he avoids them when he can.
- ❖ Thanis has compiled a spellbook of the spells that he has come across in his studies.

Spellbook (1st-Level Spells)

<i>Charm person</i>	<i>Magic missile</i>
<i>Detect magic</i>	<i>Read magic</i>
<i>Feather fall</i>	<i>Shield</i>
<i>Hold portal</i>	<i>Shocking grasp</i>
<i>Light</i>	

Number of Spells Per Level

Thanis's Level	Spell Level	
	1st	2nd
1st	1	0
2nd	2	0
3rd	2	1

Thanis's Story

Born just outside of Glenmoorloch, in the Principality of Klantyre, Thanis's great intellect was obvious even in his early childhood. Precocious in the extreme, Thanis has always looked down upon those less intelligent than himself—which means almost everyone.

As a youth, Thanis had many instructors who taught him the rudiments of magic along with other basic knowledge, and the boy excelled in the arts of wizardry far more than anyone could have expected. Seeking the true secrets of spellcraft, Thanis has decided to travel to the Great School of Magic in Glantri City.

Thanis acts overconfident and arrogant—two behavioral traits he will need to outgrow, most likely, in order to succeed in life. He respects people who possess magical skills, but thinks of all others (including his family back home) as lessers.

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Zacharel Dun

Character Class Wizard
Race Human
Alignment Lawful good

Ability Scores

Strength	10
Dexterity	17
Constitution	12
Intelligence	16
Wisdom	13
Charisma	14

Movement 12

Saving Throw

1st Level	12
2nd Level	12
3rd Level	12

THAC0

1st Level	20
2nd Level	20
3rd Level	20

Damage 1d4
 (dagger)

Armor Class 7
 (-3 bonus for Dexterity)

Hit Points 4



Starting Equipment

Robes
 Daggers (3)
 Lantern
 Flasks of oil (3)
 Backpack
 Book of elven lore
 Pouch with 10 golden ducats in it

Languages

Elvish (Belcadiz dialect), Thyatian common

Zacharel Dun

- ❖ As a wizard, Zacharel has magical powers but lacks physical prowess, as shown by his low hit point total. However, being a wizard grants a person special status in Glantri, so Zacharel is content to ignore physical skills.
- ❖ Zacharel has a small spellbook, which reflects the few spells he learned from his teacher. He hopes to gain more at the Great School of Magic.

Spellbook (1st-Level Spells)

<i>Charm person</i>	<i>Magic missile</i>
<i>Detect magic</i>	<i>Read magic</i>
<i>Feather fall</i>	<i>Shield</i>
<i>Hold portal</i>	<i>Shocking grasp</i>
<i>Light</i>	

Number of Spells Per Level

Zacharel's Level	Spell Level	
	1st	2nd
1st	1	0
2nd	2	0
3rd	2	1

Zacharel's Story

Zacharel was born and raised in the city of New Alvar, a place normally associated with the Belcadiz elves. The members of his family were among the few humans to dwell with the elves—in fact, both of his older siblings have married elves and produced half-elf children.

Zach has tried all his life to fit into the elvish culture; it was the elves who gave him an interest in magic. Zacharel's parents paid well to hire an elf teacher named Reynaldo Veliz to teach their youngest child the skills necessary to become a wizard. While not as quick to take to the art as most of the teacher's elf students, Zach studied hard and mastered the basics. At Reynaldo's behest, Zach plans to travel to Glantri City to complete his studies at the Great School of Magic.

Eager to please, Zach will work hard in school. He loves the fact that Glantri values wizardry above all else and will do whatever it takes to become the best wizard he can be. True, Zach seems more interested in the prestige and social benefits of magic use than in the acquisition of vast amounts of spellpower. He hopes to return and live among the elves one day, finally accepted as an equal in their society.

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Herris Devio

Character Class Fighter
Race Human
Alignment Neutral good

Ability Scores

Strength 17
 Dexterity 14
 Constitution 16
 Intelligence 11
 Wisdom 14
 Charisma 13

Movement 12

Saving Throw

1st Level 17
 2nd Level 17
 3rd Level 16

THACO

1st Level 20
 2nd Level 19
 3rd Level 18
 (+1 bonus for Strength)

Damage

1d10
 (two-handed sword)
 1d4
 (dagger)
 (+2 bonus for Strength)

Armor Class

4
 (splint mail)

Hit Points 12



Starting Equipment

Splint mail
 Two-handed sword
 Daggers (4)
 Lantern
 Flasks of oil (3)
 Backpack
 50 feet of rope
 Pouch with 15 golden ducats in it

Languages

Thyatian common

Herris Devio

- ❖ As a warrior, Herris has more hit points than his fellows and possesses greater skill with his weapons, particularly as he gains levels. He also has a better Armor Class since he is able to wear armor. In combat, he can be relied on to take the fore and defend others. He understands the need to protect wizards while they prepare their spells.

Herris's Story

Herris grew up in the wild lands of what is now Sablestone. Even though the Council of Princes made the area an official principality, one still would not call it tame. This rough environment helped foster Herris's skills with weapons.

The boy's parents, both wizards, remarkably did not resent his lack of magical talent. They allowed him to train as a warrior, but their presence

taught him much about magic, too. Because of this family background, Herris relates well with spellcasters, perhaps better than the average warrior does. While he cannot fathom spellcasting himself, he understands the power and limitations of magic and respects those who can harness it.

No stranger to combat or violence, Herris nevertheless considers himself a gentle soul and a good person. He strives to do what is right in all situations, although he bases his decisions on his own moral code rather than on the laws of society. (In the wild reaches of Sablestone, laws seem less important than plain old *right* and *wrong*.)

In combat, he uses his daggers as ranged weapons, then charges in with his huge sword. If battling spellcasters, he knows the value of disrupting an opponent's spell.

* This card appears in the streamlined format used in the *Introduction to the ADVANCED DUNGEONS & DRAGONS®* game rules. If you'd like expanded rules or information, consult the AD&D® game *Player's Handbook*. (For example, the saving throw number on the front reflects a save vs. spell; other saving throws may vary.)

Alisia Maphese

Character Class Thief
Race Human
Alignment Neutral

Ability Scores

Strength 14
 Dexterity 18
 Constitution 10
 Intelligence 12
 Wisdom 13
 Charisma 15

Movement 12

Saving Throw

1st Level 15
 2nd Level 15
 3rd Level 15

THACO

1st Level 20
 2nd Level 20
 3rd Level 19
 (+4 bonus when backstabbing)

Damage 1d6
 (short sword)
 (×2 damage when backstabbing)
 1d4
 (sling stone)

Armor Class 4
 (leather armor)
 (−4 bonus for Dexterity)

Hit Points 6



Starting Equipment

Leather armor
 Short sword
 Sling and stones
 Dagger
 Grappling hook with 50 feet of rope
 Lantern
 Flasks of oil (3)
 Backpack
 Pouch with 9 golden ducats in it

Languages

Sylaire, thieves' cant, Thyatian common

Alisia Maphese

- ❖ As a thief, Alisia's greatest abilities lie in subterfuge and stealth. She dislikes going toe-to-toe with her opponents in combat, preferring instead to sneak up behind them and catch them by surprise. Sometimes, however, she has no choice and must defend herself in open battle.
- ❖ Alisia knows a secret dialect called thieves' cant, which these characters use to discuss robberies, rewards, and other roguish topics. The thieves' cant is fairly uniform throughout Glantri.

Thieving Skills

Skill	Alisia's Level		
	1st	2nd	3rd
Pick Pockets	35%	40%	45%
Open Locks	40%	43%	48%
Find/Remove Traps	10%	15%	20%
Move Silently	15%	22%	29%
Hide in Shadows	20%	25%	30%
Detect Noise	15%	15%	20%
Climb Walls	60%	60%	60%
Read Languages	10%	10%	10%

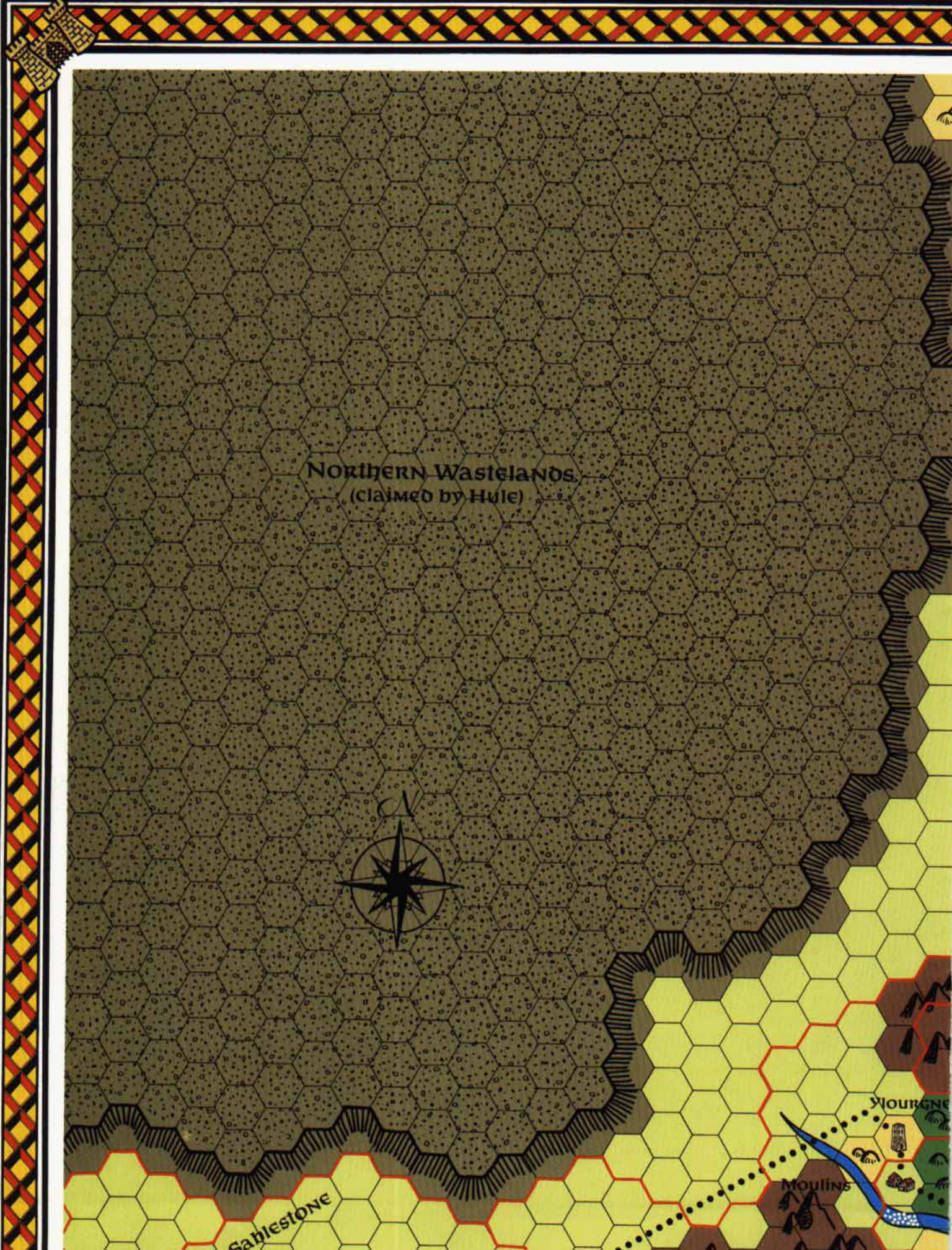
Alisia's Story

A native of the Principality of Nouvelle Averogne, Alisia was born to a large family that maintained a vineyard for a wealthy landowner. Life was a struggle, but pleasant in the green countryside.

Then the landowner decided to evict Alisia's family when they (in his opinion) stopped producing enough from the vineyard. The family, forcibly removed from the land they had lived on for years, found themselves homeless and penniless. Determined not to watch her family starve, Alisia took up thievery to provide food and gold for them.

About a year later, when her parents discovered how she had been getting the food and money, they forbade her to continue. They said the family had too much pride to resort to such "base activities." Their stubbornness angered Alisia, so she left home for Glantri City. She hopes to make her fortune there and then show her parents the true merits of her skills.

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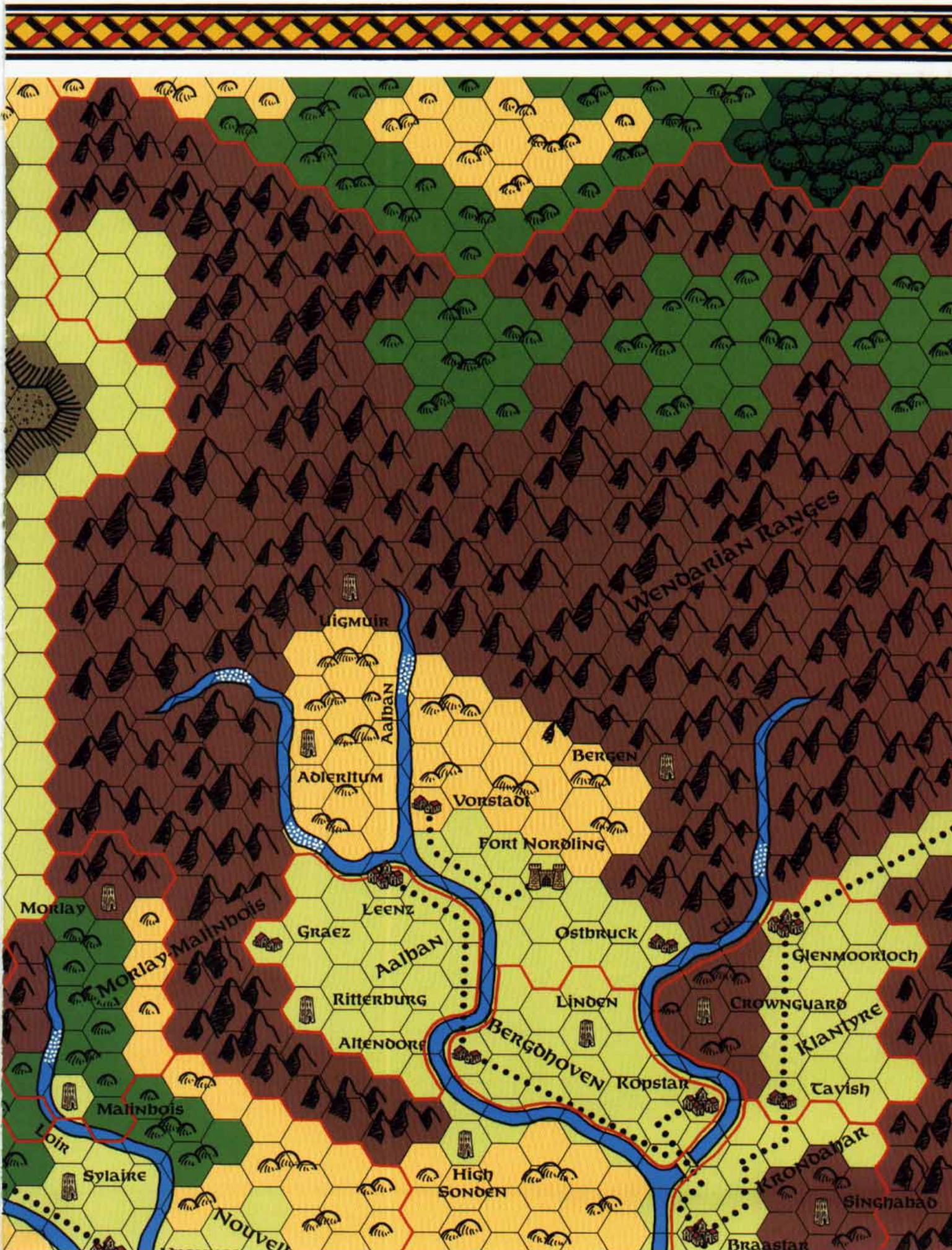
Northern Wastelands
(claimed by Hule)

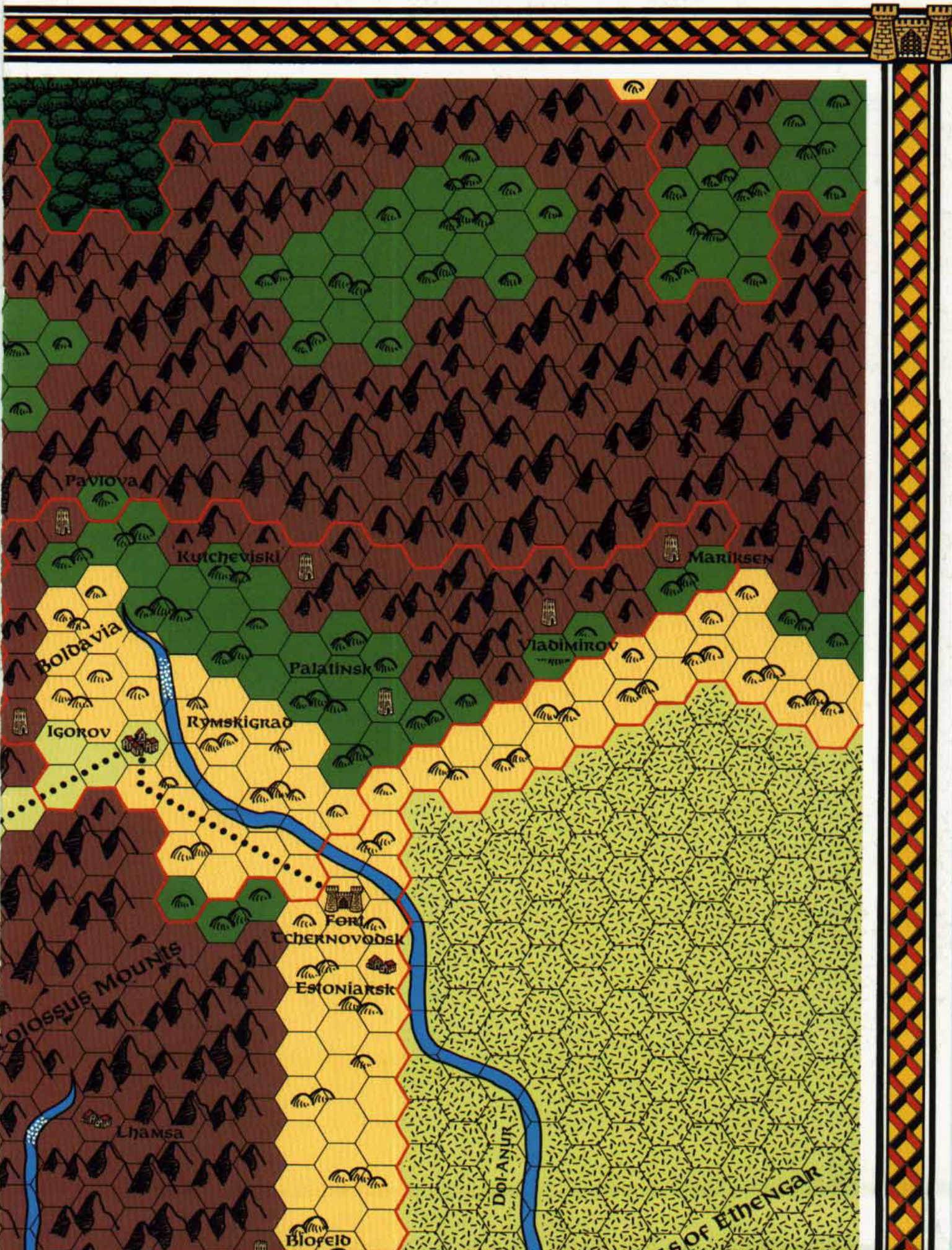


Sablestone

Moulines

VIOURGNE





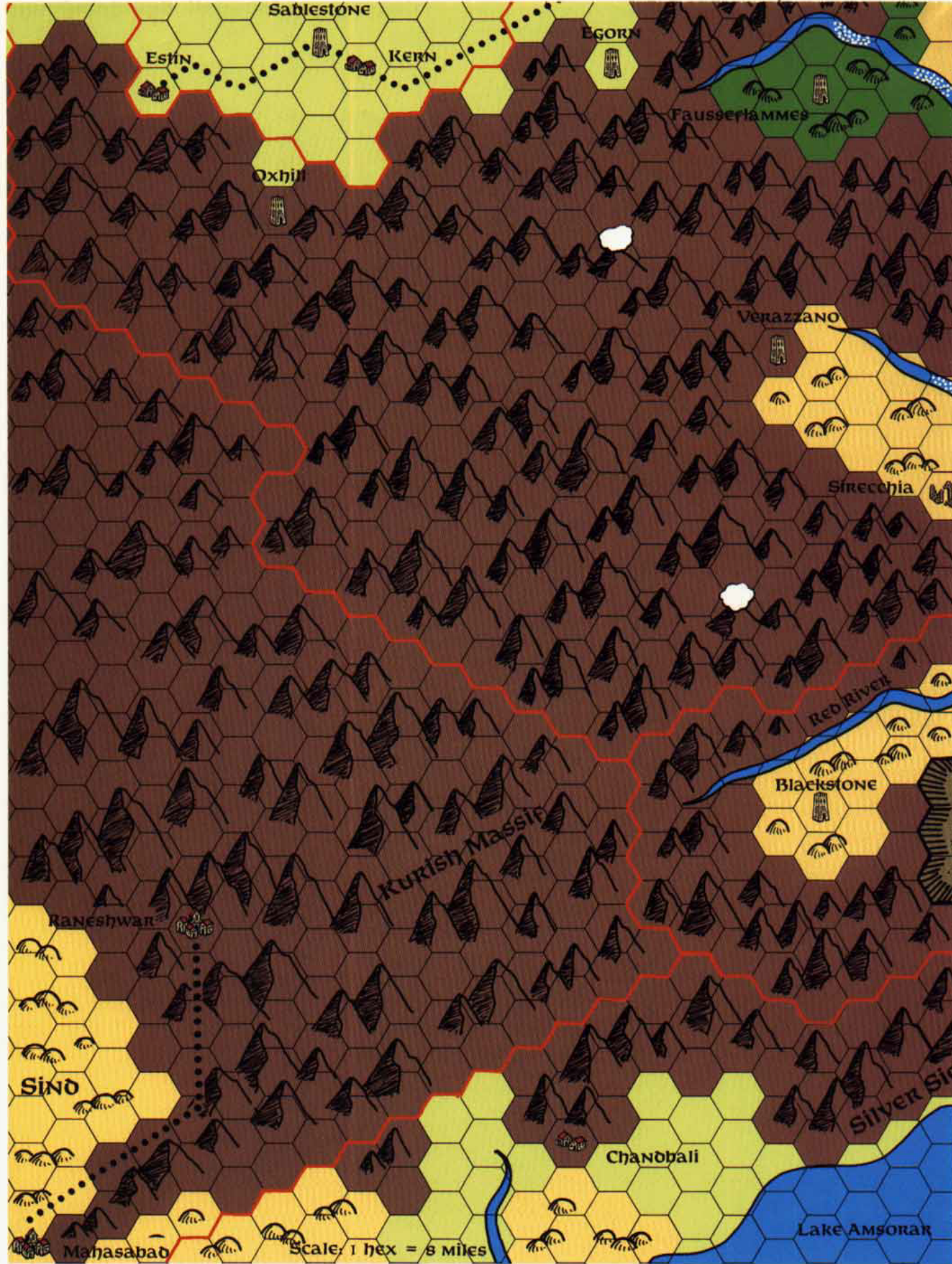
The Principalities of Glantri

Topographic Symbols

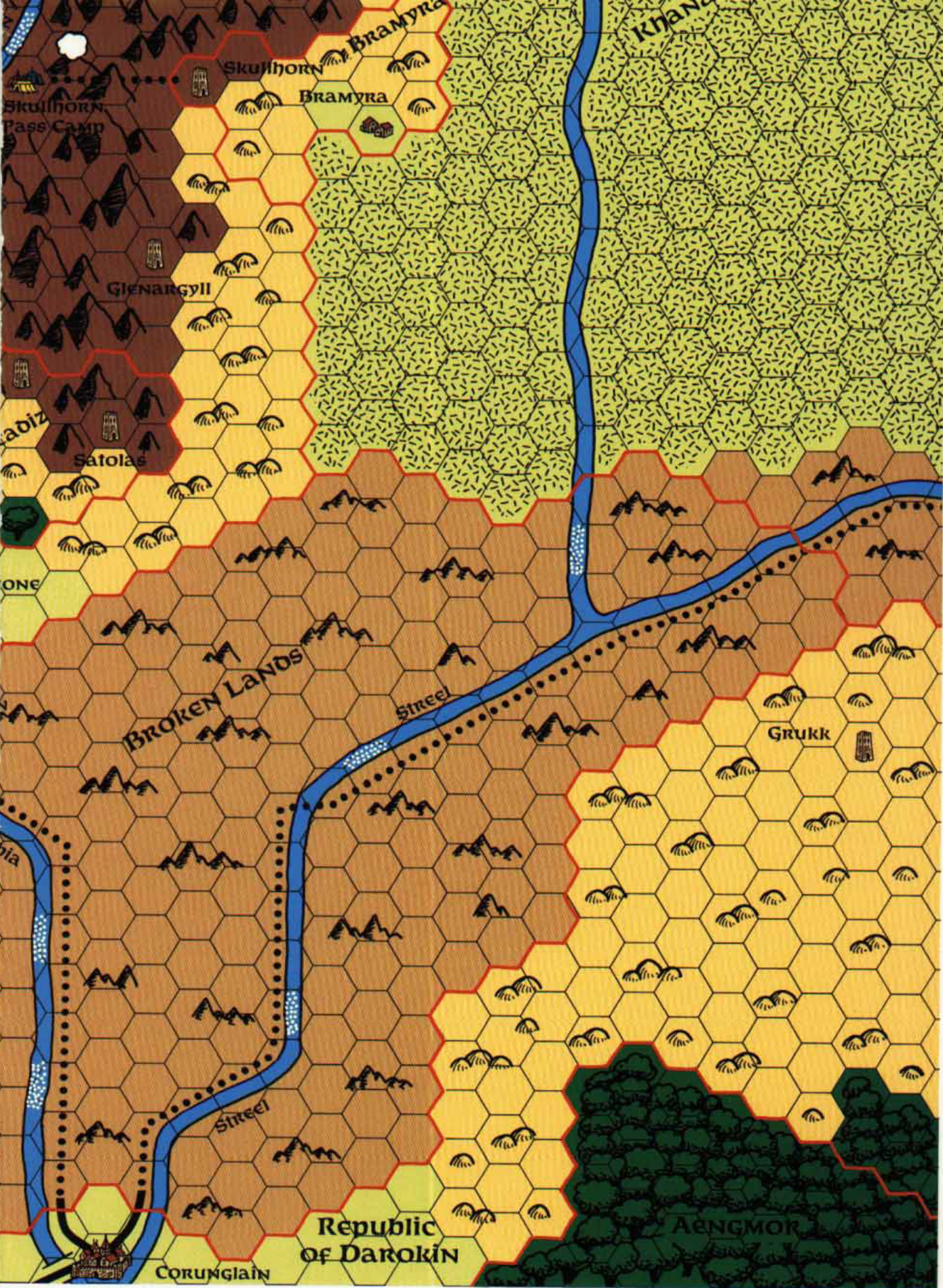
- **Clear terrain** lacks major obstacles to overland travel (such as thick woods or hills). Clear land in central Glantri often makes good pasture or farmland.
- **Grasslands**, also called savannahs, lie to the east of Glantri in the Khanates of Ethengar. These wide stretches of land, though not fertile enough to farm, are covered with wild grasses and home to horses, cattle, or other herd animals.
- **Hills** see little human activity—only the occasional herder. Glantri's hills are sharp and small, but still big enough to hide a wizard's tower from one who doesn't know where to look.
- **Hills with forest** usually feature the dark evergreens that grow mainly in the northeast and northwest of Glantri.
- **Forest** blankets the south now; elves of the Principality of Erewan have planted miles of trees where 200 years ago not a single oak lived. Dark canopies of leaves shield much of the ground from sunlight, producing a wet, mossy ground cover. Yet, thick shrubbery thrives where light does seep through.
- **Mountains** envelop Glantri. Most ranges prove dangerous and difficult to cross, and many peaks rise high enough to stay snowcapped all year.
- **Volcanoes** (Glantri has three active ones) occasionally belch forth clouds of smoky ash that settle across the land.
- **Broken or barren lands** contain a scattering of rocks and stone formations, with bits of hardy vegetation. The name Broken Lands describes a region southeast of Glantri teeming with monsters. (Some folks even call it South Monsterland in jest.) Most of these monsters are humanoids: orcs, goblins, hobgoblins, kobolds, gnolls, ogres, and trolls. Some roam wild, but others follow powerful leaders.
- **Plateau or cliff** symbols mark the edges of the Great Crater, created from the impact of a meteorite less than a decade ago. The cliffs seem fairly sheer, but the humanoids there have carved out paths up and down. In most places, the initial drop is nearly a half mile. The subsequent decline toward the crater's center slopes down about another 2,000 feet per hexagon.
- **Badlands** to the far northwest mark the border of Glantri and the little-explored Northern Wastelands. These areas of raised terrain resemble broken or barren lands, only more arid with less vegetation.

Waterways

- **Rivers** serve as both an obstacle and an avenue for travel. Glantri's waterways are very important, as the capital sits at the point where the land's two major rivers merge. In most river hexagons, trees and other vegetation grow along the banks. Most rivers flow about a half mile per hour.
- **Rapids** feature currents about twice as fast as normal rivers. Travelers face a 60% chance of damaging their boat in each rapids hexagon.
- **Waterfalls** in Glantri occur when a river cascades over the side of a cliff. The sheer drop







Pathways

- **Roads** in Glantri are scarce. In fact, the only true "road" runs northward from Trintan to Glantri City, continuing north to Taterhill—beyond which it degenerates into a much smaller path. This road, covered with paving stone, is wide enough to handle traffic from both directions at once.
- **Trails** connect most major towns. Packed-dirt paths, wide enough to let only one wagon pass at a time, often clog up with ruts and mud in spring.
- **Mountain passes** permit travel through otherwise insurmountable obstacles, though the going remains slow and difficult. While most passes feature natural paths, in a few spots miners have broken down the cliffsides to make travel easier. The Skullhorn Pass in the Colossus Mounts is the most notable such route; as it leads directly to Glantri's enemy, the Khanates of Ethengar, it remains closely watched. A fortress stands at each end of the pass, and a military camp lies halfway through.

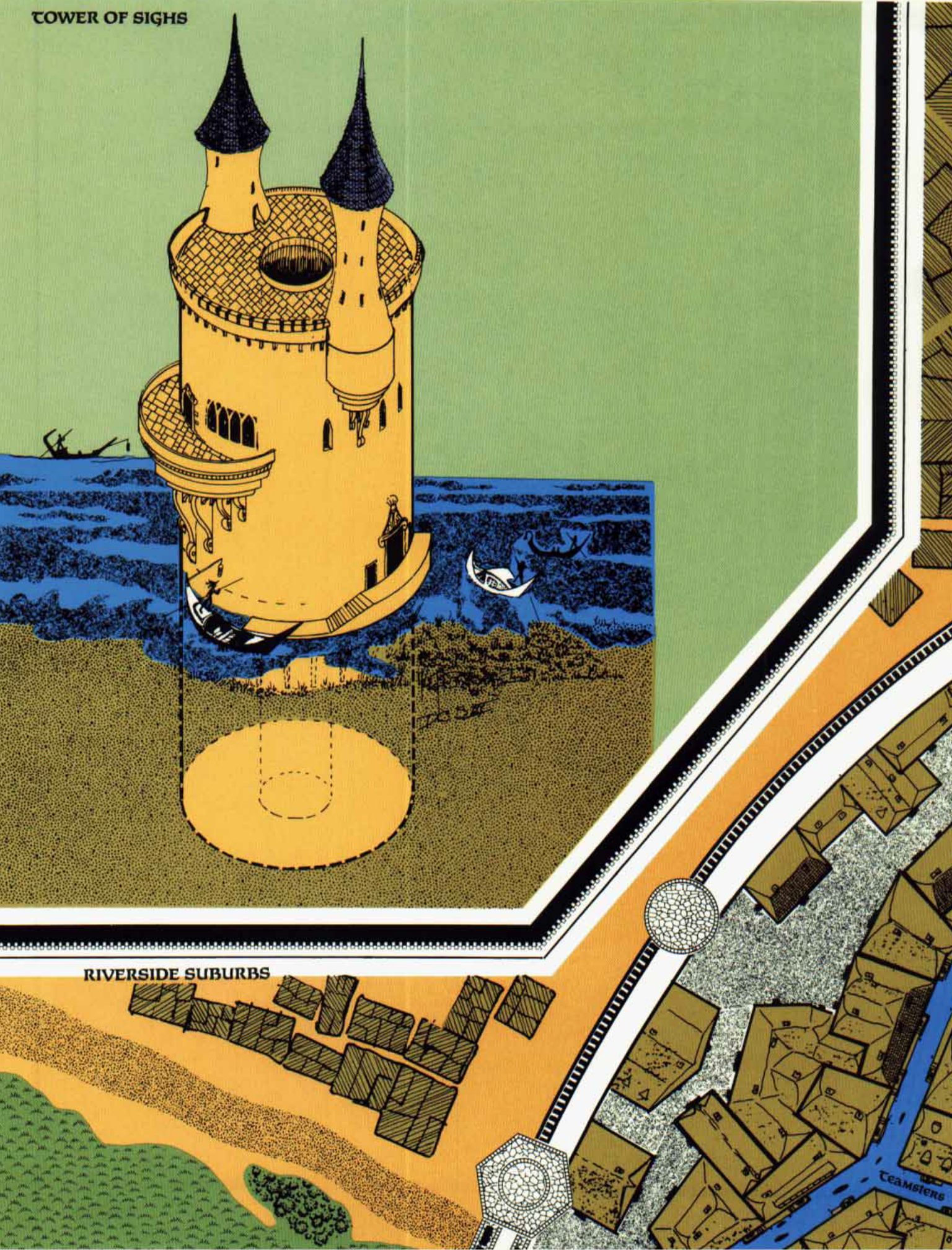
Buildings

- **Castles** consist of a keep surrounded by a curtain wall. These fortifications usually house only military personnel, though occasionally a local ruler will choose to reside in a castle.
- **Towers and keeps** commonly serve as the homes of wizards and nobles. Some consist of just a single tower jutting skyward; others are large stone houses or a small complex of structures with a protective wall. The map shows the keeps of nobles only.

Settlements

- **Capital** of all the principalities, Glantri City remains by far the largest settlement anywhere in the land.
- **Cities** have at least 20,000 inhabitants and generally a wall, too. In Glantri, only the capital is large enough to be called a city.
- **Towns** mostly range in population from 2,000 to 4,000, though a few do approach city size. Seldom surrounded by walls, towns have both wooden and stone buildings; usually the larger stone structures cluster in the center.
- **Villages**—settlements of less than 2,000 people—are not all on the map; DMs can place them where they wish. Though these hamlets do not have protective walls, locals may erect wooden palisades. Buildings in a village, mostly single story, feature a variety of construction material.
- **Camps** (usually military ones) often prove permanent, despite the fact that they are made to be moved quickly. Troops live in simple wooden barracks, but in times of war—when the ranks swell—the excess take quarters in tents. Although officers usually set up camps in areas with strong natural defenses, Glantri's aggressive military tactics mean they hardly ever find themselves put on the defense.
- **Ruins** of aging cities, towers, and keeps are more common than they appear on the map. The ruins marked represent the significant structures destroyed by the meteor that created the Great Crater. Such places, though usually abandoned, may serve as lairs for monsters.
- **Borders** illustrate the official boundaries of Glantri and of the principalities and smaller holdings within. Areas that do not fall within a principality (such as Glantri City) come under the direct jurisdiction of the Council of Princes.

TOWER OF SIGHTS



RIVERSIDE SUBURBS

TEAMSTERS

NORTH-WEST SUBURBS



Gondola Strip

Main Waterway North

Main Waterway South

Main Waterway

Back Canal

Club Round

Ink Flow

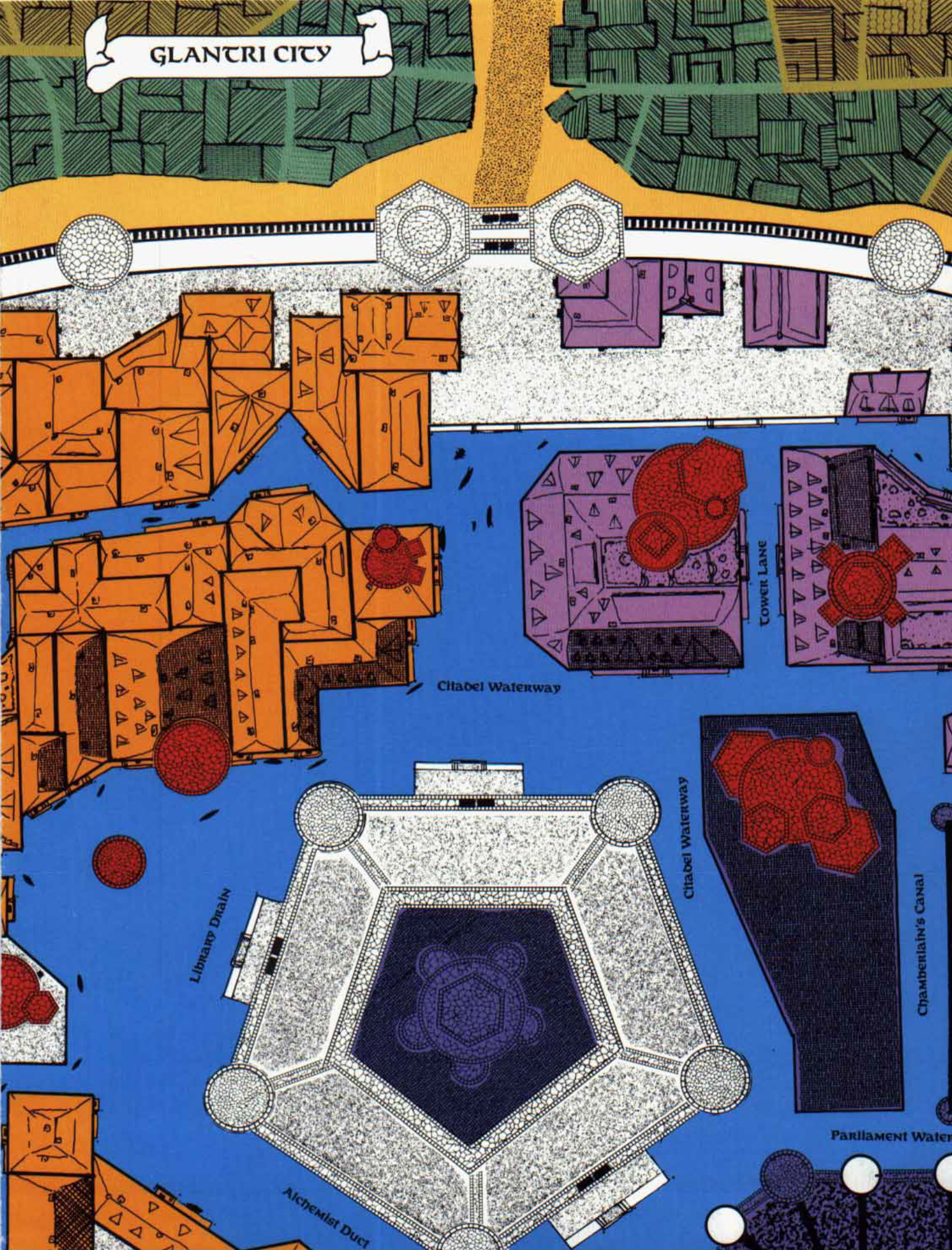
Krepton Aire

Back Canal

Linkway

Waterway

GLANTRI CITY



Citadel Waterway

Tower Lane

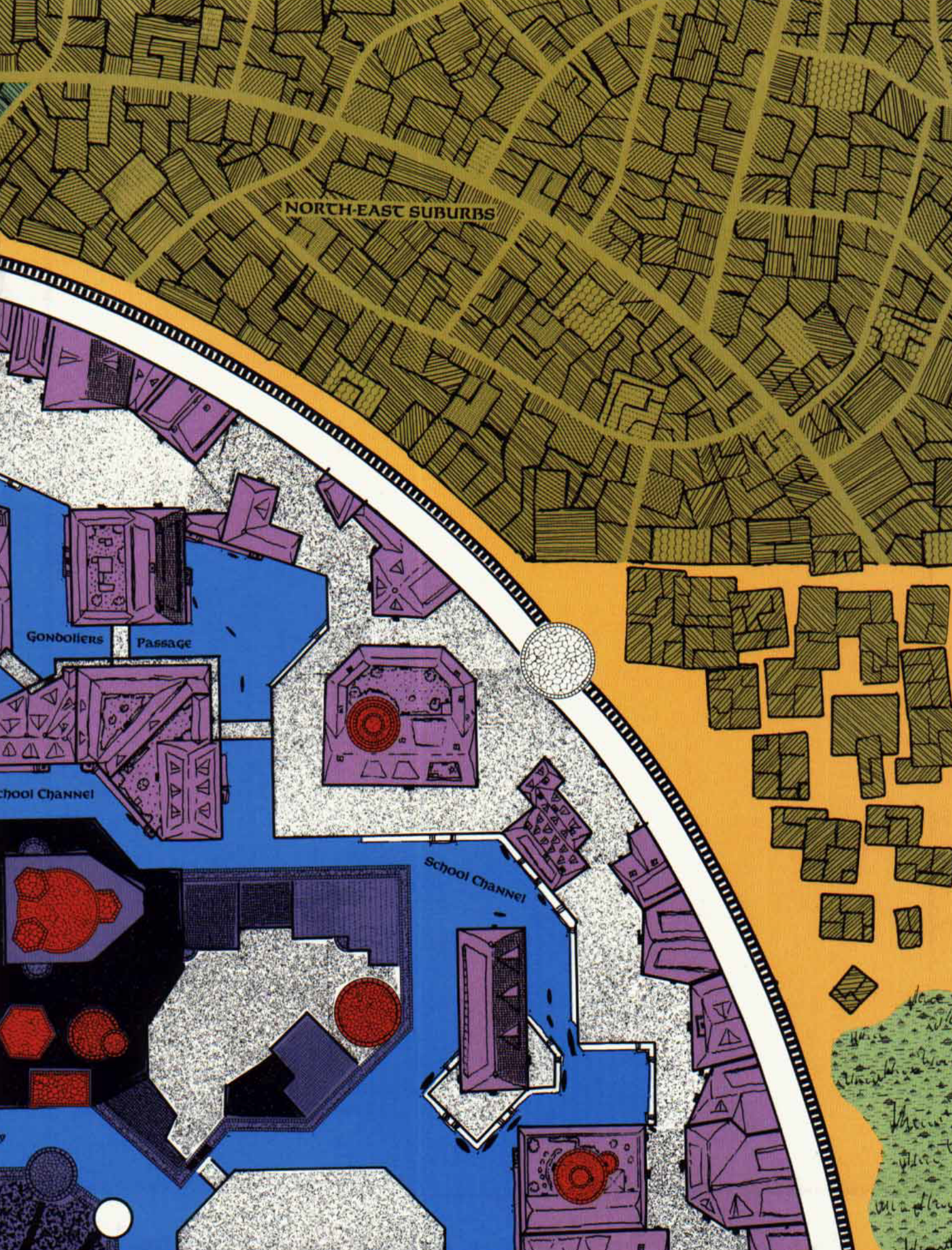
Citadel Waterway

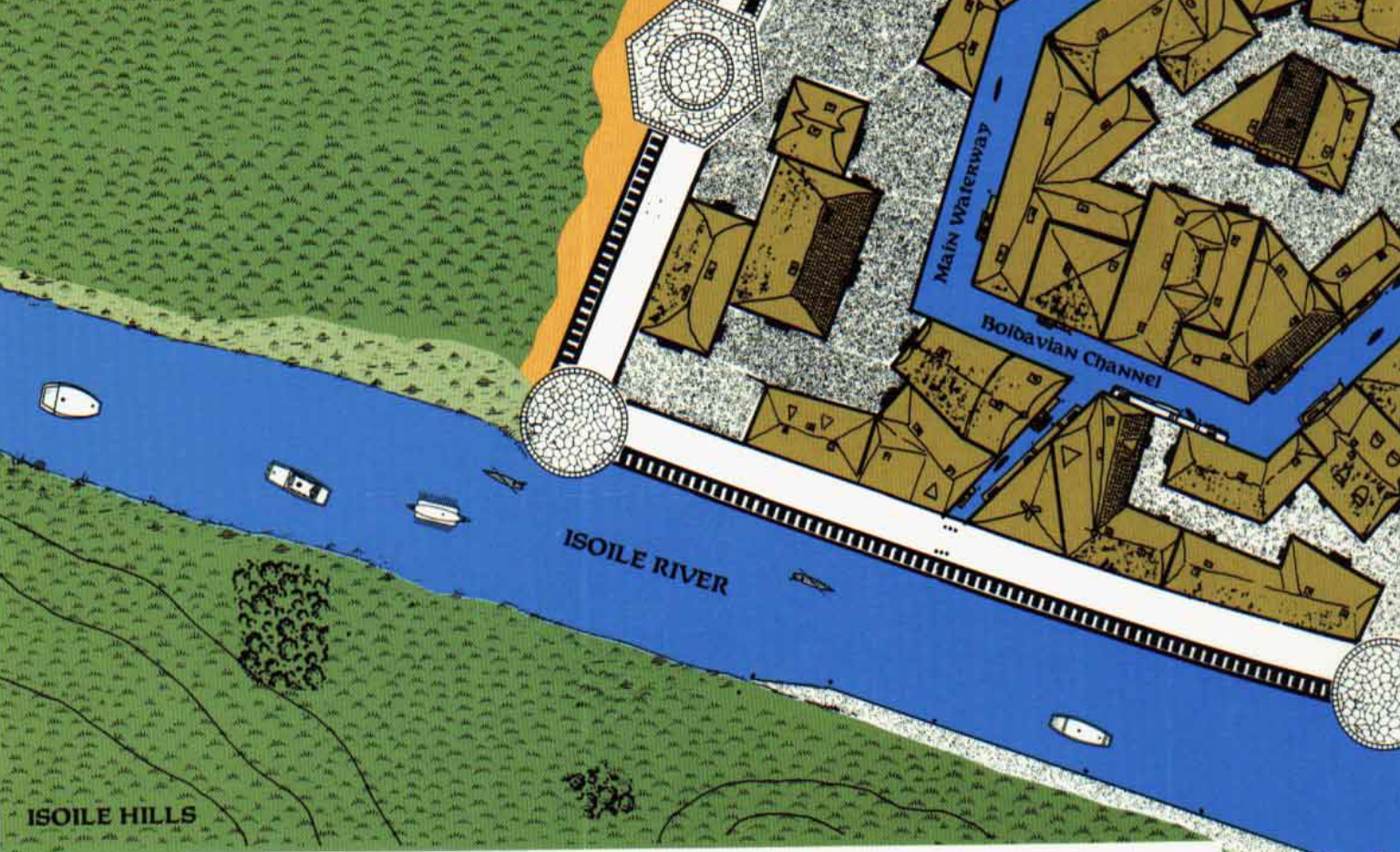
Library Drain

Chamberlain's Canal

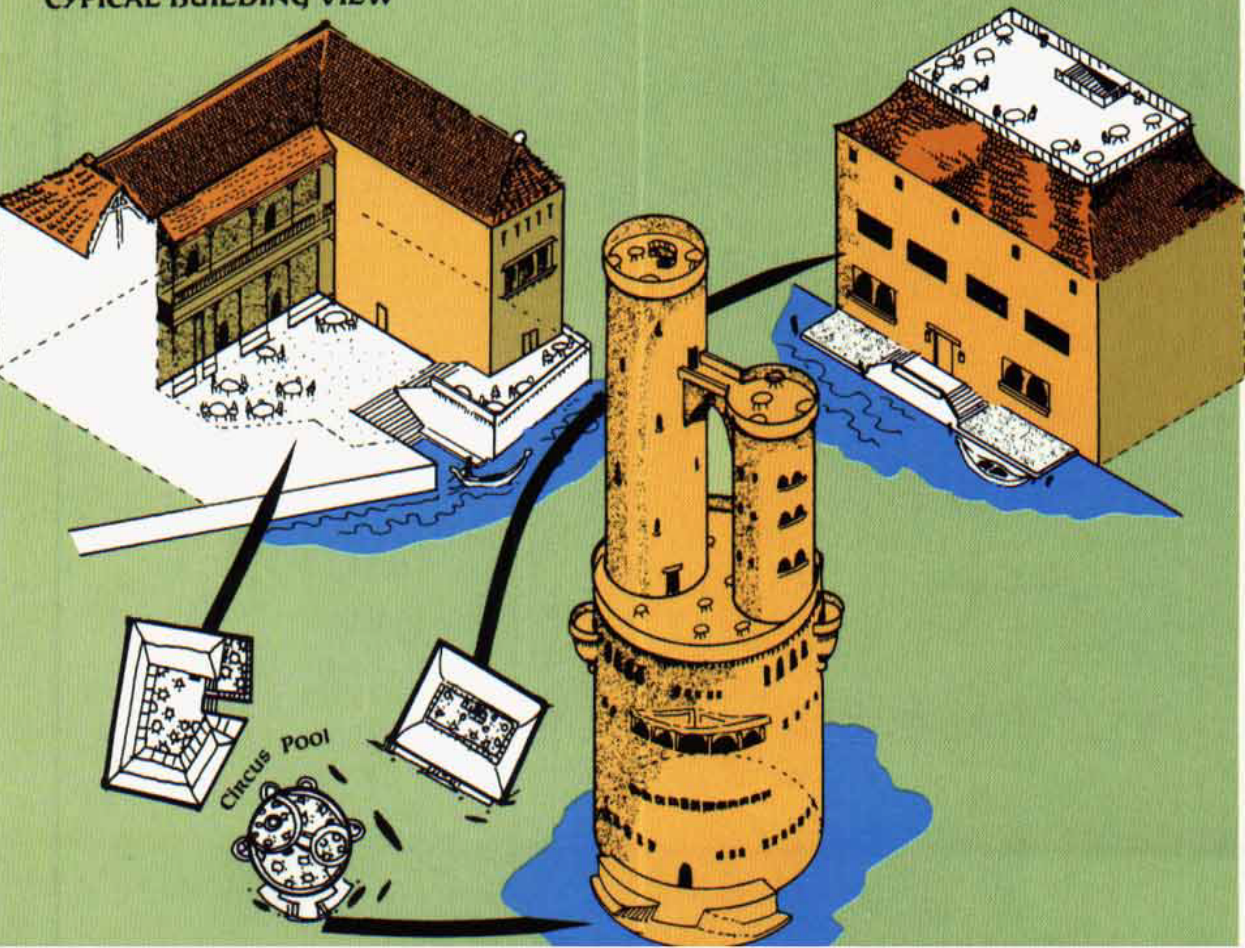
Parliament Water

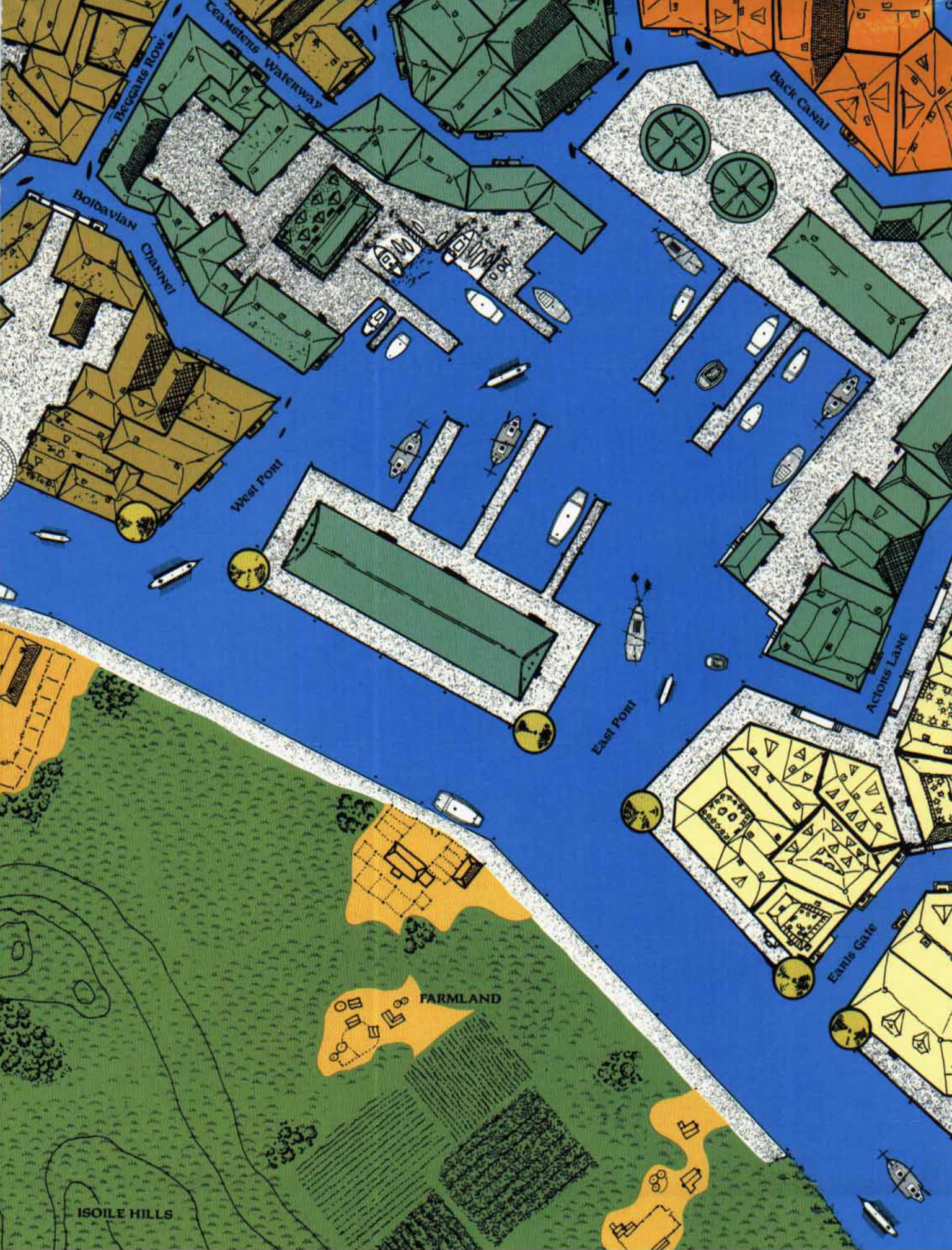
Alchemist Duct





TYPICAL BUILDING VIEW





Beccants Row

Teamsters Waterway

Back Canal

Boldavian Channel

West Port

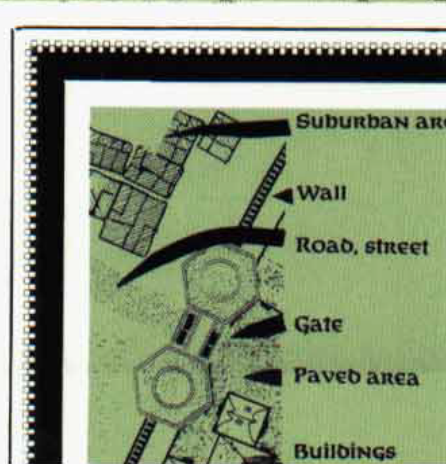
East Port

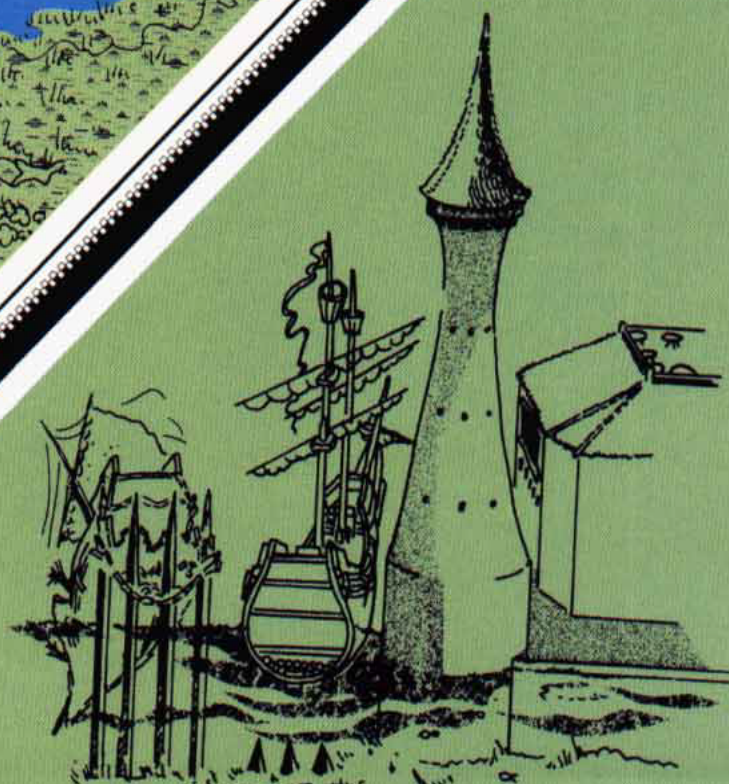
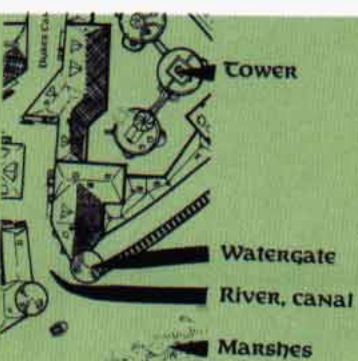
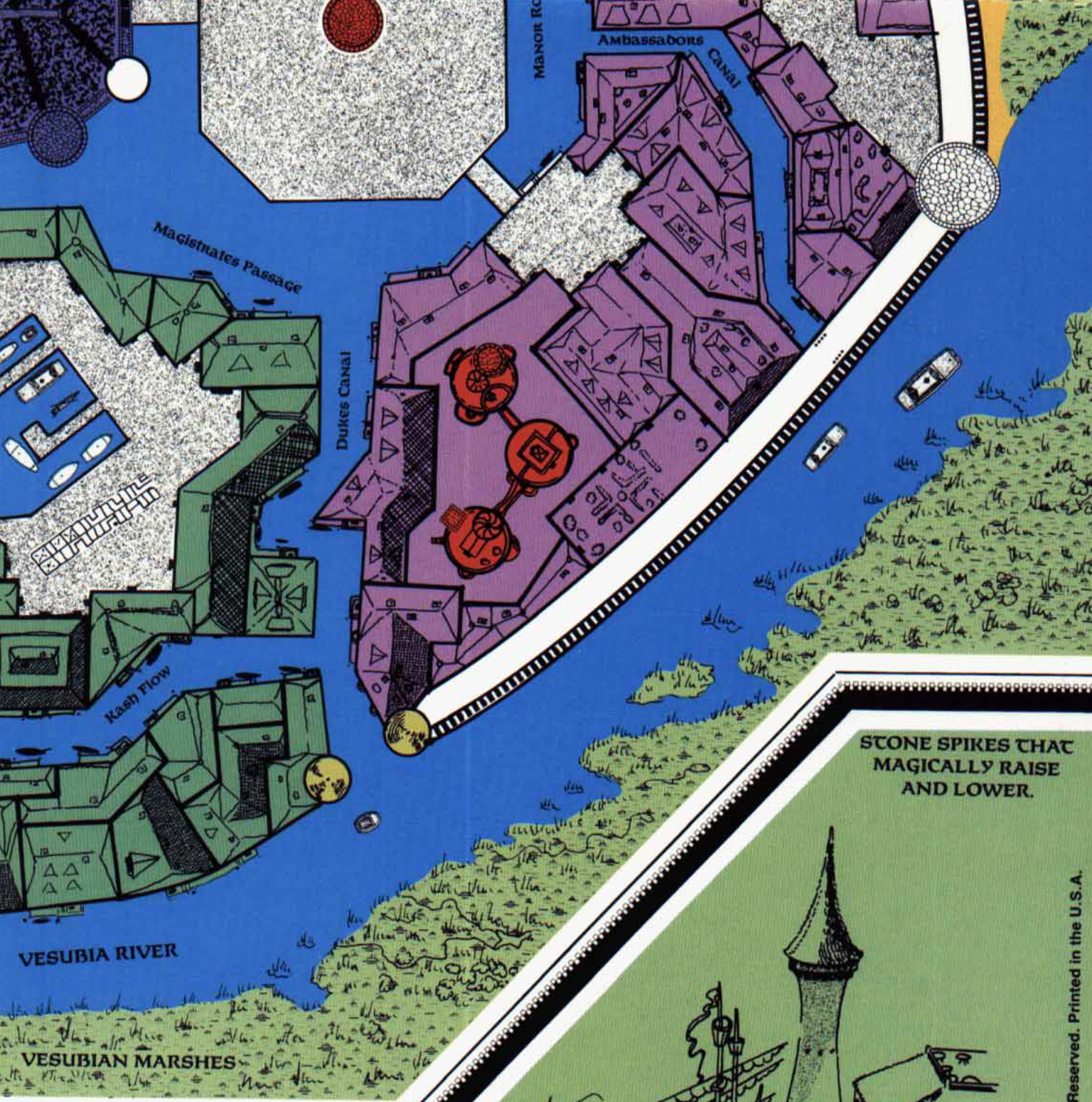
Actors Lane

Earls Gate

FARMLAND

ISOILE HILLS





HARBOR AND WATERGATE DEFENCES

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