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Chapter 1 : Dragonlord of Mystara (Ad&D : the Dragonlord Chronicles, Book 1)-ExLibrary | eBay

The First book of the Dragonlord Chronicles. Begin the quest that is Thelvyn Fox-Eyes' life. While not normally considered cannon within the D&D Mystara setting, it fits fairly well, and as a standalone book series, is a nice, easy, enjoyable read.

This campaign setting goes back to the revised Expert Rules set, the version published in It consisted then of more or less three pages of text and about as much of black-and-white maps describing a score of nations and the Village of Threshold where new heroes would presumably start their Expert-Level careers as adventurers. This was the Known World. To date, this is the longest-lived game world created by TSR. These page booklets, for the most part, were individually devoted to single nations of the Known World. They provided in-depth studies of these realms, focusing on their unique traits. Gazetteers often called for dialogues and narratives to entertain and inform the reader, innovative page presentations, adventures included within the accessories, and poster-sized map sheets of the nations. The latter were greatly-detailed hex maps that precisely connected with each other. In the mean time, the Hollow World feature was added to the world of Mystara, along with its own line of modules and accessories inspired from the Known World Gazetteers. This new book provided all these rules from level 1 to 36, spells, monsters, magical items, and even a summary of the World of Mystara. One of the most recent products designed for the World of Mystara include Wrath of the Immortals. This important campaign adventure portrays a major clash between the Empires of Thyatis and Alphatia, which swept through the entire Known World and beyond. The conflict ended ten game years after the standard era described in the Gazetteers, with Alphatia sinking into the oceans much like mythical Atlantis did. One of the "classical" goals of heroes in Mystara is to start as first-level adventurers and complete heroic quests that will perhaps earn them to the keys to true immortality. The regular magazine feature, called Voyage of the Princess Ark and later The Known World Grimoire told the adventures of a famous Alphatian explorer and his magical flying ship as a way to unveil obscure regions of Mystara. The CDs in the World of Mystara products have a dual goal. The World of Mystara will see its first release with the Kingdom of Karameikos. Expected around August in the U. The new campaign set will break new grounds with its exquisite graphic design and a very special care toward the colourful detail and mood of Karameikos. It will offer new insights on the links between the noble families, their coats of arms, their rivalries, and the secret societies thriving in the capital city. Design-allowing, the first adventure ties into the first Mystara novel, Dragonlord of Mystara see novels later in this article and may unveil a strange artifact hidden in Karameikos. It is thought to have been created by the Hutaakans, a mysterious race of jackal-headed men that disappeared centuries ago. At the time this article was written, Night of the Vampire was taking a group of fearless heroes to an ancient abode. The heroes participate in a masquerade at the old manor-house when the master unexpectedly returns from a long journey. Evidence shows that he is a vampire lord who, as the heroes might soon discover, also has blood ties with King Stephan of Karameikos The audio CDs provided in these two adventures, as well as the one in the Kingdom of Karameikos campaign setting, offer essentially adventures. What normally had been boxed text for the DM to read to the players is now provided in audio format in these three products. Other elements, such as introductory narratives and sound effects are also included. These went from miscellaneous, minor happenings to annoy and waylay heroes, to historical milestones keeping the campaign world in perpetual motion. The Almanac is there to prove it. Although not apparently part of the World of Mystara product line, it has a direct connection with it, very much like the Al Qadim tm setting had with the Forgotten Realms r product line. It is a land that is home to an ancient curse and a magical metal. The Red Curse grants wondrous magical powers to people, but unless they protect themselves, the curse also twists them into hideous parodies of their former selves. Fortunately, the magical metal cinnabryl counteracts the worst effects of the curse and allows people to use the magical powers without harm. Unfortunately, cinnabryl is rather rare, and as it is used its magical power gradually depletes. Cinnabryl must be hunted constantly to

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hold off the detrimental effects of the Red Curse. Half the weight of regular steel, red steel is just as strong, and is magical as well. It is in high demand for weapons. The more red steel one has, the more power one gets. Red steel and cinnabryl are the focal points of a campaign-wide power struggle. The Red Steel campaign setting is a savage land blending disparate kingdoms of outcasts who migrated from the Known World in search of power and glory, and native humanoid races of cat- and dog-man knights, shape-changing spider wizards, lizard man and manscorpion warriors, and half-a-dozen more. The land holds a druidic kingdom, swashbucklers, beast-riding knights, and much more. The disc provides an assortment of DM tools designed to enliven a typical game session, including background music suited for a variety of game circumstances, mood music with sound effects, and dramatic narratives and scenes. The trilogy begins with the story of one orphan girl and ends in a pre-Wrath of the Immortals peril to the whole of Mystara. The Penhaligon Trilogy begins when Johauna Menhir, an young orphan from the streets of Specularum, sets out to find Flinn the Mighty, hero of her childhood. She finds instead Flinn the Fallen, Flinn the Fool, who has lost status as a Knight of Penhaligon after being accused of denying mercy to an enemy on the battlefield. As Flinn trains young Johauna to become a squire of Penhaligon, he rediscovers his honour, regains his tainted sword, pursues the dragon Verdilith who had brought about his downfall, and is reinstated into the knighthood. In a final conflict with Verdilith, Flinn falls nobly to his old foe. Johauna leaves the funeral pyre of her mentor and love Flinn to track down Verdilith. On her first mission, Jo and her companions pursue a terrible artifact that Verdilith and his master, archmage Teryl Auroch, have unleashed upon the world. The artifact is the abaton, a box that drains magic from anything around it. To stop her and gain his revenge, Verdilith, in a polymorphed form, dogs their trail and even joins the party. The magic-draining abaton, when activated, becomes a gateway to the world of the abelaats, evil shadow-creatures that have slumbered since their life-blood, magic, was taken from them. Now, with the pouring of magic from Mystara into the abelaat world, the monstrous creatures are awakening en masse and pouring through the abaton in armies that decimate the countryside. With the sword of Flinn at her side, Jo sets out to the abaton, crosses through to the world of the evil abelaats, and takes on their master, Teryl Auroch. She is unknowingly aided by Flinn, who has returned from the place of immortals to gather into himself the essence of each good race of Mystara and thereby become empowered to defend the world from the menace of the abelaats. The author of the first two books, Dori Watry, most recently has written a short story for the Tales of Ravenloft anthology. Under her purview are lines as dynamic and diverse as the Ravenloft and Dark Sun settings. As an author, poet, and screenwriter, Kevin Stein has worked on various projects in and out of the gaming industry. The Future of Mystara in Novels In and , novels about the world of Mystara will branch into two new categories: The first in the new line of epic novels is Dragonlord of Mystara, which comes out in July of The Dragonlord Chronicles by Thorarinn Gunnarsson July marks the exciting debut of The Dragonlord Chronicles, a brand-new epic fantasy book trilogy. The author, year-old Thorarinn Gunnarsson, jokingly refers to his name as "destined to go down in the annals of science fiction and fantasy as the most consistently and inventively misspelled. He presently makes his home in the southwestern United States. Not surprisingly, The Dragonlord Chronicles feature plenty of dragons, but these are not your everyday, run-of-the-mill, huge, dangerous creatures. Huge and dangerous they are, but they are also sentient, highly intelligent creatures with dreams of establishing something better for their kind. The immortal Great One is attempting to organise his dragon brethren into a cohesive force so that, one way or another, they may assume their deserved lofty station in life. This, of course, places them at odds with the humans of Mystara, who have like ambitions for themselves which do not include concern for the status or welfare of dragons. The first book, Dragonlord of Mystara, begins with a perilous night-time rescue by the Flaemish Highlanders of a female stranger who has been pursued through the rugged mountains by a covey of dragons. Adding to the mystery surrounding the stranger is the fact that she is about to give birth. Sir George is left alone with her for a short time before the beleaguered, exhausted woman gives birth to a son, then dies. Sir George denies having been able to learn anything. More than a decade and a half pass before we meet young Thelvyn Fox Eyes, the handsome, copper-skinned, dark-haired offspring of the mysterious stranger. The orphaned young man, whose

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foreign appearance sets him apart from the fair-haired Flaems, has been raised by the villagers, as is their custom, under the watchful eyes of Sir George. When the dragons once more begin to raid villages in the foothills to the north, Sir George organises a party of adventurers to investigate, and young Thelvyn is enlisted. As the story unfolds, Thelvyn discovers undreamed-of powers and the secret behind a mysterious prophecy that points to a destiny beyond his wildest imagination. Book Two, *Dragonking of Mystara*, is scheduled for late spring, with the finale, *Great One of Mystara*, set for winter of . In addition to a shorter length pages rather than and a larger trim size, *The Unicorn Hunt* features lots of fast-paced adventure, mystical creatures, exciting battles, and places of wonder and awe, the stuff that made fantasy in the first place. Elaine Cunningham has loved stories and songs from a very early age. She started reading folklore and mythology at the age of nine, and her interest has grown ever since. A transplanted New Englander, Elaine lives with her husband and two children in a cat-infested home filled with books and computer stuff. *Rogues to Riches*, J. Rogues is a romp that leads northward from Norwold onto the ice to rescue a beautiful princess who may be more than she appears. The text is loaded with slapstick humour, puns, and even some gaming in-jokes. While younger readers will find it entertaining, older readers will see all sorts of silliness going on beneath the surface. As though to distance himself from that association, Rob's third book, *Rogues*, is light-hearted. The immortals Daliphree and Pusanth have decided to play a game with mortal pawns. One pawn is Princess Danis, born with a silver spoon in her mouth. The other is a farmhand named Holt, born with nothing. Their pawns seek an artifact, each hoping to find it first, but the evil Nightshade is drawn to the magic item as well, coveting its power. He reread the works of Lloyd Alexander in preparation for writing the triad, seeking a tone both heroic and light. He is currently working on a fantasy trilogy for Ace publishing. The first game, *Strongholds*, reflects an unusual aspect of Mystara products where heroes often endeavour to gain a nobility title and eventually build a kingdom. *Stronghold* allows a player to choose among several types of heroes, fighters, wizards, thieves, and set them up as vassals of a centre character. Each starts with a simple tower and strive to build up their dominions, from small shops and taverns, to major castles and arenas. The second release, *Fantasy Empires*, actually uses the Known World. This is more of an actual war and diplomacy game where up to five players build large-scale armies and attempt to conquer the various nations of the Known World. The players must successfully deal with the Dungeon Master a critter hunching over the top of the screen! The DM in this game acts both as a consultant for the players and a referee working to keep the players on their toes.

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Their original setting consisted of a large continent with fictionalized nations that were based on real-world historical cultures. Inspired by author H. Lovecraft and his work in creating a fiction shared universe, Schick and Moldvay named their setting as the "Known World" so it could be expanded upon by other players. The cultural and geographic campaign background section offers a brief history and timeline for each nation; basic geography, climate, and ecology; and, fundamental social and political concepts of the region. Each Gazetteer also offers a list of scenario ideas appropriate to the campaign setting. In the officially published material, the Known World concentrated on the eastern portion of Brun along with the lands of the Sea of Dawn. The continents of Mystara resemble those of the earth approximately million years ago. The inhabitants of Mystara are diverse: In the officially published material, the Known World concentrated on the eastern portion of Brun along with the islands of the Sea of Dawn. Nations of the known world display a great range of government types. By common convention, the boundaries of the "Known World" are those covered in the world map as originally published in the module X1, The Isle of Dread, [5] plus Norwold, the Isle of Dawn, and pre Wrath of the Immortals Alphatia. Also on the periphery of the Known World are the Kingdoms of Wendar [5] and Denagoth, the first an elven-dominated nation and the latter a mountainous and dark realm of evil, with ill-intentions towards Wendar. The Savage Coast[edit] Mystara includes the Savage Coast, a coastal area located in the south central part of the Brun continent, to the south and west of Hule. This part of Mystara is affected by the Red Curse, a sinister enchantment which eventually kills its inhabitants through mutation unless the fictional metal cinnabryl is worn in contact with the body. This area was published in its own boxed set entitled Red Steel, and later republished on-line as the Savage Coast. The Savage Coast is complete with gunpowder "Smokepowder" weaponry. The only major appearance of the continent was in Dragon magazine, where parts of it were sketched out during the Voyage of the Princess Ark series, by Known World Product Manager Bruce Heard. In recent years, many Mystara fans have been turning their attention to Davania with fan-made material. The continent of Skothar[edit] Very little was officially developed for this part of Mystara. Ever since the Mystara product line was discontinued, fans have created their own material for this part of Mystara. The Hollow World[edit] Main article: Hollow World Mystara is a hollow planet, with a habitable surface on its interior called the Hollow World. The existence of the Hollow World is not, in general, known to the inhabitants of the outer world. The poles are actually huge, subtly curving holes that allow passage between the outer and inner world, although it is a long, hard trek through a cold, unlit, stormy and anti-magic area. The curvature of the holes is so subtle that explorers from either surface do not notice the transition until after it is already made, causing quite a shock for most. Moons[edit] Two moons orbit the planet. Matera is a moon much like our own, whose phases govern lycanthropy werewolves, werebears, etc. They live in a city, Pandius, where they can meet and watch over Mystara. Patera, or Myoshima to its inhabitants, is an invisible moon that cannot be seen from Mystara. Blackmoor evolved from a feudal kingdom into a highly advanced civilization, using more and more powerful "magic" and destructive "technology". It ended itself in an apocalyptic explosion so devastating that it changed the climate and geography of the planet as a whole. Mystara video games[edit].

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Chapter 4 : The Dragonlord Chronicles | Awards | LibraryThing

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Time and dust buried the temple, and the relic was forgotten - until now. Can you win a thrilling race against rival factions to locate the temple? Can you survive the journey through its treacherous halls to gain the shield? Audio components not included. It was published in October The pages of the book held by the dragon on the cover match the layout style of the Mystara line. Note the borders to left and right and the big inset box starting the chapter. So, following the release of *Karameikos: Kingdom of Adventure*, TSR produced a pair of adventures to support the new locale. Each of the adventures would be low-level to encourage the new players that TSR was courting with their Mystara line and each would also feature the Audio CDs that had debuted in *First Quest* and *Karameikos*. TSR supported their late Mystaran lines with novels, and "Hail the Heroes" marked one of the most aggressive attempts to tie those novels in to the roleplaying line: *Dragonlord* was a historical novel, set around AC. Amusingly, the adventure ends with the players also stumbling across the history of the *Dragonlord of Mystara*; the adventure then cheekily suggests that the GM "hand this novel to [their] players when their characters take the book. The surprising thing about this tie-in is that "Hail the Heroes" tries to decanonize the whole *Penhaligon Trilogy*. It complains about an inaccurate depiction of *Threshold* as a village and says, "Since the date of the manuscript is not given, it is difficult to tell whether the author was writing entertaining fiction without a real basis in fact or if the adventure simply took place before *Threshold* grew to its present size. Like its predecessors, this adventure uses the Audio CD to support the gameplay. For the most part, certain tracks are played when the players reach certain encounters. One big change from the previous volumes is that the Audio CD no longer tries to voice the player characters. There are also a few additional types of audio cues: Listening Tracks for when players explicitly listen, Event Tracks for when certain things happen, and a Background Track to be played the rest of the time! *Blowing Up the Canon*. So does "Hail the Heroes" really decanonize the *Penhaligon Trilogy*? *Dungeon Master Screen* A few other Mystaran references clearly link the trilogy to the modern day as well. The whole adventure centers around a new *Known World* relic, the *Shield of Halav*. The adventure is all about the interactions between three *Karameikos* religious organizations: These are all classic *Karameikos* organizations, found in both *GAZ1*: Please feel free to mail corrections, comments, and additions to shannon. Customers who bought this title also purchased.

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Chapter 5 : Mystara: The Dragonlord Chronicles Series by Thorarinn Gunnarsson

Dragonlord of Mystara has ratings and 7 reviews. Werner said: The recent opening of a thread dealing with fantasy and science fiction recommendations.

Sat Jun 07, 2: Bk 2 of the Dragonlord Chronicles Trilogy April, - Dragonmage of Mystara: The events of the second book take place five years after the events of the first book and the third book simply continues those events to their conclusion over the course of another year. Because these two books portray so much of dragon culture and history on Mystara, they feature prominently in the fan work of Simone Neri, titled History of Dragons. I will rely on this pdf in some places so you can reference it for more information. For a brief synopsis of the events of the three books, start on page 13 at The Time of the Second Dragonlord and finish on page 15 with the first paragraph after Peace and Disunion. If you want to read all the background which builds up to the events of those books you can go back to page 12 and start at The Dawn of the New Millenium and the Dragonking Prophecy. Just be aware that Simone spends quite a bit of effort harmonizing the Dragonlord Chronicles with other sources so his footnotes will explain where he starts adding his own ideas. It is more informative to explain the major background details first because the plot unleashed in the second book only makes sense once you reach the third book and learn about the villain pulling the strings behind the scenes. This also lets me explain upfront the major retcons and changes which happen in these novels. You did brace yourself, right? Yes, the Eldar are introduced in these latter two novels and the early pre-recorded history of Mystara gets rewritten. The Eldar lived "many thousands of years ago" before men, dwarves, elves and dragons. They are tall and well-built, typically taller than men. They had great kingdoms and individual Eldar could live almost as long as dragons which in these books as well as the novel Son of Dawn are thousands of years. The shorter several century-long lifespan of dragons as reported by Bruce Heard is no longer true although the concept of dragons building their own kingdoms through domination of other dragons and having a network of fealty from that article is used in these books. The Eldar built great kingdoms and wielded magic unimaginable to the newer races. Eventually, Eldar became so awesome that their bodies could not handle all the awesomeness. At that point, the magic the Eldar used transformed them even as they lost control of it. The small percentage of Eldar who could handle these great magics were transformed into the draconic races, while those who could not handle it became Mystaran elves. There were still a few remaining Eldar left, but so few that they took shelter with the dragon races and lived among them. The higher dragon forms like gold dragons retained the ability to polymorph their form into Eldar as well as other forms like human, elf, etc. This retcons dragons completely, going all the way back to the original Immortals box set which states that dragons pre-date Immortals. It also retcons everything we know about elves being created by Ordana. It also leaves us the question of whether the Eldar pre-date dinosaurs and Brute-Men or if they were contemporaries. Ironically, the impact of Eldar on the Dragonlord Chronicles is minor because so few exist in this time period. He is a gold dragon in polymorphed form. The astute reader might very well have guessed that early in book one, considering that the pregnant mother is first seen walking down a mountain in the nation of Braejr with dragons in pursuit. The author does this by a blatant lie which, IMO, does a disservice to readers that I will talk about later. Moving on to the Gemstone Dragons. I like both their origin and history as presented in these books. About five hundred years before the Great Rain of Fire, a fellowship of powerful dragon sorcerers observed the slow advancement of their race and wished to accelerate the natural process. They took it upon themselves to evolve into higher forms rather than wait naturally for their descendents to do so. The Immortal Great One at this time was a mortal dragon and cleric of Terra. He supported these dragons for a time but withdrew that support when their goal became that of becoming Immortals. They worked their magic and transformed themselves into gemstone dragons, which was short of their goal, though they became more powerful than other Mystaran dragons. They were not satisfied with their work, but decided to turn their attention to dominating the world. They began to force lesser nations to bend to their will, and eventually

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made war against Blackmoor. This led to the creation of the Dragonlord as was explained in the first book. The Immortal Terra foresaw that the dragons were in danger of extinction, so she sponsored the dragon now known as the Great One to the path of Immortality. Once the Great One became an Immortal, he was powerful enough to defeat the Dragonlord, at which point he spared the man in exchange for an alliance between the dragons and Blackmoor against the Gemstone Dragons. In a series of battles, the Gemstone Dragons were defeated, but not destroyed. Instead the Gemstone Dragons used their magic to escape through a gate to an outer plane. The Gemstone Dragons ended up, at least eventually, on an outer plane called Veydra. There they plotted revenge and planned to one day return and take back Mystara. But then they encountered the Overlord. He found them to be worthy generals and champions for his armies, and became intrigued when he learned about their homeworld. At some point, the Overlord and Gemstone Dragons discovered the existence of the Radiance, which the Overlord also coveted. Our only view of it is in its final battle with Thelvyn in the third book. But the idea of the relationship between the crystalline Overlord and the gemstone dragons has grown on me as a concept and idea over the years. It is hinted the Overlord further modified the gemstone dragons and the idea of him molding them further in his own image, whether out of vanity or to enable them to act as an arcane node through which his domination powers are extended, is an interesting idea. The Overlord dominated and enslaved them, adding them to his collection of peoples and forces. When the Overlord was ready to put his long-term plan for invading Mystara and seizing the Radiance into motion, it started with the Flaems. He erased their memories of himself and their period of domination, and sent them through a gate to Mystara close to the location of the Radiance. That is why the Flaems came to Mystara and settled in the Highlands, they were left with some mental conditioning by the Overlord to do so. In the second novel, the Overlord attempts to foster war between Mystaran dragons and the nations of the Known World by having the Collar of Dragons stolen by one of his agents, a Flaemish wizard. The Collar of Dragons is an artifact that the wizards of Blackmoor gave to the dragons after peace was established and the gemstone dragons driven away. Designed to be worn by a dragon, it was never worn but set aside for a prophecy when a future dragonking would arrive to lead the Nation of Dragons. The Collar of Dragons was kept in the dragon city of Windreach which is hidden inside the Wurmsteeth Range. It is also where the few remaining Eldar can be found. Each time we see Windreach in the books, it very much reminds me of the Council of Wyrms setting, even the relationship between the Eldar and dragons there reminds me of the demi-human vassals of the dragons in Council of Wyrms. So I assume Thorarinn was borrowing ideas from that setting as well. With the artifact stolen, the dragons know from the wards they set that only powerful wizards or renegade dragons could possibly have stolen it. The current leader of Parliament of the Nation of Dragons, a gold dragon named Marthaen, directs their efforts toward the Alphatians, who have been establishing colonies along the Great Bay in what will later be Norwold. On the minus side we get a confrontation between the great Alphatian arch-wizards on one side versus dragon mages on the other; and, as portrayed in the first book, dragons are simply so much better at magic, that the Alphatians can only pose a moderate challenge before being defeated. While dragons are generally portrayed as some of the most powerful creatures in the game, that is due to a combination of their breath weapons, their powerful physical size and attacks, and their magic. In any case, the Thyatians soon become aware of this Alphatian-dragon war, and they call on the Dragonlord. We learn that over the last five years, Thelvyn has become the designated dragonslayer for the Known World nations on Brun, slaying renegade dragons which attack those nations. Thelvyn meets with the Thyatian emperor, Cornelius, as well as a Thyatian admiral by the name of Darius Glantri; which is a nice touch, placing an ancestor of Lord Alexander Glantri in the novel. After the Alphatians submit and allow dragons to use magic to ascertain the Collar does not reside on their continent preposterous for the Alphatia of CM1 and DotE, the dragons turn their attention to other suspects. Thelvyn is already searching for the Collar as well in the hopes of averting a war. Thelvyn is ambushed by assassins in the capital of Braejr who turn out to be two renegade dragons polymorphed into human form. Solveig and Kharendaeen come to his assistance and save his life. King Jheridan begins mobilizing his army anticipating either a dragon invasion or a chance to invade Alphatian

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territory in Norwold. Sir George next infiltrates the lair of a very powerful renegade red dragon by the name of Kardyer, who is given a rich history that is summarized in a paragraph in the second column on page 12 of the History of Dragons pdf. Sir George confirms Kardyer did not steal the Collar, but is captured. Kharendaen is captured next, but Thelvyn and Marthaen join forces and slay Kardyer and six other dragons that served as his bodyguard. With the Collar nowhere to be found, the dragons begin mobilizing and raiding the border of the Flaemish Highlands. So Thelvyn leads an army assembled by King Jheridan to the northern border near the Wendarian Range. He has a force of Flaemish and allied elves, whom Thorarinn is careful to never describe, but we can still presume they are the Belcadiz elves. Thelvyn battles a band of a dozen red dragons and drives them off without killing any with the help of siege weapons from the army. The text identifies these as catapults but the shot itself sounds more like the giant bolts of ballistae. Kharendaen visits a small forest in the Wendarian Range called Shadowmere which is a holy site of the Great One. The Immortal appears to her and confirms that the time of the Dragonking has arrived. In the meantime Thelvyn has distributed his forces and siege weapons amidst the forts and settlements along the border and proceeds back to Braejr. Thelvyn is more and more suspicious of the Flaemish wizards and they soon make their play. It is already clear they were attempting to goad their king into war against the dragons so that he could fail and discredit both himself and the Dragonlord in the process. They shapechange into small dragons to kill the guards and king. Thelvyn and Sir George arrive too late and the Flaemish wizards ambush them. Thelvyn still manages to shatter the crystal and the magical feedback slays the wizards, including their leader Byen Kalestraan. Thelvyn learns Jheridan had named the Dragonlord his successor as the king had no heirs. The people already consider the Dragonlord a hero and are shocked at the betrayal by the senior wizards so the nation quickly rallies behind him. The more junior Flaemish wizards not part of the plot ally behind Thelvyn as well. This also rallies the dragons who are alarmed and believe the Dragonlord is recruiting the Known World nations to conquer them. The next chapter has Marthaen conversing with his friend and Eldar wizard Alendhae, which is where we first learn of the Eldar. The dragon parliament meets and during the debate Nithia gets mentioned, it seems that the dragons are allowed to remember Nithia and know it is forgotten by all others. Given that these books assume dragons live thousands of years, there are still some dragons present who were alive when Nithia was destroyed. They agree to gather their forces and confront the Dragonlord even as he withdraws the Highland forces from the border and concentrates them in the capital Braejr.

Chapter 6 : Dragonlord of Mystara by Thorarinn Gunnarsson

This story is book 1 of The Dragonlord Chronicles, a trilogy that focuses on the fantasy world of Mystara. Mystara is part of the Dungeons and Dragons (D&D) universe, which I actually didn't realize until I hit a spot in the book that talked about different colored dragons having different alignments (good/evil/neutral, etc), which I remembered from my old gaming days.

Chapter 7 : Thorarinn Gunnarsson: used books, rare books and new books @ calendrierdelascience.com

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Chapter 9 : Mystara - Before and After

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