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Welcome to Glantri

"Know ye, Beholder of the Late Centuries, that all in the dark ages did not grow from savage beliefs, or from the whims of a primitive shaman. As with life, the spark of knowledge does not create itself from emptiness, but is a sentient gift from the higher spheres of the universe. Those who wield the Power of the Radiance ignore the true nature of its artifact.

"Eons ago, when Blackmoor still was a great empire, visitors came from the stars in a great chariot of fire and landed in the realm of mortal men. Stranded, they soon disappeared from this world, leaving rare remains of their science. Among these, a huge object producing a deadly glowing energy was buried deep into the rocks under what was to become the City of Glantri. It was a great, wonderful piece of machinery, indeed the very one that enabled the visitors to travel among the stars. Yes! Oh, Seeker of Lost Legends! This is the true nature of the Radiance!

"It remained in the dark underworld, radiating its formidable aura for centuries. Then, disciples of the Sphere of Energy transformed the artifact, imbuing it with magical powers in a plot to swell the ranks of their followers. And so, mortals could learn forbidden sciences, thus becoming Immortals in the Sphere of Energy—a clear abuse of the Laws of Immortality. Energy had sinned, and it was up to Thought, Time and Matter to reestablish the balance of universe. It was so, that Energy was to be punished by the object that was the very focus of its sin."

The Gazetteer

This sourcebook deals with the Principalities of Glantri. It is a reference book for the eyes of the DM only, describing relevant past, present and alternate future events affecting the Principalities of Glantri. This gazetteer is a complete campaign setting centered around the magic-user and his craft. It will take daring adventurers on a fabulous journey, starting when they are apprentices and continuing to their deeds among the high wizardry, the nobility of one of the most powerful magocracies known in the D&D® game world, and ultimately, to the spheres beyond.

The Principalities of Glantri

Glantri is a large nation located northwest of the Grand Duchy of Karameikos (see GAZ1 for details).

It is a federation of ten principalities ruled by a council of wizards. Glantri is a nation run by magic-users, for magic-users. Their goal is to promote magic and make it the leading power in the world. At the hub of their power stands the Great School of Magic where most Glantrian mages and countless numbers of foreign spell-casters come in a pilgrimage to acquire the finest Glantrian techniques in magic-use.

The Final Goal of the Campaign

A strange magical power radiates from the center of the capital, Glantri City. Although most mages believe it to be a legend, a few have discovered it to be quite real. This power, called the Radiance, enhances the powers of wizards and, at very high levels, may allow a particularly gifted mage to attain Immortality in the Sphere of Energy. As the player-characters adventure in Glantri, they should gradually discover the existence of the power and its effects. The first goal of this campaign is to provide an example of how to reach immortality. This should be the conclusion of a long series of adventures and of the campaign itself.

The second goal of this gazetteer is to offer players and DMs new options on how to play magic-users. New abilities are available at the Great School of Magic; new rules on spell research and magical items are developed in these pages, along with an Experience Points reward system more appropriate for wizards.

Finally, the last goal of this supplement is to offer an interesting game background for playing adventures in a land where magic is prominent. This background can be used either for occasional incursions into Glantri, or as a permanent campaign setting for PCs residing there. Specific methods are described to allow characters to become dominion rulers in a land ruled by wizards, as well as long-term strategies to rise among nobility and become one of the Wizard Princes of Glantri.

Who Should Play in Glantri

Obviously, magic-users and elves are at an advantage in this campaign setting; they will benefit from arbitrary advantages over other character classes. However, there is a price for this: graduates from the School of Magic are feared by some and they do inspire a certain amount of awe, sometimes fear and hatred, in foreign places. Also, beyond Glantri's borders, clerics, fighters and even dwarves have lately been hunting wizards who are known to be Glantrian or Glantrian-trained.

It appears that defeating a Glantrian wizard is a way of establishing one's reputation. It is also evident that foreign nations do not clearly understand the Glantrian culture, and so perceive it as a threat; any Glantrian character, traveling through distant lands, may be greeted with hostility or worse.

Though magic-users and elves have an advantage here, other character classes may be played within Glantri. Although they have no future as nobles in this land (only wizards can be nobles), their activities can still be very exciting.

Clerics are considered heretics in Glantri and will be executed if discovered. Pretending to be a clerical underground activist is a dangerous task, but may provide a fun and exciting game. Pretending to be a fighter may be wise for cleric and druid characters.

Dwarves are highly prized in Glantri because they are thought to have natural resistances against magic. Therefore, local alchemists will be delighted to have a few "specimens" to study in laboratories. In short: playing dwarves and even halflings may turn to be a very unhealthy experience.

Despite their distrust for fighters and thieves, wizards recognize their value. Good fighters can reach high ranks in the Glantrian army, and thieves will never be out of a job: wizards consistently need them to recover stolen secrets, spells, and scrolls, and to spy on their rivals. Both of these classes may be played without restriction in Glantri.

To fully understand the material used in this gazetteer, it is suggested that the DM use the Basic, Expert and Companion Sets. The D&D® Masters Set is desirable but not absolutely necessary. Although this product often refers to immortals, knowledge of the D&D® Immortal rules is not needed here.

How to Use This Gazetteer

This sourcebook is a journey across Glantri—but do not forget that this journey is for the DM alone. Players are to take their journey in active play.

In the first chapters, the "History of Glantri," "Geography of Glantri," and "The Glantrian Economy" are covered. These three chapters offer much of the information a char-
Welcome to Glantri

Adventuring is, above all, about enjoying yourself, and sometimes in order to do so it is necessary to overrule some dice throws. It is your job as a DM to give your players an exciting and fun time; relying entirely on dice throws is not always the best way to do so—they are an aid, not a means in themselves. But be discreet—you don't want your players to get the idea that you are pulling punches!

Also, because fun is the whole idea, you'll find many parts of this Gazetteer written in a tongue-in-cheek fashion. If you find some parts to be too strange for your own campaign, change them to suit yourself: it's your Gazetteer, your campaign, and your choice.

Abbreviations Specific to Glantri

Several new terms have been created here to define new material. Have a look at the following glossary before going further.

BC: Before Crowning. A reference to the day the first emperor of Thyatis was crowned, used to compare various eras in history.

AC: After Crowning (see BC).

dc: Golden Ducat. The base currency in Glantri, roughly equal to the common gp.

cr: Crown. A platinum coin in Glantri, roughly equal to 50 gp when enchanted.

sv: Silver Sovereign. A coin of silver in Glantri, roughly equal to 1/10 of a gp.
A bell in the Great School strikes six in the afternoon, echoing interminably in the corridors. Students enter the study room, chatting and laughing, seating themselves at their desks. "Where's our master?" asks one. "Who cares!" answers the tall one in the back, causing the others to laugh again.

Suddenly, the opposite door opens and twelve elven soldiers enter, in high leather boots, cloak, rapier and motion. "Guards of Belcadiz? What are they doing here?" whispers a student.

Between the two rows of soldiers, a small vociferous noblewoman steps in, followed by a visibly embarrassed Captain of the Guard. "How could they?" she clamors. "Me, Dona-Carnelia-Maria-Juanita de Fedorias y Belcadiz, most eminent Princess of the Council! How impudent! And where is my duenna, I want my duenna! These Ambrevilles are impossible. This is a disgrace!"

The Captain uncannily intervenes as the lady catches her breath. "Please, Your Highness. Just one lecture and our obligation will be met! Your duenna is on her way; a coach is being prepared!"

Without a word, the lady sits down and starts flipping angrily through the pages of the History of Glantri. "I knew it, it's their version of the facts! Well, we'll see about this..." Sternly observing the students, she opens her fan and begins uttering strange incantations. The apprentices stare at the lady, totally mesmerized. The students materialize atop a small hill.

A horn sounds loudly as a small group of horsemen rides away to the south. "Now what?" says the younger student. "I want to go home!"

"Oh, stop your whining. We're here to learn something," answers the older one. "Guys? Oh, guys?" says one student, looking north. A wild mass of cavaliers charges out of a nearby forest, yelling and screaming while hundreds of arrows fly overhead.

The princess' voice echoes once more in the students' minds. "You are about to see how wizards win their wars!"

DM Notes: Centuries after Blackmoor's destruction (see DA1 for details), elves from the far south colonize this area. They form several large clans... then they discover a Blackmoor artifact. For reasons unknown, the device explodes, causing catastrophe in the frozen valleys. Billowing clouds form in the skies, and the sun disappears for years. Ice storms and blizzards rule over the land. A strange disease that rots flesh and withers all that grows spreads throughout the valleys. The elves find shelter in the deepest caves of Glantri, leaving behind only a few runes engraved in the rocks today, elven legends tell of a few tribes that emerged from caves hundreds of miles south, past the Broken Lands.

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DM Notes: Disgusted by the fair elves' and the humans' lack of skin color, the Flaems nickname them the Pale Ones. After decades of friction between Flaems and settlers, the Flaems turn openly hostile; this unrest leads to the Battle of Braejr in 785 AC, between the Flaems and a coalition of elven and human settlers. The disorganized coalition is broken and most of its army is driven south of Braejr.

The most dramatic event of this era is the arrival of an obscure warlord, Halzunthram. He is the leader of a colonizing force from Alphatia. He sides with the coalition and prevents it from being destroyed. Soon, the Flaems are driven back north of the Vesubia, and, during the disastrous Battle of Braestrass, the Alphatian force shatters the Flaemish defense.

The Treaty of 788 gives the south to the
elves, the north to the Flaems, and the west to the human settlers. A council is founded to rule over Braejr and unite the three provinces. That same year, Halzunthram executes a coup and takes over the council. He declares the land a protectorate of Alphatia—which was the true reason for his presence here.

Infuriated, the elves proclaim their independence and the Flaems once again rebel with the support of Thyatian settlers. This rebellion goes on to become the Forty Years War.

Later during the war, word spreads that gold is to be found in the mountains. Dwarves from the eastern mountain ranges arrive to form lawless, armed bands. At the same time, a plague strikes the nation, affliction more than half the population. Suspicious of the dwarves, who resist the disease better, the settlers accuse them of bringing the pestilence with them. The angry population relentlessly hunts down the dwarves until most flee the land; this violent period is known as the Years of Infamy.

It is during one of the all-too-common dwarven hunts that a certain Lord Alexander Glantri, a war hero of Thyatian descent, ambushes Halzunthram. Their leader captured, the Alphatian fraction surrenders the council and their army is disbanded.

Having imposed a period of peace, Lord Glantri successfully founds a government recognizing the rights of all communities. The city of Braejr is renamed Glantri City in Lord Alexander’s honor.

The battle scene fades away as the students now appear in a large hall, sitting among a crowd of nobles. No one notices their impromptu arrival.

A knight stands at the center of the hall. “Never, do you hear? Never shall we accept this absurd law! Our might on the battlefield determines our right. We shall give up no part of our land!”

“My friend,” answers a copper-faced wizard, “I’m afraid you do not understand the facts. The law was voted by an overwhelming majority. It is not up to you to dispute the will of the people!”

Pulling his sword out, the knight shouts “If it’s war you want, by the Holy Blade, you shall have it! Death to the wizards!”

Answering the outcry, a number of the nobles sitting in the large chamber pull swords, daggers and wands and attack each other. As heavily-armed knights corner the students, the princess’ voice sounds in their minds: “You behold the Light of Rad, a parliamentary session which declared nobility to be a right only of wizards. This is one of the foundations of our magocracy.” The scene-blurs again.

DM Notes: During the years of peace that follow, the council reforms the nation’s laws, and takes a Great School of Magic. It becomes the receptacle of Glantrian science as well as a source of knowledge known throughout the world. By now, wizards represent a large majority of the influential people of Glantri.

During the parliamentary session called The Light of Rad, the council approves two major laws that affect the future of the nation. The first limits the rights of nobility to wizards, and the other allows council representatives the right to bear the title of Prince. The laws cause a revolt among the population as the “illegal” nobles are expelled from their lands, but the wizards quickly quash the dissidents. Order is restored and the nation finally enters an era of prosperity.

The princess sits diligently at her desk, observing the sleeping students. After flipping her fan a last time, she claps her hands and wakes up her class.

“I hope you have learned well, students. You will find the details of our history in the school’s library. Those of you learning the historian’s art would do well to memorize the important dates. Do remember the true facts; perhaps you will need to know them some day. It is now time for me to leave. Guards! Where is my duenna?”

DM’s Historical Synopsis

3000 BC: The Great Rain of Fire obliterates Blackmoor; the rotation angle of the planet shifts, causing a temporary ice age in the area of Glantri (see module DA1 for detail of Blackmoor).

2200 BC: Southern elves move into the frozen valleys of Glantri.

1700 BC: Local cataclysm. The elves disappear and the Broken Lands become unstable.

800 BC: The ice recedes to the far north.

0 AC: The 1st Emperor of Thyatis is crowned.

395 AC: The Flaems colonize the lands; the Radiance is discovered in Glantri.

400 AC: Alphatia first recognized as a powerful empire in the east (see CM1 for details).

450 AC: The city of Braejr is built.

585 AC: Ethengar raids oppose the Flaemish in numerous skirmishes; the Khan’s horsemen are driven out.

645 AC: Ethengar attempts a major invasion but is defeated at Skullhorn Pass.

662 AC: The Flaemish attempt to invade Ethengar, but the expeditionary force is utterly massacred in the steppe.

700 AC: Frictions between Alphatia and Thyatia.

730 AC: Settlers come to Glantri; frictions begin between Flaems and settlers.

784 AC: A Thyatian settler kills a Flaemish lord; war is declared.

785 AC: Battle of Braejr; settlers are driven south of the Vesubia.

786 AC: Arrival of Halzunthram.

788 AC: The Flaemish are defeated at the Battle of Braastar; Halzunthram captures the council; Glantri becomes an Alphatian dominion; elves become independent; the Flaemish revolt.

802 AC: Gold rush; plague; Years of Infamy.

828 AC: The dwarves are expelled and Lord Glantri ambushed Halzunthram; the Alphatians are defeated, marking the end of the Forty Years War.

829 AC: Lord Glantri founds the Republic of Glantri and reforms the council.

845 AC: Construction of the School of Magic.

858 AC: Nobility is reserved for wizards only; council members gain the hereditary title of Prince.

859 AC: Illegal nobles are expelled and the wizards crush a minor rebellion.

875 AC: The School of Magic is completed.

898 AC: New immigration wave, the population mixes freely; frictions decrease.

920 AC: Economic agreement signed between Glantri and Darokin, allowing free passage for all merchant caravans. Business is booming in Glantri City.


1200 AC: Great War between the Republic of Darokin and the Master of the Desert Nomads (see modules X4, X5 and X10).