

Avalon

Revisited 24

*Redesigned by Andreas Bringedal
Based on Adventures in Avalon by Edi Birsan
and Crown of Avalon by Jim Landes*

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INTRODUCTION

Concept

Avalon Revisited is a variation on the Adventures in Avalon module. It is a high-power game, with an accelerated start.

Powerful overlords have very strong defences, which prevent them from being knocked out before they get a chance to develop their position.

Prestige levels are higher.

Design

Andreas Bringedahl designed Avalon Revisited, in consultation with Harlequin Games. The choices made in this module's design reflect his choices, and are not necessarily indicative of choices that will be made in the design of other modules. Explanations for changes are likewise Andreas's, not those of Harlequin Games.

How to Use These Rules

This is not a module in itself, but a variation on an existing module, Adventures in Avalon, and, as such, designed to be used in conjunction with that module. All information found here supersedes the rules given in the Adventures in Avalon module, but all other aspects of Adventures in Avalon remain unchanged.

GAME SETTINGS

TL:	12
SEI	1800 (<i>exactly 10 times base production</i>)
Public Works	4
Pop Growth Cap:	Off (<i>if you have 50k pop you wouldn't get any pop increase in normal games</i>)
Bestow Mark Effects:	No penalties
Craftsmen Crown Cap:	No
Revolts	every 2 months
King's Peace	4 months
Turnaround	7 day for two months, then 9 day
Large races:	minimum growth of 4%
Medium races:	minimum growth of 5%
Small races:	minimum growth of 6%
Racial Pop Growth Cap	Off
Start-up population:	3000 for all races
Merchant ship unit cost:	250
All troopships:	Sea only
Drake and WarDrake CF:	60 and 70
Ruin theft penalty	-260*
Stable Growth	5%
Spell 26 Teleport costs	3
Summoned Netherworld, Undead and Werewolf soldiers TL:	10
Spell 83 Empathic Self Cure costs	3
Tactics Cap	50%
Increase SEI	10 mana per +1
Decrease SEI	8 mana per +1
Half Elf Consitution	10
Giant DF	4
Giant AF	40%
Troll AF	60%

Ruin theft penalty explanation:

- ❖ All starting character have 3 actions, making many more strong thieves in the game
- ❖ Several races start with marks on all characters, making all character-based skills like thieves more effective (4th and 5th action)
- ❖ No CRT makes bashers half as effective as in normal games (ruins are a competition between thieves and bashers)
- ❖ Much stronger monsters. This does not affect thieves but does affect bashers.
- ❖ In effect this means that thieves have to get their hands on one or preferably two thief items before they can steal from ruins.

Fixed Influence Modifier Table

Main's race	Secondaries	Hated
201 Human	209 Mermen, 210 Half Elf, 221 Human B.	202 Orc, 204 Dwarf, 207 Troll
202 Orc	207 Troll	201 Human, -203 All Elves, 204 Dark Dwarf, 210 Half Elf
203 Elf	203 Eastern Elf, 210 Half Elf	-202 All Orcs, 204 Dwarf, -206 All Maratassen, 207 Troll
204 Dark Dwarf	-	-201 All Humans, -203 All Elves, 207 Troll, 210 Half Elf
205 Dak	209 Mermen, 216 Halfling	-202 All Orcs, -203 All Elves, 207 Troll
206 Maratassen	226 Maratassen Barbarians	-203 All Elves, 205 Dak, 210 Half Elf
207 Troll	202 Orc	-201 All Humans, -203 All Elves, 204 Dwarf, 210 Half Elf
208 Giant	203 Elf, 216 Halfling	-202 Orc, 204 Dark Dwarf, -206 All Maratassen, 207 Troll
209 Mermen	201 Human	-206 Maratassen, 221 Human B'n, -202 All Orcs, 207 Troll
210 Half Elf	201 Human, 203 Elf, 223 Eastern Elf	-202 All Orcs, 204 Dark Dwarf, 207 Troll
221 Human B	201 Human, 210 Half Elf, 223 Eastern Elf	203 Elf, 207 Troll
223 East. Elf	210 Half Elf, 221 Human Barbarian	-202 All Orcs, 204 Dark Dwarf, 207 Troll
226 Marat. Barb.	206 Maratassen	-203 All Elves, 205 Dak, 210 Half Elf

Changes to Giants

Giants are allowed elves (r203) as secondaries.

Giants hate all Maratassen (r206, r226, r246).

Giant influence modifiers:

Race	ID	%
Human	(r201)	-120
All Orcs	(r202)	-999
Elf	(r203)	-35
Dark Dwarf	(r204)	-999
Dak	(r205)	-75
All Maratassen	(r206)	-999
Troll	(r207)	-999
Merman	(r209)	-100
Half Elf	(r210)	-50
Ogre	(r211)	-100
Centaur	(r212)	-75
Halfling	(r216)	-75
Human Barbarian	(r221)	-999
Eastern Elf	(r223)	-200
Elven Nomad	(r243)	-75

CHANGES

Altered

Cities

Evenclear (Elven), Tosgard (Maratzen), Shigtown (Orcs), Hammathond (Dwarves), and Northloch (Human Barbarian) have at least size 500 Legendary walls, and at least 5000 soldiers.

Avalon has at least size 1500 Legendary walls.

All other major cities have Superior Walls with wall size 300 (unless they had better walls originally), and around 2500 soldiers (unless they had more originally).

Avalon's owner has a prestige of 200. The other 5 VC cities' owners have 150 prestige. Remaining module cities' owners have around 60-90 prestige, and guild owners 30-50 prestige.

Geas

Geas is exchanged with Charm Person for all religions.

Were Yogi Status

The name of the status Were Yogi is changed to Were Godling.

Non Module Locations

Non Module Locations may have slightly more resources in possessions, and their owners may have a higher prestige than usual.

Monsters

Since players start with more and stronger characters, all monsters have double CF and double SAR compared to normal Avalon monsters.

The weakest start-up monsters do not have stoning attacks

The weaker third of the monsters are given a racial MAR of around 5 to 10, the stronger two third of the monsters are given a racial MAR of around 30 up to 60ish. (This is due to strong charm monster items in the game, generally high free mana items, and high level player and npc arcanists in the game.)

Afflictions

Were Godling (previously called Were Yogi):	afflict Werewolf # 346 .
Vampyre King:	afflict Vampyre #358.
Lord of the Undead (top ghoul/spectre):	afflict Spectre #363.
Shadow Lord (top Shade):	afflict Shade #368.
Litch Godling:	afflict Litch #372

These statuses, and many others, have been changed (mainly improved). See LPE for details.

NPC Pop

Before the game starts, the amount of NPC pop for each race will be made public.

Removed

Garrison race in module cities

They will instead have some Urban and Cavalcade Training Type, Militia status soldiers.

Chaney Claw adventure

This has been removed entirely.

Items

Items which give free mana towards spell 33 Increase SEI

Adventures 1201-1225 and 312-345

(Dragon Lord 'eating people' adventures and Dragonslayer monster adventures).

This will ensure that all prisoners of those races will be worthless, which will cause them to be buried instead of kept for later. Note that it will be extremely rare for any adventures to require non dragon prisoners or non start-up characters, so there will be very little reason in holding on to them. The dragon prisoners are only worth something for Dragon Slayers, and the start-up characters are only worth something for Dragon Lords.

As such, players are advised to bury prisoners that are worthless to them, especially since burying them will cause more lair to be reseeded! (As a general rule, any of these kept as prisoners will mean one less lair per prisoner.) However, burying a prisoner will not necessarily cause an equivalent lair to be reseeded, or to appear in your neighbourhood, so make sure you scout a lot. Ranger/Spies are recommended for this.

Banned

Character Rolling Thunder

If a character has fought in a force which initiated a military order conquest against an npc force in (or since) your most recent turn, that character may not fight in another player's force that initiates a military order combat against a npc force. Encounter battles and battles against player forces are not included in this ban.

Slander guild

This order is banned.

The use of Pox and the Black Death against locations and troops

(Blood Enemy declarations are legal.)

Gather Resources Spell

Offensive use of the Gather Resources spell is banned.

Use of secret Ancient Arcana Spells and Adventures

Using secret Ancient Arcana spells or Adventures before you have discovered them in the current game is not allowed. Which is to say, they cannot be used before being discovered in any particular game that you are playing in, i.e. AiA56.

Restricted Guild Challenges

You may only guild challenge a “module guild”. Challenges on other guilds is banned. “Module Guild” is defined as one that is initially owned by an NPC. This includes but is not necessarily limited to the range (g2601 to g2730). Contact the GM if in doubt.

Aggressive S24

You may not use the S24 order aggressively. It should only be used to raise crowns for your own benefit, not to prevent another player from doing their own S24 order.

Blood Enemy Declarations

Blood Enemy Declarations are not allowed. You may not issue order B14 'Declare Blood Enemy' this game.

VICTORY

There is only one condition for normal factional Victory:

A faction, or single player, must own Evenclear (Elven), Shigtown (Orcs), Hammathond (Dwarves), and Avalon (Human) for a continuous period of time through two consecutive productions.

Which is to say, they must own the locations during two productions and during the month in between.

“Kingmaking” is not allowed. (Kingmaking is defined as helping another faction win at the cost of your own chances to win, or acting as if you were aligned to a faction which you are not in.)

Dragon Lords cannot achieve or help achieve normal factional victory (see section on Dragon Lords for more details.) though one Dragon Lord can achieve an individual victory by winning the most Dragon tournaments.

SET-UP RULES

General

Players

There can be a maximum of 100 players.

Starting Characters and Guilds

<i>Start-up Type</i>	<i>Characters</i>	<i>Guilds</i>
Dragon Lord	F*CAA	1 level 12 guild
Hero	EDBCA	2 level 12 guilds
Overlord	DCBBBBAAAA	2 level 12 guilds

**F type characters start with 100 (+30 =130) points*

Set-up Types

There are three set-up types:

- ❖ Dragon Lord
- ❖ Hero
- ❖ Overlord

(Hero, Clan and Adventurer have been merged, and Mercenary and Overlord merged)

Start-up Titles

There are four start-up titles:

- ❖ Hero
- ❖ Overlord
- ❖ Seafarer
- ❖ Dragon Lord

These titles are given to you when you set up your position. Ask your GM for the titles when submitting you set up, and if you forget, then notify your GM as soon as possible.

Miscellaneous

Daks may not be heroes.

All characters have 3 actions.

The Clan start-up type is available to all races.

All start-up characters get 30 points extra to spend, but the natural stat limits for their character type must be observed. For example, a B character can still only have level 11 arcane, +12 pc, 10 tactics, etc. This means that all characters are more well-rounded, but not as powerful as higher skill and pc levels would have allowed.

Any character may start with both Arcane and Priest skills.

There are no restrictions on how many players there can be of any race, set-up type or any other criteria.

Before game-start, the GM will make available an overview of the set-ups received, so that everyone will know how many players there are of each race, and what type of set-up position (hero, overlord, etc.) they are playing. A player may alter their set-up before game start based on this information.

Maratasen Barbarian race 226 is a starting race (the original module does not include it in all relevant places).

Half Elves (#210) gain Elves (#203) as a favoured race, and lose Maratasen (#206) as a favoured race. Instead, Half Elves have both Maratasens (#206) and (#226) as hated races.

Religions

Any position may start with mixed religions.

Skills for Mains and Secondaries

Elves and Eastern Elves may not start with Thief or Necromancer skills.

Orcs may not start with Druid or Knight skills.

Maratasens (206, 226) may not start with Druid or Necromancer skills.

Male Maratasens (206,226) may not start with Thief or Rumourmonger skills.

Trolls, Giants and Dark Dwarves may not start with Assassin or Thief skills.

Dragon Lords may not start with Assassin or Thief skills, and their tactics level starts at a fixed level of minus 20.

Locations

Dwarves and Orcs may elect to start in an Underground location.

All overlords starting in a coastal or river province may elect to start as a Seafarer without any wall quality reduction.

Guilds

Overlords

Overlords must place their guilds in their own locations.

Dragon Lords

Dragon Lords must place their guilds in the dragon city (on the dragon plane) or may request in any module ruin near to the startup.

Heroes

If a Hero player has the permission of an Overlord, they may place their guild in the Overlord's location. The player of the Overlord position must inform the GM of their consent.

If they do not have this permission:

- ❖ Orcs and Trolls may put it in Shigtown or Saltmarsh.
- ❖ Elven and Giants may place it in Evenclear.

In addition, all Heroes may place their guilds in Clairaven, Gartinel or a known module city (but not ruins) that has their Main's race among the population types.

Starting Positions

If in doubt about the validity of a desired starting position, check with your GM.

Overlords

May set up anywhere except Avalon Island.

Heroes

Hero and DragonLord start-ups may begin anywhere except Avalon Island, but are strongly recommended to set up in the east as there are few lairs or ruins in the west. If you wish to start in the east, you cannot specify where in the east.

Islands

If you set up on Avalon's Bloodstone island, your characters cannot have thief or assassin skills.

DRAGON LORDS

Dragons may form their own factions, however, the Dragon Lord who, at the end of the game, has won the most Dragon tournaments will be considered to have achieved a victory equal to that of the winning faction and will receive a victory plaque.

The Dragon Lord race does not get -80% OM in confined.

The Dragon Master, Dragon Father, Dragon Hoarder, Dragon Defender goals are removed from play. The title of Dragon King goes to the Dragon Lord that wins the Dragon Lord Challenge. The Dragon Lord's Challenge Claw is removed from the game, and no one-on-one challenges can be made via SA to the GM. Defeating another Dragon Lord does not give the victorious Dragon Lord any pc or prestige.

The strength of Dragon Lords lies in their ability to control multiple dragons. This is in comparison to Dragon Slayers, whose strength lies in a single strong character. As a result, Dragon Slayers should expect to find themselves hunted by Dragon Lords with their hordes, whilst any Dragon Lord finding himself without dragons may expect to be himself hunted by Dragon Slayers.

Adventure 2880 – Visit the Dragon Plane

Requirements: Dragon Lord (r570) or DragonLady (r330), in any eastern province (p100,1) to (p130,80), 4 constitution. Do not have a prisoner.

Effects: Sponsor teleports to Force 3099 on the Dragon Plane. Lose 3 constitution.

Gaining Dragons

Dragon Lord main characters may only gain one Dragon follower per month. Which is to say they can control 1 dragon in month 1, 4 dragons after month 4 has started, etc.

The dragon must be beaten under fair conditions. Namely, it must start:

- ❖ Unharmd
- ❖ Un-cursed
- ❖ Not tasked
- ❖ Not charmed
- ❖ Not equipped with items giving negative modifiers
- ❖ Not affected by any other unfair conditions

If you are in doubt as to what constitutes an unfair condition, contact your GM.

The Dragon Lord has to face and beat the dragon alone. The Dragon Lord can be blessed, charmed etc.

Stealing items from dragons is allowed.

Adventures

Adventures 1201-1226 have been removed.

Adventure 1227-1229 have been altered as follows:

Adventure 1227

Conditions: Have the title 'Dragon Lord' with a prisoner ID 201-1000

Sponsor Gain: +2 PC and +2 Strength.

Adventure 1228

Conditions: Have the title 'Dragon Lord' with a prisoner ID 1-200. The prisoner may not have the title 'Dragon Lord' or 'Dragon Slayer'.

Sponsor Gain: +4 PC and +4 Strength.

Adventure 1229

Conditions: Have the title 'Dragon Lord' with a prisoner who has the title 'Dragonslayer'

Sponsor Gain: +6 PC and +6 Strength and +3 Constitution.

DRAGON SLAYERS

Adventures #312-345 are removed.

The Great Dragon Slayer competition is held, but the only reward is the title 'Great Dragon Slayer'. The Great Dragon Slayer cannot challenge any dragon by using a Challenge Claw. (This is because the dragon slayers will probably become stronger than a single dragon lord.)

RACIAL ADVENTURES

All racial start-up adventures can now be done once per character.

It will be noted that Orcs, Dark Dwarves, Trolls and Giants, get better start-up racial adventures. This is to balance the fact that Giants and Dark Dwarves can influence no other race (or at least, the commonly known races), and Trolls can only influence Orcs, whilst Humans, Human Barbarians, Elves, Maratosen, Half Elves, Merman and Eastern Elves, on the other hand, can influence the majority of module cities, including Avalon itself! (because most of these races have favourable influence modifiers versus most of the module city owners).

Adventure 201: Humanity's Faith

Conditions: Be a Human main or secondary.

Sponsor Gain: +8 Priest. Gain the title 2020 Rising Star

Adventure 202: Orc's Cruelty

Conditions: Be an Orc main or secondary who follows Gorgoroth

Sponsor Gain: +4 to Necromancer and all covert skills. Gain the title 2020 Rising Star

Adventure 242: Orc Bandit Horde

Conditions: Be an Orc main (race 202, not 242).

Target: An empty slot in your force, which you are in.

Sponsor Gain: Mark of Cruelty, +2 Necromancer and all cover skills.

Target Gain: 250 Level 8 Orc Bandits equipped with Battle Axe, Shield and Chain Mail, riding Greater WarWolves. The title 2021 'Falling Star'.

Adventure 203: Elven Elevation

Conditions: Be an Elven main or secondary who is not a necromancer.

Sponsor Gain: +12 Arcane. Gain the title 2020 Rising Star

Adventure 204: Darkest Dwarf

Conditions: Be a Dark Dwarf main or secondary who follows Gorgoroth and is not a thief.

Sponsor Gain: +4 Necromancer, +4 Priest and a Mark of Evil. Gain the title 2020 Rising Star

Adventure 205: Dak's Delight

Conditions: Be a Dak main or secondary.

Sponsor Gain: +12 Tactics, +6 to Ranger. Gain the title 2020 Rising Star

Adventure 206: Maratosen Male Enhancement

Conditions: Be a male Maratosen main or secondary.

Sponsor Gain: +4 Strength, +4 Dexterity and +6 PC. Gain the title 2020 Rising Star

Adventure 207: Troll's Wrath

Conditions: Be a Troll main or secondary who is not a thief.

Sponsor Gain: Mark of Battle, +8 Strength and +8 to all militant skills. Gain the title 2020 Rising Star

Adventure 208: Giant's Glory

Conditions: Be a Giant main or secondary who is not a thief.

Sponsor Gain: Mark of Glory, +8 Strength, +4 PC and +8 Berserker. Gain the title 2020 Rising Star

Adventure 209: Mermen Mutation

Conditions: Be a Merman main or secondary.

Sponsor Gain: +12 Admin, +4 Merchant and +4 Stealth. Gain the title 2020 Rising Star

Adventure 249: Merman Home Fleet

Conditions: Be a Merman main.

Sponsor Gain: 5 Light Warships (391) (into character possessions). Gain the title 2021 Falling Star

Adventure 210: Half Elf Enhancement

Conditions: Be a Half Elf main or secondary who is does not follow Gorgoroth or OM.

Sponsor Gain: +4 to an arcane skill and Priest. Gain the title 2020 Rising Star

Adventure 250: Half Elf Destiny

Conditions: Be a Half Elven main who is does not follow Gorgoroth or OM.

Sponsor Gain: Mark of Destiny. Gain the title 2021 Falling Star

Adventure 221: Barbarian's Creed

Conditions: Be a Human Barbarian main or secondary who is not an Enchanter.

Sponsor Gain: +4 Priest, +4 Ranger, +4 PC. Gain the title 2020 Rising Star

Adventure 251: Barbarian's Greed

Conditions: Be a Human Barbarian main who is not an Enchanter.

Sponsor Gain: +1 Character action. Gain the title 2021 Falling Star

Adventure 223: Eastern Elven Delight

Conditions: Be an Eastern Elven main or secondary who doesn't follow Orthodox Alvereth and doesn't have thief.

Sponsor Gain: +8 Dexterity and +8 to all covert skills. Gain the title 2020 Rising Star

Adventure 226: Maratasen Barbarism

Conditions: Be a Maratasen Barbarian main or secondary.

Sponsor Gain: +3 Strength, +3 Dexterity, +3 Constitution, +3 Tactics and +3 PC. Gain the title 2020 Rising Star

FACTIONS

Ignore all factional information from the AIA module (Page 15-17)

A player may only be in one faction. There are three kinds of factions: Main factions, True Chaos factions, and the Anarchist faction.

Main Factions

These are created by players in the first six months of game play. The main character of a player who creates a faction is given a leadership title. This player then nominates up to seven other willing main characters to join the faction. Nominations are made by email.

The leader must also select an 'Aspect' from the following list, which will then define race, religion and (for some aspects) sex restrictions for the main characters who wish to join the faction.

Note that there may be more than one faction with the same Aspect. For example, three factions may choose the "Whitestorm Dynasty" Aspect.

Dragon slayers may join these factions.

1. Whitestorm Dynasty

Race: Human, Dak, Mermen and Half Elf.

Religion: Any.

2. Rinard Heretics

Race: Human, Dak, Mermen, Maratasen.

Religion: Neutral and Evil.

3. Korellan Whitestormers

Race: Human, Mermen, Elf, Half Elf and Eastern Elf.

Religion: Good and both Raisnoah.

4. Ravaging Hordes

Race: Orc, Troll.

Religion: Gorgoroth.

5. The Forge Lords

Race: Dark Dwarf

Religion: Gorgoroth.

6. Danemarch Insurrection

Race: Orc, Human Barbarian and Eastern Elves.

Religion: Both Raisnoah and Evil.

7. Silver Crests

Race: Dak, Giant and Mermen.

Religion: Good and both Raisnoah.

8. Pride of the Matriarch

Sex: Female.

Race: Maratassen or Maratassen Barbarian and Human Barbarian.

Religion: Neutral and OM.

9. Pride of the Jagged Tooth

Sex: Male.

Race: Maratassen, Maratassen Barbarian and Orc..

Religion: OM and Gorgoroth.

10. The Guardians of the Forest

Race: Elf, Half Elf and Giant.

Religion: Good and both Raisnoah.

11. The Dragon Lords

Race: Dragon Lord.

Religion: Any.

Maximum Size 3

12. The Twisted Branch

Race: Eastern Elf, Half Elf and Human Barbarian.

Religion: Evil and both Raisnoah.

True Chaos Factions

These are created by players in the first six months of game play. The main character of a player who creates a faction is given a leadership title. This player then nominates one other willing main character to join the faction. Nominations are made by email.

Dragon Lords cannot form or join True Chaos Factions.

The following adventures are available to True Chaos Factions:

Adventure 21 - The Savant

Conditions: Be a main in a True Chaos Lord faction. First six months only. Do not have the title 'Tyro 1306'. Once per character.

Sponsor Gain: Title 'Savant 1305', Mark of Destiny, and an extra action.

Adventure 22 - The Tyro

Conditions: Have the title 'Savant 1305'. Once per character.

Target: Tyro who is in your True Chaos faction (may be your own character, or the sponsor).

Sponsor Gain: None

Target Gain: The Tyro gains the title 'Tyro 1306', and a Mark of Power.

Note: If the Tyro for any reason is eliminated from the game before the 6th production, then the Savant may chose another Tyro. Contact your GM.

Anarchist Faction

This faction is created at game start, has no leader, and unlimited membership. This faction can never claim victory. Whilst joining the faction is no guarantee that you will be safer, other factions are likely to judge you as less of a threat, thereby leaving you freer to explore the word of Avalon without .

Dragon Lords cannot join the Anarchist Faction.

Anarchists are not allowed to help other factions to win. Anarchists can only conduct minor trading with non-anarchists, benefiting both parties roughly equally, not developing into a long term relationship. Anarchists should never exchange turn reports with non anarchists. If anyone is in any doubt about the application of these rules, contact the GM for further advice and clarification.

This is the only faction that can be joined after six months of game play (after the 6th production.

Joining the faction is done by the following adventure:

Adventure 23: The Anarchists

Conditions: Be a main who is not a Dragon Lord and is not in a faction.

Sponsor Gain: The title 'Anarchist', a Mark of Destiny, and an extra action.

ADVENTURES

Adventures 1201-1225 and 312-345 are removed.

Early Positional Adventures 1 to 7

All the 7 early positional adventures from the module book are changed. All of these adventures are once per character:

Adventure 1: Family Heritage

Conditions: Have the title 'Overlord'.

Target: Another character you control.

Sponsor Gain: +8 prestige, +4 influence, +2 beauty, +2 arcane, +2 priest, 30 000 crowns and 3000 human slaves (#261)(into possessions) id 261 and the title 'Family Heritage'.

Target Gains +18 Admin, a Mark of Honour and the title 'Family Retainer'.

Adventure 2: Knight Defender

Conditions: Be a Human, Human Barbarian, Merman or Dak with the title 'Family Heritage'.

Target: An empty slot in a force you own which is in the same province.

Sponsor Gain: The title 'Knight Defender'.

Target Gain: Target force slot gains: 200 level 10 Human Knights equipped with Broadsword, Shield, Plate and Warhorse.

Adventure 3: Protector of the Forest

Conditions: Be an Elf, Half Elf, Eastern Elf or Giant with the title 'Family Heritage'.

Target: An empty slot in a force you own which is in the same province.

Sponsor Gain: The title 'Protector of the Forest'.

Target Gain: Force slot gains: 200 level 10 Elf Rangers equipped with Elven Bow and Elven Chain.

Adventure 4: Pack Leader

Conditions: Be a Maratassen or Maratassen Barbarian with the title 'Family Heritage'.

Target: An empty slot in a force you own which is in the same province.

Sponsor Gain: The title 'Pack Leader'.

Target Gain: Force slot gains: 200 level 10 Maratassen Knights equipped with Broadsword, Shield, Plate and Warhorse.

Adventure 5: Horde Leader

Conditions: Be a Orc or Troll with the title 'Family Heritage'.

Target: An empty slot in a force you own which is in the same province.

Sponsor Gain: The title 'Horde Leader'.

Target Gain: Force slot gains: 200 level 10 Orc Berserkers equipped with Battleaxe, Shield, Plate and War wolves.

Adventure 6: Sapper

- Conditions:* Be a Dark Dwarf with the title 'Family Heritage'.
- Target:* An empty slot in a force you own which is in the same province.
- Sponsor Gain:* The title 'Dark Lord'.
- Target Gain:* Force slot gains: 200 level 10 Dark Dwarf Cave Crawlers equipped with Dwarven Axe, Shield and Dwarven plate.

Adventure 7: Dragon Slayer

- Conditions:* Be a character with the title 'Hero' in the far east (100/1 to 130/80). May not be Assassin or Thief.
- Sponsor Gain:* +10 PC, +5 Strength, +5 Con, -5 Beauty and the title 'Dragon Slayer'.

Overlord Adventures

All of these adventures can be completed once per character.

The reason for the high amount of guards given is that you need a minimum of 1000 guards in your city to defend against easy sabotage attempts, and you need at least 1000 guards in a guild in order to protect your characters against easy kidnappings. Also it strongly reduces the need for garrison soldiers in the module cities, hence the removal of all garrison troops in the module cities.

It may be wise to place your 1000 garrison guards in a non-challengeable guild such as a fair or residence to prevent hostile takeovers.

Adventure 8: Military Architect

- Conditions:* Be race 201-240, with the title 'Overlord', inside your own starting location during the first month.
- Target:* Your starting location.
- Sponsor Gain:* Title 'Military Architect'.
- Target Gain:* 200 walls.

Adventure 9: Seafarer

- Conditions:* Have the titles 'Overlord' and 'Seafarer'. First two months.
- Target Gain:* The title 'Coastal Lord'. 2 Small Merchants, 1 Light Warship, 2 Raiders, 4 Runners and 60 Ship Units (placed into your possessions).

Adventure 10: Human Militia Leader

- Conditions:* Be a Human, Human Barbarian, Merman or Dak, with the title 'Overlord', inside your own starting location during the fourth month (September).
- Target:* Empty force slot in your starting location.
- Sponsor Gain:* The title 'Mobilized'.
- Target Gain:* 2000 Human Urban Militia Guards equipped with Spear and Studded Leather.

Adventure 11: Elven Militia Leader

Conditions: Be a Elf, Half Elf, Eastern Elf or Giant, with the title ‘Overlord’, inside your own starting location during the fourth month (September).

Target: Empty force slot in your starting location.

Sponsor Gain: The title ‘Mobilized’.

Target Gain: 2000 Elven Urban Militia Guards equipped with Spear and Studded Leather.

Adventure 12: Maratassen Militia Leader

Conditions: Be a Maratassen or Maratassen Barbarian, with the title ‘Overlord’, inside your own starting location during the fourth month (September).

Target: Empty force slot in your starting location.

Sponsor Gain: The title ‘Mobilized’.

Target Gain: 2000 Maratassen Urban Militia Guards equipped with Spear and Studded Leather.

(Adventure 13 remains: ‘Even Being Dead’ – a Dragonslayer resurrection adventure.)

Adventure 14: Dark Dwarven Militia Leader

Conditions: Be a Dark Dwarf with the title ‘Overlord’, inside your own starting location during the fourth month (September).

Target: Empty force slot in your starting location.

Sponsor Gain: The title ‘Mobilized’.

Target Gain: 2000 Dark Dwarf Urban Militia Guards equipped with Spear and Studded Leather.

Adventure 15: Orc Militia Leader

Conditions: Be a Orc or Troll, with the title ‘Overlord’, inside your own starting location during the the fourth month (September).

Target: Empty force slot in your starting location.

Sponsor Gain: The title ‘Mobilized’.

Target Gain: 2000 Orc Urban Militia Guards equipped with Spear and Studded Leather.

Influence of the Victory Cities

When one of the major cities (Evenclear, Tosgard, Shigtown, Hammathond and Northloch) is influenced, the player who has influenced the city must do the appropriate adventure (16-20) before influencing another module city.

When Avalon is influenced, the player must do Adventure 15 before influencing another module city.

This ensures that the game is not won through influencers prematurely.

If, having done one of the below adventures, the city is lost to an opponent’s influencer, you may contact the GM to negotiate the possibility of having the title removed.

Adventure 16: Lord of Evenclear

Conditions: Be the character who successfully influenced the owner of Evenclear.

Sponsor Gain: The title 'Protector of Spirituality', worth -50 prestige but +10 influence toward Elves.

Adventure 17: Lord of Tosgard

Conditions: Be the character who successfully influenced the owner of Tosgard.

Sponsor Gain: The title 'Pride Lord' worth -50 prestige but +10 influence toward Maratassen types.

Adventure 18: Lord of Shigtown

Conditions: Be the character who successfully influenced the owner of Shigtown.

Sponsor Gain: The title 'Grand Emperor of Orcs', worth -50 prestige but +10 influence toward Orcs.

Adventure 19: Lord of Hammathond

Conditions: Be the character who successfully influenced the owner of Hammathond.

Sponsor Gain: The title 'Scourge from the Deep', worth -50 prestige but +10 influence toward Dark Dwarves.

Adventure 20: Lord of Northloch

Conditions: Be the character who successfully influenced the owner of Northloch.

Sponsor Gain: The title 'Lord of the Wastes', worth -50 prestige but +10 influence toward Human Barbarians.

Adventure 24: Lord of Avalon

Conditions: Be the character who successfully influenced the owner of Avalon.

Sponsor Gain: The title 'Crown of Avalon', worth -100 prestige but +20 influence toward all races.

TOURNAMENTS

<i>Tournament</i>	<i>Open To</i>
The Dragonslayer	Only Dragonslayer main characters
The Dragon King.	Only Dragon Lord main characters
The Faction Guild Challenge	All factions
The Faction Church Challenge	All factions
The Grand Tournament.	Any party of 8 characters from the same faction (including Anarchists) or from one single position. No Dragons. One party per faction

The tournaments are held at game month 6, and every 6th month thereafter. The Dragonslayer and Dragon King Tournament are held first, followed by the Grand Tournament.

Players wishing to enter must email the GM at least one week day before the competition. The email should have the following subject: AR <game number> <Tournament Name> Entry submission. Public announcements can also be made, but these do not count as official notification of entrance.

The Dragonslayer Tournament

A combat clash. Healing and resurrection after each round.

The winner receives the title 'Dragonslayer Champion', a random mark not already owned, +10 PC, +5 Arcane and +15 Priest.

The Dragon King Tournament

A combat clash. Healing and resurrection after each round.

The winner receives the title 'Dragon King', a random mark not already owned, +20 Strength, +10 arcane.

Faction Guild Challenge

Each faction submits their 8 strongest non church guilds. The faction with the highest total levels gains +10 levels to each guild.

The name of the faction, the list of the winning guilds, their strength and their location are publicly announced to encourage military actions toward those locations. (Note that slander guild is banned.)

Faction Church Challenge:

Each faction submits their 8 strongest church guilds. The faction with the highest total levels gain +10 levels to each guild.

The name of the faction, the list of the winning guilds, their strength and their location are publicly announced to encourage military actions toward those locations. (Note that slander guild is banned.)

The Grand Tournament

A combat clash. Dual spells allowed. No Dragons. One party per faction with the exception of the Anarchists. Healing and resurrection after each round.

Winners all receive the title 'Grand Champion', a random mark the do not already have, +5 arcane, and +10 priest.

ANCIENT DRAGONS

Ancient Dragons Invasion

At month 12 and at any time after that (when the GM deems it appropriate), there will be an invasion of Ancient Dragons, summoned by the escalated conflict between Dragon Slayers and Dragon Lords. A Dragon Lord may acquire one of these Ancient Dragons for a follower instead of their monthly acquisition of a normal Dragon. However, a Dragon Lord may only acquire one Ancient Dragon per quarter (one during January to March, one during April to June, one during July to September, and one during October to December). The same conditions apply to taking control of Ancient Dragons as do to taking control of normal ones. But in addition, if successfully, there is also a slight chance that an ancient dragon will depart the world rather than become a follower.

These dragons will be extremely hard to defeat, and it is expected that Dragon Lords will not manage to take control of even the weakest ones. They will have very high INV, so a weaponmaster skill may be required in order to defeat them.

Dragon Slayer Ancient Dragon Adventures

Adventures 501 - 510: Ancient XXX Dragon Slayer

Where xxx is the colour of the Dragon.

Conditions: Have the title 'Dragon Slayer', and an XXX Dragon prisoner. The dragon must be held directly by the character, not by the force the character is in. Once per character.

Sponsor Gain: +5 PC, 2 Strength and 2 Constitution, and the title 'Ancient XXX Slayer'.

<i>Adventure</i>	<i>Prisoner Race</i>	<i>Gain:</i>
501	Ancient Green Dragon	5 PC, 2 Strength, 2 Con, 10 Dragon Scales
502	Ancient Blue Dragon	5 PC, 2 Strength, 3 Con, 20 Dragon Scales
503	Ancient Brown Dragon	6 PC, 3 Strength, 3 Con, 30 Dragon Scales
510	Ancient Bronze Dragon	6 PC, 3 Strength, 4 Con, 40 Dragon Scales
505	Ancient Yellowbelly	7 PC, 4 Strength, 4 Con, 50 Dragon Scales
506	Ancient Greyback	7 PC, 4 Strength, 5 Con, 60 Dragon Scales
507	Ancient Red Dragon	8 PC, 5 Strength, 5 Con, 70 Dragon Scales
508	Ancient Black Dragon	8 PC, 5 Strength, 6 Con, 80 Dragon Scales
509	Ancient Gold Dragon	9 PC, 7 Strength, 7 Con, 90 Dragon Scales
510	Blazing White Dragon	10 PC, 10 Strength, 10 Con, 100 Dragon Scales