

1) Fixes

- 1a) Starmage status' special attack changed to Lightning.
- 1b) Sun Dwarf Guild 2799, it's owner: Sunni Shortstack and Adventure 777 removed.
- 1c) F3047 renamed Isenburg
- 1d) 'Warping Mirror' no longer changes race.
- 1f) Hall of the Icemages (guild 2674) no longer teaches Fortress of Ice.
- 1g) Dak Net/trident (i126) now Str 7 Dex 9.

2) AA spells changed.

- 2a) Were Soldiers (sp506) - 15 mana, summons 25 soldiers.
- 2b) Rubystar Fire (sp360) - Affects all targets, but effectiveness reduced.
- 2c) Eye of the Dragon (sp340) - Direct damage reduced.
- 2d) Harl's Engineers (sp306) - 20 mana, 250 mithril and 250 precious stone, -2 mar.
- 2e) Guild Party (sp308) - 20 mana, 100 stone and 1000 by products.
- 2f) Ghost Construction (sp314) removed.
- 2h) Ice Fortress (sp313) - 2 Inv.

4) AR 24 settings

- 4a) Training Level 12
- 4b) 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.
- 4c) Urban Module Adventure Change:
Adventures 10-15 (the 2000 Urban Militia soldiers) month 4 only (September 505).
- 4d) Tactics capped at 50%.
- 4f) Drakes (m298) CF 60.
- 4g) Max 4 Public Works per production.
- 4h) Racial Pop Growth Cap is off.
- 4i) Increase SEI (sp33) cost 10 mana for each +1 effect.
- 4j) Decrease SEI (sp34) costs 8 mana for each +1 effect.
- 4l) Radical Prestige is not switched off. This means the same prestige rules apply to AR as to all other games of Legends.
- 4m) Half Elves have a con of 10. Giants have a DF of 4. Giants get 40% AF. Trolls get 60% AF.
- 4n) 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.
- 4o) Blood Enemy Declarations are not allowed. You may not issue order B14 'Declare Blood Enemy' this game.

Growth Cap Off allow for a +18% pop growth at 1800 sei. Combined with a 50 lower Victory City owner prestige, it should alleviate the lack of population and conquest targets experienced by many players in A23. The game should be more focused on attacking and destroying your enemies and in particularity their characters instead of extreme expansion to hoard population and prestige.

5) Startup

- 5a) Every race may start anywhere except Avalon island.
- 5b) Any position may start with mixed religions.
- 5c)
Dragon Lord (Adventurer Party) FCAA
Hero EDCBA
Overlord DCBBBBAAAA.
No Clan.

6 Victory

6a) Max 5 positions per faction.

6b) 6 Victory Condition Module city owners -50 prestige.

6c) 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.

7) Factions

7a) Note that Chaos Lords may target themselves with the Tyro adventure.

7b) Remove Half Elves and Eastern Elves from Rinard Heretics (f2)

7c) Add Half Elves and both Raisnoah to Guardians of the Forest (f10).

7d) Remove the Grey Brotherhood (f11).

7e) Add The Dragon Lords (f11). Religion: Any. Race: Dragon Lord. Max members 3.

7f) Add Human Barbarians to The Twisted Branch (f12).

8) Dragon Lords

8a) Startup guild may be placed in any module ruin.

8b) 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.

9) 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

10) Changes to Giants (r208).

10a) Giants are allowed elves (r203) as secondaries.

10b) Giants hate all Maratasen (r206, r226, r246).

10c) Giant influence modifiers:

Race	ID	%
Human	(r201)	-120
All Orcs	(r202)	-999
Elf	(r203)	-35
Dark Dwarf	(r204)	-999
Dak	(r205)	-75
All Maratasen	(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
Half Elf Nomad	(r250)	-75