

EpicMail presents

Immortals' Realm

Version 2.2

Legends II Module

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Downloadable map can be found at:

www.harlequingames.com

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INTRODUCTION

It was not the lowest dive the stranger had seen in the past few months; indeed, a few he had visited could almost be called legendary. Nor was it the oldest, although it was obvious that this establishment had seen more than a few years on the outskirts of the city. Something about the front of the tavern gave it a rather morose look, but he couldn't quite determine what it was. The building was in good enough repair, he decided; the wood and stone walls would stand for another dozen winters. The awning above the door was faded and patched in places, but for such a place, this was certainly nothing out of the ordinary.

Then he had it. The windows! On a hot day in any town (and gods, today was hot), a sensible businessman would have the cloth curtains on his windows flung wide, hoping to create a breeze which would assuage the sweltering temperature of midmorning (maybe even lure in a few more paying customers). But the curtains of the Broken Anvil tavern were closed and tied today -- and now that the stranger thought about it, the usual sounds of late morning business were strangely absent too.

Well, it had been years since he passed this way; perhaps things had changed around here. So with a mutter and a slightly skeptical expression, the stranger pushed open the large oaken door and stepped in.

He drew back his hood once the door was shut behind him, and gave his eyes a few seconds to adjust to the unexpected dimness. Same old place, he could see that right away; the bar still stood opposite the door and a bit to the right. The lowered floor, where all the tables were, filled the space in front of him and to the left. All conversation stopped when he came in, as it always did. Seeing a Maratasen in this part of the country usually lifted a few eyebrows. Talk picked up again shortly -- but his keen ears picked up a few low phrases that sounded distinctly unfriendly. Interesting; things had changed.

He moved nonchalantly up to the bar, taking in a great deal of information about his surroundings without seeming to. He favored the huge cracked anvil that stood in front of the bar (the place's namesake) with a quick glance. The people were what interested him most. Almost all looked away quickly when he met their gaze. There were mostly humans and a few dwarves (possibly some half-elves, but you could never recognize them). All of them seemed to have a strangely subdued and fearful air. He saw many quick glances over shoulders, and many seats with backs to the walls were taken. Hands hovered closely to weapons, and none of the conversation was loud.

He had intended to sit at the bar, but decided against it. Instead he took a darkened booth at one end of the room, one of the few that were unoccupied. There were a lot of people in here for this time of the morning, he thought. He signaled for a drink, and the barman caught his eye and nodded curtly.

It had only been a minute or so when he was suddenly aware that someone was sitting across the booth from him! Had they been there when he sat down? Startled, his hand went to a belt knife, but then he paused. The figure, whoever it was, made no move or reaction to him. It was very hard to make out, even with his enhanced ability to see in the dark. After a moment he withdrew his hand, but continued to stare intently across the table. All he could tell was that he was of rather large frame and wearing an equally large black cloak. The hood was up, which was very odd, and the shadows were sufficient that he could see nothing of the man's (woman's? thing's?) face.

Not liking this at all, he pitched his voice so that it was half growl. "And who might you be, that come sneaking uninvited to a stranger's table?" he rumbled.

To his great surprise, the figure answered him in his native tongue! "Little happens nowadays without some sneaking, you know. Or perhaps you have just arrived in our fair town?" The Maratasen thought he could detect more than a hint of humor in the figure's voice.

Disgruntled, but relaxing somewhat, he said, "That may be. I suppose I have a traveled look about me, and in any case there are few enough of my kindred hereabouts. Nevertheless, I have been used to warmer welcomes." He glanced darkly around the room.

"Ah," said the figure, "well, a warm welcome you'll not find here, I'm afraid. Melgrave has had something of a dampened spirit of late..." His voice trailed off and his hood shifted slightly. Its new position was no more revealing than before, however.

As they talked in low voices, something nagged at the back of the Maratasen's mind. Had he met this strange person before? Something about his mannerisms (for its voice was male) seemed familiar. He knew quite a few people in this town, but not many who went about hooded and cloaked in dark...

"Timmorel!" he exclaimed as the man's name suddenly sprang to his mind. "Hah. As always, your comings and goings baffle simple folk such as I." He could not help from smiling briefly. Few people knew the Maratasen tongue as well as his old friend.

The figure chuckled, and pulled back his hood to reveal a handsome face with startling blue eyes (and a rather large nose). "But your memory is as sharp as ever, Nak'kasar. I sensed your arrival in town, and my curiosity would not let me wait to find out what your errand might be." When the Maratasen's face became grim, he paused. "All is not well, I sense..." He waited for Nak'kasar to reply.

When he did, the big Maratasen drew a sudden breath and clenched his teeth. "No", he said forcefully, "it is indeed not. In truth, you are one of several people I hoped to discuss some serious matters with. The other two were Hasjarl the Bard of Glarin and Avastro of Famorel. I found them both..." his eyes narrowed to slits and his voice softened to a hiss, "...dead."

Timmorel gripped the table. "It cannot be! Avastro is a powerful mage, more so than I! For him to be slain would require an army, or the best assassin to come along in a hundred years. How did he...?"

"Stabbed," Nak'kasar interjected, "magical blade. Took him in the throat, right in the study room of his tower. I saw him myself. That is hard news, yes, but there are more pressing matters. It seems that the reach of the Overlord has grown. His cursed arm has reached the mountains of my people, and even now some of them are won to his evil cause. Not two weeks ago, the warlords of Clan Kad'dak mustered and raided a village of another of our clans. Such violence among kindred is common among some folk," he glanced around meaningfully, "but we Maratasen do not attack our own."

Timmorel scowled. "Bad news indeed. I had hoped the Evil One's grasp would be weak in your lands." He paused. "Our story here in Malgrave is worse, I'm afraid. At the beginning of spring, after a very bad storm out of the west, a strange spirit of fear and malice entered the town. I sensed that it arrived with the storm and descended on the city. The people have turned on each other, and crime and murder have become commonplace. For three months now the city has been under a dire and powerful shadow that I have been unable to dispel.

"But that is not the worst. Undead have been seen walking the streets and alleys at night, and men have been found dead in the morning without a mark on their bodies. I myself have seen the signs of vampires. A week ago, Maldain and the entire ruling family were found burned alive in their very beds -- and I myself put the wards on that building! I tell you, Nak'kasar, this city will not stand long against the Overlord's minions. They sap our strength. When his army arrives, who will fight it? The women and children of Malgrave?"

Timmorel stiffened suddenly, and his eyes went wide. "Gods! The Magician's Guild! He dares!" His gaze locked the Maratasen's and held it. "I must go--the guild is under magical attack from a great distance. Nak'kasar, you must carry out an errand for me. Take this," he pulled a small round object from the folds of his cloak, "and give it to Rafaral in Helmsbane. It must not fall into the wrong hands! He will know what to do with it. Now I wish you well, my friend, for evil days are upon us. I go!" With that the mage seemed to melt out of existence, until only the empty seat met Nak'kasar's unbelieving stare.

He looked down at the object Timmorel had given him. It was a small sphere of some light material--glass, perhaps. After regarding it for a second, he dropped it into a belt pouch. Then he got up from the table and headed straight for the door, disregarding his drink, which sat there untouched. Tossing a silver piece to the barman, he was gone.

OVERVIEW

When I began considering the idea of reworking the old Legends module 'Realm of the Immortals', I wanted to maintain the same mood as the original module, which I still remembered well. Whether my helpers and I have succeeded is up to the players to judge.

In speaking with players that had played the original module, I immediately saw that many of them retained a great deal of background knowledge, especially as regards secret factions, knightly orders, etc. So I decided to integrate most of this hidden section into the module, and meld it into the existing factions.

So there are no more secret factions, and the Order of Orat and the Order of Stars are described here in the module. But not to worry – there is still enough to discover and explore, some of it new, some of adapted from things previously known.

The entire Legends module 'Immortals' Realm' has naturally been adapted to the workings of the new Legends II engine. So not only have adventures been introduced, but also flying (though limited) is possible, and the entire database has been revised to current standards. The, shall we say, *slightly* overpowered items that some will still remember have been toned down. Inflicting a status is no longer possible, and diplomacy with monsters has likewise been removed.

With all changes, the foremost goal was playability, and also fairness both for players with and without knowledge of secrets from the previous module.

One other thing: Some players helped work on the module. Close attention was paid to ensure that they would derive no advantage, in particular special knowledge that would give them an advantage in the game.

Language of the Module

This module has been translated from German. It was originally created in a hybrid form (some parts English and some German). If any German text remains, please advise EpicMail.

The World Map

The world of Verana is 130 provinces wide and 80 provinces high. The provinces are scaled to about 15 miles each. There are also several astral planes, which are generally very small and come into play in the resolution of various adventures.

NPC Activity

Events and actions in the game come exclusively from the players. The NPCs in the game are passive and will not become active without player intervention.

Module Cities

When the module refers to 'Module Cities', for example in describing victory conditions, this means forces with ID numbers in the range 3001 to 3035. The downloadable map does not show all these locations.

Caps and Changes

- Training Cap: The highest level that soldiers may be trained to initially (with the T1 'Train Soldiers' order) is 6. This also applies to all soldiers that are summoned (using magic).
- Tactics Cap: The maximum bonus obtainable through superior tactics is 100%.
- Spell Components: If a duel or battle spell requires components (resources), these are used when the spell is cast, not when it is loaded.
- SEI and Public Works: SEI is capped at 500. Maximum number of public works per month is 6.
- Ship Construction Costs: Have been halved.

Adventures

All skill levels referred to are base levels (without enhancement from artifacts or the like). Prestige is specifically named either base or effective. If an adventure specifies possession of certain items, you must have those items in your possessions (not equipped), and the items are lost unless the adventure specifically states otherwise.

If an adventure grants you a title, you cannot complete the adventure again.

If an adventure requires that a character be a member of a faction, then only the position's main character can complete it – secondaries are not eligible.

Blood Enemies and Riting

Whether a character can declare a blood enemy (order B14) or rite / be rited (spells #85 - #88) depends on the character's religions – [see Religions](#).

Conquest of locations

When a location (NPC town, lair, ruin...) is conquered for the first time, the owner of the conquering force gets +1 prestige.

Revolts

Population in a location for which the owner, administrator, or main character is of a hated race (for the population in question) may experience revolts. This may occur every production.

King's Peace

For the first four productions, King's Peace is in effect. During this time, no military action may be taken against other players, either directly or through encounter orders. Covert actions (C- orders) against other players are likewise not permitted.

New Players

Players who are new to the game of Legends gain the title 'Apprentice' #2950 (visible to all players in the LPE). Experienced players should not (as a matter of fair game play) attack 'Apprentice' positions in the first year of play (don't forget to unmask!).

For further information see [Page 60](#).

Standby limits

Standby players (those that join after the game start) are limited to values no higher than 10 in the areas of Tactics, Thief, and Assassin.

Special Actions:

Standard

There are legends, dreams, and books that describe special actions. To perform these special actions the character must meet the requirements that are listed.

Unusual special actions

These are special actions that the players think up themselves. They will only be fulfilled in very well justified cases.

Heir of the main character

Should the main character be irretrievably dead, then a secondary character (#201 - #1000) may be named as new main character – as heir. This new main character is assigned the same ID# as his predecessor, as well as three actions. All Marks and Titles of the old main character are lost, but factional membership is carried over. All guilds are inherited by the new main character, and sponsorship requirements do not need to be met.

Buried characters

The exhumation of buried characters is only possible through special action. Sponsor character must have Thief skill and be in the same province as the grave.

Removal of NPC Shells of Protection

Some NPCs (e.g. module city owners) have a high MAR through spell #1 'Shell of Protection – character'. After gaining control of one of these characters, a player may, but is not required to, have the shell removed (reduced to 0) via special action.

Resurrecting characters via special action is not possible

The revival of characters via SA is not possible in Immortals' Realm. However, every religion has the 'Resurrect Character' spell (#296) as well as a 'Resurrect Character' adventure.

Diplomacy modifiers:

The following modifiers exist:

1. Faction membership: Target character is member of another faction: -999%.
2. Monster race (ID# 281+): No diplomacy is possible with monster races – they can neither influence nor be influenced.
3. Main race versus compatible race: The modifier is -25%.
4. Main race versus hated race: -999%.
5. Religions: see Table.
6. Cultures: The races are divided into three cultural groups: civilized races (ID# 201 - #220), barbarian races (ID# 221 - #240), and nomadic races (ID# 241 - #260). Between these groups there are varying negative modifiers from -25% to -50%.

SETUP RULES

- Population: The population of overlords and mercenaries is determined by the race of the main character. The initial number is determined by the size of the race:

	Overlord	Mercenary
Small races	3000	1600
Medium races	2500	1300
Large races	2000	1000

- Except for the following races:

Gargoyle #213	600	300
High Elf #219	1000	500
Drakken #220	450	225
- The player must choose a faction at the beginning of the game. The various specific setup requirements (race and religion limitations) are described with each faction.
- Character mix: The main race is that of the main character; the secondary characters may be of the same race, or a compatible race ([see Page 65](#)).
- Overlord: One C-, three B- and two A-characters.
- Mercenary: One D-, three B-characters.
- Adventurer: One D-, five B-characters.
- Hero: One E- and one C-character.
- Clan: One D-, three B- and four A-characters.
- Seafarer option: Is not available.
- Nomads: Races ID #241 - #260 are nomadic. These races must set up as nomad camps.
- Clan setup: Is allowed only for nomadic races (#241 - #260) and Faction #4.
- Guilds (Characters must meet the guild sponsorship requirements):
 - Overlord: Two guilds of strength 12.
 - Mercenary: One guild of strength 12.
 - Adventurer/Hero/Clan: One guild of strength 12

When placing your starting guilds you must obey the following rules:

If you are an Overlord or Mercenary with non-Nomadic Pop you must place your starting guilds in your home location.

Otherwise, you must either:

- Place your starting guilds in the home location of a faction mate who is an Overlord/Merc with non-nomadic pop,
- Place your starting guilds in a module location which has your faction number listed next to it on page 65 of the module (so long as the location of the Module location is known at game start - you

cannot use your guild placement to allow you to locate lost cities)

If there is no such suitable factional Overlord/Merc or Module location you may then place your guild in a known Module city that has ? listed next to it under faction.

If these restrictions results in your being placed more than 20 provinces from your starting guild you may (before your first turn) request clemency on the part of the GMs - who may be kind enough to move your starting guild to a nearby non module NPC location with pop of your race (we reserve the right to say no - based on the possibility of people making deliberate use of this for unforeseen gains).

Choice of Races:

Starting race must be chosen from the following. Other races exist, but may not be used at setup.

ID#	Race	ID#	Race
#201	Human	#213	Gargoyle
#202	Orc	#219	High Elf
#203	Elf	#220	Drakken
#204	Dwarf	#241	Human Nomad
#205	Dak	#242	Orc Nomad
#206	Maratasen	#245	Dak Nomad
#209	Giant	#246	Maratasen Nomad
#210	Half-elf	#249	Giant Nomad

The racial stats and the table of compatible races may be found in the appendix ([see Page 65](#)).

New spell choices at setup:

Arcanist level	In discipline	Out of discipline
1 to 6	1 - level 1	None
7 to 12	2 - level 1 1 - level 2	1 - level 1
13 to 18	3 - level 1 2 - level 2 1 - level 3	2 - level 1
19 to 24	3 - level 1 3 - level 2 2 - level 3	2 - level 1 1 - level 2
25+	3 - level 1 3 - level 2 3 - level 3	2 - level 1 2 - level 2

Signup

Signup for Immortals' Realm can be done using the setup forms on our website (fill out & send in via email), through an unformatted email, paper mail, or something similar.

Joint and other victories:

Many legends games do not end with the achievement of victory conditions, but with a decision by all the remaining players to declare a joint victory. The following point calculations are used in this situation, and the following conditions must be met:

A. Points in the Hall of Fame (where applicable)

- 5 points for all players in a faction that has achieved its victory conditions, or is the only faction remaining with active players.
- 3 points for all players in a good/neutral joint victory.

B. Joint victory

- All active players must agree, that the game should end.
- A maximum of two factions may declare joint victory.
- The factions must have the same alignment (if good or neutral).
- No evil faction may ever achieve a joint victory.

Flight in the game:

Flight, which is to say flying movement, will be possible in the module; but is envisioned more as a way of moving characters or other small entities, rather than large armies. In current games, large flying armies dominate the late stage, which does the game no good. The map becomes effectively smaller. The significance of ships decreases.

- None of the 'normal' races can fly, so neither Daks, nor Gargoyles, nor Drakken.
- There are fewer flying herd animals, and these will be found only in small numbers, scattered across the map.
- Untrained herd animals are not flight-capable. Only after being trained as warmounts will they acquire flight capabilities
- The growth rate bonus for a Ranger guild facility (stable) is reduced to 3%.
- The growth rate of flying herd animals (before training) is reduced to 1-3%.
- The movement values for flying warmounts are reduced to 20-25 points. The combat bonuses are generally enhanced.

Tournaments and other contests:

In the game there will be a series of contests, so-called clashes, and other trials. Definitely planned are combat tourneys, rank comparison contests, and a new type of trial, "bring item X from location A to location B". These contests will be described in the game itself.

HISTORY OF VERANA

As recounted by the bard, Wiltren of Sagewood

Gather round, my friends, and listen to a tale of our ancestors and the battles they fought. Our recorded history goes back some one thousand years to the time of the Migration Wars. Our barbaric ancestors, in their lust for land, fought for generations. Finally, the Elves of Valandain litigated a truce and the kingdoms of Paverain and Talthain were born. Those who could not tolerate civilized life journeyed to the Plains of Margeth, to establish a life of their choosing.

Years passed, and Verana knew relative peace. Then, three hundred years after the Migration Wars (AM), a host of foul creatures issued forth from the southwestern mountain range. In addition to the creatures on the ground, hundreds of airborne monsters issued forth, and there were many dragons. Dragoth, the first of the Dragon Kings and quite possibly the most powerful creature on Verana, led this bedeviled force. Thousands perished in the initial onslaught, but soon, the combined forces of men, Dwarves, Elves, and Maratasen slowed the monstrous host on the Fields of Talthain.

For nearly four years did these two massive armies battle. Elven magic and Dwarven weapons helped the beleaguered troops survive the horrors they faced, yet all know that their time was short if nothing was done to turn the tide quickly. It was finally decided in council that if they were to have any chance of winning, they would have to destroy Dragoth. To this end, Talsinal, Knight-Protector of Talthain and mightiest warrior in Verana, was given the Dragonsword *Entraulmar*. He proceeded alone to the cavern home of Dragoth.

Talsinal's skills allowed him to penetrate the mountain lair of the great dragon without much difficulty; in his arrogance, Dragoth feared nothing. Finally, Talsinal found and entered the dank cavern that was Dragoth's home.

"Welcome, Protector of Talthain; I appreciate your visit to entertain me. I shall enjoy it — your death, that is." Dragoth spoke to the knight as if he were already dead. Talsinal was surprised to find the Great Dragon looking at him and seeming very pleased with himself; it seemed he had been expected.

"Dragoth, your evil ends today by my hand! The power of the Elves stands with me this day!" Talsinal tried to sound as convincing as possible, for this creature was mightier than any he had ever faced, and its evil continually assaulted his senses. Talsinal unsheathed *Entraulmar*.

Suddenly Dragoth's body tensed as if struck. "What blade have you there, mortal?" Dragoth questioned. "One made with you in mind, forged by an Elven smith of old. Its name is well known to your kind; surely you remember *Entraulmar*."

"Noooo! It cannot be! It was lost ages ago!"

Dragoth raged at Talsinal's words, and with uncanny speed he was upon the knight.

Mighty was the battle they fought. Dragoth wove spells of evil to destroy Talsinal, but the Elves of Valandain had placed their own powerful spells of protection into his armor, and Dragoth's affected him not. *Entraulmar* glowed as it smote the Dragon King's body again and again. Yet the Dragon's strength was incomprehensible, and his deadly claws and fiery breath cut through the powerful armor worn by the Knight-Protector. Both beings knew they were evenly matched, and that this battle would result in their deaths.

In a final rage, Dragoth spoke, "Hellspawn! You have won my life, but you also forfeit your own. Never again will that accursed blade touch the flesh of dragonkind. By my final act I kill us both, and destroy the Dragonsword!" Dragoth then intoned a powerful spell, which caused the cavern to collapse upon them both, ending their battle and their lives. Sorely was the loss of Talsinal felt amongst the armies of Verana, but more sorely still was the loss of Dragoth felt by the hordes of the Dragon Dens. Without his powerful leadership, the creatures broke and retreated to their lairs in the mountains. The day had been won, but at a severe cost.

Years of peace came as the peoples of Verana built majestic cities and castles across the land. Great roads spanned the countries and forests, and wagons laden with goods groaned as they rolled in huge caravans to the remote cities of Verana. Trade was king, and a golden age of economy was upon the Middle Kingdoms.

Nomad excursions across the rift became commonplace, and the armies of Paverain and Talthain grew in power to answer this threat. The military was not strong, for the probing groups of nomads from the wide east were lightly armored and few. They were an elite force, considered a fashionable occupation for sons of the aristocracy. Sadly it was a view they would rue later. Yet peace reigned for some six hundred years.

Then, not twenty years ago, rumor reached the Middle Kingdoms of a new, dark power growing in the west. The name of the Overlord was spoken softly for the first time in secret and troubled councils. Frantic messages from the Dwarves went unanswered as the undead armies overran their nations, for Paverain and Talthain were unprepared to send me to war. Horrible tales of allies brought

back from the dead and fighting for their enemies flew among the kingdoms, and they were shocked into massive mobilization. Yet even as they gather their armies, many fear it may be too late.

FACTIONS

There are thirteen factions to choose from in 'Immortals' Realm'. Joining a faction is irreversible, so choose thoughtfully! The faction must be chosen at setup time (on the setup form). This will also affect choice of race, religion, position type, and starting location.

Faction #1: The Elven Hierarchy

The Elven Hierarchy is a group of five of the most powerful Elven Nobles. The group is led by the current Elven Queen, Illacia Valatin, and by the High Priest of Valandara, Valtern Soulforg. There is rumored to be more between these two than meets the eye; in any case, their power, coupled with that of three unknown nobles, stands as a bastion of good against the onslaught of the Overlord and his undead armies. It is known that they search for an item which they believe to will give them the power to destroy the Overlord. This item has brought hope to the Elven people and fear to the Overlord. The Overlord also seeks this item, but for a far different purpose. No one knows what the item is or where it is located. Both parties continue the search.

Alignment: Good

Setup location:

In or on the border of the Valandain Forest.

Main character setup:

(10 players maximum)

- Gain the title: 'Elflord' (+1 Prestige)
- Allowable setup types:
Overlord, Adventurer, Hero.
- Allowable races:
#203 Elf, #210 Half-elf, #219 High Elf.
- Allowable religions (main and secondaries)
#2 Valandara
- Other restrictions:
No Necromancers, Assassins, or Thieves.

Victory conditions:

- Control of the cities: F#3002 Asterain, F#3008 Paveral, F#3012 Hawkhurst, F#3014 Narviel, F#3015 Tamor Elosium, F#3024 Qualis, F#3032 Famorel.
- F#3013 Rok Tathgar must be totally destroyed (no guilds, no markets, no population, no fortifications, and no characters or prisoners).
- No other faction may control more than 8 module cities.
- C#1015 Illacia, Queen of the Elves, must be in possession of her title, be married, be in Tamor Elosium and own it, and be alive.
- A faction member must be High Priest of Valandara.
- All Calamar must be banished from Verana.
- The Nameless One must be banished from Verana (or not summoned).
- The faction must possess the following items: I#1183 Laws of Nobility, I#1184 The Lost Letter, I#1187 Summoner Staff, five of the Amulets of Law #1241-1250.

Factional Adventures:

Adventure 1011 – Bowmaster

Be a member. Once per character. 10 times.

Hold the title 'Elflord'. Have an elven bow in possessions.

Gain – Elven bow production secret, a Pwr 4 Elven Bow, Bowmaster +2, and the title 'Bowmaster' (+1 Prestige).

Adventure 1012 – Elven Smith

Be a member. Once per character. 10 times.

Hold the title 'Elflord'. Have a suit of elven light chain in possessions.

Gain – Elven light chain production secret, a suit of P-2 Elf Lt Chain, PC +2, and the title 'Elven Smith' (+1 Prestige).

Adventure 1013 – Warrior Mage

Be a member. Once per character. 10 times.

Hold the title 'Elflord'. Be a Wizard level 35.

Gain – the title 'Warrior Mage' (+1 Prestige) and a 'Warrior Mage' book: I#1400 (book).

The 'Warrior Mage' I#1400 can only be used by a character with the title 'Warrior Mage'. It allows casting of the spells Battle Guide #501 and Fiery Death #502 – it also protects the user by automatically casting Warlock Armor #175 in a duel.

Spell #501 Battle Guide

Battle spell rating 12, Wizard

Target: self

Cost: 50 Mana + 5 Silverleaf #426

Effect: Caster's soldier slot gains +100% charge bonus, +100% attack factor, +16 DF, +6 MAR, +6 SAR, +20 morale, and +8 Special Attack per soldier. Soldiers in the opposing slot suffer –20 morale and an overall penalty of –25%.

Spell #502 Fiery Death

Duel spell rating 12, Wizard

Target: self

Cost: 25 Mana

Effect: The Warrior Mage gains a magic attack of 50x rating and a special attack of 80x rating. The enemy automatically sustains 10% wounds.

Adventure 1014 – Paladin

Be a member. Once per character. 10 times.

Hold the title 'Elflord'. Be a priest of Valandara level 30 and Knight level 30

Gain – the title 'Valandara Paladin' (+1 Prestige), a 'Lance of Light' I#1401, and the status #1822 'Favored of Valandara', if you don't already have a status.

The 'Lance of Light' I#1401 can only be used by a character with the title 'Valandara Paladin' and gives +400% AF plus an additional 777% AF if the enemy is a priest of Nagashun. +2 free holy mana, and grants the spells #177 Sign of Protection and #80 Dispel Minor Undead with 25 free points towards casting them.

Adventure 1015 – Dryad

Be a member. Once per character. 10 times.

Hold the title 'Elflord', be female, and be Druid level 35 and Ranger level 35.

Gain – the title 'Dryad Ritual' (+1 Prestige), change race to Dryad, and gain -5 Strength, +5 Dexterity, +10 Beauty, +5 Influence, +5 Ranger, +5 Druid, and the spell #256 Druid's Essence.

Dryad, Race #236:

Medium, Strength 6, Dexterity 30, Constitution 6, Beauty 30, weight 15, sighting value 0, holy mana recovery –5, magic recovery +16, land move 50, growth rate 0%, CF 20, DF 30, INV 8, DAM 4, SAR 10, MAR 20, SA 250 (Aura of Good), Winternight -200%, Racial AF +25%, overall in Forest: +50%, In Desert, attacking and defending walls, and in City: -50%.

Compatible races: #203 Elf, #210 Half-elf, #219 High Elf.

Hated races (AF +50%): #202 Orc, #213 Gargoyle, #220 Drakken.

Faction #2: The Lords of the Rock

This faction came into being as a direct result of the speed with which the Overlord's minions defeated the Dwarven nation. While the Dwarven Clan Lords debated on how to react, the undead armies of the Overlord captured Dwarven Fortresses, a difficult task. Before they were able to mobilize effectively, the Dwarven capital at Kol Targas was under siege by a ghoulish warrior legion under the command of the Overlord *himself*. The dark magic of the Overlord, coupled with the ferocity of the undead, sealed the fate of Kol Targas. The Dwarven King and several close advisors narrowly escaped the final fall. This group is extremely secretive to avoid exposure to the new Dwarven "King" who is merely a puppet of the Overlord. They seek to build an army and retake Kol Targas. Once there they will return the rightful king to the Dwarven throne, and renew their assault on the Overlord.

Alignment: Good

Setup location:

Primarily in the Caerocke Mountains, but also in other ranges (most dwarven population is found near Kol Targas).

Main character setup:

(10 players maximum)

- Gain the title: 'Dwarf Lord' (+1 Prestige)
- Allowable setup types:
Mercenary, Adventurer, Hero.
- Allowable races:
#204 Dwarf
- Allowable religions (main and secondaries)
#3 Golinnon, #6 Tahman, #7 Kolvathe.
- Other restrictions:
No Necromancers.

Victory conditions:

- Control of the cities: F#3012 Hawkhurst, F#3016 Rok Tsgar, F#3017 Kol Targas, F#3025 Calburg, F#3027 Rok Karthag, F#3033 Kingsport, F#3035 Kol Traknum.
- F#3013 Rok Tathgar must be totally destroyed (no guilds, no markets, no population, no fortifications, and no characters or prisoners).
- No other faction may control more than 8 module cities.

- C#1105 Namon, King of the Dwarves must be alive and well, and be owner of Kol Targas (must be alive and in the city).
- The military commander of Kol Targas must be a faction member, and have a base tactics of at least 35.
- All Calamar must be banished from Verana.
- The Nameless One must be banished from Verana (or not summoned).
- The faction must possess the following items: I#831 Nolimons Zepter, I#1155 Stone of the Dwarves, I#1197 Entraulmar, I#1206 Dwarf King's Axe, five of the Amulets of Law #1241-1250.

Factional Adventures:

Adventure 1021 – Axemaster

Be a member. Once per character. 10 times.

Hold the title 'Dwarf Lord' and have a dwarven axe in your possessions.

Gain – the dwarven axe production secret, a Pwr 4 Dwarven Axe, Axemaster +2, and the title 'Axemaster' (+1 Prestige).

Adventure 1022 – Dwarven Smith

Be a member. Once per character. 10 times.

Hold the title 'Dwarf Lord' and have a small suit of dwarven plate in your possessions.

Gain – the dwarven plate production secret, a small suit of P-2 Dwarven Plate, PC +2, and the title 'Dwarven Smith' (+1 Prestige).

Adventure 1023 – Miner

Be a member. Once per character. 10 times.

Hold the title 'Dwarf Lord', be in a mountain province, and have 100 mithril in your possessions.

Gain – the province becomes a mithril source. Gain the title 'Miner' (+1 Prestige).

Adventure 1024 – Rune Warrior

Be a member. Once per character. 10 times.

Hold the title ‘Dwarf Lord’. Be Enchanter level 35 and Axemaster level 35.

Gain – the title ‘Rune Warrior’ (+1 Prestige) and a special Rune Hammer I#1402 (a tool, not a weapon), which will allow the Rune Warrior to create a special item.

Using the Rune Hammer (SA):

The character must be a true Runemaster (know spell #211), have the Rune Hammer in possessions, and hold the title ‘Rune Warrior’. Further, the character must have either a Pwr 4 Dwarven Axe or a P-2 Dwarf Plate (small) in possessions.

Gain – the character may create a special item, within the normal parameters of the Legends game. The special benefits are that either the Pwr 4 Dwarven Axe or the P-2 Dwarf Plate is used as a base item; no mana points or ingredients (other than the Rune Hammer) are used up; and for the duration of the SA, the character gains ten levels of Enchanter skill. The use of the created object will automatically be restricted to the title ‘Rune Warrior’ and the race ‘Dwarf’.

Adventure 1025 – Dwarven General

Be a member. Once per character. 10 times.

Hold the title ‘Dwarf Lord’. Have Tactics of 20 or more.

Gain – 500 suits of Dwarf Plate (small), 500 Dwarven Axes, Strength +2, Con +2, Axemaster +2, Tactics +2, PC +2, Mark of Battle, and the title ‘Dwarven General’ (+1 Prestige).

Faction #3: The Royal House of Talthain

The country of Talthain has always been the most prosperous in all of Verana, and its kings always wise beyond the expectations of mortal men. The last King of Talthain, Jarfar XI, was not unlike his predecessors. Ten years before the Overlord came to power, Jarfar’s only son, Telison, was kidnapped by unknown forces. Long years the king searched in vain for his son, and through those years the bitterness began to build in him. Thus did the fortunes of Talthain begin to fail. When the Overlord began his reign of terror, Jarfar was too preoccupied with his son and failed to perceive the threat. Unprepared Talthain was set upon by the Undead armies of the Overlord, and fell along with the rest of the royal family. Soon after this horrifying event, the Overlord installed a military governor of the Province of Talthain in the royal palace. Several high-ranking officials managed to escape the carnage, and discovered through a powerful seer that Telison was still alive somewhere in Verana. These last loyal subjects swore a blood oath that they would find Telison and reestablish the Royal House of Talthain — or die trying.

Alignment: Neutral

Setup location:

In the Kingdom of Talthain.

Main character setup:

(10 players maximum)

- Gain the title: ‘Lord of Talthain’ (+1 Prestige)
- Allowable setup types:
Overlord, Mercenary, Adventurer, Hero.
- Allowable races:
#201 Human, #203 Elf, #205 Dak, #210 Half-elf.
- Allowable religions (main and secondaries)
All except for #1 Vol and #5 Nagashun.
- Other restrictions:
Overlord and mercenary setups may only be race #201 Human or #210 Half-elf.

Victory conditions:

- Control of the cities: F#3001 Parthian, F#3002 Asterain, F#3003 Talthain Castle, F#3004 Riftwatch Castle, F#3020 Far Haven, F#3023 Nordaine, F#3026 Dunkelspitzen Castle.
- F#3013 Rok Tathgar must be totally destroyed (no guilds, no markets, no population, no fortifications, and no characters or prisoners).
- No other faction may control more than 8 module cities.
- C#1180 Telison, rightful heir to the throne, must be alive and well and be the owner of Asterain (must be alive and in the city).
- The Swamp of Talthain must be free of all lairs and ruins.
- All Calamar must be banished from Verana.
- The Nameless One must be banished from Verana (or not summoned).
- The faction must possess the following items: I#1185 Shadowstaff, I#1202 Orb of Dalinor, I#1205 Talthain Sword, three of the Amulets of Law #1241-1250

Factional adventures:

Adventure 1031 – Staff of the Land

Be a member. Once per character. 10 times.

Hold the title ‘Lord of Talthain’ and have 50 Warhorses in possessions.

Gain – a ‘Staff of the Land’ I#1403 and the title ‘Talthain Landlord’ (+1 Prestige).

The ‘Staff of the Land’ can only be used by a holder of the title ‘Talthain Landlord’. It allows casting of the spells Increase Fertility, Increase Lumber Extraction, and Increase Stone Extraction, giving 15 free points towards these spells. It also gives MAR +5, 3 level Bless, and +3 Influence.

Adventure 1032 – Knight of Talthain

Be a member. Once per character. 10 times.

Hold the title ‘Lord of Talthain’, be Knight-25, and have a Swamp Monster (Race #1211) as a prisoner.

Gain – a Medal of Honor I#1404, +5 PC, +5 Knight, and the title ‘Knight of Talthain’ (+1 Prestige).

The Medal of Honor I#1404 can be used only by a holder of the title ‘Knight of Talthain’. It gives a Bless of level 10, +5 MAR, +5 SAR, +3 Strength, +3 Dexterity, +3 Constitution, +3 PC, and +3 Influence. It will automatically cast spell #176 ‘Warding’ in battle.

Adventure 1033 – Search for Telison

Be a member. Once per character. 10 times.

Hold the title ‘Lord of Talthain’ and be Seer-35.

Gain – gain the title ‘Telison Seeker’ (+1 Prestige), a Mark of Wizardry, +5 Seer, Spell #159 ‘Eye of the Seer’, and 2 Seer’s Crystals I#124.

Adventure 1034 – Resistance in Talthain

Be a member. Once per character. 10 times.

Hold the title ‘Lord of Talthain’, have PC-30 and Tactics-25.

Gain - the title ‘Freedom Fighter’ (+1 Prestige).

+5 PC, +5 Tactics, +5 Knight, a Mark of Honor, and 1000 each of Mithril Swords, Magic Shields (M), and Plate Armor (M).

Adventure 1035 – Keeper of Legends

Be a member. Once per character. 10 times. Target is another character.

Hold the title ‘Lord of Talthain’, have 50,000 crowns, and be Bard-15. Target is another character, the Listener.

Gain – the character performing the adventure gains the title ‘Keeper of Legends’ (+1 Prestige), +1 Influence and +8 Bard. The target character gains +1 Arcane, the title ‘Listener’, and a Book of Legends I#1405.

The Book of Legends I#1405 can be used only by holders of the title ‘Listener’. It gives a Bless of level 13, +5 Bard, +5 Dexterity, and allows casting of the spells #156 ‘Dream’, #160 ‘Charm of Influence’, and #209 ‘Runepower’ with 9 free points.

Faction #4: The Clans of Margeth

Far to the east lies the rift of Darsia, formed long ago in some forgotten war between the elder gods. Beyond this rift lies the Darsian desert; beyond that, the Plains of Margeth. For nearly 50 generations the plains have been inhabited by nomadic and Nomad clans of various races and for 50 generations the clans have fought amongst themselves for a variety of resources. Recently a powerful clan leader of the Maratasen race, called L'ytalo Stormshield, rose to power in the R'lytth clan of the northern plains. Instead of fighting his neighbors, he talked with them, and in so doing established an alliance of clans. Over the years his power base has grown and now he controls 70% of the clans. His goal is simple — survival. The desert eats more usable land each year as it continues to expand to the east; the clans are fighting a war they cannot win, and the stakes are far too high. Recently, a respected shaman came to L'ytalo and spoke of an ancient stone used by the gods to shape the lands. The stone is located somewhere in the desert; with it he could unite the rest of the clans and reclaim the desert lands. His life's dream could be realized.

Alignment: Neutral

Setup location:

In the east of the Plains of Margeth, or generally in the east of the Rift of Darsia.

Main character setup:

(10 players maximum)

- Gain the title: 'Clan Lord' (+1 Prestige)
- Allowable setup types:
Overlord, Mercenary, Hero, Clan.
- Allowable races:
#241 Human Nomad, #242 Orc Nomad, #245 Dak Nomad, #246 Maratasen Nomad, #249 Giant Nomad.
- Allowable religions (main and secondaries)
#1 Vol, #2 Valandara, #6 Tahman, #7 Kolvathe.
- Other restrictions:
Overlord and Mercenary setups only with races #241 Human Nomad or #246 Maratasen Nomad (start with nomad camp).

Victory conditions:

- Control of the cities: F#3004 Riftwatch Castle, F#3005 Greywatch Castle, F#3018 T'rathne, F#3019 Citadel of the Orb, F#3020 Far Haven, F#3028 Dolinburg, F#3034 Qal Khardum.
- No other faction may control more than 8 module cities.
- C#1019 L'ytalo Stormshield must carry out the great Ritual using the Orb of Dalinor (Adventure). The growth of the desert is thereby contained.
- The Great Darsian Desert must not extend east of the River Margeth. The desert can be pushed back with the help of the Orb of Dalinor.
- All Calamar must be banished from Verana.
- The Nameless One must be banished from Verana (or not summoned).
- The faction must possess the following items: I#1182 Spark of Chaos, I#1199 Narag, I#1202 Orb of Dalinor, I#1204 Sheath of Narag, and three of the Amulets of Law #1241-1250.

Factional adventures:

Adventure 1041 – Clan Warrior

Be a member. Once per character. 10 times.

Hold the title 'Clan Lord'. Have as a prisoner a Desert Drake (Race #1086).

Gain - Berserker +5, Ranger +5, PC +5, Strength +5, a Wargriffon, and the title 'Clan Warrior' (+1 Prestige).

Adventure 1042 – Clan Shaman

Be a member. Once per character. 10 times.

Hold the title 'Clan Lord'. Be Priest-35 and be in the Holy Province of the Clans – this can be found somewhere in the expanse of Darsia.

Gain - +5 Priest, the 'Shaman's Whip' I#1406 (weapon) and the title 'Clan Shaman' (+1 Prestige).

The 'Shaman's Whip' I#1406 can only be used by holders of the title 'Clan Shaman'. +350% AF, 3 free holy mana, allows casting of spell #503 'Desert Horses'. With the help of this spell the Horses of Darsia can be tamed.

Adventure 1043 – Fata Morgana

Be a member. Once per character. 10 times.
 Hold the title ‘Clan Lord’. Be Illusionist-35 and be in a desert province.
 Gain – the title ‘Illusion’s Master’ (+1 Prestige), +5 Illusionist, spell #69 ‘Shade of Power’ and a ‘Fata Morgana’ I#1407.
The ‘Fata Morgana’ I#1407 can be used only by holders of the title ‘Illusion’s Master’. In battle it automatically casts spell #56 ‘Illusionary Soldiers’. It allows casting of the spells #52 ‘Blend Location’, #60 ‘Detect Invisibility’, and #424 ‘Invisible MARter’ with 18 free points.

Adventure 1044 – Herdmaster

Once per character. 10 times.
 Hold the title ‘Clan Lord’. Have Tactics-10, and 5000 food in your possessions.
 Gain – the title ‘Herdmaster’ (+1 Prestige). Also gain 100 horses and the ‘Herd Staff’ I#1408.
The ‘Herd Staff’ I#1408 can only be used by holders of the title. It allows casting of the spells #91 ‘Gather Food’, #222 ‘Bless Animals’, and #224 ‘Charm Herd’ with 20 free point. Also gives +5 MAR, +5 SAR, +5 Dexterity, and +4 levels of Bless.

Special Action – Marriage Market

Once per character. 10 times.
 Hold the title ‘Clan Lord’. Be one of the permitted starting races for the faction. Be in F#3034 Qal Khardum. You must also have a certain number of Horses I#291 in your possessions (see table).
 Gain – with the horses as bride-price or dowry, gain a new character. This will be created in the same way as a starting secondary character (including an ID# between 201 and 1000) with the following special characteristics:

The character is automatically of the opposite sex as the main character, and will have the same race and religion. Also, if the new character has an arcane skill, they get no spell choices; instead, they automatically know only spell #111 ‘Summon Familiar’. The main character and the new character both gain the title ‘Married’ (+1 Prestige).

Number of horses	Character Class
100	A
300	B
700	C
1500	D
3000	E

Faction #5: The Followers of the Nameless One

It is said that the powerful dark magic of the Overlord caught the attention of a divine entity from another plane of existence. This entity projected itself to the Universe of Verana and now seeks to establish a following here. It is known that this entity made contact with a mortal and gave him or her great power to further its cause. Its cause, however, is a mystery, and few give this entity and its small following a second thought. The only conflict with Followers of the Nameless One occurred one year ago in a small southern city. It seems that the churches there banded together and destroyed the Temple of the Nameless One; two weeks later, the city was shocked to find each of the offending priests dead in his or her bed. More shocking was the look of sheer horror on each face. These people were literally scared to death.

Alignment: Evil

Setup location:

Mercenaries in the Wasteland (relatively little population), for Heroes and Adventurers no restrictions.

Main character setup:

(10 players maximum)

- Gain the title: 'Chaos Lord' (+1 Prestige)
- Allowable setup types:
Mercenary, Adventurer, Hero.
- Allowable races:
#202 Orc, #213 Gargoyle, #220 Drakken.
- Allowable religions (main and secondaries)
#8 The Nameless One.
- Other restrictions:
Mercenaries must be #202 Orcs, no Priests (main or secondaries), no Druids.

Victory conditions:

- Control of the cities: Any 12 module cities (ID#3001 to #3035) and F#3013 Rok Tathgar.
- No other faction may control more than 8 module cities.
- F#3013 Rok Tathgar must contain a church of The Nameless one of at least strength 50. No church of any other religion may be in the city.
- The Illidari (Characters) must be dead and held prisoner.
- All Calamar must be banished from Verana.
- The 'Great Summoning' (Adventure) must be completed - the Nameless One must walk Verana.
- All Religions (except Religion #8 The Nameless One) must have lost their Ancient Arcana spells.
- The faction must possess the following items: I#1181 Altar of Calamar, I#1182 Spark of Chaos, I#1185 Shadowstaff, I#1187 Summoner Staff, all ten Amulets of Law #1241-1250.

Factional adventures:

Adventure 1051 – Chaos Master

Be a member. Once per character. 10 times.

Hold the title 'Chaos Lord'. Have as prisoner a priest (not of religion #8). The prisoner is sacrificed. Gain – a Chaos Staff I#1409 (weapon) and the title 'Chaos Master' (+1 Prestige).

The 'Chaos Staff' I#1409 (weapon) - Cannot be used while mounted. Can only be used by holders of the title 'Chaos Master', who follow religion #8. +400% AF, 5 free mana, 5 free holy mana; allows casting of #43 'Cause Insanity' and #47 'Mind Blank' with 20 free points.

Adventure 1052 – Grandmaster of Chaos

Be a member. Once per character. 10 times.

Hold the title 'Chaos Master' and have 500 Elven slaves in possessions.

Gain – a Chaos Stone I#1410, +5 PC, and the title 'Grandmaster of Chaos' (+1 Prestige).

The 'Chaos Stone' I#1410 can only be used by the holder of the title 'Grandmaster of Chaos'. Activation causes insanity, 50% wounds, poison I and II, and teaches spells #90 'Rite of Power', #437 'Call of the Dead', and #440 'Death Fist'.

Adventure 1053 – Marked by Chaos

Be a member. Once per character. 10 times.

Hold the title 'Chaos Lord'. Have an arcane skill rating 35.

Gain – the title 'Marked One' (-3 Prestige), +2 Arcane, -5 Influence, -5 Beauty, +4 Strength.

Adventure 1054 – General of Chaos

Be a member. Once per character. 10 times.

Hold the title 'Marked One'. Have PC-35 and Tactics-20.

Gain – the title 'Chaos General' (+1 Prestige). Also +5 PC, +5 Tactics, +5 Berserker, a Mark of Battle and a Chaos Drake (flying mount).

Adventure 1055 – Chaos Hero

Be a member. Once per character. 10 times.

Hold the title 'Marked One'. Have PC-35 and Berserker-35.

Gain – the title 'Chaos Hero' (+1 Prestige). Also +10 PC, +5 Berserker, a Mark of Cruelty and a Chaos Drake (flying mount).

Faction #6: The Arcane Coalition

The Arcane Coalition is composed exclusively of priests of Masinome and powerful practitioners of the Arcane Arts. Like the god that many of them serve, this faction is not concerned with the state of the world. They are content to allow the horror of the Overlord to go unchallenged as long as they can pursue their goals undisturbed. The primary goal of this group is to find the Seven Swords of Power forged centuries ago. Masinome wants to gain the swords for himself, and soon. To this end, the Coalition has built the city of Narviel, greatest center of the magical arts in the known world. There, the leader of the faction, one Xeres Van Tavor, uses all the power at his command to find the seven swords. Two have already been recovered, as well as numerous magical tomes and ancient scrolls. As such, the magical guilds of Narviel can supply many powerful spells — unfortunately at outrageous prices. The library of Narviel is without peer as well, and knowledge of all types can be found there. For those of you wondering why the Overlord hasn't attacked Narviel yet, it is rather difficult to assault a city that moves.

Alignment: Neutral

Setup location:

In the vicinity of Narviel.

Main character setup:

(10 players maximum)

- Gain the title: 'Magelord' (+1 Prestige)
- Allowable setup types:
Mercenary, Adventurer, Hero.
- Allowable races:
#201 Human, #203 Elf, #204 Dwarf, #205 Dak.
- Allowable religions (main and secondaries)
#4 Masinome.
- Other restrictions:
Mercenaries must be #201 Human or #204 Dwarf. Main characters must be arcanists or priests of Masinome with maximum possible level.

Victory conditions:

- Control of the cities: F#3009 Umbris, F#3013 Rok Tathgar, F#3014 Narviel, F#3016 Rok Tsgar, F#3019 Citadel of Crystal, F#3029 Malgrave, F#3031 Glarin.
- C#1014 Xeres van Tavor must own Narviel (must be alive and in the city).
- No other faction may control more than 8 module cities.
- There must be a total of 300 levels of Magic Guild strength in Narviel (sum of the levels of all Magic Guilds in the city).

- The Order of ORAT (Magic Guild) must be owned by the faction.
- The Nameless One must be banished from Verana (or not summoned).
- The faction must possess the following items: I#1202 Orb of Dalinor, I#1195 to #1201 the Seven Swords of Power.

Factional adventures:

Adventure 1061 – Master of Magic

Be a member. Once per character. 10 times.

Hold the title 'Magelord' and have a Mark of Wizardry.

Gain - +5 Arcane, +5 Priest, +2 Dexterity, a Power 7 Staff I#826 and the title 'Master of Magic' (+1 Prestige).

Adventure 1062 – Guildmaster

Be a member. Once per character. 10 times. Target is the guild.

Hold the title 'Magelord'. Have an arcane skill rating 35. Be in a Magic guild that you own, with at least strength 25.

Gain - +2 Arcane, the title 'Guildmaster' (+1 Prestige), and the strength of the guild increases by ten points.

Adventure 1063 – Blessed of Magic

Be a member. Once per character. 10 times.

Hold the title 'Magelord'. Be in Narviel. Have 50 Silverleaf in your possession.

Gain – the title 'Blessed of Magic' (+1 Prestige), +2 Arcane, +2 Priest, and the second status on the Enchanted ladder (existing status will be overwritten).

Adventure 1064 – Test of the Archmage

Be a member. Once per character. 10 times.

Hold the title ‘Magelord’. Have an Arcane skill at rating 35, a Power 6 Staff in your possessions, and 5000 crowns.

Gain – the title ‘Archmage’ (+1 Prestige) and an Archmage’s Staff I#1411.

‘Archmage’s Staff’ I#1411: like a Power 6 Staff, but useable only by holders of the title ‘Archmage’. Allows casting of spells #26 ‘Teleport’ and #504 ‘Narviel’ [teleport to Narviel] with 5 free points. Adds 12 to magic recovery.

Adventure 1065 – Ritual of Power

Once per character. 10 times.

Hold the title ‘Magelord’. Have 50 Silverleaf, 50 Nightshade, and 5 Power 6 Staves. Be in a Magic guild of strength 50.

Gain – the title ‘Brother of Magic’ (+1 Prestige), a Mark of Wizardry, +5 Arcane, +5 Priest, and +1 Action.

Faction #7: Royal House of Paverain

The recent conquest of Talthain by the armies of the Overlord has country of Paverain in an uproar. For generations, the power of Paverain has stemmed from their intelligence organization. The spies, assassins, and thieves that have “wandered” out of Paverain have always been without peer. Suddenly it is critical that these resources be brought to bear, so that if the Overlord has his eye on the Paverain, they will know. Several key members of the leading guilds have been issuing from the country even as Paverain’s military braces for war. Rumor has it that Shelvanor, the King, will pay quickly and well for information and the completion of important “assignments” carried out by the crafty and silent. Since it is probable that the Overlord’s next target will be Paverain, the country must know enough about its adversary to survive the blow and prepare a counterstrike. Success will be measured in the number of bodies of undead troops. The leaders know much already; they work night and day to know more...

Alignment: Neutral

Setup location:

In the Kingdom of Paverain.

Main character setup:

(10 players maximum)

- Gain the title: ‘Paverain Noble’ (+1 Prestige)
- Allowable setup types:
Any except Clan.
- Allowable races:
#201 Human, #203 Elf, #206 Maratasen, #210 Half-elf.
- Allowable religions (main and secondaries)
#2 Valandara, #6 Tahman, #7 Kolvathe.
- Other restrictions:
Overlords and mercenaries must be #201 Human or #210 Half-elven.

Victory conditions:

- Control of the cities: F#3005 Greywatch Castle, F#3006 Southguard Castle, F#3007 Flensburg, F#3008 Paveral, F#3016 Rok Tsgar, F#3029 Malgrave, F#3030 Helmsbane.
- F#3013 Rok Tathgar must be totally destroyed (no guilds, no markets, no population, no fortifications, and no characters or prisoners).
- No other faction may control more than 8 module cities.
- C#1008 König Shelvanor must be alive and free.
- The Paverainian Swamp must be cleared of all lairs and ruins.

- The faction must have characters with ID#1-1000 that hold the titles 'Master Assassin', 'Master Thief', 'Master Spy' and 'Master of Information'.
- All Calamar must be banished from Verana.
- The Nameless One must be banished from Verana (or not summoned).
- The faction must possess the following items: I#1185 Shadowstaff, I#1186 Runestaff, I#1187 Summoner Staff, five of the Amulets of Law #1241-1250.

Factional adventures:

Adventure 1071 – Spies for Paverain

Be a member. Once per character. 10 times. Target is another character.

Hold the title 'Paverain Noble', have 5000 crowns and Influence-10.

Gain – the main character gains the title 'Head of Espionage' (+1 Prestige) and +2 Influence. Target character gains +3 Spy, +3 Stealth, the title 'Paverain Spy', and a 'Spystone' I#1412.

The 'Spystone' I#1412 can only be used by holders of the title 'Paverain Spy'. Activation turns the user invisible (item may be used as often as desired).

Adventure 1072 – Thieves for Paverain

Be a member. Once per character. 10 times. Target is another character.

Hold the title 'Paverain Noble', have 10000 crowns, 5 White Crystals I#1120, and Influence-10. Target is another character.

Gain – the sponsor character gains the title 'Ringleader' (+1 Prestige) and +2 Influence. Target character gains +2 Thief, +3 Stealth, the title 'Paverain Thief', and a 'Thiefstone' I#1413.

The 'Thiefstone' I#1413 can only be used by holders of the title 'Paverain Thief'. Activation turns the user invisible (item may be used as often as desired).

Adventure 1073 – Assassins for Paverain

Be a member. Once per character. 10 times.

Hold the title 'Paverain Noble', be Assassin-20, and have a Poison-II Mithril Sword in possessions.

Gain – the title 'The Executioner' (+1 Prestige), an 'Executioner' I#1414 (sword weapon), and +5 Assassin.

'Executioner' I#1414: useable only by the titleholder. +400% AF, Poison II, allows casting of spell #422 'Invisibility Cloak' with 15 free points.

Adventure 1074 – Paverain Knight

Be a member. Once per character. 10 times.

Hold the title 'Paverain Noble', be Knight-25, and have as prisoner in your possessions a Swamp Monster (race #1211).

Gain – a 'Medal of Paverain' I#1415, +6 PC, +3 Knight, and the title 'Paverain Knight' (+1 Prestige).

The 'Medal of Paverain' I#1415 can only be used by the holder of the title 'Paverain Knight'. It gives +4 levels of Bless, +3 MAR, +6 SAR, +5 Strength, +4 Dexterity, +4 Constitution, +4 PC, and +2 Influence. In combat it automatically casts spell #175 'Warlock Armor'.

Adventure 1075 – War Preparations

Be a member. Once per character. 10 times.

Hold the title 'Paverain Noble' and have 100,000 crowns in your possessions. Target is a force with an empty combat slot.

Gain – the title 'Warlord' (+1 Prestige), +5 Tactics, the training type 'Lancer', and 250 Human Enchanted Lancers with Magic Lances, Magic Shields, Magic Plate Armor, and Wargreathorses.

Faction #8: The Guardians of Rok Tsgar

Centuries ago, an unknown race built a large fortress city in the center of Devindale Lake on the Isle of Dreams. The city has been deserted since because of strong superstition in the area. About a century ago, a wizard of great renown journeyed to the city and called it Rok Tsgar, which loosely translates to City of the Homeless. After that he called upon all homeless people, gypsies, vagabonds, etc. to begin life anew in Rok Tsgar. The people who came were indebted to the wizard for life, and for years they worked the land and trained themselves to become some of the finest craftsmen in the world. To make matters even better, the city sits on a large deposit of mithril, which has made it a small fortune in trade with neighboring cities. Rok Tsgar is still a mysterious city. It is law not to travel at night. The lake is sacred to the dwellers of Rok Tsgar, and they treat it with the utmost respect. The current leader of the city is Yarblen the glassmaker; he has been in recent contact with many of the leaders of the neighboring cities. It seems he wants much of the land surrounding Devindale Lake. Unfortunately, the current owners do not want to give it up, and have said so on numerous occasions. This is fine, except that now many coastal villages are being discovered deserted. The City Lords are becoming a bit concerned.

Alignment: Neutral

Setup location:

East of Devindale Lake (setup on the Isle of Dreams is not possible).

Main character setup:

(10 players maximum)

- Gain the title: 'Guardian of Rok Tsgar' (+1 Prestige)
- Allowable setup types:
Mercenary, Adventurer, Hero.
- Allowable races:
#201 Human, #202 Orc, #210 Half-elf.
- Allowable religions (main and secondaries)
Any.
- Other restrictions:
Mercenaries must be #201 Human or #210 Half-elfen.

Victory conditions:

- Control of the cities: F#3002 Asterain, F#3006 Southguard Castle, F#3014 Narviel, F#3016 Rok Tsgar, F#3020 Far Haven, F#3023 Nordaine, F#3029 Malgrave.
- F#3013 Rok Tathgar must be totally destroyed (no guilds, no markets, no population, no fortifications, and no characters or prisoners).
- No other faction may control more than 8 module cities.
- C#1016 Yarblen must be alive and free.
- There must be a 'Ruler of the Lake'.
- C#1038 Grakennd and C#1259 Vengar, from the deep, must be dead and captive in Rok Tsgar.
- The faction must possess the following items: I#1185 Shadowstaff, I#1201 Blacksword, I#1202 Orb of Dalinor, five of the Amulets of Law #1241-1250.

Factional adventures:

Adventure 1081 – Holy Water

Be a member. Once per character. 10 times.

Hold the title 'Guardian of Rok Tsgar'. Be in a province with the text 'Devindale Lake'.

Gain – the title 'Devindale Pilgrim' (+1 Prestige), +5 PC, +2 Strength, +1 Dexterity, +5 Constitution, -1 Influence.

Adventure 1082 – Knight of Rok Tsgar

Be a member. Once per character. 10 times.

Hold the title 'Guardian of Rok Tsgar', be Knight-25, and have as a prisoner in your possessions a Kraken (Race #1085).

Gain – a 'Guardian's Medal' I#1416, +7 PC, +2 Knight, and the title 'Knight of Rok Tsgar' (+1 Prestige).

The 'Guardian's Medal' can only be used by holders of the title 'Knight of Rok Tsgar'. It gives +3 levels of Bless, +8 MAR, +3 SAR, +6 Strength, +1 Dexterity, +5 Constitution, +2 PC, and -2 Influence. During combat it will automatically cast spell #178 'Energy Projection'.

Adventure 1083 – Refugees

Be a member. Once per character. 10 times.

Hold the title ‘Guardian of Rok Tsgar’, and have in your possessions 5000 food and 50,000 crowns. Be on the Isle of Dreams. Target of the adventure is a popseg.

Gain – the title ‘Refugee Savior’ (+1 Prestige), and 1500 humans (race #201) appear in the popseg.

Adventure 1084 – Equipment

Be a member. Once per character. 10 times.

Hold the title ‘Guardian of Rok Tsgar’, be in Rok Tsgar, and have 5000 crowns in your possessions.

Gain – the title ‘Equipped’ (+1 Prestige), +2 PC, +1 Tactics, a Pwr 4 Mithril Sword, and a Lake Creature I#1417 (flying mount).

Adventure 1085 – Guardian Legion

Be a member. Once per character. 10 times.

Hold the title ‘Guardian of Rok Tsgar’ and have 25,000 crowns and 100 mithril in your possessions. Target is a force with an empty combat slot in the province of Rok Tsgar.

Gain – sponsor gains the title ‘Captain’ (+1 Prestige) and +2 Tactics. The target force gains 250 Human Netherworld Guards with Poison II Mithril Swords, Magic Shields, and Magic Dwarf Plate.

Faction #9: The Servants of Nagashun

The servants of Nagashun were founded by the Overlord to help him maintain a tyrannical grip on his growing empire. Composed mainly of assassins and thieves, this group keeps a watchful eye on all of the Overlord’s acquired properties as well as his core of puppet officials. The power of the servants is supreme in held areas, and they have even managed to assassinate several high-ranking officials in “well guarded” free cities. The servants are deadly and are rumored to have a substantial spy network (funded by the Overlord’s conquests) in nearly every population center in the known world. All servants have strict orders to kill themselves if caught; needless to say, one has never been taken alive.

Alignment: Evil

Setup location:

In the area of the city Rok Tathgar.

Main character setup:

(10 players maximum)

- Gain the title: ‘Prince of Darkness’ (+1 Prestige)
- Allowable setup types:
Any except Clan.
- Allowable races:
#202 Orc, #213 Gargoyle, #220 Drakken.
- Allowable religions (main and secondaries)
#5 Nagashun.
- Other restrictions:
Overlords must be race #202 Orc.

Victory conditions:

- Basically, conquest of the entire known world (F#3001 through #3020, and #3033).
- No other faction may control more than 8 module cities.
- F#3013 Rok Tathgar must contain a church of Nagashun of at least strength 50. No church of any other religion may exist in the city.
- The Overlord must be alive and taken over by the faction.
- The Nameless One must be banished from Verana (or not summoned).
- Tahman must be banished from Verana.
- The faction must possess the following items: I#1181 Altar of Calamar, I#1182 Spark of Chaos, I#1185 Shadowstaff, I#1187 Summoner Staff, five of the Amulets of Law #1241-1250.

Factional adventures:

Adventure 1091 – Servant of Night

Be a member. Once per character. 10 times.

Hold the title 'Prince of Darkness', be Assassin-25, and be in the Assassin's guild G#2716 in Rok Tathgar.

Gain – the title 'Servant of Night' (+1 Prestige), +5 PC, +5 Swordmaster, +10 Rumormonger, +1 Strength, +5 Dexterity, +5 Assassin, -10 Influence.

Adventure 1092 – Paladin of Evil

Be a member. Once per character. 10 times.

Hold the title 'Prince of Darkness', be Knight-50, and have 100 elven slaves #263 in your possessions. Gain – a Mark of Cruelty, +5 Knight, +5 Strength, +1 Dexterity, -5 Influence, an 'Executioner's Sword' I#1418, and the title 'Antipaladin' (+1 Prestige).

The 'Executioner's Sword' I#1418 may only be used by holders of the title 'Antipaladin'. +500% AF, +150% additional AF if enemy is not undead. Allows casting of spells #440 'Death Fist' and #88 'Rite of the Vampyre' with 10 free points.

Adventure 1093 – Necromancer

Be a member. Once per character. 10 times.

Hold the title 'Prince of Darkness', be Necromancer-40, and have a Mark of Evil.

Gain – the title 'Necromancer' (+1 Prestige) and the 'Necromancer Staff' I#1419 (similar to a Pwr 6 Staff).

'Necromancer Staff' I#1419: useable only by holders of the title 'Necromancer'. Allows casting of spells #90 'Rite of Power' and #437 'Call of the Dead' with 12 free points.

Adventure 1094 – Master Trainer

Be a member. Once per character. 10 times.

Hold the title 'Prince of Darkness', be Berserker-15, and have 100 Orc slaves #262 in your possessions.

Gain – the title 'Master Trainer' (+1 Prestige), a Trainer's Whip I#1420 (misc. weapon), +10 Berserker.

'Trainer's Whip' I#1420: can only be used by holders of the title 'Master Trainer', +50% AF, allows casting of spell #70 'Create Skeletal Warrior' with 30 free points.

Adventure 1095 – Shadow Being

Be a member. Once per character. 10 times.

Hold the title 'Prince of Darkness', and have 1000 elven slaves #263 in your possessions. Have an undead status.

Gain - +25 Constitution, and change race to 'Shadow' (monster race – no more diplomacy is possible).

Monster race 'Shadow':

Large, Strength 15, Dexterity 10, Constitution 50, Beauty 0, Weight 1, Sighting 0, Holy Recovery +10, Magic Recovery +10, land move 25, flying move 15, growth rate 0%, CF 250, DF 20, INV 12, DAM 8, SAR 15, MAR 15, SA 500 (Aura of Evil), Winternight +100%, Racial AF +100%, -50% in any Forest terrain, +50% in City or Confined.

Faction #10: The Kingdom of Umbria

Far to the west, over the Dragonen Mountains, lies the powerful Kingdom of Umbria. Led by the ever-scheming King Luan IV, this kingdom constantly searched for a way to pour its massive armies through the Dragonens and onto the kingdoms of central Verana. The armies of Umbria would have little trouble against the scattered military of the central kingdoms; however, crossing the Dragonens has posed Luan with a bit of a problem. It seems the native wildlife has a taste for Umbrian military personnel. This small problem has kept the central kingdoms safe from the might of Umbria for generations. Luan's main goal in his life is to find a way through the Dragonens and crush the magic-wielding vermin on the other side. He searches, but only time will tell.

Alignment: Neutral

Setup location:

In the Kingdom of Umbria.

Main character setup:

(10 players maximum)

- Gain the title: 'Knight of Umbria' (+1 Prestige)
- Allowable setup types:
Overlord, Mercenary, Hero.
- Allowable races:
#201 Human, #204 Dwarf, #210 Half-elf, #213 Gargoyle.
- Allowable religions (main and secondaries)
#2 Valandara, #3 Golinnon, #6 Tahman und #7 Kolvathe.
- Other restrictions:
Overlords and Mercenaries must be #201 Human or #210 Half-elven. No Magic or Alchemist guild may be chosen at setup.

Victory conditions:

- Control of the cities: F#3002 Asterain, F#3008 Paveral, F#3009 Umbris, F#3010 DragonGuard Castle, F#3011 Northlake, F#3013 Rok Tathgar, F#3015 Tamor Elosium, F#3022 Corinanth, F#3033 Kings Port.
- F#3014 Narviel must be totally destroyed (no guilds, no markets, no population, no fortifications, and no characters or prisoners) and C#1014 Xeres van Tavor must be held prisoner in Umbris.
- No other faction may control more than 8 module cities.
- The Dragon King must be held prisoner in Umbris.
- C#1009 King Luan IV must be alive and free, and hold the title 'King of Verana'.

- No Alchemist or Magic guild may exist in any of the factional victory cities.
- All Calamar must be banished from Verana.
- The Nameless One must be banished from Verana (or not summoned).
- The faction must possess the following items: I#1048 Witchstaff, I#1185 Shadowstaff, I#1187 Summoner Staff, I#1202 Orb of Dalinor, I#1323 Symbol of Magic, three of the Amulets of Law #1241-1250.

Factional adventures:

Adventure 1101 – Umbrian Hero

Be a member. Once per character. 10 times.

Hold the title 'Knight of Umbria', be Knight-15, and have a Black Dragon as a prisoner in your possessions.

Gain – the title 'Umbrian Hero' (+1 Prestige), a Mark of Glory, the status 'Local Hero' (will not overwrite existing status), +5 PC, +5 Knight, +1 Strength, +1 Dexterity, +2 Influence.

Adventure 1102 – Purifying Flame

Be a member. Once per character. 10 times.

Hold the title 'Knight of Umbria', and be in a Magic guild.

Gain – the guild loses 10 strength points. Sponsor gains the title 'Flame of Umbria' (+1 Prestige).

Adventure 1103 – Umbrian Administrator

Be a member. Once per character. 10 times. Target is another character.

Hold the title 'Knight of Umbria', have Influence-10, 10,000 crowns und 3 White Crystals I#1120.

Gain – the sponsor gains the title 'Noble' (+1 Prestige) and +1 Influence. The target gains +3 Administrator and the title 'Umbrian Administrator' (+1 Prestige).

Adventure 1104 – Umbrian General

Be a member. Once per character. 10 times.

Hold the title 'Knight of Umbria', have PC-10 and Tactics-30.

Gain- the title 'Umbrian General' (+1 Prestige), a Mark of Battle, +10 PC, +5 Tactics, training type 'Umbrian Knight', and 1000 Mithril Swords.

Adventure 1105 – Courtly Arts

Be a member. Once per character. 10 times.

Hold the title 'Knight of Umbria', be Bard-20 and Knight-5.

Gain- +5 Bard, +5 Knight, +5 Influence, +2 Beauty, a Mark of Destiny and the title 'Courtly Knight' (+3 Prestige).

Faction #11: The Hand of Vol

The dark religion of the god of destruction has within its ranks an elite group of warriors who oversee the punishing of those who offend Vol. Composed of nearly fearless members; the Hand of Vol is responsible for much of the terror that plagues other religions. Even the Overlord has felt the sting of this group on numerous occasions, and for this reason, many are willing to tolerate its existence. Led by Desnom the Mighty, this group always looks for new converts and is ever ready to defile anything that may prove offensive to their deity.

Alignment: Evil

Setup location:

Mercenaries in the Soultip Mountains (very little population), heroes and adventurers everywhere but the Valandain forest.

Main character setup:

(10 players maximum)

- Gain the title: 'Hand of Vol' (+1 Prestige)
- Allowable setup types:
Mercenary, Adventurer, Hero.
- Allowable races:
Any race except #203 Elf and #219 High Elf.
- Allowable religions (main and secondaries)
#1 Vol.
- Other restrictions:
Mercenaries must be race #213 Gargoyle. No Druids.

Victory conditions:

- Control of the cities: Any 8 module cities, and F#3013 Rok Tathgar.
- No other faction may control more than 8 module cities.
- The high priest of Vol must be a faction member.
- In each of the module cities that are being counted towards the factional victory, there must be a church of Vol of strength 35 or more, and no church of any other religion.
- C#1140 Desnom the Mighty must be alive and free.
- All Calamar must be banished from Verana.
- The Nameless One must be banished from Verana (or not summoned).
- The faction must possess the following items: I#1185 Shadowstaff, I#1187 Summoner Staff, I#1197 Entraulmar, I#1202 Orb of Dalinor, three of the Amulets of Law #1241-1250.

Factional adventures:

Adventure 1111 – Berserker

Be a member. Once per character. 10 times.
Hold the title 'Hand of Vol', be Berserker-25, and have PC-30.
Gain the title 'Berserker' (+1 Prestige), Berserker +5, PC +5, Arcane +3, Priest +3, Influence -5.

Adventure 1112 – Destruction

Be a member. Once per character. 10 times.
Hold the title 'Hand of Vol' and an arcane skill at rating 40.
Gain – the title 'Destroyer' (+1 Prestige) and a 'Globe of Destruction' I#1421.
'Globe of Destruction' I#1421: can only be used by holders of the title 'Destroyer'. Allows casting of spell #131 'Darkforce Summoning' with 20 free points.

Adventure 1113 – Butcher

Be a member. Once per character. 10 times.
Hold the title 'Hand of Vol' and have 1000 human slaves #261 in your possessions.
Gain – the title 'Butcher' (+1 Prestige) and +5 Berserker, +5 Strength, +5 PC, -5 Influence and a Mark of Cruelty.

Adventure 1114 – Vol's General

Be a member. Once per character. 10 times.
Hold the title 'Hand of Vol' and have Tactics-20.
Gain – the title 'Vol's General' (+1 Prestige), +5 PC, +2 Tactics, a 'Warstone' I#1422, and 1000 Mithril Axes.
The 'Warstone' I#1422 can only be used by holders of the title 'Vol's General'. It gives +10 levels of Bless and automatically casts spell #405 'Flame Wall' in battle.

Adventure 1115 – Total Annihilation

Be a member. Once per character. 10 times.
Hold the title 'Hand of Vol' and be Berserker-30.
Have a Mark of Evil.
Gain - +10 Berserker, +10 PC, +10 Strength, -5 Influence, -5 Beauty, +1 Action, and the title 'Annihilator' (+1 Prestige).

Faction #12: The Holy Order of St. Raswen the Bold

About 350 years ago, a lone knight led an expedition of soldiers into the lair of an unknown creature. The creature, cloaked in a veil of darkness, had destroyed two cities in quick succession before this group could be assembled. Led by a wandering knight known only as Raswen the Bold, this party set out for the known lair of this monster. Raswen was a skilled knight and well liked by his friends, yet his history was unknown and his ways were mysterious. Upon entering the lair, they found themselves enspelled in some kind of unholy darkness, yet the foul smell of the creature assailed their senses, and they knew they had found their quarry.

Seconds after entering, the creature roared and charged the hapless group. Unable to see, the soldiers still fought furiously, but the creature laughed at their feeble attempts and only the blade of Raswen seemed to hurt it. They fought long, but in the end, only Raswen and the creature remained standing. The creature then released its spell of darkness and appeared before the exhausted knight. What was seen that day is unknown, for only one soldier was still alive and his mind was destroyed by the sight, yet this much he did say: upon seeing the horror before him, Raswen knelt, the monster hovering about him, sensing victory. Then, something happened. The knight stood up, but it was not the knight. Instead, what stood before the creature was no mortal being, but something immortal, ringed in a golden aura of power. The being stood before the creature and raised his sword. The creature hesitated, but its natural ferocity won out, and it renewed its assault. This time it had met its match, as its prey continued to inflict grievous wounds upon it. Now sensing its own defeat, the creature began to withdraw itself from our world back to wherever it came from. Raswen was not quick enough, and the creature disappeared into a portal of darkness. At this point, the soldier lost consciousness and awoke much later in bed, under the care of a local farmer. After hearing the story, the locals investigated the lair and found nothing but the bodies of the soldiers. Sir Raswen's body was never found, nor was there any further sighting of the creature. The only thing that the surviving soldier could remember coherently was the final conflict within the lair. In all other ways, his mind was destroyed. It is from this story that the cult of St. Raswen has been established. For some reason, the current leader of the cult, one Sir Asdern, believes the creature will return someday or already has. It is the task of his followers to find and slay it

if they can. It is rumored that St. Raswen still walks Verana, searching for his old foe in order to finish the battle started long ago.

Alignment: Good

Setup location:

Basically anywhere except on an island.

Main character setup:

(10 players maximum)

- Gain the title: 'Knight of the Order' (+1 Prestige)
- Allowable setup types:
Adventurer, Hero.
- Allowable races:
Any race except #202 Orc and #220 Drakken.
- Allowable religions (main and secondaries)
Any except #1 Vol, #5 Nagashun or #8 The Nameless One.
- Other restrictions:
Main character must be Knight and may not be Ranger.

Victory conditions:

- Control of the cities: Any 8 module cities and F#3013 Rok Tathgar.
- No other faction may control more than 8 module cities.
- In each of the module cities that is being counted towards the factional victory, there must be a Knight's guild of strength 35 or more, and no Ranger guild.
- Sir Raswen must be alive and free.
- The faction must have a character with ID#1-1000 that holds the title 'Annihilator of Horror'
- All Calamar must be banished from Verana.
- The Nameless One must be banished from Verana (or not summoned).
- The faction must have a character that has both Knight-100 and Swordmaster-100.
- The faction must possess the following items: I#1185 Shadowstaff, I#1187 Summoner Staff, all ten Amulets of Law #1241-1250.

Factional adventures:

Adventure 1121 – Raswen Paladin

Be a member. Once per character. 10 times.

Hold the title 'Knight of the Order', be Priest-25, Knight-25 and Swordmaster-15.

Gain – the title 'Raswen Paladin' (+1 Prestige), +2 Priest, +2 Knight, +2 Swordmaster, +2 Strength, +2 Influence and a 'Robe of Protection' I#1423.

The 'Robe of Protection' I#1423 may only be used by holders of the title 'Raswen Paladin'. It gives +5 MAR, +5 SAR, +2 Priest, +2 free holy mana, +2 holy recovery. In a duel it will automatically cast spell #455 'Duel ESP'.

Adventure 1122 – Raswen Mageknight

Be a member. Once per character. 10 times.

Hold the title 'Knight of the Order', have an arcane skill at rating 25, be Knight-25 and Swordmaster-15.

Gain – the title 'Raswen Mageknight' (+1 Prestige), +2 Arcane, +2 Knight, +2 Swordmaster, +2 Strength, +2 Influence and a 'Robe of Protection' I#1424.

The 'Robe of Protection' I#1424 may only be used by holders of the title 'Raswen Mageknight'. It gives +5 MAR, +5 SAR, +2 Warlock, +2 free mana, +2 magic recovery. In a duel it will automatically cast spell #455 'Duel ESP'.

Adventure 1123 – Raswen Hero

Be a member. Once per character. 10 times.

Hold the title 'Knight of the Order', have PC-35 and Knight-35, and have as a prisoner in your possessions a Demon Lord.

Gain – the title 'Raswen Hero' (+1 Prestige), +5 Knight, +5 Swordmaster, +5 PC, +3 Strength, +2 Dexterity and a Mark of Power.

Adventure 1124 – Raswen Dragonslayer

Be a member. Once per character. 10 times.

Hold the title 'Knight of the Order', have PC-50 and Knight-50, and have an Ancient Drake as prisoner in your possessions.

Gain – the title 'Raswen Dragonslayer' (+1 Prestige), +5 PC, +10 Tactics, +5 Knight, +5 Influence and a 'Dragon Sword' I#1425.

'Dragon Sword' I#1425: can only be used by holders of the title 'Raswen Dragonslayer'. Gives +500% AF, +800% additional AF against Ancient Dragons. +5 free mana and holy mana, +8 holy and magic recovery, allows casting of spells #26 'Teleport' and #243 'Powerpoint Teleportation' with 5 free points.

Adventure 1125 – Raswen Amazon

Be a member. Once per character. 10 times.

Hold the title 'Knight of the Order', be female, and have PC-80 and Swordmaster-50.

Gain – the title 'Raswen Amazon' (+1 Prestige), +10 PC, +10 Tactics, +5 Strength, +10 Dexterity, +5 Beauty, +5 Influence and an 'Argo' I#1426.

'Argo' I#1426: similar to warhorse #430, except: +100 CF, 80 land movement, +100 carrying capacity, +100% AF, +250% charge bonus, +4 SAR.

Faction #13: The Seekers and the Guardians

This faction consists of two equal branches: The Seekers of Truth and The Guardians of the Grove. Both groups recently joined together to form faction #13, and work in cooperation on their secrets and riddles.

The Seekers:

For years, many have wished to know the origins of Tahman the Wanderer. Even his own priesthood does not know the origins of the deity. As a result, several within the religion and without have banded together to learn the secret. The general priesthood considers this pursuit heresy and those who pursue do so under strictest secrecy. Over the years, some information has been discovered, but the final answer still eludes them. They now seek a book, brought to Verana long ago with the initial group of humans.

The Guardians:

Composed almost exclusively of priests of Kolvathe and the Druids, these individuals remain an enigma to even the Paverainian Intelligence Network. The goals of the group also remain a mystery. Recently, however, information was gleaned from an unknown source, which seemed to point to Guardian activity in or around Rok Tsgar. Nothing further is known, but the curiosity of many has been aroused.

Alignment: Neutral

Setup location:

No restrictions.

Main character setup:

(10 players maximum)

- Gain the title: 'Seeker and Guardian' (+1 Prestige)
- Allowable setup types:
Adventurer, hero.
- Allowable races:
Any except #202 Orc, #213 Gargoyle and #220 Drakken.
- Allowable religions (main and secondaries)
#6 Tahman or #7 Kolvathe.
- Other restrictions:
Main characters must be priests.

Victory conditions:

- Control of the cities: Any 8 module cities and F#3016 Rok Tsgar.
- No other faction may control more than 8 module cities.
- In each of the module cities that is being counted towards the factional victory, there must be a Church of Tahman of strength 35 or more, and no church of any other religion with a higher strength than that of the church of Tahman.
- The faction must have characters with ID#1-1000 that hold the titles 'Truth Finder', 'Master Druid', and 'Master Ranger'.
- The Nameless One must be banished from Verana (or not summoned).
- Tahman must be alive and free.
- The faction must have a character that has both Druid-75 and Ranger-100.
- The faction must possess the following items: I#1144 The Origin, I#1181 Altar of Calamar, I#1186 Runestaff, I#1202 Orb of Dalinor, #1206 Dwarf King's Axe, five of the Amulets of Law #1241-1250.

Factional adventures:

Adventure 1131 – Ordained to the Search

Be a member. Once per character. 10 times.
Hold the title 'Seeker and Guardian'. Be Priest-35, have Influence-10.
Gain – the title 'Ordained Search' (+1 Prestige), +2 Priest, +2 Influence, and the book 'The Search' I#1427.

'The Search' I#1427: Book, may only be used by holders of the title 'Ordained Search'. Allows casting of spells #141 'Eye of Patterns', #150 'Eye of Searching', and #156 'Dream' with 25 free points.

Adventure 1132 – Legend Search

Be a member. Once per character. 10 times.
Hold the title 'Seeker and Guardian'. Be Priest-25 and Bard-10.
Gain – the title 'Legend Seeker' (+1 Prestige), +1 Priest, +15 Bard, +1 Influence.

Adventure 1133 – Guardian

Be a member. Once per character. 10 times.
Hold the title 'Seeker and Guardian'. Be Priest-35 and Ranger-35.
Gain – the title 'Sacred Guardian' (+1 Prestige), +3 Priest, +5 Ranger, +5 PC, +5 Dexterity.

Adventure 1134 – Explorer

Be a member. Once per character. 10 times.
Hold the title 'Seeker and Guardian'. Be Ranger-45.
Gain – the title 'Explorer' (+1 Prestige), +5 Ranger, and a 'Magic Map' I#1428.
The 'Magic Map' I#1428 may only be used by holders of the title 'Explorer'. It allows casting of the spells #505 'Powerpoint Scan', #506 'Find Item', and #240 'Nature Awareness' at strength 5.

Special Action – Spirit Guardian

Be a member. Once per character. 10 times.
Hold the title 'Seeker and Guardian'. Be Priest-40 and Ranger-50.
Gain – the title 'Companion' (+1 Prestige) and a Spirit Guardian (Character), which you can name yourself:

Monster race Astral Guardian (Medium)

Strength 20, Dexterity 15, Constitution 20, Beauty 12, Racial CF: 50, MAR 15, SAR 5, Racial AF% 50. PC 15, Tactics 0, Influence 0, 2 Actions, Druid-20, Ranger-15, Knight-5, Religion same as the main character, Status: first rung blessed status of the religion of the main character.

RELIGIONS OF VERANA

Following are the descriptions of the eight most important deities in 'Immortals' Realm', from which the players must choose their religion.

Every religion has a High Priest. This is the highest leader of the church. At the beginning of the game these offices are held by various module NPCs, but they perceive the office as a burden, wishing to concern themselves with worldly power. Players may complete adventures to strip them of their titles. Target of the corresponding adventures is the current officeholder, and on completion of the Adventure they lose their title. Sitting high priests may also complete the adventures, however; if they do not, the danger exists that someone else will, and they will lose the title.

High priests are so to speak chosen for a life term. If a High Priest (that is, the player) has dropped from the game, or the High Priest is dead and captured, then a special action may be undertaken to force a new choice. The corresponding adventure will become open again (1x) and the sitting High Priest will lose the title.

Vol - Religion #1

Evil – Base Recovery: 4

Favored Season: Winter +1

Favored Race: Drakken +2 recovery

Can Rite: yes

Can be Rited: yes

Declare Blood Enemy (B14): yes

Vol is the God of war and destruction. He appears as a giant with the head of a dragon, dressed in jet-black plate armor. All his worshippers wear black robes and always wield the most damaging weapon possible. This includes poison-coated, barbed, etc. Vol loves conflict when it is in his best interest, and though he is viewed as evil, it is focused evil and not chaotic in nature. The God of Destruction's worshippers leave nothing standing after a battle. It is for this reason that cities worshipping Vol are treated with respect and fear.

Blessed Soldiers

+10 Morale, +5 CF, +2 DF, +20% AF, in sanctuary +50% AF, +1 MAR, +1 SAR.

Blessed Characters

In addition to the above: +5 PC, +2 holy recovery.

Level 1

- 29 Veil of Nightmares
- 143 Read Character
- 258 Bless Soldiers
- 294 Convert Character
- 461 War Shout

Level 2

- 31 Whisper of Fear
- 71 Create Zombie Warrior
- 128 Winterblast
- 181 Attack Dispersement
- 162 Charm of Battle
- 257 Create Holy Symbol

Level 3

- 172 Charm of Leadership
- 259 Summon Minor Divinity Rel #1
- 271 Create Sanctuary of Religion #1
- 283 Bestow Divine Blessings
- 289 Cause Pox (plague)
- 411 Suspicion
- 439 Wave of Death

Level 4

- 291 Wrath of God
- 296 Resurrect Character
- 493 Cry of the Wolf

Level 5

- 182 Sign of Battle

Level 6

- 292 Purge Location
- 303 Possessed of Vol
- 304 Create Greater Holy Symbol

Level 7

- 301 Vol's Revenge

Level 8

- 302 Wrath of Vol

Level 9

- 305 Summon Black Destroyers

Holy Symbol #581

+1 free holy mana, +1 holy recovery, +1 priest skill, +3 Strength, +1 PC, +1 MAR, +1 SAR, Spells at strength 3: #31 Whisper of Fear, #70 Create Skeletal Warrior.

Greater Holy Symbol #1189

+2 free holy mana, +2 holy recovery, +2 priest skill, +3 Strength, +1 Constitution, +2 PC, +2 MAR, +2 SAR, 5% chance to heal Poison I or II, Spells at strength 3: #71 Create Zombie Warrior.

Special Miracles:

#301 Vol's Revenge

Battle spell Level 7

Target: self

Cost: 15 mana + 4 Mandrake #423.

Effect: soldiers in opposing slot take -25 morale, -25% AF, and a -15% overall modifier.

Casting character gets bonuses.

#302 Wrath of Vol

Duel spell Level 8

Target: self

Cost: 25 mana + 1 #581 Holy Symbol

Effect: Caster gains 8 INV, 10 DAM, +5 DF, +2 MAR, +2 SAR, +100% AF, a magical attack of 25xrank. Opposing character gets an overall modifier of -30%.

#303 Possessed of Vol

Strategic spell Level 6

Target: Character

Cost: 30 mana over MAR, 2 Quicksilver #1149, and 2 Black Crystals #1119.

Restriction: Must have the status 'Favored of Vol' #1821.

Effect: Gain the status 'Spirit of Vol' #1818 and +3 priest skill, +5 PC, +3 Tactics, -3 Influence, +2 Prestige, +3 holy recovery, +5 MAR, +2 Strength, +2 Dexterity, +2 Constitution.

#304 Create Greater Holy Symbol

Strategic spell Level 6

Target: I#581 Holy Symbol

Cost: fixed at 15 mana + 2 #581 (Holy Symbol).

Effect: Gain a greater holy symbol I#1189.

#305 Summon Black Destroyers

Strategic spell Level 9

Target: Force

Cost: fixed 40 mana, 15 Quicksilver #1149, and 15 Black Crystals #1119.

Effect: Not known precisely, but summons two Greater Demon soldiers with full equipment and status.

Adventure:

Adventure 411 – Vol's Heir

Once. Target is C#1142 Ston the Destroyer.

Be a Drakken Priest of Vol rating 35, have Tactics-30 and PC-50. Must also be in the same province as C#1142.

Gain – become High Priest of Vol, get the title 'Master of Blood' (+5 Prestige, +5 Influence vs. Drakken), and the status 'Destroyer of Worlds'.

Adventure 412 – Death's General

Once per character. 10 times.

Be a Priest of Vol rating 15, have Tactics-15.

Gain - +2 PC, +1 Tactics and the training type 'Vol's Destroyers'.

Adventure 413 – Angel of Death

Once per character. 10 times.

Be Priest of Vol rating 35.

Gain – change race to Drakken. Get Vol's Bloodsword and other unknown bonuses.

Adventure 414 – Vol's Mercy

100 times. Character must be dead.

Must be a follower of Vol.

Gain – lose 2 Constitution; gain life, unstoning, and poison I and II cured.

Valandara - Religion #2

Good – Base Recovery: 3
Favored Season: Spring +2
Favored Race: Elf +3 recovery
Can Rite: no
Can be Rited: no
Declare Blood Enemy (B14): no

Valandara is the major Elven goddess in the Immortals' Realm. She appears as a stunningly beautiful Elven female of ageless wisdom. Her origin is unknown to all save her high priest and the current Elven queen. Valandara is a benevolent goddess and she defends her children with all the considerable power at her command. Over the years many other races have begun to pay homage to Valandara, and this has increased her ability to combat the Overlord and his minions. Under the onslaught of the Overlord, Valandara has granted her followers many spells of protection and healing to combat her hated foe. Priests of Valandara now wander the countryside assisting towns and villages across Verana and gathering information for those who would fight the Overlord.

Holy Symbol #582

+2 free holy mana, +1 priest, +2 MAR, spells at strength 3: #143 Read Character, #217 Charm of Movement.

Greater Holy Symbol #1190

+2 free holy mana, +2 Holy recovery, +3 priest, +2 Dexterity, +4 PC, +3 MAR, +2 SAR, cures insanity on activation, spell at strength 5: #209 Runepower.

Blessed Soldiers

+15 Morale, +4 CF, +1 DF, +30% AF, +75% AF in sanctuary, +2 MAR, +1 SAR.

Blessed Characters

In addition to the above: +2 PC, +1 Influence, +2 holy recovery, +1 magic recovery, +2 Dexterity.

Level 1

- 1 Shell of Protection - Character
- 3 Shell of Protection - Legion
- 75 Repel Undead I
- 258 Bless Soldiers
- 294 Convert Character
- 295 Heal Character

Level 2

- 76 Repel Undead II
- 151 Scry Force
- 176 Warding
- 214 Bless
- 222 Bless Animals
- 257 Create Holy Symbol
- 452 Duel Vision

Level 3

- 77 Repel Undead III
- 80 Dispel Minor Undead
- 133 Dispel Winternight
- 260 Summon Minor Divinity Rel #2
- 272 Create Sanctuary Religion #2
- 283 Bestow Divine Blessings
- 288 Cure Black Death (plague)
- 290 Cure Pox (plague)

Level 4

- 79 Dispel Undead
- 296 Resurrect Character
- 490 Hand of Nature

Level 5

- 477 Mass Magic Shield (M)

Level 6

- 308 Create Greater Holy Symbol

Level 9

- 306 Summon Divine Warriors
- 309 Transcendence

Level 10

- 307 Improve Defenses

Special Miracles:

#306 Summon Divine Warriors

Strategic spell Level 9

Target: Force

Cost: fixed 40 mana, 25 Mithril #422, 25 White Crystals #1120.

Effect: Details are not known, but the spell summons two angelic soldiers with full equipment and status.

#307 Improve Defenses

Strategic spell Level 10

Target: Location

Cost: fixed at 50 mana, 200 stone, and 50 iron.

Effect: The location gains +25 SEI, +15 wall size, +5 towers, +5 gatehouse and +5 main keep.

#308 Create Greater Holy Symbol

Strategic spell Level 6

Target: I#582 Holy Symbol

Cost: fixed at 15 mana, 2 Holy Symbols #582 and 2 White Crystals #1120.

Effect: Gain a Greater Holy Symbol of Valandara I#1190.

#309 Transcendence

Strategic spell Level 9

Target: Character

Cost: fixed at 50 mana, one Greater Holy Symbol #1190, and 5 Hafirien #1236.

Restriction: Must be of race Elf, and have the status 'Favored of Valandara' #1822.

Effect: Gain the status 'Lord of Light', and +2 to each of Strength, Dexterity, Constitution, Beauty, PC, Tactics, and Influence.

Adventures:

Adventure 421 – Valandara's First

Once. Target is C#1101 Valtern Soulforger.

Be an Elven priest of Valandara level 40, have Beauty-24 and PC-35. Be in the same province as C#1101.

Gain – become high priest of the religion, gain the title 'Ruler of the Forest' #2951 (+5 Prestige, +5 Influence versus Elves and High Elves), and the status 'Nature Preserver'.

Adventure 422 – Light in the Garden

Once per character. 10 times. Target is the province.

Be Priest of Valandara level 20 and Ranger-15.

Gain – the province is blessed: +15 iron, +15 yew, and the character gets 10 Silverleaf, 10 Cinderoak, 10 Meldorian, and +3 Ranger.

Adventure 423 – Valandara's Forgetting

Once per character. 10 times. Target is self.

Be Priest of Valandara level 40.

Gain – an existing status is removed without penalty. +2 PC, -1 tactics, +2 Dexterity.

Adventure 424 – Light of Valandara

100 times. Target is self; character must be dead.

Be a worshipper of Valandara #2.

Gain – Life. Lose 1 constitution. Stoning and poison are also cured.

Golinnon - Religion #3

Neutral – Base Recovery: 3
Favored Season: Summer +1
Favored Race: Dwarf +3 recovery
Can Rite: no
Can be Rited: no
Declare Blood Enemy (B14): yes

Golinnon Forgemaster is the primary Dwarven god in the Immortals' Realm. He is seen as a large, extremely muscular Dwarf armored in a bright silver chain mail. The god is a master craftsman of weapons and armor and has been known to give his creations as gifts to leaders of his people in their fight against the Overlord. These items are known for their potency and are highly coveted. It is known that the High Priest of Golinnon is given the power of Runecraft.

Holy Symbol #583

+1 free holy mana, +2 Priest skill, +2 SAR, spells at strength 6: #209 Runepower, #283 Bestow Divine Blessings.

Greater Holy Symbol #1191

+3 free holy mana, +3 holy recovery, +3 Priest skill, +3 Strength, +5 PC, +3 MAR, +3 SAR, spells at strength 5: #82 Remove Undead Status, #152 Scry Character.

Blessed Soldiers

+20 Morale, +6 CF, +3 DF, +15% AF, in sanctuary +25% AF, +1 MAR, +1 SAR.

Blessed Characters

Gain in addition to the above: +4 PC, +1 Tactics, +2 holy recovery, +2 Strength, +2 Dexterity.

Level 1

75 Repel Undead I
 195 Enchant Magic Weapon - glimmer
 205 Runeknowledge
 258 Bless Soldiers
 286 Knowledge of Religion
 295 Heal Character

Level 2

144 Read Events
 201 Enchant Magic Armor - glimmer
 206 Runeform
 234 Increase Special Resource
 257 Create Holy Symbol
 482 Make Quarry

Level 3

77 Repel Undead III
 196 Enchant Power 1 Weapon
 202 Enchant Power 1 Armor
 207 Runemind
 261 Summon Minor Divinity Rel #3
 273 Create Sanctuary of Religion #3
 463 War Scream

Level 4

48 Charm Character
 82 Remove Undead Status
 296 Resurrect Character
 311 Circle of Flame
 447 Increase Keep

Level 5

313 Iron Skin
 476 Mass Magic Shield (S)

Level 6

312 Summon Earth Spirit

Level 7

310 Create Blessed Axe

Special Miracles:

#310 Create Blessed Axe

Strategic spell Level 7

Target: I#422 Mithril

Cost: fixed at 40 mana + 5 Mithril #422 + 1 Pwr 4 Dwarven Axe #109.

Restriction: Province must be a powerpoint with recovery of at least 10. Character must be an axemaster..

Effect: Gain a 'Blessed Axe' I#1147 and the status 'Favored of Golinnon' #1823.

#311 Circle of Flame

Duel spell level 4
Target: self
Cost: 6 mana
Effect: own character gains a magical attack of 8x level and an INV of 6.

#312 Summon Earth Spirit

Strategic spell level 6
Target: self
Cost: fixed at 25 mana + 1 Silverleaf #426 + 1 Asarum #427.
Effect: summons C#1241 Baranduin into the caster's force.

#313 Iron Skin

Duel spell level 5
Target: self
Cost: 10 mana
Effect: own character gains +15 DF, +3 SAR, +3 MAR, INV 6, and an overall bonus of 5%.

Adventure:

Adventure 431 – Golinnon's Smith

Once. Target is C#1108 Ragner Masterforger.
Be a male dwarf, priest of Golinnon level 45, with Axemaster-35 and PC-40. Be in the same province as C#1108.
Gain – become the High Priest of the religion, gain the title 'Hammer of the Smith' #2955 (+5 Prestige, +3 Influence versus Dwarves) and the status ,Master Smith'.

Adventure 432 – Runepower

Once. Self.
Hold the title 'Hammer of the Smith', be priest of Golinnon level 50 and Axemaster-50.
Gain – the high priest obtains the 'Casket of Golinnon', with the help of which he can cast spell #211 'Runecraft'. He can also perform the special action 'Create Artifact' (p 138 of the rules). Also gain +2 Priest, +2 Strength, +2 Constitution, +2 Axemaster, -1 Beauty, -1 Influence.

Adventure 433 – Greater Symbol of Golinnon

Once per character. 20 times.
Be priest of Golinnon level 25 and have two Holy Symbols #583 and 2 White Crystals #1120.
Gain – create a Greater Holy Symbol of Golinnon and gain +1 Axemaster, +2 Strength.

Adventure 434 – Golinnon's Fire

100 times. Target is self; character must be dead.
Be a follower of Golinnon.
Gain – Life. Lose 1 Constitution. Stoning and poison are also cured.

Masinome - Religion #4

Neutral – Base Recovery: 5
Favored Season: none
Favored Race: none
Can Rite: no
Can be Rited: no
Declare Blood Enemy (B14): no

Masinome is a bit of an enigma as a deity. He has never appeared to mortal followers and only rarely speaks with his High Priest. He is the god of magic and as such knows every spell available in the game. His goals are unknown, but the recent activity of his church suggests that he is working towards some end. Priests of Masinome are generally similar to Arcane Arts users and have a variety of informational and combat-oriented spells for use.

Holy Symbol #584

+2 free holy mana, +3 Priest, +1 MAR, spells at strength 3: #151 Scry Force, #80 Dispel Minor Undead.

Greater Holy Symbol #1192

+3 free holy mana, +3 holy recovery, +5 Priest skill, +3 PC, +5 MAR, +1 SAR, spells at strength 5: #25 Teleport to Guild, #26 Teleport.

Blessed Soldiers

+10 Morale, +4 CF, +2 DF, +25% AF, in sanctuary +40% AF, +1 MAR.

Blessed Characters

Gain in addition to the above: +3 PC, +3 holy recovery, +2 Strength.

Level 1

60 Detect Invisibility
 188 Create Power 1 Staff
 244 Detect Powerpoint
 258 Bless Soldiers
 295 Heal Character

Level 2

19 Increase Guild Strength
 144 Read Events
 178 Energy Projection
 184 Enchant Soldier
 257 Create Holy Symbol

Level 3

26 Teleport
 53 Invisibility
 67 Deathshadows
 243 Powerpoint Teleportation
 262 Summon Minor Divinity Rel #4
 274 Create Sanctuary of Religion #4
 283 Bestow Divine Blessings
 441 Summon Man Warrior

Level 4

176 Warding
 296 Resurrect Character
 403 Hell Firestorm
 404 Hell Fireballs

Level 6

314 Create Greater Holy Symbol
 315 Aura of Invulnerability

Level 7

316 The Divine Search

Level 10

317 Might of the Archmage

Special Miracles:

#314 Create Greater Holy Symbol

Strategic spell level 6

Target: I#584 Holy Symbol
 Cost: fixed at 15 mana, 2 Holy Symbols #584, and 5 Mithril #422.
 Effect: Gain a greater holy symbol of Masinome I#1192.

#315 Aura of Invulnerability

Duel spell level 6

Target: self

Cost: 6 mana, 1 Silverleaf #426, and 1 Nightshade #425.

Effect: own character gains +15 DF, +10 MAR, +5 SAR, and INV 10.

#316 The Divine Search

Strategic spell level 7

Target: self

Cost: fixed at 15 mana, 5 Silverleaf #426, and 5 Mithril #422.

Effect: Searches for the desired object in a two-province radius (object ID entered as spell parameter).

#317 Might of the Archmage

Strategic spell level 10

Target: province

Cost: fixed at 60 mana, 3 greater holy symbols #1192, and 10 White Crystals #1120.

Restriction: Province must be grassland, have a recovery of at least 12, and have iron.

Effect: The province becomes a powerpoint.

Adventures:

Adventure 441 – Masinome’s Servant

Once. Self. Target is C#1014 Xeres van Tavor.

Be priest of Masinome level 45, be in guild #2826 ,Order of ORAT’. Be in the same province as C#1014.

Gain – become the High Priest of Masinome, gain the title ‘Magical Adept’ #2957 (+5 Prestige) and the status ‘Master of Masinome’s’.

Adventure 442 – Home to Narviel

Once per character. 10 times. Self.

Be a priest of Masinome level 35, have a greater holy symbol of Masinome #1192 and 3 Holy Symbols #584, and be in a church of Masinome.

Gain – be teleported to Narviel F#3014 and get +2 Priest, +2 Prestige, +2 Strength, -1 Tactics.

Adventure 443 – Mark of Divinity

Once per character. Ten times. Self.

Be a priest of Masinome level 50 and have 2 greater holy symbols of Masinome #1192.

Gain - +3 Priest and a Mark of Divinity.

Adventure 444 – Masinome’s Help

100 times. Self. Character must be dead.

Be a follower of Masinome.

Gain – Life. Lose 1 Constitution. Stoning and poison are also cured.

Nagashun - Religion #5

Evil – Base Recovery: 3
Favored Season: Winter +2
Favored Race: Orcs +2
Can Rite: yes
Can be Rited: yes
Declare Blood Enemy (B14): yes

Nagashun is the god of evil. He appears in many different shapes, but most often he is seen as a large vampire. He is a powerful being whose goal is nothing short of total enslavement of the entire world under his elite priesthood. Many fear that Nagashun is actually an Elder God and as such wields far more power than the other deities represented on Verana. The Overlord is a follower of Nagashun.

Holy Symbol #585

+1 free holy mana, +2 Priest, +2 MAR, +2 SAR, spells at strength 3: #294 Convert Character, #83 Empathic Self Cures.

Blessed Soldiers

+15 Morale, +5 CF, +2 DF, +25% AF, in sanctuary +100% AF, +1 SAR.

Level 1

70 Create Skeletal Warrior
 139 Detect Religion
 258 Bless Soldiers
 286 Knowledge of Religion

Level 2

31 Whisper of Fear
 71 Create Zombie Warrior
 179 Enfeeblement
 214 Bless
 257 Create Holy Symbol

Level 3

67 Deathshadows
 72 Create Ghoul Warrior
 239 Decrease Province Recovery
 263 Summon Minor Divinity Rel #5
 298 Greater Curse

Level 4

49 Charm Monster
 121 Create Netherworld Soldier
 130 Summon Winternight
 291 Wrath of God
 296 Resurrect Character
 422 Invisibility Cloak
 440 Death Fist

Level 5

466 Warlock Blast

Level 6

89 Rite of the Higher Order

Level 7

318 Greater Undeath

Level 8

319 Summon Death

Level 9

320 Summon Demons

Level 10

321 Summon Dragons

Special Miracles:

#318 Greater Undeath

Strategic spell level 7

Target: self

Cost: fixed at 25 mana, 3 Nightshade #425, and 3 Black Crystals #1119.

Restriction: Priest must be an Orc.

Effect: Priest gets the status 'Lich' #372.

#319 Summon Death

Strategic spell level 8

Target: self

Cost: fixed at 25 mana and 25 Elf slaves #263.

Effect: Summon C#1240 'Death' into the caster's force.

#320 Summon Demons

Strategic spell level 9

Target: force

Cost: fixed at 30 mana, 25 Nightshade #425 and 10 Black Crystals #1119.

Effect: Exact details are not known, but five extremely strong soldiers are summoned, with full equipment and status.

#321 Summon Dragons

Strategic spell level 10

Target: force

Cost: fixed at 50 mana, 25 Nightshade #425 and 15 Black Crystals #1119.

Effect: Exact details are not known, but two dragon soldiers are summoned...

Adventure:

Adventure 451 – Nagashun's Slave

Once. Self. Target is C#1134 Tolin Ironfist.

Be priest of Nagashun level 45, Berserker-35, and have PC-40. Be in the same province as C#1134.

Gain – become High Priest of Nagashun, gain the title 'Deathbringer' (+5 Prestige, +5 Influence versus Orcs) and the status 'Masterslave'.

Adventure 452 – From Life to Undeath

Once per character. 10 times. Self.

Be a priest of Nagashun level 35 and have a Holy Symbol #585. Be in a church of Nagashun.

Gain - +2 Priest and the status 'Spectre' #363 (existing status will be overwritten).

Adventure 453 – The Evil

Once per character. 10 times. Self.

Be priest of Nagashun level 35 and have an undead status.

Gain – a Mark of Evil, +2 Strength, +2 Priest, +2 PC.

Adventure 454 – Nagashun's Last Hope

100 times. Self. Character must be dead.

Be a follower of Nagashun.

Gain – Life. Lose 2 Constitution. Stoning and poison are also cured.

Tahman - Religion #6

Neutral – Base Recovery: 5
Favored Season: Autumn +2
Favored Race: Human +2
Can Rite: no
Can be Rited: no
Declare Blood Enemy (B14): no

Tahman is a benevolent god whose church was brought to Verana by the humans who migrated there. Tahman is not a member of the pantheon of deities native to Verana and as such is generally ignored by the rest of the deities there. His power is significant, however, and his church has flourished over the years. Legend has it that Tahman wanders the countryside for some obscure reason, and tales of encounters with this god are commonplace. His appearance varies widely and there is no known general description of him. His followers tend to be passive and little trained in the art of combat, yet Tahman looks out for his priests by providing them with a high Holy Mana recovery rate.

Holy Symbol #586

+1 free holy mana, +2 holy recovery, +1 Priest, +1 PC, spells at strength 3: #132 Dispel Summoned Monster, #133 Dispel Winternight, #296 Resurrect Character.

Greater Holy Symbol #1193

+2 free holy mana, +3 holy recovery, +3 Priest skill, +3 PC, +2 MAR, +2 SAR, spells at strength 4: #154 Eye of Scrying, #217 Charm of Movement.

Blessed Soldiers

+10 Morale, +3 CF, +3 DF, +20% AF, in sanctuary +60% AF, +1 SAR.

Blessed Characters

In addition to the above: +1 PC, +1 Tactics, +1 Influence, +2 holy recovery, +2 Dexterity.

Level 1

1 Shell of Protection - Character
 55 Party Crashers
 244 Detect Powerpoint
 258 Bless Soldiers
 295 Heal Character

Level 2

21 Transfer Mana
 127 Summon Fog
 144 Read Events
 156 Dream
 184 Enchant Soldier
 257 Create Holy Symbol

Level 3

53 Invisibility Self
 77 Repel Undead III
 129 Summon Earthforce
 264 Summon Minor Divinity Rel #6
 276 Create Sanctuary of Religion #6
 283 Bestow Divine Blessings

Level 4

186 Enchant Character
 190 Create Power 3 Staff
 296 Resurrect Character

Level 5

456 Combat Vision

Level 6

323 Protective Pentagram
 325 Create Greater Holy Symbol

Level 7

324 Summon Tahman's Guardians

Level 9

322 Rite of the Journey

Special Miracles:

#322 Rite of the Journey

Strategic spell level 9

Target: Character

Cost: fixed at 45 mana, 15 Mithril #422, and 20 White Crystals #1120.

Restriction: Must have the status 'Favored of Tahman' #1826.

Effect: The target gains the status 'Mystic' #1814 and +3 to each of Strength, Dexterity, Constitution, Beauty, PC, Tactics and Influence.

#323 Protective Pentagram

Battle spell level 6

Target: self

Cost: 15 mana, 5 Ginger Root #424, and 5 Gold #418.

Effect: soldiers in caster's slot gain +5 DF, +3 MAR, +2 SAR, +15 Morale, +25% AF, +10 Overall Modifier and INV 1.
Caster gains +10 DF, +10 MAR, +5 SAR.

#324 Summon Tahman's Guardians

Strategic spell level 7

Target: force

Cost: fixed at 35 mana, 50 Precious Gems #417, and 10 Mithril #422.

Effect: Not known precisely, but summons 5 Ancient Human soldiers with good equipment and status.

#325 Create Greater Holy Symbol

Strategic spell level 6

Target: I#586 Holy Symbol

Cost: fixed at 15 mana and 2 Holy Symbols #586.

Effect: Gain a greater holy symbol of Tahman I#1193.

Adventures:

Adventure 461 – Tahman's Wanderer

Once. Self. Target is C#1173 Kelar.

Be a priest of Tahman level 45, Ranger-35, and have PC-40. Be in the same province as C#1173.

Gain – become the High Priest of Tahman, gain the title 'Master Guardian' #2961 (+5 Prestige) and the status 'Mystic' #1814.

Adventure 462 – Secrets

Once. Self.

Be priest of Tahman level 50 and have the title 'Master Guardian'.

Gain – further leads and information regarding religion #6 Tahman.

Adventure 463 – Division of Tasks

Once per character. Five times. Target is another character.

Be priest of Tahman level 35, and have a greater holy symbol of Tahman #1193.

Gain – sponsor gains +3 Priest, +3 Ranger, +2 PC, +2 Strength, +2 Constitution.

Target gains +5 Druid, +5 Ranger, and a Mark of Honor.

Adventure 464 – Tahman's Rescue

100 times. Self. Character must be dead.

Be a follower of Tahman.

Gain – Life. Lose 1 Constitution. Stoning and poison are also cured.

Kolvathe - Religion #7

Neutral – Base Recovery: 3
Favored Season: Summer +2
Favored Race: Dak +1
Can Rite: no
Can be Rited: no
Declare Blood Enemy (B14): yes

Kolvathe is the god of nature. He is predominantly worshipped by the Dak people with a growing following of Maratassen and Drakken. He is seen as a creature composed of parts of the many creatures found throughout Verana. Followers of Kolvathe possess an unnatural attunement with nature and its many creatures. As a result, all followers of Kolvathe are generally left alone by the many monsters found throughout the land.

Holy Symbol #587

+1 free holy mana, +1 holy recovery, +2 Priest, +2 Dexterity, spells at strength 3: #214 Bless, #222 Bless Animals, #224 Charm Herd.

Greater Holy Symbol #1194

+3 free holy mana, +2 holy recovery, +4 Priest skill, +4 PC, +2 MAR, +3 SAR, spells at strength 5: #241 Essence of Nature, #243 Powerpoint Teleportation, #296 Resurrect Character.

Blessed Soldiers

+15 Morale, +2 CF, +3 DF, +20% AF, in sanctuary +50% AF, +2 MAR.

Blessed Characters

In addition to the above: +3 PC, +1 Influence, +2 holy recovery.

Level 1

226 Increase Movement Cost
 230 Increase Stone Extraction
 258 Bless Soldiers
 295 Heal Character

Level 2

222 Bless Animals
 240 Nature Awareness
 245 Barrier of Nature I
 257 Create Holy Symbol

Level 3

133 Dispel Winternight
 224 Charm Herd
 243 Powerpoint Teleportation
 265 Summon Minor Divinity Rel #7
 277 Create Sanctuary Religion #7
 445 Create Tower

Level 4

49 Charm Monster
 105 Summoning of the Unseen Servant
 296 Resurrect Character

Level 5

241 Essence of Nature

Level 6

328 Devin's Revenge

Level 7

327 Nature's Guidance
 496 Call of the Wild

Level 8

326 Unity with Nature
 329 Summon Rage

Special Miracles:

#326 Unity with Nature

Duel spell level 8
 Target: self
 Cost: 20 mana and 2 Cinderoak #428.
 Effect: Caster gains a special attack of 1000, a magical attack of 1000, and +5 to each of MAR and SAR.

#327 Nature's Guidance

Strategic spell level 7
 Target: self
 Cost: fixed at 30 mana, 20 Ginger Root #424, and 2 White Crystals I#1120.
 Restriction: Must have the status 'Favored of Kolvathe' # 1827.
 Effect: Gain +1 Priest, 50% Wounds.

#328 Devin's Revenge

Battle spell level 6

Target: self

Cost: 25 mana, 3 Golden Acorns #1104, and 5 Griffon Feathers #1112.

Effect: Soldiers in own slot gain +5 DF, +2 MAR, +2 SAR.

Caster gains +5 DF, +3 MAR, +3 SAR, -20 AF%, a magical attack of 20x level, and a special attack of 10x Level.

Soldiers in opposing slot lose morale of 1x caster's level.

#329 Summon Rage

Strategic spell level 8

Target: Location

Cost: 35 mana over MAR, 15 Hydra Fangs #1103, and 15 Dragon Tears #1108.

Effect: The location suffers: -25 Morale, -25 SEI, -50 walls, -10 towers, -5 gatehouse und -5 keep.

Adventures:

Adventure 471 – Kolvathe's Nature Spirit

Once. Self. Target is C#1115 L' starra.

Be a priest of Kolvathe level 45 and be in a church of the religion of at least level 35. Be in the same province as C#1115.

Gain – become High Priest of Kolvathe, gain the title 'Master of Nature' #2963 (+5 Prestige) and the status 'Nature Spirit'.

Adventure 472 – Symbol of Kolvathe

Once per character. 20 times. Self.

Be a priest of Kolvathe level 25, have 3 Holy Symbols #587 and 3 White Crystal #1120.

Gain – a greater holy symbol of Kolvathe #1194, and +2 Priest, +2 Dexterity, +2 Constitution.

Adventure 473 – Evil Plowed Under

Once per character. 10 times. Self.

Be a priest of Kolvathe level 35 with an Orcish prisoner who follows religion #5 (Nagashun).

Gain – sponsor gets +1 Action (max is 5), +2 Priest, +2 PC, +2 Strength, +2 Constitution. The prisoner is rejoined with the soil.

Adventure 474 – Kolvathe's Nature

100 times. Self. Character must be dead.

Be a follower of Kolvathe.

Gain – Life. Lose 1 Constitution. Stoning and poison are also cured.

The Nameless One - Religion #8

Evil – Base Recovery: ?

Favored Season: ?

Favored Race: ?

Can Rite: ?

Can be Rited: ?

Declare Blood Enemy (B14): ?

Not much is known yet about Religion #8, but a book of the religion (I#598) has been found. The following lines of text may be read therein (excerpt):

The Nameless One comes from beyond and seeks a path to travel all the way to Verana. Even now, imprisoned far away, he gives his followers great power: the power of fear and terror. And he requires little, only that his followers work to bring him wholly to Verana...

Open the Gate, that Verana may feel my glorious power, find the Altar, find it, find it, find it, find it, find it, find it...

It is also known, that the religion now has a High Priest. Who this might be is still unknown.

At the beginning of the game, the religion has no spells, no holy symbols can be made (but some can be found – the might of the Nameless One grows) and no status of the religion can be obtained at game start. The only known aid is a Resurrect Character adventure:

Adventure 484 – Death Can Wait

100 times. Self. Character must be dead.

Be a follower of the Nameless One.

Gain – Life. Lose 1 Constitution. Stoning is also cured.

KNOWN LOCATIONS AND OTHER FEATURES

Kingdom of Talthain

Swamp of Talthain

The Swamp of Talthain is the smaller of the two major swamps in Verana. It is located on the southern shores of Devindale Lake, just north of Asterain. Source of many a tale, this swamp has been relatively quiet of late. Undead of various types inhabit the swamp and have been known to venture out to nearby settlements at night. The Knights of Talthain have always kept these incidents few and far between, but with the Knights now disbanded, the locals are beginning to worry once again.

Adventure 701 – Infection

100 times. Self.

Be in the Swamp of Talthain and follow an evil religion.

Gain – the status ‘Spectre’ #363.

Adventure 702 – Cremation

100 times. Self.

Be in the Swamp of Talthain, follow no evil religion, and have an undead prisoner.

Gain- +1 Knight and PC, and the prisoner is cremated.

Parthain ID# 3001 (50/68)

Parthain is the southernmost city in Talthain. A major city in its own right, Parthain has become a source of food, lumber, and stone for the rest of Talthain, particularly Asterain. The leader of Parthain is a druid of great power known as Rewar Siltome. Through his efforts, the natural resources of the land have been greatly enhanced. This allows the city to lend support to many neighboring cities, for a price. Although Rewar still runs Parthain, he does so under the Overlord’s rule, and many suspect his mind must be enslaved.

Special Action – Free Rewar

Once. Main Character. Can only be done if no other player has gained control of Parthain yet.

Heal Rewar’s insanity and raise his MAR to at least 50 to protect him from further magical influences.

Gain - Rewar becomes neutral (previously a member of the Servants of Nagashun). Sponsor gains the title ‘Rewar’s Rescuer’ (+2 Prestige, +5 Influence versus Humans) and a Mark of Honor.

Asterain ID# 3002 (70/59)

The most majestic city in all Verana is without question Asterain, the capital city of Talthain. It is located in central Talthain on the river Kafra. The city contains several large marketplaces, guilds, inns, and the famous Talthanian Tourney. In the center of the city lies the Imperial Palace, home now to the dark servant of the Overlord. Under this rule the city has lost much of its former spirit. The essence of the city perseveres, though no one knows for how long.

Adventure 703 – Destroy Essence

Once per character. 50 times. Self.

Be in F#3002 and follow an evil religion.

Gain - +1 Constitution and the title ‘Essence Eater’.

Adventure 704 – Preserve Essence

Once per character. 50 times. Self.

Be in F#3002 and follow no evil religion.

Gain – lose 1 Constitution and gain the title ‘Essence Giver’.

Special Action – Essence

Once.

Either: If the adventure ‘Destroy Essence’ is closed before the adventure ‘Preserve Essence’, then the title ‘Essence Eater’ gains +5 Prestige and +10 Influence versus Orcs, Gargoyles, and Drakken.

Or: If the adventure ‘Preserve Essence’ is closed before the adventure ‘Destroy Essence’, then the title ‘Essence Giver’ gains +5 Prestige and +10 Influence versus Humans, Elves, and Dwarves; and the title ‘Essence Eater’ suffers –3 Prestige and –3 Influence versus Orcs, Gargoyles, and Drakken.

Talthain Castle ID# 3003 (34/60)

On the northwest corner of Talthain, just south of the Pass of Terror, lies Talthain Castle. Built by the first King of Talthain, this castle has stood as a major obstacle to the enemies of Talthain for many generations. The Overlord respected it enough to bypass it altogether and assault Asterain directly. It now remains the only location in Talthain that is still under Talthainian rule. Unfortunately, it is now under siege and has been so for some time. As formidable as it is, it cannot hold out against the Winternight and undead assaults that it is subjected to constantly. If it is to survive, it will need help very soon.

Special Action – Relief

Main character. Once per character. 25 times.

Be in a force in the same province as Talthain Castle. The force must contain a slot of 100 human knights equipped with broadsword, shield, and plate armor, at training level 5 or better.

Gain – lose the soldiers and gain the title ‘Relief’ (+1 Prestige, +2 Influence versus humans) and +3 Tactics, +1 Influence.

Paradise Forest

On the eastern border of Talthain lies the well-tended Paradise Forest. Developed by the Talthainian monarchs as a retreat for the Royal family and modeled after the Elven forest of Valandain, Paradise Forest is one of the most secure places in the realm. Years of reinforced magical wards, spells of protection, and well-placed artifacts have made Paradise Forest a safe haven for all travelers. The Overlord’s forces continually attack the magic of the forest, yet it resists with relative ease. It seems that something of power has taken up residence and now causes the military governor of Talthain some inconvenience.

Adventure 705 – Paradise Saved

Once. Self.

Be in the Paradise Forest and have a prisoner of race ‘Demon Wym’. Follow no evil religion.

Gain – the title ‘Paradise Savior’ (+2 Prestige), a Mark of Fate and +1 Action.

Riftwatch Castle ID# 3004 (91/64)

For as long as Talthain has existed, there have always been nomad invasions from across the rift. As a response to this, Taltan, Fourth King of Talthain, ordered the construction of a large fortress on the only major pass through the Darsian Rift. Under heavy guard, the castle was constructed in three years. Once completed, it presented invading nomad forces with a formidable target. For generations, the castle has withstood many nomad excursions; unfortunately, it did not withstand the armies of the Overlord.

Adventure 706 – Arms Trader

Once per character. 25 times. Self.

Be in Riftwatch Castle, follow an evil religion, and have 200 broadswords in your possessions.

Gain – 10,000 crowns, +2 Merchant

Kingdom of Paverain

Paverainian Swamp

The Paverainian Swamp is the largest area of vile fens and foul bogs anywhere on Verana. No folk are willing to dwell near its edges (which seem to shift and change), and travelers give it a wide berth. In ages past fell creatures issued from the swamp and sowed horror far and wide as things too evil to name swallowed outlying farms and villages. The swamp was dormant for many years afterward, but the wise say that the Overlord has prodded awake many nameless horrors that were better left alone. Now the swamp bubbles and reeks again, and the shadows grow dark beneath the sinister trees. What lurks in the blank heart of this demesne of terror should not be provoked...

Adventure 707 – Horrormaster

Once. Self.

Be in the heart of the Paverain Swamp, in the lair found there (30xx ID). Follow an evil religion, be Necromancer-35, and have as prisoner a female elven priest.

Gain – the title ‘Horrormaster’ (+1 Prestige), a Mark of Cruelty, and your race changed to Swamp Monster (a monster race).

Adventure 708 – An End to Horror

Once. Self.

Be in the ‘Heart’ of the Paverainian Swamp (province with that text). Follow no evil religion, be Knight-35, and have a prisoner of race ‘Horror Beast’.

Gain – the title ‘Great Hero’ (+3 Prestige), a Mark of Good, +5 Knight, +5 PC, +1 Action.

Greywatch Castle ID# 3005 (93/33)

Greywatch is the largest and strongest castle in all Paverain. Built about 200 years ago, this castle has served as Paverain’s main defense against the frequent nomad invasions across the rift. In addition, the northern rift has become home to many unsavory creatures that plague nearby towns and villages. The Paverainian intelligence network and the Knights of Greywatch have saved many lives in this frontier area of the kingdom. Recently, many of the Knights have been redeployed to Paveral. It seems the king is becoming concerned...

Adventure 709 – Greywatch Knight

Once per character. 18 times. Self.

Be in F#3005, follow no evil religion, and be Knight-30.

Gain – the title ‘Greywatch Knight’ (+1 Prestige), +2 Knight, +2 PC, +1 Strength.

Southguard Castle ID# 3006 (76/34)

Built on the edge of the Paverainian Swamp, this castle has the difficult task of containing the horrors of the swamp. Until recently, they have been very successful; however, increased activity in the swamp has resulted in far more incidents with the locals. Southguard is now recruiting able-bodied men and women to serve for several months and aid in ridding the swamp of the horrors it contains.

Adventure 710 – Southguard Recruit

100 times. Self.

Be in F#3006 and follow no evil religion. Have a monster prisoner (race Wyvern, Manticore, Swamp Drake, Iron Drake, Fire Drake, Ice Drake, Harpy, Lammassu, Will-o-wisp or Lesser Balrog).

Gain - +2 PC.

Flensburg ID# 3007 (61/26)

Second-largest city in Paverain, Flensburg is a prosperous city sitting on large deposits of many rare items. It is said that Flensburg sits on a deposit of a mineral heretofore unknown. The mages of Flensburg have been studying it for some time now. Nothing more is known about it other than that it is a capital crime for any but the Paverainian government to mine any.

Adventure 711 – Mine

50 times. Self.

Be in F#3007 and have 5000 crowns in bribe money. Have an arcane skill at rating 30.

Gain – some of the unknown mineral.

Paveral ID# 3008 (79/28)

Capital of Paverain, this city is truly the city of intrigue. Home to the famous Paverainian Intelligence Network, this city’s administrators know what is going on in every corner of Verana. Paveral is a strong, well-defended city, and its ability to know about events almost before they happen make it a difficult target for anyone. This intelligence network has warned the Elves on several occasions and as such, many feel that the Overlord will attack Paverain before his next attack on Valandain.

Adventure 712 – Spy Basic Training

Once per character. 100 times. Self.

Be in F#3008, follow no evil religion, and be Spy-10.

Gain - +1 Spy and +1 Stealth.

Great North River

Flowing from an unknown source in the Wasteland is the Great North River. It runs through most of Paverain until it flows into Devindale Lake. The water is a murky brown color and has a mildly repugnant odor. Many people want to know the origin of the river and still others want it stopped. However, with the coming of the Overlord, these things will have to wait.

Adventure 713 – The Wellspring

Once per character. 18 times. Self.
Be in the province where the Great North River has its source. Follow an evil religion.
Gain – the title ‘Spoiler’ (+1 Prestige), +2 Necromancer and +1 Constitution

Adventure 714 – Purification

Once. Self.
Be in the province where the Great North River has its source. Follow no evil religion. Have I#1187 (Summoner Staff) in your possessions (does not get used up).
Gain – the title ‘Savior of North River’ (+2 Prestige), +5 Priest, +5 Arcane, +10 Constitution and a Mark of Fate.

Kingdom of Umbria

Amber Forest

Amber Forest is the largest forest in Umbria. Located in the northwest, Amber Forest has served as a source of wood and game for a large segment of the Umbrian population. Amber Forest also has a unique anti-magic property, which has puzzled scholars for generations.

Adventure 715 – Hunter and Gatherer

100 times. Self.
Be in the Amber Forest and possess no arcane skill.
Gain – 5 horses, 100 food, and 50 lumber.

King’s Port

Allegedly there is a harbor city by the name of ‘King’s Port’ being built on the west coast. Nothing more precise is known as yet.

Adventure 716 – Sailor

Once per character. 18 times. Self.
Be in King’s Port.
Gain – the title ‘Sailor’ and a Heavy Raider #399.

Soultip Mountains

The Umbrian western border is dominated by a chain of mountains called Soultip. The mountains got their name several centuries ago when an Umbrian Saint scaled the highest peak and claimed to be able to see the soul of the first Umbrian Monarch sitting upon the mountain tip, looking at his people. That particular mountain (Monarch’s Peak) is now considered sacred and anyone found near it will be put to death.
In recent years many followers of Vol have been seen in the area. It appears that they wish to build their headquarters here.

Adventure 717 – Monarch’s Peak

Once per character. 18 times. Self.
Be on Monarch’s Peak.
Gain - +2 Priest, +2 Necromancer, title ‘Taboo Breaker’ (-1 Prestige, -10 Influence versus humans).

Umbris ID# 3009 (22/66)

Umbris is the capital city of Umbria and the largest city in all Verana. It lies about 100 leagues due east of Fire Peak in the Dragondens and it sits on the shores of Welbrer Lake. Umbris is a thriving city with numerous guilds and churches, many of which engage in “friendly competition.” Though it is not well fortified, Umbris is home to the majority of the Umbrian military, making it a well-defended location. Umbris is also home to Luan IV, current Emperor of Umbria. If it is possible, Luan is even more fanatical in his hatred of magic than his ancestors. This has caused Umbria to become virtually magic-free, and has been cause for concern for many of the Emperor’s advisors.

Adventure 718 – Trader

Once per character. 18 times. Self.
Be in Umbris.
Gain - +2 Merchant, +1 Administrator, and the title 'Umbris Hawker'.

Dragon Guard Castle ID# 3010 (29/65)

For generations, the people of Umbria have been plagued by the denizens of the Dragonen Mountains. Almost cyclically have the monsters of the southern Dragonens ventured forth from their homes to cause death and destruction to nearby towns. Several decades ago, the Emperor of Umbria ordered the construction of an impregnable underground fortress near the southern Dragonens to warn of impending invasions. In addition, all nearby settlements have built extensive underground fortifications to guard the people until the invasion ends. Many wonder if one will ever occur again, but they still look towards the dreaded peaks and pray.

Adventure 719 – Dragonguard

50 times. Self.
Be in F#3010 and have a Black Dragon prisoner.
Gain - +4 PC, +2 militant skills.

Northlake

Northlake is a large body of water with numerous tributaries, which is located near central Umbria. Source of most of the fresh water in Umbria, Northlake is well protected and has always provided ample fresh water for the people of Umbria.

Adventure 720 – Lake Poisoner

Once.
Follow an evil religion, be in North Lake, and have 50 Nightshade in possessions.
Gain – the title 'Poisoner', +5 Necromancer, +2 Dexterity, and a Mark of Cruelty.

Adventure 721 – Water Savior

Once. Self.
Follow no evil religion, be in North Lake, and have 50 Silverleaf in possessions.
Gain – the title 'Water Savior' and a Mark of Good.

Northlake City ID# 3011 (13/51)

Located on the northern shore of Northlake, this city has prospered in trade with neighboring cities and towns. Possessing some of the most fertile fields in Umbria, Northlake City has become an economic dynamo that has helped the Emperor finance his many projects. The city is led by a powerful bard known as Regar Blackthorn. It is known that Regar owns an inn in the city and frequents it. During his visits he recounts tales of ancient Umbria and her many struggles. This master of tales has generated quite a business for his establishment and has filled his pockets with Umbrian gold as well.

Adventure 722 – Regar's Apprentice

Once per character. 18 times. Self.
Be in the Bard Guild G#2707 in Northlake and have 500 crowns.
Gain – the title 'Regar's Apprentice' and +4 Bard.

Western Verana

Hawkhurst ID# 3012 (23/27)

Just southeast of Valandain lies the city of Hawkhurst. A thriving city before the Overlord came, Hawkhurst is now the main staging area for the Overlord's attacks on the Elves of Valandain. The undead armies scour the countryside while the living troops use the city's resources for themselves. Many have tried to flee this living graveyard, yet the undead stop nearly all of them. The pain of the city is felt by all those who oppose the Overlord, and its liberation is a high priority.

Adventure 723 – Graveyard

100 times. Self.
Be in F#3012 and follow an evil religion.
Gain – the status, 'Wraith' #367.

Misty Isle

Far to the northwest lies the largest island on Verana, called the Misty Isle. It is so named because of the continuous fog that is present on most of the island throughout the year. The island is largely unexplored due to the fog and various creatures found there. The mythical town of Talonshire is supposed to be located there, but most people feel it is too risky to search for that myth.

Adventure 724 – Talonshire

Once. Self.
Be in Talonshire.
Gain – the title 'Explorer' (+1 Prestige) and +1 Strength, +3 Dexterity, +2 Constitution.

Verana River

The longest river in Verana is the Verana River. Running from the west coast, north of the Dragondens, this river extends to Devindale lake. The river varies in size and depth along its path, and it has several good areas to cross.

Adventure 725 – Pilgrim

Once per character. 18 times. Self.
Be at the source of the Verana River.
Gain – the title 'Verana's Waters' and +1 Strength.

Valandain Forest

Of all the forests in Verana, Valandain is by far the largest and most splendid. Home to the Elves since the beginning, Valandain has become an entity unto itself. It is with the help of this magical intelligence that the Elves have been able to hold out against the armies of the Overlord. Valandain is also unique for its rivers. The rivers have the ability to heal well-intentioned characters of poison evil characters. It has become a haven for the refugees of the Overlord's military campaigns, and a thorn in his side.

Adventure 726 – Healing

200 times. Self.
Be in Valandain Forest and follow a good religion.
Gain – all wounds are healed.

Adventure 727 – Damnation

Main character only. 12 times. Target is another character.
Be in Valandain Forest, follow a good religion, and have as prisoner a character with ID#1-200 (target of the Adventure) who has an undead status.
Gain – the target loses the status, becomes insane, loses 2 each of Strength, Constitution, PC, Influence, and Arcane, and gets the title 'The Damned' (-2 Prestige).

Rok Tathgar ID# 3013 (22/46)

No location in the known world evokes more fear than the legendary fortress city of Rok Tathgar. Built into the base of the Dragonden mountains some 2,000 years ago, this immense structure, home to various creatures for generations, has become the home for the Overlord. Hordes of undead issue from the great double doors at each rising of the moon to reinforce the already powerful armies of the Overlord. It is not known who built it or why the inhabitants of the Dragondens leave it alone, only that it stands as constant reminder to the terror that the people of Verana must endure every day.

Adventure 728 – Undead Live Longer

100 times. Self.

Be in Rok Tathgar. Follow an evil religion, and have 25 Nightshade in your possessions.

Gain – become a Vampire (Status #358).

Narviel ID# 3014 (39/42)

Narviel is truly the capital of the Arcane Arts in Verana. Powerful and well defended, this city stands for the pursuit of knowledge. The only religion represented is that of the god Masinome. All residents pay homage to him or to what he represents. The city maintains several magic guilds of incredible power with each maintaining one member with the ability to teleport the city to safety. This defense has kept the city safe from the Overlord and his minions; however it is known that he covets the treasure and knowledge and seeks a way to circumvent this moving city.

Special Action – Planar Refuge

Any number of times. Self.

- If Narviel is controlled by a position that also controls the owner of a Magic Guild in Narviel (guild strength at least 50), then the city may be transported to another plane via special action. The guild owner must be in Narviel.
- This other plane is only one province in extent. It is a desert without any resources. Nothing can leave or enter the city while it is on this plane.
- Narviel itself will lose up to 10% of its soldiers and population as a result of this magical transportation.
- Every production that the city remains sequestered, further unpleasant consequences may occur, such as revolts, guild strength losses, and starvation.
- Narviel can be returned to Verana in the following ways:

By Special Action (back to province 39/42). If a player character possesses the Summoner Staff I#1187, he can ‘call’ the city (does not need to be in the city).

Or by the owner of the city, under the same conditions as above (must control Magic Guild owner, guild strength at least 50, guild owner must be in the city).

Corinanth Archipelago

The Corinanth Archipelago is located far to the southwest in the Seas of Melbain. These islands sit in some of the most treacherous waters known and have been the resting place of many a fine ship and crew. Because of this, the Archipelago has come to be the home for the Corinanth Pirates. Unsurpassed in seamanship, these scourges of the sea plague shipping all along the coast of Umbria. The Umbrian navy, though powerful, can’t compete against the well-handled pirate vessels in those dangerous seas. The Corinanth Pirates have done well for themselves as a result and have established a city on the largest island. They call the city Corinanth, after themselves, of course. How successful they can become, only time will tell.

Adventure 729 – Pirate

Once per character. 18 times. Self.

Be in Corinanth and have a Raider I#390 in your possessions.

Gain – the title ‘Pirate’ and +1 PC, +1 Dexterity. The ship is not used up.

Tamor Elosium ID# 3015 (30/17)

Tamor Elosium is the capital city of the Elves located in Valandain Forest. It is a prosperous city thanks to the leadership of the Elven Queen. Tamor Elosium is a magical city with numerous defensive wards and spells woven into its walls. Only beneficial magic will work within its walls and creatures of evil intent find their health failing at an alarming rate once inside the city. The city is heavily defended by elite Elven troops and the greatly respected Valandain Archers. Even with all this, it still feels the pressure of the Overlord’s ceaseless attacks. Still, they hang on...

Adventure 730 – Elven Bows

25 times. Self.

Be in Tamor Elosium. Have 100 Meldorian and 10,000 crowns in your possessions.

Gain – 50 Power 2 Elven Bows.

Dragonden Mountains

Stretching for hundreds of miles in the southwest of Verana lie the dreaded Dragonden Mountains. Home of the mightiest of creatures, these mountains have become a source of nightmares for all neighboring towns and villages. Besides the dragons, numerous other creatures have taken up residence in the Dragondens, including spiders, ogres, hydras, and many others. The mightiest creature in the Dragondens is the Greater Dragon, Garingnon, last of the Dragon Kings. This mighty creature commands the respect of virtually everything in the Dragondens, and nothing occurs without his knowledge. These mountains are no place for any but the most powerful.

Special Action – Dragon Trade

Once. Self.

Be in the same force as the Dragon King Garingnon, follow an evil religion, and give him Entraulmar.

Gain a Nether Drake character as a follower.

Central Verana

Northern Mountains

Home to the majority of the Dak population on Verana, the Northern Mountains have been a secure haven for many years. Located far to the northwest, these mountains are virtually impassable on all sides. The only reasonable way to enter is through Eagle Pass on the eastern side. The Dak people strongly defend this pass with their unique abilities.

Adventure 731 – Pass Defender

Main character. Once per character. 18 times. Self.

Be a Dak. Be in the Eagle Pass.

Gain – the title ‘Pass Defender’ and +2 PC, +2 Dexterity.

Caerocke Mountains

Home to the many generations, this mountain range is an offshoot of the Dragondens. Many Dwarven strongholds exist here, with the greatest being the fortress city of Kol Targas. Much of this area is treacherous and many have lost their lives to a slippery rock or misplaced foot. The Dwarves are extremely surefooted in their homeland and many will not journey there without a Dwarf guide.

Adventure 732 – Dwarven Guide

Main character. Once per character. 18 times. Self.

Be a Dwarf. Be in the Caerocke Mountains.

Gain – the title ‘Caerocke Guide’ and +2 Strength, +2 Constitution.

Wasteland

Far to the north lies an area void of all life and covered in shadow. Untold ages ago, two powerful wizards fought in this area known today as the Wasteland. Both were summoners of the highest order, and, as such, unleashed upon themselves and others creatures of our worst nightmares. When the dust settled and the battle finished, nothing remained of the mages. In addition, the area of the battle was nothing but scarred, barren land. Over the years, this barren area spread until a supposed equilibrium was reached 150 years ago. Nothing lives in the wasteland, or so everyone believes.

Adventure 733 – Wasteland

Main character. Once per character. 18 times. Self.

Be a Summoner. Be in the Wasteland.

Gain - +3 Summoner and the title ‘Wasteland’.

Devindale Lake

Devindale Lake is the largest inland body of water in all Verana. Formed ages ago in some forgotten cataclysm, the lake has provided travelers with a peaceful place to rest and an abundance of food. Aside from its passive shoreline, Devindale Lake has two large swamps along its banks. These swamps have become home to creatures too numerous to count. Traveling in or near the swamps can be very dangerous, which is why Paverain and Talthain patrol their swamp borders to prevent unwary travelers from making mistakes. The swamps are also rumored to contain some powerful magic items and they will hold on to them for some time.

Adventure 734 – Recuperation

200 times. Self.

Be on Devindale Lake.

Gain – all wounds are healed.

Great Southern Desert

As the southern border of Talthain, the Great Southern Desert has served as a natural barrier against seaborne attack. Smaller and milder than its eastern counterpart, the desert is well patrolled by Talthain military. Talthain maintains roads to the South Sea across the desert with well-supplied checkpoints along the way. In addition to this, the kingdom also maintains several small keeps along the shore to warn of potential sea invasions. In all other respects, the desert is rather nondescript but of major strategic importance.

Adventure 735 – Desert Patrol

Main character. Once per character. 18 times. Self.
Be in the Great Southern Desert.
Gain – the title ‘Desert Traveler’ and +1 PC, +1 Tactics.

Pass of Terror

Lying to the west of the Caerocke Mountains and east of the Dragondens is the infamous Pass of Terror. Stretching some two miles and no more than several hundred yards in width, the pass has proved a formidable obstacle to merchants and travelers of all types seeking to journey from northern cities to Talthain. The creatures of the Dragondens routinely watch the pass and attack nearly anything that uses it. As a result, all travelers use the much longer route around Devindale Lake or through the Caerocke Mountains, which can still be treacherous. The Overlord, however, used the pass to move his armies against Talthain. The only thing that can be assumed is that the Overlord has made an agreement with the Dragon King — a possible alliance that may spell the end of freedom in Verana.

Adventure 736 – At Terror Pass

Main character. Once per character. 18 times. Self.
Be at the Pass of Terror and be Ranger-15.
Gain - +2 Ranger, +2 Stealth and +1 Dexterity.

Rok Tsgar ID# 3016 (60/39)

The city of Rok Tsgar sits on the Isle of Dreams in Devindale Lake in central Verana. Home to the homeless, this city welcomes all peoples to take up residence (funny there has never been a problem with room). The city is quite prosperous and respected by neighboring cities for its craftsmen and markets. Although the people are friendly, there are strict laws in Rok Tsgar, which affect anyone on the Isle of Dreams. Breaking many of these laws is punishable by death, which has cut into the tourist trade. A little research on the part of the traveler will prevent this unfortunate accident, and should be considered a necessity before entering the city. In many other ways, Rok Tsgar is mysterious. There is a high rate of disappearance in the city and some disturbing legends concerning it. Many disregard this in favor of the opportunity and the wealth available at the city.

Adventure 737 – Tourism

Main character. Once per character. 18 times. Self.
Be in F#3016 and get a free seminar from the local tourist board.
Gain - +1 each to Strength, Dexterity, and Constitution, and the title ‘Rok Tsgar Tourist’.

Isle of Dreams

Located in the center of Devindale Lake, this small island is home to Rok Tsgar. The island provides ample resources for the inhabitants and a virtually impenetrable defense. The entire island is under the jurisdiction of Rok Tsgar, so it is advisable to become familiar with the laws and customs of the city before wandering about too much.

Adventure 738 – Isle of Dreams

Main character. Once per character. 18 times. Self.
Be on the Isle of Dreams and be Bard-20.
Gain - +3 Bard and the title ‘Dreamer’.

Kol Targas ID# 3017 (38/50)

Located deep in the Caerocke Mountains is the city of Kol Targas, capital of the Dwarven people. Built by the earliest Dwarven kings, Kol Targas has been a Dwarven stronghold and sanctuary for centuries. Dwarves, however, are still clannish by nature, and are constantly concerned about clan status. Because of this lack of unity, the Overlord's attack on the Dwarven nation was swift and effective. Calling upon a powerful winternight, the Overlord and his armies attacked Kol Targas with barely half its total defense. This, coupled with the Overlord's uncanny military expertise and near godlike power, spelled doom for the Dwarves of Kol Targas. Today, the once proud city is submerged in an air of fear and guilt. There are some Dwarves who are not beaten, and they will continue the fight.

Special Action – Winternight Adieu

Once. Main character. Self.

Be in Kol Targas and have Marks of Honor, Good, and Destiny. Follow no evil religion. Sacrifice 30 mana.

Gain – free the province from the otherwise undispellable winternight. Gain the title 'Savior of Kol Targas' (+5 Prestige, +10 Influence versus dwarves) and an additional random Mark that you don't already possess.

Eastern Verana

Plains of Margeth

The Plains of Margeth are home to thousands of nomadic peoples from nearly all races. They have lived here for nearly 2,000 years, and in that time little of their culture has changed. The plains are vast and well populated with a variety of wild beasts. This nomadic paradise is threatened by the ever-expanding Darsian desert. In time, the plains will be lost, unless something can be found...

Adventure 739 – Margeth

Main character. Once per character. 18 times. Self.

Be in the Plains of Margeth, be of a nomadic race, and be Ranger-25. Have 50 horses in your possessions.

Gain – the title 'Animal Friend' (+1 Prestige) and the 50 horses become 200.

Rift of Darsia

Ages ago, when the Elder Gods walked the heavens and Verana was in its infancy, a dark power began to form. At first the Old Ones ignored it, but over time, it grew, always hiding its true strength from those who could destroy it. At a moment in time, it lashed forth, splitting the land asunder and taking the Elder Ones by surprise. However, it had underestimated the power of these ancient gods, and found itself fleeing before their anger. In the battle, one of the Elders was slain by the dark power. In memory of their foolish mistake not to act, they left the scar on Verana and named it after Him Who Fell, Darsia, God of Law.

Special Action – Elder Laws

Main character. Once. Self.

Be a member of a good faction and follow no evil religion. Be in a specific province of the Rift, where the essence of Darsia is the strongest (text will indicate this). Have all of the pieces of the Tablet of Law (they are not used up by this action).

Gain – Darsia is resurrected and rejoins the other Elder Gods. But not before giving a few rewards to the one who woke him:

Character gains the title 'Darsia's Rescuer' (+10 Prestige, +20 Influence versus humans, dwarves, and elves), Marks of Good, Honor, Destiny, Fate, and Power, and the status 'Darsia Demigod'.

Great Darsian Desert

Across the Darsian rift lies the treacherous Darsian Desert. This desert is truly the most inhospitable place in all Verana. Formed shortly after the rift, the desert is home to unique creatures that have adapted to its deadly environment. Travel is possible only if well planned and well supplied. No one except the nomads of the plains have been able to navigate the desert with large numbers of people, and even this is costly in lives. Unfortunately for the nomads, the desert is growing at a steady rate to the east, and thus is consuming a large portion of their land yearly.

Adventure 740 – That which does not destroy us...

Main character. Once per character. 18 times. Self.
Be in the Great Darsian Desert and have 50 warhorses in your possessions.
Gain – 50 wargreathorses, the title ‘Darsian Conquest’ (+1 Prestige, +2 Influence versus human nomads) and +5 Ranger.

Tolbain Mountains

The Tolbain Mountains are home to the Maratasen people. The Cat people have held these mountains for generations and have built several fortified locations there. Nomad and civilized Maratasen live with each other in relative peace. This is due to the strong sense of racial loyalty and honor that exists within this race, more than any other. The capital city of the Maratasen is T’rathne, which is located on the west side of the Darsian Rift. The Maratasen have built a secure route across the rift, helping to unify the different cultures even further as well as to develop a thriving economy. The Overlord has captured several of the closer towns and continues to advance, albeit slowly. Unfortunately, retaliation is slow in coming because of the Maratasen fear of the undead. Yet this race will not sit still for long.

Adventure 741 – Honor and Conscience

Main character. Once per character. 18 times. Self.
Be in the Tolbain Mountains, be a Maratasen, and have a Red Dragon prisoner with an undead status.
Gain – a Mark of Honor and the title ‘Honor Warrior’ (+2 Prestige).

T’rathne ID# 3018 (90/2)

T’rathne is the largest Maratasen city in all Verana. Founded decades ago, this city has prospered under wise and competent rulership. The city is led by K’rsas, a Knight/Berserker with rumored powers of the arcane arts. The city sits in a secure area of the Tolbain Mountains just west of Darsian Rift. With the recent activities of the Overlord in the Tolbains, T’rathne has begun a major military buildup. Many feel that this will not make much difference, yet they fail to realize that T’rathne is a powerful city inhabited by thousands of Maratasen warriors. If the Overlord wants it, he will have to earn it.

Adventure 742 – Equipment

50 times. Self.
Be in F#3018 and have 100 battleaxes in your possessions.
Gain – 10,000 crowns.

The Shadow Hills

To the south of the Plains of Margeth lie the Shadow Hills. These hills are barren and relatively lifeless. This has left them void of nearly any location and thus has let them become overrun with wildlife. The hills are unsafe for any save the most powerful, since they are home to many lairs and ruins that may contain vast treasure and possibly, certain death.

Adventure 743 – Shadowplay

100 times. Self.
Be in the Shadow Hills and follow an evil religion.
Gain – the status ‘Morphoul’ #362.

Stretch of Life

Lying along the Darsian Rift and the Darsian Desert, the Stretch of Life is a long, narrow strip of land that has food and water in abundance. The Stretch is inhabited by several small towns that cater to travelers who cross the desert. For all intents and purposes, the Stretch is an Oasis outside the desert, and one that is no more than 20 miles long at its widest point.

Adventure 744 – Stretch of Life

100 times. Self.
Be in the Stretch of Life.
Gain – 1000 food.

Margeth River

The only waterway in eastern Verana is the Margeth River. It flows through the Plains of Margeth and out to the Eastern Sea. The river is the major source of water for the plains and, normally, most settlements are on it. Concern has recently come to light because of predictions by shaman that the desert will grow too far and cut off the river from half the plains. The desert is now within about ten miles of the river, and many nomadic clans are considering moving themselves.

Adventure 745 – Water is Life

100 times. Self.
Be in a province of the Margeth River and have a White Crystal #1120 in your possessions.
Gain – the status Enchanted Hero #1831.

Snow Forest

Located north of the Plains of Margeth, the Snow Forest gets its name from its constant blanket of snow. The woods are very beautiful and, although cold, have become home to thousands of Maratasen. The Maratasen of the Snow Forest are noted for their durability and ferocity in battle. Because of this and their unique climate, these people are generally left alone.

Adventure 746 – Hunter of the Ice

100 times. Self.
Be in the Snow Forest and have as prisoner an Ice Drake.
Gain - +5 PC.

Citadel of the Orb ID# 3019 (121/40)

Stronghold of the Maratasen Nomad L'ytalo, this fortress city is one of the few permanent structures on the Plains of Margeth. L'ytalo built this fortress in honor of the Orb of Dalinor. L'ytalo believes that this item has the power to curb the growth of the desert. When the Orb is recovered, it will be housed in this fortress under heavy guard. Until then, L'ytalo continues to gather new clans under his banner.

Adventure 747 – Clan Ritual

100 times. Self.
Be in F#3019 and have one White Crystal and one Black Crystal (I#1120 and I#1119) in your possessions.
Gain – Netherworld status (#373).

Far Haven ID# 3020 (121/69)

This large city was founded near the Shadow Hills on the Plains of Margeth. It is the only civilized center east of the rift, yet its leader, Pontin Greybeard, has kept his city on good terms with his nomadic neighbors. Greybeard seems to be supplying the nomads with weapons and armor for their excursions to the west. This arrangement has worked well over the years, but with the trouble in the west, Pontin is having to rethink his options.

Adventure 748 – Distant Sky

Once per character. 18 times. Self.
Be in F#3020 and have 500 Horsebows in your possessions.
Gain – 50,000 crowns, the title 'Weapon Peddler', and +5 Merchant.

PEOPLES OF VERANA

Racial adventures may be performed once per character, before the first production.

Humans #201

The humans of Verana are the only race that did not appear by the will of the gods. Instead, they landed on the western shore and migrated to what is now Central Verana. They were initially a barbaric culture that fought amongst themselves for land and natural resources. The Elves of Valandain grew weary of this bloodshed and helped the Humans civilize themselves and establish two kingdoms, Talthain and Paverain. Some could not accept this new lifestyle and migrated across the Darsian Desert to the Plains of Margeth. There, they established themselves and preserved much of their original culture. Today, the Humans are by far the most populous race, but are quite average in most other respects.

Adventure 201 – Human Main Character

100 times. Self.

+1 Influence, +1 Arcane (#1-9), +2 Priest, +1 Strength.

Adventure 301 – Human Secondary Character

200 times. Self.

+1 PC, +1 Knight, +1 Ranger.

Orcs #202

Orcs are by far the foulest creatures on all Verana. Emerging from the dark caverns of the Dragondens centuries ago, these creatures have formed the bulk of the Overlord's armies. Virtually all Orc settlements are found in the Dragondens or Shadow Hills, with a small scattering in other areas. Most races won't even tolerate Orcs, and many will attack them on sight.

Adventure 202 – Orc Main Character

100 times. Self.

+2 Necromancer, +1 Priest, +3 Berserker, +1 Strength.

Adventure 302 – Orc Secondary Character

200 times. Self.

+1 PC, +1 Berserker, +1 Assassin.

Elves #203

Currently, the Elves on Verana are the oldest existing race. Elven lore tells very little about the coming of the children of Valandara to Verana. Many scholars think that this information has been removed from the memory of Elves by Valandara herself for some reason known only to her. In any event, the Elves are a powerful race and greatly respected by most other races. Their arcane skills are legendary, and few would challenge their supremacy in this area. The vast majority of the Elven population lives in or near Valandain Forest. Other Elven communities have been established elsewhere, but these are few and far between.

Adventure 203 – Elf Main Character

100 times. Self.

+1 Tactics, +3 Arcane (#1-9), +1 Ranger, +1 Dexterity, +1 Beauty.

Adventure 303 – Elf Secondary Character

200 times. Self.

+2 Bowmaster, +1 Admin/Engineer, +1 Dexterity.

Dwarves #204

Dwarven legend tells that the Forger created his children from the fires of an ancient volcano. Because they are composed of the very essence of Verana, they are at home in her caves and caravans located throughout her mountain regions. Dwarves are a hardy race, strangely resistant to magic and magical attacks of all types. They have an affinity with little-seen natural mountain lairs and have lived in these areas since the beginning. Dwarves are stout fighters, but lack the social graces necessary for good relations with the other races of Verana. Still, most people would welcome a Dwarf companion for their skill at arms and the strange tales they tell of the world below Verana.

Adventure 204 – Dwarf Main Character

100 times. Self.

+2 PC, +3 Axemaster, +2 Strength, +2 Constitution.

Adventure 304 – Dwarf Secondary Character

200 times. Self.

+1 PC, +2 Axemaster, +2 Merchant.

Daks #205

More than any other race, the Dak race is a mystery to the other races of Verana. Many believe that the Daks are hybrid humans, altered by some crazed wizard in an experiment. No Dak will ever speak about the history of his race, which tends to make them unpopular. Daks tend to keep to themselves in their mountain home. For the most part, visitors tend to be ignored, but, treated well, the Overlord has left the Daks alone up to now. This has caused some concern amongst the other races, as many think the Daks are working with or neutral to the Overlord.

Adventure 205 – Dak Main Character

100 times. Self.
+2 Arcane (#1-9), +2 Thief, +1 Ranger, +2 Dexterity.

Adventure 305 – Dak Secondary Character

200 times. Self.
+1 Illusionist, +1 Summoner, +1 Warlock.

Maratassen #206

The Maratassen people are the Elves counterpart. Where the Elves were formed from the very essence of nature, the Maratassen were formed from the essence of the animal kingdom. They are a proud and noble race that are given to extreme violence when provoked. They are organized in clans of civilized, barbaric, and nomadic types, and have strict codes of honor that control their lives. Recently, some of the more warlike clans have been swayed by the glib tongue of the Overlord and have begun attacking the more peaceful clans. This bodes ill for the Maratassen nation as their great strength lies in their unification. A civil war only makes the Overlord's job easier.

Adventure 206 – Maratassen Main Character

100 times. Self.
+2 Druid, +2 Summoner, +1 Priest, +2 Strength.

Adventure 306 – Maratassen Secondary Character

200 times. Self.
+1 Knight, +2 Ranger, +1 Tactics.

Giants #209

The Giants of Verana are a powerful but dwindling race that seeks only to be left alone by the rest of the world. Many feel that they are the descendants of those who served under the Elder Gods. Their history is, for the most part, unknown, although some historical works speak of the Chosen of the Elders. Today, the Giants live in secluded mountain homes across Verana. It is rumored that the Giant King lives in a large underground city. There he preserves their history and guards their many treasures.

Adventure 209 – Giant Main Character

100 times. Self.
Mark of Fate, +2 Priest, +3 Constitution.

Adventure 309 – Giant Secondary Character

100 times. Self.
+1 PC, +2 Berserker, +1 Swordmaster.

Half-elves #210

With the relationship between Elves and Humans improving over the years since the Migration Wars, it is no wonder that Elven-Human offspring began to appear. Half-Elves, as they are called, are generally tolerated by both races. Although ridiculed at first, many now feel that Half-Elves bring the best of both races to this hybrid race. It is known that Half-Elven mages are some of the most powerful users of the arcane arts, and have an affinity for magic of all types. Half-Elves can be found virtually anywhere in Verana, but they tend to live near forested areas.

Adventure 210 – Half-elf Main Character

100 times. Self.
+1 Influence, +2 Arcane (#1-9), +1 Priest, +1 Beauty.

Adventure 310 – Half-elf Secondary Character

200 times. Self.
+1 Knight, +1 Swordmaster, +1 Spy.

Gargoyles #213

Gargoyles are one of two experimental races created by the Dragon Kings to assault the peoples of Verana. During the era of Dragoth, the gargoyles proved to be formidable fighters and provided the Dragon King with many victories. Unfortunately, the Gargoyle race is very anti-magical in nature, allowing only a few to follow the path of Priest or spell-caster. The Dragon Kings were not pleased with this aspect, so they worked on a second race (see Drakkens, below). Over the years, the Gargoyle race has grown in size, but changed in appearance and disposition. Gargoyles now appear as large reptilian creatures with horns, dark leathery skin, and bright red eyes. They make their home in any of the mountain ranges and keep to themselves for the most part. Gargoyles have not been sighted in any of the forces of the Overlord, but neither have they volunteered to help against him. It seems they have become more passive with time.

Adventure 213 – Gargoyle Main Character

100 times. Self.
+3 Militant, -3 Priest, -5 Arcane (#1-9), +3 Strength, +3 Constitution.

Adventure 313 – Gargoyle Secondary Character

200 times. Self.
+2 PC, +2 Rumormonger, -2 Priest, -3 Arcane (#1-9).

High Elves #219

According to their own historical text, High Elves are the favored of Valandara. High Elves believe that in their creation, which took place after the Elves, Valandara infused them with some of her own essence. High Elves are even more magical in nature, but physically smaller and weaker than normal Elves. High Elves also possess an arrogance that is difficult to match and have earned the enmity of many other races as a result. High Elves are rarely tolerated by others, and have found their only haven to be the little-explored and heavily forested areas of Valandain. Their Elven cousins acknowledge their magical prowess, but consider them to be children in all other respects, and treat them as such. High Elves are a friendless race, but very talented.

Adventure 219 – High Elf Main Character

100 times. Self.
+2 Arcane (#1-9), +2 Priest, +2 Dexterity, +1 Beauty.

Adventure 319 – High Elf Secondary Character

200 times. Self.
+1 Influence, +2 Bard, +1 Ranger.

Drakken #220

The second experimental race created by the Dragon Kings, the Drakkens were a greater success than the Gargoyles, according to their creators. This feeling led to a strong enmity between the Drakken and the Gargoyles. Drakkens have dragon features and many of their powers, including a slight affinity for magic. They resemble large, humanoid reptiles with jet-black skin and pure white eyes. All Drakken have wings and the endurance to stay aloft for extended periods of time. They also possess a fiery breath weapon and unnatural speed, which makes them feared in combat. Like the gargoyles, those Drakken who have migrated from the Dragondens have lost their loyalty to the Dragon King. As a result, many Drakken have become mercenaries, putting their considerable fighting skills to good, and profitable, use. Drakkens have developed their own mercenary training that has become well known and feared. With the Dragon King still commanding a large following of Drakken, many hope that he will remain militarily neutral during the Overlord's reign of terror.

Adventure 220 – Drakken Main Character

100 times. Self.
+2 Tactics, +1 Arcane (#1-9), +1 Priest, +2 Strength.

Adventure 320 – Drakken Secondary Character

200 times. Self.
+1 PC, +1 Berserker, +2 Rumormonger.

Nomadic Peoples

In the East, far beyond the Rift of Darsia, dwell most of the nomads of Verana. They can also be found west of the Rift, but are really only noteworthy in the east, on the Plains of Margeth. The nomads include Human Nomads, Orc Nomads, Dak Nomads, as well as the Maratasen Nomads and even a few Giant Nomads. Most frequently one will encounter Human or Maratasen Nomads. Most Nomads are organized into so-called Clans: large or small groups, that freely and independently travel the land in search of good grazing land for their herds. Only rarely does one see Nomads in a fortified location such as a village or city.

The greatest enemy of the Nomads is the Great Darsian Desert, which continues to expand, and which no one seems able to halt.

However, with the arrival of L'ytalo Stormshield, a Maratasen Nomad, there finally appears to be a leader who can move the nomads to unified action. Already disciplined groups of soldiers have been seen on the march, and people of many Clans are streaming to the northwest. Something is afoot east of the Great Darsian Desert.

Adventures for Nomads:

Main Character:

100 times. Self.

+1 PC, +1 Arcane (#1-9), +1 Priest, +2 Strength.

Secondary Character:

200 times. Self.

+2 PC, +1 Knight, +1 Ranger.

Adventure 241 - Human Nomad Main

Adventure 341 - Human Nomad Secondary

Adventure 242 - Orc Nomad Main

Adventure 342 - Orc Nomad Secondary

Adventure 245 - Dak Nomad Main

Adventure 345 - Dak Nomad Secondary

Adventure 246 - Maratasen Nomad Main

Adventure 346 - Maratasen Nomad Secondary

Adventure 249 - Giant Nomad Main

Adventure 349 - Giant Nomad Secondary

Enjoy Immortals' Realm!

FURTHER INFORMATION

Protection of New Players

New Legends Players in Immortals' Realm get the title 'Apprentice' #2950 (visible to all through the LPE).

For fair play, experienced players should not attack Apprentice positions in the first year of play (don't forget to unmask!).

The assignment of the 'Apprentice' title is up to the gamemaster. He determines whether someone is actually a new player, to prevent possible abuses of this arrangement.

Obviously, if one is attacked by an 'Apprentice', or such a title holder owns module cities or items needed for victory, then the immunity to attack is no longer in effect.

New Siege Weapons

#127 Catapult

Typical medieval catapult for hurling small boulders at city walls or attackers. Other ammunition includes hollow projectiles filled with flammable liquids, which can inflict heavy damage against any enemy troops. Very effective when attacking or defending walls. Sometimes used at sea as well. Can also be used in an open field battle, but with reduced effectiveness.

Weight 320, +30 AF%, +100% Missile AF, no shield, cannot be used mounted, +100% Attacking Walls, +80% Defending Walls.

Production: 25 Lumber, 5 Byproducts, 2 Iron, 10 Stone.

#128 Ballista

The Ballista is a very large crossbow, and as such used almost exclusively for attacking or defending walls. A direct hit from a Ballista is deadly, but the low accuracy at longer distances makes it unsuited for field battles. Because it is lighter and cheaper than a catapult, the ballista is deployed in most cities as part of the defensive armament.

Weight 50, +15 AF%, +75% Missile AF, no shield, cannot be used mounted, +90% Attacking Walls, +65% Defending Walls.

Production: 10 Lumber, 1 Byproduct, 1 Iron, 1 Stone.

FURTHER ADVENTURES

New players with the title 'Apprentice' #2950 may perform one of the following three adventures:

Adventure 601 - Apprentice 1

Once per character. 18 times.

Be 'Apprentice'.

Gain - a Mark of Honor, +3 Constitution, +2 Influence, +2 Militant skills, +2 Rumormonger, 5 Silverleaf, 2,500 crowns, and the title 'Apprentice in Action'.

or

Adventure 602 - Apprentice 2

Once per character. 18 times.

Be 'Apprentice'.

Gain +1 Action, +1 Beauty, +3 Bard, +3 Priest, +3 Arcane (#1-9), +4 PC, 3,500 crowns, 4 Silver, and the title 'Apprentice in Action'.

or

Adventure 603 - Apprentice 3

Once per character. 18 times.

Be 'Apprentice'.

Gain - +2 Prestige, +4 Strength, +2 PC, +6 Dexterity, +4 Covert skills, +2 Influence, 3,000 crowns, 4 Invisibility potions #407 and the title 'Apprentice in Action'.

Adventures for all:

Adventure 604 - Healing

200 times. Only in the first two months of play.

Have 400 crowns in your possessions.

Gain - three Healing Draught II (#403).

Adventure 605 - Antidote

200 times. Only in the first two months of play.

Have 400 crowns in your possessions.

Gain - 1 each of Antidote I and II (#404/#405).

Adventure 606 - Florist Shop

200 times. Only in the first two months of play.

Have 400 crowns in your possessions.

Gain - 1 Silverleaf, 1 Nightshade, 1 Asarum, 1 Cinderoak, 1 Meldorian.

ORDER OF STARS

G#2825 Order of Stars

The location of the Order is unknown.

The Order has a strict hierarchical organization. When a candidate joins the order (via adventure), he always enters at the lowest rung and gains the corresponding status and title. Each rung can only be occupied by a limited number of characters. If a player has dropped, so that a place on one of the rungs is free, then a player can use a special action to reopen the corresponding adventure.

Some of the rungs are already partially occupied by mighty characters, so that not all of the adventures are available in the full number indicated.

To advance to the next rung, one must (in addition to having the necessary skills and attributes) have advanced in status as well. So, for example, the status #1901 'Knight Student' (on the first rung) will morph with probability 20% (production) or 10% (combat) into the status #1907 'Star Novice', which is needed for Adventure #502. This status, in turn, will not morph by itself; but with completion of the adventure that brings advancement to the next rung, it will be replaced with the next, improved status.

Rung 1

Adventure #501 – Star Seeker

Once per character. 7 of 12 still possible. Self.

Have PC-30, Knight-25, 1,000 crowns in your possessions, and be in guild #2825.

Gain – the title #2986 'Star Seeker' and the status #1901, 'Knight Student' (existing status will be overwritten).

Rung 2

Adventure #502 – Star Champion

Once per character. 3 of 6 still possible. Self.

Have PC-35, Knight-35, 2,500 crowns in your possessions, and be in guild #2825. Hold the title 'Star Seeker'. You must have morphed in status from 'Knight Student'.

Gain – the title #2988 'Star Champion', the status #1902 'Knight Protégé' (existing status will be overwritten) and a 'Star Drake' I#1070.

Rung 3

Adventure #503 – Star Lord

Once per character. 2 of 4 still possible. Self.

Have PC-45, Knight-45, 5,000 crowns, and be in guild #2825. Hold the title 'Star Champion'. You must have morphed in status from 'Knight Protégé'.

Gain – the title #2989 'Star Lord', the status #1903 'Knight of Power' (existing status will be overwritten) and a 'Star Armor' (M) I#1071 – if the size is not right, it can be changed by sending a note to the gamemaster.

Rung 4

Adventure #504 – Master of Stars

Once per character. 1 of 2 still possible. Self.

Have PC-55, Knight-55, 10,000 crowns, and be in guild #2825. Hold the title 'Star Lord'. You must have morphed in status from 'Knight of Power'.

Gain – the title #2990 'Master of Stars', the status #1904 'Master Knight' (existing status will be overwritten), and a Pwr 6 Sword I#1056.

Rung 5

Adventure #505 – The Grandmaster

Once. Self.

Have PC-75, Knight-75, 30,000 crowns, and be in guild #2825. Hold the title 'Master of Stars'. You must have morphed in status from 'Master Knight'. Have the current titleholder ('The Grandmaster') as a prisoner (he will not be harmed, just loses the title).

Gain – the title #2991 'The Grandmaster', the status #1905 'Master of Battle' (existing status will be overwritten), and the new Grandmaster gets the 'Sword of Order' I#1072.

ORDERS OF ORAT

G#2826 Order of ORAT

The location of the Order is unknown.

This Order is very ancient and powerful, and is only accessible to followers of Religion #4 (Masinome). When a candidate joins the order (via adventure), he always enters at the lowest rung and gains the corresponding status and title. Each rung can only be occupied by a limited number of characters. If a player has dropped, so that a place on one of the rungs is free, then a player can use a special action to reopen the corresponding adventure.

Some of the rungs are already partially occupied by mighty characters, so that not all of the adventures are available in the full number indicated.

To advance to the next rung, one must (in addition to having the necessary skills and attributes) have advanced in status as well. So, for example, the status #1832 'Enchanted Hero' (on the first rung) will morph with probability 20% (production) or 10% (combat) into the status #1911 'ORAT Novice', which is needed for Adventure #512. This status, in turn, will not morph by itself; but with completion of the adventure that brings advancement to the next rung, it will be replaced with the next, improved status.

Rung 1

Adventure #511 – Novice of ORAT

Once per character. 12 of 18 still possible. Self.

Be a follower of Masinome with Arcane-25. Have 2,000 crowns in possessions and be in guild #2826.

Gain – the title #2992 'Novice of ORAT' and the status #1832 'Enchanted Hero' (existing status will be overwritten).

Rung 2

Adventure #512 – Student of ORAT

Once per character. 8 of 12 still possible. Self.

Be a follower of Masinome with Arcane-30. Have 4,000 crowns in possessions and be in guild #2826. Hold the title 'Novice of ORAT'. You must have morphed in status from 'Enchanted Hero'.

Gain – the title #2995 'Student of ORAT', the status #1834 'Magical Champion' (existing status will be overwritten), and spell #507, with which you can summon a special familiar.

Rung 3

Adventure #513 – Learned of ORAT

Once per character. 3 of 6 still possible. Self.

Be a follower of Masinome with Arcane-40. Have 8,000 crowns in possessions and be in guild #2826. Hold the title 'Student of ORAT'. You must have morphed in status from 'Magical Champion'.

Gain – the title #2997 'Learned of ORAT', the status #1837 'Magical Master' (existing status will be overwritten), and an 'Ancient Armor' (M) I#611 – if the size is not right, it can be changed with a simple note to the gamemaster.

Rung 4

Adventure #514 – Master of Magic

Once per character. 3 of 6 still possible. Self.

Be a follower of Masinome with Arcane-50. Have 15,000 crowns in possessions and be in guild #2826. Hold the title 'Learned of ORAT'. You must have morphed in status from 'Magical Master'.

Gain – the title #2998 'Master of Magic', the status #1838 'Master of Magic' (existing status will be overwritten), a 'Warlock Staff' I#1048, and spell #28 'Symbol of Wizardry'.

Rung 5

Adventure #515 – Grandmaster of Wizardry

Once. Self.

Be a follower of Masinome with Arcane-65. Have 40,000 crowns in possessions and be in guild #2826. Hold the title 'Master of Magic'. You must have morphed in status from 'Master of Magic'. Have the current holder of the title 'Grandmaster of Wizardry' as a prisoner in your possession (he will not be harmed, just loses the title). Target of the adventure is the captured character.

Gain – the title #2999 'Grandmaster of Wizardry', the status #1839 'Master of the Secret' (existing status will be overwritten), a 'Wizard Symbol' I#1323, and spell #256 'Druid's Essence'.

A SUMMARY OF KNOWN EVENTS

The following summary of the history of the module was provided by a player (Jens-Uwe Rüsse) for the SSV-Legends-Mailing-List (ssvleg@knipp.de). It has been translated and republished here.

The background is quite simple:

The Overlord, a Calmar [a race], has broken out of his prison. The Elder Gods had imprisoned the Calamar, because they had summoned the Nameless One, who had in turn attacked the Elder Gods (and also those Calamar, who were standing in the way). The aforementioned Nameless One was ultimately driven back by the Elder Gods (else they wouldn't have been able to punish the Calamar, so this shouldn't surprise anyone) – but of course not before he beat up the God of Law – whose name was Darsia. From this stems the Rift of the same name, since the fall of an Elder God is roughly analogous to a meteor strike – here one could also speculate on some possible explanations for the extinction of the dinosaurs on our planet. But anyway the Elder Gods are now gone, in search of a new Module or whatever, just the old Father of the Gods Tahman is still loitering around, and amusing himself by standing ready to help harmless humans. Instead there are a bunch of young Gods running around the area, irritating the natives with their strange spell lists and spaced-out Ancient Arcana spells.

Anyway, the Overlord in any case has befriended Nagashun (who is a foul evil God) and he's given him a nice startup boost in return. So the Overlord has nothing more pressing to do than move around a few thousand Undead and begin systematically conquering the World. The (as usual) completely surprised standard peoples get a huge shock and a boot to the head. Naturally the Elves resist the best, while the Dwarves get badly hosed and wander around disoriented without their actual capital. One kingdom or another also gets overrun and everything looks gloomier and gloomier, but as usual everything is now braced with player help against the cool Overlord.

Well, almost everything. The Overlord players also brace themselves, but for the Overlord, and then there are others who wend their way left or right on entirely other courses. Like the followers of the Nameless One, who guess it's time to let him back out of the box, to give the game a little twist, and a Magical Brotherhood, and some sort of Clans, who think they have to turn desert to grassland, and more like that. Fairly comprehensive, the lot of it, 13 factions all told. Also there's a wealth of secret stuff populating the map, from the Dragon King through some sort of Horror Beasts and Illidari, everything is represented, that has a rank and name (or also none)!

Even if I've made it sound simple, everything really is very comprehensive – the background is really frosting; great, long legends, of high quality, really are the norm. Once you've read one of the legends to the Seven Swords of Power, or the history of the Calamar, you'll know what I mean.

The original ROI is one of my favorite modules. It's also the module par excellence from the golden age of Legends. I can recommend playing it only for: a) those who already played it then and b) everyone, that hasn't played it yet.

GUILD OVERVIEW

Magic

Parthian
Asterain
Southguard Castle
Flensburg
Paveral
Rok Tathgar
Narviel
Tamor Elosium
Rok Tsgar
Kol Targas
Far Haven
Nordaine
Qualis
Calburg
Dunkelspitzen Castle
Rok Karthag
Malgrave
Famorel

Assassin

Asterain
Greywatch Castle
Paveral
Umbris
Hawkhurst
Rok Tathgar
Rok Tsgar
Far Haven
Dunkelspitzen Castle

Thief

Asterain
Greywatch Castle
Southguard Castle
Flensburg
Paveral
Umbris
Dragonguard Castle
Hawkhurst
Rok Tathgar
Tamor Elosium
Rok Tsgar
Far Haven
Calburg
Dunkelspitzen Castle

Merchant

Parthian
Asterain
Paveral
Umbris
Northlake City
Narviel
Tamor Elosium
Rok Tsgar
T'rathne
Citadel of the Orb
Far Haven
Calburg

Ranger

Parthian
Talthain Castle
Greywatch Castle
Southguard Castle
Umbris
Dragonguard Castle
Northlake City
Tamor Elosium
Kol Targas
T'rathne
Citadel of the Orb
Nordaine
Qualis
Calburg
Dolinburg
Glarin

Knight

Asterain
Talthain Castle
Riftwatch Castle
Greywatch Castle
Southguard Castle
Umbris
Dragonguard Castle
Hawkhurst
Rok Tathgar
Tamor Elosium
T'rathne
Citadel of the Orb
Far Haven
Calburg
Dunkelspitzen Castle
Rok Karthag
Dolinburg
Kings Port

Bard

Parthian
Southguard Castle
Flensburg
Northlake City
Narviel
Tamor Elosium
Citadel of the Orb
Helmsbane
Glarin
Famorel

Alchemist

Flensburg
Paveral
Rok Tathgar
Narviel
Tamor Elosium
Kol Targas
Nordaine
Qualis
Dunkelspitzen Castle

Inn

Parthian
Asterain
Talthain Castle
Riftwatch Castle
Southguard Castle
Flensburg
Paveral
Umbris
Dragonguard Castle
Northlake City
Tamor Elosium
T'rathne
Citadel of the Orb
Far Haven
Nordaine
Rok Karthag
Malgrave
Helmsbane
Famorel

Fairground

Asterain
Paveral
Umbris

Church #1

Asterain
Umbris
Hawkhurst
T'rathne
Citadel of the Orb
Far Haven

Church #2

Talthain Castle
Paveral
Narviel
Tamor Elosium
Nordaine
Qualis
Helmsbane

Church #3

Kol Targas
Kol Traknum

Church #4

Flensburg
Narviel

Church #5

Parthian
Asterain
Hawkhurst
Rok Tathgar
Kol Targas
T'rathne
Dunkelspitzen Castle

Church #6

Parthian
Talthain Castle
Greywatch Castle
Southguard Castle
Paveral
Umbris
Northlake City
Tamor Elosium
Far Haven
Nordaine
Rok Karthag
Dolinburg
Malgrave
Glarin
Famorel
Kings Port

Church #7

Umbris
Tamor Elosium
T'rathne
Citadel of the Orb
Far Haven
Rok Karthag

Church #8

Asterain
Hawkhurst

Market

Parthian
Asterain
Talthain Castle
Greywatch Castle
Flensburg
Paveral
Umbris
Northlake City
Narviel
Rok Tsgar
Kol Targas
T'rathne
Citadel of the Orb
Far Haven
Nordaine
Calburg
Rok Karthag

RACIAL COMPATIBILITY TABLE

ID# Race	Compatible race	Compatible race	Compatible race	Hated race	Hated race	Hated race
#201 Human	Half-elf	Dwarf	Elf	All Orcs	Gargoyle	Drakken
#202 Orc	Maratasen	Drakken	Giant	All Humans	All Elves	All Dwarves
#203 Elf	Half-elf	Human	High Elf	All Orcs	All Giants	Drakken
#204 Dwarf	Human	Dak	-	All Orcs	All Maratasen	Gargoyle
#205 Dak	Human	Dwarf	Elf	All Orcs	Gargoyle	Drakken
#206 Maratasen	Giant	Drakken	Gargoyle	All Dwarves	Half-elf	High Elf
#209 Giant	Drakken	Maratasen	Orc	All Elves	High Elf	-
#210 Half-elf	Human	Elf	-	All Orcs	Gargoyle	Drakken
#213 Gargoyle	Giant	Orc	-	All Humans	All Dwarves	All Daks
#219 High Elf	Elf	Half-elf	-	All Orcs	All Maratasen	All Giants
#220 Drakken	Giant	Orc	-	All Humans	All Elves	Half-elf
#241 Human Nomad	Dak Nomad	Maratasen Nomad	Giant Nomad	All Orcs	Gargoyle	Drakken
#242 Orc Nomad	Giant Nomad	-	-	All Humans	All Elves	All Dwarves
#245 Dak Nomad	Human Nomad	-	-	All Orcs	Gargoyle	Drakken
#246 Maratasen Nom	Human Nomad	Giant Nomad	-	All Dwarves	Half-elf	High Elf
#249 Giant Nomad	Maratasen Nomad	-	-	All Elves	Gargoyle	High Elf

RACIAL OVERVIEW

ID# Race	Growth Rate	Size	ST	DX	CO	BT	Weigh	Move-ment	CF	DF	AF	Riding bonus	SAR/MAR	holy/magic
#201 Human	5.0	M	10	10	10	10	36	28	10	2	0	0	1/1	2/1
#202 Orc	4.5	S	12	8	12	4	26	24	10	3	0	0	1/1	0/1
#203 Elf	3.5	M	8	16	8	20	20	30	15	2	0	0	1/2	1/3
#204 Dwarf	3.5	S	12	8	16	6	28	24	12	3	5	-25	2/2	1/0
#205 Dak	3.5	S	6	14	10	10	22	28	12	2	0	-10	1/1	2/0
#206 Maratasen	3.5	M	15	10	14	10	45	28	20	3	10	-5	1/1	0/0
#209 Giant	3.0	L	25	7	10	6	120	32	32	4	0	0	1/1	-1/-1
#210 Half-elf	4.0	M	10	14	10	14	30	30	12	2	0	0	1/1	2/2
#213 Gargoyle	1.5	L	20	14	20	2	70	28	30	4	5	-300	2/3	-3/-3
#219 High Elf	3.0	M	6	21	6	22	18	27	8	2	-5	5	2/3	2/4
#220 Drakken	1.5	L	30	18	15	5	100	30	30	5	10	-300	1/1	1/1
#241 Human Nomad	3.0	M	12	11	11	8	36	32	12	2	0	15	1/1	1/1
#242 Orc Nomad	3.0	S	14	9	13	2	26	28	12	3	0	10	1/1	0/0
#245 Dak Nomad	2.5	S	8	15	11	8	22	32	14	2	0	10	1/1	1/0
#246 Maratasen Nom.	2.5	M	17	11	15	8	45	32	22	3	10	15	1/1	-1/0
#249 Giant Nomad	2.0	L	27	8	11	4	120	35	34	4	0	5	1/1	-1/-1

Size=Size of the race, ST=Strength, DX=Dexterity, CO=Constitution, BT=Beauty, CF=Combat Factors, DF=Defense Factors, AF=Attack Factor Bonus, SAR/MAR=Special Attack Resistance/Magic Attack Resistance, holy/magic=Mana recovery holy/arcane.

Following races have a natural special attack: Gargoyle (1), Drakken (2).

MODULE CITY OVERVIEW

ID#	Name	Province	Population Races	Faction of City Owner	Notes
3001	Parthian	50/68	#201	?	Probably ruled by the Overlord
3002	Asterain	70/59	#201	#9	Capital of Talthain, conquered by the Overlord
3003	Talthain Castle	34/60	#210, #201	#3	Last bastion against the Overlord in Talthain
3004	Riftwatch Castle	91/64	#201	#9	Conquered by the Overlord
3005	Greywatch Castle	93/33	#201	#7	
3006	Southguard Castle	76/34	#210	#7	
3007	Flensburg	61/26	#201	#7	
3008	Paveral	79/28	#201	#7	Capital of Paverain
3009	Umbris	22/66	#201	#10	Capital of Umbrien
3010	Dragonguard Castle	29/65	#201	#10	
3011	Northlake City	13/51	#201	#10	
3012	Hawkhurst	23/27	#261, #270	#9	Conquered by the Overlord
3013	Rok Tathgar	22/46	#202, #261	#9	Capital of the Overlord and center of his power
3014	Narviel	39/42	#201, #203	#6	Most important city of Magic
3015	Tamor Elosium	30/17	#203, #219, #210	#1	Capital city of the Elves
3016	Rok Tsgar	60/39	#201, #204	#8	
3017	Kol Targas	38/50	#204	#9	Capital city of the Dwarves, conquered by the Overlord
3018	T'rathne	90/2	#206	?	Largest Maratassen city
3019	Citadel of the Orb	121/40	#246, #241, #242	#4	Nomad capital (of L'ytalo Stormshield)
3020	Far Haven	121/69	#201, #241	?	
3021	Calenardhon	??/??	??	?	?
3022	Corinanth	??/??	#201	?	Pirate capital
3023	Nordaine	47/56	#210	?	
3024	Qualis	39/12	#219, #210	#1	
3025	Calburg	31/45	#201	?	
3026	Dunkelspitzen Castle	34/67	#202, #220	#9	
3027	Rok Karthag	28/34	#205	?	Capital city of the Daks
3028	Dolinburg	118/23	#241	?	
3029	Malgrave	49/38	#201	#6	
3030	Helmsbane	33/28	#210	?	
3031	Glarin	45/30	#201	?	
3032	Famorel	38/21	#203	#1	
3033	Kingsport	2/40	#201	#10	
3034	Qal Khardum	??/??	#209	?	Capital city of the Giants
3035	Kol Traknum	??/??	#204	#2	Retreat of the Dwarves

* Just because the city owner belongs to a particular faction, it doesn't necessarily follow that all the NPCs in that city are of that faction. Especially in conquered cities, there is still strong resistance, for example among the guild owners.

DIPLOMACY TABLE - RELIGIONS

TARGET'S RELIGION

		#0	#1	#2	#3	#4	#5	#6	#7	#8
	#0	-75	-75	-75	-75	-75	-75	-75	-75	-75
O	#1	-75	-10	-999	-999	-999	-150	-999	-999	-999
W	#2	-75	-999	+10	-25	-25	-999	-50	-50	-999
N	#3	-75	-999	-25	+5	-25	-999	-25	-50	-999
	#4	-75	-999	-25	-50	+0	-999	-15	-25	-999
	#5	-75	-250	-999	-999	-999	-10	-999	-999	-999
	#6	-75	-999	-50	-25	-15	-999	+0	-10	-999
	#7	-75	-999	-35	-50	-25	-999	-25	+5	-999
	#8	-75	-999	-999	-999	-999	-999	-999	-999	+15