

AVALON

REVISITED

Redesigned by Andreas Bringedal

Based on Adventures in Avalon by Edi Birsan

and Crown of Avalon by Jim Landes

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INTRODUCTION

Concept

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

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

Prestige levels are higher.

Design

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

HISTORY OF AVALON

The years 475 to 477

During the aftermath of the Wars of the Crown of Avalon, the Dragonlords nearly lost their newly won victory to the surviving members of House Morganstern. The Morgansterns - desperate to sabotage the Dragonlords in their road to glory -developed a vile, secret plan that might have changed the odds for the Dragonlords. Unluckily for them, they were captured by a small group of Dragonlord fanatics before their plan was executed and the entire family was brought to a forgotten ruin in Cyle Forest. Not short afterwards the news was announced that all the Morgansterns were put to death and buried. The bodies

of the Morgansterns were never recovered and to this day there is a persistent rumor that one of them has survived the massacre. With the last resistance in the West gone, the Dragonlords made a swift job of settling their power once and for all.

The Destruction of East Avara

Thus came the Great War of the East where almost every city in the East was overrun by the Dragonlord armies. One by one they fell; Saltmarsh, Dartmoor, Pendor, Clairaven and Ravenstern, until the grass in East Avara was colored red from the blood of the slain. These once splendid cities turned into burning ruins and from the Fire Drake Mountains and the surrounding forests, monsters were already on the lookout to make residence between the charred buildings. Many people were enslaved and taken back west where some were released and others put to hard labor in the ore mines or in the fertile fields. Many other Eastern families did not await their doomed fate and migrated West themselves and tried to make a new life there. One of the most notable move-outs was the Great Migration of the Cearath Elves. A massive caravan of Elves with all their kindred and belongings went from Cearath Forest through the Red Fens, Charwood Forest and the Rager Crags to Elarion Forest and the Gwythmark Woodlands where they tried to resettle. The original population was not amused with this sudden overflow of Elves in their area. In the Elarion Forest things went relatively smooth, but in the Gwythmark that would become a whole different story altogether...

The most stubborn Easterners that swore they would rather die than leave their homeland were ironically granted their wish when on top of all their misery a great pox plague started to ravage the war torn East.

The final result was that the East was virtually lifeless of people. The only exceptions would be the Dwarven city of Hammathond (that did fall to the Dragonlords sway, but was not completely destroyed. During the great plague they sealed themselves away and because of that managed to survive by vile rituals of dark sacrifices) and way up north at the end of the Shatoian Desert was Gartinel (where the Wyvernlords were scattered to the four winds and the city was reduced to an outpost; lost was any reflection of its former might and glory).

Finally it was completed, the East was politically, economically and ecologically dead. It would not take long before monsters and other creepy things found their way there. The East became a place where countless ruins and lairs were said to hold treasures and artifacts abandoned by the fleeing masses and forgotten by the ravaging armies, while below the surface the new evolution of the Dark Dwarves continued in hideous cults and clans of evil.

The time had come to make peace and divide the Western lands. The Dragonlords now controlled Avalon, Parnis, Port Telma, Aesiteria, Valonshire, Calae, Tosgard, Evenclear and Jarlshaven. Korellen Whitestorm first crowned himself as the "Overlord of the West" which includes his title of Ruler of Avalon. He then started to divide West-Avara into five large regions which would be ruled by individual Dragonlords:

* *The Gwythmark*

This encompasses the entire Gwythmark Woodlands, the Dragon Crown Mountains and parts of the Dorban Mountains. The two main cities in this region are Tosgard and Jarlshaven.

* *The Elarion*

This region consists of the entire Elarion Forest, part of the Dorban Mountains, the Dragon Crag, Lake Talon and Fannon's Peak. The main city is the Elven abode of Evenclear

* *The Blue Mountains*

This encompasses the coastal areas from the River Wyvern to Dove River. Main cities in this region are Port Telma and Calae.

* *West-Avara*

This large area starts from the Dark Fens (which are actually a sort of no-mans-land) and further south: Weeping Plains, Aspar Hills, Cyle Forest, Copper Hills, King's Point. The main centers here are Valonshire and Parnis.

** The Isles*

These are the scattered bits of land in the west that are part of the Endless Ocean: Aesiteria Isle, Donnavan's Island, Burnstill, Thain, Kelgan, Dunn and Garret Island. The main city in these parts is the magical town of Aesiteria.

Bloodstone Island would not be encompassed in any region and would always keep an individual city-state status. The main city here is of course Avalon, acknowledged capitol of all Avara. Korellen appointed for each region a leader from among his ranks and gave them brand new titles to match their prestige:

* *Kresmane* (known by the dwarves as *Dresmane*) would become the “Noble of the Gwythmark” and settled in *Tosgard*.

* *Alrand the Elf* would become the “Noble of the Isles” and put up residence in Aesiteria.

* The Dwarf *Ivanfolk* became the “Noble of West-Avara” and went to live in *Parnis*.

* *Arion Brightstar* was appointed as the “Noble of the Elarion” and went to live in *Evenclear*.

* *Regina-the-Quick* was instituted as the “Noble of the Blue Mountains” and at first settled in *Calae*. Each Noble was given notable political powers, but on the condition that they should always swear fealty to *Korellen Whitestorm*, who remained the Overlord of the West. The faction of the Dragonlords was officially disbanded. Things started to quiet down and every man, woman and child returned to his or her daily life with its worries and problems.

Korellen's dealings with Elves and Nobility

Korellen started dealing with the lower and higher nobility that had survived the massacres of the war. He realized that people were fed up with the bloodshedding and that unless he wanted to become a tyrant crushing revolt upon revolt, he would now have to engage in the delicate dance of politics. He soon found that the surviving nobles were polite but very reserved toward the former Dragonlord. The Morganstern incident would be the stumble block in many a negotiation.

In this first reigning period Korellen had to make some compromises: The Elves negotiated a separate status for themselves. They would be citizens of the Elarion region and of West-Avara, but demanded that their Queen would keep her own title and power. They agreed that the Noble of the Elarion would act as a sort of governor with all the attached duties and respect, but Elves ultimately were sworn to their Queen. Korellen agreed on the condition that the Elves were to give Half-Elves (since Korellen was a Half Elf himself, he felt very strong on this subject!) equal rights in Evenclear and the Elarion. The Elves reluctantly agreed to his condition. The ancient and wise Queen Gelberath of Celborn was appointed Queen for the entire Elven Nation.

In his drive in the East Wars, Korellen had overlooked a small but not unimportant portion of the west: Shawnhurst and its surrounding area. Many of the West's lesser nobles had flocked to these parts during the war and founded what would eventually be called the Duchy of Southwick. Count Vangreer of Shawnhurst acted as their main spokesperson. During the Eastern onslaught he and his fellow nobles had finally dealt with the terrors in Spiderwood Forest and for now things had quieted down in those parts. Count Vangreer was a noble from birth and he knew well the art of negotiation and influencing. He managed to have Korellen agree to a very profitable set of privileges for the local elite giving them substantial economic trade rights that showed a decidedly mercantile rather than land owning bent in the elite of Shawnhurst. Above all this Korellen found that humans were feeling unsure about a Half Elf leading their entire nation and that the Elves, no matter what they promised to do, were unofficially still looking down on Half Elves.

An Unexpected Royal Wedding

Then something unexpected happened in Korellen's personal life: he fell in love with the human Regina (of course there had always been a tension between them, but now this had turned into a spark and an all-passionate love, or could it be a political marriage ?) and it was not long before royal wedding bells sounded in Avalon. This marriage had a positive result: humans started accepting Korellen now fully as their king. However, there was a downside too, in order to get married, Regina had to break her priestly vows, which was frowned upon by the High Priests and the clergy in general.

The year 478: A new King for the Dwarves

During this year Queen Regina got pregnant and gave birth to Winslow, a beautiful golden-haired boy. There was much hype about what race the child would have, much to the satisfaction of humanity and to the relief of the Elves, the child is definitely human in looks and character.

In 478 Dalin Stonehelm, leader of the Dwarven people, dies in Hammathond. He had never fully recovered from the pox during the plague. Now the dwarves found themselves without a leader and turn to the West for help. It quickly became clear that the majority of the Dwarven Elders were in favor of choosing a renowned Dwarf as their new King. The choice fell on Ivanfolk, who gratefully accepted the title "King of the Dwarves". He promised the Dwarves that he would revive war torn Hammathond to its former glory. He moved back East and asked Korellen to temporarily bestow his title of "Lord of West-Avara" to someone else. What exactly was agreed upon by the two friends would later be of great discussion...

The year 480: Founding of the Council of Magyar

Korellen and Regina get a second son, Edain, who shows definite Elven features. Apparently his Half Elven heritage is much stronger than in his brother Winslow. Alrand founds the Council of Magyar in Aesiteria. Any association with the former Scarlet Hand faction is strongly denied. Their sole purpose is

to research anything even remotely related to magic (which is practically everything in Avara) in order to make magic serve the people of Avara.

The year 483: Arrival of the Merfolk

During a particularly violent storm that lasted for weeks and that ended with a flood and massive tidal waves, the Merfolk crashed upon Avara shores everywhere. These people were half human and fish like from the waist down whenever they are in water. It soon became clear for the Avarians that the Merfolk were able to leave their waterbound premises and that their fish like underparts magically transformed into legs whenever they stepped on land. Their agile movements became very sluggish on land however. They appeared shy and withdrawn. They wouldn't or couldn't tell exactly where they came from, only that it was far south and that the tidal wave had made them move 'up north. The peoples of Avara looked distrustful upon these newcomers who settled upon the many islands in the west and east. The Merfolk's main power center is said to be located on the Rockreef Isles. For some reason they also liked Rellas Island and were soon on good trading terms with Port Telma. Alrand and the Council of Magyar started extensive research on the Merfolk in the ancient libraries in Aesiteria and send any information found directly to Avalon. In that year Korellen's and Regina's third child and only daughter is born, Avveriel. The girl is human like her brother Winslow.

The year 487: A King found, a Queen lost

The presumed long dead King Davian Perrain (or so everybody believed) is found alive and well in the Bay of Tuth.

Apparently his slain corpse was taken out of burning Pendor and he was raised from the dead by one of his court Necromancers. Korellen took care this time not to repeat the Morganstern incident and allows the former Pendor King to live in Avalon (where he could be kept an eye on). Davian requests permission to leave Avalon once each month and to return to the Bay of Tuth for personal reasons.

Korellen agrees but is intrigued what this reason might be. Also much to Korellens displeasure, Davian immediately gets a following of former Easterners in Avalon and other cities who still regard Davian as their true king and openly talk of a return to Pendor. Some months later on a cold winter evening Queen Regina leaves the dinner table early saying she must go on a small but urgent errand. When after a few hours she is not back, a search party is organized. Days, weeks and months go by. The Queen is never seen or heard of again. Korellen appears heartbroken.

The year 488: The Gwythmark rumbles

This year is marked by the first of several major revolts in the Gwythmark Woodlands. The Maratasen and the Elves have never gotten on really since the Great Migration and tensions have been building up. Also the different religious aspects (Alvereth vs OM/Marren) have contributed to this mood. Months of constant skirmishes and revolts turn to the worst and the two peoples are on the brink of civil war. The Maratasen demand first from the Lord of the Elarion and finally from Korellen that they keep the Elves in line, but the Elves listen only to Gelberath. At long last she and Kesmane, Lord of the Gwythmark, manage to cool things down for the moment and Korellen realizes that in fact he or the Lord of the Elarion have no real power over the Elven nation.

The year 489: The Orc uprising

With relative peace returned to the Gwythmark, the focus of aggression turns to Central Avara. Orcs leave the Silver Claw Mountains and establish themselves as a regional power in the ruins of Castle Danemarch. During the past years they had been building up strength and now feel secure enough to make a first bold move. The West reacts in a panic and sends small bands of soldiers and a few retired generals to deal with the Orcs. The ill-prepared troops face a well-rested army in Central Avara and the first battles are victorious for the foul Orcs. Korellen summons his old friends to raise a mighty army and crush the little bastards. Kesmane comes from the Gwythmark with over five thousand Maratasen Knight-Berserkers, Alrand sends his most experienced Wizards, Summoners and Sorcerers to help

Avalon's army of Sword-Knights and even old Queen Gelberath sends a notable sized troop of Archers to assist Korellen. To Korellens big surprise it is his trusted friend Ivanfolk, the Dwarf King, who does not respond to the outcry. He claims to be “too busy” with things in Hammathond. The united army goes to Castle Danemarch but is met halfway and a bloody battle is fought in the Silver Claw Mountains. To the dismay of the West, the Orcs manage to stand ground in their homeland and keep Castle Danemarch from harm's way. After months of constant battles and soldiers depleted on both sides, Korellen signs a truce with the current Orc Leader and things quiet down once again. Korellen starts pumping money into soldier training as he realizes that the next uprising of the Orcs may not be so easily suppressed. Alrand and his Council of Magyar ask Korellen to give Aesiteria its independent status back. In return Alrand will give up his title Lord of the Isles. Korellen grants the request of his old friend and the Council, but demands that a new Lord of the Isles is installed. As no suitable candidate is found, the title is left vacant for the time being.

The year 490: The Dwarves turn to evil

Korellen travels to Hammathond and finds the rumors of the last few months to be true. The city has grown out to the second largest center after Avalon. It is the only major population center in the East part of Avara. Heroes and adventurers of all kind gather here as a safe haven before venturing out into the Fire Drake Mountains and beyond. Korellen is received with all the courtesy that befits a king, but he finds Ivanfolk changed, his eyes set back in hollowed dark recesses of his head. His once vibrant and jovial manner now sluggish and morose. When Ivanfolk is asked about his lacking support in the Orc uprising of last year, their once firm friendship vanishes into thin air. Ivanfolk says he now worships the Gorogroth Phoenix and has made alliances with those who have seen the Shadow of the Moonless Night and that Korellen must leave the city at once and never return. Korellen reacts by revoking Ivanfolk's privileges and stripping him of all titles (except Dwarf King, as this title was given to Ivanfolk by the Dwarves themselves) and demands the he make payment of a huge amount of crowns and gemstones. Outraged, Ivanfolk says he is still the rightful Lord of West-Avara, demands to be reappointed as such and that he would sooner fall dead before paying Korellen anything. Korellen's council of diplomats cannot prevent that relations between the West and the Dark Dwarves turn cold. The Dwarves as a

nation are divided and feel affronted and by clever manipulation of their priests are turned against the West. Hammathond isolates itself from the west completely though there are clans of Dwarves in the west that refuse to kneel to the dark powers of Hammathon.

The year 497: The Royal twins

Prince Edain marries Lady Rowella of Shownhurst. This purely political marriage was a clever move on Korellen's part to attach the Duchy of Southwick to the West. When the couple return from their honeymoon in Aesiteria they are attacked in Cyle Forest by a band of Trolls. Edain barely escapes from being executed and Rowella is put through unspeakable physical terrors before she too can escape. She goes insane and numerous attempts to remove this status from her fail. Later that year their children are born, twins ; a beautiful baby boy called Foll who bears a myriad of Marks, and a droolish, limpish baby girl called Fiona, who has definite Trollish features. Prince Edain makes a blood oath to destroy every Troll in Avara. A law is passed that a sum of 500 crowns will be given to anyone who brings a Troll head to Shownhurst. Virtually without friends in the Southwest, the Trolls are easy prey for stalking Blood Guild gangs that want to make easy money. Fearing attacks from Troll assassins, the royal twins are kept hidden and under close surveillance in Shownhurst. Alrand falls silent in Aesiteria.

The year 499: A strange voice is heard up North

The Troll massacres go on relentlessly. Korellen publicly disapproves of them, but actually does nothing to stop them. In two years time, nearly all Troll settlements are utterly and completely destroyed. It is said that they have a secretive hiding place somewhere under the Dragon Crags or possibly through a gate to another plane. In that year news is heard from the far North. This forgotten part of Avara still has numerous people living there, mostly savage barbarians of all kinds of races. Gartinel has reestablished itself as a regional power in recent years. The devastated East bears no interest for them and their eye is on the West and Central areas. According to rumor a woman is mobilizing large Barbarian troops. This strange woman is often heard but never seen and is generally referred to as "The Voice". Some say she is

an invisible evil sorceress, others claim she is forsure a sub OM'ish Deity, leading the Barbarians into a new golden age.

The year 500: The Orcs... again

The current Orc Leader announces that he wants to marry Princess Avveriel Whitestorm and make peace with the West. Korellen and Avveriel are publicly repulsed by the Orc's brutal and garish proposal. The Orc Nation is affronted and declares open war to the West. This time there is no help from the Elves of the Elarion or from Alrand from the Isles and it is only Kresmane that sends help from the Gwythmark. Although Korellen manages to raise a massive army he cannot crush the oppression. Continual battles are fought in the central area. During this warfare the year 500 is nonetheless marked by great festivities all over the world in celebration of this special year number. In Avalon the festivities reach its highest when it is officially announced that Princess Avveriel has fallen in love with Davian of Perrain and that they are to be wed next year when the Princess turns 18.

The year 501: A Prince and his Mermaid

Davian marries Princess Avveriel to the displeasure of his followers and loyalists who still dream about revitalizing the House of Perrain and reestablishing Pendor. They cannot see her as the future Queen of the East.

Davian still travels each month to the Bay of Tuth and always appears exhausted when he returns. Prince Winslow falls madly in love with a Merfolk maiden during a fishing trip. This event is an embarrassment for the western nobility as the crown prince was presented with many eligible Ladies to marry, but not any of them were found "suited" by him. Marriage with the Mermaid is out the question and the Prince announces that he will never marry anyone. In Hammathond there are a couple of Elders who begin to disagree with Ivanfolk's evil views and dream about returning to Good. When Ivanfolk finds out, he quickly lets these Elders "disappear". This has an opposite effect, however. Other Elders

begin to see what exactly is happening and this time they start to meet in secret. This Dwarven opposition is soon called “The Rebels” and are outlaws within the Dwarven cities.

The year 504: War in the Gwythmark

During the yearly Allthing in Jarlshaven, Alrand is found to have attended arcane rituals where he painted his right palm a bright red. He and the Council of Magyar are found guilty of treason. Alrand and most of the Council are put in prison and Korellen opens all the magic libraries on Aesiteria to the public. It is discovered that the Council was in fact a front for the still active faction of the Scarlet Hand and was secretly gathering many ancient artifacts found in Eastern lairs and ruins to make a new move for world dominance when the time was ripe. The news that many strange and powerful items are up for grabs in the East draws large quantities of heroes and adventurers to these parts. Cities and wealthy characters are paying large sums for artifacts to assist or protect them in these troublesome and uncertain times.

A huge magical storm has shifted all the power points in the world and it has caused disruption in the magical transport commerce developed in the last 50 years. Rumors that the Council of Magyar have begun to unleash Global Magics in retaliation for the arrest of Alrand, remain a constant fear.

Just as Korellen wants to deal with Alrand's public trial, things start to heat up again in the Gwythmark. Maratsen and Elves clash in a frenzy and this time diplomatic efforts have no more effect. The Maratsen declare themselves a independent nation and swear loyalty to the Marren Priesthood who are put in leadership. They united in Tosgard and started moving against Korellen and the rest of the West. The Elves unleashed terrible magics upon the hated Maratsens and the Gwythmark turns into a battlefield. During one of these battles Kresmane is killed. Upon his deathbed he requests to Korellen that he not be resurrected, but laid to rest in his hometown in the Dorban Mountains. This causes some problem as Kesmane's hometown is actually part of the Elarion and the Elves won't allow Kesmane to be buried there. This is fuel for new riots and finally Korellen decides that Kresmane for the time being will be buried on Bloodstone Island. This infuriates the Maratsen who view this broken promise as in insult to the entire Maratsen people. OM priests start to cause riots in Avalon. Disturbing news arrives

from Shownhurst as the Spiderfolk and Barrow Wights reappears out of the woods after years of silence. From up North “The Voice” says the time has come for the Barbarians of OM to expand their realm and that they have to go West. King Ivanfolk is not all pleased when he sees massive Barbarian armies passing through his Kingdom and advancing to what he claims to be his own prize, West-Avara. First clashes between Western Dwarves and Barbarians are soon reported in the Great Northern Forest.

Thus is the state of the world in the year 505:

Korellen Whitestorm is fighting a bloody war with the Orcs in Central Avara and must at the same time keep the rebellious Maratasen in the Gwythmark at bay. He now learns that the Dark Dwarves are making moves in the East, the Spiderfolk are raiding in the Shownhurst area and that barbarians are awakening in the North. He is attacked from all sides and as he is getting older and more tired of this constant war faring, it is a question of how long he will last under these kinds of pressure. But who will take his place if he should fall ? The Whitestorm Dynasty is after all a weird little bunch. Queen Regina is still missing and no one knows what has become of her. Prince Winslow is a recluse and solely thinks of his Mermaid. Prince Edain is a Half Elf and his bloody attacks on the Trolls have not endeared him to the majority of the Avarians. His wife Rowella is still insane and their children Foll and Fiona are too young to rule. Princess Avveriel loves her husband Davian, but is unsure where his loyalties lie, with the Whitestorms or with a dream to revitalize the East ?

The following titles are vacant:

Noble (Lord or Lady) of the Gwythmark (Kresmane killed)

Noble of West-Avara (no one willing, fearing wrath of Ivanfolk)

Noble of the Blue Mountains (old Tormagan of Calae slain recently in Central Avara)

Noble of the Isles (no suitable candidate since 489)

After years of careful planning the Dark Dwarves feel they are ready to strike at Avalon, but now have to deal with unexpected resistance from the Barbarians. The secretive Dwarven Elders who want to return to Good are also a constant thorn in their side as they too slowly grow stronger. Alrand is imprisoned in Avalon. The remaining members of the Council of Magyar (or the Scarlet Hand, if you will) announce that they are looking for young promising arcane students to come and study in Aesiteria on expense of the Council. It is suspected that something is brimming on the magic island. Queen Gelberath of the Elves "dies" in Evenclear and passes beyond the sky sea into a new realm. The Elves mourn her death and are on the look-out for a new Queen to further lead them in the current war in the Gwythmark. The Maratasens are uniting and planning a major revolt first against the Elves of the Elarion and then against the entire West. The Orcs are planning to invade Avalon and are recruiting generals and giving out titles and gold for all who are interested. The Merfolk are becoming more populous and are making frequent contacts with land folk. They are working towards their acceptance by the races through the marriage of Prince Winslow with his Mermaid. The North seems a very distant threat, but nonetheless many are worried about the sudden uprising of the Barbarians under the leadership of "The Voice", whose identity remains a mystery to all.

THE NEW DRAGON LORDS

The slaughter of the wars around the Whitestorm rise to power was not only hard on the peoples of the world, it decimated the monsters and their lairs. Especially hard hit was the West which was wiped out clean under the double standard of making the area safe for civilization and glory hunting for treasure. The East was also hit hard where the civilization centers were scattered and nomad people peoples were created anew to wander over the land clashing with the monsters for sheer survival. However, the lack of major settlements and trade routes left some areas able to recover as the decades of power politics looked to the west alone and the monsters were able to come back in the ruins of the Eastern lands.

The Dragons, whose numbers were diminishing, were favorite targets of the bands of adventurers who would use their scales as the basis for the finest armor in the land. Unnoticed by the power mongers of the West and the Shadow figures of the Dwarven underground cities, there has been a new wave of Dragon lairs in the East. They come from a Dragon Plane through a hidden Gate Network that moves in the Far East.

These Dragons are called the Rainbow Dragons for they are named after colors:

(In order of basic power)

Green Dragons

Blue Dragons

Brown Dragons

Bronze Dragons

Yellowbelly Dragons

Greyback Dragons

Red Dragons

Black Dragons

Gold Dragons

Great White Dragons

There are also the Dragon Lady's who are not officially part of the Rainbow Dragons but have a special place in the Dragon Lords' passions as described below.

Following the Rainbow Dragons are the New Dragon Lords. They are few in numbers and they seek not a nation of Dragons but a growth in Dragon Lairs and dominion over Dragonkind. At some time they hope to have established enough of a base to be able to be seen publicly as a sentient force to be respected or at least feared enough to be left alone.

The Dragon Lords (race 570) are the wave of new main characters from the Dragon Plane. They see themselves as competing amongst each other and for the most part trying to avoid involvement with the mass of politics in the West.

The Dragon Lords have a unique Dragon magic which allows them to come back from battle death under certain conditions and start new in the Dragon Plane: When a Dragon Lord is killed fighting another Dragon or Dragon Lord he may by special action be restarted in the Dragon Plane (a short adventure to the main world) at a cost of 3 Constitution. If he has no constitution left he is out of the game.

Dragon Lords are anarchistic, and can not ally with anyone to attain a normal factional victory, nor join any faction. As such, Dragon Lord positions are played solely for the fun of it, to survive and wreak havoc. However, the Dragon Lord who, at the end of the game, has won the most Dragon tournaments will be considered to have achieved a victory equal to that of the winning faction and will receive a victory plaque.

Defeating another Dragon Lord does not give the victorious Dragon Lord any pc or prestige.

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

Adventure 2880 – Visit the Dragon Plane

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

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

Gaining Dragons

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

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

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

If you are in doubt as to what constitutes an unfair condition, contact your GM. Control is passed by special action notice to the GM (the GM must be contacted before the following turn) who will then make the change in ownership.

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

Stealing items from dragons is allowed.

Once a year a determination will be made on who has a complete set of Rainbow Dragons.

NOTE: Undead Rites will not gain control over a Dragon.

DRAGONS MAY NOT HAVE OR LEARN THE SKILLS OF ASSASSIN OR THIEF.

If an NPC Dragon is taken over with those skills the new owner may switch them at the same level to any other allowed skill.

They have the following goals which are worth different points:

Have a complete set of Rainbow Dragons

(Dragon Master) 5 pnts Have the Most Dragon Lairs

(Dragon Father) 5 pnts Have the Most Unique Items

(Dragon Hoarder) 5 pnts Defeat the rest of the Dragon Lords one on one

(Dragon King) 10 pnts Own the heart of the most Dragon Slayers

(Dragon Defender) 5 pnts

The points are used to determine the Dragon Leader each June and December. The Dragon Leader reward is a secondary character which will be a Green Dragon.

They also like to eat people, but that is more of a life style choice than genetic imperative.

Adventure 1227

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

Sponsor Gain: +2 PC and +2 Strength.

Adventure 1228

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

Sponsor Gain: +4 PC and +4 Strength.

Adventure 1229

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

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

Making New Dragon Lairs

Adventure 100 There are Dragon Lady's (race 330) who are scattered across the world in their own lairs. A Dragon Lord who captures a Dragon Lady may engage in a mating Adventure. The Dragon Lord must have the Dragon Lady as a live prisoner in a Forest Mountain province in an Odd number month. The Dragon Lord will then be given 3 Dragon Eggs (item #2999) and the Dragon Lady will be sent to a special place to recover. For his great effort in the adventure the Dragon Lord will have his constitution diminished by 2 for each such mating. Note: for some the actual technique of capturing a Lady Dragon in your own position may be beyond the scope of your abilities. If you have both together and need a little Special Action assistance, you must provide a little love poem of at least 4 lines (not more than 75 characters each) and an item in the range of 601-999 and the GM will make the necessary capture. The poems become part of the continuing project of: Dragon Love Poems and may be published in game or used elsewhere.

Once the Dragon Lord has Dragon Eggs (regardless of how they are obtained) he may establish a location in a province that has no lairs within 2 provinces. He must place 3 items in the range of 601-1000 with a Dragon Egg (#2999). He then advises the GM who will convert the force to a lair and assign a Baby Dragon (as a soldier) to the new lair. A Baby Dragon has no movement and is not much of a fighter. So the Dragon Lord may want to leave a Lair-sitter there or try to hide the place with spells, barriers or the like. These lairs count towards a players 30 force limit so at times there may be choices to be made.

Once a year there will be call to see which Dragon Lord has the most Lairs. He will be given the title Dragon Father. On occasion there will be times when a Baby Dragon will be converted to a Rainbow Dragon or other Dragon types to be discovered in the course of play.

Dragon Hoarder

Dragons have a genetic predisposition towards collecting different things. With the exception of Gold, they do not necessarily want to have a lot of a particular item, one will do, however they want to have one of everything of value. Which for them means items in the range of 601 to 1000. It is also not

enough to just have one stashed somewhere here or there, they want to have them all in one big pile that they can sleep on. Seems the larger the item pile the sweeter the Dragon Dreams. Since the Dragons like to carry their loot they are often targets of nasty little thieves. Therefore sometimes the Dragons stash their loot which can be quite heavy in Lairs or various underground

locations they make. Left unguarded they too can be targets for the taking. However, that's Dragon Life.

Once a year a determination is made as to which Dragon Lord has the single biggest collection in a single place of unique items in the range of 601-1000. The winner is given the title of Dragon Hoarder.

Being Dragon King

There can only be one Dragon King. The Dragon King must have defeated in one on one combat all other Dragon Lords. In the course of play should a Dragon Lord defeat another Dragon Lord outside of the Dragon Lord Challenge, in one on one combat he will gain 5 Prestige, 3 Constitution, 3 Strength and 3 PC. The losing Dragon Lord will lose that amount and be returned to the Dragon Plane from which he can start his short journey back to the Avarra Plane. The winner will notify the GM via Special Action and will be given a title "Master over...." You may only gain the title and the bonuses once. If you ever defeat your Dragon Master one on one then you may negate his title. Each Dragon Lord that has a Challenge Claw (#2001) may challenge another Dragon Lord by specific name at any time. The target must respond to one of the duels (by ingame message) or he forfeits and the same result is as if he lost.

The Dragon Lord Challenge

In the game months of August and February there will be a Dragon Lord Challenge in which Dragons may participate in an open challenge. The Dragons will be randomly matched against each other and the duels resolved in a single elimination method to get a single winner.

NOTE: PLAYERS ARE RESPONSIBLE TO PLACE THEIR CHARACTER IN A PARTY ALONE AND ASSIGNED TO A COMBAT SLOT AND GIVE THE INFORMATION TO THE GM.

Duels will take place on the day of production after production has run.

Between each round the wounds of the participants will be reduced by 1/2.

Characters that are killed will be resurrected and restarted in the Dragon Plane.

Each Dragon that wins will be given a title of "Master over..." for whomever he defeats.

The winner will be given a Mark of his choice, one character action (max 5) plus 6 prestige and 6 PC.

All participants will be given 3 PC and 3 prestige.

All participants will be cured 100% and poison removed at the end of the duel.

If a Dragon Lord has mastered all the other Dragon Lords then he is declared the Dragon King.

The Dragon Defender

“Every Dragon must face his fate.”The Dragon Lords are very sensitive to the mass slaughter of their kind by the Slayers. It is for this reason that they have a special place for anyone who can kill and capture by any means any of the main characters who hold any of the Dragon Slayer titles, including the starting adventure one. Whenever a Dragon Lord kills a Dragon Slayer in any manner, he may claim through special action to be given a title as “Slayer of...”. Once a year a determination is made of who has collected the most titles and he is given the title of Dragon Defender.

THE SLAYERS

“Every Dragon has his Slayer”

The profession of Monster Slayer had a golden age in the early days of the Dynasty's rise. In a brief period of 3 years nearly 90% of all monster lairs and ruins were decimated in Avarra, the West seeing the most action against monsters of all types and Dragons in particular. Zanth Firebrand, champion of the Whitestorm Dynasty and close friend of Kresmane of Old, is credited with slaying over 20 Dragons single handedly. Those old glory days were gone and the Slayers retreated into the politics of the West while in the East the monsters slowly recovered. And the Dragons returned...

Dragon Slayers have a unique Slayers Hall in Hammerton founded by Zanth Firebrand. Any character who starts as a Dragon Slayer is automatically a member of the Hall. If the Dragon Slayer is killed and not captured he may issue an Adventure (#13) EVEN BEING DEAD that will teleport him back to the Hall, make him alive, remove his poison, pox, plague, blood enemy at a cost of 2 Constitution. However you have to have at least a BASE constitution of 3 do it.

The Dragon Slayers goals are to destroy the Dragons once again. They gain power for each Dragon type that they take out. The reward is given once per main character:

Adventure/Prisoner/Reward

301 Green Dragons +2 PC, 3 Dragon Scales (#451)

302 Blue Dragons +2 PC, +1 Str, 6 Dragon Scales

303 Brown Dragons +3 PC, +1 Str, 9 Dragon Scales

304 Bronze Dragons +3 PC, +2 Str, 12 Dragon Scales

305 Yellowbelly Dragons +3 PC, +2 Str, +1 Con, 15 Scales

306 Greyback Dragons +3 PC, +3 Str, +2 Con, 18 Scales

307 Red Dragons +4 PC, +3 Str, +3 Con, 25 Scales

308 Black Dragons +5 PC, +4 Str, +4 Con, 50 Scales

309 Gold Dragons +6 PC, +4 Str, +5 Con, 75 Scales

310 Great White Dragons +7 PC, +5 Str, +5 Con, 100 Scales

In each case above the bodies will be disposed of and converted into Monster Mash (ID# 2997)

Once a year it is determined who the Slayer with the most titles is and he gains the title of The Great Dragon Slayer.

Slayers are also rather egotistical and may participate in occasional clashes to see who is the toughest amongst themselves. From a point system they consider the following their goals:

Be the Great Dragon Slayer 5 points

Kill the Dragon King 15 points

Kill a Dragon Lord 2 points each

The points are used to compare with other Slayer members of factions for faction goals.

VICTORY

There is only one condition for normal factional Victory:

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

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

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

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

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

Main Factions

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

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

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

Dragon slayers may join these factions.

1. Whitestorm Dynasty

Race: Human, Dak, Mermen and Half Elf.

Religion: Any.

2. Rinard Heretics

Race: Human, Dak, Mermen, Maratasen.

Religion: Neutral and Evil.

3. Korellan Whitestormers

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

Religion: Good and both Raisnoah.

4. Ravaging Hordes

Race: Orc, Troll.

Religion: Gorgoroth.

5. The Forge Lords

Race: Dark Dwarf

Religion: Gorgoroth.

6. Danemarch Insurrection

Race: Orc, Human Barbarian and Eastern Elves.

Religion: Both Raisnoah and Evil.

7. Silver Crests

Race: Dak, Giant and Mermen.

Religion: Good and both Raisnoah.

8. Pride of the Matriarch

Sex: Female.

Race: Maratassen or Maratassen Barbarian and Human Barbarian.

Religion: Neutral and OM.

9. Pride of the Jagged Tooth

Sex: Male.

Race: Maratassen, Maratassen Barbarian and Orc..

Religion: OM and Gorgoroth.

10. The Guardians of the Forest

Race: Elf, Half Elf and Giant.

Religion: Good and both Raisnoah.

11. The Dragon Lords

Race: Dragon Lord.

Religion: Any

Maximum members: 3

12. The Twisted Branch

Race: Human Barbarians, Eastern Elf and Half Elf

Religion: Evil and both Raisnoah.

True Chaos Factions

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

Dragon Lords cannot form or join True Chaos Factions.

The following adventures are available to True Chaos Factions:

Adventure 21 - The Savant

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

Once per character.

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

Adventure 22 - The Tyro

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

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

Sponsor Gain: None

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

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

Anarchist Faction

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

Dragon Lords cannot join the Anarchist Faction.

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

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

Joining the faction is done by the following adventure:

Adventure 23: The Anarchists

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

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

RELIGIONS OF AVARA

There are 7 main religions that are common throughout the lands. There may be some other religions found in the course of exploration of the nether corners of the world.

Alvereth - Orthodox (Religion 1 Good) Favored Race 203 Elves

Alvereth - Expanded (Religion 2 Good) No favored Race

The Alvereth religion derives from the name of the Goddess Protector, Benefactor of Elven kind, Guardian against Evil and Mother of Nature. She is an Elven Deity who has stood at the center of Elven worship from ancient times. The symbols of Her faith are an Oak Leaf and a Radiant Star. The religion is currently split into the Orthodox and the Expanded sects. The cause of the split has been the development of the Half Elves and the influx of refugees from the East. The Orthodox hold to the religion being only for the pure Elves and exclude Half Elves and non Elven races. The Expanded sect is made up of mostly the Half Elves and some of the Eastern Elves and even some smattering of Humans. They hold that the religion is for all the Good Folk.

The religions share the same spell listing and each religion is headed up by it's own High Priest (base level 20 or higher) who is elected each year by vote of the priests (at least level 15 base) of the religion in the character range of 1-1000.

The High Priest can add 3 NON Group spells to the religion from the Arcane disciplines of Wizard, Enchanter and Druid. The High Priest may also make some changes to the Holy Symbol, Status's, Church Guilds and the like as they become available in the game. The High Priest title is worth +8 Prestige.

Recovery:

Orthodox: Elves +6, all others +1. Favored Season Spring +2 Expanded: all members +4, favored Season Spring +2

The Undead:

Alvereth followers may not cast Rites of the Undead nor may they be Rited by those seeking to turn their dead into zombies, vampires, etc. under the control of Evil forces.

Spells:

Level 1

75 Repel Undead

143 Read Character

205 Rune Knowledge

258 Bless Soldiers

286 Knowledge of Religion

294 Convert Character

295 Heal Character

Level 2

16 Firestorm

144 Read Events

148 Probe Character

176 Warding

206 Runeform

228 Increase Fertility

257 Create Holy Symbol

Level 3

80 Dispel Minor Undead

82 Remove Undead Status

133 Dispel Winternight

207 Runemind

283 Divine Blessing

284 Excommunicate

288 Cure Black Death

290 Cure Pox

Level 4

279 Dispel Undead

296 Resurrect Character

Level 5

209 Runepower

Raisnoath Humanist (Religion 3 Neutral) Favored Race: 201 Human

Raisnoath Universal (Religion 4 Neutral) Favored Race: none

Raisnoah was a human prophet who is also called the Walker of Infinity, the Keeper of Knowledge and the Guardian of the Gate to the Afterlife. He is seen as a robed man whose face is lost in the folds of his hood. His symbols are that of the Shepherds Staff and the Scroll of Knowledge's. The religion is divided in two along racial and gender lines. The Humanist believe that while the religion may have mass appeal the clergy and the Priesthood is for Humanity only and they accept women and men as the church guild owners. There is also a strong cult following within the Humanist that the religion should be only for “pure” civilized humans. The Universalists believe that the religion should encompass everyone but that the clergy should be for celibate males only in a throw back to the perception of Raisnoah as being that way.

The Pope

The Religion is headed up by a Pope who must be a Priest level 16 or more of the religion.

The Pope is chosen by a vote of all the Priests of the Religion who are at least level 10 Base in the character range of 1-1000. The Pope may make changes in the religion as allowed during the course of play. Including adding up to three NON Group spells to the religion from the Arcane Disciplines of Sorcerer, Illusionist and Seer.

Recovery:

Humanist: +5 Mana Human Race 201, +1 Mana for all others, favored Season is summer +1

Universalists: +4 Mana for all, no favored race, or season

The Undead:

Raisnoah Followers may not cast the Rites of the Undead to gain control over other character's souls. However, they may be the targets of such castings and as such their graveyards are often guarded.

Spells:

Level 1

1 Shell of Protection: Character

29 Veil of Nightmares

30 Veil of Courage

54 Illusion of Friendliness

139 Detect Religion

141 Read Character

244 Detect Powerpoint

286 Knowledge of Religion

294 Convert Character

295 Heal Character

Level 2

144 Read Events

151 Scry Force

152 Scry Character

217 Charm of Movement

257 Create Holy Symbol

Level 3

44 Cure Insanity

133 Dispel Winternight

243 Powerpoint Teleport

251 Wereban

260 Summon Minor Divinity

284 Excommunicate Character

288 Cure Black Dead

290 Cure Pox

415 Loyalty Pledge

Level 4

208 Rune Song

247 Dispel Barrier of Nature

296 Resurrect Character

299 Lay the Dead to Rest

Level 5

475 Mass Magic Swords

477 Mass Magic Shields (m)

OM (Religion 5-Evil) Favored Race 208 Giants

Marren (Religion 6-Neutral) Favored Race 206 Maratasens

OM is the fierce God of War, Battle and Strength. This harsh god is primarily worshipped by the Barbarian Races and the more warlike races. OM's symbols are the Axe and the Spear and they believe that Might Makes Right and trials by combat are the common feature.

Marren was a disciple of OM whose Maratasen background brought to the religion the concepts of honor and family pride. Marren taught that the while a Jihad was against the unbelievers of the world, the Great Jihad is against the evil within our souls. For many decades Marren was considered a dead religion until Kresmane led a Marren revival at the rise of the Dragonlord victories around Tosgard and with the Winterstone was able to resurrect Marren from the ashes of Gorgoroth. In addition to being favored by the Tasens of the north, the Marrens have also taken a strong following in the Wer'folk of Avarra. The OM'ish/Marrenites are on the verge of a great schism that may create two unrelated religions but for now the Priesthood is struggling to keep the church together.

Living Axe

Each religion is led by a "Living Axe" or the High Priest. Selection is by a combat clash in which wounds are not healed from round to round though death is not allowed to take hold. Participants must be Priests level 15 or higher and from the range of characters 1-1000. The Living Axe may make changes in the religion from time to time in the course of play including adding up to three NON group spells from the Arcane Disciplines of Warlock, Summoner and Druid.

Recovery:

OM: Favored Race Giant recovery +2, +4 all others, no favored season.

Marren: Favored Race Maratasen 206 recovery +5 all others +3, Favored season Summer +1 Mana.

Undead Rites:

The OM'ish may be Rited and may practice the Rites of the Undead.

The Marrenites may not practice or be targets of the Rites of the Undead.

Spells:

Level 1

143 Read Character

162 Charm of Battle

166 Charm of Strength

175 Warlock Armor

258 Bless Soldier

294 Convert

295 Heal Character

461 War Shout

Level 2

195 Enchant Magic Weapon

257 Create Holy Symbol

462 War Cry

Level 3

172 Charm of Tactics

261 Summon Divine Warrior

283 Bestow Divine Blessing

288 Cure Plague

290 Cure Pox

463 War Scream

Level 4

48 Charm Character

296 Resurrect Character

299 Lay the Dead to Rest

464 Warlock Charge

Level 5

465 Warlock Battle

466 Warlock Blast

467 Warlock Terror

Gorgoroth Phoenix (religion 7-Evil) No favored Race.

Gorgoroth was the God of Evil, the Prince of Shadows and the Father to the Creatures of Darkness. His Symbols are the Nightshade and a bloody dagger. Gorgoroth was slain in the high Ritual of Cleansing by Arion Brightstar, one of the Dragonlord power leaders. However, under the guidance of the Queen of the Spider Folk who bore him a “son” she brought him back from the lands beyond and he is called Gorgoroth Phoenix for having risen from the ashes of Spider Woods. The Gorgoroth followers are believers in the power of the Undead as one might expect from the history of their Hellish leaders.

Necromancer and HighPriest

The religion is led by two characters: both are selected by combat clashes with the two supporting disciplines. One from the discipline of the Necromancers and the other from the pure Gorgoroth Priesthood. In both cases the characters must be at least level 15 and of the religion. When the two are in agreement they can make the changes in the religion as available in the game and may add up to three NON Group spells from the Necromancer and Summoner Arcane disciplines. (may not add familiar spell 111) To make a change both must be in agreement. If there is not an agreement then there is a combat clash between the two and the winner is the deciding position. In all cases of a combat clash between the two the Priest is the defender.

Recovery:

+5 base Mana, +1 in Winter

Undead Rites:

The Gorgoroth followers may be the target of, and practice the Rites of the Undead.

Spells:**Level 1**

36 Seed of Suspicion

70 Create Skeleton Warrior

258 Bless Soldiers

286 Knowledge of Religion

294 Convert Character

Level 2

31 Whisper of Fear

71 Create Zombie Warriors

144 Read Events

257 Create Holy Symbol

Level 3

65 Shadowstorm

72 Create Ghoul Warrior

262 Summon Minor Demon

283 Bestow Divine Status

288 Cure Plague

290 Cure Pox

284 Excommunicate

298 Greater Curse

431 Call Skeletons 5th level

432 Call Zombies 5th level

438 Hand of Death

439 Wave of Death

Level 4

48 Charm Character

130 Summon Winternight

291 Wrath of God

293 Curse Province

296 Resurrect Character

434 Call Skeletons 10th level

Level 5

87 Rite of the Spectre

AVALON RACES

Most of the races may have a Tolerated group of races which may be taken by players at Set Up as secondary characters. These Tolerated races have a diplomacy modifier of -25%. Some races have Associated races which have a -50% diplomacy modifier towards them. Some races have Hated races which may not be influenced or trained as troops and also have a chance of revolting.

Players may select main characters from the following:

Either

570	Dragon Lord
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or

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

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

Secondary characters may be chosen from the tolerated races as indicated.

There may be other small villages of exotic races such as Gargoyles and Half-Orcs, but these need to be discovered in the course of adventure.

201 Human, Medium, Growth 5%, Morale 100

STR 10, DEX 10, CON 10, BTY 10, CF 10, DF 1, MAR 1, SAR 1,

Magic Mana Recovery +1, Holy Mana Recovery +3,

Overall Modifiers Defending Walls +25, Grassland +25, Swamps -25

Tolerated Races: Mermen (209), Half Elf (210), Human Barbarian (221)

Associated races: Any Elf (203, 223, 243), Dak (205), Maratasen (206), Giant (208), Human Nomad (241), Halflings (216)

Hated races: Orcs (202), Dark Dwarves (204), Trolls (207)

Humanity, has for the longest time, had an overrated self perception of its own importance. Its individual combat effectiveness is the essence of mediocrity while its arcane mana generation is nothing to be especially proud of. The two biggest assets of the humans remain their ability to generate religious fanatics and to have a higher reproduction rate than any other race in the world. Humans like to scoff at the Orc Hordes and the Dak mindless Wave Attacks, but in historic analysis humanity has always come down to their racial trump card: "More beats better, over time." Their organization ability over large armies allows them to function quiet effectively in the Grasslands favored by most urban societies. Likewise their perverse range of passions has allowed them to associate with numerous races and weave what would be for other races obscene collections of intimate friends and associates. As the Elven Historian Lori-Analeaf wrote: "Humanity is a persistent scourge on the land, a stubborn and treacherous collection of masses whose women have no genetic discipline and have mated with numerous species. The male of the humans has even less nobility in control over his seed and has been known to show no regard to the recipient or the receptacle as amounts of alcohol are consumed and the lights dimmed".

202 Orc, Small, Growth 6.0%, Morale 80

STR 9, DEX 12, CON 8, BTY 4, CF 8, DF 2, MAR 1, SAR 1

Magic Mana Recovery +0, Holy Mana Recovery +0

Overall Modifiers Attacking Walls +25, Confined +25, Sea -80

Tolerated Races: Trolls (207)

Associated Races: Maratasens (206)

Hated races: Humans (201), any Elven (203, 223, 243), Dark Dwarves (204)

The Orcs are the notorious thieves and vandals of the world, known universally for their destructiveness. Their size is just below the classic definition of medium which has allowed their hordes to be equipped with armor in a most efficient manner. Their joy at the prospect of loot gives their hordes an added boost when attacking locations and their dislike for strong light makes them, along with the Dwarves ideal underground fighters. High body density translates into negative flotation or lack of swimming ability which gives them great exposure when over the sea.

While every race without exception sees the Orcs as the bottom of the social ladder, the Orcs themselves have almost no morality as measured by the outside world. They simply do not care what others think, even other Orcs. They have often been described as the Teenagers of the world of races and most serious scholars have commented that they are waiting for the Orcs to evolve past their current funk or simply to fade away like a nightmare.

203 Elf, Medium, Growth 5%, Morale 115

STR 8, DEX 16, CON 6, BTY 20, CF 12, DF 2, MAR 2, SAR 1

Magic Mana Recovery +5, Holy Mana Recovery +0

Overall Modifiers: In any Forest /Heavy Forest/Forest Hills, Forest Mountains: +50, Confined -50

Tolerated Races: Eastern Elves (223), Half Elves (210)

Associated race: Human (201), Elven Nomads (243)

Hated races: Orcs (202), Maratasen (206), Trolls (207)

The Elves are universally known for their aristocratic patronizing views towards all other races. Their favored terrain being the Forest they are superior one on one to any force engaged behind the tree line. A long period of association with magic has made them ideal magic users though it has sapped their racial constitution making them weak in the face of disease and poisons.

The Elves have until recently enjoyed great unity in facing the outside world. However, with the resulting influx of Eastern Elves (#223) and the rise to dominance of a Half Elf in Whitestorm they have seen a retrenchment into orthodox definitions of what it is to be an Elf so as to exclude the newcomers from power.

204 Dark Dwarf, Small, Growth 6%, Morale 105

STR 14, DEX 8, CON 14, BTY 8, CF 12, DF 3, MAR 2, SAR 2

Magic Mana Recovery 0, Holy Mana Recovery 0

Overall Modifiers Barren Hills/Barren Mountains +25, Confined +50,

Forest/Heavy Forest -25, Sea -50

Tolerated Races: None

Associated Races: None

Hated Races: Orcs (202), all Elves (203, 223, 243)

The Dwarves of Hammathon have recently come to be called the Dark Dwarves since the turning of Ivanfolk to evil and the penetration of the evil arts throughout their government and society. The gold fever that has been known to

sweep through the race's ranks historically has been morphed into a racist superiority outlook that has focused on a particularly anti-Human and anti-Elf approach that has brought mass demonstrations against those races with calls for their genocide.

205 Daks, Small, Growth 6%, Morale 80

STR 7, DEX 9, CON 8, BTY 8, CF 8, DF 1, MAR 1, SAR 1

Magic Mana recovery +1, Holy Mana recovery +0

Overall Modifiers: In Confined -50, Heavy Forest -50, Attacking Walls +25

Tolerated Races: 209 Mermen, 216 Halfling

Associated races: Human (201), Eastern Elves (223), Half Elves (210)

Hated Races: Maratasens (206) and Mermen are not hated but do get -999 diplomacy

The Daks are an Ariel race and the only starting race that can fly. Flying and their screeching charge attack gives them a bonus when they charge of +100% making them the most feared charge group short of a mounted berserker knight in Avalon. Their small population base combined with an individual martial spirit has made them inclined towards mercenary bands with adventuring clans searching for fame and fortune throughout the lands. Their temperament is such that they go from long periods of placid calm to sudden rages such that they are often banned even in places where Orcs are allowed. As a group of warriors they tend to be fierce at the start but either have too high a regard for their own losses or simply lack the ability to sustain their charge rage and as such their combat morale is low over prolonged combat rounds.

The arrival of the Mermen has triggered a primal racial hatred towards the ocean folk and constant raiding has occurred along the costal cliff areas.

206 Maratasens, Medium, Growth 5%, Morale 105

STR 14, DEX 8, CON 8, BTY 10, CF 14, DF 1, MAR 1, SAR 1

Magic Mana recovery +0, Holy Mana recovery +0

Overall Modifiers: attacking walls +25, Barren Hills +25, Confined -25, Sea -50

Tolerated Races: Maratasen Barbarians (226)

Associated Races: Humans (201), Human Barbarians (221), Orcs (202)

Hated Races: all Elves (203, 223, 243), Half Elves (210), Daks (205)

The Maratasens are a humanoid lion like race. Their social structure is based around family groupings called prides.

At birth, the females outnumber the males by 3 to 1 and the males of the race are 20-30% larger than the females. Maratasen society has evolved into a situation where only males can hold elective office and positions of direct power in the Pride. However, only females may participate in the choice or election in human terms. Further only females may own property which is generally owned by a collective or “in common” by the females of a given local pride with the male being a guest. The real power of any male Maratasen is usually the collective abilities of the females of the pride he is allowed to join. A strict training in honor and combat from youth generally leads to Maratasen males avoiding skills like Thief and Rumormonger and become the most feared of the Berserkers in Avarra.

207 Trolls, Large, Growth 4%, Morale 110

STR 20, DEX 8, CON 20, BTY 4, CF 20, DF 5, MAR 5, SAR 2

Magic Mana recovery -2, Holy Mana recovery -1

Overall modifiers: Mountains +25, Forest Mountain +25, Sea-50, Desert -50

Tolerated Races: Orcs 202

Associated Races: None

Hated Races: Human (201), Human Barbarians (221), Elves (203)

Trolls have had a rather negative opinion of magic preferring to follow their “conscience” on matters. They have also been rather looked down upon by other races as their society encourages the eating of family members and fallen enemies in a series of “dietary laws” that outline the ritual for consumption. This has given the Trolls a bloodthirsty image that has been excessive compared to their actual activities. Trolls also tend to have no religion viewing most of religion as simply “magic under different orders”, but those that do go for religion generally always go for the evil religions.

The Trolls have been persecuted to near extinction in the South. Their race was on the edge of major shift in racial development which focused on education and study when this disaster struck. Trolls were just beginning to come to a self appreciation of their own talents in Magic Resistance and turn this talent and their mental ability to focus exclusively on a single problem to a new thrust of society. This combined with their views of “conscience” were just getting ready to have the Trolls undergo a Golden Age of “Science” when incidents around Shownhurst took a turn for the worst.

Now scattered, scared by racial hatred and injustice, the Trolls outlook is spoiled by the bitterness of revenge and memory of lost places.

208 Giants, Large, Growth 4%, Morale 100

STR 25, DEX 8, CON 8, BTY 6, CF 24, DF 1, MAR 1, SAR 1

Magic Mana recovery -1, Holy Mana recovery -2

Overall Terrain modifiers: Barren Mountains +25%, Mountains +25%, Sea -50%,

Forest -25, Heavy Forest -25%, Defending Walls -25%

Tolerated Races: Elves (203), 216 Halfling

Giant influence modifiers:

Race	ID	%
Human	(r201)	-120
All Orcs	(r202)	-999
Elf	(r203)	-35
Dark Dwarf	(r204)	-999
Dak	(r205)	-75
All Maratasen	(r206)	-999
Troll	(r207)	-999
Merman	(r209)	-100

Half Elf	(r210)	-50
Ogre	(r211)	-100
Centaur	(r212)	-75
Halfling	(r216)	-75
Human Barbarian	(r221)	-999
Eastern Elf	(r223)	-200
Elven Nomad	(r243)	-75

The Giant populations are concentrated in mostly player controlled mercenary bands. Being anti-social towards other races, they share their mercenary status with the Daks serving various nobles throughout Avara. The Giants also provide more than a few hero types that roam in search of adventure. Their low population growth and weak constitution in fending off plagues and poxes have already made them a rare sight in the urban centers. Their social structure is at the start of a new evolution as the diseases of the Dragonrider War decimated their population to less than 5,000 worldwide. While the Dragonriders main general was a Giant (Gilgamish Diero), his people generally sided with the Wolf Cult and the Order of the Grey in the East thus removing them beyond the protection of Whitestorm and into the target range of the Dragonlord's wrath.

The Giants have a traditional joke telling party at the end of the year in which the main feature are jokes which target short folk. They create at the end of the year a collection of the 10 best short jokes.

209 Mermen, Medium, Growth 5%, Morale 75

STR 7, DEX 13, CON 10, BTY 11, CF 6, DF 1, MAR 1, SAR 0

Magic Mana recovery +3, Holy Mana recovery -1

Overall Terrain Modifiers: Sea +150%, Swamp +75%, Desert -75

Tolerated races: Human (201)

Associated races: Elf (203), Half Elf (210)

Hated Races: None but Daks do get -999 diplomacy

The Mermen or Merfolk are recent arrivals from the southern shores and have a racial wide amnesia as to their origins. Oddly enough they believe that they came from the North and their sense of direction is opposite of what is held locally through Avalon. It is believed that this may be from an ancient arcane spell that may hold the secrets of life itself on the planet of Avarra. Their population numbers are small and they have sought to integrate themselves into the local societies running into many classic difficulties of the newcomers in any established society. The women of the Merfolk take on a special captivating allure when on the shores of the southern isles. That and bathing topless has caused local communities to separate out Merfolk beaches from others for those who would participate in water sports.

Though females are banned, male Mermen are universally employed as Sea Watch at nearly all beach areas and have recently been introduced into the navy at Avalon by Whitestorm.

While heroic individually in the face of the seas challenges, the Merfolk as a group detest organized combat and for that reason they have not been put into legions but have found their way into merchant guilds and administrative posts throughout the Whitestorm Dynasty.

210 Half Elf, Medium, Growth 5%, Morale 105

STR 9, DEX 12, CON 8, BTY 12, CF 12, DF 1, MAR 2, SAR 1

Magic Mana recovery +2, Holy Mana recovery 0

Overall Terrain modifiers: Forest +15%, Heavy Forest +15%, Sea +15%, Defending Walls +15%, Swamp -25%, Confined -25%.

Tolerated Races: Human (201), Eastern Elf (223), Elves (#203)

Associated Races: Human Barbarian (221), Human Nomad (241)

Hated Races: Orcs (202), Trolls (207), Maratasens (#206) and (#226)

The moody Half Elves were made from the bending of arcane spells in ancient times at the earliest contact between Humans and Elves. Made from romantic infatuation of human fascination with Elven beauty and Elven fascination with humanity's passions, the Half Elves have provided numerous contributions to the arts, social development and political thought. Throughout their history they have been cursed, some say by Gorgoroth himself, that their contributions would not be recognized, appreciated or followed in their own lifetimes. Korrellen Whitestorm remains as the latest tragic figure in the long line of Half Elven heroes on the world stage. From the height of his power, he has seen the world he worked to create falter and begin to crumble around him just as the curses of the ancients foretold would shadow his race forever.

216 Halflings, Small, Growth 6%, Morale 110

STR 6, DEX 18, CON 12, BTY 10, CF 6, DF 1, MAR 2, SAR 2

Magic Mana recovery +1, Holy Mana recovery 0

Overall Terrain modifiers: barren hills +25, defending walls +25, attacking walls -50%

Tolerated races: none

Associated races: Humans (201), Elves (203, 223, 243), Dwarves (204), Half Elves (210)

Hated races: Orcs (202), Trolls (207)

Set up notes: no one may start their main as a Halfling

The Halflings are believed to have been the mating of Humans and Dwarves but this is disputed by both races whose historians see themselves as standalone races with their own mythology of evolution from ancient acts of God. The Halflings generally tend to set up their own separate hillside communities and while as individuals they are found in nearly all cities, as a group they are very isolated and intolerant of outsiders on their “hill”. You might well be invited to a Halfling party and be treated as the best of guests, but do not overstay your welcome. An old Halfling proverb is: “It is a wise guest that knows when to go home.”

221 Human Barbarian, Medium, Growth 5% Morale 105

STR 11, DEX 10, CON 9, BTY 9, CF 12, DF 1, MAR 1, SAR 1

Magic Mana recovery +1, Holy Mana recovery +1

Overall Terrain modifiers: Defending walls -25%, Attacking Walls +25%, Forest-25%, Heavy Forest -25%

Tolerated Races: Humans (201), Half Elves (210), Eastern Elves (223),

Associated Races: Orcs (202), Dark Dwarves (204), Daks (205), Maratasens (206), Giants (208)

Hated Races: Elves (203), Trolls (207)

Human Barbarians live mostly in the North Central area between Jarlshaven and Dannemarch. As a people they have rejected the formal nobility of the Whitestorm Dynasty and similar activities in the West in favor of a more clan like structure of greater families. They also maintain trade and contact with a diverse collection of the disenfranchised including the Eastern Elves who they have great sympathy for. Due to their identification with the plight of the Eastern Elves they have taken a particular dislike to the Elves of the Evenclear forest.

223 Eastern Elves, Medium, Growth 5%, Morale 110

STR 8, DEX 14, CON 9, BTY 17, CF 10, DF 2, MAR 2, SAR 2

Magic Mana recovery +4, Holy Mana recovery +0

Overall Terrain modifiers: Forest +50%, Heavy Forest +50%, Forest Hills +25%, Forest Mountains 25%, Confined -50%

Tolerated Races: Half Elves (210), Human Barbarians (221)

Associated Races: Human (201), Elves (203), Halflings (216)

Hated Races: Orcs (202), Dark Dwarves (204)

The Eastern Elves are recovering from their long trek from the East only to be rejected by the formal societies of the western Elves of Evenclear. This has led the younger Eastern Elves into a series of anti-Evenclear activities that riseto the level of vandalism.

The hardship of the trek has given them an appreciation for the kindness offered to them by the Barbarians and the Half Elven communities along the way who have always felt as outcasts themselves.

226 Maratsen Barbarians, Medium, Growth 5%, Morale 110

STR 15, DEX 8, CON 7, BTY 9, CF 16, DF 1, MAR 1, SAR 1

Magic Mana recovery +0, Holy Mana recovery +0

Overall Modifiers: attacking walls +15, Barren Hills +25, Confined -25, Sea -50

Tolerated Races: Maratsen (206),

Associated Races: Humans (201), Human Barbarians (221), Orcs (202),

Hated Races: all Elves (203, 223, 243), Half Elves (210), Daks (205)

The Maratsen Barbarians derive their culture from being the castoffs of the Maratsen civilized city dwellers. They do not seem to hold the civilized Tasens in contempt or disregard for this. They are a little wilder and more risk taking than their city brethren. They often are subject to waves of plagues that decimate their numbers and have drained their race of much of the constitution to fight these off.

570 Dragon Lord,.Very Large (size 4), 0% Growth, Morale 150

STR 30, DEX 10, CON 25, BTY 10, CF 75, DF 15, MAR 3, SAR 3, SPECIAL ATTACK 100

Magic Mana Recovery +5, Holy Mana Recovery -2

Overall Modifiers: none

Note: may not be Assassins or Thieves and Tactics level starts at minus 20.

The new Dragon Lords are indeed Dragons. They have come forth from another plane to recolonize the lairs of Avarra with a new breed of sentient Dragons. They are literally above the GEO-politics of the West and have their sights on establishing breeding grounds and territories in the East for the most part. Players should see the separate section for the New Dragon Lords and Dragon Slayers.

RACIAL ADVENTURES

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

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

Adventure 201: Humanity's Faith

Conditions: Be a Human main or secondary.

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

Adventure 202: Orc's Cruelty

Conditions: Be an Orc main or secondary who follows Gorgoroth

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

Adventure 242: Orc Bandit Horde

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

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

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

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

Adventure 203: Elven Elevation

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

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

Adventure 204: Darkest Dwarf

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

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

Adventure 205: Dak's Delight

Conditions: Be a Dak main or secondary.

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

Adventure 206: Maratassen Male Enhancement

Conditions: Be a male Maratassen main or secondary.

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

Adventure 207: Troll's Wrath

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

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

Adventure 208: Giant's Glory

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

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

Adventure 209: Mermen Mutation

Conditions: Be a Merman main or secondary.

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

Adventure 249: Merman Home Fleet

Conditions: Be a Merman main.

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

Adventure 210: Half Elf Enhancement

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

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

Adventure 250: Half Elf Destiny

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

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

Adventure 221: Barbarian's Creed

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

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

Adventure 251: Barbarian's Greed

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

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

Adventure 223: Eastern Elven Delight

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

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

Adventure 226: Maratassen Barbarism

Conditions: Be a Maratassen Barbarian main or secondary.

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

PLACES OF AVARA

Aesiteria ID #3001

An enchanted island with traditionally high magic recovery, the city of the same name is the host of the most magic guilds. This collection of guilds has also spawned the birth of most arcane covert orders of power, the most famous of which was the Scarlet Hand. It has also been open to the religions of the Dark Side as well as those of the Light as a symbol of its chaos that swirls at this urban center's soul.

Avalon ID #3002

The capital of the Whitestorm Dynasty and the largest city in the world with room for over 10,000 troops on its massive walls.

Bitter Flats

A deadly marsh that surrounds the Bitter Lake is famous for its salty quicksand and deadly “dare adventures” that snag young foolish nobles that try to race their chariots across the marsh fields only to have an occasional one sucked beneath a sudden burst of the soil into quicksand.

Bloodstone Island

It is the name of the island that Avalon is set on. The original Bloodstone was lost a thousand years ago. It was said to bring command over the dead of the island.

Borgenburg ID #3003

Borgenburg lies at the edge of civilization as allowed by the Whitestorm Dynasty. As such it wavers from a very fortified village to a ruin that was ravaged by hordes of monsters.

Calae ID #3004

Located on the Sea of Gideon along the Dove River it is the major shipyard of the Dynasty.

Castle Danemarch ID #3005

Home of the current Lord of Carlman, the combination of barbarian races of different species is the core of the location's charm and danger. Tempers here are short but forgiveness is equally swift and grudges are not accepted.

Cerath Forest

Once a large enchanted wood between the Wolforn Mountains and the First Drake mountains, it was the home of the Eastern Elves. Its magic was destroyed by Alrond and the armies of Gilgamish Diero as they crushed the opposition to the Whitestorm Dynasty. The forest was then subject to waves of monster raids as the population was forced to move to the west. Now it is a battlefield of creatures and adventurers.

Ruins of Celborn ID #3006

Also called the Ruins of Armerial-Terral the city was crushed decades ago in the Whitestorm victory.

Ruins of Clairaven ID #3007

Sharing the fate of most of the Eastern Cities the rotting memory of Half Elven glory is more of an embarrassment though some say there are still some secret ceremonies of Alvereth practiced in the ruins.

Dark Fens

Located near Lake Talon and Fannon's Peak, there were once rumors of a "Dark Thing" that lurked at its center. It was said that Zanth Firebrand slain it by accident when he crossed the Fens in search of the Tarnish Gold Dragon Drethmore 4 decades ago.

Dartmoor Ruins ID #3008

Once a Ranger run city, it was destroyed with the East. Now it is said that some dark ranger cults have ancient texts that may bring adventurers to this place, but it is unknown if they would ever leave again.

Dragon Crag

Western most range of mountains and once home of great dragon lairs before they were extinguished by adventurers in the last hundred years. Now the old lairs are empty and have been covered up for the most part. The few empty lairs that remain face the east.

Elarion Forest

The last great Elven Enchanted Forest in the West and host to Evenclear. Elarion means “Bronze” in ancient Elf runes. In the Winter the entire forest takes on a Bronze hue but no leaves fall to the ground. Then as winter approaches it returns to its evergreen state.

Endless Ocean

The Southern sea of the known world. It is said to extend to a great distance through storms and mystical waters. It is also said to have a great barrier at its edge which no one may pass.

Evenclear ID #3009

The only city of the Elves. It is named after the first of the Elven Life-stones. The stone is said to have passed into the heavens as a Great Green Star which stays for the most part visible over the city.

Firedrake Mountains

This mountain range is the greatest in the world and stretches through out the East. Now it is at times infested by mating dragons who have not quite dared to venture west of the mountains.

Gartinel ID #3010

Once the great warlord family Abbadon had built the city as a great fortress and home of the Nomads. Now it is a shadow of its former power and more of a trade post with the adventurers of the East, the Abbadon family having turned to more mercantile pursuits.

Great Northern Forest

Between the Sea of Sorrow and the Firedrake Mountains the forest is the home of many barbarians and anti-civilization types of people.

Great Shatoian Desert

The largest desert in the East, it was once the home of nomadic people but the Dynastic wars destroyed them. Magical oasis are found often barriered in, a result of the arcane guerrilla wars of Zareth and Winsome that danced across the desert many years ago.

Grimstone Crag

On the Far Eastern edge of the known world, they are the haunts of the Undead and lost races.

Gwythmark Woodlands

Located in the West stretching south from the Sea of Sorrow between Tosgard and Jarlshaven, it was once an Elven Wood with Gwyth-Darion in it center. The coming of Gorgoroth and the subsequent wars drove the Elves out and allowed the Maratasens and Human Barbarians to overrun the woods.

Gwyth Darion ID #3011

The ancient Elven City turned to Ruins by Gorgoroth. It was here that Arion Brightstar slew Gorgoroth in the Dynastic wars and sent his soul to the Astral plane where it was recalled by his shattered priesthood.

Hammathond ID# 3012

The main underground city of the Dark Dwarves and the last major sign of civilization (or at least urbanization) in the East.

Jarlshaven ID# 3013

Led by the Ragnar family that has a genetic defect in that their sons are born with only four fingers on each hand. Jarlshaven is often in conflict with Tosgard's Maratasens over the trade in Pelts. Technically illegal to trade, there is a black market that trades "Tasen Pelts". In reaction there are often illegal sales of thin "Hu-shades" as lamp covers in Tosgard.

Northloch ID #3014

Once part of the Great Nomad Conspiracy which was the downfall of Gartinel, Northloch managed to stay out of the destruction by the clever ploy of betraying the Abbadon's and joining the victors. Survival is the main theme of the city dwellers.

Parnis ID #3015

Once the home of the Morganstern Nobility that challenged Korellen the current rulers are appointees of the Dynasty who have taken the Morganstern name as a new tradition hoping to subdue the locals. Instead the naming has inflamed the populace who are known to revolt from time to time on trivial matters. As such Parnis is known as the center of Hotheads. The name is rather appropriate as the Elven Rune of Parnis means the Head of a Volcano.

Province of the Aimless Dead

A wandering province in the east that is sometimes found on islands. It is the depository of spells of the dead and quests that consume the bodies of characters. Wherever it is the bodies collect for a short period of time and then a new graveyard is made some other place.

Ruins of Pendor ID #3016

Once the home of King Davian Perrain, its charred walls are reminders of the past and a scar on the soul of the family Perrain that remains scattered and mostly landless in the Dynasty.

Port Telma ID #3017

Made a base of operations by Zanth Firebrand in the Dynasty Wars, the original counter-culture dockside city was brought under a more programmed sort of development with large increases in zoning laws as well as status laws. Once boasted the largest graveyard of monsters in all of Avarra, recent administrations have scaled back the Graveyard Tours business in favor of more traditional merchant activities.

Ravenstern Ruins ID #3018

Located on the shores of the Black Lake in the East, the city is more of a giant tomb to Duke Ulfric the heroic fighter slain by Ivanfolk. It is said that his ghost still roams the earth mounds left of the fortifications after it was cursed by Ivanfolk in some dark enchantment.

Saltmarsh Ruins ID #3019

The old city was once a stronghold of Gorgoroth but was destroyed first by Perrainist and then again by a host of Dragon Riders who appeared out of an astral storm led by a short Time Lord who then took the forces back to where they started after leveling the city of evil.

Sea of Sorrow

The northern sea that acts as a trade lane for sea merchants from Tosgard to Jarlshaven to Northloch.

Sea of Gideon/ the Inner Sea

Located at the center of the land masses with Bloodstone Island at the south, the inland waterways to Port Telma in the Northeast and Shigtown in the center north, it is a vital sea way that allows for the

sailing of ships from the Southern Sea to the heart of the Whitestorm Dynasty. For a short period of time the sea was patrolled by the Cloud Castle of the Dynasty until it was lost in an astral star storm after the appearance of twelve Dragons in the area. It is believed that the Castle is a captive of the New Dragon Lords.

Shawnhurst ID #3020

Located in the Southwest it is a city of great diplomacy recently driven mad by the sorrow of its leaders. The city lies in several parts, some say spreading out like a great spider from the central keep. This is not mentioned in polite company as the city has always been at war with the Spiderfolk of the Spider Woods and now recently with the Trolls.

Shigtown ID# 3021

Located close to the center of the world on the northern shores of the Sea of Gideon, Shigtown was once home to the Grand Mockers, a faction of thieves, spies, assassins and pirates. It still has a large collection of covert guilds and is one of the roughest places to visit in Avalon. Orcs and the Undead are common sights here as are Dark Dwarf traders and outlaws.

Spiderwood Forest

The Southwestern forest of darkness was once said to be the honeymoon location of Gorgoroth and a cursed Elven Princess. The offspring was said to be the Spiderfolk who are still hunted and despised to this day.

Tosgard ID #3022

The capital of the Maratasens and home of the King Leo clan. Great King Leo joined with the Dragon Lords of the Whitestorm Dynasty to deliver the Maratasen lands to the cause. Working with the Giant Gilgamish Diero, the Maratasens were the key element in all the early Dynasty armies. The city has seen the revival of Marren by the nobility as it was here that Marren was brought back from the Eastern ceremony in the province of the Aimless Dead.

Valonshire ID #3023

A large city halfway between “everywhere”. It rests at the crossroads of all land traffic between Parnis, Calae, Port Telma, Evenclear. It has large markets and provides for excellent great horses for the Empire.

SET-UP RULES

Starting Characters and Guilds

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

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

Set-up Types

There are only three set-up types:

- ❖ Dragon Lord
- ❖ Hero
- ❖ Overlord

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

Start-up Titles

There are four start-up titles:

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

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

Guilds

Overlords

Overlords must place their guilds in their own locations.

Dragon Lords

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

Heroes

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

If they do not have this permission:

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

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

Miscellaneous

All characters have 3 actions.

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

Any character may start with both Arcane and Priest skills.

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

Before game-start, the GM will make available an overview of the set-ups received, so that everyone will know how many players there are of each race, and what type of set-up position (hero, overlord) they are playing.

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

Afflictions

Were Godling (previously called Were Yogi): afflict Werewolf # 346 .

Vampyre King: afflict Vampyre #358.

Lord of the Undead (top ghoul/spectre): afflict Spectre #363.

Shadow Lord (top Shade): afflict Shade #368.

Litch Godling: afflict Litch #372

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

NPC Pop

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

Religions

Any position may start with mixed religions.

Only Elves (201), Eastern Elves (223) and Half Elves (210) may have the religions 1 or 2.

Orcs (202), and Trolls (208), may not have religions 1, 2, 3, or 4.

Only Maratasens (206) and Maratasen Barbarians (226) may have the Marren Religion.

Skills for Mains and Secondaries

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

Orcs may not start with Druid or Knight skills.

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

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

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

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

Locations

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

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

Race restrictions on setup types

Elves (203) may not be a starting Overlord

Eastern Elves (223) may not be a starting Overlord.

Mermen (209) may not be a starting Overlord.

Where:**Overlords**

May set up anywhere except Avalon Island.

Heroes

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

Islands

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

EARLY POSITIONAL ADVENTURES

In order to encourage game development along the lines of the history of Avarra and to give further emphasis to the various aspects of the races and groups within the world the following adventures may be done in the FIRST MONTH OF PLAY to help further customize a position and encourage some role playing.

All of these adventures are once per character:

Adventure 1: Family Heritage

Conditions: Have the title 'Overlord'.

Target: Another character you control.

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

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

Adventure 2: Knight Defender

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

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

Sponsor Gain: The title 'Knight Defender'.

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

Adventure 3: Protector of the Forest

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

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

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

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

Adventure 4: Pack Leader

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

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

Sponsor Gain: The title 'Pack Leader'.

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

Adventure 5: Horde Leader

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

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

Sponsor Gain: The title 'Horde Leader'.

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

Adventure 6: Sapper

Conditions: Be a Dark Dwarf with the title 'Family Heritage'.

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

Sponsor Gain: The title 'Dark Lord'.

Target Gain: Force slot gains: 200 level 10 Dark Dwarf Cave Crawlers equipped with Dwarven Axe, Shield and Dwarven plate.

Adventure 7: Dragon Slayer

Conditions: Be a character with the title 'Hero' in the far east (100/1 to 130/80). May not be Assassin or Thief.

Sponsor Gain: +10 PC, +5 Strength, +5 Con, -5 Beauty and the title 'Dragon Slayer'.

Overlord Adventures

All of these adventures can be completed once per character.

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

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

Adventure 8: Military Architect

Conditions: Be race 201-240, with the title 'Overlord', inside your own starting location during the first month.

Target: Your starting location.

Sponsor Gain: Title 'Military Architect'.

Target Gain: 200 walls.

Adventure 9: Seafarer

Conditions: Have the titles 'Overlord' and 'Seafarer'. First two months.

Target Gain: The title 'Coastal Lord'. 2 Small Merchants, 1 Light Warship, 2 Raiders, 4 Runners and 60 Ship Units (placed into your possessions).

Adventure 10: Human Militia Leader

Conditions: Be a Human, Human Barbarian, Merman or Dak, with the title 'Overlord', inside your own starting location during the fourth month (September).

Target: Empty force slot in your starting location.

Sponsor Gain: The title 'Mobilized'.

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

Adventure 11: Elven Militia Leader

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

Target: Empty force slot in your starting location.

Sponsor Gain: The title 'Mobilized'.

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

Adventure 12: Maratassen Militia Leader

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

Target: Empty force slot in your starting location.

Sponsor Gain: The title ‘Mobilized’.

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

Adventure 14: Dark Dwarven Militia Leader

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

Target: Empty force slot in your starting location.

Sponsor Gain: The title ‘Mobilized’.

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

Adventure 15: Orc Militia Leader

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

Target: Empty force slot in your starting location.

Sponsor Gain: The title ‘Mobilized’.

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

Influence of the Victory Cities

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

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

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

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

Adventure 16: Lord of Evenclear

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

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

Adventure 17: Lord of Tosgard

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

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

Adventure 18: Lord of Shigtown

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

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

Adventure 19: Lord of Hammathond

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

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

Adventure 20: Lord of Northloch

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

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

Adventure 24: Lord of Avalon

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

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

TOURNAMENTS

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

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

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

The Dragonslayer Tournament

A combat clash. Healing and resurrection after each round.

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

The Dragon King Tournament

A combat clash. Healing and resurrection after each round.

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

Faction Guild Challenge

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

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

Faction Church Challenge:

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

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

The Grand Tournament

A combat clash. Dual spells allowed. No Dragons. One party per faction with the exception of the Anarchists.

Healing and resurrection after each round.

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

ANCIENT DRAGONS

Ancient Dragons Invasion

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

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

Dragon Slayer Ancient Dragon Adventures

Adventures 501 - 510: Ancient XXX Dragon Slayer

Where xxx is the colour of the Dragon.

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

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

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

BANNED

Character Rolling Thunder

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

Slander guild

This order is banned.

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

Gather Resources Spell

Offensive use of the Gather Resources spell is banned.

Use of secret Ancient Arcana Spells and Adventures

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

Restricted Guild Challenges

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

Aggressive S24

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

Blood Enemy Declarations

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

Removed

Garrison race in module cities

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

Chaney Claw adventure

This has been removed entirely.

Items

Items which give free mana towards spell 33 Increase SEI

Altered

Cities

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

Avalon has at least size 1500 Legendary walls.

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

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

Were Yogi Status

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

Non Module Locations

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

Monsters

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

The weakest start-up monsters do not have stoning attacks

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

Resources

The resources in the following table are the common known items. The conversion value is when doing a T12 Convert Resource Order and converting to Crowns. Tradegood conversion is generally considered poor. Furthermore the M11 order to sell directly to population segments is also considered a poor alternative for the lower value of items (417-453).

NUMBER	ITEM	CONVERSION VALUE
417	Precious Gems	150
418	Gold	100
419	Silver	50
420	Precious Stone	50

421	Yew	35
422	Mithril	200
451	Dragon Scale	500
452	Wyverin Tail	350
453	Unicorn Horn	500
1101	Efreet Talon	900
1102	Harpy Feather	500
1103	Hydra Fang	500
1104	Golden Acorn	950

1105	Meldorian Seeds	400
1106	Dream Essence	500
1107	Golden Fox Tail	950
1108	Dragon Tears	500
1109	Drake Eyes	750
1110	Lammasu Feather	750
1111	Ivory	500
1112	Griffin Feather	500

GAME SETTINGS

TL:	12
SEI	1800 (<i>exactly 10 times base production</i>)
Public Works	4
Pop Growth Cap:	Off (<i>if you have 50k pop you wouldn't get any pop increase in normal games</i>)
Bestow Mark Effects:	No penalties
Craftsmen Crown Cap:	No
Revolts	every 2 months
King's Peace	4 months
Turnaround	7 day for two months, then 9 day
Large races:	minimum growth of 4%
Medium races:	minimum growth of 5%

Small races:	minimum growth of 6%
Racial Pop Growth Cap	Off
Start-up population:	3000 for all races
Merchant ship unit cost:	250
All troopships:	Sea only
Drake and WarDrake CF:	60 and 70
Ruin theft penalty	-260*
Stable Growth	5%
Spell 26 Teleport costs	3
Summoned Netherworld, Undead and Werewolf soldiers TL:	10
Spell 83 Empathic Self Cure costs	3
Tactics Cap	50%

Increase SEI	10 mana per +1
Decrease SEI	8 mana per +1
Half Elf Consitution	10
Giant DF	4
Giant AF	40%
Troll AF	60%

Ruin theft penalty explanation:

- ❖ All starting character have 3 actions, making many more strong thieves in the game
- ❖ Several races start with marks on all characters, making all character-based skills like thieves more effective (4th and 5th action)
- ❖ No CRT makes bashers half as effective as in normal games (ruins are a competition between thieves and bashers)

- ❖ Much stronger monsters. This does not affect thieves but does affect bashers.
- ❖ In effect this means that thieves have to get their hands on one or preferably two thief items before they can steal from ruins.

DIPLMACY MODIFIER:

The default modifier is -300.

MAIN CHARACTER DEATH:

If your main is killed by some gross stupidity on your part in the first 90 days, by an NPC only, let us know and we can resurrect you for a loss of 1 Constitution. After that period if your main is killed by another Player, and beyond hope then you may declare one of your secondary characters (in the range of 201-1000) as the heir. The heir has his number changed to that of the main character and it is given at least 3 actions. All Marks and Titles are lost, though faction membership will be retained even if Leadership title is lost. Guilds will remain and be given to the new heir even if he does not meet sponsorship.

RESTARTING:

If you are killed by players or you dropped, you may not restart in the same game. If another player wishes to yield his position to you then it will be allowed.

DIGGING UP A DEAD BURIED BODY:

This can only be done by a special action (thieves only) if you are in the same province as the target.

SPECIAL ACTIONS:

Special Actions are done by the player sending the GM an email message of the special action.

These are all done before any of the turn orders are actually processed, and so everything must be in place (items, etc.) at that time.