

## **ADVENTURES IN 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.

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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 consist of the entire Elarion Forest, part of the Dorban Mountains, the Dragon Crags, 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 thar 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: Shownhurst 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 Shownhurst 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 Shownhurst.

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.

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***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 Shawnhurst. 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 Shawnhurst. 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 Shawnhurst. 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 for sure 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. Maratasen and Elves clash in a frenzy and this time diplomatic efforts have no more effect. The Maratasen 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 Maratasens 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 Maratasen who view this broken promise as an insult to the entire Maratasen 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 Dwarvin 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.

***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.

### ***GAINING CONTROL OVER DRAGONS***

In true Dragon fashion the New Dragon Lords have no use for influence and strictly seek to dominate other Dragons by combat. (Influence is impossible). Whenever a Dragon Lord defeats another Dragon (other than another Dragon Lord) in one on one combat, he gains control over that character. He may do this once a Turn only. Control is passed by special action notice to the GM (in the following turn) who will then make the change in ownership. If the Character is killed he is placed in the Dragon Plane and the owner can try to find opportunities to resurrect him. 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.*

### ***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.

1. Between each round the wounds of the participants will be reduced by 1/2.
2. Characters that are killed will be resurrected and restarted in the Dragon Plane.
3. Each Dragon that wins will be given a title of "Master over..." for whomever he defeats.
4. The winner will be given a Mark of his choice, one character action (max 5) plus 6 prestige and 6 PC.
5. All participants will be given 3 PC and 3 prestige.
6. 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.

***EATING PEOPLE***

People taste good. They can not help it but it is a fact of Dragon Life. Dragons like to eat people. A Dragon Lord that has as his prisoner a "people" type character can turn this culinary aspect into some other gains as well as

**ADVENTURES IN AVALON**

**THE NEW DRAGON LORDS**

dispose of the bodies in the form of “people mash” (ID#2996). Once a character has been turned into “People Mash” resurrection is very unattractive. The prisoner must be the Main and Secondary Characters only of the various races, after all, Dragon Lords have some sense of cuisine.

All the following are worth +1 PC except as noted

Adventure/ Prisoner/reward

- 1201 Human
- 1202 Orc
- 1203 Elf
- 1204 Dark Dwarf
- 1205 Dak
- 1206 Maratase
- 1207 Troll (+2 PC, +2 Str, -1 Con ((Tough to digest))
- 1208 Giant
- 1209 Mermen
- 1210 Half Elf
- 1221 Human Barbarians
- 1223 Eastern Elves
- 1226 Maratase Barbarians

Special Rewards:

1227 Human Female Religious Status: +2 PC, +1 Con, +1 Bty

1228 Elf Female Other Status: +2 PC, +1 Con,

1229           Any           Dragon           Slayer           Titled           Character:           +5           PC.           +5           STR

**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. The Great Dragon Slayer who has a Challenge Claw may participate in the Dragon Lord Challenge when it is called and may in that Contest challenge one specific Dragon to a duel.

The Dragons Slayers may dispose of monster bodies with each adventure completion worth 1 PC. These adventures may be done any number of times by a main character who has as a prisoner the character of the appropriate race:

**Adventure/creature**

312	Servant of Darkness
313	Servant of Light
314	Spirit Servant
315	To be Announced
316	Wyvern
317	Manticora
318	Green Dragon
319	Blue Dragon
320	Brown Dragon
321	Greyback Dragon
322	Yellowbelly Dragon
323	Harpy
324	Lamassu
325	Gorgon
326	Will O'Wisp
327	Lesser Balrog

- 328 Greater Balrog
- 329 Hydra
- 330 Dragon Lady
- 331 Bronze Dragon
- 332 Great White Dragon
- 333 Greater Unicorn
- 334 Half Gyger
- 335 Rock Troll
- 336 Great Ogre
- 337 Cockatrice
- 338 Giant Spider
- 339 Basilisk
- 340 Chimera
- 341 Storm Giant
- 342 Fire Giant
- 343 Black Dragon
- 344 Gold Dragon
- 345 Red Dragon

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

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.

**FACTIONS IN AVALON**

Players can form their own factions in Adventures in Avalon by having a single leader outline for the GM what the faction is all about and give it a name. Members can only be introduced into the faction by being sponsored into the faction by a leader.

1. Each faction can have only ONE leader.
2. Each faction must have at least 4 aspects to it chosen from each of five different aspect categories one of which must be from the Geo-political aspects.
3. Players may only be in ONE faction.
4. Each faction may not have more than 8 members including the Leader.
5. If the Leader leaves the game then all faction main characters lose 6 prestige and 6 influence. In addition, if the leader drops from the game and no member steps forward to be the new leader the faction is Dissolved and all members lose half their prestige and half their influence (minimum of 6 each). The members may then be free to join another faction they are eligible for. If there is more than one candidate for the new leadership within a leaderless faction then the character with the highest combined base prestige and base influence is the new leader. Ties broken by combined base skill.
6. Dragon Lords and Dragon Slayers may not be in the same faction.

***GEO-POLITICAL ASPECTS:***

All ownerships are required to be maintained for two productions.

***1. Whitestorm Supporter:***

Must require that all members have the title: Whitestorm Dynasty

Goal is to gain ownership of the following forces:

Avalon, Port Telma, Calae, Valonshire, Parnis, Shawnhurst, Evenclear, Tosgard, Jarlshaven  
Aesteria and Castle Dracon.

Must destroy all fortifications in Hammathon, Shigtown, Dannemarch and they must have no population in them.

***2. Chaos Lords:***

Must require that the all members have the title: Chaos Lords

May not have members who are in the Whitestorm Dynasty

Goal is to gain ownership of the forces:

Jarlshaven, Shigtown, Dannemarch, Avalon, Hammathon, Aesteria and Gwyth Darion

Must destroy the fortifications and remove all population from: Evenclear, Tosgard, Port  
Telma, Parnis, Castle Dracon, Valonshire, Calae

***3. The Kingdom of the Pride:***

Must require all members to be Maratasens.

May not have members who are in the Whitestorm Dynasty

Goal is to gain ownership of the following forces:

Tosgard, Jarlshaven, Shigtown, Port Telma, Gwyth Darion, Avalon and Castle Dracon

Must destroy all the fortifications and remove all the population from: Evenclear, Dannmarch, Parnis

***4. The Elven Kingdom:***

Must require that all members be Elves or Eastern Elves. Half Elves are not allowed.

May not allow Whitestorm Dynasty members.

Goal is to gain ownership of: Evenclear, Gwyth Darion, Castle Dracon, Avalon, and Port Telma.

Must destroy all the fortifications of and remove all the population from: Tosgard, Jarlshaven, Aesteria, Shigtown  
and Hammathon.

***RELIGIOUS ASPECTS:***

1. Must require that only characters with a Good religion may be members.
2. Must require that only characters with an Evil religion may be members.
3. Must require that only characters with a Neutral religion may be members.
4. May require that members must be members of the Whitestorm Dynasty and that any religion is accepted.
5. May require that only OM and Marren are allowed for members.
6. May require that only characters of one specific religion be allowed as members.
7. May require that only characters with a Good or Neutral religion may be members.

***RACIAL ASPECT:***

1. May restrict to one race only.
2. If Whitestorm Dynasty membership is required may only allow members who are: Human, Half Elf, Elf, Maratassen, Western Dwarf, Eastern Elf, or Daks.

3. May restrict to: Orc, Troll, Gremlin, or Giant.
4. May restrict to Giant, Merfolk, or Dak.
5. May restrict to Maratasens and Maratasen Barbarians.
6. May restrict to Human Barbarians, Orcs, Giants.
7. May restrict to Maratasen Barbarians and Orcs if faction has a Religious Aspect of all evil religions.

**POWER FOCUS ASPECT:**

Faction Challenges are made to the public and scheduled by the GM with at least 60 days of notice.

The GM may elect to make a regular schedule of faction challenges with rewards for participation, victory, etc. as desired.

1. Must have the five pieces of the Crown of Avalon.
2. Must have the Four Stones of Faith: Winterstone, Summer Stone, Spring Stone, Autumn Stone.
3. Must have the strongest collection of 8 non church guilds in a Faction Guild Challenge.
4. Must have the strongest collection of 8 church guilds in a Faction Religious Church Guild Challenge.
5. Must have the strongest single character in any Factional Combat Challenge, (the winner)
6. Must have the strongest single party of up to 8 member characters (range 1-1000) in any Factional Combat Challenge.

**DRAGON SLAYER FOCUS ASPECT**

*NOTE:* Remember that Dragon Lords and Dragon Slayers can not be in the same faction.

1. May require that only Dragon Slayers be members.
2. May require that only one Dragon Slayer be a member.

**RELIGIONS OF AVARA**

There are 7 main religions that are common through out 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

**RAISNOAH HUMANIST** (Religion 3 Neutral) Favored Race: 201 Human

**RAISNOAH 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 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. 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  
285 Geas  
288 Cure Plague  
290 Cure Pox  
463 War Scream

**Level 4**

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.

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
- 285 Geas
- 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

- 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:

201	Human
202	Orc
203	Elf
204	Dark Dwarf
205	Dak
206	Maratasen
207	Troll
208	Giant
209	Mermen
210	Half Elf
221	Human Barbarians
223	Eastern Elves
570	Dragon Lord

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 7%, 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 6.5%, 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 4%, 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)

**Associated race:** Human (201), Half Elves (210), 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 new comers to power.

**204 Dark Dwarf**, Small, Growth 5%, 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 4%, 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:** None

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

**Hated Races:** Mermen (209), Maratasens (206)

*Start up Note:* No Dak may start as an Overlord or Hero, may start as a Clan, Mercenary

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 4.5%, 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:** Maratase 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. Maratase 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 Maratase 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 Maratase 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 3.5%, 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:** None

**Associated Races:** None

**Hated Races:** Trolls (207), Orcs (202), Elves (203), Eastern Elves (223)

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 Avarra. 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 world wide. 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 3%, 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:** Daks (205)

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 4.5%, 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), Maratasen (206)

**Associated Races:** Human Barbarian (221), Elves (203) Human Nomad (241)

**Hated Races:** Orcs (202), Trolls (207)

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

ancestors foretold would shadow his race forever.

**216 Halflings**, Small, Growth 3.5%, 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 stand alone 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 4.5% 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 3.5%, 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 rise to 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

**Maratzen**

**Barbarians,**

Medium,

Growth

4.0%, 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:** Maratassen (206),

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

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

The Maratassen Barbarians derive their culture from being the castoffs of the Maratassen civilized city dwellers. They do not seem to hold the civilized Tasens in contempt or disregard for this. They are a little more wilder and 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: Confined -80

*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** THAT MAY ONLY BE DONE IN THE FIRST MONTH OF PLAY IN 7 DAY GAMES OR IN THE FIRST 2 MONTHS IN 14 DAY GAMES.

**Adventure 201: Humanity's Faith**

May be done by a Human main or secondary. May be done multiple times. Cost is 500 crowns. Rewards: +2 Priest, +1 Admin., +1 Merchant.

**Adventure 202: Orc's Cruelty**

May be done once by a Main only with the skill of Necromancer and a follower of Gorgoroth. Gain a Mark of Cruelty and +4 to any covert skill and Necromancer.

**Adventure 203: Elven Magic Users**

Any Main character who is an Elf and not a necromancer may complete this for a cost of 500 crowns. May be done a multiple number of times, Reward: +2 to any Arcane skill.

**Adventure 204: Darkest Dwarf**

Any Dark Dwarf main or secondary who is a Gorgoroth follower may complete this Once for a cost of 500 crowns. Reward: +4 to Necromancer or +4 Priest, plus a Mark of Evil.

**Adventure 205: Daks**

Any Dak Main or Secondary may do this at a cost of 500 crowns each. May be done multiple times. Reward: +2 Tactics, +1 to Ranger skill.

**Adventure 206: Maratase Male Enhancement**

May be done by Main or secondary characters that are Male and Maratase. May be done multiple times in the first month. Cost is 500 Crowns. Gain +2 Strength, +2 PC

**Adventure 207: Trolls Wrath**

May be done by any Troll main or secondary. May be done multiple times. Cost is 500 crowns. Gain +2 Strength, +2 to any militant skill.

**Adventure 208: Giants**

May be done by any Giant main or secondary. Maybe done multiple times. Cost is 500 crowns. Gain +1 Strength, +2 PC, +1 Beserker.

**Adventure 209: Mermen Enhancement**

May be done by a main or secondary who is a Mermen, multiple times in the first month. Cost is 500 crowns. Reward: gain +2 Admin, +2 Merchant.

**Adventure 210: Half Elf Enhancement**

May be done by a main who is NOT a Gorgoroth or an OM worshipper. May only be done once. Gain a Mark of Destiny, +4 to any Arcane.

**Adventure 221: Human Barbarian Enhancement**

May be done by a main who is NOT an Enchanter May only be done once. Gain +1 Character action.

**Adventure 223: Eastern Elf Enhancement**

May be done by a main or a secondary who is not of religion 1. Cost 500 crowns. Gain +1 to all covert skills, +1 Dexterity.

**Adventure 242: Orc Bandit Horde**

May be done by a main only who is an Orc (202).

May be done once per position. Cost 500 crowns. Gain 250 Orc Bandits, Level 8, Battle Axe, Shield (s), Chain Mail, Greater Wolf.

*Note: Must target a Force and empty slot, that is owned by your position.*

**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 Wolftorn 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 Fends 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 Crags***

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 Crags***

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 RESTRICTIONS:*****RELIGIONS:***

1. Other than positions with a main character that is Human (201) or Half Elf (210), all starting characters regardless of race must have the same religion.
2. Only Elves (201), Eastern Elves (223) and Half Elves (210) may have the religions 1 or 2.
3. Orcs (202), and Trolls (208), may not have religions 1, 2, 3, or 4.
4. Maratasens (206) and Maratasen Barbarians (226) may have the Marren Religion.

***SKILLS:***

1. Elves (203), and Eastern Elves (223) may not have the start up skill of Thief or Necromancer.
2. Orcs (202) may not start with the skill of Knight.
3. Maratasens (206) may not start with the skill of Druid or Necromancer.
4. MALE Maratasens (206) may not have the skills of Thief or Rumormonger.
5. The main character in all Maratasen (206) positions must be MALE.
6. Dragon Lords and Dragon Slayers may not be Assassins or Thieves.

***LOCATIONS***

1. Dwarves (204) and Orcs (202) may elect to start in an Underground location
2. Humans (201), Human Barbarian (221), Half Elves (210), and Eastern Elves (223) may elect to have a Sea Farer option
3. Dragon Slayers and Dragon Lords are set up on the map in the province range of 100/1-130/80

***SET UP TYPES***

Clan set ups are allowed for the following races: Dak (205), Maratase (206), Troll (207), Giant (208), and Mermen (209).

1. Elves (203) may not be a starting Mercenary.
2. Eastern Elves (223) may not be a starting Overlord.
3. Daks (205) may only elect to be a Mercenary or Clan set up.
4. Trolls (207) may only elect to be a Hero, Clan or Mercenary set up.
5. Mermen (209) may not elect to be a Mercenary or an Overlord set up.

***WHERE:***

1. Other than Orc, Human Barbarian and Dark Dwarf, all Overlord and Mercenary set ups must be

## **ADVENTURES IN AVALON**

## **EARLY POSITION ADVENTURES**

in the West: Roughly from the line of Jarlshaven to Port Telma to Calae and then on to Avalon.

2. NO Mercenary or Overlord set ups are allowed on the islands in the seas or on Avalon's Bloodstone Island and Aesiteria.
3. Human Barbarian Overlords and Mercenaries must be in the North Woods between Jarlshaven and the ruins of Borgenburg.
4. Orc Mercenary and Overlords must be in the area from Shigtown to Dannemarch.
5. Dark Dwarf Overlords and Mercenaries must be in the area around Hammathon.
6. Elven Mercenaries and Overlords must be in the area around Evenclear to the edges of the Gwythmark.
7. Maratassen Overlords and Mercenaries must be in the area around Tosgard down to the edge of the Gwythmark and over towards Jarlshaven.
8. Trolls may not start within 10 provinces of Shawnhurst.
9. Giant Mercenaries must start within the province range of 1/1-10/80 in the Far West.
10. All Hero, Clan, Adventure party start ups may be anywhere but are STRONGLY recommended to be in the East as there are few lairs, ruins in the West. You cannot specify where in the East you will be.
11. NO position with the skills of Thief or Assassin may start on Avalon's Bloodstone Island.
12. Dragon Slayers/Dragon Lords are in the Far East (province range 100/1-130/80)

### **POSITION TYPES:**

#### **Dragon Lord:**

Single E Character  
No Guilds

#### **Hero:**

One E and one C Character  
One 8 point Guild

If Chaos Lord may put Guild in Hammerthond. If Maratassen: may put it in Tosgard. If Orc or Human Barbarian may put it in Shigtown, Northloch or Jarlshaven. Otherwise in Avalon.

#### **Adventure Party:**

One D, 3 B and 2 A Characters

One 8 point Guild as for Heros on placement, plus if Elven and religions 1 or 2 may place in Evenclear.

#### **Clan:**

One D, one C, 3 B and 3 A characters  
One 8 point guild as for Adventure Parties

#### **Mercenary:**

One D and 3 B Characters  
One 12 point Guild in starting home location

#### **Overlord:**

One C, 2 B and 3 A characters  
Two 16 point Guilds in starting home location

## **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.

## ADVENTURES IN AVALON

## EARLY POSITION ADVENTURES

**Adventure 1:** Declaring for the Whitestorm Dynasty Old Nobility.

Adventure rewards are the sponsor. Main position must have been an Overlord or Mercenary who declared at the start. May be done once by the main character and only 18 Old Nobility may be in a game (if you fail you can try to be one of the 18 Young Nobility, Adventure #3)

Main character must be: Human (201), Elf (203), Maratase (206), Half Elf (210), Eastern Elves (223). Rewards: Gain +8 Prestige, +4 Influence, +2 Beauty, +2 to any Magical or Priest skill, 30,000 crowns, 3,000 Human slaves (261) Gain the title: Old Nobility which will allow you to do the next adventure.

**Adventure 2:** Noble's Troop

Must be an Old Nobility. Must be a main character. Adventure rewards Target is a Force you own with a specified empty slot Gather 200 Human Knights, Level 10, Broadsword, Shield, Plate Armor on Warhorse

**Adventure 3:** Declaring for the Whitestorm Dynasty Young Nobility

Adventure rewards are the sponsor. Main position must have been an Overlord who declared at the start. May be done once by the main character and only 18 Young Nobility may be in a game. Main character must be: Human (201), Elf (203), Maratase (206), Half Elf (210), Eastern Elves (223). Rewards: Gain +4 Prestige, +2 Influence, +4 Tactics, +4 to any Militant skill, 30,000 crowns, 2,000 Human slaves (261) Gain the title: Young Nobility which will allow you to do the next adventure.

**Adventure 4:** Young Noble's Troop

Must be Young Noble. Must be a Main Character. Adventure rewards Target is a Force you own with a specified empty slot. Gather 200 Human Knights, Level 10, Broadsword, Shield, Plate Armor on Warhorse.

**Adventure 5:** Dragon Slayer

Must be a Hero Type Position. Must be a Main Character. Must be in the Far East (Province range 100/1-130/80. May not be an Assassin or a Thief. Gain +10 PC, +5 Strength, +5 Constitution, Gain Title of Dragon Slayer.

**Adventure 6:** Chaos Undead Minion

Must be a Chaos Lord position that started as an Overlord or Mercenary as declared from set up. Must target your own Force with an empty slot as designated in the order. Gain 150 Orc Skeleton Berserkers with Axe, Shield, Chainmail and mounted on a War Wolf. May be done once per position.

**Adventure 7:** Chaos Guild

Must be done by the main character of a Chaos Lord position. Target a Guild owned by the position and it is increased by 15. May be done once per position.

## 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

***ADVENTURES IN AVALON******EARLY POSITION ADVENTURES***

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

**ADVENTURES IN AVALON  
DESIGN NOTES**

The very first Legends module was Crown of Avalon. It is also the first module that I played in and became engrossed by the depth of the possibilities of Legends. The world itself was sparsely detailed with only a 12 page module book and not more than 18 stories in the database. The game was still far and beyond anything else out there mostly because of the system and the effort of the players to develop story lines within the game.

Midnight Games' Crown of Avalon Game 5 was typical in that groups of players joined factions and put together a factional newsletter which was handled through the snail mail while other factions had email listservers. The gaming was intense over the three years of its life with the eventual victory by the Dragon Lords. Intensity came not only in the conflict with other factions but a very real political struggle within the faction itself that almost broke into civil war on several occasions only to be pulled back from the edge of dissolution by internal diplomacy. It is this game that provides the background for the Adventures in Avalon by taking the story of that conquest and projecting forward with some substantial imagination. In this we have to give thanks to Danny De Landsheere who acted as the historian bard to put the story before you in the story in the module book. Danny was not part of that game and as such was given a collection of short answers and stories on what happened and then as do most bards he mixed in his own extrapolation to make up the huge blanks in the forward looking story.

Adventures In Avalon was designed to be a throw back to the days when information was very minimal on the module and the discovery aspect was very large. It is also a major attempt to provide a divided game board where the West is the battle field of the power gamers to run wild with their armies and influence. The East and especially the Far East are the home of the lair bashers and the hero role player looking to deal with the revival of the monsters and the Dragon's Return.

The module is designed to work within the Legends II system with some of the variable issues detailed below.

**TACTICS AFFECT:**

Limited to 100% as an overall modifier.

**PUBLIC WORKS:**

Limit of 6 per month with a Maximum SEI of 1000.

**TROOP TRAINING:**

Limit of level 6 at the end of a basic T1 training order.

**INFLECTING SPECIAL STATUS:**

No statuses are designed to be inflicted.

**RITE SPELLS:**

Not all religious Characters can be rited for the purpose of taking control. See the specific religions for the restrictions.

**RELIGIOUS ALIGNMENTS IN A POSITION:**

A position takes it's alignment from its main character. If the main character has a different alignment than any character in the position then the loyalty of the non-main character may drop significantly from 0-75%. Supporting characters with a loyalty of below average or worse that are confronted with alignment differences with the main character may simply take off.

**BLOOD ENEMIES:**

There are no tactical advantages for having a blood enemy. Blood enemies, even within the same position may suddenly attack each other and loyalties may crash.

**DIPLOMACY MODIFIER:**

The default modifier is -300.

**REVOLTS:**

Characters of different races than the main who are not eligible to be secondary starting characters from the perspective of the main character, may revolt, with hated races even more likely to revolt. Population that is of hated races of the owner, its administrator, or the main character may revolt. Non Hated races will not revolt. Slaves who do not have a hated race will generally not revolt unless there is a world wide notice of Slave Revolt, then all hell can break lose where there are slaves.

**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 ingame 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.

# ADVENTURES IN AVALON

Game # \_\_\_\_\_ or Next \_\_\_\_\_

Faction choice \_\_\_\_\_  
(If applicable)

Players Name: \_\_\_\_\_ Acct#: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Day Phone:(\_\_\_\_\_) \_\_\_\_\_ Evening Phone:(\_\_\_\_\_) \_\_\_\_\_

Receipt Option: # \_\_\_\_ : 1 = Paper, 2 = Via BBS, 6 = LTE Mail, 7 = Non-LTE Mail, 10 = LPE

E-mail Address: \_\_\_\_\_

<b>COAT OF ARMS (2 LINE UP TO 75 CHARACTERS INCLUDING SPACES)</b>

<b>POSITION TYPE:</b>	<b>RACE OF MAIN CHARACTER:</b>	<b>#:</b>
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OPTION (Position Type)	TYPE A	TYPE B	TYPE C	TYPE D	TYPE E	GUILDS	POINTS
Overlord #1	3	2	1			2	16
Mercenary #2		3		1		1	12
Adventure Party #3	2	3		1		1	8
Hero #4			1		1	1	8
Clan #5	3	3	1	1		1	8
Dragon Lord					1	0	0
Starting point values	30	40	50	60	80		

(COMPLETE THE FOLLOWING SECTION ONLY IF SELECTING POSITION TYPE #1 OVERLORD OR #2 MERCENARY.)

BEGINNING SOLDIERS:	WEAPON	ID#
10% of your soldiers are on foot and armored in laminated armor with shield using:		
20% of your soldiers are on foot and armored in laminated armor without shield using:		
35% of your soldiers are on foot and armored in laminated armor with shield using:		
15% of your soldiers are mounted and armored in laminated armor without shield using:		
20% of your soldiers are on foot and armored in laminated armor without shield using:		

(WEAPON CHOICE IS #1 to #20 ONLY)

GUILD TYPE	OWNING CHARACTER (Must meet Guild requirements)	GUILD NAME	LOCATION

<b>Name-description of Home Town / Camp (2 lines of up to 75 characters each with a - after name)</b>

<b>Where do you want to be placed on the map?</b>
<b>Are you working with a group of players? if yes who:</b>
<b>Near lairs or locations?</b>

**NOTE: See Module Book for race and setup restrictions.**

Complete the following information for each character you start the game with as indicated by your option choice. Characters names cannot be more than 20 characters in length. Weapons and armor will be chosen by the computer for your characters based upon the skills, and abilities selected for each character. Every character will begin with some type of armor, and a weapon.

MAIN Character Name: _____ Sex: _____ Race: _____ Race # _____						
Character type (C,D, or E): _____ Religion # : _____						
Characteristics & Attributes	Base value	Amt to add	Cost to increase skill 1 level	Total cost	End Rating	Character Spell Selection by Spell ID #
Strength			1			
Dexterity			1			
Constitution			1			
Beauty			1			
Personal Combat	1		1			
Tactics	0		2			
Influence	0		3			

Skill Name	ID#	Purchase Cost	Increment Cost	Total Point Cost	End Rating

**TOTAL CHARACTER POINTS: \_\_\_\_\_**

Character Name: _____ Sex: _____ Race: _____						
Character type (A,B or C.): _____ Religion # : _____						
Characteristics & Attributes	Base value	Amt to add	Cost to increase skill 1 level	Total cost	End Rating	Character Spell Selection by Spell ID #
Strength			1			
Dexterity			1			
Constitution			1			
Beauty			1			
Personal Combat	1		1			
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Influence	0		3			

Skill Name	ID#	Purchase Cost	Increment Cost	Total Point Cost	End Rating

**TOTAL CHARACTER POINTS: \_\_\_\_\_**

Character Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Character type (A,B,C,D, or E): \_\_\_\_\_ Religion # : \_\_\_\_\_

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TOTAL CHARACTER POINTS: \_\_\_\_\_