

DARK REALM

A

LEGENDS II

MODULE

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DARK REALM

A Legends II Module

INTRODUCTION

By Tendar the Founder

The world was not always as it is: the dawn coming at the end of a star lit night, for once the world was held in two large spheres: a land of always light sitting opposed to the blackness which no shimmer of hope or ray of true faith could penetrate. The nightlands were of the Dark Realm and the essence of light was banished from its ebony unbroken sky. In between these great lands was the island like ribbons of Nether Land: the twilight lands that each side would cast their unwanted to: their rebels, outlawed youths, reviled creatures or simply those who dared to love outside the structure of their caste, as in the case of my distant parent.

This was before the coming of the Techno Mages, known once as the Iron Cloud Lords, and the binding of the Magics of the world that ended the Age of the Dark Realm and chained great powers to turn the world forever. The world would never again be locked in the isolation of the light from the dark.

This is the story of the Twilight Struggle and triumph that made the world today. It is a story of tragedies, unsung victories, tacit alliances and ultimately the making of Legends.

THE IRON CLOUD LORDS

They came from beyond the sky from what they called stars and claim they were trapped on this world by the magic field that negated much of what they called science. (Their science is more accurately a web of heresy and dependence on small pieces of crystal sand and astral or near demonic distortions of logical matter.) Nevertheless, they came with a purpose and that was more unwelcome than their iron cities that collapsed space measurement so that the insides of their iron monstrosities were greater than any could expect from looking at them floating through the clouds or more often stranded on the ground as they gathered our magics for the next hop to a place of mayhem.

Little did we guess that they would contribute so much to the eventual evolution of our world and become so entwined with our fates that it is impossible to imagine how we would get today from then without their intervention, though bloody and depressing as it was.

There were two great pairings opposed to each other and for whom the other considerations of the world were insignificant, for their only concern was themselves and their competition with their similar kind in collecting the essence of our 'biology's' and the magic items of world

THE TWILIGHT PEOPLES

On the edges of the Darkness in an area called by some the Nether Land, there huddled those who would become known in time, we all hoped, as the Free Peoples. Theirs' was the place where a balance would be sought for the extreme natures of this world and by such a balance they sought to oppose and end the terrors of both orthodox and chaos that surrounded them and cast out their misfits to swell their numbers. The people's themselves were divided with values and goals spreading from the Darkness to the Light and all shades of gray in between.

The sky about the Nethers would sway from their normal gray overcast to an occasional mono-toned bright day, though, and then unexplained, swing at random times to the Bloody Dusk, when a deep purple night like haze would descend not from the inlands near the Dark Realm, but rise from the sea and move inward, like a shroud of cold evil being called to its master at the heart of the Darkness.

Theirs was a society of castles and fortress walled towns, led by the most prestigious of the peoples in a ruling class that saw survival depend on ruthless focus on independence and military might with each of the great warlords seeking their own place as the founder of a new era. Every attempt at unification of the peoples failed along racial lines or with actions like the more recent betrayal by the Grey Elves of the Southern Alliance.

THE GUILD OF HEROS

The challenge of great times has always brought with it the arrival of the hero. For generations the people of the Twilight would see their restless children grow in awe of adventure and hear the songs of glory. As if the fighting off of Darkland's husk hordes or its minion of creatures in the periods of the Bloody Dusk was not adventure enough, they would seek their fate inland and those few that returned would bring tales of monsters and some even treasure. Some would even walk in the streets of the City At The Center Of The World and live to tell of it.

Though the outer world would not recognize them for their adventures, even within the Dark sphere there would be heroic efforts from the rekindled spirits who sought to be that much greater than all about them, even if it meant accomplishments of the greater evil.

THE PACK, THE PRIDE AND THE CLAN

It is said that even evil cannot control chaos. The darkest casting of spells will bring about the very rebellion of nature that they seek to control. So it was at this time that from the forests and misty oil laced black lakes of the ever-shadows came the cry of the wolves, for no lycanthrope is ever truly alone. The Dark Lord had tried to improve upon his husks with the merger of the animals of the twilight, but his new creation fled the Winternight with the awakening of spirit within and multiplied in the iridescent forest to a multitude of changelings waiting for the dawning of something greater than the pack to unite them.

From the seeds of evil the Packs, Prides and Clans rise and tries to settle its own hatred with The Dark Masters, while finding the overpowering hunger for the weak easy flesh of the Free Folk a tasty distraction.

THE DARK LORDS

Less than ten are the Shadow Masters, minion of evil, holders of darkest spirits. They cast their spells of undead upon the Husks of the inner realm and send their hordes against the Twilight Peoples and the rebellious creatures of the Dark Realm itself. Each of the Lords, just one part of the Dark Master, are seeking to be that Master, greater than himself and sole power of the Dark Realm. The subservience of the other dark spirits their goal, for each, it is not enough that they shall win, but that all others shall know that they have lost.

CATCOTW: THE CITY OF SHADOWS

Set aside from the main lands, its entrance like a funnel in space itself, Catcotw is an odd city where there are 20-30 great guild houses each located with its own force on a large city grid of what might be a 20 province square area, yet it is one city. There the undead and the hero, adventures without the fear of mass legions of soldiers. Yet it is a city like no other in that horrid creatures are bonded to places as guards and seek to feed on the unwary, careless or tired. In the city you will find Palaces for the Damned, The Well of the Dead and the Dungeons of the Souless are but some of the features of this city where adventurers seek their own fates and glory. The secrets here were for many too great to hold and washed like blood from their cut fingers once spilt lost forever.

Not all spells or orders will work in Catcotw and there are large areas of great mana draining when one would expect to be replenished. It is often said that there are far more ways to visit the city than to return.

IN THE END

It would take the workings with all these elements to make the final tapestry that would make our world and undo the trappings of the old era of the Dark Realm.

Tendar the Founder

STARTING POSITIONS

The following is a summary of starting positions that are suggested for a game:

- | Qty. | Type |
|------|---|
| 4 | Technomages: positions 7-8-9-10 single character with 100 points (see Cloud Lords) Positions are already set up separately in each game only the main character is needed |
| 9 | Dark Lords: These are Overlord positions, of Dark Lord Races
Some GM's may want to restrict them one to each arcane and allow the set up of a Koros only Priest-Mage with each Main character. |
| 12 | Dark Knight Mercenaries: these are Knight Mercenaries of Koros who are not Dark Lords. They must start with the Knight Skill Level 10 and be a Dark Lord Race |
| 12 | Maratassen/Wolfin/Bearack Overlord Nomad Camps |
| 9 | Wolfin /Maratassen/Bearack Nomad Camps |
| 12 | Twilight Overlords and must be of Twilight Races |
| 9 | Twilight Mercenaries and must be of Twilight Races |
| Open | Adventure Parties, Heroes any race |

Starting character base etc:

Overlord:	Characters, 1C, 3 B, 4 A	Guilds 2, each Strength 1; Population 1000
Mercenary:	Characters, 1 D, 1C, 2 B	Guilds 1, Strength 1; Population 400
Adventurer:	Characters, 1 D, 1C, 3 B, 3A	no Guilds or Pop
Hero:	Characters, 1E, 1C	no Guilds or pop

Nomads can place their guilds in the fixed locations of the Pride and the Pack. All others must be in their starting location.

Set up restrictions:

1. All characters must be of the same religion, except for Adventurer and Heroes whose wanderlust overcomes general polite rules of society and decorum.
2. It is recommended that Glowing Way Priests be female.
3. Players may NOT request to be set up in specific spots, generally the Dark Lords and their Koros supporters will be in the far east in the mountains and hills, the Pride and Pack (Maratassen and Wolfin) will be in the central woods and the Twilight Peoples will be along the coasts. Heroes/Adventurers: Races 201 to 220 set up with the Twilight Peoples, Races 221 to 240 in the Darkland East, 241 to 259 in the central great forests.
4. The following *game configurations* are recommended but should be checked for your specific game:
 - a. SEI Limit 250
 - b. Tradegoods weigh 10
 - c. Initial Troop training level is 6 (however GMs are encouraged to try 3)

- d. Rumormongers will not get accurate province when distant rumors are checked
- e. Combat spells that require ingredients, will consume them at each combat casting
- f. Teach/Learn restrictions on Spells (Orders S12 and 13) are enforced so that when the spell is different from the teacher or the learner's discipline there is a 50% chance of failure.
- g. Tactics Cap is 100%
- h. King's Peace: Players are not allowed to attack other players with direct military orders or covert orders:
 - i. Area: 40/1 to 60/80 first 4 months
 - ii. Area 61/1 to 100/80 first 2 months
 - iii. Elsewhere is a free fire zone from the beginning.

The Iron Cloud Lords/Technomages

Race ID # 666 (a monster class race)

Size Very Large,

Strength 6, Dexterity 6, Constitution 6, Beauty 6

Weight 666, Movement 18

Base Combat Factor 6, Base Attack Factor 6, Base Morale 106,

MAR 6, SAR 6, INV 6, DAM6

Mana Recovery Bonus 6

There are only 4 positions of Techno Mages.

Each has just one starting character: Numbers 7-8-9-10.

Each will own a location with Legendary Walls and 666 MAR.

Each Castle will have a residence and a Church Guild of their respective 'religions'.

The castle will have Iron Golem Soldiers with Light Spears

Each Character will be a Priest of his own Religion plus a Mage:

The Light Team

Red: Wizard

Gold: Summoner

Vs.

The Shadow Team

Black: Necromancer

Silver: Warlock

They must have at least a Priest 20 skill and a Mage 20 skill. They have 100 points to distribute as per the normal distribution rules providing that they spend 58 to purchase the two spell casting skills.

The Technomages are almost ethereal like thin and physically very thin characters clearly not constructed for non-cerebral conflict. They each believe themselves are a God and each is to make their own religion. That religion may not have blood enemy declarations but may rite characters and be rited. There is no monthly mana for the religion initially, they get their mana as an Arcanist or from what they can generate by Praying in their own Church Guilds (Strength 20 at start). Their religious spells (30 max) may include non group spells from any arcane in the spell range 1 to 256 and 401 to 497 that is NOT in the discipline of one of the rival Technomages. They may include group spells only from their own arcane. They may also have the Priest Miracles of:

Convert Character (294)

Resurrect Character (296)

Cure Plague-Pox spells (288 and 290).

They must have:

Create Iron Golem Soldiers (1219)

No holy symbols or holy status at the start (they may or may not exist in the game).

The Techno Mages are outside of the starting first phase factions and may not participate in the first group of factions. However, after the divide of the factions they may be recruited however only ONE Techno Mage may be in any one of the final factions.

The Goal of the Techno Mages is to gather enough of the essence of magic from the world to allow them to break free and leave. *Only one can leave.*

They gather magic by taking it from the essence of the pieces of the world in each of the following categories that are stored inside their castle at the time of counting the Blood and Tears points:

Blood:

2 points for every unique item number in the range of 750 to 1500

5 points for every character as a prisoner in the range of 1001 to 1200 and 1251 to 5000

Tears:

1 point for every 1000 slaves

10 points for every character prisoner in the range of 1 to 1000

A bonus of 200 points is given if you control your own home castle and one or more of the other 3 Techno Mages castles.

At the end of the Building stage: 9 to 15 productions (The GM may decide to give an exact date but it is recommended that it be randomly selected), each will be compared to his **team mate** and the highest will have his castle converted to a Cloud Castle at the cost of all his items and slave population in the location. The loser will lose and be knocked out of the game. His position assets may be frozen, dispersed or removed at the choice of the GM.

The Techno Mage with the highest Blood count will get +6 to his Dexterity and PC and the one with the highest Tears will get +6 to his Strength and Tactics.

At the end of the Take Off stage: 18 to 24 productions (it is recommended that it be random but some GM's may make it a selected date), the highest valued techno mage will be the winner of the Techno Mage Race and his cloud castle and all its possessions, guilds, population and characters (directly owned by the TechnoMage in and out of the castle) will be gone. The loser will leave the game; the winner will have the option to continue to play in the position of the loser as the Survivor after it suffers approximately 50% random losses of assets. The Survivor immediately is outside of any faction and may petition any faction for membership even betraying his former faction. However, if not accepted as a member within 6 productions the position is lost and he is removed from the game as a shunned god. The Survivor's religion will become 'mainstreamed' by virtue of his remaining in the world and will get a base monthly mana recovery equal to 1 point for every 5 characters that are converted to his religion at the time the Survivor is declared.

The time of the end of the Building stage and the end of the Take Off stage is unknown and is an instant snap shot on a particular date that may or may not be a production date.

Points of Play:

Technomages have -75 to influence all religions 1 to 6, $+25$ for their own, and -50 towards other technomages and hidden religions. They have no modifier against unbelievers.

They will have a problem to train troops, as they have no secondary races except for Iron Golems and mysteriously Large Husks.

RACES***Twilight Peoples' Races:***

Starting Race choice	ID
Human Outcast	201
City Orc	202
Elf Outcast	203
Dwarf Outcast	204
Half Breed	210
Halfling	215
Grey Elf	216

The Dark Lords' Races:

Starting Race choice	ID
Darkland Human	221
Darkland Orc	222
Darkland Elf	23
Darkland Dwarf	224
Darkland Maratzen	226
Darkland Troll	228
Darkland Half Breed	230
Darkland Spawn	240

The Pack and Pride Peoples:

Starting Race Choice	ID
Forest Maratzen	246
Half Breed Nomad	250*
Centaur Nomad	252*
Bearack Roamers	253
Forest Wolfen	258

Heros and Adventurers:

Starting Race Choice	ID
All of the above plus additionally:	
Cave Ogre	231
Human Nomad	241
Wandering Elf	243
Free Dak	245

* Not recommended for Overlords or Mercenaries but not prohibited

RELIGIONS

In addition to the 4 self made religions of the TechnoMages, there are 5 basic starting religions. In the course of the play of the game there may be 3 additional religions or sects either found or created as time may go on.

Illuni

Religion 1 - Good

Initial Favored race: Halflings

May declare blood enemies

Believers may not be Rited as Undead or Cast the Undead Rite Spells

Base recovery 6, +2 to favored race,

Illuni is the overwhelmingly dominant of the Land of Light where the Twilight People came. It is a heavily ritualistic monotheistic religion in which all festivals are feasts.

Illuni followers believe life is sacred and that all unlife is an abomination to all. Illuni has promised his faithful followers a blessed existence after this mortal life in which there will be no pain, suffering, or misery of any kind. Life will still have meaning in the new existence but that meaning will be determined by how well one lives in their first life. Illuni has no real favoritism; rather works or accomplishments impress Him. It is for that reason He chooses to bless the race of the high priest, not because He likes the race, but because that race showed great achievement.

Illuni has great disdain for the undead. They were created initially by the betrayal of the essence of life and they are underhanded creatures trying to cheat their way from their proper new existence. He has commissioned his followers to remove all forms of undead, especially by their destruction so they may receive their due punishment. He may reward his faithful followers, but punishes those who disobey.

Illuni also believes life is a celebration, and should be cherished. It is by celebration that all religious ceremonies and duties are carried out. Illuni does not subscribe to the regular politics of mortals; He watches what a person does. If celebration is required then the greatest celebrator must be His high priest.

Spells

1st level

30	Veil of Courage
61	Detect Invisibility
91	Gather Food
294	Convert Character
295	Heal Character
286	Knowledge Religion

2nd level

2	Shell of Protection Location
4	Shell of Protection Guild
32	Whisper of Bravery
41	Mind Clear
151	Scry Force
81	Abolish Undead
257	Create Holy Symbol
258	Bless soldier
140	Detect Skill

3rd level

44	Cure Insanity
80	Dispel Minor Undead
82	Remove Undead Status
259	Summon Minor Divinity
271	Create Sanctuary religion 1
283	Bestow Divine Blessing
290	Cure Black Death
288	Cure Pox
133	Dispel Winternight
209	Rune Power

4th level

415	Loyalty Pledge
78	Rite of Conflict
296	Resurrect Character

5th level

63	Shade of Knowledge
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Holy Symbol:

Changes from game to game but basically similar to:

+2 Levels Priest, +1 MAR, + 2 SAR + 2 Mana Recovery

Spells at Strength 5: 80 Dispel Minor Undead, 214 Bless, 258 Bless Soldier

High Priest (title 2801):

Selected from the candidates with the highest base priest level. Ties broken by the priest having the greatest amount of food in his personal possession to donate to the celebratory feast. If still a tie then those candidates tied are removed from consideration and the next lower level unique candidate is selected.

HP Duties:

1. HP can remove a spell once every 12 months from the religions base and in its place put a spell (1 to 29 or 401 to 410) from the base Wizard arcane in its place.
2. HP 's race automatically becomes the favored race of the religion
3. Can do a special action to seize 100,000 Food from any location that is a sanctuary of the religion in order to raise the population growth of a race in that location world wide by +1% for a year.

Adventures:

110 **Positional Blessing:** Be Illuni Priest level 10 and Admin level 10, have 32,000 food, 39 silver, 39 Healing II potions: remove pox, plague from position and all locations and nomad camps in the position gain 20 SEI. May be done 10 times over all per game

111 **Purge Koros:** High Priest Only: Enter a Guild of Koros. Its location loses 200 SEI and the guild -15 strength. 3 Times per game.

112 **Feast of Life:** Be any dead Illuni and not undead, in Church Illuni level 30+, lose 1000 food and an item in the range 801 to 900. Made alive, minor loss of stats. (varies by game)

113 **Cleanse Undead:** High Priest only. Have as prisoner a Main character with Undead status and be in a church of Illuni. Cleanse the undead, Gain +5 levels prestige

and various other rewards, prisoner consumed and made a Cursed Hulk. Once per prisoner.

114 ***Goodness:*** Be Illuni; have as prisoner any character ID 1 to 1000 with undead status and be in a Church of Illuni. Gain mark of Good. Once per prisoner (consumed into a Cursed Hulk).

115 ***Return to Illuni:*** Be in Church of Illuni with at least base 10 prestige, lose 10 prestige gain converted to religion Illuni. Works for Priests as well.

116 ***Remove Undead Status:*** Be in a Church of Illuni with any undead status and an item in the range of 700 to 800 and 100 food. Remove any undead status. Does not have to be follower of religion.

117 ***Make the Ring of Abolitionism:*** Have 100 mithril, be an Illuni Enchanter level 30, be in a Guild of the Religion level 30 and make the Ring which allows the High Priest to cast Dispell Undead with 33 Mana free.

118 ***Remove Any Status:*** Be Illuni in a Church of Illuni with an item in the range of 900 to 1000 and 100 food and Status is removed.

The Panthu

Religion 2 - Neutral

Initial Favored race: Human Outcasts (201)

May declare blood enemies

Believers may be Rited as Undead but cannot Cast the Undead Rite Spells

Base recovery 4, +4 to favored race,

The Panthu is the majority religion of the Twilight Peoples. It is sometimes described, as a collection of cults for it is a pantheistic religion with hundreds of gods and lesser beings. It is very undisciplined, as one would expect for the counter culture religion of the dogmatic Illuni Lighters. It is often said that if there is not a god for every occasion then certainly there will be shortly one for it. The people have intimate interactions as well as mundane contact with their divine beings that are not so much as revered as they are simply accepted as a part of everyday life.

Spells

1st Level

258 Bless Soldiers
 286 Knowledge of Religion
 294 Convert Character
 295 Heal Character
 75 Repel Undead 1

2nd Level

257 Create Holy Symbol
 76 Repel Undead 2

3rd Level

260 Summon Divine Being
 272 Create Sanctuary
 283 Bestow Divine Blessing
 288 Cure Black Death
 297 Greater Blessing
 290 Cure Pox
 77 Repel Undead 3
 251 Wereban

4th Level

291 Wrath of a God
 293 Curse Province
 296 Resurrect Character

The Holy Symbol:

While it varies from game to game the central features of it are:

+5 to casting of Resurrect Character (296) and Bless Soldier (258), +2 to Priest skill

The High Priest (Elect #2802):

The High Priest of the religion is often called the Elect and is selected by the main characters of the religion that vote with crowns to see who will be the Elect of the religion. In this aspect the pervasive impact of money on the religion echoes what is often described as the central malaise of the Twilight People: greed. Note that all main characters of the religion get to vote though only Priest characters may hold the position. In a stunningly unique aspect, the members may also vote 'To Betray' in which case if there are more 'To Betray' votes than any candidate there will be no High Priest for the year.

The cost of voting:

100 Crowns	=	1 vote
1,000	=	2 votes
10,000	=	3 votes
100,000	=	4 votes
1,000,000	=	5 votes

The Duties of the High Priest Elect:

1. May add spells to the religion to a maximum of 30 spells under the following rules:
 - a. only standard starting allowed spells from the arcana's may be added
 - b. there may never be more than 30 spells in the religion
 - c. all spells added must be done at one time
 - d. all spells must be level 1-4 spells
 - e. all spells added in any level all must come from the same arcane
 - f. no spells to create/summon undead or lycanthropes may be selected
2. May select the favored race of the religion (may be a race other than the High Priest)
3. May call for a super tithe tax on any Priest of the religion once a year and take all his crowns in possession from one of his forces or characters instantly teleported to the High Priest at the end of the day.

Adventures:

120 ***Buy Positional Pox Indulgence:*** Be Panthu have 100,000 crowns, position is cleared of Pox.

121 ***Buy Personal Indulgence:*** Be Panthu inside one of its Church Guilds with 10,000 crowns. Remove status.

122 ***Buy Health:*** Be Panthu and a Priest inside one of its Church Guilds with 10,000 crowns, remove Pox, Plague and Poison

123 ***Pound of Flesh:*** Be Stoned Panthu inside one of its Church Guilds with 1,000 crowns, 10 By Products, 10 Soft Materials and be made alive unstoned.

124 ***Divine Therapy:*** Be Insane Panthu inside one of its Church Guilds with 6,666 crowns, and 1 Silver, and be made sane.

125 ***Buy Life:*** Be any condition of Dead (not laid to rest) and Panthu, inside one of its Church Guilds with a strength of 20, have 25,000 crowns and be resurrected with minus one off of most stats and skills.

126 ***Buy Divine Skills:*** Be a Priest of Panthu and inside one of its Church Guilds, have 10,000 crowns gain 1 Priest skill, may be done only 10 times total overall per game.

127 ***Wealth is Divine:*** Be a Panthu Merchant level 10 inside one of its Church Guilds with 20,000 crowns, gain a mark of wealth.

128 ***EMT House Call:*** Be Panthu in a grassland province, have 1000 crowns, gain 1 Healing II potion, Antidotes potions for poison Belladon and Mandra.

129 ***Gilded Jaded Temple:*** Be a Panthu inside a Panthu church guild with 10 Gold and 10 Precious Gems and increase the target guild by 1. May be done 18 times over all per game.

The Glowing Way

Religion 3 - Neutral

- Favored Race-Forest Maratase (246)
- May Declare Blood Enemies
- May be Rited
- May Not Cast Rite spells
- Base recovery 5, +3 to favored race

The followers of the Glowing Way are mostly in the lycanthrope forests beyond the Twilight Coast before the Cliffs of Death to the East. In these forests where there is an iridescent collection of flora that provides for what dim light there is, there was a vision of a White Tree that the Lioness Transha found shortly after making her escape from the whips of the Dark Lords. In the glow of The Tree she was healed and communed with the spirit of the forest and became the first Priestess of the Glowing Way. The Were folk have evolved their perception of The Way since that first encounter but their hatred for the Undead remains as a constant theme throughout the schisms and the repeated reconciliation of the changling packs. They have distrust for the Twilight peoples because they are too close genetically with the Dark Lords and a fundamental divide exists over the Twilights passion for pelting and hunting the Werewolf.

Just as in the general changling society, the priestesses dominate the religion's loose structure. It is rather common to have the heads of Packs and Prides being the males in name only and functionally controlled by the females. It is well known that the males tend to be more disorganized though overwhelmingly dominate in individual combat. The Priestesses also control much of the religion's history and direct the protection (and some say the production) of relics which may also explain why many of their divine items seem to function mostly for females.

Spells

1st Level

- 3 Shell of Protection Field Force
- 83 Empathic Self Cure
- 6 Dispel Magic: Field Force
- 29 Veil of Nightmares
- 74 Protect from Undead
- 75 Repel Undead I
- 258 Bless Soldiers (Lycanthrope Status)
- 294 Convert Character
- 295 Cure Character

2nd Level

- 31 Whispers of Fear
- 128 Winterblast
- 217 Charm of Movement
- 257 Create Holy Symbol
- 283 Bestow Divine Status (Lycanthrope Status)

3rd Level

- 77 Repel Undead III
 - 107 Summon Earth Elemental
 - 273 Create Sanctuary
 - 288 Cure Black Death
 - 290 Cure Pox
 - 593 Summon Maratase Warriors*
- * Similar to Cry of the Wolf, only for Maratase race

4th Level

49	Charm Monster
154	Eye of Searching
491	Werewolf Self
293	Curse Province
296	Resurrect Character
455	Duel ESP

5^h Level

84	Rites of Abolishment
134	Word of Closing
225	Essence of Animals
492	Werewolf Others

Holy Symbol:

Changes from game to game but basically similar to:
 +2 Levels Priest, 2 Mana Recovery, 2 PC, 2 Strength
 Spells at Strength 4: Charm of Movement

The High Priestess (Title 2803):

The High Priestess is chosen from the main characters of the religion. Technically even a male can be a High Priestess but that was seriously frowned upon since the last schism was caused by just such an occurrence. The High Priestess is the character with at least 20 levels of Priest and is chosen by the highest combined *base* Priest and Influence. Through one of the divine quirks of the selection process, should the top candidates be tied then the comparison is reversed and the humblest (lowest) candidate is selected. If there is still a tie then the selection is postponed for two productions.

Duties of the High Priestess:

1. Can create a Haven of Lycanthropes at any site where there is a sanctuary of the Glowing Way.
2. Can remove any Lycanthrope status by special action from any player character once per year at a cost of 7 base levels of Priest to herself. Target must be in the same province as the High Priestess.
3. Every Early Winter and Early Spring can remove 1 spell from the Holy Symbol (583), other than Charm of Movement
4. Every Early Fall and Early Summer can add one spell to the Holy Symbol providing there is room (3 max on the item).

Adventures:

130 **Cleansing Glow:** Main characters who are of the Glowing Way may do this 10 times overall. Have 8 Holy Symbols, 8 Healing Potion I, 8 Healing Potion II, the entire position is cleansed of Pox, Plague and Blood Enemies.

131 **Building Glow:** Main characters that are of the religion may do this once each. All requires 700 lumber, 70 stone, 70 Iron. Guilds owned by the position are increased by 7.

132 ***Summoning the Vol Horde:*** High Priestess once in any Spring turn. Summons a horde of 1,500 Vol's (CF 1,) who have a high magic and special attack resistance and are excellent at attacking walls. They have a status and training type that cannot and should not be changed.

133 ***Remove Undead Status Self:*** Be of the religion, have 2 Meldorian, 2 Assarum, remove your own undead status, cost of 1 constitution. May be done 24 times over all.

134 ***Block the East:*** Be a Priest level 10 of the religion, be in any Heavy Forest Province, have 1 Meldorian erect a Barrier to the East. May be done 48 times.

135 ***Yew Tidings:*** Be a Priest 20 in the area 60/1 to 100/80 with 1 Meldorian and 1 Yew, adds 5 Yew to the province. May be done 18 times.

136 ***Commune With the Wood:*** Be insane and a follower in any forest province with 1 Meldorian. Cure Insanity, gain one Healing Potion 1, may be done 24 times.

137 ***Create Forest:*** Be a priest 30 in a grassland province in the area of 60/1 to 100/80 have 1 Meldorian, 1 Cinderoak, 100 lumber, and change the province to Forest. May be done 20 times.

138 ***Manly Communion:*** Be a male follower (Character 1 to 999) in a Heavy Forest Province with 1 Meldorian. Gain +2 Strength, +2 Personal Combat, -2 Tactics, -2 Influence, +2 Berserker. May be done once per character, 50 times over all.

139 ***Female Guile:*** Be a female follower (Character 1 to 999) in a Heavy Forest Province with 1 Meldorian, Gain +2 Dexterity, +2 Tactics, -2 to Strength, -2 to Personal Combat, +2 to Priest, Arcane, Admin. May be done once per character, 50 times overall.

The Koros**Religion 4 - Evil**

- No favored race
- May not declare blood enemies
- May cast Rites of the Undead
- May be Rited as Undead
- Base recovery 5

Koros claims to be more than 'just a god', it claims to be the very essence of destruction, strife, and death. Ultimate chaos is its dominion and rule. Koros followers believe only the strongest shall rule and the strongest shall rule so long as they are strong. It is by that method they choose their high priest, or Possessed of Koros

Since Koros is a lord of the dead, he has blessed his followers with the ability of undeath including an adventure to allow self-resurrection.

Spells**1st level**

- 70 Skeletal Warriors
- 83 Empathetic Self Cure
- 461 War Shout
- 294 Convert Character
- 165 Task of Stealth
- 286 Knowledge Religion

2nd level

- 462 War Cry
- 71 Zombie Warriors
- 162 Charm of Battle
- 257 Create Holy Symbol

3rd level

- 276 Create Sanctuary Religion 6
- 72 Ghoul Warriors
- 43 Cause Insanity
- 123 Summon Relzablab
- 124 Summon Zenobar
- 125 Summon Garcontha
- 287 Cause Black Death
- 288 Cure Black Death
- 289 Cause Pox
- 290 Cure Pox
- 438 Hand of Death
- 439 Wave of Death

4th level

- 130 Summon Winternight
- 296 Resurrection
- 464 War Charge
- 434 Call Skeletons
- 435 Call Zombies
- 436 Call Ghouls

5th level

- 68 Shade of Darkness
- 86 Rite of the Wraith

Holy Symbol:

Varies around: + 2 Mana Recovery, +2 Priest levels

Spells at Strength 9: 70 Skeletal Warriors, 438 Hand of Death, 439 Wave of Death

The High Priest (Possessed of Koros Title 2804):

Initially the position is open, and can be claimed by a ritualistic adventure on a first done first won basis starting in the 3rd production month. Once there is a Possessed of Koros the only way to chose another one is to be the one who captures and destroys the previous one. Whoever destroys the old one becomes the new Possessed of Koros. There are no elections or annual contests, only the best 'alive' will be high priest. Many are the stories of ambushes both arcane, covert and accidental that have led to the discovery of the death of Koros and the sudden self appointment of a new leader.

Note there is no religious restriction on becoming the Possessed of Koros, but you will become of the religion should you decide to take the position.

Special actions of the Possessed of Koros (High Priest)

1. Possessed of Koros may choose favored race
2. Possessed of Koros may place on the Holy Symbol any combination of the following spells: 71, 72, 73, 434, 435, 436, 438, and 439. No more than 3 spells total allowed with each change reducing the value of the free mana add by one.
3. Possessed of Koros may create a Haven of the Undead at any Sanctuary of Koros

Adventures:

140 ***Skeleton Revival:*** Be Koros and any state of dead or buried. Have 1 nightshade and 1 silver. Self resurrect, lose current status and become skeleton status. Lose 2 Constitution, 1 Dexterity, 2 Beauty.

141 ***Koros Possessed:*** 3rd Month or later only. Once. Be a priest level 20. Gain the Title 'Possessed of Koros' +5 Arcane, Berserker, Strength, Lord of the Dead Status, and the Ring of Koros (#494) that gives +5 Priest, and other things, convert to Koros.

142 ***Repossession:*** Be a Priest level 20 and have as prisoner current 'Possessed of Koros'. Adventure to target that character. Gain title 'Possessed of Koros, Convert to Koros Religion, +5 to Covert, Arcane, Priest, PC, plus other stats. Previous titleholder is consumed and loses the title and takes serious damages to attributes and statistics. (*Make sure you strip the ring from the prior Possessed, as it will not be given again*).

143 ***Sacrifice Illuni:*** Be Koros and Sacrifice main character of religion Illuni. Gain Mark of Evil, title of 'Evil Marked' +5 Priest, +5 Necromancer +3 other arcane. Once per character and prisoner.

144 ***Wraith Priest:*** Be any condition (dead, insane, etc..except Laid to Rest). Be a priest of Koros level 20. Gain Wraith Status regardless of current status, Gain life, and lose 2 constitutions.

145 ***Wraith Necro:*** Be any condition (dead, insane, etc..except Laid to Rest) Be a Necromancer level 20 religion Koros. Gain Wraith Status regardless of current status, Gain life, lose 2 constitutions.

146 ***Vampyre Priest:*** Be any condition (dead, insane, etc..except Laid to Rest) Be a priest of Koros level 30. Gain Vampyre Status regardless of current status, Gain life, and lose 2 constitutions.

147 ***Vampyre Necro.*** Be any condition (dead, insane, etc..except Laid to Rest). Be a Necromancer level 30 religion Koros. Gain Vampyre Status regardless of current status, Gain life, and lose 2 constitutions.

148 ***Undead Minions:*** Possessed of Koros only. Convert owned target slot of troops to Undead Minion Status. 3 times. Requires 100 Nightshade, 100 Silver, 100 Mithril, 1000 Elven Slaves in possession (263).

149 ***Curse of Darkland:*** Be Possessed of Koros, be in a grassland province in the region 100\1 to 130\80 Have 100 Precious Stone, 100 Mithril, 1,000 Stone. Change Grassland province to Barren Mountain, creates barriers in all directions. Allowed 20 times overall.

The Fire Cult

Religion 5 - Initially Evil

- No initial favored race
- May have blood enemies
- May cast rite spells
- May be rited
- Base recovery 5 +1 to favored race

The Fire Cult is a recent phenomenon having sects throughout the Twilight, Werefolk and even the Dark Lords' lands. They have arisen mostly since the arrival of the technomages and are highly schismatic. They are suppressed universally and that has only increased their underground diversity. Central to their rituals is the trance inspiration of flames and hence the name. Part of the cult feels that the end of the world is at hand and that fire will consume all and the sooner the better. This evil branch provided the past current leader until flame consumption ended his tenure. In the opposite extreme there are the Sun worshipers who feel that beyond the sky there is a central ball of fire that they call the Sun that gave all life and though it does not interfere with the day to day functions acts on the world in grave and subtle manners. The technomages acted as confirmation of this sect when they talked about stars and suns beyond the fixed sky but distrust of them hurt the general acceptance of the Sun sect. In the middle is the Phoenix sect that holds that a new divine society will arise from the ashes of the current one that will only pass with great hardship and flames.

Spells

1st Level

- 8 Dispel Magic Field Force
- 258 Bless Soldiers
- 294 Convert Character
- 295 Heal Character

2nd Level

- 16 Firestorm
- 17 Fireball
- 148 Probe Character
- 257 Create Holy Symbol

3rd Level

- 106 Summon Fire Elemental
- 209 Runepower
- 288 Cure Black Death
- 290 Cure Pox
- 275 Create Sanctuary
- 401 Greater Firestorm
- 402 Greater Fireball

4th Level

- 247 Dispel Barrier of Nature
- 296 Resurrect Character
- 403 Hell Firestorms
- 404 Hell Fireballs

5th Level

- 241 Essence of Nature
- 361 Fire Scan*
- 405 Flame Wall
- 406 Flame Blast

*restricted to priests of the Cult. Targets a position (spell qualifier) and reveals the first 16 forces of that position within a 4-province range. Cost 16 mana and a Cinderoak (428).

Holy Symbol:

Varies around, +2 Strength, -2 Constitution, +2 Priest, +1 PC, +3 Mana Recovery

The High Priest: The Living Torch (Title 2805):

The self-emulation of Priests is a revered ritual that shows their devotion and mastery of the divine flames. As such the main priest character that on the day of selection has the most wounds, but is still alive is chosen as the Living Torch for a year. In the event of a tie then the flames have failed to choose a leader and the post remains vacant for two more months.

Duties of the Living Torch:

1. Determine the alignment of the religion.
2. The favored race is automatically that of the Living Torch.
3. May add any Ancient Arcane spell known directly by one its position's Arcanists with the name Fire in it on to the Holy Symbol to a max of 3 spells with no points free towards casting.
4. May use the Fire Orb (495) with its devastating Purge Location spell. However there is an undetected conspiracy to negate the Fire Orb's spell so the Living Torch may need to beware of enemies within and without.

Adventures:

150 ***Playing with Fire:*** Be a Priest 20 main or secondary (201 to 999), have 3 Cinderoak, increase position's guilds by 3, decrease all forces SEI by 50. May be done once per character.

151 ***Clearing the Forest:*** Be a Priest 20 in a Heavy Forest province, have 5 Cinderoak, change terrain to Forest.

152 ***Axe Makers:*** Be a Priest 20 main or secondary, have 2 Cinderoak, target population segment learns to make Dwarven and Mithril Axes

153 ***Kiss of Fire:*** Be an insane Priest 30 (main and secondary only, 1 to 999) in a location in a Forest province, have 1 Cinderoak, cures all within of Pox and Plague, reduces SEI by 50 and guilds by 1, Priest made sane and removes blood enemy. May be done 10 times.

154 ***Volcano Flow:*** Be a main character, Priest 30 in a Forest Mountain province with 10 Cinderoak. Change province to Barren Mountain.

155 ***Summon Fire Orb:*** Once by the Living Torch. Requires 10 Cinderoak and 10 precious gems. Summons the Fire Orb. One time per game only.

157 ***Conspirator:*** Be of the religion with 2 Cinderoak, gain +2 to all covert skills and +2 additional to stealth. May be done once per character.

158 ***Make Cinderoak:*** Be a Priest level 10 or higher, have 1000 lumber, make 1 Cinderoak. May be done 40 times per game.

159 ***Burned at the Stake:*** Be a Priest 10 or more, have a prisoner that is a Priest not of the Cult, have 10 lumber and 1 Cinderoak. Get a Mark of Cruelty, +1 Priest. Prisoner is not your concern anymore. Once per prisoner.

Manus Noche**Religion 6 Evil**

- No initial favored race
- May have blood enemies
- May cast rite spells
- May be rited
- Base recovery 3 +1 to favored race

Called the Night Hand by some, this is a highly covert religion that has no known temples or shrines. It is a semi secret society of priests of the covert whose focus of worship appears as a Black Hand that is said to reach out to the spirit of all in power and control them. The origin of the Manus Noche is the Shaman of the southern grasslands before the arrival of the Dwarven Outcasts. Recent discoveries in the cave drawings of the south indicate that this may have been from an astral plane where the God Aefgirt and his seven demigods ruled the universe in a series of perpetual resetting conflicts where one or more often a group of them would dominate over the others. As such the Manus Noche believe in the subtle exercise of power over those in societies that act directly. All manners of covert activities are encouraged and supported since they believe that characters drive events of the world and that he who controls the most and strongest characters will rule.

With its emphasis on being the power behind the throne, there are no negative influences by this religion when working to influence other religions regardless of it being basically evil. However, gaining control and influence and keeping the loyalty to it are always two different problems that have plagued this sect.

Spells**1st Level**

- 1 Shell of Protection Character
- 6 Dispel Shell Character
- 60 Detect Invisible
- 294 Convert Character

2nd Level

- 21 Transfer Mana
- 23 Stone to Flesh
- 36 Seed of Suspicion
- 41 Mind Clear
- 61 Dispel Illusion
- 257 Create Holy Symbol

3rd Level

- 22 Drain Mana
- 25 Teleport to Guild
- 26 Teleport to Force
- 44 Cure Insanity
- 46 Ego Attack
- 53 Invisibility
- 82 Remove Undead Status
- 243 Power Point Teleportation
- 264 Summon Lesser Divinity
- 283 Bestow Devine Blessing
- 285 Geas

4th Level

- 48 Charm Standard Character
- 49 Charm Monster
- 150 Eye of Searching

5th Level

24	Remove Mark
110	Elemental Summoning
126	Netherworld Summoning

6th Level

51	Sphere of Sorcery
89	Rites of the Higher Order
424	Invisible Master

Holy Symbol:

Varies around: +2 Priest, +2 Recovery

Spells at Strength 6: Charm of Influence and Charm of Beauty

High Priest: The Manus Hand (Title 2806):

The high priest called the Manus Hand is chosen every six months from those who have the highest Priest Skill PLUS one for each character it has under its control at the time of the election. Control includes summoned characters but not charmed or geas ones even though it appears as a divinely inspired contradiction such is the nature of religion in the Dark Realm.

The Manus Hand's duties are:

1. Select the favored Race of the religion.
2. May select 4 specific races that its title will gain a +3 to influence
3. May select one character from each position whose main character is currently a Priest of the religion that started the game as a Priest of the religion. Character must not be in the range of 1 to 1000. The High Priest must ask for the character by specific number and if the character is not owned by an appropriate Manus Noche Priest main then the High Priest loses the title and 5 each of base influence and prestige.

Adventures of the Manus Noche priesthood:

NOTE: These adventures are for the main characters only and they must be a Priest of the religion and base level 20 or more.

160 **The Evil Hand:** Have a prisoner ID 1 to 1000 (race 201 to 260) who is a Priest gain a Mark of Evil. May be done 18 times overall.

161 **The Hand of Fate:** Have a prisoner ID 1 to 1000 (race 201 to 260) who is a Knight gain a Mark of Fate. May be done 18 times overall.

162 **The Hand of Grace:** Have a prisoner ID 1 to 1000 (race 201 to 260) who is a Thief gain +2 dexterity. May be done 18 times overall.

163 **The Hand of Vengeance:** Have a prisoner ID 1 to 200 (race 201 to 260) and all assassin guilds owned by your position increase by 10. May be done 6 times overall not repeatable.

164 **Hand of Influence:** Have at least 3 base prestige, give up one prestige, gain 1 Influence. May be done 10 times overall.

165 **Hand of Destiny:** Give up 5 Dexterity, 5 Beauty gain a mark of Destiny. May be done 10 times overall.

166 **Invisible Hand:** Be a priest of the religion level 20, have one Greydust, one Mandrake and one Nightshade and gain one Invisibility potion.

167 **Diplomatic Hand:** Have 10 Diplomats Elixirs, gain +3 Influence, and lose 3 Constitution and 3 Beauty. May be done once per character, 10 times overall.
Special Action: Be the **second** person to be the Diplomatic Hand and decide which 4 races the title Diplomatic Hand will give +2 influence to.

168 **Blessing Hand:** Have 32,000 crowns, be in a Church of the Hand, be a Priest of the Hand base level 20 guild strength increased by 12. Number of times allowed unknown, but not repeatable by the same character.

169 **Cruel Hand:** Be a Priest base 30 level with a covert skill base 20, do not have a Mark of Cruelty, have a prisoner (1 to 1000) who is of Religion 5 and has a religious status, gain Mark of Cruelty +???. Ten times overall.

FACTIONS:**DARK REALM FACTION CONCEPT**

Factions in Dark Realm are fashioned after the play of six months and then again after 12-18 months (GM may declare specific dates for start and end of the factions). Factions are based on goals that the players in the faction wish to accomplish. In most cases the factions are geared to go up against other similar factions so Overlord factions compete only against Overlord factions. As treachery, betrayal, reconciliation and restoration are themes in the module so are they in the faction structures. However, as some game cultures may find this excessively harsh and competitive there is an alternative approach at the end to the 'suggested design'

The measurement of accomplishments of the goals is taken on a specified single production date after the running of that production.

The Early Faction Structures:

All groups must have at its creation and at time of comparisons no conflicting alignments of Good and Evil in the main characters. Nor may they have conflicting main character membership in associations/guilds such as:

Death Knights and Light Lords

Lycanthropes and Non Lycanthropes

Undead and otherwise living

No faction may have a Tech Mage/Cloud Lord in it

All groups may have in addition to their 4 structured members below, one Apprentice Novice Clan member that may contribute to the faction. This means that as all measures are a sum of things it is in the interest of players to recruit to their faction a novice player as this gives them more positions to count assets from.

In all cases below a single force means directly in the force, guilds and their possessions do not count.

The Balanced group:

Consisting of one each of a starting Overlord, Mercenary, Adventure Party and Hero.

The goal is to have more

Population in a single Pop segment,

army size in a single force, Size measured in soldiers times Training Level

main character effective prestige,

highest individual (All Characters) base skill levels in more categories and

highest base PC/Tac/Inf than any similar balanced faction (This counts as three categories)

You get one point for having the most in each of the 7 Categories

The Overlords:

Up to 4 starting Overlords. The goal is to have more Effective Prestige, Population, crowns and soldiers (battle CF) than any other Overlord faction.

The Mercenaries:

Up to 4 Mercenary starting positions. The goal is to have
The strongest single Slot of soldiers (quantity x battle CF x highest of INV or Dam if over 0),
Sum of base tactics on starting characters,
Single highest (base + status) tactics leader
of any other mercenary faction. One point for each of the three categories.

The Adventurers:

Up to 4 Adventure party starting positions. The goal is to have
the winning 8 characters in a combat clash (Adventure Clash Champions),
the most collection of top base skills in each skill class over all their member characters,
and the most unique items in the range of 602-3000 in a single force
than any other Adventure Party faction in a single force

The Heroes:

Up to 4 Hero starting positions. The goal is to have
the best 4 main characters in a combat clash (Hero Clash),
the most collection of top base skills in each skill class as measured only by the main
and the most unique items in the range of 602-3000 in a single force
than any other Hero faction party in a single force.

The Shadow Masters:

Up to 4 positions of any type. The goal is to have the greatest individual base scores of
Assassin, Stealth, Thief and Rumormonger (4 categories)
as well as the sum of the position's individual base scores in those skills,
and the most number of items that are restricted to those skills in the range of 602-3000
in a single force.
One point for each category.

The rewards of Victory:

The Top Faction gets the following

All Main Characters in the faction:

Mark of Power, +1 Action (to max of 5)

+8 in all skills, +2 in Prestige, Tactics, Influence, Personal Combat

Overlords in the Faction gain additional 3000 population unskilled in their
starting race, and 333,000 crowns

Mercenaries get an additional +2 Tactics and +2 PC

Non Overlords and Mercenary set ups get an additional +2 to all skills

Each can position can pick one secondary (c201=1000) to gain +2 to all skills

Can pick one character in their position to receive a status morph

The Runner up faction gets the following:

All Mains

Mark of Glory, status morph, +1 character action to max of 5

+6 in skills, +3 in Prestige, +2 in Tactics, Influence, Personal Combat

Overlords in the faction gain 1000 population unskilled in their starting race and 111,000 crowns

Mercenaries gain +1 in Tactics and +1 in Personal Combat

Non Overlords and Mercenaries gain +2 to all skills

Each position to pick any two secondary characters to gain +2 in all skills and a character action each to a max of 3

The Third Place faction gets the following:

All Mains

Mark of Fate, status morph, +1 character action to max of 5

+5 in skills, +3 in Prestige, +2 in Tactics, Influence, Personal Combat

Overlords in the faction gain 1000 population unskilled in their starting race and 111,000 crowns

Mercenaries gain +1 in Tactics and +1 in Personal Combat

Non Overlords and Mercenaries gain +2 to all skills

Each position to pick any three secondary characters to gain +2 in all skills and a character action each to a max of 3

The second to last faction or the last faction:

Note: if there are only 3 in the category they get their choice of these or the Third Place rewards for the entire faction.

All Mains

Mark of Destiny, +1 character action to max of 5

+4 in skills, +4 Prestige, +3 in Tactics, Influence, Personal Combat

Any four secondary characters gain +3 to their choice of One of: skill, Tac, PC, Inf as well as +1 character action each and a status morph for these three characters

The Great Re-Divide: The Second Phase Faction Goals

After the completion of the first goal accomplishments all factions are dissolved and may be reconstituted except that the size is now 8 positions with the exception that only two members of an early faction may now be part the same second faction. The factions compete in all categories for achievement:

1. Largest single population segment
2. Strongest Single slot of soldiers
3. Strongest Force
4. Greatest Skills (one category, faction with the most individual skill leaders wins)
5. Most Major Forces (#1000 to 1050) owned
6. Most individual unique items in the range 602 to 3000 in one place
7. Individual Hero (main character) Clash Champion
8. Party of 8 Clash Champion

9. Controlling 4 of Each the Twilight, The Pack/Pride and the Dark Realm major forces
10. Controlling a Cloud Castle

- 4 Topped Categories: a Tactical Victory
- 6 Topped Categories: a Strategic Victory
- 8 Topped Categories: a Legendary Victory

Example of position distribution: Kevin, Edi, Sam and Cliff are in a phase one Hero Faction. After the Great Divide Edi and Sam can join a new faction but as soon as that happens Kevin and Cliff cannot join the same faction. There are NO restrictions on alignment or association in the second phase, VICTORY is the common bond and DEFEAT is the common universal fear that overwhelms niceties of alignment.

Variants:

It should be noted and GMs are encouraged, to make different victory conditions that may appeal to different local crowds.

One of the more discussed versions is to have a triple emphasis on the geopolitical aspects of owning the majority of the module forces (1001 to 1050). The system is intended to be flexible to the shifting game cultures out there.

ALTERNATIVE FACTION STRUCTURE

Balanced:

For those games where players do want to get into the treachery aspect of the game and the emphasis is on reaching balance, then this structure is suggestion

The early period is as in the suggested design except that all teams are TWO plus one new player.

Then after the Great Divide the factions are restructured such that the number one team is paired with the last team, the second team with the second to last team and so forth with the middle team being allowed to breakup and fill in where other players drop. This will provide a balance in efforts and keep the factions small enough to avoid massive gang ups.

Free For All:

The least suggested, but may be popular, to simply allow all the factions to recombine in any manner that they want after the first period with a limit of 8 players to a faction.

LOCATIONS OF THE DARK REALM

All locations are approximate as they may be changed a little from game to game.

The Twilight Peoples:

Whitehall **F1000** **40/44 (Human Outcast)**

The oldest of the Twilight cities, home of Pike trained troops called Beefeaters. Led by Billson the Outcast, the city is in the midst of a religious 'Reawakening' with the religious fervor heightening clashes in the church guilds on all sides. Recently the Fire Cult gathering site was found and destroyed by the human mob (the overwhelmingly dominant race here), while the main Panthu and Illuni temples have been seriously weakened by rumormongers and scandals of all sorts involving young peoples and small fury animals.

This is the site of the Illuni Shrine: The Whitechapel Stone where it is said that the first outcasts stepped ashore when they fled persecution in the Ever Light lands to the far west.

North Beach **F1001** **46/7 (Elf Outcast)**

This sanctuary of Illuni is home of the elite Elven society with its staid and inflexible rules. Which is more than can be said for its grounds as the for the last 35 years, since the ascension of Greenleaf to the Elder's House, there has been a series of earthquakes that have knocked down the walls more than once. With its fortification never to be relied on the city has combined Elven archery and brutal human training techniques to establish the Condottorri Archers with a combination of accuracy and mercilessness that ensures civil order that and the exclusion of non Elven races for the most part helps the hegemony of the street peace keepers.

City of Whales **F1002** **26/67 (Human Outcast)**

Located on the Island of Whales, the major habitable island off of the Twilight Coast, it is the home of the greatest mariners of the coast. The Whale Merchant house and its markets are the most extensive in the area. While dominated, like the sea trade itself by humans of all sorts, this is one of the few places with some Saurian population and their strange language that is almost unpronounceable to most sober and sentient beings. The longbowmen from the area are know to rival the powers of the Elves in such weapons and there are some considerable yew stocks to be found around the city to support longbow production, a major export in these troubled times.

Albany **F1003** **52/18 (Half Breed Outcast)**

Built on a massive negative mana drain, this is not a place for Arcanist. For this reason there is a large collection of churches with the Panthu establishing a Sanctuary here. The Half-Breed population is mostly albino that may also be attributed to the mana drain. The city is also known as the place for tinkerers and has the largest collection of gadgets and machines including the famous cable wagons that provide mass transit on the main streets driven by cables pulled by water wheels from Whyte Lake.

City of Orland ***F1004*** ***43/25 (Grey Elves)***

Also known as the City of Sails for numerous windmills and the raiders that are based here. Once the home of the largest City Orc population as well as the pirate bands of the Twilight Coast, it has become a more staid metropolitan area under the leadership of the Grey Elf Tak Moto who leads the Grey Elves that have dominated the city since their conquest of it some 52 years ago. There is a City Orc mobster group that seeks to regain control and there are periodic series of small insurrections that turn gruesome on a regular basis.

Sandy Cove ***F1005*** ***44/35 (Half Breed Outcast)***

Located in the middle of the coastal area called Long Beach, it is a vacation spot for seafarers and landlubbers alike. Atypical of Half Breed towns, no one in the Cove is in a hurry and some say that charm of movements may not work here or at the least would be considered very rude. Home of the famous hiding Coohphax Statue said to bring good luck to those who would have stealth and can dodge past those who would swing at you with maces and other clubs. As Coohphax is also the owner of the Sandy Cover the quest for it is a rather complex reward.

Lakeside ***F1006*** ***48/52 (City Dak)***

In the middle of the Rainbow Lake it is one of the most scenic of the cities. Its island status makes it secure from most of the casual countryside warfare. It would do a very good business for flying carpets if they were not illegal. The City Dak founders relish their isolated status in the lake and see danger in those who would approach the city.

There is a city watch force outside the walls of Free Daks who intercept and raid many who would try to enter the city in a combat mode as well as shooting down the occasional flying scout.

Gwenbrook ***F1007*** ***45/58 (Human Outcast)***

The coastal gateway to the great grasslands of the south, it is the home of the Gwenbrook Rangers and the largest Fire Cult Temple: The Temple of the Living Fire. The temple is in the midst of a reconstruction after the Sanctuary celebration got out of control and consumed the eastern half of the structure. The inlet that leads to the city has the highest tide variation on the Twilight Coast with a predictable 20 year cycle of variations that have never been explained.

Napoton ***F1008*** ***39/68 (Dwarf Outcast)***

Located on the shores of a large shallow bay, the Dwarves of the city have constructed some of the largest sets of walls as if in fear of the water flooding. There is some evidence of an ancient flood in the area but none in recent history. The mithril open pit mine is one of the major sources of income for the city and an obvious draw for Dwarven tourist and business folk.

Andorton ***F1009*** ***29/76 (Dwarf Outcast)***

This underground location is famous for its Silver and Precious Stone Mines as well as a peculiar population of Dwarves. This is the closest to a traditional Dwarven City

from the Light Side as one will find as most Dwarf Outcasts reject the underground ways of their forebears in favor of the open plains. Here they also have an almost heretical version of Panthu where they believe that one of the Gods will come forth to banish them all. The city also has a most odd section where there is a single Dwarf family of shipbuilders. Since Dwarves swim like a rock and have a fear of the sea, it fits in a way this most odd sort of city and sort of appropriate that they are said to be working on an underwater Rock Boat if rumors are to be believed.

Thesorockli ***F1010*** ***46/79 (Dwarf Outcast)***

This was once an Orc City location that was taken in the last major Orc war by the united efforts of the Gray Elves and the Dwarves. The Dwarves still complain about the smell, though most of it comes from the nearby Moorish Marsh to the northeast. The Dwarves here are the most militant followers of the Fire Cult and its Fire Knights protect this sanctuary located as it is in the valley of the Bosop Volcano to the north.

Preyppertorc ***F1011*** ***46/67 (City Orc)***

The only City Orc major underground location is in the middle of the Great Orc Swamp that has barriers and various other ugly challenges attached to reach it. Here in the shimmering light of the microscopic light leeches the City Orcs do a trade in the forbidden, the exotic and the dangerous. It is also the furthest west of any known Koros Sanctuary guarded by the feared Swamp Snake Soldiers. Though the Undead are banned and the City Orcs make outward demonstrations of being one with the Twilight People against the Lycanthropes and the Undead hordes to the East, few believe it and the chance of finding someone to trust in this city is even less.

Rostorc ***F1012*** ***55/72 (City Orc)***

The southern most City Orc city, though more of a town than city, is an outward counterpoint to Preyppertorc. Located above ground on coastal forests hills, here is the famed City Orc Comedian College where the best entertainers in the Twilight Coast compete for entrance. The folks of the town have established a special relationship with the Lycanthropes to the near east and they provide many of the guards. This is one of the few places where the Twilight Peoples and the Lycanthropes mix in the streets without daily riots and fly by shootings. The name of the town means Sanctuary in the southern Orc slang.

Greston ***F1013*** ***61/7 (Grey Elves)***

The Northern Grey Elves are on constant guard from incursions from the Packs of the nearby Wolf Lake. In line with this they have trained the mounted Grey Lancers with their weapons made from Ivory and a special poison designed to run down the Lycanthropes in the open. They also have the rather vicious blood sport called the Wolf Hunt where a Werewolf is taken and let loose in the open fields to be tracked and hunted down by the Grey Lancers and their Wolfhounds.

Diaton ***F1014*** ***52/33 (Grey Elves)***

At the end of the Great Grey Channel the city continues the Grey Elves great disdain for the Lycanthropes and is the center of the Pelting Culture. Constant

expeditions and raids are launched from here into the Claw Lakes region to the East to get Maratasen and most prized: Werelion Pelts. The city is also the largest fortress in the Twilight Coast with Legendary Walls and a magic shell of protection that is over 100. The Illuni are officially discriminated against here though the Fire Cult has recently gained some followings in what is one of the strongholds of the Panthu. Rumors of the Koros being behind some of the Pelting Expeditions persist though, like the Undead, they are never discussed in the open.

Warlocks' Barrier F1015 54/10 (Elven Outcast)

Located between the Twin Lakes, The WB as it is called locally has often barriers of nature set up to halt all traffic from the East to the heartland of the Elven Northwest. It is the home of the Warlocks Academy and the Elven Northern Knights Guilds both renowned in their fields. Several old stories talk about how the Elves built the barriers to keep out invasions of the Pride and the Pack and the danger of relying on defense to resolve a long pressing danger. The neighboring provinces also tend to have odd barrier patterns do the practice casting by the magic guild apprentices that often go astray. Local farmer have gotten use to it though it has caused the tourists much discomfort.

THE PACK, THE PRIDE AND THE CLAN:

Woflton F1016 67/15 (Wolfen)

The Pack's western most location and a mix of Forest and City Wolfen are found here. Closest city to the hated Elves of Greston and The WB, it is in constant war standing with the Red Wolf Inn always howling with stories of recent raids to the west. The city has copied the Grey Elves Blood sport but in mockery of the Elven butchery they hunt their Elven prey and then throw rotten red tomatoes at them. The Elf with the least hits is then fattened up with cakes and the like, taken under cover of stealth spells and dropped off at the gates of Greston bound on a spit with an apple in its mouth as a sign of contempt.

Green Point F1017 74/10 (Wolfen, City Wolfen)

One of the most colorful of the Packs few locations, it is located on a spit of land protruding out into the Green Lake. The algae of the lake give the shore a blue glow that darkens to green on the lake proper, while the mists of the forest have a bronze to red haze that is sprinkled with the lights of lantern flies and fire sprites common in the iridescent forests of the lycanthrope heartland. It is also the newest of the Sanctuaries of the Glowing Way with its Tabernacle under reconstruction from a disastrous encounter with an astral storm associated with the Technomages arrival.

Howling F1018 89/13 (Wolfen)

The smallest of the major Wolfen locations, it is a favorite of newly paired Pack Alphas with its large nightshade waterfall groves and yew stands. Often the first target of northern Darkland Undead raids and major thrusts, the garrison is out of proportion to the

population that regular serve as hosts to the more romantic of the Pack. This is also the home of the dashing and effective Knights of the Fang that have boasted more Pack Champions than any other knight guild.

Claw Lake Pack F1019 ~69/15 to 79/30 (Wolfin)

The largest of the nomad camps of the Wolfin Packs it has the fierce Hunters as its special warriors are called. Though they tend to stay away from fortifications of any type, they are unmatched in the woods and the forests of the iridescent lands that surround the Claw Lakes. The Packmaster claims divine lineage to the earliest sentient wolf-folk that broke free of the Dark Lords.

Red Wolf Pack F1020 ~ 79/30 to 89/50 (Wolfin)

Led by the rumored to be insane Redmane Wolflore, who on occasion has been known to trash himself with the bowstring of his mighty Elven War Bow, this near cult like Pack is in search of something that seems just beyond the consciousness of Wolflore. Each of his fits brings on a new direction, but for the loot, good fortune and his mysterious charisma, Wolflore and his Pack would have long ago scattered.

Transha Isle F1021 68/39 (Maratasen+)

Located on an island where it is said that the Divine Transha had the vision of the White Tree, this is the known as the Open Guild City and has the largest collection of guilds throughout the lycanthrope lands. Many of the nomadic camps have slot commanders whose guild is located on Transha Isle. While it is a sanctuary of the Glowing Way, it has an open tolerance of other religions and you will also find the only Panthu and Illuni Temple outside of the Twilight Coast here. Outside of the city to the outskirts of the island is the ruins that once housed both the Koros and Fire Cult delegations but it seemed that the site was burned down with no survivors and the local fire wardens would not allow their people to enter the area out of respect for the Fire Cult's 'peculiar ways'.

Tasenguard F1022 86/31 (Forest Maratasen)

Between the Zepher Lake to the south and the Flail Lake to the north, Tasenguard stands as a mighty fortress blocking an invasion path from the Darklands to the west. The most militant of all the Pride locations it is the home of the Taseen Knights, strongest of the Pride Knight Guilds and sponsors of many raids into the Darklands. Check the message boards here for the latest rewards for undead prisoners. (Non Maratasens need not apply.)

An oddity of the city is the Tankard Tower Inn. Made of all iron composites, it has a rotating observatory with a long tube filled with strange glass crystals. However, the owner and inventor is nowhere to be found and the mystery of its true use is gone with her.

Westgate F1023 67/51 (Forest Maratasen)

On one of the Scar Ridges facing the Twilight Peoples, Westgate is a shield and a lightning rod against invasion from the west. Most serious invasions from the west break

against its superior walls first giving warning of major incursions throughout the Pride's central forests. Its Tiger warriors are amongst the best defenders of fortifications throughout the Pride and very adept at sniffing out covert against locations under their protection. It also has an active merchant quarter that at times of peace have been known to trade with the Twilight peoples as well as the black marketers of the Great Orc Swamp.

Serpentine's Wash F1024 87/56 (Forest Maratasen)

At the southern tip of the Serpent's Lake, the city has the not unexpected collection of moat monsters from the Serpentine. Their special attack turns attackers to stone and their victims are sold as statues after each combat to help fund the orphanages of the Pride. (Usually after the head is chipped off to prevent revival and reduce recovery by the family of the attacker.) These large four fanged beasts add to the protection of the city that also acts as a rally point for the central clans in times of great crisis. There is rumored to be a Koros Serpent Cult that has infiltrated the city and gives sacrifices to the Lake's creatures but their leader's identity has not been verified and rewards are posted.

Larzin Pride Camp F1025 ~85/50 to 95/60 (Forest Maratasen)

Deep in the Larzin Forest, the Pride's stealth is in evidence, though often only a ranger can find it. The thick woods seem ideal cover for the Larzin Pride who has the highest percentage of black hide maneless Maratasens. They have their own warrior guild in Transha Isle called the Night Panthers whose deadly attacks in the heavy forest are clearly their realm. They have a legend of an all white Panther cub that was stolen from the edge of the forest by the desert barrier demons and taken below the Shadow Dunes that remains a cultural icon and persistent collective memory.

Bronze Wood Pride F1026 ~70/50 to 85/65 (Forest Maratasen)

The southern most of the Maratasen major camps, it has a tendency to go into the Bearack lands to the south causing some troubles but also giving them a greater appreciation of the need for unity amongst the lycanthropes. In fact there are more than a few stories of the Maratasens of the Bronze Wood leading efforts to form a Changling Council and once they actually formed something called the Hall of the Roar as a multi-cultural attempt at dealing with a great invasion from the east. But, like its name implies, the effort came with great noise and now not even a whisper remains of it. From those days the Pride has a small number of WarGreatBoars, ideal mounts for the forests, however their breeding has been lost and those that are left are the last of their kind known.

Bearackborne F1027 62/64 (Bearack Roaman)

The smallest of the Bearack towns it sits atop the forested hills overlooking Little Bear Lake. From the highest towers you can just see the starting of the great southern plains of the Twilight Dwarves though marred as they are by City Orc raiders. The town is the site of the most connections between the Bearack and the Dwarves who are not unknown to the excellent beer halls made with the lake's run off and barley of the southern fields. The Bearack here claim to have invented beer and a have peculiar brew called Old Ringing Frost with the foam head at the bottom of the clear mugs favored

here. The exact magic science of the brew is guarded by the Brewmasters Tavern as jealously as any Enchanters Runemaster scroll.

Silver Ridge F1028 80/78 (Bearack Roaman)

The caverns of the underground location are host to the largest silver mine in the south. Nearby Silver Lake provides both the water and the power supply for the numerous waterwheels and flow pumps constructed by the Bearack to assist in the running of the small city. The Silver Salmon Inn is a favorite gathering place of the Bearack's youngsters attending the rather traditional College of Knowledge and Song favored by those of the Clan who can afford its very high entrance fee.

Clawzac Castleton F1029 91/69 (Bearack Roaman)

The massive fortress of Clawzac faces the eastern Darklands in the Forest of The Clan. In addition to its legendary walls it has chained to its moat the fearsome Horror Beasts of the 4 Winds. Each of these creatures are said to have been once great elementals that were tied to the defense of the Clawzac Castle by some past adventure. Each morning there is a small ceremony to feed them a minnow to insure that they are still there, the fear of course is that they spell of binding may be recalled and the monsters sent to another moat or simply turned free on the neighborhood.

Diamondback Clan F1030 ~ 77/58 to 87/68 (Bearack Roaman)

Circling sometimes lazily around the Diamond Bear Lake, this clan likes to trade in precious gemstones and provides the best diamond cutters in all the Clans. While not able to rival the best of the Dwarven Gem Enchanters, the Diamondback provides the most exquisite jewelry without the aid of magic found anywhere in the Dark Realm. The Clan leader has the magnificent Bear Claw Scepter made of a single gemstone of which there are several legends. The elite of the ever-present Claw Guards have the Gem Pick with a diamond cutting point that will tear through any battle armor.

THE DARKLANDS:

Blackpool F1031 111/11 (Darkland Human)

Located in the infamous swamp of its namesake, the city is lead by the Black Wizard whose slave holdings are the most extensive in the Darklands. Not surprising the Slavers Market is located here and it is the place where the horrid great Spell of Slavery was fashioned that spread even to the Twilight Coast making slavery irreversible in the general population. Legend has it that the Chain of Slavery can be broken only on the ashes of Blackpool.

Scorz Mar F1032 122/22 (Darkland Orc)

Under the mountain of the Scorz Mar, the city is the traditional home to the Sorcerer Kings. Specialist in perverting the minds' loyalties and launching ego attacks from afar the Scorz also gather precious stone from its extensive deep mines protected by Lesser Balrogs that are also chained at times to the city moat. The Dead Elf Inn is a favorite 'hangout' for the latest trophies from raids from near and afar.

Visage Marsh ***F1033*** ***111/33*** ***(Darkland Elf)***

Led by the master thief Dark Leaf Lucricia rumored to be the incest born sister to Greenleaf Freeborne, the Visage Marsh is home to the Darkland Elves and their Hall of Mirrors. There is no place in your soul that you can hide your innermost demons that the Hall cannot find it and reflect it greater into your being. The images of the guild halls here are so stark that insanity is said to be a living shadow amongst the streets. Here also you will find the Koros Glass Temple in a shape of pyramid on its point.

Hellgate ***F1034*** ***130/44*** ***(Darkland Dwarves)***

Under the three eyes of the Spectre Deathroc, the undead roam the city in trances and slow zombie strolls as nowhere is there hurry. Nevertheless, none of the establishments have a line for any of their dark wares, for as city motto reads: Death waits for no one. The Inn of the Living is a paradox in name speak, one of many in this underground city below the Moors of Roc. Above the screams of the giant vulture like creatures echo on the pathways to a city that has seen far more incoming than outcoming to the thanks of many in the Iridescent Forests far to the west.

Australia ***F1035*** ***107/55*** ***(Darkland Human/Husks)***

On the shores of the mysterious Astral Lake that has been known to go to swamp land at times, the master summoners are often called to Australia to conjure new monsters from the many planes that intersect with their craft. The most monsters are the fearsome Undead Astral Guardians with amongst the highest invulnerability in the Dark Realm. The Husks that march on the walls are often snapped off their posts if they fail to keep a firm footing on the mithril laced battlements.

City of the Eye ***F1036*** ***128/66*** ***(Darkland Maratassen)***

The central keep has a large glowing red and purple pulsing eye atop as the symbol of the City of Seers. The master of the city's coven had the Great Eye able to penetrate all but a few locations' magic protection shell. Stolen by a half breed thief some time recently, the Eye'ties have been on a rampage against all half breeds ever since, including Darkland Halfbreeds. Still there are several lesser Eyes that have served the city well in their thirst for knowledge of other cities and forces that might approach the Western Dark Lands and their Seers Market has some substantial support for the craft of the moment.

Hammerfall ***F1037*** ***107/77*** ***(Darkland Trolls)***

The ringing sound of war hammers being made and practiced with is a constant echo through the streets of this fortress of the Troll Warlock: Trogloor. Everything about the city is geared towards battle and combats except for the central Bards College that is an enclosed area filled with tulip fields and covered by a strong magic spell of silence that only the music of harps and the great pipe organ can overcome. The oddity of the place's contrast is apparently lost on the Trolls who simply either ignore the place or tip toe into it and then have no memory of the place when they leave. Outside College Park you can find the armories and fighting guilds of the Troll Tribes as well as the grim

Living Graveyard of the Koros Priesthood that has made this place a sanctuary and haven of the Undead.

Blackstone ***F1038*** ***106/66*** ***(Darkland Bearacks)***

Ruled over by Rath Bearkiller, the most hated character in the Dark Realm, Blackstone's walls are shaped like a giant Bearack skull on the great Blackstone hilltop. The walls rise up with the hillside's polished and sharpened ebony crystalline outcroppings to make an imposing nightmarish sight reflecting the purple iridescent glows of the Blackcap Mushrooms found only in this area of the Darkland. Inside the Darkland Bearacks keep to their race's penchant for enchanted gadgetry as exemplified by the Mithril Anvil, the enchanted smithy of the Darklands that issues all patents enforceable by their Darkland agents throughout the lands. They also punish esoteric and trivial efforts such as last year's horseless wagon that required 15 gallons of oil extract to move. Unfortunately for the inventor he overlooked the combination of that with the Bearack's other habitual penchant: pipeweed smoking and the resulting explosion was not appreciated by the Inspector General as he fired up his pipe. The inventor was resurrected just so he could be executed for that year's 'stupid invention' award.

Grrazz ***F1039*** ***129/29*** ***(Darkland Halfbreeds)***

Under the mists off of the Mur Lake the Fortress of Grrazz is an impressive underground site. Placed on the largest iron deposit of the Darkland forces, the populace is said to practically pump iron every day that may account for the peculiar taste of the water here. The Halfbreeds maintain the peculiar social order of working in pairs for the most part in the entire business structure known as a Klausen Pair as represented by their dual Market Guilds. This is the only city in the Dark Realm to boast of two such guilds in the same city. Another oddity is the Black Neck knight's guild that has weight lifting as part of its jousting tournaments.

Koros Plank ***F1040*** ***101/7*** ***(Darkland Spawn, Large Husks)***

Surrounded on three sides by the Barrier Desert it juts out like a accusing finger to the western lands in a rude display of the intent of the Koros followers. This is also the last reported touching of the ground by Koros himself in the Chaos Ways of the Great Book. The sanctuary of both the undead and the Koros priesthood, it is also a staging ground for invasions of the northern Wolfin lands to the west and a major collection point for covert operations against the changlings.

Pillars of Orctonious ***F1041*** ***101/28*** ***(Darkland Orcs, Large Husks)***

Located between the Loch of Norturn and the waters that lead to the Visage Marsh the main towered fortress of Orctonious gives its nickname: The Pillars. Here low level Darkland Orc hordes are assembled and sent rampaging east hoping to overwhelm the enemy by sheer numbers in true Orc manner. Meanwhile inside the fortress the horrendous Orc fashion sense is all the rage with plaids and stripes mixed in assorted arrays of color and glowing sequins that has been known to give even the best trained Twilight Coast coverts a splitting headache after infiltrating the city and its many Dark Minion guards. The Inn of Tonious is the main social gathering places for the elite of the city with its 'All the Elves you can Eat' special on Tuesdays a popular feasting time.

Katon F1042 118/51 (Darkland Maratasen/Wolfin/Husks)

The fortress of Katon in the Pyramid Hills of central Darkland was the original breeding grounds of the changling races. The city's massive Keep is in the shape of Sphinx with glowing eyes that face directly west and some say are slightly turned in as if focusing on a province far a field. The fortress is home to the Tomb Warriors that guard the Sphinx Keep and provide a core elite strike force that loves to ride to battle on WarBettles that are known to devour the wounded of the battlefield. Here you will find the Magic Hall of the Changlings feared by the Werefolk of the central forests and worshipped by the chaos minions.

Evillen Marshton F1043 122/75 (Darkland Spawn/Halfbreed)

The Marsh of Evillen lies on the southern shores of the Whispering Lake that leads to the north and the City of the Eye'ties (F1036). The Dark Legion is trained here to attack walls and move quickly though not silently through terrain of all types. The Legionaires are quite feared in the west as they have no fear of the grasslands where their square like formations and strict discipline is in sharp contrast with the berserk leadership that brings them to battle banging their yew javelins on their shields in preparation for a charge. Here also you will find the Deathstool Temple shaped like a mushroom.

Netherkilnborg Citadel F1044 115/61 (Darkland Human/Bearack)

The Netherland Hills holds a special place in the lore of the Darkland. It was somewhere in these hills that the Netherwell was opened to the astral plane to bring forth into this world all sorts of creatures from the astral planes. The Netherkilnborg Citadel, according to lore, was the home of the Summoner Amster who closed the Well while under a Charm/Geas spell from an unknown pair of twin Light Lords who could shift temporal planes themselves and was thus damned by the Dark Lords for his weakness. The Citadel holds a fascination with Silverleaf and a large number of its populace is said to be addicted to various pipe weed versions of the favored flora of the summoners sold at its underground market: The Weeds.

Outpost Keep F1045 101/39 (Darkland Troll, Large Husks)

As its name implies, this is a mostly fortress looking post towards the middle forest mountains of the Maratasen Nomads. Base camp of the Rock Rangers, the fortress is in the process of rebuilding its walls from the previous battles that destroyed most of it from a joint attack by the earth elementals and Night Panthers that was only beaten back with great loss.

CATCOTW:***Barrier Street F1066***

Overseen by Gold Dragon Norman the Cruel, fortunes are often found here and lost unless you can find a way through the barriers to entry and exit.

Ruins of the Polio Grounds F1067

Near the Well of the Dead, the ruins are filled with great (some say giant) sadness of past sicknesses that were once centered only here but have spread far to other coasts.

Ruins of the Boat House F1068

Under the waters of the Whyte Lake near the center of the city, the Boat House Ruins contain a mysterious guild of some long lost cult of small craft worship.

ADDITIONAL INTERESTING AREAS OF THE DARK REALM:***Coastal Seas 21/1 to 41/80***

A roughly J shaped body of water off of the main Twilight Coast. Fairly calm with shifting wind patterns making north south travel reasonable for adept sailors and their magics.

Barrier Sea West of the Coastal Seas

This treacherous and foul area is filled with shifting barriers, and the storms of the Gods. Winds are always from the West and those who try to sail it or even to puddle teleport jump to Catcotw are crushed if not simply seeing their actions wasted.

Black Swan Lake ~102/11

Running in a very straight-line north south along the eastern border of the desert barrier that separates the Darklands from the Changlings' forests, the Black Swan Lake is said to be the birthplace of the Daks and a point of pilgrimage for that dying race.

Cross Highlands ~51/4

Shaped in an obviously formed cross by unnatural forces out of a rock mixture that is more common in the southeast than here, the Highlands are famous for anti Undead rituals.

Diamond Bear Lake ~79/65 to 80/64

Sometimes called the Water-Bow Lake because the crystalline semi precious formations that make up the lakebed cause the appearance of a rainbow deep below the iridescently light blue waters.

Less Moors ~51/15

These moors have a small burrowing Vol like creature that shifts around adjacent provinces seeming to bring the moors with them before returning back to their homelands. This is a favorite visiting place for Dwarves, Orcs, Halflings and other short folk but no reason seems to be obvious to the taller peoples of the area.

The Northern Scarland ~73/1

The Scarlands are a black shale and slate like desert that under certain weather conditions will glow and at that time parties in the area will begin to lose hair, appetite and eventually wither and die. There is a compulsion spelled on the land that makes all who venture upon it carefully remove all the dirt, dust and rock from their clothing and

supplies when they leave and a geas against any transport of the grounds outside of the area. The wisdom of this magic even affects the vile hearted undead minions of the Darklands though the affect on the Cloud Lords is as yet untested.

Skytop Mountains ~38/72

The tallest mountain peaks are found in this southern outcropping of mountains in the Twilight coasts inland areas surrounded as one may expect by Dwarves on the great south central planes. There are various mining expeditions to the Skytop Mountains however their fame is for the mysterious 'Sky Song Wing' that blows through them giving an almost audible song. Amongst the mountains is the Bard's Bane where it is said a Bard's spirit was stolen to give the wind its song.

The Plane of Rain ~41/77

The flat Plane of Rain was at sometime surrounded by moors that came and went for reasons unknown but seem to have left more than one historical mystery that local Dwarves sing about in children songs dating from their first arrival and the last encounter with the 'moorish' spirits.

Twin Lakes NE and SW of 54/10

The lakes funneled the invasions of the Pack into Warriors' Barrier on the central land bridge between the lakes. This has become more so in recent times when a great spelling by the Academy destroyed the south east corner of the northern twin so that it now runs to the Coastal Sea in the north giving the Pride no northern hook around the WB.

Whispering Lake ~ 122/68

'The lake speaks to the dead.' is a common folklore in the southeastern Darklands. On its western side there is a great sand bar that hooks through the lake for about 8 provinces that seems to rise and fall at irregular times. Some early stories speak of the Ruins of Song Lake that were suppose to be on the sand bar but no one has found them.

Wolf Lake ~64/13

Surrounded by low-forested hills, the lake was once known as the Placid Place before it became a favorite of the Wolfen. Now the waters echo the howls of the Pack at all times and it seems to have restlessness about its surfaces as if trying to shake off the noise and return to a time of great slumber. Local legend has it that there is a monster in the lake that surfaces to feast on a straying heart.

RACE NOTES OF THE DARK REALM

(Alphabetic Order)

Bearacks (213, 233, 253)

Of the nomadic lycanthropic races, the Bearack Roamers, whose bear origins are obvious from their name, have the most in common with the Twilight Peoples. Their low dexterity and mental approach to warfare leads to the near exclusive use of mace/clubs and picks for weapons even though they share an affinity for gadgets and making things with the Dwarves. Possibly the negative mana attraction of the race has encouraged their tinkering with machines though there seems to be no shortage of Enchanters amongst the Bearack. They certainly have the greatest patience of all the forest folk, able to sit at a worktable for hours on end with their honey pot at their side tinkering with one item or another with great concentration especially during the winter months when they are inclined to curtail their roaming of the wooded hills, their favorite hunting grounds.

In fact there is often commerce and even social interaction between the Bearack and the Outcast Dwarves to the extent that they will be seen in common cause on some complicated runecraft, and hostility is not automatic upon chance encounters that is often the case with the Twilight Folk and the Prides and Pack. The Clans are also the only one of the wood peoples to swear off the eating of sentient beings, though they have no hesitation in going to war when they feel threatened or their sense of honor has been challenged by anyone.

Daks (205, 225, 245)

There are very few of these flying race peoples. In the Darklands they were hunted because their flight gave them freedom to go off on their own much to the annoyance of the Dark Lords. In the Twilight Coast, they were associated with diseases that were traced to the fleas and ticks that were on their wings so they were attacked and those that were allowed to live had their wings clipped. In the Iridescent Forests they were associated with the vampire bats that would fly from the Darklands or the thieves that would take flying mounts from the west and hunt the treasures of the woods for their own glory. A low birth rate and no safe sanctuary for their long breeding period has placed them on a unrelenting downward spiral. A doomed race, they are sullen in their self-awareness of their plight.

Darkland Spawn (240)

Originally bred to replace the Changlings that fled the Darklands and given a high acidic attack with which to punish those Werefolk they came upon, they ran into a problem when their acid glands interacted as an allegoric with the usual trees of the Iridescent Forest. However a side effect is that they turned out to be amongst the best Darkland attackers in the open grasslands of the Twilight Coast. As attackers in the open their great speed has helped them be a scourge on numerous Twilight formations sent to turn back their raiding parties. By keeping down their mana recovery abilities the Dark Lords successfully reduced the chances of a magician or priestly leader helping in a revolt as was the case of the Changlings.

Dwarven Outcasts (204)

Having been forced to flee the hills and mountains of the Lightlands, many of the ***Dwarven*** Outcasts have rejected their traditional homelands for the wide open plains of the southern part of the Twilight Coast. Still masters of the enchanted anvil only the Bearack come close in their tinkering to the skill of the ***Dwarven*** Runemasters. There is some affinity between the two races that has some people giving some hope to an eventual meaningful alliance between the Werefolk and the Twilight Peoples.

Elves (203, 223, 243)

Mostly aloof, very elitists and socially dominated by a rigid class structure, the Elves are the dominant magic users on the Twilight Coast. While a few have broken away from the coastal villages and gone to roam the woods in small nomadic camps, some have been corrupted by the Darklands and lead the chaos minions as deadly spell casters. Elves share with Humans a dislike for roads. They see them as a challenge to their arcane arts and the reliance on Charm of Movement Spells, as well as a method to allow mundane low class individuals to move quickly above their proper station in life. They have an odd relationship with the sea; the salts in the open sea make it impossible for Elves to stay long in any ocean, yet there is an undeniable fascination of the people with the seashore as well as the woods of the northern Twilight Coast.

Grey Elves (216, 236, 256)

Having broken away from the lower rungs of the traditional Elven society in the Twilight Lands, the Grey Elves are a more combative group that are gregarious and highly political in their approach to life. They are amongst the best rumormongers and plotters in the Coast. They tend to shift their alliances to be on the winning side regardless of the nature of their allies; a fact that has earned them a reputation not much above the City Orcs whom they recently betrayed; taking over several Orc strongholds.

Humans (201,221,241)

Humanity has the highest growth rate in the Dark Realm and along with the Saurians the only race able to swim in the open seas. Humans have dominated the seas so effectively that they have opposed all north-south road construction as it would challenge their monopoly on coastal trade. The Outcasts have a strong religious bent that has seem them rise to positions of power in all the religions except for the Glowing Way. Humanity also has a deep dark side and has provided the Darklands with some of their best Dark Lords and the is the mainstay of their military planning staff throughout the Dark Lords diverse armies.

Large Husks (229)

Breed by the necromancers and summoners of the Dark Lords, these nearly mindless creatures are used as grunt foot soldiers sent in hordes against the enemy to wear them down. They are only made in vast vats in the various guild halls of the Dark Lords. There are almost no characters of this race since individuality is a non-starter in a race that is aptly described by an Orc saying: as meaningful as a helmet in a Husk Regiment.

Maratassen (206, 226, 246)

Mostly a nomadic forest lionfolk, they are the mainstay of the changelings' masses. They have a society that is composed of a majority of females who control the religious and structure most of the culture while allowing the males to hold figure head positions. The male gender of the species is unquestionably the stronger of the two and overwhelmingly feared and powerful on the battlefields or any contest of might. However, the males uniformly suffer from what has been called an attention deficit disorder that makes them easy to be distracted, quickly bored, and most troublesome when it comes to taking orders. Therefore the female gender has evolved to be amongst the best manipulators, patient long term planners and organizers both politically and business wise of the lycanthrope peoples.

Orcs (202,222,242)

Always given a bad name, mostly deserved it is said, they are looked down upon by all races as often a pest. The City Orcs however have developed a highly honed sense of humor and entertainment aspect as part of their survival methods, while their more numerous Darkland brethren prefer outright destruction and mayhem as their main interaction methods.

Saurians (207, 227, 247)

The other aquatic race with humans they have a scattering of villages through out the Dark Realm. Their low numbers is attributed to a high infant mortality rate and a social structure that places rivalry over cooperation and no support for the weaker of its clutches. They are always sky gazing as if expecting to see something different than the monolithic blackness or gray tones that cover the heavens. They are highly intelligent in the abstract fields of thought though not magically inclined and very contemptuous of religion in all its forms. They use a base 12 system of counting and a simple counting machine with beads on two sets of sticks called the Ur'Rah. There are various stories of classic misunderstanding between merchants whose orders never match when one is a human and the other is a Ur'Rah counting Saurian.

Trolls (228)

Large, dense, stubborn, a berserk rage most of the time and a weakness for string music sort of defines what a troll is. Sensitive to heat and strong light, the Trolls are the battle warriors of the Darklands. They have nine main tribes associated with various mountains in the far east and a great intolerance for each other as well as anyone else except for the Dark Lords for which they absolutely obey and fear. Their hearing is especially keen and most have what humans would call perfect pitch in determining ranges of notes. Thankfully for their society their sense of smell is almost non-existent since the stench of a troll force is such that they rarely surprise their enemies.

Wolfen (218,238,258)

The Wolfens were the last of the lycanthropic peoples to break from the Chaos Lords hold and leave the Darklands for the freedom of the nomadic forests. They are also the most hostile and down right viscous in their dealings with the Twilight Coasters.

It is their tradition to feast upon the dead or living of their enemies and the Twilight lands provide a great attraction to both their wolfman temperament and palate as was the intention in their chaos breeding that they seem unable and unwilling to let loose of.

The higher breeding rate and their larger numbers is needed to offset a culture that places tremendous emphasis on conflict and raiding on their neighbors, even fellow Wolfin. Untrustworthy and lacking, some say in any sense of self-restraint, theirs is a society of excesses and almost irrational demands in dealings with others.

INFLUENCE

General Influence

In general the three main groups of races are: Twilight Peoples (201 to 220), Darkland (221 to 240) and WereFolk (241 to 259). The range of influence modifiers will be tinkered with from game to game but generally they are in the range:

Same group –25 to –75

Outside group –50 to –999 (this will vary from game to game to avoid cross game info)

Generally the same race in a different group will have the smaller variations.

The default modifier is –300

SET UP COMPATIABILITY

*Marked with * means Hero or Adventurer party only.

**Darkland: all have Dark Land Husks as secondaries to allow for training at max rate but none may take one as a character. None in their case means no Characters other than their own race.

MAINS

SECONDARIES

HATED

Twilight Area

201 Human Outcast:

202 City Orc

203 Elf Outcast

204 Dwarven Outcast

205 City Dak *

206 City Maratassen*

207 Saurian

210 Half Breed

213 City Bearack*

215 Halfling*

216 Grey Elves

218 City Wolfin*

204 Dwarf Outcast/210 Half Elf/216 Grey Elf

216 Grey Elf/Darkland Orc/ 242 Orc Nomad

210 Half Breed/216 Grey Elf

201 Human/213 City Bearack/216 Grey Elf

none

213 City Bearack/ 218 City Wolfin,/246 For. Maratassen

201 Human/ 216 Half Elf

201 Human/203 Elf/216 Grey Elf

204 Dwarf, 253 Bearack Roaman

none

201 Human, 203 Elf, 210 Halfbreed

258 Wolfin

any Orc, Maratassen, Troll, Wolfin

any Human, Elf , Dwarf

any Orc, Maratassen, Troll , Wolfin

any Orc, Maratassen, Troll, Spawn

any Human, Maratassen, Troll

any human, Troll, Dak, Centaur

none

none

Darkland Bearack, any Orc, Troll

any Orc, Troll, Spawn

none

any Human, Elf, Grey Elf, Spawn

Darkland Area**

221 Darkland Human

222 D. Orc

223 D. Elf

222 D. Orcs/ 228 D. Trolls

221 Human/226 D. Maratassen/ 228 D. Troll

221 D. Human/240 D. Spawn

203 Elves, 246 Maratassen, 258 Wolfin

201 Human, 203 Elf, 204 Dwarf,

201 Human, 246 F. Maratassen, 258 Wolfin

204 Dwarf

203 Elves

none

any Centaur, 203 Elf, 201 Human

203 Elf, 246 Maratassen, 253 Bearack

none

253 Bearack Roaman

224 D. Dwarf

225 D. Dak*

226 D. Maratassen

228 D. Troll

230 D. Halfbreed

233 D. Bearack

221 D. Humans/ 238 D. Wolfin

none

222 D. Orc/ 228 Troll

222 D. Orc/ 221 D. Humans

221 D. Humans/ 223 D. Elves

226 D. Maratassen/238 D. Wolfin

238 D. Wolfin	224 D. Dwarf/226 D. Maratasen	201 Human/241 Human /246 Maratasen/253 Bearack
240 D. Spawn	222 D. Orc/228 Troll	none
Forest Folk/Changlings		
241 Human Nomads*	243 W. Elf/244 Lost Dwrf/255 Halfling	any Wolfin./Maratasen/Orc
243 Wandering Elf*	241 Human N./255 Halfling/250 Halfbreed N	any Orc./Troll./Spawn
244 Lost Dwarf*	241 Human/253 Bearack/255 Halfling	any Orc/Troll/Spawn
245 Free Dak*	none	any Human/ Maratasen/Troll
246 Forest Maratasen	253 Bearack/258 Wolfin	any Human/Troll
247 Saurian*	none	none
250 Half Breed Nomad*	241 Human N/243 W. Elf/244 Lost Dwarf	none
253 Bearack Roaman	204 Dwarf/244 Lost Dwarf/246 Maratasen	233 D. Bearack/any Troll/Orc/Spawn
255 Halfling Nomad*	none	any Orc/Troll/Spawn
258 Wolfin	246 Maratasen	any Human/Elf/Troll/Grey Elf

RACE.NAME	ID#	G%	STR	DEX	CON	BTY	MF	CF	DF	AF	MAR SAR	MANA M/H
Human Out.	201	7.0	10	10	10	10	28	10	1	0	1/1	1/5
City Orc	202	4.5	12	8	8	4	24	8	2	0	1/1	0/0
Elf Outcast	203	4.0	8	16	8	20	30	13	1	0	2/1	6/-2
Dwarf Out.	204	4.0	12	8	16	8	24	12	3	10	2/2	-1/0
City Dak	205	2.5	6	14	8	9	22F	6	1	0	1/1	1/-1
C. Maratasen	206	2.5	15	8	10	10	28	15	2	10	1/-1	0/0
City Saurian	207	2.5	18	8	6	5	24	20	1	15	-1/1	-1/-1
Half Breed	210	3.0	11	9	9	12	28	12	2	0	1/1	1/1
C. Bearack	213	2.5	22	5	10	4	32	28	2	25	1/-1	-2/-2
Halfling	215	2.5	6	16	12	10	24	5	1	0	2/2	1/1
Grey Elf	216	4.0	9	12	6	12	28	14	2	5	3/2	3/0
City Wolfin	218	2.5	12	8	9	9	32	15	2	5	1/-1	1/-1
Dar. Humans	221	4.0	12	8	8	6	30	12	1	10	0/1	2/4
Darkland Orcs	222	4.0	12	7	10	4	26	12	1	10	-1/0	0/0
Darkland Elf	223	3.0	9	15	9	10	30	15	1	15	0/1	4/-3
Dar. Dwarf	224	3.0	14	7	14	1	26	15	3	20	-1/2	-1/-1
Darkland Dak	225	3.0	8	12	8	5	22F	8	1	0	-1/1	-1/-1
D. Maratasen	226	3.0	16	8	8	8	30	16	2	15	-1/1	-1/-1
Dar. Saurian	227	1.5	20	8	14	4	26	22	3	25	-1/-1	-2/-2
Troll	228	3.0	22	6	22	5	28	32	4	25	-2/2	-2/-1
Large Husks	229	0.0	27	6	6	1	32	38	1	0	1/1	-3/-3
D. Half Breed	230	3.0	12	10	10	6	28	15	1	0	1/1	1/1
D. Bearack	233	3.0	22	5	8	2	34	30	3	25	3/1	0/-2
Dar. Wolfin	238	3.5	15	10	12	4	32	18	2	25	2/-1	-1/-1
Dar. Spawn	240	3.5	14	7	14	1	32	15	4	25	2/-2	2/-2
Human Nom.	241	5.0	10	12	8	8	30	12	2	0	1/1	3/3
Orc Marauder	242	3.5	14	8	14	4	28	10	1	0	1/1	0/0
Wander. Elf	243	1.5	10	17	10	15	35	16	2	0	2/2	5/-1
Lost Dwarf	244	1.5	14	9	17	6	26	16	4	20	2/2	0/0
Free Dak	245	2.5	8	15	8	8	32F	10	1	0	1/1	0/0
F. Maratasen	246	4.0	17	10	10	8	32	18	2	10	1/-1	0/0
Half Breed N.	250	1.5	12	15	10	12	32	15	1	0	1/1	3/0
Bearack Ro.	253	3.0	22	5	9	4	36	30	2	15	3/1	-1/-2
Halfling Nom.	255	1.5	7	18	8	5	26	6	1	0	2/2	1/1
Wolfin	258	4.0	14	9	14	6	32	16	2	15	0/-1	1/0

Sizes: all are medium except:

Orcs/Daks/Dwarves are small

Trolls/Bearack/Large Husks are Large

Other stats of note:

All Darkland have +25 in Winternight

All Twilight Folk race 201 to 220 have -25 in Winternight

Orc 202/Dak 205 morale 90

Dwarves 204, 224 minus 25 when mounted

Daks 205, 225, 245 all can Fly

Maratsen 206, 226 morale 105, +10 charge

Maratsen 246, morale 110, +1-0 charge, +15 mounted

Saurians have Special attack of 6, Saurian 227 have charge of +25

Bearacks 213, 233, 253 have +25 charge, minus 25 mounted

Wolfen has +15 charge

Darkland Humans 221 +10 charge, morale 95

Module Locations Overview:

Force ID#	Force Name	Province	Owner ID	Race of Main Population	Pop Race Numbers
1000	Whitehall	40 / 44	1000	Human Outcasts	#201
1001	North Beach	46 / 7	1001	Elven Outcast	#203
1002	City of Whales	26 / 67	1002	Human Outcasts	#201
1003	Albany	52 / 18	1003	Half Breed	#210
1004	City of Orcland	43 / 25	1004	Grey Elf	#216
1005	Sandy Cove	44 / 35	1005	Half Breed	#210
1006	Lakeside	48 / 52	1006	City Dak	#205
1007	Gwenbrook	45 / 58	1007	Human Outcasts	#201
1008	Napoton	39 / 68	1008	Dwarvin Outcast	#204
1009	Andorton	29 / 76	1009	Dwarvin Outcast	#204
1010	Thesorockli	46 / 79	1010	Dwarvin Outcast	#204
1011	Preyppertorc	46 / 67	1011	City Orc	#202
1012	Rostorc	55 / 72	1012	City Orc	#202
1013	Greston	61 / 7	1013	Grey Elf	#216
1014	Diaton	52 / 33	1014	Grey Elf	#216
1015	Warlocks' Barrier	54 / 10	1015	Elven Outcast	#203
1016	Wolfon	67 / 15	1016	Wolfin	#258
1017	Green Point	74 / 10	1017	City Wolfin	#218
1018	The Howling	89 / 13	1018	Wolfin	#258
1019	Claw Lake Pack	69 / 29	1019	Wolfin	#258
1020	Red Wolf Pack	79 / 30	1020	Wolfin	#258
1021	Transha's	68 / 39	1021	City Maratasen	#206
1022	Taseguard	86 / 31	1022	Forest Maratasen	#246
1023	Westgate	67 / 51	1023	Forest Maratasen	#246
1024	Serpentine's Wash	87 / 56	1024	Forest Maratasen	#246
1025	Larzin Pride Camp	94 / 55	1025	Forest Maratasen	#246
1026	Bronze Pride Camp	75 / 60	1026	Forest Maratasen	#246
1027	Bearzackborne	62 / 64	1027	Bearack Roaman	#253
1028	Silver Ridge	80 / 78	1028	Bearack Roaman	#253
1029	Clawzac Castleton	91 / 69	1029	Bearack Roaman	#253
1030	Diamondback Clan	80 / 66	1030	Bearack Roaman	#253
1031	Blackpool	111 / 11	1031	Darkland Humans	#221
1032	Scorz Mar	122 / 22	1032	Darkland Orc	#222
1033	Visage Marsh	111 / 33	1033	Darkland Elf	#223
1034	Hellsgate	130 / 44	1034	Darkland Dwarf	#224
1035	Australia	107 / 55	1035	Darkland Humans	#221, #229
1036	City of the Eye	128 / 66	1036	Darkland Maratasen	#226
1037	Hammerfall	107 / 77	1037	Darkland Troll	#228
1038	Blackstone	106 / 66	1038	Darkland Bearack	#233
1039	Grrazz	129 / 9	1039	Darkland Half Breed	#230
1040	Koros Plank	101 / 7	1040	Darkland Spawn	#240, #229
1041	Pillars of Orctonious	101 / 28	1041	Darkland Orc	#222, #229
1042	Katon	118 / 51	1042	Darkland Maratasen	#226, 238, #229
1043	Evillen Marshton	122 / 75	1043	Darkland Spawn	#240, #230
1044	Netherkilnorg Citadel	115 / 61	1044	Darkland Humans	#221, #233
1045	Outpost Keep	101 / 39	1045	Darkland Troll	#228, #229
1066	Barrier Street	??/??	1066	???	??
1067	Polio Grounds Ruins	??/??	1067	???	??
1068	The Boat House	??/??	1068	???	??

Magie

Whitehall
 Northbeach
 Thesorockli
 Preyppertorc
 Greston
 Warlock' Barrier
 Wolfon
 The Howling
 Bearzacborne
 Silver Ridge
 Blackpool
 Szarc Mar
 Astralia
 City of the Eye
 Blackstone
 Grrazz
 Katon
 Netherkilnborg

Assassins

City of Whales
 City of Orcland
 Preyppertorc
 Diaton
 The Howling
 Transha's
 Tasenguard
 City of the Eye
 Blackstone
 Koros Plank

Thieves

Whitehall
 City of Orcland
 Napoton
 Andorton
 Preyppertorc
 Rostorc
 Wolfon
 Transha's
 Westgate
 Visage Marsh

Merchant

Northbeach
 Napoton
 Preyppertorc
 Diaton
 The Howling
 Transha's
 Westgate
 Bearzacborne
 Clawzac Castleton
 Blackpool
 Astralia
 Grrazz
 Katon

Rangers

Northbeach
 Gwenbrook
 Greston
 Warlock' Barrier
 Wolfon
 Green Point
 Transha's
 Tasenguard
 Serpentine's Wash
 Szarc Mar
 Hellsgate
 Hammerfall
 Koros Plank
 Pillar of Orctonious
 Evillen Marshton
 Outpost Keep

Knights

Whitehall
 Northbeach
 City of Orcland
 Napoton
 Thesorockli
 Warlock' Barrier
 The Howling
 Transha's
 Tasenguard
 Westgate
 Clawzac Castleton
 Blackpool
 Hellsgate
 Hammerfall
 Grrazz
 Pillar of Orctonious
 Netherkilnborg

Bard

Lakeside
 Rostorc
 Transha's
 Silver Ridge
 Hammerfall
 Katon

Alchemist

Northbeach
 Andorton
 Preyppertorc
 Green Point
 Westgate
 Serpentine's Wash
 Bearzacborne
 Visage Marsh
 Evillen Marshton

Inns

Whitehall
 Northbeach
 Albany
 Sandy Cove
 Lakeside
 Gwenbrook
 Andorton
 Preyppertorc
 Rostorc
 Wolfton
 Green Point
 The Howling
 Transha's
 Tasenguard
 Westgate
 Serpentine's Wash
 Bearzacborne
 Silver Ridge
 Clawzac Castleton
 Szarc Mar
 Hellsgate
 City of the Eye
 Blackstone
 Pillar of Orctonious
 Netherkilnborg
 Outpost Keep

Tourney/Fair

Sandy Cove
 Warlock' Barrier
 Green Point
 Transha's
 Serpentine's Wash
 Silver Ridge
 City of the Eye
 Blackstone

Church #1

Whitehall
 Northbeach
 Albany
 Warlock' Barrier

Church #2

Whitehall
 Albany
 Sandy Cove
 Andorton
 Diaton
 Transha's

Church #3

Albany
 Wolfton
 Green Point
 The Howling
 Transha's
 Tasenguard
 Westgate
 Clawzac Castleton

Church #4

City of Orcland
 Preyppertorc
 Szarc Mar
 Visage Marsh
 Hellsgate
 Astralia
 Hammerfall
 Koros Plank
 Katon
 Evillen Marshton

Church #5

City of Whales
 Albany
 Lakeside
 Gwenbrook
 Thesorockli
 Diaton

Church #6

???

Markets

City of Whales
 Napoton
 Preyppertorc
 Greston
 Diaton
 Green Point
 Westgate
 Bearzacborne
 Blackpool
 City of the Eye
 Hammerfall
 Grrazz
 Netherkilnborg

