



The Player's Handbook: A Guide to the Realms of Annakolia

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Chapter 1

Introduction

Requirements

Logging unto the Server

Welcome to Annakolia. From the reaches of the Bain Mountains to the town of Annakolia, to the Bog Drop Marsh and the Nine Circles of Hell adventurers find a rich, beautiful, and humorous PW to explore. Relax while fishing, swimming, picnicking near Annakol. Explore the dungeons beneath Sidonia's Castle or indulge your creativity designing unique armor and clothing. Who knows what might happen?

IP: 68.75.99.161

Game Spy: Roleplay

Server Name: Annakolia CEP

Module Name: Annakolia CEP

Requires: NWN, SoU, [HotU 1.66](#), and [CEP 1.52](#)

PLEASE NO Over Rides Haks other than HEADs!

PLEASE REMOVE the head overrides once you have made your character to play.

Player Policies

We welcome new gamers and experienced gamers. Role-playing in games involves developing a character's background and motivations. With the character in mind, the player then responds in-character to the game environment and other player's characters. There are no winners or losers. The goal of the game is to have fun.

Gaming style is a personal matter. We recognize there exist different styles of gaming. It is not our purpose to deem one style better than another. With that said, Annakolia is a role-playing server. This is the preference of the hosts, DMs, and designers of the server.

There are ample opportunities for battle in Annakolia, so if you want to solo and fight, feel free to do so. Be forewarned however the server is balanced to encourage role-play. Soloing in Hell is not recommended.

Although playing on Annakolia does not require an application at this time, we encourage players to develop their characters by writing [Character Profiles](#). Further development of characters can be achieved through writing and posting [Character Journals](#). DMs are happy to help players in developing characters. Private message charissa1066 with your character proposals and questions. Requests for special characters should be sent to charissa1066 as well.

Our DMs recommend Gruush's [The Role-Player's Guide to Multiplayer Neverwinter Nights](#). This downloaded booklet contains a wealth of information for both the beginner and experienced role-player.

Some Definitions

Powergaming: Gaming with an emphasis on developing powerful characters to the exclusion of character development, motivation, and personality.

Pking: Repeated killing of a player character.

Griefing: Repeated threats, bullying, and attacks of a character with the intent to torment a player.

Muling: A single player transferring items from one of their own characters to another of their characters.

Twinking: This refers to higher-level characters giving lower-level characters gifts that are beyond the lower-level character's realm of experience. This tends to unbalance game play.

In-character (IC): Dialogue, actions, or reactions that are within a game character's personality, skills, knowledge, and worldview.

Out-of-character (OOC or ooc): Dialogue, actions, or reactions that are not within a game character's personality, skills, knowledge, or worldview.

Notice: DMs are empowered to take whatever action is necessary to curtail rule infractions, including, but not limited to the following:

- Stripping all gear and inventory

- Reducing levels

- Banning from server

Server Rules

1. Although there are areas for powerful characters, powergaming is not consistent with philosophy of this role-playing server. Powergaming is not acceptable.
2. Pking and/or Griefing are prohibited.
3. Muling and/or Twinking are not allowed. This is not to say a character cannot give a gift to another player's character. There must be a good IC reason for the gift, and the gift should be of an appropriate level for the recipient. If you're not sure, consult a DM.
4. Bad-mouthing or arguing with a DM is unacceptable. Annakolia's DMs are open to suggestions and discussion at the appropriate time.
5. Special character types (brownies, goblins, wemics, etc.) are subject to DM

approval via pre-application. Vampires player characters are not allowed in Annakolia.

6. No hostile actions against NPC's without a DM in attendance as this will cause faction problems for your character and any other party members. There are some areas where hunting is allowed. When in doubt err on the side of caution or ask a DM.

7. To protect our younger players, cybersex or explicit sexual behavior is prohibited on Annakolia. This does not preclude characters having relationships or getting married. Public displays of affection are acceptable, however any sexual activity that most people would customarily practice in private is considered to be behind closed doors and not to actually be role-played. Just for the record, Neverwinter Nights is sold with ESRB Teen rating, as such Annakolia falls under the guidelines of that rating.

ESRB definition of Teen: Titles rated T - Teen have content that may be suitable for persons ages 13 and older. May contain violent content, mild or strong language, and/or suggestive themes. [ESRB](#)

Game Etiquette

1. Treat other players and DMs with respect
2. Avoid vulgar language OOC or IC. If you need a colorful explicative try making one up.
3. Shout is reserved for DMs and Server Announcements.
4. Players are free to use [Party] Talk if they desire, unless instructed to do otherwise by a DM.
5. Keep out of character talk to a minimum. Use Tells, preface it with OOC, ooc, or enclose it in ((double parenthesis)).
6. Experienced Annakolians please welcome and assist new players.
7. Be patient. DM(s) are busy people. Players may not be facile with game mechanics, typing, or the English language.
8. When a DM is visible all dialogue is considered OOC until the DM disappears.

Annakolia offers several forms of DMd gaming:

Inpromptu mini-scenarios: Unscheduled drop-in sessions.

Open-sessions: For all players within level limitations set by the DM(s)

Closed Campaigns: Usually run weekly. Invitational/application only.

If you find a large group of players partied, they may be in campaign or a full game session. Please don't take it personally if you are not invited into the party.

Annakolia CEP is an override free server. Overrides conflict with NWN and the CEP. They create lag that can last for awhile even after a player with them has logged off.

Override hacks notorious for problems include:

All forms of the animation hak

PRC

There are others. If you have questions Barry, or another of our friendly DMs. We're happy to help you.

Please remove any overrides before logging onto Annakolia. Players may use the CEP head override to create a character, but after you've created the character please log off and remove it.

Other sources for lag can be players logging on who are infected with spyware or viruses.

Please run an antivirus and anti-spyware check on your computer before logging on.

Some firewall configurations cause lag. Also, running other programs and downloading files in the background while playing NWN causes lag. Please avoid download files or running other programs while playing on Annakolia.

Thank you for helping us run a lag-free server, so everyone can play and have fun.

If you have questions PM Barry.

PvP Combat

Player Character Background

The 'Realms of Annakolia' is (as I'm sure you read) a 'Role Play' server persistent world.

As such the 'game world' has a rich and vibrant life of its own, and a history of its past and 'Player Characters' (PC's) are 'born' in to this world at second level; from where their lives within Annakolia begin to develop.

But what does this mean for a 'starting PC'?

The major impact is, put simply, that complex backgrounds that start well in to a characters 'career' are very hard to support based upon a low level start.

This is the 'crux' of Role Play on this server - the playing from 'ground zero' the 'life' of your PC.

In order to 'mesh' with Annakolia a few simple guidelines should be considered when developing a PC.

1) A 'low level' starting character will NOT have a great deal of expertise and, as such, the

character should not have an extensive history that could only have been gained at a more experienced (higher) level.

2) The background of the character should NOT be 'world building', by which I mean that the 'heritage' of the PC should not 'force' notable people, places or events in to the game world. To be a 'princess' requires a 'king' - and a 'kingdom' and ! Such 'world building/world changing' characters should be submitted for prior approval.

3) Starting characters should be drawn from the world of Annakolia and be drawn from the common 'racial stock' of the game world. While characters with an 'element' of dragon blood (sorcerors), or perhaps with an elven taint would not be out of the ordinary those of mixed race (other than half-elven and half-orc) should be submitted for prior approval. [Note: half-elven or half-orc PC's are also half-human].

4) While 'special characters' are welcome upon Annakolia (indeed we do run a number of 'custom races including brownie and wemic among them) 'random' instances of 'lizard kings from the flying city of Taj' do present difficulties in open roleplay and to the 'reality' of the world; again such individuals should be submitted for prior approval.

5) Characters (most importantly) should be designed for you to interact with the world, other players and to have fun.

Please note, nothing on Annakolia is 'set in stone', and these guidelines are just that - guidelines; our main thoughts on approving a character are concerned with the sustained role play potential within that PC and, above all, respects that a mighty persona takes time to nurture and grow.

Often the most 'rewarding' characters come from the humblest of beginnings.

Player Character Creation

Character creation is probably the most important decision to be made when first starting out. The following guidelines and suggestions will allow a character to better adapt to the Realms of Annakolia. Players with characters wildly at odds with RoA guidelines may be asked to moderate their creations.

Naming Your Character

Name your character in a way that fits a fantasy setting. Please avoid using special characters or numbers, all caps, and obscene or suggestive language. Names of actual persons or characters from books and movies are also discouraged.

Classes/Multiclassing/Min-maxing

RoA supports all class/PrC's from within NWN, SoU and HotU. If you choose to multiclass a character the additional classes should be selected with due regard and consideration to the character background and experience. Classes taken solely for the

reason of gaining class skills, with no role-playing purpose (e.g. taking one class of ranger to gain benefit of their dual wielding) is strongly discouraged as is the practice of 'min-maxing' stats to similar advantage. If you choose to multiclass, there should be an in character reason for it, for example a fighter might take a level of rogue after indoctrination in to the Thieves Guild.

All multiclassing should occur with good 'IC' reasoning.

Selection of Deity

Where appropriate to the character (in particular for Clerics, Druids and Paladins) players should complete the deity field during character generation. The choice of Deity should be in keeping with the character background and selected from the [RoA Pantheon](#). Those of a 'druidic' persuasion may find [Druidic Lore](#) of particular interest.

Subraces

For role-playing purposes, you may choose to play any sub-race from one of the races found on RoA, however we do not support all of the races found in Forgotten Realms. Please Note: 'Half-Elf' and 'Half-Orc' are the only 'mixed races' supported by RoA without Server Approval; both these 'races' are also 'Half-human'. This means players wishing to create drow, tieflings or half-dragons/half-demons or any characters with horns or unusual hair/skin colour, and/or an obscure mix of races should submit a request to one of the DM/PA's before doing so.

Description Field

Take advantage of the description field to create a physical impression. Your character description should detail that which another character would see notice and should avoid historical details a casual observer could not know.

Your detailed description should not conflict with your character's actual ability scores and skills, e.g. "this handsome halfling regards you with a winning smile" doesn't well describe a person with a charisma of 10 and no persuade skills, or even one of charisma of 12. That would better describe someone with a charisma of 16 or higher and several ranks of persuade skill.

Your description will also be more effective if it is relatively short. Lengthy background information is better left to the character journal on the forums or disclosed, personally, during play.

Character Background

Try to avoid role-play cliché, for example, being the last of a royal bloodline or having parents that are god-like/dragons/monsters etc. Try to come up with a character background that fits in with the RoA setting and established history; it is important to bear in mind that characters begin life in RoA at second level and that, as such, a legacy of mass murder, mayhem and dragon slaying is an unlikely starting point and one which many that you meet may well not believe.

Most adventurers arise from lowly backgrounds, striving to better their wretched, dreary lives; the more you integrate your character into the world, the more real the world about you will feel, and the more tangible your character to others. A good place to start are the [Annakolian Communities](#) pages and looking over the [Character Journal](#) sections.

Chapter 2

The Pantheon of the Gods

Deities for Annakolia

There are some hidden deities that are not worshiped openly. A deity may have more than one name depending on the geographical location.

Lawful Good

Bentharr, The Benevolent

Worshippers' Alignment: All good alignment

Eirene, the Goddess of Peace

Worshippers' Alignments: Any non-evil

Garl Glittergold (Gnomes)

Worshippers' Alignments: Any non-evil

Ilmatar, Goddess of Mothers and Healing

Worshippers' Alignment: LG, NG, LN

Moradin (dwarves), Soul Forger

Worshippers' Alignment: LG, NG, LN

Osiris, God of Nature and the Dead

Worshippers' Alignment: LG, NG, LN

Tyr, the Sky God, the Just

Worshippers' Alignment: LG, NG, LN

Yondalla (halflings) Provider, Protector, Nurturing Matriarch

Worshippers' Alignment: Any non-evil

Chaotic Good

Angharradh (Elven), The Triune Goddess, the One and the Three, the Union of the Three

Worshippers' Alignment: LG, NG, CG, LN, N, CN

Aphrodite/Diana, Goddess of Love, Beauty, and Passion

Worshippers' Alignment: Any chaotic being

Corellon Larethian (Elven), Creator of the Elves, the Protector, First of the Seldarine, Protector and Preserver of Life, Ruler of All Elves

Worshippers' Alignment: LG, NG, CG, LN, N, CN

Deep Sashelas (Elven), Lord of the Undersea, the Dolphin Prince, the Knowledgeable One, Sailor's Friend

Worshippers' Alignment: LG, NG, CG, LN, N, CN

Eilistraee (Drow), the Dark Maiden, Lady of the Dance, Lady Silverhair

Worshippers: Good aligned drow, hunters, surface-dwelling elves

Worshippers' Alignment: LG, NG, CG

Saint Marcus (Halfling), God of Food & Indulgence
Worshippers' Alignment: All non-evil alignments
Zeus, God of the Air
Worshippers' Alignment: All good alignments

Chaotic Neutral

Dionysus/Bacchus, God of Wine
Worshippers' Alignment: CG, CN, CE
Finnavar (brownie/fey), "king of the fairies"
Worshippers' Alignment: CN, N, NG, CG
Pan, God of Nature and Wild Passion
Worshippers' Alignment: CN, N, CE
Poseidon, god of seas, oceans, streams, and earthquakes
Worshippers' Alignment: CN, N
Triton, sea-god son of Poseidon
Worshippers' Alignment: CN, N, CE

Neutral Good

Daoine Sidhe (brownie/fey) Wife to the 'Fairy King' Finnavar and goddess of Forests and Nature
Worshippers' Alignment: Any non-evil alignment
Mielikki, Our Lady of the Forest
Worshippers' Alignment: Any non-evil
Mystra, Mother of Mysteries
Worshippers' Alignment: NG, LN
Ra, The Sun God
Worshippers' Alignment: Any non-evil

Neutral

Bes, Dwarf God of Luck
Worshippers' Alignment: All beings desirous of luck
Ethellon (brownies/fey), God of change
Worshippers' Alignment: Any non-evil alignment
Hera, Goddess of Marriage and Intrigue
Worshippers' Alignment: Any non-evil
Ishtar, Goddess of Love and War
Worshippers' Alignments: All
Ki, Earth Goddess
Worshippers Alignment: N
Leander, (Wemic) God of the Hunt
Worshippers' Alignment: Any alignment
Oghma, the Binder, Patron of all Bards (god of knowledge)
Worshippers Alignment: N
Silvanus, The Green Man
Worshippers Alignment: NG, N

Neutral Evil

Aisha, Mistress of Night, Gatherer of Souls

Worshippers Alignment: Any evil and neutral alignments

Hades, God of the Underworld

Worshippers' Alignment: LN, N, NE, CE, LE

Mask, Lord of the Shadows, Shadowlord, Master of Intrigue

Worshippers Alignment: NG, CG, LN, N, CN, LE, NE, CE

Chaotic Evil

Loki, God of Mischief, Strife, and Fire

Worshippers' Alignment: CE, N

Loth, Demon Queen of Spiders

Worshippers' Alignment: CE, CN, NE

Worshippers: Drow and depraved elves, sentient spiders

Talos, the Destroyer, the Raging One

Worshippers Alignment: LN, N, CN, LE, NE, CE

Lawful Evil

Doloran, God of Pain and Suffering

Worshippers' Alignment: Any evil alignment

Kebunam (pronounced: Keé-boo-nam), The Executioner

Worshippers' Alignment: Any evil alignments

Hecate, Goddess of Evil Magic

Worshippers' Alignment: Any evil alignments

Set, God of the Night

Worshippers Alignment: Any evil alignments

Other Non-humans

In general, kobolds, orcs, ogres, giants, and their like tend toward animism. They believe that all things, animate or inanimate, have a soul with spiritual and physical power. The souls of slain creatures and beings join with and increase the power of the killer. Scattered groups of these non-human creatures worship arch-devils, lesser devils, and demons such as Asmodeus, Baalzebub, and Barbed. An even smaller number of these creatures follow one of the evil, neutral, and good deities listed above. For example, the peaceful half-orc Utarg Tribe of the Hidden Forest worships Mielikki.

Chapter 3

The Known World

These are but a few of the communities and regions of Annakolia:

The City of Annakol

The city and surrounding countryside is part of a barony ruled over by Baron Talanque.

He attained his position by birthright. Agriculture, weapon making, and fashion design are the principal industries.

Cloister of the Esterbury Elves

A community dedicated to research in all arts, including visual arts, magic, bardic and martial arts, the Esterbury elves maintain an extensive library and offer retreats for a select few. The cloister is a closed community that depends on the nearby town of Riverbend for food and laborers. In exchange, for Riverbend's support the Esterbury Elves provide protection.

Dark Forest of Deadwood

Dark Forest is anything but dead, except in the vicinity of Fingar. Deadwood is an appellation applied to the forest by the inhabitants of Fingar. North of the harvested regions the forest becomes thick and beautiful. The elves there call the forest by another name, a name known only to them.

Durin

King Krago of the Mountains rules the dwarven city of Durin. The dwarves pride themselves in armor construction, metalwork, and jewelry making.

Elomtemnen

The wizard Shorembo guides Elomtemnen. Old beyond reckoning, the beginnings of Elomtemnen go back to ages long forgotten by men and distant memory to the elves. Some say Shorembo founded the city. Others dispute this. They argue, how old could the wizard be? Many elven artisans and craftsmen dwell here. Yet, as with many elven communities, it is unclear what means of support these people have.

Fingar

Predominantly a human community, Fingar is a commonwealth run by a nine-member council, elected by from the ranks of its adult citizens. Citizenship is by birthright or by a long application process. Not unlike real life, Fingar's history is riddled with revelations of government corruption followed by periods of reform. Glass making, pottery, woodworking and lumber processing have made the merchants of Fingar wealthy and powerful. Unfortunately, Fingar's proximity to ogre and giant infested mountains makes it susceptible to frequent attacks. The lumber industry puts the people of Fingar at odds with the tree-dwelling elves living north of the town. Elves tend to stay away from Fingar.

Hidden Forest

Hidden Forest is the home of the peaceable Utarg Tribe of orcish-human descent. Rediscovered some generations back by Liam Renard, these nomadic people tend herds of semi-domesticated buffalo. The women weave rugs and cloth of exceptional beauty. With the advent of trade between the Tribe and outsiders, a select group of humans developed into the Utarg Guardians. The Guardians are sworn to protect the tribe and pass their vows on to their children. Renard wrote about his stay with the Tribe in *Whispered Threads – A Sojourn with the Utarg Tribe of Hidden Forest*.

Lathine

A dwarven mining community, Lathine boasts a labyrinth of mines and caves. The council of dwarves governs Lathine. Life is good for those who live within the walled city and the caves. The surrounding mountains are full of giants thus making travel hazardous at best.

Port City

A major port for the northern region, Port City is also the seat of power for the loosely held Kingdom of Annakolia. King Tarrach Alfson and Queen Fina ingen Aeda maintain a home in the Castle District. Before they ascended to the throne Tarrach and Fina fought side-by-side in the last Great War against the giants. Fina's father, King Cariadoc died on the field of battle. On his deathbed he passed rule of the Kingdom to Fina and Tarrach, thus passing over Fina's older brother, Prince Emrys. The Prince lives incognito, under self-imposed exile. Most recently he was spotted in Zenois Tower. Authorities in the Royal Guard are constantly on watch for the Prince's repeated plots to overthrow Fina and Tarrach.

The Pride

The wemics of the Pride hunt the herds of buffalo and antelope that roam the savannah northeast of the Lowland Farmlands. The Pride's range extends into the Uncharted Regions, but stops short of the Desolated Heath. Once per year on Summer Solstice, the Pride meets for a Rowel, where every wemic, male or female, may speak regardless of status in the Pride. Non-wemics who have heard the Rowel say that the sound of all those wemics talking, shouting, and bellowing, like the roaring of lions, strikes fear in one's heart.

The Uncharted Regions

East, toward the south sea, only the areas along the Galandar River and the coastline are well mapped. Little is known of the topography and creatures living beyond one-day's journey from the coast or river. The rocky terrain becomes so inhospitable and water so scarce that most travelers either turn back or die. The few who return tell of a barren and desolated heath where scant vegetation lives. Travelers report incomprehensible visions that dog their waking hours and prevent sleep. Eerie voices whisper nonsense in their ears. Legend tells that the gods and mortals fought a great battle there eons ago.

Zenoris Tower

The tiny barony of Zenoris Tower lies west and across the river from Port City. The Baroness Margarete Zonoris rules by birthright. The only surviving progeny of her family, Her Excellency is both beautiful and available. She detests Prince Emrys who frequently seeks her hand in marriage. The sewers of the keep are reputed to be haunted.

Gnomar

This island, populated almost entirely by gnomes, can be reached via ship from Tharbad, Arkham, and Halfling Heaven Village. Ruled by King Gloibo and Queen Maysis, the kingdom boasts a golem factory, farmlands and unusual forests. A trade route between

Tharbad and Gnomar exists requiring Oxen transport. Certain other surprises make Gnomar an interesting place to visit and explore.

Roseberry Isle
by Halfling Heaven

Barrydale

Renamed Barrydale by the current Baron Barry, this generously sized town boasts some beautiful scenery and is the home of three schools of interest to bards. Hailed as the City of Music, Barrydale is in fact merely a town and Barony. Three temples exist in Barrydale and are dedicated to Oghma, Mielikki and Diana.

Dahke

A village of halflings on the stormy north coast of Roseberry Isle, almost constantly overshadowed by torrential rain and vicious lightning, this village is small and unremarkable. However, the halflings (or dahklings) are remarkably untrustworthy. In this village, residents do not lock their doors simply because, if they did, the lock would be picked within minutes. The local temple is dedicated to Loki, God of Mischief.

Fishers Point

A fishing community on the southwest point of Roseberry Isle, Fishers Point comprises mainly of warehouses, barns and storage, although a small community has established there. It is rumored that smugglers and pirates originally founded Fishers Point, but that was many centuries ago and not a fair representation of the lawful and hardworking population of nowadays.

Fountain City

Home of Baroness Zoe, Fountain City is trying to be picturesque but somehow falls short. Situated in the Northeast, it is a sunny city but has a chill dampness in the wind. The city is a popular place for commerce and an extremely lawful place. However, despite its generally wealthy population, there are a growing number of homeless. These people are evicted from the city and have started to make a slum camp outside the city walls, much to the annoyance of the Baroness and her city guards.

The Burning Sands

The fools. They opened the gates without thought to what would happen. Some might say that they paid for their decision with their lives, but so many more died. Innocent people. Now the sky rains fire, as if the essence of the sun is being drawn toward the gates. Then there is the heat from the gates themselves. I think those that died may have escaped whatever is to come.

What did they hope to achieve? Sometimes, gates and doors are not meant to be opened.

Griever

By Flamecrow

On the West Coast of the continent, Griever holds no direct relationships to any other city. However there are trade relationships with the Last Inn. A peculiar being, referred to, as 'the Templar' seems to be the one who leads the city. Griever is famous for its many lifelike dragon statues and feared for its citadel, which lowers deep into the ground and is home all sorts of evil.

Law and Punishment in Griever is strict, but fair. A trial is held for every suspect and if the majority of the people find the suspect to be guilty punishment will be acted out on him.

Griever can be reached by ship; it lies up the hill to the west of the harbor.

Chapter 4

Groups and Guilds

Chapter 5

Tavern Tales and Recipes

Chapter 6

Kormai's Spellmastery System

Annakolia features Kormai's Spellmastery System.

Spellcasters gain power and duration in their spells with practice. For example, Magic Missile at 50% Mastery delivers 1-4 (+1); at 100% delivers 1-4 (+2) damage. Duration spells last longer.

Casters may practice spellcasting on some place-ables, such as signs.

The closer a character gets to 100% mastery the harder it becomes to learn. This system is similar to the PnP learned skill system in Runequest. Mastery is calculated after each successful spell casting. Each spell has its own mastery level. In other words, a spellcaster can have 10% mastery in casting Magic Missile and have 50% mastery in casting Light, only because the spellcaster has successfully cast Light more times than Magic Missile.

Kormai's Spellmastery Algorithm

Current Spell Mastery (CSM) x 10 = Learning Target

Mastery Roll = random number between 0 and 999

If a player rolls under their CSM the character successfully learns and gains mastery. Here's an example, Bart the Wizard has been adventuring in the Bain Mountains and Dark Forest. He cast Protection from Elements on himself, his familiar, and his friends many, many times and has gained 75% mastery in the spell. His Learning Target is $75 \times 10 = 750$. When he successfully casts the spell, Bart must roll over 750 on a D1000 to learn. In other words, Bart has only a 25 % chance of learning each time he casts Protection from Elements.

Chapter 7

Druidic Lore

Druid Groves serve as a source of life-giving power for druids and rangers. They also protect certain areas of land, although the reach of the groves is not known.

Guardians are immortal beings that give their lives to the keeping and protection of the groves. Each grove is tied to the Web of Life which, in turn, gives strength to all the lands. While the Guardians have broad life-giving powers, they also have an affinity for a particular element. Certain elements act in accordance with each other and create a resonance across the Web, adding even more strength. In this way, the Grove Guardians may speak of their "opposite" Grove and Guardian. They will have a tie stronger to that opposite than other elements in the Web.

The elements with their opposites are Fire & Water, Earth & Air, Metal & Wood, and Spirit & Realm. The element of Realm concerns things of a practical nature, the tie to the here-and-now.

Known Groves:

This is a list of known groves. It is by NO means complete.

Annakol Forest Grove

Location: Annakol Forest

Guardian: White Tiger

Element: Water – opposite is Fire of Legendary Grove

Protecting the Annakol Forest, the grove is a lovely place of water and waterfalls.

Legendary Grove

Location: Sands of Alisha Island

Guardian: Half-Dragon Fiend

Element: Fire – opposite is Water of Annakol Forest Grove

A grove of rock and sand, the fires of the desert are protected by this grove.

Butterfly Grove of the Stag

Location: Nif

Guardian: Shaella – a dryad

Element: Spirit – opposite is Realm of Druid Temple Grove

Something extremely precious, as well as the surrounding land, is protected by the grove.

So much so that special spells protect the grove and armed warriors guard the entrance.

Druid Temple Grove

Location: Shadowwood Forest

Guardian: Sylvana Moonglow – a human

Element: Realm - opposite is Spirit of Butterfly Grove of the Stag

Inside the temple, lies a grove of stone, water, and wood. It protects the surrounding forest and serves as a gathering place for all druids to come together to study and learn.

For those who can find it, there is said to be a portal to the Bridge of Everlasting Life.

Elomen Forest Grove

Location: Elomen Forest

Guardian: Nawiewien Tir'ain – a winged elf

Element: Fire – opposite is Water of Rainbow Grove

The forest grove protects parts of Elomen Forest and stands at the entrance to

Elomtemnen, the elven city.

Rainbow Grove

Location: Golden Forest Esterbury

Guardian: Pol – a polar bear

Element: Water – opposite is Fire of Elomen Forest Grove

Rainbow Grove is a hidden grove. Only the Elves of Esterbury and certain adventurers know of its existence. Any knowledge of Rainbow Grove should be treated as OOC.

Trillium Grove

Location: North Road in the Golden Forest

Guardian: She-Wolf – a white wolf

Element: Earth – opposite is Air of Manuxet Grove
She-Wolf protects the brownies of the She-Wolf Clan. Her howls hold the surrounding lands and keep the area safe for travelers until they pass north of the Prancing Pony's Half-Moon Inn.

Manuxet Grove

Location: Manuxet Bluffs

Guardian: Eagle

Element: Air – opposite is Earth of Trillium Grove

Under mysterious attack, the grove uses all its strength to just stay alive. Thus, the surrounding forests are dark and the wolves run mad.

Bamboo Grove

Location: Eastland Mountains

Guardian: Great Panda

Element: Metal – opposite is Wood of Broken Tree Grove

A quiet and unobtrusive grove, it protects the mountains and all its treasures. Large bamboo stalks reach up to the sky where pandas can be found wandering the grove.

Broken Tree Grove

Location: Dark Forest

Guardian: Broken Tree – a dryad

Element: Wood – opposite is Metal of Bamboo Grove

A rainbow of light shows the strength of this grove, along with the flowers and trees that are always in bloom. On the north edge of the grove lies the tree entrance to Broken Tree Inn.

Dark Forest Grove

Location: Dark Forest

Guardian: Treant

Element: Spirit – opposite is Realm of Fletcher Wood Grove

A hidden grove, it protects the western areas of the Dark Forest. The Treant was most protective of his people, the Dire-Wolf Clan of brownies, until humans, wishing to log the forest, massacred them.

Fletcher Wood Grove

Location: Halfling Heaven on Alisha Island

Guardian: Red Panda / Keeper: Mrs. Fletcher

Element: Realm – opposite is Spirit of Dark Forest Grove

The grove protects the practical-minded residents of Halfling Heaven. The Guardian is solitary and shy; much of the interaction with the grove is handled by the Fletcher Family.

Ancient Grove of the West

Location: Great East Road

Guardian: Vegepygmy

Element: Wood – opposite is Metal of Grove of the Ice Queen

An almost forgotten grove, it protects the Great East Road areas. The origins of the Guardian are all but lost and some say that the grove has only recently awoken after a millennium of slumber.

Grove of the Ice Queen

Location: Bane Mountains

Guardian: Tinde – an elf

Element: Metal – opposite is Wood of Ancient Grove of the West

The snow-covered grove is striking with red ferns and green shamrocks. The grove protects the Bane Mountains.

Drow Grove ‘Shroom Grove

Location: The Depths

Guardian: Myconid King

Element: Earth – opposite is Air of Gold Dragon Grove

A neutral grove, it protects the lands below.

Gold Dragon Grove

Location: Alisha Island

Guardian: Dragon

Element: Air – opposite is Earth of Drow Grove of ‘Shrooms

An ancient elven temple and the surrounding forest were once served by this grove. Then a great unknown tragedy occurred so that the grove and the temple were left without life.

Lost or Corrupted Groves:

Some groves have died due to some unknown tragedy or have been corrupted to evil.

Green Grove – corrupted – now known as the Infested Grove

Location: Greenway

Guardian: Spider - deceased

Element: Air – opposite was Earth of Bane Mountain Grove

For a very short time, the grove thrived and protected the Greenway. Then, the rightful Guardian was murdered and the surrounding area fell into darkness.

Bane Mountain Grove – now dead

Location: Bane Mountains

Guardian: Brown Bear – deceased

Element: Earth – opposite was Air of Green Grove

Once tied to the Green Grove, the grove died when its opposite guardian was foully murdered.

Mirkwood Grove – now corrupted

Location: Mirkwood Forest

Guardian: Elf – now held by the Widow Maker

Element: Wood – opposite was Metal of Lathine Grove
The fall of this grove is unknown. It is now held by the Widow Maker, a justly named being.

Lathine Grove – now dead
Location: Lathine Hidden Woods
Guardian: Boar – deceased
Element: Metal – opposite was Wood of Mirkwood Grove
Once tied to Mirkwood Grove, the grove died when its opposite was corrupted.

Chapter 8

Quick Start Guide

Here's a few suggestions for what to do:

Sidonia's Dungeon provides opportunities for new students to gain experience through exploration and combat.

A Gem Mine can be found near the City of Annakol. The gems can be sold to jewelers for gold.

All the fishing holes are fine places to meet others. You can also sell the fish and other items you catch, although some of those items are worth keeping.

Clothing and armor may be customized at the Annakolia Tailors as well as other tailors throughout the realm.

Traveling in parties is recommended.

Annakolia features Kormai's Spellmastery System.

Spellcasters gain power and duration in their spells with practice. For example, Magic Missile at 50% Mastery delivers 1-4 (+1); at 100% delivers 1-4 (+2) damage. Duration spells last longer.

Casters may practice spellcasting on some place-ables, such as signs.

Where can an adventurer unload "stolen goods"? These merchants will buy blackmarket items:

Crazy Maggie, who wanders around Bree. She, also, sells traps.

Barleyman Butterbur, Prancing Pony Tavern, Bree

Filbert Butterbur, Prancing Pony Half-moon Inn, North Road A, near the Shire.

Nara, inside the Prancing Pony, Bree, buys stolen goods, sells traps and trap components.

Iris, inside the Prancing Pony Half-moon Inn, North Road A, buys stolen goods, sells traps, and trap components.

Also, I should add that Poisons can be purchased in a secret location. If your character can use poisons and you wish to buy some, then message a DM to have an IC encounter that will enable you to access the secret trader.

Lastly, new halfling characters can access a restricted village for halflings only. In the Annakol Entry Area, there is a portal labelled 'halfling portal' which will take you to a reclusive community of hobbits. Here you can buy specialised items for halflings, but I recommend you do not try going there for combat purposes until level 5 or 6, as the surrounding areas can be quite troublesome for low level characters.

Sidonia's School for Adventurers', now offers a training area for fledgling adventurers.

It can be found in the the basement of Amberflame Castle.

A fabulous theater facility for thespian types completes the new addition.

Credits

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Many thanks to one and all!