

Dragon lands post-cataclysm

Many thanks to all the players who submitted information for their province. It has made this job far more interesting. Everyone was hit hard during the Cataclysm and with player action at the Gathering it reduced the effect, so above all else, remember it could have been worse.

Rationale

After the Gathering of 1106, a great Cataclysm struck the whole of Erdeja. During this Cataclysm the waters levels in the Heartlands dropped allowing new lands, previously covered by the seas, to appear. This has also caused tremendous changes to the lands of the Dragons, particularly in Cymrija and Caer Danon.

Introduction

This briefing document is intended to be an OOO (out-of-character) resource for the Dragons Faction. There shall be IC (in-character) maps for both Cymrija and Erin in circulation as time goes on. Caer Danon is as yet not mapped fully. Within this document, each pre-cataclysm province of Dragons land is listed, together with its main features such as Ritual Circles, towns, cities, docks, etc. Each feature has a descriptive word that allows you to work out the amount of damaged caused. These are defined as follows;

No damage	As per pre-cataclysm.
Slight Damage	Can be repaired in 6 months, with no IC cost.
Damaged	Can be repaired in 12 months, but it will cost a small amount of IC money.
Heavily damaged	Will take an unspecified amount of time and a heavy amount of IC cost.
Destroyed	Cannot be repaired unless an unspecified amount of time spent and a huge amount of IC money is spent.
Inactive	Only applied to Ritual Circles. See repairs below.

Repairs

In all cases, if a player wishes to repair any damage it must be organised during Time-In and by submitting a Research Request at the Bards Guild. Some repair work may need a player or group of players to spend time during Time-In finding materials and resources to carry out the repairs. This will be fed back to the relevant players via their Research Request. **No other method of repair work will be allowed as this is a No-Downtime system!** Any IC payment should be made to the faction ref, representing the character spending money in their province.

Population

Each province has also a percentage rating of how many of each population were killed during the Cataclysm. These cannot be repaired but will replenish slowly over time.

IC knowledge

Obviously, your characters lived through the Cataclysm and so have some knowledge of what happened. **This is represented by your characters having the information from their home, pre-cataclysm, province only.**

For example, Bert plays Rob the angry farmer. Rob is from the pre-cataclysm province of Dyfed and so therefore only knows what has happened to Dyfed during the Cataclysm. During his first event Bert must act accordingly and roleplay only knowing this information. Rob does not know what has happened in Powys, Gorsenydd, Pryddain or any other province even though Bert, (the player) can read that information in this document.

The reason behind this is that during the Cataclysm it was too dangerous to move around and even for the nobles (i.e, the players) they could not leave their home provinces easily.

The navy is assumed to have remained in their ports as with the changing sea levels it is only in the past month that the ships have safely been able to make longer voyages. Therefore, any naval character can have knowledge of the changes to the coastline (coastline maps available by request) but may not have any detailed knowledge of the amount of damage caused to the coastal provinces.

For example, Mary the Mermaid is a naval character. During the past month she has taken her ship, *The Sloppy Maiden*, out to investigate the coastline. She discovers that Caer Danon has grown and that there is a new chain of islands. Mary knows no other information than that.

Any starting character will only know the information from their home province and no other.

It is hoped by Dragon Plot that players will not see this as a hindrance but rather as an opportunity to interact and roleplay with other members of the faction in order to discover new information.

Dragon Plot March 2007

Cymru

Caer

population – 35%

The Watchers (Ritual Circle) - Inactive

Caer – Heavy Damage

Kells – Damaged

haven – Slight Damage

Cestria

population – 55%

Cestria – Heavy Damage

Stonkdonia – Destroyed

Gorsemydd

population – 40%

The Whispering Circle (Ritual Circles) – Inactive

Gorsemydd (City) – Heavy Damage

Keep of Huw Gorsemydd – Damaged

Tower Arcane – Slight Damage

Strata Florida – Damaged

Caer Llambod – Heavy Damage

Powys

population – 20%

Durland - Damaged

Avalon – Slight Damage

Eyrie – Damaged

Quiche Academy – Slight Damage

Powys Brewery – Damaged

Pryddain

Population – 45%

The Ring of Truth (Ritual Circle) – Active

Perddu – Damaged

Wolfhaven – Slight Damage

Reavers Keep – Damaged

Dyfed

Population – 35%

Barkham Abbey – Slight Damage

Forest Deep – No Damage

Alqualonde – Slight Damage

Tremellyn – Damaged

Port Richmond – Damaged

Yr Ys Ddu – Heavy Damage

Harpurton – Slight Damage

Caer Clwyd – Slight Damage

Coed – Damaged

Edgewood – Slight Damage

Cearneon

Population – 15%

Caerinion – No damage

Gateway Keep – Damaged

Farm Watch – No Damage

Gwynedd

Population – 35%

Castle Caer – Damaged

Cynon – Slight Damage

Rhegedd

Population – 60%

The Dragon's Eye (Ritual Circle) – Active

The Vale of Tears – No Damage

Castle Storm – Damaged

Crom Crusag – Slight Damage

Brennan Pass – Damaged

Stones Deep – Destroyed

Calonddraig – Destroyed

Borthawr – Damaged

Glamor

Population – 35%

The Cauldron (Ritual Circle) – Active

The Circle of Nine (Ritual Circle) – Inactive

Willow Abbey – Slight Damage

Bearshedd – Destroyed

Caerdydd – Damaged

RavenScar

Population – 20%

High Hold – Slight Damage

Garway – Damaged

North Haven – Slight Damage

Gwai – Destroyed

Darkmoon Keep – Slight Damage

Kormarvis – Damaged

Scouts Guild House – Slight Damage

Erin

Dal Riada

Population – 35%

The Nine Maidens (Ritual Circle) – *Inactive*

Meath

Population – 15%

Fal Dara (Ritual Circle) – *Active*

Royal Meath – *Slight Damage*

Newgrange – *Damaged*

Drogheda – *Damaged*

Kildare – *Damaged*

Tunnel System – *Heavy Damage*

Dog House – *Damaged*

Flax's Lab – *Damaged*

Galway

Population – 25%

Fintan's Pool (Ritual Circle) – *Inactive*

Oxhead – *Slight Damage*

Castlebar – *Damaged*

Westport – *Slight Damage*

Erris – *Damaged*

Iron Walls – *Damaged*

Osman's Citadel – *Slight Damage*

"World's Largest Docks" – *Damaged*

Statue of Osman – *Slight Damage*

Ulster

population – 20%

Stones of Keshcorran (Ritual Circle) – Active

Emain Macha – Damaged

Cooley – Slight Damage

Mullingar

population – 30%

Fimbenach (Ritual Circle) – Active

Castle Derg – Damaged

Clare

population – 25%

The Tangled Trees (Ritual Circle) – Inactive

Athenry – Slight Damage

Bardic College – Slight Damage

Moon point prison – Damaged

Docks – Destroyed

Karac's family farm – Slight Damage

Leinster

population – 25%

Medb's Ring (Ritual Circle) – Inactive

The Rainbow Ring (Ritual Circle) – Inactive

Connolly's Leap – Damaged

Archers Guild house – Slight Damage

Swamps and tombs – Slight damage

Connaught

Population – 25%

Namon (Ritual Circle) – Inactive

Ring of Tralee (Ritual Circle) – Active

Wexford – Damaged

Donegal

Population – 35%

Aoife's Nest (Ritual Circle) – Inactive

Ernesmouth – Damaged

Croodle – Destroyed