

Game Geek

It's All About
Dark Elves
This Issue



Avalon Games

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Contents

Musing of the Avalon Stogie	Page 2
Behind the Game, Web of Tears, House Xen	Page 3
Map of the Month	Page 4
Junkyard Wars, Strip #5	Page 5
Building a Balanced Character by Ramsey "Tome Wyrms" Lundock	Page 6
Geek Profile	Page 9
Coral Thrown, Interlude I	Page 10
Artist Spotlight Bradley K. McDevitt	Page 12
Mark's Musings by Mark L. Chance	Page 15
Multi-Verse, Mina Dark Elf	Page 18
Avalon Pathfinder Storm Mages	Page 19
Shuffler Map and Tiles by Claudio	Page 24
Battle Axe, Lord Roth	Page 25
Arcana, Courts	Page 26
Reviews	Page 29
What's New	Page 32
Cool Stuff	Page 34
Avalon Promotions	Page 35
Free Stuff	Page 36

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Way back when, I was buying another module from TSR, this one about giants. Wow I thought, an adventure where you had to deal with giants, what fun. Come to find out this was but one of three linked modules in an on going adventure. Well my friends and I just ate it up, we loved the Against the Giants series and so were trilled to see that the adventure continued on with a new series, the Descent into the Depths of the Earth. Here was my first encounter with dark elves of the underearth, and I have admitted, I fell in love. The concept of an evil elf was great, but then to place them deep under the earth, with ebony black skin and white hair, spider worshipers and magical in nature. What a combination, what a thrilling idea. From that point on I was hooked, and to this day I love working on drow inspired games and artwork.

My own history with the drow didn't start in earnest until the early 90's, some 10 years later, when I ran a drow based D&D game using the 2nd edition rules that had just came out. The game was based around the players being members of a drow noble house that found themselves locked in a political struggle with rivals within the same house. The game was great fun and offered a lot of creative outlet for the players and me. Next I played in a Play-By-Email game where you took control of a drow noble house and all of its nobles, warriors and slaves, struggling with other player created nobles houses deep under the earth. The game was run for free, and while it had a lot of interesting facets, it was a bit slow and over done. The idea though, stuck with me, and as I was deep into designing PBEM games at the time, I took this idea and created a game where once again players took on the role of a noble with a drow house. This though used an RPG system of my own creation, which in the end became Bad Baby's RPG game, Worlds of Wonder.

Some few years later I set up Bad Baby Productions to create fun Print-to-Play games for sell online, and of course turned to my first love, the drow.

Web of Tears used all I had learned about game design and player interaction and created a world where you and friends took control of a dark elf noble house in a city ready for struggle, intrigue and war.

With Web of Tears I tried to create a game of grand scope, where players had a vast array of options and goals. The goal of the game though was interaction, with players not only setting up allegiances with each other, but also being rewarded by playing sneaky, nasty dark elves and back stabbing their allies when the need arose. Political power if chief among the goals that player try to gain, influence being the coin that is spent to gain more power.

Very successful, Web of Tears while very complex is, like most of my games, easy to play once you get a handle of the rules and all the options open to players. In the end the game tries to reflect the excitement and drama that a good political thrill would offer, all in game form.

All in all be it this game or some other activity, drow are still an influence on me and a wonderful pool to take a creative dip in, one that I will swim time and time again, so thanks Mr. Gygax for the drow and all the many other creative outlets you have given me to play with over these 30 plus years.

