

FAQ: The Nations of Avalon and the Accords of Avalon

Written By Sir Tivorak Nobel, First Knight and Champion to King Mykel Endarr II of the Kingdom of Evendarr

What is the Nations of Avalon?

The Nations of Avalon is a group of sovereign nations (Empires, Kingdoms, Principalities, Duchies, Baronies, Estates, and Settlements) that have all agreed to adhere to the Accords of Avalon - the agreed upon laws, Noble Etiquette, and societal customs that travelers can expect when they enter the lands of any of the Allied Nations of Avalon. Each locale may retain their independence, but may count on support from nearby kingdoms when they are in need, and that when their citizens travel they can expect the same laws to protect them, and general customs.

The Kingdom of Evendarr is one of the recognized Nations of Avalon though internal communication has only begun among the Crowns vassals who are on constant communication with them.

The Kingdom of Lokias joined the Allied Nations of Avalon in August of 600. In a narrow vote in the chamberlains' council was the issue decided. The official tally was 34 for and 27 against joining the Allied Nations, thus increasing the mirth of the Nations of Avalon by yet one more Kingdom. Some say the vote may have had a different outcome if all 67 of the Nobles had arrived to discuss their points however, unexpected disappearances and deaths stopped several from attending. The Kingdom of Lokias is located to the West of the Kingdom of Evendarr by several hundred miles.

The Qualtain Cities joined the Nations of Avalon in December of 600 E.R. The Qualtain cities are on the southern part of the western end of our continent. The rulers of the Qualtain Cities were quite hospitable and welcomed an alliance with lawful people.

The Kingdom of Anilar and the Kingdom of Elan have not yet joined the Nations of Avalon and thus travelers from one of the Nations would know that their customs, laws, and etiquette might be very different from ours. You can always find out what their customs are by doing research at the library.

The Emperor Candidates of Avalon are actively seeking to communicate with the established rulers of those domains which are not currently participating and are preparing to send emissaries to each of the lands to discuss their addition. Expect to see these emissaries in the year 601 by Evendarrian Reckoning.

The Nations of Avalon are also preparing, and have sent a few, Avalon Knights to cultivate regions with a populace, provide protection to the existing inhabitants, build shelters, wood mills, taverns, etc. and to generally expand. The Avalon Knights are chosen from surrounding lands that have joined the Nations of Avalon.

What are the Accords of Avalon?

The Accords of Avalon is an agreement between the ruling bodies of each domain/region in which they agree to follow the same Laws, Customs, and etiquette toward each other and their people. The Accords are meant to assure the protection of the populace, insure fair trade among the many domains, and promote communication and education.

How are domains/regions (kingdom, duchy, etc) added to the Allied Nations of Avalon?

For existing regions, the easiest way to join the Nations of Avalon is for their Noble courts to contact Sir Arthur Richmond, Lead chamberlain of the Allied Nations of Avalon, who will explain the entire process of allying ones kingdom with the Nations of Avalon.

For expansionists, those who feel they are worthy are encouraged to petition the Council of Avalon with an explanation of their intent and the location of the lands they want to enjoin. Typically, frontier lands being expanded into will begin as an expedition of a Local area Noble and will start as a settlement once the Fort is built. Materials are brought into the settlement to build the Smithy, the Wood Mill, Housing for settlers and the other necessary buildings such as barracks for the soldiers. At the end of a year or two, if all goes well, more land mass is secured, the population increases, and the settlement becomes an Estate or even a Barony with multiple estates if there is great support. Once a Barony is established it becomes easier to attract adventurers and settlers to the lands, and the population continues to grow. As well, many small villages and hamlets with populations of about twenty have been found scattered among the estates. A second Barony is formed when there are enough estates, regardless of population, to create one. Two baronies are often declared a County, though there have been instances of where two baronies have not been given a County name. After a total of 4 or 5 Baronies, the region becomes a Duchy with multiple baronies. Most duchies will have a Ducal Court as well.

Who are the leaders of the Allied Nations of Avalon?

There is no King or Emperor to the Council, though there is a Leader. The Leader acts as an arbitrator, guiding the actions of the Avalon Knights, whom travel the lands to uphold the laws, the code, and the customs of our society. There are three individuals who are contending for Leader of the Council of the Allied Nations of Avalon. Each of the three are Nobles from Avalon Nations, very well educated, care for the people, have impeccable reputations, and will perform their Noble duties in the best interests of the Allied Nations. They are scheduled to make an appearance in the 5th year since the founding of the Nations of Avalon (summer 603 E.R).

Lead Chamberlain of the Avalon Accords; Sir Arthur Richmond

Chamberlains of the Avalon Accords: Sir Garret Francis, Dame Jeanne Lourdes, Lord Bart Gallows, and Lady Diane Fresno, others to be named...

Each of these people have representatives traveling the lands, in an attempt to convince the populace that all lands should be joined by the Accords of Avalon. Thus travel among the lands will be safer, and more will travel.

What is the hierarchy of the Nations of Avalon?

The hierarchy supports all Feudal societies; Emperor/Empress, King/Queen, Duke/Duchess, Counts/Countess, Barons/Baroness, Knights/Dames, Lords/Lady's, Squires, Honorary Lords/Lady's (Healers, Mages Guilds), Soldier, Guard, Adventurer, Commoner.

There is an Avalon Council that advises the Council Leader. The council is comprised of One Representative from each region. The representative will distribute all information to the people of their region. They will also have the opportunity to provide feedback to the Council and the Emperor on specific issues relating to their region.

How old is the Allied Nations of Avalon?

The Allied Nations of Avalon is not very old at all, unless you consider the age of the domains that have joined. Many hundred and thousand year old kingdoms have joined.

How old is the current regime?

The families contending for the seat of the Leader of the Allied Nations of Avalon have been of Noble stature over 400 years each.

How is succession handled in the case of the Leader and below?

Every Noble is encouraged to create a Last Will and Testament with instructions concerning their lands should they pass. Their liege will review the document and support it or not. Non-Nobles may utilize a Last Will as well, though most do not. Ordinarily, the local land is passed from family member to family member. In the case of the Leader of the Allied Nations, every several years there will be a review to see if the Leader should be replaced.

Are the locals annexed into the empire by force?

Force is rarely used, except to keep the monster races at bay. There is much effort expended to expand the lands of a region, and few Knights will use force to make the people of a village or hamlet join. What good are citizens whom you have oppressed? The Knight will support the villagers, and protect them, and provide education and convince their governor to join under his ruler-ship. Most village leaders realize the benefits of having a protectorate, though an organized unit of soldiers does help to show the people you are equipped to fulfill your obligations. The Avalon knight will maintain relations with the village leaders and communicate to the people through them. Many of the commoners understand the feudal conventions with which we live by, and accept it. Some commoners do not accept it so easily, and they create liberation groups or bands of rogues who commit atrocities against the soldiers and leaders of the expansion group. A good example of how a Noble person would prove their worth to a local settlement. "In 429, the soldiers of the Galenson Expedition from the kingdom of Evendarr encountered a large tribe of Trolls called the Razorbacks and quickly dispatched the vermin. The Trolls had been assaulting a hamlet of peasant farmers for years, and many of the villagers joined Lady Katherine's band in hopes of settling a more hospitable land."

Is the local nobility imported, converted, or promoted from the peasantry?

For regions with Noble structures in place, the local nobility will remain intact, without alteration.

For regions in which we are expanding into, an outside Noble will lead the local Nobles from the Nations of Avalon. Local Empires, Kingdoms, Provinces, etc. are still permitted to expand their boundaries or support expansion.

The Evendarrian Expedition of 429 E.R., led by Lady Katherine Galenson, which departed on March seventeenth, annexed a few villages and hamlets along its way in search of the legendary Empire of Hadran.

The people, both common folk and nobles will have a ruling body to communicate with, to insure that all the Nobles follow the Accords of Avalon, and that all people, everywhere, are protected from oppression by others.

Are there Nation-wide Laws or are things left up to the local nobility?

There is one set of laws that we all agree to live by and honor. With travel among our regions becoming more and more dominant, there is a need to honor the same Laws, and to punish fairly. Many kingdoms are utilizing the Gate Formal Magic Spell and Greater Extend to

Who are the Nations of Avalon's neighbors? What are the current relations?

The Nations of Avalon is comprised of many different domains all working together to keep peace and defend each other's against those who are not peaceful. With the Nerid and Evendarr relations once again on good terms, both Kingdoms will see aid in their quests to defeat their enemy. The Nerid forces will help aid the Evendarrians against the Sessuar, and the Evendarrian forces will aid Nerid against the Varikytes. They are on great terms with the other domains that have agreed to the Accords of Avalon and not necessarily on bad terms with those who have not joined yet.

What are the empire's social conventions?

The Social Conventions of Avalon are as standard and respected for throughout the continent.

How many citizens populate the Nations of Avalon?

This is tough to say, as there are many kingdoms and principalities that have joined the Nations of Avalon. The kingdom of Evendarr has roughly 2.5 million people. The other domains combined have another 2.5 million people. The domains that are not part of the Nations of Avalon have another 5 million people.

Typical Duchy Model

1 Duchy (200 Miles by 200 Miles) (population between 50,000 and 250,000)

2 Counties

4 Baronies (160 estates)

1 Ducal Barony led by Duke (40 Estates)

Estates per Barony: Total of 40 estates (5 National, 5 Royal, 5 Ducal, 6 County, 5 Freehold, and 14 Baronial)

What is the breakdown of populations per Estate?

600 for average sized estate with one, possibly two Keeps (village, keep, city, walled city, walled keep)

1200 for large sized estate with several Keeps

1800 for large sized estate with several Keeps, and A walled city around them

2500 for average sized estate with a large city and several keeps.

A Duchy of 200 miles by 200 miles would have about 150 estates, each with about 2000 people average = 300 000 people per Duchy. Often times an estate will be split into two, or two estates merged together to make three estates, when population and Keep, Fortresses, etc. warrant it.

What is the noble/peasant ratio (roughly)?

There are roughly 20 percent noble households and 90% commoner households.

Who are the Nations of Avalon's enemies?

These are being established.

The Sessuar Empire is the enemy of the Nations of Avalon. This empire is from another continent, rumored to be on our East Side. The Sessei have long warred with Evendarr in an attempt to capture the kingdom under its rule. The Kingdom of Evendarr has been able to successfully repel these invaders each time they have struck.

The Varikyte Empire is the enemy of the Nations of Avalon. They have been attempting to conquer the Neridian Duchies for years, and sit upon their Western doorstep, at war.

Does the empire have a standing army or is the local nobility responsible for maintaining them on their own?

Historically, the guy in the Big Chair maintained an army barely larger than his nobility. It was up to each noble to police their own territory and contribute troops to the king in times of war. Often the local nobles were expected to go with the king to war. This was simply a matter of insurance. If the locals were with the king, then they would be certain to bring as many of their troops as they could spare for protection. Additionally, they couldn't be at home to seize power.

The soldiers of the Nations of Avalon are from all of the adjoined Nations of Avalon. The soldiers are educated at academies and are sent out of their lands for a period of time to be educated and help support the Empirical Armies. Each noble polices their own territory and sends some soldiers to the Nations of Avalon army from their own forces or through an exchange program. The local Nobles also send more troops to the empire when they are called upon, as they want to ensure that they are protected by troops when they arrive to fight along side the Emperor.

Are there any lawfully sanctioned organizations? (Mage's guilds, etc.) What controls does the empire have to keep them from usurping power?

There are Lawfully Sanctioned Organizations such as the Mage's Guild, the Healers Guild, the Merchants Guild, Astrologers guild, and others... In order to be a lawfully sanctioned Guild of Avalon, you need to demonstrate the ability to administer an estate of 1,000 people, and act in a noble fashion. All sanctioned organizations have to obey the Laws of Avalon, support the Nobles wholeheartedly, attract members, and provide a value to the estate, kingdom or Empire. The guild is often called upon by the Nobles to perform tasks related to their expertise. Because local Guilds sanctioned by the Royal Guild work so closely with the Local Nobles, any attempts at usurping the authority of the Royal Guild would certainly become apparent relatively quickly.

How does the empire remain solvent?

In history, massive empires fought a constant struggle against both internal and external pressures. Only the loyalty and strength of the local nobility kept such empires together so far from the seat of power. The inclusion of magic makes it much more convenient for a very large empire to remain under the emperor's direct control, but there are still problems with communication.

Rulers who have no hidden agenda support the Empire of Avalon. The Kingdom of Evendarr was once four assorted domains abutting the Kingdom of Quentari. There was feuding for hundreds of years between the four landholders until they accepted that it was better, for everyone, to join together and become one Kingdom. Thus the Principality of Endarr, the Duchy of Greymoor, the Principality of Nevis and the Kingdom of Sardonia became the Kingdom of Evendarr. The Kingdom of Quentari, under the rule of Aran Elenaro, decided not to join with the Kingdom of Evendarr.

For the Communication Challenge we will have at least one empirical council member at each local domain that will receive weekly communications as to the happenings within the Empire. As well, where this council member will be stationed, the Empire will place a Transportation Pad to eliminate the foot messenger.

It doesn't take too long to cross the continent of Avalon. At 3 miles per hour on foot or 30 miles per day, it would take about 100 days to walk across the continent from east to west. It would be shorter going north south since the continent is not as wide as it is long. On horseback, the continent can be traveled much faster. At 10 mph on horseback or 100 miles per day, it could take as little as 20 or 30 days to travel across the continent.

With the use of the new Formal Magic Spell Transportation Pad we have decreased travel time between any two cities to several hours, and virtually eliminated adventurer deaths on the trails.

What is the basis of Trade throughout the Nations of Avalon?

The basis of trade for any region is based upon its local resources. Each domain has its own flare and dominant mercantile. It is this flare or 'difference' that brings travelers from afar, to meet the people, see the sites, aid an ally, and for some it is enough simply to battle the monsters in a far off land.

Many of the Nations of Avalon are securing guarded trails for adventurers and tradesmen to use to merchant products to and from neighboring the neighboring regions. The primary exports of any particular region can be gained by contacting the local Knight, Baron or Count.

How dependent are the Nations of Avalon on Trade?

The Nations of Avalon is relatively independent from requiring anything. However, one of its primary issues is to connect all the Nations of Avalon via a series of trails that are patrolled regularly and safe for travelers.

Newly established lands receive a steady supply of necessary materials from the Nations of Avalon. This has been tradition for hundreds of years and has been adapted by the newly formed Nation of Avalon. The materials come from everywhere around the Nation and are sent with the sole purpose of securing and building the region.

The Kingdom of Evendarr has been expanding under the direction of King Mykel Endarr II, since his return in 595. All of the Duchies surrounding the frontier lands have been aware of and aiding in the growth of their kingdom. The Nations of Avalon are trying to support the growth and support of the lands on the continent of Avalon by uniting the good against the common enemy.

Is there a network of roads throughout the Nations of Avalon?

Currently there are some major and some minor trails to follow between the Nations of Avalon. The road is not to be traversed by settlers without guardsmen, but can be traversed by adventurers and merchants.

Soldiers are patrolling the trails in the local areas. The local Nobility is responsible for the safety of the travelers on the trails within their boundaries. They are also responsible for the trail upkeep such as moving fallen trees, dispatching monsters, capturing rogues, etc.

There are no Nations of Avalon Soldiers patrolling the roads yet. Expect Avalon troops to begin patrolling the trails of Avalon in late year 601 E.R.

The Chamberlains of Avalon have The Trails of Avalon on the top of their list of projects, and are securing the workers and guards needed to secure the safety of the trails. Expect work on the trails of Avalon to begin in earnest in 601 E.R. and to end in mid 603 E.R.

How are demi-humans treated? Is there a particular bias for/against each particular demi-human? Do they enjoy the same rights as ordinary citizens?

Each Clan of Demi-human is viewed differently. They will be accepted if they are peaceful and law abiding. They will be warned to be careful as many of the races view them as 'monster' and some will attack on site. Any Creature that attacks to Eat is considered Killable.

Is it difficult or risky to get to 'the capital' of the Nations of Avalon?

The Nations of Avalon Province can be found roughly centered among the continent of Avalon, though it is closer to the East Coast than the west. Any individual, barring the most notorious of criminals, could probably walk right into Quintar, the capital city of the Nations of Avalon. The capital city is known for the 15 protectorates that have dedicated themselves to protecting the capital. These protectorates are rarely more than 5 at any time, except when traveling with the Emperor.