
DUNGEONWORLD



The Golden Coast

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**Windswept beaches
Beautiful sunsets
Friendly Natives
Rolling Waves**

**And Monsters.
Lots and Lots Of Monsters.**

**(And Ninjas.
And Pirates.
And Squid.)**

The Golden Coast



The Golden Coast is a new area of play in the world's largest turn-based adventure game, DungeonWorld.

The Setting

On the farthest Eastern edge of the Known Continent, beyond the jungles of the Frontier, beyond the deserts of Kyr, there lies a vast forbidding ocean. Only the most intrepid wanderers from any of the more populous Kingdoms have ever travelled to this remote and mysterious land.

Running over a thousand miles from North to South this land is known as the Golden Coast. Following the winding lands' edge it features the freeland area, the wild coast itself and the initial shallower areas of the ocean and its islands.

Although there is no formal government in The Golden Coast (it is a wild and lawless region) some places are safer than others.

The Characters

The Seafolk are an alliance of humans and elves who control a few safer settlements dotted along the coast. In the High Ridges the mysterious Ninja practice their martial skills and strange religion, aloof from all. On the islands and upon the ocean itself bands of pirates use their seafaring skills to prey on those who come too close to where they lurk. Underwater squid-humanoids called the Zeld live in submerged cities and follow a strange culture all their own.

Characters can be chosen from a limited available range. Any of the Berenian human classes are allowed, except Crusaders and Glacier Barbarians (neither of which have made it as far as The Golden Coast.) The only other Berenian classes which are allowed are Lesser Vampires. Midnight Elves are allowed from the Frontier setting and from Kyr the following classes are allowed:- Escaped Slaves, Kyrian Warriors, Zoroastrians and Tourdalan.

The Golden Coast also has its own unique classes to choose from; Male Human Ninja, Female Human Ninja, Male Human Pirate, Female Human Pirate, Male Zeld, Female Zeld, DuZeld. (There are three sexes in the Zeld race, all of which are required to procreate), Male Human SeaFolk, Female Human SeaFolk, Male Sea Elf, Female Sea Elf.

Costs To Play

The Golden Coast Positions are charged exactly the same way as Bereny Adventuring Positions. £1.00 Base Turn Fee, £0.50 per main character and £0.10 per sub-character. It is possible to play completely for free with a single character, however as soon as you add any additional characters to your position you become liable for the Base Turn Fee and costs for those additional characters (although the original single character still remains free.) The FreePlay positions have a more limited selection of characters available (the Bereny Classes and Human SeaFolk only.)

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The Golden Coast features several new character classes.

Ninja

These elusive and mysterious martial artists live in the High Ridges and more remote areas of the Golden Coast. Usually they are happy to be left alone, but there are some instances where this is not the case. The most common is that the Ninja is on a Life Journey, a part of their training which requires them to go out into the world and experience camaraderie and combat. They may also be on a mission, hired to complete a dark task. This is because Ninjas are specialised thieves and assassins in some cases. Finally, the Ninja may be hunting Pirates. Ninjas just hate Pirates. Hate them. Ninjas use the Monk skill set and have some skills of their own too.

Pirates

In general Pirates have a bad name and sometimes this is deserved. But Pirate communities can be quite large and not all Pirates actually practice traditional piracy, preying on the other races. Pirates do mix with other communities and can be productive and valuable additions to any venture. Or they might just steal everything and run. Pirates will go out of their way to fight Ninjas. Something about those black pajamas bugs the hell out of a pirate. Pirates use the Human Fighter skill set and have some skills of their own too.

Zeld

These Squid Humanoids have a very alien culture and because of this they have seldom mixed with the other races. But slowly and surely they have begun to integrate, showing that despite their horrific appearance they are not actually evil. They are very literal and somewhat cold in their manner, but they have still managed to form alliances and friendships with humans and their allies. Zeld only have access to generic skills. But they can grow pretty huge as they get older - their bodies never stop growing until the day they die.

Human SeaFolk

These are just Humans who live by the sea. They use the Human Rogue skill set and have some skills of their own too. All Human SeaFolk begin the game with the skills Swimming, Sea Fishing and Sailing.

Sea Elves

This race of elves is able to live both above and under the waves. For years they were the go-between for Humans and Zeld, until the Zeld themselves came out of the water. Unlike Berenian Elves, the males of this race are strong and virile. They use the Elven Warrior Maiden skill set.

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Starting Locations

There are three starting locations for characters in the Golden Coast module. Each represents one of the larger settlements where some trade and relative safety can be found.

Soluthina

This Northern City is the closest to the South-Eastern border of Kyr. It is a prosperous place with much fishing, sailing and shipping trade from the nearby islands. It is run by the SeaFolk and SeaElves. Although evil Pirates are always nearby, they are not as serious a problem here as elsewhere.

Grubb

This settlement squats like a bloated insect against the swamplands of the central belt. Famous for its slave trade and illicit business it is a low and dirty town. Anything can be had here, for the right money. Life is cheap and only as secure as can be dictated at the point of a blade.

Karlistane

The most Southern of the settlements, Karlistane is literally at the very bottom corner of the Known continent. Only Farewell Island is more remote and after that there is nothing but water forever - so they say. Karlistane is home of a number of scholars, intellectuals and philosophers. People say it is a place where truth can be found and enlightenment is within reach. It is also the site of more shipwrecks than anywhere else. A strange and haunted place.



Set Up Form

Basic Deal : £20.00 = 20 Turns

Full Name _____

Madhouse Account No. ____ _ (If you have this there is no need to fill in your address.)

Address Line 1 _____

Address Line 2 _____

Post Code _____

Telephone Number _____

Email Address _____ @ _____

PAYMENT

All Payments included with signup will be DOUBLED

£ _____ Enclosed

No refunds on special offers payments will ever be available for any reason, in whole or in part. Please do not make any payment unless you understand and accept these terms.

I want to play by EMAIL / SNAIL-MAIL (Circle One) *Note: Free positions are not available by Snail Mail

I Am Signing Up For A FREE-PLAY POSITION / COMMERCIAL POSITION (Circle One)

Character 1/

Name _____ (max 17 chars)

Sex Male / Female (Circle One)

Class _____

Character 5/

Name _____ (max 17 chars)

Sex Male / Female (Circle One)

Class _____

Character 2/

Name _____ (max 17 chars)

Sex Male / Female (Circle One)

Class _____

Character 6/

Name _____ (max 17 chars)

Sex Male / Female (Circle One)

Class _____

Character 3/

Name _____ (max 17 chars)

Sex Male / Female (Circle One)

Class _____

Character 7/

Name _____ (max 17 chars)

Sex Male / Female (Circle One)

Class _____

Character 4/

Name _____ (max 17 chars)

Sex Male / Female (Circle One)

Class _____

Character 8/

Name _____ (max 17 chars)

Sex Male / Female (Circle One)

Class _____