

Introduction

Welcome to Teiravon

A universe that has been around for nearly 20 years, starting as a UO Server and then moving into Legends of Aria. A living a breathing world, where your deeds and actions matter. You can shape the story. Control a town. Create an empire. Customized races, unique skills and factions systems. Not your father's MMO. Roleplay environment but friendly. PVP allowed - wholesale murder is not. Unique land masses will be added in the near future. Make your mark on a community that is taking an individual approach and empowering the player. Join the elite. Claim your place. Enter - Teiravon.

The Beginnings

Teiravon is a role-playing server with a long and storied history. Our journey began in 1999 on RPAdventure.com as a privately run Ultima Online shard. Over the years we evolved and grew. We enjoyed a strong playerbase and made a mark within the Ultima private shard community with a reputation as a strong and popular RP-pvp server.

Recent History

Time passes and platforms age. What was once new becomes old. People move on. This is the story of a life and it is the story of a gaming community. In June of 2015, some of the old guard administrators and developers for Teiravon came to find Shards Online. It was a platform that we felt could take the Teiravon story further in a more modern environment. It was not lost on us that key developers for Shards Online also came from the Ultima Online universe. We saw within Shards Online a new place that we could call home that seemed to share our same ambitions where it concerns delivering an immersive roleplay experience for our community. Citadel Studios has been keen to work with the clients that supports it by providing a strong toolset and strong support. In late 2016 Shards Online was renamed and became Legends of Aria.

We look forward to continuing to work with Citadel Studios to provide our players with a top-notch environment in which they can engage their imaginations.

The Current State

While Teiravon is currently in an alpha state of development (along with the game itself), we encourage the community to offer feedback and suggestions. Teiravon has always had a philosophy of players first and that tradition will continue in this incarnation.

Some Rules for you to notice on Teiravon

NO UNATTENDED MACROING. Looking away for a short time while your player is leveling up or crafting is fine. But unattended macroing is not only against our rules but against Citadel's as well. First offense is a warning, second offense is a ban.

NO GRIEFING. Refrain from being a jerk. Killing noobs around newbie areas, killing NPCs, dry looting, corpse camping, these are forms of griefing.

NO UNSANCTIONED PVP. This means we do not tolerate psychopaths who roam the countryside, killing everyone they encounter on sight. We do not have mechanics in place yet for players to police issues on their own, but this is the plan. There will be plenty of opportunities for pvp. War. Feuds. Raids. Faction Warfare. Arenas. However people who wish to play the game **WITHOUT** engaging in pvp **WILL** be able to do so. There is risk however in entering areas that are dangerous. The Barrens is entirely free-for-all. The Forest and the Eastern Rim are free-for-all. We have guard patrolled areas. This does not guarantee safety. You will need to be careful! We are getting rid of super guards in favor of a jail system. This means that towns will be safe zones, entirely free of violence.

There is room for many types of playstyles, however the overarching purpose of this shard is **ROLEPLAY**. Conflicts are interesting (War. Feuds. Raids. Faction Warfare.) Testing your mettle in the arena will be challenging. These are all ways to pvp in the scope of roleplay. At the end of the day, roleplay aspects will trump any conflicts with regard to whether something is allowed or not. If you can roleplay a scenario effectively and within the scope of the world, your actions are valid.

NO DISRESPECTING STAFF. We do not play favorites. We do not get kicks from torturing players for the sake of making them miserable. But ladies and gents, what we say goes.

IN SHORT: We have a healthy community. And we mean to keep it that way

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Last update: **2019/09/02 03:17**

