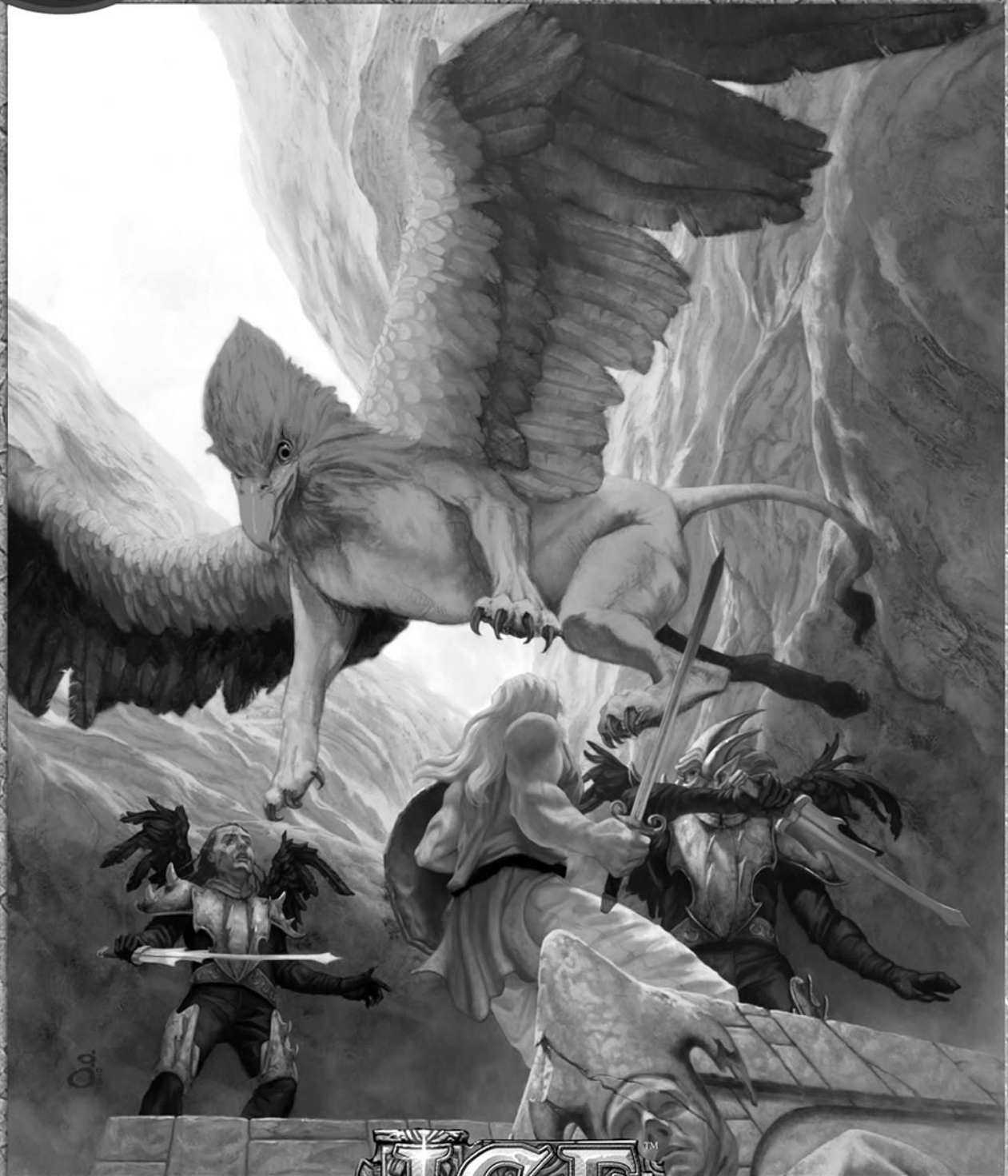




CYRADOON™





CyradonTM



Gavin Bennet, Tim Dugger, Heike Kubasch

Iron Crown Enterprises

2005





Credits

Author: Gavin Bennet, Tim Dugger, Heike Kubasch;

Chapter Openers: Jonathan Cassie,

Special Contributions: Chris Adams, Robert Baxter, Nicholas H.M. Caldwell, Jonathan Cassie, Lori Dugger, Tim Dugger, Brad Kelsey, Heike A. Kubasch, Jonathan White (Belynar map, Sefnar map), Sarah Wroot (Cyradon Map);

Cover Art: Randy Galegos;

Editing: Tim Dugger, Heike Kubasch, Brad Williams;

Interior Art: Toren Atkinson, Peter Bergting, David Bezzina, Joel Biske, John Dollar, Craig Henderson, Mike Jackson, Jeff Laubenstein, Jennifer Meyer, Cara Mitten, Colin Thom; Keirston Vande Kraats; Jonathan White, Keiran Yanner;

Art Direction: Jeff Laubenstein;

Pagemaking: Sherry Robinson;

Proofreading: Lori Dugger, Tim Dugger, Heike Kubasch, Sherry Robinson, Brad Williams, and our wonderful playtesters;

Playtesters: Darrin Anderson, Wade “The Soulless” Beckman, Curtis Bennet, Tracy Bloom, Brent Bockholt, Coy Cardwell, Jonathon Dale, Sandy “Schlaghilda—the other east” Dieckman, William Dieckman, Mark “The

Perfection Seeker” Eckert, Terry Ford, David “It’s Black & White” Gilbreth, Joel Holcomb, Christopher Hopler, Thom Jones, Brad “The Critic” Kelsey, Rick “The Roaming Spirit” McFadden, Rich “Cthulhu’s Librarian” Miller, Jay “Lazvon” Moran, Jason Mulligan, Jason Peters, Eric “The Manipulative Dwarf” Reed, Anthony Roberson, John Ross, John “Whipped by Life” Sather, Lisa Susan Skittone, Aaron Smalley, Jack Snyder, Brad Williams ;

ICE Staff—

President: Heike A. Kubasch;

CEO: Bruce Neidlinger;

Editing, Development, & Production Staff: Heike A. Kubasch, Bruce Neidlinger, Tim Dugger, Lori Dugger,

Web Mistress: Monica L. Wilson;

Corporate Mascots: Gandalf T. Cat, Rajah T. Cat, Phoebe T. Cat, Ember T. Cat, Matsi T. Cat;

ICE Cheering Section & Moral Support: Karl & Helga Kubasch, John Seal, Claudia & Alexandra Aulum, Elke Lübbert, Inge Bendfeldt, Peggy, Christoph & Helen Bendfeldt, Alex Dugger, Judy & Hasmukh Shah, John Ross, Brad Williams, Brent Knorr, Jonathan Dale, Mario Butter, the Guild Companion (www.guildcompanion.com), and all ICE fans everywhere: Thanks for keeping the faith!



Copyright © 2005 by Aurigas Aldeberon LLC. All rights reserved. No reproductions without permission. Produced and distributed by Mjolinir LLC, dba Iron Crown Enterprises 112 Goodman St, Charlottesville, Virginia, 22902.

Stock #4300

ISBN 1-55806-607-1



TABLE OF CONTENTS

OVERVIEW	4	The Climate	40	COSMOLOGY	98
The Setting	5	The Mountains		The Worlds	99
How to Use This Book	5	of Cyradon	41	Holy Magic	100
Cyradon Glossary	6	The Forests of Cyradon	42	Deities	100
The Story So Far	8	Cyradon Rivers	44	Tarahiri Deities	100
The Present: Escape		Swamps	45	Skaldi Deities	102
to Belynar	9	The Devastation	45	Dwarven Deities	103
New Life & New Hope	10	The Highlands	46	Gryx Deities	103
The People	11	The Camal Sea	47	Sithi Deities	104
The Elves	11	The Schirae Trails	47	The Gryphons	106
The Gryphons	12	The Whispering Hills	47	Elvish Beliefs	107
The Gnomes	12	The Gap of Orius	47	Gnomish Deities	108
The Nagazi	12	The Western Devastation	48	Nagazi Deities	109
Other Races	12	The City of Belynar	48	Religious Orders	110
The Newcomers	12	The Blunt Hill Eyrie	50	MAGIC	115
The Dangers	13	The East	50	Anias Magical Traditions	117
Themes and Mood	13	The Daybreak Country	50	Cyradon Magical Traditions ...	120
THE WORLD OF MITHRA	14	The Ruins of Ischea	50	Cyrad Geomancy	120
The Heavens	15	Ramsel	51	Magical Orders	122
Mithra: – the World	16	Janieal	52	Cantrips	124
Cyradon Calendar	17	Emmanuel	53	Alternate Spheres	128
Weather & Climate	17	Desnia	54	Additional Spells	128
Ancient History	18	Penlasse	55	BELYNAR, THE CITY OF	
The First Age (aka The		Arimispia	56	GRYPHONS	135
Age of the Dragons)	18	The Southlands	58	Belynar: Close Up	136
The Second Age (aka The		Selant	58	Belynar Map	140
Age of Saena)	18	Taravant	59	Underground Belynar	143
The Third Age (aka The		Jalapur	59	The Re-Awakened Land	143
Age of Emperors)	19	Aneirin	59	BESTIARY	146
The Gryphons	26	The North	61	Monstrous Ecology	147
The Elves	27	Llyrius	61	Encounters	147
Humanity	28	Mellianour	62	Monstrous Locations	150
The Nagah	29	Neras	62	Monstrous Templates	152
The Nagazi	29	Ciastan	62	Monstrous Descriptions	153
The Gryx	29	The Five Cities	64	ADVENTURING	166
The Mablung Dwarves	30	Cairnus	65	Adventure Seeds	169
The Rhona	30	Andalasa	65	Adventuring Locales	171
THE CONTINENT OF ANIAS ...	31	The Mountains		Cyradon Campaigns	176
Tarahir	32	of the Moon	65	INDEX	179
The Theocracy of Asut	32	The City of Blackflame	66		
The Treaty Kingdoms	32	The City-State Kingdom			
Skaldi Kingdoms	33	of Qumar	66		
Sithi Forests	33	Cyradon Economy	67		
Neldor	33	CHARACTER CREATION	68		
Eastern Steppes	34	Who am I?	69		
Southern Lands	34	Races & Cultures	70		
Western Jungle	35	Anias Races & Cultures	71		
Recent Events	35	Cyradon Races & Cultures	76		
In the Dwarven Homelands ..	36	Blood Talents	82		
THE CONTINENT		Professions	86		
OF CYRADON	38	Talents	90		
Geographic Overview of		Special Starting Items	90		
Cyradon	39	Training Packages	91		
		Anias Training Packages	91		
		Cyradon Training Packages ...	94		
		New Equipment	96		





OVERVIEW



Stave, the burly, bearded bowman, notched an arrow and fired while Barrin, more lithe and better gifted with a blade, ran to engage the five fearsome-looking foes pursuing them up into the mountains.

"This might be it," Stave said as Barrin blew past him.

"This isn't our day," Barrin replied, breathing heavily, recalling the decision that brought the two Skaldi to this place.

Less than a year ago, the two brothers were both young mercenaries, hired by the Tarahir to help defend their lands against the Orsai. The pay was great and the opportunities for adventure were unparalleled. What they did not count on was what happened - the Tarahir were losing their war.

Barrin swung a mighty blow, dealing doom to one of his assailants. An arrow flew by, missing his ear by a finger's width. Another Orsai goon went down. But three remained.

They circled Barrin...



The world has forgotten. The old things are gone. Many great nations have fallen. In the deserts of the south, the priests of the current empire forbid magic and the worship of the old gods. In the east, armies gather and jockey for position, laying waste to all they fight over. Wars crash like waves over the land. People die.

But what if we could remake the world anew? What if the old magics and the great beasts of the sky were not as forgotten and lost as the bards' tales make you think? What if they merely lie sleeping in a land long lost to legend? What if you could come through warfare and death, slavery and suffering to find someplace new where you could make a new life, yet have this place be older than the oldest stories told at your grandmother's knee?

Far away, under a sky filled with unfamiliar stars, stands an ancient city built in a time before the empires of the north fell. Nestled in a mountain range at the center of a vast desert wasteland, the city is carved into the remains of a dormant volcano. In the highest reaches of that city, in rooms carved from the mountains, the Gryphons watch and wait... Cyradon is waiting. The long forgotten things stir in their sleep.

Gryphon World – the world of Mithra - is a complex, fractured world. On Cyradon, elvish kingdoms strive to carve out an existence on the borders of a continent petrified by magical fire through political intrigue and martial might. In the cracks and forgotten places, the Gnomes struggle to preserve what life there is as well as restore the damage done by the great cataclysm. To the west, the civilized, literate Nagazi Lizardmen guard the ancient knowledge of the Mithrans—that may be the key to the salvation of Cyradon. Most Gryphons keep to themselves in their eyries, setting only their exiles and castoffs to stand guard over the ruins of the forgotten city. Legend has it, the only mortals to live on this place were human magicians, and the humans of Cyradon are long dead. How will the races of Cyradon react to a new influx of humanity? How will the balance of power be altered? Will the humans choose to stay here since the world they knew was shattered?

This is a time when new destinies, alliances, and battle lines will be forged.



THE SETTING

Gryphon World (“GW”) is the core setting product line for Iron Crown Enterprises’ **High Adventure Role Playing (HARP)** role playing game. “**Cyradon**” is the first release for this new setting. It is designed to be a low-level setting, to suit both new players with starting characters and more advanced players who will enjoy the challenge of guiding low-level characters through a dangerous world. The key word with **Gryphon World** is “fun” – it is meant to be a swashbuckling, romantic, fictional setting. Player Characters in GW can make a difference. The fate of the world does not rest upon the shoulders of the Player’s Characters, but their actions can certainly shape the future of this rediscovered land. The player’s characters will be the focus of the adventures: there are no ancient gods stalking the earth, no satanic dark lords, and few high level characters.

The players can make dozens of different character types, from the ancient elvish warrior fighting to protect their lands, to a Gnome mystic trying to steer a path to a glorious destiny, or certain doom. Play a grim Skaldi tribesman, far from home but burning with a rediscovered idealism. Play an elvish Sithi tracker or a gruff, practical Dwarf of the mountains. Play a magician knight of the New Tarahiri mountain kingdoms who has sworn to see Tarahir reborn. Or play a Gryphon, the fading lords of the sky as they prepare for a time of tumult that will see them restored to their position of greatness, or doomed forever.

Glorious adventures await. Explore the vast central lands of Cyradon, hunting the Aberrations and making war on the cursed Schirae tribes. Scale the sharp peaks of the mountains, seeking out the lost secrets of a forgotten race. Delve into the ruins of the elvish cultures of old, seeking treasure, magic and wisdom. Travel east into the lands of the Elves and play the games of court and intrigue. Explore the city of Belynar and help rebuild it, shaping it to your will and creating a city whose name will become famous throughout the world. Soar with the Gryphons in the wide sunset sky.

HOW TO USE THIS BOOK

To use this book you only need the **HARP** rulebook, available from Iron Crown Enterprises. The setting is also largely compatible with **Rolemaster Fantasy Role Playing**, and earlier editions. The book is compatible with such **HARP** support books as **Martial Law** and **College of Magics**. All you need to get started, however, is the **HARP** rulebook. The other support books compliment the setting, but are not required to get started exploring Cyradon.

This book represents an overview of the continent of Cyradon, which is the continent the **Gryphons**, the **Rhona Gnomes** the **Arali Elves**, and the **Nagazi Lizardmen** call home. Cyradon is an island continent, somewhat like Australia in our world, but part of a wide archipelago of smaller island landmasses, rather more like Indonesia,



Malaysia and the Philippines. The inhabitants of the continent must struggle to decide what to do about the humans, and the humans must find some way of making a niche for themselves.

This book gives a detailed character creation chapter to guide new players through the design of characters who live on the world of Mithra. It lays out the background of each of the player races, and offers new variant profession templates and training packages.

The history and geography of the continent are summarized to provide a framework for you to develop your own ideas and stories. The book also examines the cosmology of the setting and discusses how the different races use magic. Finally, the book provides ideas and hooks to create your own epic stories in Cyradon.

CYRADON GLOSSARY

Anias – Anias is the Human term for the land known to the Elves as the Westerlands. Anias is the place of origin of the human refugees. It lies several thousand miles west and north of the continent of Cyradon. It is not one continent, but several subcontinents linked together.

Arali – The most numerous and aggressive of the elvish kindred, many Arali dwell on Cyradon. They hold themselves apart from the other Elves, and even from their fellow Arali. The Arali of the different nations of Cyradon see themselves as separate races.

Belynar – Belynar is one of the most enduring names for the ancient city guarded by the Gryphons in the heart of the Devastation. Belynar is built onto the side of (and inside) an extinct volcano. The city is a sad, eerie, empty place, once home to half a million souls, now it is home to a few thousand humans, Gryx, Sithi, Gryphons, Dwarves and Arali.

Cyradon – On old maps, arrows point east to Cyradon, the mythical “land of the Cyrads” beyond the mountains and the sea, long lost to humanity. The Cyrads were descendants of the Mithrans. They vanished long ago, though many peoples of many lands consider the Cyrads to be their ancestors. The term ‘Cyradon’ therefore has two separate meanings. One is geographical; Cyradon is the human name for the Daybreak Country. The other is more metaphorical, meaning a place beyond the reach of mere mortals.

Danae – A small elvish tribe of Cyradon. The Danae make their home in the Aneirin Forest.

Desnia – The most powerful nation of the Elves, home to the Desnian Arali. Desnia is a maritime nation off the eastern coast of Cyradon. Desnia’s military superiority, ambition and discipline gives them an influence and respect far beyond their wealth or numbers. The Desnians are remarkable for their golden skin and fierce dark amber eyes.

Devastation – The Devastation is a cursed, lifeless region in the heart of Cyradon. The ancient city of Belynar

stands in the center of the Devastation. Created approximately five centuries ago, as a result of a magical ritual gone awry, the Devastation has been leeching the life force of Cyradon ever since.

Dwarves (Mablung) – The Dwarves are a short, hardy, mountain people. It has been many years since they involved themselves in the affairs of the world around them.

Echoes – The magic of Cyradon—the Echoes are the power of the land made manifest. Elven mages and other powerful beings can tap this power.

Elves (Raesha) – The Elves. The term “Raesha” is used to describe the various elvish races as a whole. Many of the Raesha do not recognize that the various kindreds are related. Few Raesha live longer than several hundred years. Time wears away at them, and they can be slain by violence or accident. Tracing elvish heritages is a complicated and contradictory field of study, and the various kindreds have drifted far apart over the millennia. There are several tribes of Raesha on Mithra, all descended from the Mithrans. They are rare only on Anias. Raesha kindreds include the Arali, the Sithi, and the Danae.

Gnomes (Rhona) – The Rhona Gnomes dwell in the deep valleys and forests of Cyradon, mainly in Aneirin. They have worked for centuries to try to heal the scars of the Devastation. The Rhona have close ties to the Danae.

Gryx – The Gryx are a peaceful nomadic race originally from the far eastern lands of Anias. Their fearsome, savage appearance belies their gentleness. The Gryx fled Orsai oppression and were among the refugees who arrived in Belynar.

Janieal – An Arali elvish kingdom in southeastern Cyradon and the major political rival of Desnia. The Janieal Arali are more moderate than the Desnians.

Juras Mountains – Named the “Grey” Mountains by the Skaldi, the Juras run diagonally across Anias, roughly northwest to southeast, cutting the continent into the broad grasslands and deserts of the south, and the wild forested country to the north. The Juras run all the way from the western sea coast to the Eastern Ocean. Passes are few, and they have traditionally marked the extent of Tarahiri and (later) Orsai territories.

Memra – Memra is the name for the solar deity worshipped among many of the cultures in western and southern Anias. The Orsai worship him as a powerful warrior deity who destroys the weak and corrupt.

Mithrans – An ancient race that gave birth to the Elves and the Cyrads. The Mithrans are now no more, but the ruins of their fabulous cities can be found across the world of Mithra.

Nagah – The Nagah are a race of strange Lizardmen. They are rarely seen, and largely ignored. They make their nests beyond the western Mountains of Evening on Cyradon.



Nagaral – The Nagaral are a semi-barbaric race of Lizardmen, related to both the Nagah and the Nagazi. They live in city-states surrounding the Bay of Malan in northwestern Cyradon.

Nagazi – A civilized group of the Lizardmen, the Nagazi have a small thriving confederation of city states in the area of the ruins of the ancient Mithran city of Evefalim.

Narsin/Narsi – The Narsin were an order of magicians in ancient times that came together in the small city-state of Tarahir. Through their influence, Tarahir came to dominate its neighboring city-states, and eventually become an empire that claimed much of the known world on Anias. The Narsin withdrew from Tarahir centuries before the Empire collapsed.

They feared that the day would come when the Empire would turn on the mages. They managed to re-open the Cyrad Royal Roads and flee to Cyradon. They rebuilt Belynar, turning it into a city that began to eclipse Arali power. The Narsin and the Shivan Arali were destroyed when a great magical ritual went wrong; the destruction also burned the life from the center of the continent of Cyradon, creating the Devastation.

“Narsi” is the name of a member or members of the order. The term means “seeker” or “scholar” in the old Tarahiri. The term has become synonymous amongst the Gryphons with ‘idiocy’ and ‘arrogance’.

Orsai – A desert-dwelling human culture that absorbed the remnants of the Tarahiri Empire. Feared as ruthless and decisive warriors, they serve a harsh priesthood, sometimes referred to as the “Theocracy.” The Orsai are tall, sometimes bearded, olive skinned humans. Their primary military strength lies in their feared light cavalry.

Qumar – The small kingdom of Elves in the northeast of Cyradon. Qumar is the home to “Sen-

Serai”, the shadow dancers.

Royal Roads – A Royal Road is a geomantic portal that links two or more places. The Roads were created by the Cyrad for peaceful exploration and transport. At the height of their power, the Cyrad explored much of the known world and opened Royal Roads between their domains. Travel down a Royal Road takes a traveler through the skin of the world and into the lifeblood of the earth itself. Travel is not instantaneous – it can take several minutes or even hours to pass through the roads.

Schirae – A group of Elves that were twisted and deformed by the same powers that created the Devastation. They have lost their elvish longevity and grace and now appear as

muscular, scarred savages with vestigial wings. The Schirae have, since the Devastation, evolved into an intensely violent and tribal society.

Sen-Serai (a.k.a. Shadow Dancers) – An order of elvish mystics, the Sen-Serai are said to dance with the shadows of the dawn. They maintain the two beacon towers of the equatorial north of Cyradon and are the guardians of much lost knowledge. The

Sen-Serai failed to prevent the Devastation, and failed to stop the tragedies that preceded the Devastation. The Sen-Serai believe that they now have one final chance to set things to rights.

Sithi – The Sithi are Elves from the forested lands north of the Juras Mountains. Sithi archers are feared by the Orsai and Skaldi alike. The Sithi are of the same stock as the Danae.

Skaldi – One of the names given to the humans that make their homes to the north of the Juras Mountains and all the wide lands beyond. Pale of skin, with yellow or dark hair, the Skaldi represent a broad sweep of cultures, languages and traditions. Regarded universally as barbarians in the “sophisticated” lands of the old Tarahiri Empire, some Skaldi tribes are fearsome warriors. In the west, north of the Juras, the Skaldi form, with the Tarahiri,





the people of the Treaty Kingdoms, the mercantile powers which dominate the northwestern seas.

Tarahir – Once a small trading post between the lands of several powerful tribes, Tarahir rose to become the first powerful human city-state controlling an important trade route between the western sea and the eastern plains, and then the center of an empire. At its height, the Tarahiri Empire controlled all the lands south of the Juras Mountains, all the way to the River Confluences to the south. While Tarahiri Satraps were effective, their Orsai horsemen were their most feared military asset. Like all empires, Tarahir’s influence declined. Tarahir was supported by the powerful Narsin, wizards of incredible power. Tarahir itself remained an important trading post, but the city itself was long past its prime. After the fall of the Tarahiri Empire, it later became a province of the Theocracy of Asut to the south. Poor and heavily taxed by the distant Orsai nobility, it became a hotbed of rebellion.

Tarahiri, The Confederation of, (or) Alliance of – After the Empire of Tarahir fell, and the Orsai created an empire of their own. Some of the old Satraps and merchant families crossed the Juras Mountains, and set up homes to the north. They made uneasy alliances with the Skaldi tribes. As the Orsai expanded their empire, they started invading Skaldi lands through the passes in the Juras. The old “Tarahiri” nobility and the Skaldi fought them, and eventually defeated them. With aid from the Treaty Kingdoms, the Tarahiri confederation fortified the passes, and established small kingdoms in the foothills on either side of the Juras. As religious strife threatened the Orsai Empire, people fled to the relative safety of the Tarahiri exiles’ kingdoms. After decades, these kingdoms came to be called the Tarahiri Confederation. The kingdoms’ stated claim was to rebuild the glory of the empire of Tarahir. In reality they are buffer states, supported by the Treaty Kingdoms to ward off outright war with the Orsai Empire.

Treaty Kingdoms, The – Powerful human maritime and mercantile states whose influence extends from the Juras to the small port cities in the extreme northwest. The Treaty Kingdoms are a loose alliance of city-states that pool their military resources to protect each other from outside attack, and to ensure their merchants are protected. Their naval forces and merchant fleets dwarf anything the Tarahiri Empire ever had. Though the Orsai have launched raids on Treaty Kingdom territory, and Orsai ships have clashed with Treaty Kingdom fleets, the Orsai know better than to declare war on the Treaty Kingdoms. The Treaty Kingdom’s military orders, including the powerful Pascalline Order, are more than a match for the Orsai cavalry.

Veil – The Veil was a magical defense erected around

the continent of Cyradon after the Devastation. The Veil was a thick wall of mist that isolated the continent from the rest of the world. The Veil collapsed almost a year before the arrival of the human refugees from Anias. The Sen-Serai are the only force in the world other than the Desnian navy who were capable of navigating their way through the Veil. The Sen-Serai passed through the mists using subtle magics. The Desnian navy used brute force to blast the magics aside.

Wyverns – Created by the Great Dragon, Moril, to be her servants. They are incredibly strong, powerful and long lived. The Wyverns are the Gryphon’s oldest enemies.

Westerlands – The Arali name for the human lands across the sea. The Skaldi term is Anias. The actual usage is both negative and derogatory. Westerland (similar to the Arali word for Wasteland) implies death, destruction, plague and loss. It is little wonder that the Arali are less than excited when people from those self same Westerlands arrive in their territory.

THE STORY SO FAR...

The events in this book take place on two of the continents of Mithra: the great continent of Anias and the smaller island continent of Cyradon. Our tale begins in Anias—both in the distant past and in the immediate past.

Long ago, a race known as the Cyrads migrated from lands across Mithra to the small continent that became known as Cyradon. They were the most powerful and civilized of the races. Their capital on Cyradon was the city of Belynar, which they carved into the side of an ancient volcano. The Cyrads shared their home with several other races, including the mighty Gryphons.

Descendants of the ancient Mithrans, the Cyrads traveled across the world of Mithra and beyond through their famed “Royal Roads”—mysterious magical portals. Then one day the Cyrads vanished. Some say the Cyrads were destroyed by a plague or by Dragons, others that they took a Royal Road beyond the stars to a new home.

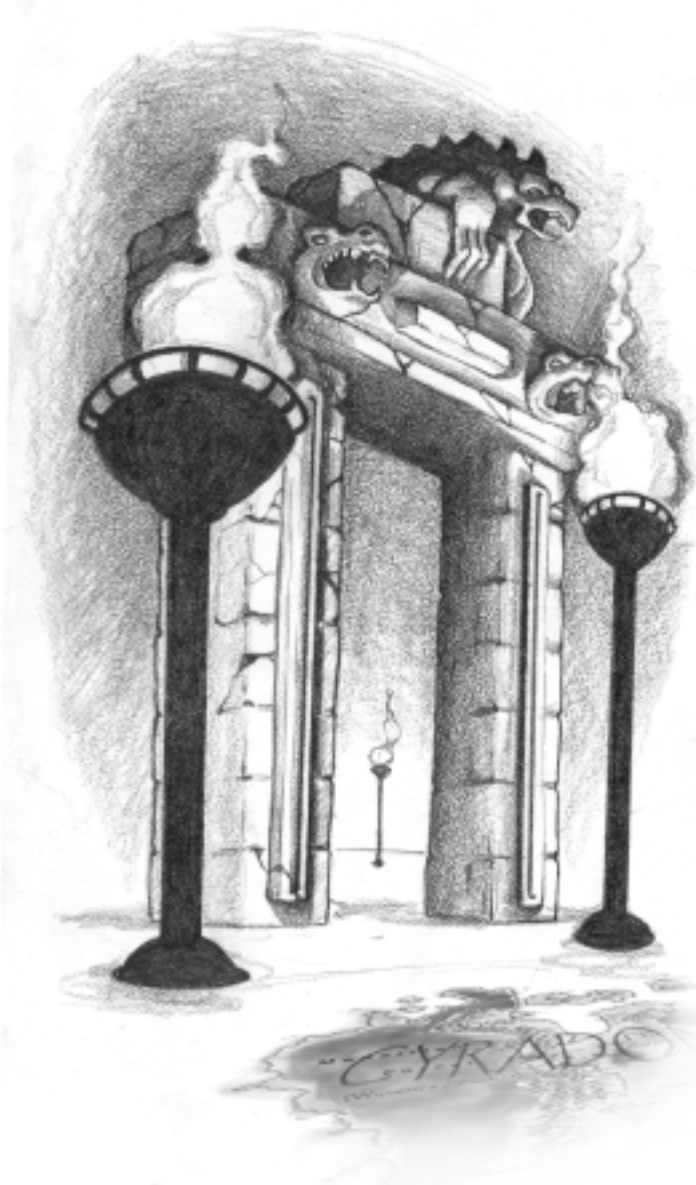
Some time later, a second wave of immigrants landed upon Cyradon. Claiming to want to be free of the younger, upstart race of humans, many Elves took part in this migration. They were drawn to Cyradon because of the “Echoes”, the land’s inherent powerful magic.

The Arali Elves were the most numerous immigrants to Cyradon. Their arrival on Cyradon signaled a continuation of their ancient political rivalries and Machiavellian intrigues. They set about founding kingdoms—Janieal, Desnia, Shivan, Ischea, and others. Another elvish race, the Danae were forced into secondary roles as the Arali vied for dominance. The Arali gradually grew apart from each other and the Danae. They came to see themselves as separate “races”; while they acknowledged a racial kinship with other Arali, they denied kinship with the other Elves. The other races of Cyradon such as the Nagazi and the Gryphons wisely refused to take sides in these



disputes. For centuries the precarious balance of power held...

Then the Narsin came to Cyradon. The Narsin persuaded the Arali to allow their order to reoccupy Belynar. Sensing potent allies, the Arali agreed. Over time, the Narsin and their city grew. The Narsi had time, magical power and unlimited resources at their disposal, and turned their efforts to magical experimentation. They created many new species and magical servants. Bored, the Narsin instituted a series of games where these creations would battle one another. As time passed, this minor diversion became an overwhelming feature of the Narsi society, driving them to create more and more creatures and constructs for use in battle. Many powerful Arali also took part in these games, purchasing monsters for their stables and to fight in the coliseum. Over time, much of the Arali and Narsi cultures descended into decadence.



The Arali were both envious and contemptuous of the Narsin. They despised the Narsin for being human, but envied and coveted their power. Powerful Arali actively conspired to use the Narsin to defeat their rivals and to establish hegemony over all of Cyradon. In an effort to outdo the other Elves of Cyradon, the Shivan Arali bribed the Narsi to alter their race; nothing less than wings and the power of flight would satisfy the Shivan Arali.

The Arali of Desnia attempted to stop the magic ritual that would give the Shivan wings. Their efforts were catastrophic—the resulting magical backlash released an intense pulse of magical energy that swept out from Belynar, killing or twisting everything in its path, people, plants, animals, everything! Nothing was left of the central highlands except for the blasted lands and hordes of strange new monsters. Thus was born the Devastation.

The backlash transformed and twisted the surviving Shivan Arali. They lost their longevity and grew vestigial wings upon their backs. They became the Schirae.

Angry and grief stricken, the Arali survivors blamed the human newcomers for the Devastation. Tapping the Echoes of Cyradon, the Arali of Desnia crafted the Veil, a magical barrier meant to drive away all those who sought to reach Cyradon. The Veil was a massive wall of mist that surrounded Cyradon to prevent outsiders from approaching. The Desnians also used the Echoes to re-seal the Royal Roads that the Narsin had opened, to prevent others from arriving by that method.

The Veil lasted for centuries, until just a year or so ago, when an Arali poet, discovered that the use of the Echoes to power the Veil was also destroying both the Echoes and all of Cyradon by depleting the power of the land rather than allowing it be used to heal the land. Taking matters into his own hands, the poet forged a ritual that destroyed the Veil.

THE PRESENT: ESCAPE TO BELYNAR

On the war-torn continent of Anias, an empire arose from the ashes of one much older. The old Empire of Tarahir was a literate and civilized society, but in its sprawling, bloated corruption, it grew complacent. The Empire of the Orsai is a younger, hungrier breed, still learning how to stretch its muscles and grow. Governed by a sect of politician-priests, the Theocracy of Asut guided the empire according to the will of their desert god, Memra. The Orsai Empire is a warrior culture dominated by powerful nomadic tribes. They have claimed the territory of the Tarahiri Empire from their former masters.



But Tarahir still stood; a rich subject state which had never fully bowed to the Orsai. In an attempt to possibly recapture some of their former glories, the Tarahiri rebelled, denying the authority of the Orsai over them. The old successor kingdoms to the north marched in support of the uprising, but to no avail. The Orsai defeated them all, and laid waste to the city of Tarahir.

As Tarahir burned, a motley band of refugees, soldiers, and mercenaries fled into the mountains. Attempting to find shelter and protection, they fled into a cavern complex that was the remains of ancient dwarvish city. They hoped to hold their Orsai pursuers off long enough for reinforcements to arrive. Instead, they stumbled onto a magical portal. A young mage remembered a tale written on a crumbling parchment. The Cyraids had built magical roads across the world, from city to city...If this was an ancient Cyrad portal, the mage reasoned, it most likely led to a Cyrad city or perhaps another dwarvish city...But where?...How to activate it?...Perhaps a prayer was answered, for as the Orsai closed in on the caverns, the portal sprang to life, offering the refugees an uncertain future. The refugees took the escape offered to them. When the Orsai swept through the caverns their scouts found only a few traces of the survivors. The portal had closed. The whereabouts of the refugees remained a mystery.

The portal led to Belynar, once the greatest city on the island-continent of Cyradon and half a world away from anything they ever knew.

Several thousand people, human, Gryx, and Sithi, scared, tired, and hungry, emerge into the great square on the largest of the plateaus of the great city. In the peaks overlooking the city, a tiny community of Gryphons – creatures of myth and fear in Anias – stood watch over the desert, holding ancient enemies at bay.

Any other race in Cyradon would have killed the human refugees where they stood, but the Gryphons understood that the coming of the humans meant a time of great change was here.

NEW LIFE & NEW HOPE

Shortly after the arrival of the refugees in Belynar, a mixed contingent of Desnian and Janieal scholars arrived to look into fluctuations of the Royal Road that had been detected weeks before. The Desnian and Janieal Arali have arrived to find that the Gryphons and Rhona are already present and working to aid the newly arrived refugees.

To everyone's surprise, a dwarvish contingent arrived through the Royal Road portal only a few short days after the refugees. And finally, representatives of the calm and civilized Nagazi arrived, seeking to aid and learn more about the refugees and the events now unfolding here in Belynar.

With such a diverse group, the Rhona elders decided to try the ritual of Estrousal one more time in honor of the meeting of so many different races in one location. Thus a small group, comprised of all the races present ascended to the very top of the volcano upon which Belynar was built to perform this ritual. It took half the night, and at its conclusion the focus of the ritual, one of the famed Tears of Life exploded in a pulse of energy, something that had never happened before in all the years that the Rhona had been performing the ritual.

The following morning, as the sun rose over the distant peaks of the Mountains of Morning, many noticed the change that had taken place over Belynar and its surrounding area. Where once there was nothing but the blasted red sand of the Devastation, there was now grass and trees, animals and even crops growing in fields! The Ritual of Estrousal has restored the land to the way it was before the Devastation, including the plants and some wildlife!

However, this was only a temporary respite; the ritual had restored only a small portion of the Devastation to life, a portion that would eventually erode away again in but a few short years, a decade or two at most. For the healing to become permanent, even more of the Devastation must be healed, enough so that the land is once again strong enough to fight off the corrupting influence of the Devastation. The land needs to be restored fully. The land needs heroes to save it.

WHAT DOES CYRADON MEAN?

To human scholars, "Cyradon" is the Cyrad name for a distant continent claimed by the Cyraids as part of their empire in ancient times. The Cyrad empire is said to have started in the Juras Mountains of Anias and then stretched north and south and somehow far to the east across the sea to a distant land. Over time, the term "Cyradon" has come to mean "over the hills and far away", a distant country shrouded in myth, whose existence is questioned by many teachers. "Away to Cyradon" is a Tarahir term which means lost or distracted. "Ah that boy is always woolgathering," a father or a schoolmaster might say, "he always seems to be away to Cyradon." But Cyradon does indeed exist.

To the Gryphons, Cyradon means the Place of Sanctuary.



THE PEOPLE

There are several intelligent races in Cyradon. Some races are native; others have come to the isolated island continent over the millennia seeking shelter, enlightenment, or conquest. In the very heart of the continent, only the Gryphons and Gnomes attempt to eke out an existence. They watch over these wastelands and ensure that if ever an opportunity arises to restore the land, they are ready to make such an attempt.

All of the player character races in Cyradon are humanoids, except the Gryphons. Many of them are exotic: the unearthly Arali Elves with eyes of brightest sapphire; the child-like Gnomes, discharging their faithful duty to protect the world; the Gryphons with their beautiful feathers and dreams of flight. All of the player character races are fighters. None of them are pushovers. All of them will give their last breath just to keep life and hope alive for the briefest of moments.

THE ELVES

The Elves are a long-lived race who claim ancestry from the Mithrans. As the Elves grow older, their youth falls away and they lose touch with their mortality and their physicality. They enter a chrysalis state and emerge as one of the spirits of the stars. But until then, though ageless, they die as easily as any other. The Elves are slight and slender, with unearthly eyes and luminous skin. Their skin tones range from alabaster white to a dusky copper color. Their most distinctive feature, however, is their range of eye colors: sapphire blue, emerald green, ruby red and sunset indigo.

There are numerous kindreds of the Elves scattered across the world. The Arali were among the most successful kindred. They occupied vast swathes of land

on the steppes of Anias. Eventually growing weary of humans, the Arali and other elvish kindreds set out across the sea eastward in their mighty ships, eventually making Cyradon their new home.

The Elves are hardly ever numerous in the Daybreak Country. They produce few children, and their city's populations are dwindling so that they are half empty.

Once a vibrant, powerful race, the Arali are quiet and hesitant now. They mask their frailty with a haughty arrogance. They pretend that nothing has changed and the land is as it ever has been. They play at their Great Dance of intrigues, power plays and rivalries, bestriding the lands like would-be kings. Sometimes, they even manage to fool themselves. Five hundred hundred years ago, their entire society collapsed into degeneracy and decadence, contributing to the ruin that befell Cyradon at the hands of the Narsin. Many of the elder Arali died and now, a younger generation stands poised to take up the reins of power. The arrival of the humans will set their courts aflutter with new feints and ploys to gain some perceived upper-hand, but perhaps it will lead the Arali back to their former glory – or destroy what's left of them.

The Arali are divided: in the south east of the Daybreak Country, the Arali are agrarian, and almost rustic. They make their homes on the seashore, and in the woodlands, and in a small city hidden in the woodlands. Their blood has mingled with the Danae. Further north, in the cities of Janieal and the Amber Hall, the Arali are urban, cosmopolitan and civilized. They pay professional soldiers to guard their walls, and rarely travel beyond the safety of their lands.

In the furthest north, the tiny port city of Stormhold plays host to the mysterious Sen-Serai Elves. These “shadow dancers” are magicians and seers and





scholars. They are forbidden to participate in politics or the “mortal affairs” of their cousins to the south. But the time has come for the Sen-Serai to break the laws of the Arali.

THE GRYPHONS

The Gryphons are a mortal race. They have the classic winged lion-eagle appearance of mythology. Their colors range from panther black to leonine gold and a variety of other colors, mostly determined by tribe and heritage. They cannot carry humans or heavy burdens on their backs—their flight is magical and although they are tremendously strong, their backbones are not strong enough to support the weight of a human. (Their bones are lighter than that of a lion or a tiger.) A great insult amongst the Gryphons is to call someone a “Hippogriff”, after the hated slave race created by the human wizards through crossbreeding to carry burdens for them. Gryphons are hunters, poets, artists and dancers - they live to dance across the dawn-lit sky, savor the thrill of feeding, and the calm silence of the night. They do not deign to be slaves.

They were once rulers of the sky, hunters who rode the winds and danced amongst the stars. The human wizards tried to enslave them, once. They cast off their shackles and fled to the farthest reaches of the world. Now they make their homes in five eyries on Cyradon. The Blunt Hill eyrie sits among the high cliffs and carved rooms of Belynar. The Gryphons also watch over two small river valleys in the mountains south of Belynar which miraculously escaped the devastation. Their decisions will shape the future of the world, and the lives of the human refugees cowering in the city below.

The Gryphons are intelligent and highly civilized. They are a much-underestimated race with a wide range of interests from magic to sculpture, to cooking, to painting, to magic, to poetry. They are outgoing and not prejudiced against other races. They are no fools, however, and their friendliness does not translate to submissiveness. Some are adventurous, some are homebodies, but they all share an intellectual curiosity and a love of learning new things. They can do most things humans do, though they cannot handle most weapons. Gryphons fight with their claws and talons. They cannot wear heavy armour. Their claws are preternaturally sharp and responsive and are capable of very delicate manipulation. They are normally not aggressive but, like most intelligent species, are fiercely protective of their families and friends. They make very bad enemies.

THE GNOMES

The Gnomes, who call themselves the Rhona, are a slight, almost child-like people, their tallest barely four feet tall. Slender and dainty, the Rhona are creatures of the earth and the wild, and it was through their actions – and indeed, sacrifices – that life remains in the Daybreak Country. Like the Arali, the Rhona are long-lived, but their lifetime is much shorter. Like the Arali, they too undergo a chrysalis, changing utterly, and becoming one with the powers of the planet itself.

THE NAGAZI

Created by the Dragons of ancient legend as slaves, the Nagazi are Nagah who gained their freedom during the First Age. Left in barbarism, they slowly clawed their way to the rudiments of civilization. Stumbling upon the ruins of Evefalim, an ancient Mithran city, their wise ones discovered and partially translated some of the ancient Mithran texts found there. These texts led to a new age of enlightenment for the Nagazi, as they now called themselves. The Nagazi have created a small confederation of city states, and have opened trade relations with all those around them, including the more barbaric Nagahal city-states to the west, the Arali settlements along the coast to the east, and even with the Arali of Ciastan who have closed their borders to other Arali.

Nagazi are humanoid reptiles standing an average of 6' in height. They have a tough leathery skin that varies in hue from brown to a deep green. They have only a vestigial tail, and retractable claws on their hands, which have only 3 fingers and thumb unlike many other races.

The Nagazi are very cosmopolitan and refined, with impeccable manners towards all others. They dislike fighting but will do so if they have to. They prefer negotiation and trading to conflict.

OTHER RACES

There are other races on Cyradon. Since the action on Cyradon is initially, at least, set in a small geographical area, this book focuses only on the newcomers to Cyradon and the races that they will encounter first. Future Cyradon products will detail new races, and new Player Character options.

THE NEWCOMERS

The Sithi – The Sithi are Elves from the forested lands north of the Juras Mountains. Magical, independent, and curious, the Sithi are eager to explore Cyradon.



The Dwarves (Mablung) – The Dwarves are a short, hardy, mortal mountain people. It has been many years since they involved themselves in the affairs of the world around them. In the past the Mablung had been allies of the Cyrads, and many Royal Roads had linked Mablung and Cyrad cities. While the portals had not functioned in many centuries, the Mablung still guarded them, and made periodic attempts to reactivate portals that led to desirable locations such as Blackflame.

Humanity – Men, women, and children. Civilians and soldiers, they are those fortunate to escape the massacre at Tarahir. Many of their fellows were killed when the city was burned and sacked; many more were marched away to slavery or worse fates. They are a mixed lot, citizens of a city that was once the most cosmopolitan in the known world. This is their chance to start again – but it may also be too great a challenge for them to cope with.

Gryx – The peaceful nomadic Gryx will have new roles thrust upon them on Cyradon.

THE DANGERS

This is a hostile, empty, and barren land. The portal leaves the newcomers stranded at the doorstep of the dusty ruins of Belynar. Food and water are scarce and top priorities. Beyond the distant mountains to the east, the Arali kingdoms lie in fear of the return of humanity and steel themselves for the confrontation.

But these are trivial problems. In the mountains surrounding the Devastation, the Schirae make their homes. The Schirae were once Elves who gave up their near immortality for a precious dream, and are now a vicious, broken, degenerate race who scar their faces and mutilate their bodies. The Arali say they are cannibals and refer to them as ‘the fallen’. When famine strikes their high mountain pastures, they sweep down upon the Arali kingdoms like locusts. Their shamans hunt Gryphons and take Elves as slaves.

They dwell inland, in the mountains and along the edges of the desert. What little territory they can claim as their own often is unable to support their numbers as they breed like rabbits. When their numbers get too great, the Schirae seek relief, either through expansion or culling through war.

Differences between the Schirae and the Arali are obvious: each Schirae has vestigial wings on their back, their complexion is dark gray in color, and their bodies bear little resemblance to their Arali cousins. These Dark Elves are descended from a tribe who sought to learn the secret of flight. They transformed themselves using magic, but their magic failed. It burned away their immortality and their ethereal beauty.

They will be most interested in the arrival of human refugees for a fresh source for slaves and hunting them will provide much sport.

A short distance from Belynar lies the coliseum. Here the constructs lie inert under the stadium, waiting for their long-dead masters to call them forth again. The coliseum constructs are massive monsters out of mythology and nightmare, created by some of the most creative enchanters to have ever lived. They are intelligent, adaptable and highly dangerous. They made for spectacular combat in the days of the arena games, but now, the constructs represent a deadly threat. The constructs are no longer bound by the coliseum limits – they may range far and wide across the city and the surrounding hills should they be awakened.

Who knows what dangers may await in the lands to the west of Cyradon? Are there other races? Are there more monsters? Beyond the Mountains of Evening lies an unimaginable expanse of jungle that has never been explored fully. What secrets does the jungle hold and what dangers?

And finally, there is an old saying amongst the Gryphons: “*Until the Dragons wake*” – a sad term of goodbye, a half-remembered saga from old legend. When the Dragons wake, the Gryphons say, the world will shake and everything made by mortal hands will be undone. When this is to occur, not even the Gryphons can say nor would they if they knew.

THEMES AND MOOD

This is a setting for **High Adventure Role Playing (HARP)**. “High Adventure” is the key here – swashbuckling heroes, sweeping romances, desperate struggles, mighty victories, the clash of ancient civilizations and the redemption of all that has fallen. The aim is to create a setting that will generate epic sagas and fun adventures.

The setting has many elements: dark undead creatures, vicious inhabitants of the Devastation, noble Gryphons, sleeping Dragons, otherworldly faerie spirits, and passionate and beautiful Elves. The exact mix is for the Gamemaster and the players to decide upon. Do you want a saga where a desperate humanity must make the ultimate sacrifice to save the land? Perfect. Do you want a saga where a ragtag band of ne’er do wells become mighty heroes? Perfect. Do you want a darker saga, shadowed by treason and deception? That would also work perfectly.





2

THE WORLD OF MITHRA



But before he could swing again in defiance of death, one of the Orsai facing him let out a surprised grunt and fell to the ground. His brothers hesitated, and in that time sealed their fates. Barrin swung a mighty blow and Stave's last arrow hit home. They were safe, at least for a time.

"You there," Stave and Barrin heard a voice from the woods, powerful but lilting somehow, speaking Tahir. Barrin and Stave were on their guard. Was it an Orsai trick? At some distance, Barrin noticed a shifting pattern in the trees. Someone was there. He stepped forward.

"I am Roalan of the Sithi," he said. "I call you friend."

"We would have been fine," Barrin said.

"Perhaps, but in these dark days, any help is likely to be appreciated."



THE HEAVENS

The following sections of this chapter provide the Game Master (GM) and the Player with some important information about Mithra in general. This includes information on the solar system, weather, and how time is marked.

CONSTELLATIONS

The night sky is thick with stars. Many different cultures have perceived patterns in the stars, and given these patterns names. Some cultures may believe that the patterns are representations of their gods, or other beings placed in the heavens for the doing of great deeds, or as punishment for great evils.

Due to the variable nature of the night sky because of the different seasons, and different locations on Mithra, different civilizations often give different names to the various patterns that they find.

The GM may wish to design some simple star charts and assign patterns, forming constellations, if it is to have bearing on a particular group or campaign.

It is important to note that the stars seen from Cyradon are much different than those seen from Anias, where the refugees originated. Those constellations that were in the southeastern sky, as seen from Anias would be located in the northwestern sky as seen from Cyradon, if they can be seen at all.

THE MITHRAN SOLAR SYSTEM

Mithra is the third planet out of seven within its solar system. It has a diameter of 8,300 miles, making its circumference a little bit more than 26,000 miles, or a little larger than Earth. Of the other planets, the first two, and the fourth planet are terrestrial, or rock, planets. The remaining three planets are gas giants. Ihasai, the largest of the three has spectacular rings about it, the only one of the three with rings. The planets in the Mithran system are all visible in the night sky at various times.

Mithran Solar System						
	Name	Diameter (miles)	Type	Distance*	Year**	Moons
1	Nirus	3,200	Rock	55	184d	2
2	Tazel	4,600	Rock	71	276d	0
3	Mithra	8,300	Rock	92	360d	1
4	Asteroids	—	Rock	104	—	—
5	Tinnubrus	7,500	Rock	128	575d	3
6	Achan	30,000	Gas	210	5.1y	6
7	Ihasai	35,000	Gas	340	8y	5
8	Phelgas	28,500	Gas	701	29.8y	9

* = in millions of miles
 ** = given in Mithran days (d) or years (y)

THE MITHRAN MOON

Mithra has but a single moon, called Sellio. Sellio has a diameter of 2,600 miles, and it rides in orbit 220,000 miles from Mithra. In comparison, Sellio is about 1/3 larger in the night sky than Earth's Moon. Sellio orbits Mithra once every 28 days, and unlike Earth's Moon, it does not have one face locked to be always facing the planet.

Different cultures often associate Sellio with that particular culture's deity of the night.

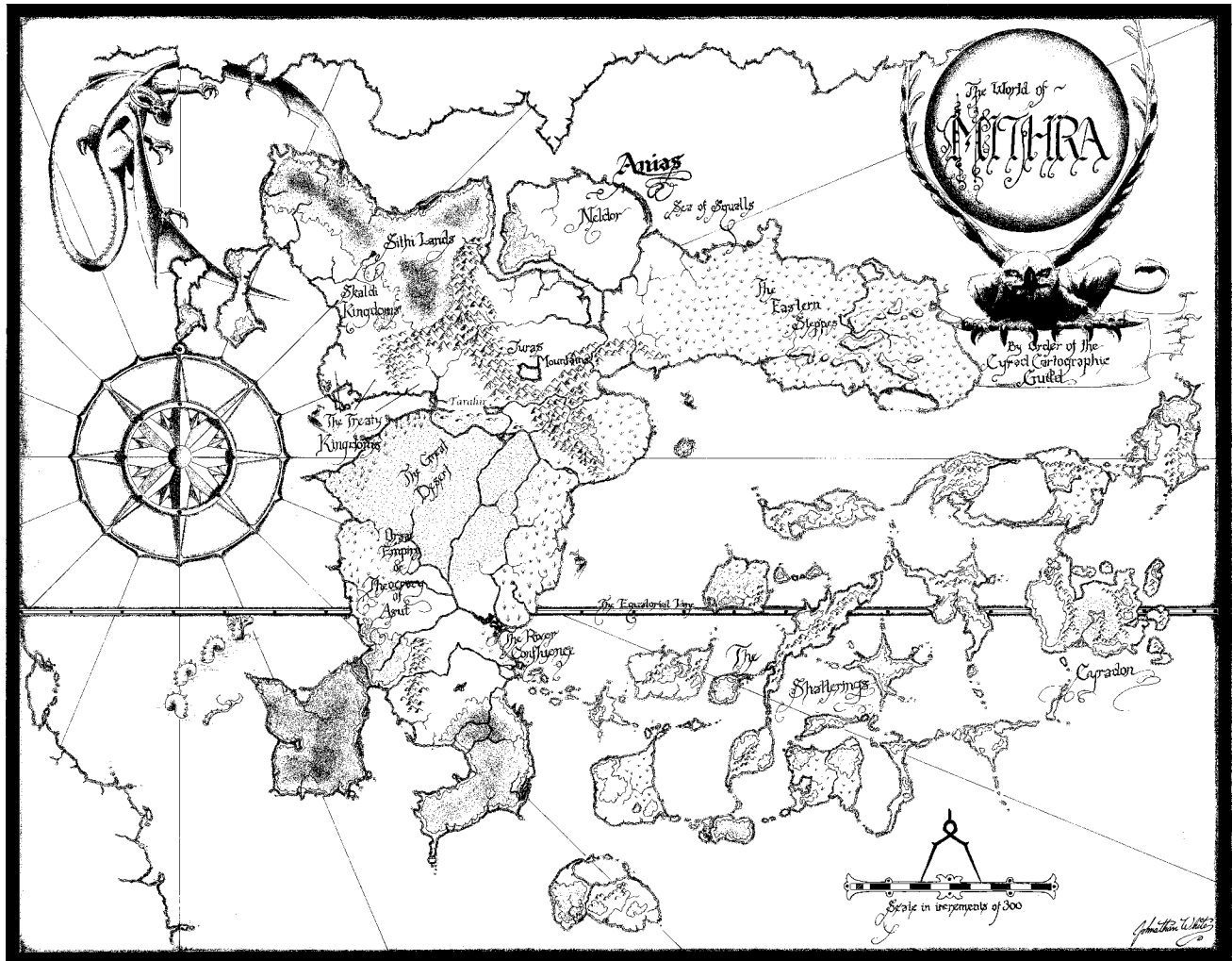
COMETS

While they are not extremely common, several comets visit the Mithran system on a regular basis. Of these, the most well known comet is known as Gelkan, the Harbinger. It is said that this comet, which is visible for 21 weeks out of every 500 years, heralds world-shaking changes. It is currently visible in the night sky of Cyradon. It was first sighted the night that the refugees arrived from Anias. Its closest approach to Mithra was on the second night of the Festival of Arene. This was the night that the Rhona performed the Ritual of Estrousal and healed a large portion of the Devastation although it was relatively small compared to the remainder of the Devastation.

There are two other comets that make regular appearances in Mithra's night sky. The first is Beljor, who appears once every 108 years, and the second is Velniv; which appears once every 150 years. Both of these comets are visible for only a few days, a week at most. They are often thought to bring bad fortune with them when they return to Mithra. It is rare for more than a single comet to be seen in a given year. Seeing two of the comets in a single year is thought to bring extremely bad fortune. All three comets are only visible within a single year once every 13,500 years. On the night that the Rhona performed the Ritual of Estrousal, all three comets were visible in Mithra's sky simultaneously. This rare conjunction is seen only once every 27,000 years.

METEORS

Mithra has a very active night sky. Just a little over 12 million miles away is a dense asteroid field that orbits Mithra's sun. Sometimes these asteroids will collide and send fragments spinning in all directions, even towards Mithra. Those that reach enter Mithra's atmosphere and fall to the ground are called meteors. Many of these meteorites are made of special materials and substances that are highly magical or have a strong affinity for magic. This makes them prized by those who work magic, especially those who work on creating magical items.



MITHRA: - THE WORLD

The following image shows the World of Mithra. It does not show the entire world, only a large portion of it that includes the two major locations that are important to the setting.

ANIAS

Anias is the largest of the four continents on Mithra, extending over 9,000 miles from east to west at its widest point and nearly an equivalent distance from north to south as well. It is the home to many different cultures.

Along the western coast of Anias, just north of a large bay lies the Treaty Kingdoms, with the Skaldi lands north of them and the Sithi forests covering the northern-most portion. To the east of the bay, along the shores of the lake, and just south of the Juras Mountains lies Tarahir. South of Tarahir lays a few foothills, and then the Great Desert, home of the Theocracy of Asut and their Orsai Empire. The Empire covers the entire Great Desert, and the majority of the lands south of it to the Great River Confluences

CYRADON

Cyradon is the smallest of the four continents, and at that only just passes as one. There are a number of islands among the Shatterings that come near the size of Cyradon, but not near enough. Cyradon is nearly 1,800 miles wide.

Cyradon is the home to several unique cultures and to the Devastation, a huge wasteland created by a magical ritual gone horribly awry.

THE SHATTERINGS

This is the collective name given to the many islands, both large and small that lie between Cyradon and Anias. Legend has it that they were once all part of the continent of Anias, but that something caused that great land to be sundered and that the Shatterings is all that is left of that portion of the continent.

THE OTHER TWO CONTINENTS

On the map of Mithra, the edge of one of the other two continents can be seen. The last continent is off the map completely. These are being left deliberately undeveloped so



that a Game Master (GM) can place a continent on which he is already running a campaign in one of these two locations.

Chapter 10, *Adventuring* will go into this and several other ways of incorporating Cyradon into a campaign in more detail.

CYRADON CALENDAR

Each race tells time in its own way. However, when the different races start to interact with each other, they will often devise a common method of marking time and the passing of the seasons. On Cyradon, the most common method used is the calendar used by the Arali. It is unknown as to whether they devised it themselves or acquired it from the Narsin. In any case, it is now the default calendar used by the races of Cyradon.

The refugees are slowly being taught this calendar as well by their Gryphon, Rhona, and Nagazi friends, and even by the Arali who also happen to be in the city as well.

THE MONTHS

Mithra has a year that is 360 days long. This year is divided into 12 months of 29 days each. In addition to these 12 months there are four three day festivals celebrating the equinoxes and the solstices. The first day of spring coincides with the first day of Cilia, the first month of Spring. This is also the first day of the Arali year.

WEEKS & DAYS

When using the above calendar, the months are also divided into weeks, with each week being 6 days long. The names of the individual days are as follows, starting with the first day of the week:

- Antias
- Oclius
- Sartis
- Ancrus
- Hebe
- Avlia

Spring	Cilia Festival of Arene Seius Lunia
Summer	Trinius Festival of Helis Verus Celva
Fall	Minia Festival of Paleron Salius Vestoria
Winter	Helvia Festival of Drucaran Sirnis Dionis

WEATHER & CLIMATE

Thanks to the Veil that the Arali used to hide their land from the world, Cyradon has a most unusual climate. It does not get as hot as other lands along the equator do. Even though the Veil is gone now, the altered weather patterns still remain.

The following table shows the average low and high temperatures for each month as well as the chances for Overcast skies, cloudy skies, and rainfall.

Month	Average Low	Average High	Chance of Overcast*	Chance of Cloudy	Chance of Rain**
Cilia	44	57	46	27	40
Festival of Arene	45	58	17	17	23
Seius	48	64	45	35	40
Lunia	56	75	47	33	40
Trinius	61	84	40	40	42
Festival of Helis	61	84	40	40	36
Verus	67	85	38	40	33
Celva	65	84	40	35	33
Minia	57	79	46	21	33
Festival of Paleron	57	79	46	21	36
Salius	51	68	40	25	38
Vestoria	41	58	50	30	35
Helvia	40	51	50	25	34
Festival of Drucaran	39	51	50	25	34
Sirnis	38	54	50	27	33
Dionis	41	56	50	25	32

*= Total cloud cover

**=Chance of rain if Overcast. Half the chance if only Cloudy





ANCIENT HISTORY

THE FIRST AGE

(AKA THE AGE OF THE DRAGONS)

At the beginning was darkness. From this darkness came the eternal ocean, and from it, land. When the gods had separated the earth from the water and the water from the sky, they filled the world with life. This life included the great Dragons, the Saena, and all the beasts, trees and flowers of the field.

The Dragons are considered the oldest of the great races to awaken. The common telling speaks of a forgotten god, harnessing the powers of water, earth air and fire into his masterpiece. Legends also tell of how other gods created other life as well—the Saena—the great beasts of the earth, sky, and waters, and all the other races, both beautiful and terrible. There are also legends telling of how the gods filled the world with their “children”.

Since the Dragons are considered to be the oldest, scholars have debated over them the longest. Beyond the common creation legend, some say that the Dragons were spirits that chose to take corporeal shape. In this, they say, Dragons were not unique—that all life that first awoke on Mithra came from spirits that took earthly shape. The Dragons were no less than gods who had chosen to claim the world as their own if this belief were to be followed. Wise, powerful, magical, and strong, the first Dragons ruled the world for a time.

Through sheer power, the Dragons established their dominion over the other races, but their reign was tenuous. While more powerful than the other beings on Mithra, jealousy was rampant, causing the Dragons to fight amongst themselves for supremacy. The Saena also challenged the Dragon’s lordship. In an effort to defeat her rivals, Moril, a great Black Dragon, devised a way to create servants and slaves to increase her power. Deep within her lair, from a pool of her own blood and stillborn Dragon embryos, she created Wyverns and Nagahs. The Wyverns

were to be her eyes and ears as well as her army, going to battle against the other Dragons and the Saena for her. The Nagah were slaves—mining the precious metals and stones that she loved, fetching and various other menial tasks, and serving as a food source for herself and her wyverns if the need arose.

And so it came that Moril unleashed her armies and slaves upon the world. In the wars that followed, Moril and many of the great Dragons were slain, along with many Saena, while some entire races were completely wiped from the face of Mithra. The few surviving Dragons, wyverns, and Nagah fled, hiding themselves away from all races. This ends the first age. For millennia, no Dragons were seen.



THE SECOND AGE (AKA THE AGE OF SAENA)

After the demise and disappearance of the Dragons, the world belonged to the Great Beasts, the Saena. The great beasts developed and spoke their own languages, worked intricate magic and made their homes in the vast forests, on the sharp peaks of the mountains, in the empty

deserts, and in the depths of the ocean. They were lords over all, masters of the world, great predators who fed on the animals. The world was a single continent at this time.

But then one morning, something else awoke. Tall creatures of the land below, with eyes that burned like the sunset, and hair the color of the stars. Later ages came to call these creatures the immortals, or the Mithrans. Their magics were beyond the magics of the Great Beasts. Their songs could be heard from the dawning of the sun to the setting of the moon; magic songs of bewitchment and enchantment. With their songs, they lured the Great Beasts to their homes and learned their language and their magics. For a time, the Mithrans were content to share the forests, fields, mountains, lakes, and the seas with the Great Beasts.

Eventually, the Mithrans moved to the center of that great continent and raised a great Tor, an artificial mountain that reached miles into the sky. At the summit, they built a great city, and the Great Beasts of the sky and the Mithrans came together on common ground. The



Mithrans learned the magics of the air and the ways of the sky, winds, and weather. The Mithrans became obsessed with flight, wishing to walk the path of air and the stars as the winged Great Beasts did. Sometimes, the Great Beasts would allow princes of the Mithrans to mount them and be borne across the skies. But these small tastes of freedom were not enough. For some, it was both an obsession and an ambition. Some wrought new magics that could bear them across the sky like the birds and Great Beasts. But these magics were exceptionally hard to work and required too much power to control safely. Some of the Mithrans, instead of working to fly on their own, worked to enslave the Great Beasts.

Legends say this breach of trust led to a great war in that city in the sky. A war so great, the continent itself was sundered in to hundreds of pieces, spread across the face of Mithra. This catastrophic event marks the end of the second age.

In ages to come, human wizards would claim that the Sundering was mere myth and that the continents moved apart because of forces inside the earth itself, shifting and moving over many millennia. One thing that is often omitted from these statements is that a great amount of evidence shows that the continents split at a single, central point – precisely where the legendary Tor is claimed to have been.

THE THIRD AGE (AKA THE AGE OF EMPERORS)

The ancient history of the Age of Emperors uses an arbitrary system of dating. Dates are noted as the number of years from the beginning of the astrological Age of Emperors, which is also the last time that all three comets where in the sky at the same time. Such dates are listed as follows: 1000 AE. (*AE stands for Age of Emperors*).

The following timeline incorporates only two of the many different dating systems used on Mithra. The first is the Age of Emperors and the second is the dating used by the Elves of Cyradon. The Elven dating uses Imperial Reckoning (IR) for their dating and they restarted their calendar upon reaching and settling on Cyradon.

c 01 AE

As the great war that sundered the Tor draws to a close, the three great comets are seen in the night sky, marking the beginning of a new age, the Age of Emperors. After the destruction of the Tor, the Saena and the Mithrans sign a truce and agree to leave Mithra to the younger races.

c 50 AE

The last of the Mithrans and all but a few Saena leave Mithra for worlds unknown.

c 11000 AE

First appearance of the race calling themselves the Cyrads.

c 15500 AE

First appearance of the Elves.

c 18000 AE

The Cyrads nation grows to cover all of Anias and they begin spreading to other continents.

c 18735 AE

The Cyrads begin creating the Royal Roads, a network of magical gates connecting distant locations across the world. Many of the portals to the Royal Roads are located in Dwarven outposts, further enhancing the already close relationship between the dwarves and the Cyrads.

c 20650 AE

The Cyrads move their capital to a small continent that they name Cyradon, and found the city of Belynar on the slopes of an extinct volcano.

c 21150 AE

The Elves build their first cities. These are located in the fertile lands northeast of the Juras Mountains.

c 21250 AE

The first appearance of Humans, descendants of the Cyrads. Within the next 500 years, several other new races also appear or are discovered. On Anias, there are the Gryx, who are believed to be children of the Saena or perhaps a mixture between the children of the Saena and the children of the Mithrans. The Gryphons appear on Cyradon, definitely children of the Saena, and on various islands among the Shatterings, the Aoifar, lion centaurs who also appear to be a mixture of the children of both the Saena and the Mithrans. The Gryphons are quickly befriended by the Cyrads upon arrival in Cyradon.

c 21283 AE

The Black Dragon awakens within the Madairian Forest on Cyradon, and makes a few forays into other lands, only to be confronted and stopped by a few of the remaining Saena.

c 21300 AE

The Cyrads withdraw from Anias, leaving it to the Humans, Elves, Gryx and Mablung.

c 21425 AE

Realizing that it cannot rule with the Saena who remain on Mithra looking for it, the Black Dragon goes into hiding, and puts out the call for all remaining Nagah and Wyverns that it can contact with his magic, binding them to his service. He gives them totems through which he rules his new servants.



One tribe, for whatever reason, resists this call and travels into the mountains to the northeast. They eventually find the ruins of an ancient Mithran city known as Evefalim, and are met by mysterious beings known as the 7 Sages.

c 21500 AE

The Elves found the empire of Neldor. The Sithi Elves move into the forests to the northwest of the Juras Mountains.

c 21750 AE

A Cyrad explorer discovers numerous tribes of Nagah living in the western jungles of Cyradon. These tribes are cannibalistic and extremely antagonistic. This is the start of an undeclared war between the Nagah and the Cyrads.

c 21775 AE

The Gryphons, living primarily on the islands to the east of Cyradon, offer to aid their friends the Cyrads in any way that they can against the Nagah.

c 21792 AE

The Cyrads contact the Aoifar, on several of the islands of the Shatterings and asks several tribes to move to Cyradon and found a colony.

c 22380 AE

The Cyrads make a treaty with the Mablung Dwarves. The Dwarves are fascinated by the Belynar building project—there is knowledge to be gained and great work to be done. The Dwarves offer to assist the Cyrads with the building of Belynar, in exchange for the privilege of building their own city, Blackflame in the northern mountains. The first of the underground chambers are opened inside the slopes upon which Belynar rest.

c 22650 AE

Belynar is completed. The Dwarves move from the many outposts that they built near Belynar, as their own living accommodations, to the site of their own city of Blackflame.

c 23000 AE

The Neldor Empire stretches from the Eastern Steppes all the way to the western sea. Everything north of the Juras Mountains belongs to the Elves.

c 23700 AE

Several related tribes of Nagah, tired of the constant war that they have been fighting with the Cyrads, Aoifar, and Gryphons, move to the coast north of a spur of the western mountain range. There they build a village on the site of what will become the first of the five city-states, Zhur-Tarbok. The Nagah are set apart from their savage brethren by having tails that only go to their knees.

c 23789 AE

The chieftain of a human tribe, whose name is lost, places a standing stone on the outskirts of his village. This stone, covered in undeciphered runes and symbols, was located in a small courtyard in Tarahir; it was lost in the most recent fall of Tarahir.

c 24124 AE

The small village becomes an important rest stop for traders. More and more traders from all over begin meeting other traders in the village of Tarahir.

c 24543 AE

The city of Tarahir forms as a small city-state and center of trade as it is located on the convergence of several trade routes.

**c 24348AE**

The Cyrads withdrawal from all other continents and lands on Mithra, limiting themselves solely to the continent of Cyradon. No reason is ever given for this.

c 24375 AE

First mention of Tarahir in recorded history. It is a small trading village.

c 24500 AE

The Cyrads vanish. It is unknown where they have gone or why. The Gryphons form the Blunt Eyrie on the slopes above Belynar after promising to watch over the city. The Gryphons have no idea what happened to the Cyrads, only that they are gone, and that it is time for them to honor their promise of watching over the city.

c. 24730 AE

The Dwarves abandon Blackflame because the mines have all played out. They close it up properly, planning on returning in a few thousand years once the magical minerals and metals have had time to regenerate.

c 25130 AE

The empire of Tarahir is formed as its armies conquer all the land to the south of the Juras Mountains, and north of the Great Desert.

c 25150 AE

The founding of the Narsin (Order of the Lords of Magic) in Tarahir. The members call themselves the Narsi (Lords of Magic).

c 25300 AE

The Elves, tired of dealing with Humans, or so they claim, begin an exodus from Anias to find a land that they can call their own. Only the Sithi remain behind, refusing to bow to the will of the Arali who have come to rule Neldor.

c 25310 AE

With the aid of the Narsin, the Tarahir Empire extends south and covers the Great Desert and the lands south of it all the way to the River Confluences.

c 25317 AE/1 IR

The Elves found their new nations upon the small continent known as Cyradon. The Arali Elves settle on the east coast, while the Shivan Elves settle in the highland plains surrounding Belynar. The Shivan, daunted by Belynar, decide to build their cities elsewhere.

c 25335 AE/18 IR

The Tarahir Empire tries to extend northward through passes into the Skaldi lands, but the Skaldi resist and thus begins the Northern War.

c 25355 AE/38 IR

The Northern War ends with the Skaldi agreeing to pay tribute to Tarahir in exchange for a cessation of hostilities and a promise from Tarahir that they will not expand into Skaldi territory again.

c 25375 AE/58 IR

The Narsin discover the Royal Roads, and open the way to Belynar. The Gryphons, at first thinking them the descendants of the Cyrads allow them to occupy the city. The Shival Elves welcome the Narsi and allow them to move into Belynar.

c 25434 AE/117 IR

A schism develops between major factions of Arali Elves, and one group leaves Janieal and settles on the island of Desnia. Several smaller groups settle upon the two islands collectively known as Penlasse. Another faction moves north and settles in the land known as Ischea.

c 25467AE/150 IR

The Narsi withdrawal from Anias altogether, moving to the city of Belynar on Cyradon. They still use the Royal Roads looking for those with magical talent and for people to serve them and perform menial tasks within their city.

c 25517AE/200 IR

The Narsi hold the first coliseum games in honor of the bicentennial of the Elves moving to Cyradon. The games are a resounding success, prompting the Narsi to start holding them once every ten years. Only constructs and monstrous creatures are used during the games.

c 25530 AE/213 IR

Some of the most southern provinces of Tarahir rebel, and break away from the Empire.

c 25545 AE/228 IR

The Tarahiri Empire sends its legions south to quell the growing rebellions.

c 25567 AE/250 IR

The southern provinces of the Tarahir Empire succeed in their rebellion when the legions that are sent to put down the rebellion defect and join the rebels instead. Tarahir loses all lands south of the Great Desert.

c 25577 AE/260 IR

Other provinces have begun rebelling as well. To the west and north, the Skaldi refuse to pay tribute any longer. In the south, the provinces of the Great Desert and all around it also declare their independence.

**c 25592 AE/275 IR**

Legions from the northern provinces, who have been continually losing against the Skaldi insurrections, are sent south to quell more uprisings among the Orsai tribesmen of the Great Desert.

c 25642 AE/325 IR

Tarahir has lost all outlying provinces. The Great Desert is now fully in the hands of the Orsai tribesmen. To the north, the Skaldi have destroyed any troops sent against them, and forced Tarahir to pull back. To the west, the land has been broken up into smaller kingdoms. Tarahir controls only its main city and the lands between the rivers and the mountains.

c 25692 AE/375 IR

Tarahir is in open rebellion in the small amount of lands left to it.

c 25709 AE/392 IR

Tarahir's government is completely overthrown by the rebels. A new government is setup, one run by a council, rather than by kings. This council is governed by the various guilds and merchant houses of Tarahir. Tarahir now controls nothing more than the city of the same name, and the lands to the east between it and the Juras Mountains.

c 25754 AE/437 IR

Within the Holy City of Asut, a conclave is called of all the priests of Memra among the Orsai. The priests state that Memra has decreed, in omens sent to many of the priests, that the Orsai shall rule the Great Desert and all the lands around it.

c 25800 AE/483 IR

The Theocracy of Asut is formed as the last Orsai tribes of the Great Desert are brought under the control of the ruling council of priests.

c 25817 AE/500 IR

This year marks the first year that Arali Mages have constructs entered in the coliseum games. The frequency of the games is also moved up to once a year. The Narsi also start experimenting on creatures in order to make them tougher and more spectacular for the games.

c 25840 AE/523 IR

The Theocracy of Asut begins expanding to the south of the Great Desert. They begin the slow process of assimilating the small nations and kingdoms formed after the rebellions against Tarahir.

c 25982AE/665 IR

A Narsi Mage captures one of the Gryphons from the Blunt Eyrie and performs magical experiments,

creating the first true Hippogriff, among other creatures. This causes a rift between the Gryphons and the Narsi, and the Gryphons abandon the Blunt Eyrie, leaving the humans to themselves and their games.

c 26240AE/923 IR

The Theocracy of Asut expands south as far as the southern range of mountains, where they encounter the Mablung Dwarves. That encounter and the following battles are disastrous for the Orsai of the Theocracy. The Theocracy finally sees that they will never subjugate the Dwarves and ceases hostilities against them after 50 years of war. The Theocracy of Asut's southern border ends just north of this small mountain range, and the Theocracy turns its eyes northward.

c 26304AE/987 IR

The small kingdoms and nations in the west, south of the Juras Mountains form numerous treaties and become known as the Treaty Kingdoms. These treaties are formed for mutual defense against the Theocracy of Asut and its Orsai warriors.

c 26381AE/1064 IR

The Theocracy of Asut moves northward to the trading city of Tarahir. Tarahir agree to pay tribute to the Orsai, as they are called, in exchange for not being destroyed. Other small city-states east of the largest north-south river, which is also the eastern boundary of the Treaty Kingdoms, quickly follow suit.

c 26460 AE/1143 IR

The comet Beljor is visible in the sky. The Narsi try to work a great ritual to grant wings and the power of flight to a large group of Shival Arali; unfortunately, the ritual is interrupted by a contingent of Desnian Arali wanting to stop what they see as an abomination. The disrupted ritual goes horribly awry, sending out a wave of Devastation that destroys/petrifies the highland plains and all life within it. Many are killed outright. They are the lucky ones. Many of those who are not killed are somehow transformed into monstrous creatures. Those Arali who have survived become known as the Schirae.

c 26477 AE/1160 IR

The Schirae Wars: The Schirae have gathered into loose tribes and begun raiding into the surrounding lands. At one point, Janieal itself is nearly overrun by the Schirae. These battles last nearly 100 years before the Schirae are finally defeated



and forced back into the mountains surrounding the Devastation with the aid of the Gryphons.

c 26482 AE/1165 IR

The Arali Elves, seeing the Devastation, and the Schirae, are sorely grieved and determine that they will cut themselves off from the rest of the world. In one of the largest rituals ever performed, the Arali Elves create the Veil, a misty barrier that prevents any travel through its perimeter unless one possesses the special charms devised for allowing travel through the Veil.

c 26495 AE/1178 IR

The Theocracy of Asut tries to expand into the Treaty Kingdoms, but are stopped by the combined forces of the Treaty Kingdoms and the Skaldi who have come to their aid.

c 26578 AE/1271 IR

The Gryphons, blaming themselves for leaving the Narsi alone and for the disaster that led to the Devastation and menace known as the Schirae, resume their vigil over Belynar. They see their lapse as a great shame, and thus start the practice of populating the Blunt Eyrie with those who have shamed themselves or lost honor among other Gryphons.

c 26665 AE/1348 IR

Something happens in the Eastern Steppes which causes many Gryx to start migrating west. As they slowly move west, the Gryx erect fearsome totem poles, which always face to the east. The Gryx refuse to explain their purpose and continue to create them everywhere that they go.

Ischea closes its borders. Ischea has been growing more and more isolationist ever since the Schirae

Wars, and finally decides to cut itself off from the rest of Cyradon.

c 26720 AE/1403 IR

The Revelation of Memra. The Theocracy of Asut, which in times past tolerated the religions of its member states, declares that Memra has revealed to them that all other religions are heresy and must be expunged. Worship of Memra, the Orsai view of Memra more exactly, is now the only religion allowed within the Theocracy.

c 26767 AE/1450 IR

The Theocracy of Asut, having consolidated all the tribes of Orsai living in the Great Desert under one religion begin expanding the doctrine religious intolerance to the south, slowly removing all other religions from public worship.

c 26790 AE/1473 IR

The Arali decide to expand by building several more cites along the northern coast of Cyradon, making it easier to trade with Cairnus. Each city is its own little kingdom and populated by colonists from Janieal and Desnia.

c 26792 AE/1475 IR

The small but thriving Ischean kingdom completely disappears without a trace. Several groups of adventurers who enter Ischea in attempts to find out why do not return. Ischea is declared to be a cursed land, and the various groups of Elves agree to stay out of Ischea in the future.

c 26800 AE/1483 IR

The Elves of Llyrius encounter the Nagazi who have expanded from Evefalim in the mountains down to the coastal city of Ciastan. Trade rela-



tions are opened as the Nagazi are an extremely peaceful people.

c 26817 AE/1500 IR

The Orsai of the Theocracy of Asut move in and take over Tarahir directly, changing its status from protectorate to colonized city. They begin the suppression of all religions other than their own version of Memra. Many religions continue to practice their worship in secret.

c 26877 AE/1560 IR

The Elven city of Mellianour is attacked and razed by the Schirae in the largest attack since the end of the Schirae Wars. The attack was so sudden and swift and deadly that it is not discovered for over a week. A ship from Llyrius is the first to discover the carnage.

c 26882 AE/1565 IR

The island city of Cairnus closes its borders and ports to all Elven ships. However, they will still allow Nagazi ships to dock for trade purposes, though the Nagazi are restricted to a very small area of the port city.

c 26887 AE/1570 IR

The Second Revelation of Memra. The ruling priests of the Theocracy of Asut declare that the use of magic is now illegal and punishable by death. They begin by burning all known wizards and mages. However, alchemists, for some unknown reason, are still tolerated, so long as they do not cast spells.

c 26917 AE/1600 IR

A council is formed in secret in Tarahir. This council is looking for ways to throw off the oppressive rule of the Orsai. The council contacts the Treaty Kingdoms for aid.



c 26942 AE/1625 IR

After years of an underground war, and then open warfare for the last ten years, the Orsai are defeated and driven back to the south with the aid of the Treaty Kingdoms and the Skaldi. Tarahir and the Treaty Kingdoms continue to patrol the river to the south of Tarahir to prevent the Orsai from invading again, but they do allow traders through.

c 26947 AE/1630 IR

The Theocracy of Asut begins to slowly move troops from its more southern provinces to the north in secret. They are determined to not allow Tarahir to get away with declaring independence. Meanwhile, skirmishes continue to occur along the border.

c 26958 AE/1641 IR

The Theocracy of Asut becomes even more intolerant. They begin murdering Gryx living within their borders, claiming that they are demon-spawn. Many of the Gryx were exemplary citizens. Thousands die and yet thousands more escape, many to the lands to the north and to Tarahir.

c 26965 AE/1648 IR

Although the Theocracy had grown lax in its enforcement against of the ban against magic over the years, the crusade against the Gryx has re-ignited fierce enforcement of the ban against magic as the Gryx are claimed to be evil mages who consort with demons. The Gryx are not the only ones to be condemned, as many Orsai scouts are also found to have been using small magics. They are also condemned.

c 26970 AE/1653 IR

The Theocracy of Asut begins a full scale invasion of Tarahir, claiming that it and the Treaty Kingdoms and the Skaldi are nothing more than nations filled with evil magic users and the demon-spawn known as the Gryx.

c 26977 AE/1660 IR

The Theocracy is finally able to cross the river that has been protecting the north from the invasion. However, reinforcements arrive for the northern armies in the form of Sithi archers and troops. The Sithi Elves have joined the war knowing that the Theocracy will come after them once they have subjugated the Treaty Kingdoms and the Skaldi. This is not a war of expansion, but a war of extermination.

**c 26997 AE/1680 IR**

Over 20 years of war have left the lands very bleak. Many of those captured are led away into slavery. Luckily for Tarahir, they and their allies have kept the Orsai of the Theocracy in the lands between the rivers until now. The Orsai break through and cross the northern river on both the eastern and western sides of the lake to Tarahir's south. Both armies then begin converging on Tarahir, driving thousands of refugees towards the city.

c 26998 AE/1681 IR

The combined armies of the Treaty Kingdoms, the Skaldi, the Sithi Elves, and Tarahir are able to defeat the Orsai army approaching from the east, while holding the western army to a crawl. Refugees continue to pour into Tarahir.

c 26999 AE/1682 IR (Spring)

Having defeated the Orsai army to the east, the northern armies move west to stop the other Orsai army. However, the western Orsai army has been biding its time, waiting for reinforcements of its own. Those reinforcements arrive in the spring of the year, and the Orsai begin a new, stronger push towards Tarahir.

c 26999 AE/1682 IR (Summer)

The Orsai army continues to receive reinforcements on almost a daily basis. They continue to grow stronger and stronger, slowly but always pushing the northern armies back towards Tarahir.

c 26999 AE/1682 IR (Autumn)

The Orsai win a major victory, wiping out nearly half of the northern armies. The commander of the combined armies sends several companies of men to begin evacuating Tarahir before the Orsai can reach it while the rest of the remaining army will fight a holding action to keep the Orsai away from Tarahir for as long as possible.

An Elven Bard, realizing that the Veil is actually hurting Cyradon rather than just protecting it from outsiders, gives his life and destroys the Veil.

c 26999 AE/1682 IR (Winter)

The Mablung Dwarves detect that Royal Roads are once again active, early in the winter. It was only a small fluctuation, but the Dwarves are hoping that the Royal Roads are becoming active once again. They begin preparing a large expeditionary/colonization force to re-open the city of Blackflame if it is possible to get to Cyradon.

The Orsai armies reach Tarahir and begin to put it under siege. However, before the siege is complete, thousands of refugees are able to escape into the Juras Mountains. The leader of the Orsai forces sends troops after the refugees to exterminate them. Several large groups of refugees are slaughtered, others escape across the mountains. One large group is pushed ever deeper into the mountains.

c 27000 AE/1683 IR

The largest group of refugees from Tarahir, pushed ever deeper into the mountains, stumbles upon an ancient Dwarven outpost and takes refuge in it. This outpost holds one of the fabled Royal Roads, and it is somehow activated, transporting the refugees to the city of Belynar on Cyradon.

Having been watchful ever since the fluctuation in the Royal Roads was detected, the Dwarves detect the use of the Royal Road by the refugees. Within days, they open the Road themselves and send their own people through.

c 27000 AE/1683 IR

All three comets are seen in the night sky of Cyradon. On the middle night of the Festival of Arene, the Rhona Gnomes perform the Ritual of Estrousal, with highly unexpected results.

THE ORIGINS OF THE RACES

The world of Mithra is the birthplace of many races—too many to detail in a single product. The following section focuses on the history of Cyradon's key races, as known by present day scholars.





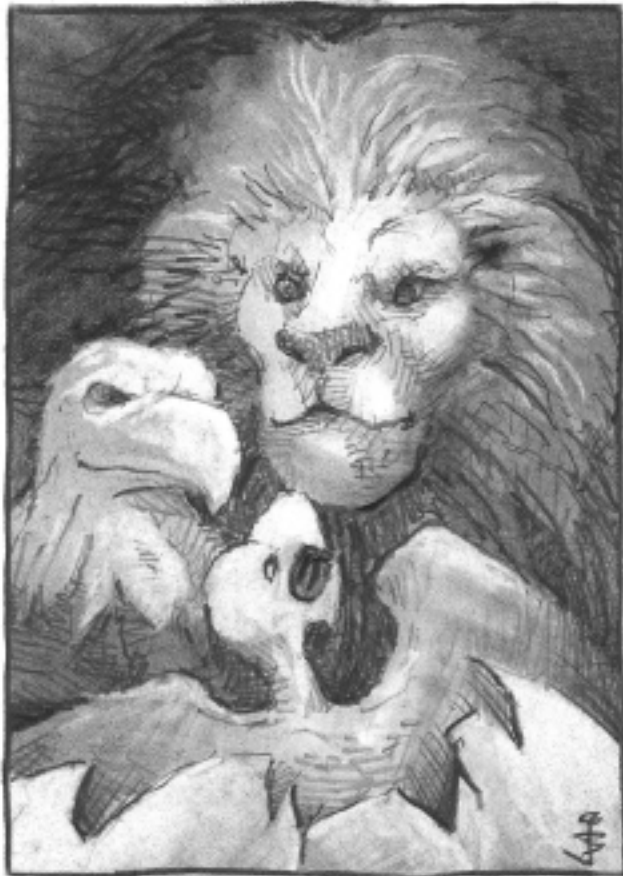
THE GRYPHONS

The Gryphons call themselves the Eldest. The Gryphons were hunters – perhaps the greatest of all the predators – and their tales tell of hunts and their dominion over the earth. Fast and vicious, and patient and crafty as situation permitted, keen of eye and quiet of paw... there was nothing the Gryphons could not hunt. Their strong wings gave them flight; their sharp beaks could rend the strongest meat; their preternatural claws were keen and dexterous. But one thing separated them from the vagaries of the food chain. The Gryphons were intelligent.

There were other hunters in those ancient days. These predators were never named. But the Gryphons did not merely adapt. They thrived.

Intellect brought them language and their dexterity enabled the Gryphons to carve tools. They turned language into writing, which they carved into standing stones surrounding their communities. With writing came the study of places, memories and events. The Gryphons were the first historians. They recorded the names of the dead, and the works of their chieftains. They carved poetry and philosophies on their tall menhirs.

But they did not stop there. Having recorded their thoughts, they developed systems of philosophy and the basis of science. Gryphon dreamers investigated the



movement of the stars and the winds. They developed an animistic system of worship. They concluded that the world was made of spirit turned to matter. And in death, all return to the world, to a union with the spirit. Gryphon philosophers sought to speak to the spirits. Some became shamans and magicians. Their culture developed rapidly. Free to soar in the skies as hunters, gatherers, and makers, they had time to think, to play and discover. Game was plentiful.

They spread out across the world, making their eyries in the mountains, in the forests, and on the rocky seashores. As they spread out, through different lands of different climes, they adapted further. Distinct colorations occurred, depending on climate and habitat. The vast grasslands of the distant southern lands played host to Gryphons with a deep yellowish hue. In the jungles dwelled Gryphons whose fur was the deepest blue-black. In the winter in the utter north, the gryphon's fur thickened against the cold, and change to a grey-white, the better for camouflage amongst the snowfields and ice floes.

They were one of the dominant races for millennia. They were powerful, dynamic, inquisitive and civilized. They built villages in the high places; tiny by the standards of today's humanity, but big enough. They were dominant enough to specialize. Some would grow to be hunters, others recorders, others carvers, and still others priests or shamans. In those days, little could challenge the Gryphon's domain. They were the top of the food chain.

This is where the Gryphons' story and the tales of the Arali Elves oddly connect. The histories of the Arali speak of the ancestors of the Arali, the so-called "Mithrans" awakening in the cool northern forests. The world consisted of but one continent then. The Mithrans were creatures of the earth, not the sky. Their magics were greater and more potent than the shamanism of the Gryphons. The Gryphons attempted to drive them out of their ranges, but they too were ensorcelled. The Mithrans, beautiful, and undying spread out across the continent. But the Mithrans looked into the sky, looked into the azure blue realm beyond their reach, and they were envious.

Their envy cracked the very world, and sundered the one ancient continent into four. Stories remember the cataclysm that broke the power of the Mithrans, killed most of their number, and stole much of their power. The surviving Mithrans were transformed by the cataclysm, dwindling into mere Arali and Cyrads— shadows of their former glory. The Gryphons survived, but were diminished.

But their time had truly passed. On two of those continents, the much reduced and fallen children of the Mithrans, the Arali and Cyrads, dominated. For a time, the Cyrads, Elves and Gryphons lived together. They learned



much from each other. However, the population of Gryphons continued to dwindle while the Elves, Cyraads and Humans continued to expand. Forests and plains became farmland and cities. Rivers were dammed. The Gryphons longed for wilder, untamed country where they could fly free, and retreated to Cyradon.

THE ELVES

The kindreds of the Elves are the descendants of the Mithrans. In the aftermath of the fall of the Tor, the Elves scattered across the world in large migrations.

Each of these migrations formed a tribal identity. The ancestors of the Arali went northeast, across the newly formed sea, to the vast northeastern steppes of Anias. Separated by geography and increasingly by culture, the kindreds became more and more distinct. In terms of philosophy, culture, warfare, spirituality and lifestyle, the kindreds adapted to their circumstances and became less and less like their kin.

The Arali were perhaps the most successful kindreds. The Arali occupied vast swathes of land on the steppes of Anias. The Arali established a vast kingdom in the northern Neldor Valley, with territories reaching as far as the grinding ice of the pole.

The Elves flourished for a time after the fall of the Tor. They were able to multiply, dominate, and explore the world. The Elves saw themselves as the lords of the living earth, set above all things. The Gryphons and the Rukhs and other descendants of the Saena were fewer, and unable to challenge the Elves' power, assuming that they would even want to. The Elves laid the foundations for their great realms – the now fallen ocean realm of Ilion, the endless pastures of the Steppes, the tree cities of the Neldor Valley. Extremely long lived, with no force to challenge them, the

Elves developed at a leisurely pace, expending huge efforts to create perfection.

But even then, even in the brief golden age of elvish culture, they were pitifully few. At most, there could not have been more than a million Elves. Although many Elves blame their diminished numbers on human expansion—the real culprit is their low birthrate. Many small elvish settlements simply vanished because too few children were born to sustain them. Many Elves also deliberately chose not to live in proximity with humans, and moved on when humans got too close for comfort.



THE CYRAADS

The Cyraads are an old and mysterious race. They disappeared long ago, some say to war, others to plague; some even say that they departed from the world altogether. They arose on the continent of Cyradon. Their name literally means “the people of Cyradon”.

The Cyraads were a wandering race, descended from the Mithrans. Their journeys took them far and wide across the world. They were a long lived race, but unlike their elvish cousins, not immortal. They were powerful magicians, skilled healers and mighty warriors. The Orsai of the distant south remember them as great generals, and honorable mercenaries. Orsai songs and tales still recall the General Asah, and the holy paladin Cellos. The Cyraads said that they came out of the distant south, from “the lands of the sun”. The Orsai remember them as “light skinned” and “grey haired” and some Orsai tribes, even now, claim descent from Cyrad ancestors.

Cyrad geomancers learned the secrets of the rivers of mana pulsing beneath the earth. They learned to construct their fortresses and cities in harmony with this power. They also learned ways of harnessing this power to allow them to

travel great distances in a short period of time. They created the Royal Roads – passageways through the otherworld – to link their cities. The Cyrads built cities on all the continents of the world. Each city was mere hours away from each other, courtesy of the Royal Roads.

A safe, populous and wealthy people, the Cyrads lived their long lives in peace. The Cyrads had no desire to challenge other races like the Elves, and built their own realms—Mithra, they said was large enough for all. Linked by the Royal Roads, the Cyrads had little need to struggle between the few passes between the habitable valleys of the highlands. They were self-sufficient; their shepherds and farmers of the passes and vales provided the meat and produce. Trade brought them luxury goods and a steady stream of apprentices, eager to study under the masters. And the Cyrads were masters of all things. They were the greatest bards, the mightiest warriors, the deftest sculptors, and wisest planners. Cyrad wizards and druids were known to be the greatest in the world. They were also peaceful, and disinclined to fight among themselves—but fierce foes of evil. It was as if the Cyrads would inherit the earth. They were long lived, but mortal enough to understand their limitations, making them capable of works of vast energy and creativity. Unlike the humanity of Anias, they were long lived enough to see their works completed. Thus they could afford to create the amazing stone cathedrals and palaces of their cities. They were infinitely adaptable – they could travel the world and be comfortable everywhere. They were a fiery and passionate people.

All of the Cyrad cities were linked by the Royal Roads, and the Western Road, a Royal Road linking an outpost of a western Khuldivia kingdom with the eastern passes to the Elvish kingdoms to the east. This road passed the outskirts of the central city and linked the western desert and the river valleys with the elvish heartlands for the first time in millennia.

Even now, in these late years, poets still sing about the great nation of the Cyrads before its fall. Imagine a vast city carved into the heart of the world, one says, into the spine of the mountains and down into the vast underground lakes. Imagine a people who lived their long lives under the sky of stars and in the cool of the shade. Imagine the lights they made, lights that stole a little of the sunlight and burned through the night.

And then, two thousand years ago, the Cyrads disappeared. From the great cities came nothing but silence. The doors were closed. The lights had gone out. The Cyrads passed into myth.

And thus the Cyrad's creations have remained, empty and haunted, until this day.

THE CYRADS NOW

The Cyrads are long gone. Popular legend holds that it was one such Scion of the Cyrads who became a prince of Tarahir, and set that city on its road to empire. Amongst the Orsai, it is traditional for chieftains to claim Cyrad blood to legitimize their rule, or political claims. Some of the founders of the Narsin might have been Cyrads, but again, this is purely speculative.

Player characters who are from the Tarahir, Orsai, or Skaldi, populace can take a Lesser Blood Trait representing Cyrad heritage. It is even possible that some Elves might have some Cyrad blood in their veins. Those with Cyrad heritage might display the telltale bronze skin, and light brown (almost grey) hair. Such characters are typically taller and more muscular than their fellows, and can expect a slightly extended lifespan.

HUMANITY

Humanity is the legacy of the Cyrads. Somehow in their wanderings one group of Cyrads changed—cursed or blessed by the gods some say. According to many Elves, humans are “barbaric, mortal, and hideous. And worst of all—they are relatives.” Ugly, mortal, and reproducing like rabbits. Well let's just say that in elvish eyes, humans are proof that some god has a perverse sense of humor. Some snobbish Arali even deny outright that humans are descended from the Cyrads, arguing that no being so wild and strange could ever have Cyrad blood. Even the less prejudiced Arali don't like to be reminded of the relationship.

Like their Cyrad forebears, humans are infinitely adaptable. They are also considerably more aggressive and warlike—though no more warlike than the Elves. Because



humans are the most populous of races on Mithra, they have inevitably, come into competition with the other races for resources. And to do the Elves justice, some humans are nasty, treacherous, smelly and barbaric. In some places, humans have in the past driven Elves off their lands, but the reverse also holds true.

Humans spread to all the continents of Mithra except Cyradon. They flourished most on Anias. In some places humans supplanted the Elves and the remnants of the Saena—sometimes by force, but more often due to the dwindling numbers of the latter groups. Humans, being practical, had no compunction about occupying abandoned elvish settlements.

The other races of Mithra often find humans disconcerting and disturbing. For one thing—they seem to have appeared out of nowhere and spread like wildfire. Humans are brash, curious, inventive, and aggressive towards their own kind and other races, and rush in where other races fear to tread. Sometimes it seems like groups of humans can't agree on anything, and on the whole, they seem to have a veritable gift for stirring up trouble. If there is a sleeping Wyvern or worse a Dragon in the vicinity, trust the humans to wake the blighted monster up. Trust them too, to use magic without the proper safeguards, activate a curse or two, cut down trees unnecessarily, and to pollute rivers... Human survival is something of a mystery to the other races. But better to give them wide berth to avoid the accompanying chaos. Still some races privately admit that humans certainly make life interesting, and are drawn to them.

THE NAGAH

The Nagah went into hiding after the defeat of Moril. They had been bred as slaves and Dragon fodder, and freedom almost killed them. Most killed each other for food, but a few learned to survive as bands of wandering hunters in the Madiarian Forest. In their wanderings, the Nagah never forgot the great Dragon queen who had given them life and brought them death.

As time passed most of the surviving Saena came to believe that the Nagah and the Wyverns were extinct, and that the sleep of the Great Dragons was permanent. Then in the Madiarian a Great Black Dragon awoke, hungry and full of ambition. But the world had changed during his sleep. His kindred still slept. A few tentative conflicts with several of the few remaining Saena soon drove him back into the forest. Alone he could never rule. The Black Dragon remembered Moril and her servants and how she had almost come to rule the world. Perhaps he could succeed where she had failed.

Using his magic, the Black Dragon summoned all the wyverns and Nagah that he could find, and bound them to his service. Each tribe of Nagah was given an

ebony totem carved in the shape of the Dragon to watch over and protect them. The Black Dragon offered them power and wisdom. With the aid of the Black Dragon, Nagah sorcerers can call storms, unleash tidal waves and shake the very earth. The totem is the Dragon's eyes and ears, punishing rebellious Nagah and watching the actions of the tribe. The Black Dragon charged the Nagah with the duty of keeping the forest free of outsiders. At one time there were Arali cities in the Madiarian; one by one they fell to the Nagah.

The Black Dragon totems are infused with an old draconic power. A strange, oily substance eternally bleeds from the Dragon's form into the Nagah birthing pools. The black pools are rich with magic and knowledge. When a Nagah child is born, it is baptised in the pool's pitch black water, and there he hears the voices of his ancestors.

To many, the Nagah are a myth, a tale told to foolish Gryphon children. To others, the Nagah are a constant threat, an evil waiting to be unleashed on the world again.

THE NAGAZI

One tribe of Nagah failed to heed the Dragon's call. Perhaps they were immune, or too strong, or too remote. Instead of living deep within the Madiarian, the tribe made their home on the edge of the forest hunting and farming. They called themselves the "Nagazi." They craved light and air and sunlight and warmth. Their ancestors had been slaves who escaped Moril's dominion before the great war.

As time passed and the tribe grew, they colonized the ruins of Evefalim, a city that had been home to the Mithrans. This proved to be a boon for the Nagazi. With intelligence, hard work, a little magic, and divine help, generations of Nagazi sages deciphered the writings of the Mithrans and explored the ruins of the city. They came to despise the barbaric ways of their fellow Nagah, and opted instead for civilization.





Over the centuries, the Nagazi rebuilt the ruins of Evefalim and established a small, prosperous kingdom in the north west of Cyradon. Ever thirsty for knowledge, the Nagazi benefited from contact with the Cyrads, the Mablung and the Elves. The Nagazi, are philosophers, poets, inventors, artists and craftsmen. They also maintain a strong army, to protect their borders from incursions from the Nagah and the Schirae.

THE GRYX

No one is certain of the origins of the Gryx. Orsai Theocrats believe that the Gryx have demon blood. Others say that the Gryx are monsters, or at the very least related to monsters. The Gryx have several legends about their origins. The most common legend is that long ago, one of the gods made their race from the bones of fallen giants. The Gryx legend claims that they were once giants themselves, but when they displeased the gods, they were diminished in size and cast out of their homelands. The Gryx then settled on the steppes, only to be driven out once again. Someday, the Gryx say, they will be allowed to return to their ancestral home.

THE MABLUNG DWARVES

The Dwarves are “the children” of the goddess Vasila, who made them long ago. According to dwarvish myth, the Mablung first walked the earth around the time of the birth of the Mithrans. This may well be true, since the Dwarves worship the ancient Mithran deities. Vasila did

not make servants and followers; she made children to love and nurture. She made her children cheerful, hardworking, practical and curious.

Contrary to popular beliefs, dwarven life is not built around mining and smithing. They do mine, since they live in the mountains and need metals and gems for their work. Dwarves also farm well—well enough to grow crops at altitudes most human cultures cannot. Dwarves practice many crafts and trades, and they dwell above ground as often as they dwell in underground cities. They are often restless, constantly on the hunt for new and interesting resources, and new places to settle. They prefer to dwell in the mountains, since according to their folklore, Vasila makes her home in a high mountain valley, and that is where they first walked the earth.

THE RHONA

The Rhona dispute the Gryphons’ claim to being the eldest race. The Rhona say that they are descendants of spirits that took mortal shape shortly after the world was made. Small and unobtrusive, they claim to have seen and survived the coming of the Dragons, the rise and fall of the Mithrans, and the birth and death of many races. They are not civilization builders, preferring to live quietly in small groups, without drawing attention to themselves. The Devastation changed that, forcing the Rhona to take a hand in the survival of Cyradon, and to interact actively with other races. The Rhona have a huge store of lore of the ancient days. However, they do not share their lore or speak of their origins with outsiders.





THE CONTINENT OF ANIAS

- A REFUGEE'S BEGINNING -

3



"I thank you," Barrin said. Stave just glowered at Roalan. He did not like being helped in battle, particularly by an Elf.

"You are not Orsai," Roalan said.

"You've got that right," Stave said.

"Neither am I," said another voice, this one to the left of the two Skaldi. "But I could use your help." He also spoke Tarahir, but he did not show himself. There was a rustling in the leaves and underbrush off to the left. Roalan

went to it and found Agarek of Tarahir, the clever, warrior son of a rich Tarahir nobleman, cut off from his people.

"We are not safe here," Roalan said. "That was an Orsai scout team coming up from the lowlands. There's an abandoned fortification atop this hill; very ancient, but perhaps a refuge."

Agarek stood up. "I am wounded, but I will be fine with a little rest."

"Join us," Roalan said, looking at Barrin and Stave, who hesitated only a moment.

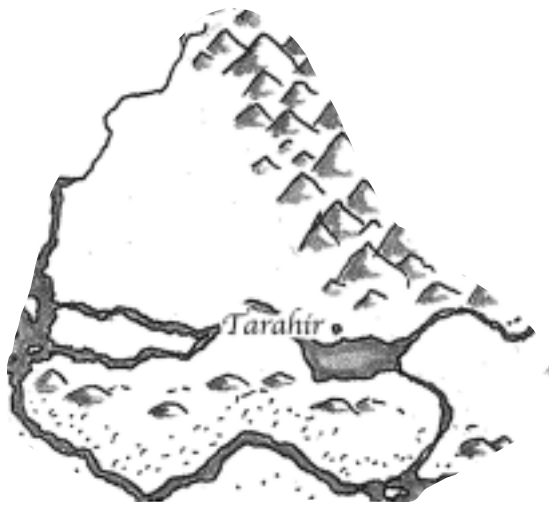
"How far is this fort?" Stave asked.

"It's just this way," said the Sithi.

Anias is a large continent roughly similar in size to Asia. The continent is geographically and climatically diverse; with regions ranging from humid rain forests on the southern peninsulas, to moderate and temperate plains, arid deserts, rugged mountain ranges, dark and ancient forests, cold and desolate rocky steppes, and many, many miles of winding rivers and coastline, all with diverse races and cultures, empires and kingdoms.

TARAHIR

Located southwest of the Juras Mountains, north of the Great Desert, and east of the Treaty Kingdoms, Tarahir is a human city-state in a very strategic location as it is a hub for commerce heading in all directions.



Situated just north of a small lake near the mountains, Tarahir is a natural gateway to many different lands, and as such often has peoples from many different lands within its city walls.

Once the center of a great empire, Tarahir now stands alone, holding only the lands between the rivers to the west and south and the mountains to the northeast. There are many small subject cities and towns within this area, all looking to Tarahir for protection.

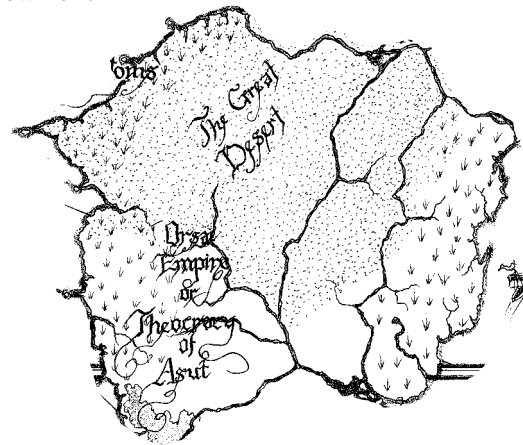
THE THEOCRACY OF ASUT

After the fall of Tarahir in its prime, many of the lands once ruled by it became free states in their own rights. Among these was the human nation that became known as the Theocracy of Asut. Also known as the Orsai Empire, this powerful nation is on the rise, conquering anything in its path and absorbing it into the whole.

The Theocracy is a large, though sparsely populated land; it rules the Great Desert and the lands to the south, down to the river confluences.

After the fall of the Tarahir Empire, the priests of the holy city of Asut united the human tribes of the Great

Desert. These priests came to power and became the rulers of various tribes by uniting them in their hatred of the northerners whose rulership they had just recently thrown off.



Once the priests had consolidated rule of the tribes of the Great Desert, they expanded outwards, first to the east and west, conquering the coastal lands, more through promises of glory and a shared outlook than through arms. Then the fledgling empire looked to the south, conquering all the lands down to the River Confluence in the southeast.

At this point, the Theocracy then turned its eye northward to Tarahir, and the priests decided that it too should be part of the Empire and that their god ordained this expansion.

THE TREATY KINGDOMS

Lying on the northern coast of the Great Bay, the Treaty Kingdoms are made up of many smaller kingdoms. These many small kingdoms made alliances among themselves to protect themselves from both the Skaldi to the north, and the ever-expanding Orsai Empire to the south.





Conflict with the Skaldi in the north eventually died down as all began realizing the threat posed by the Theocracy of Asut in the south.

The Treaty Kingdoms eventually made treaties with the newly formed ruling council of Tarahir, as they knew that to get to the Treaty Kingdoms; the Orsai would have to go through Tarahir first.

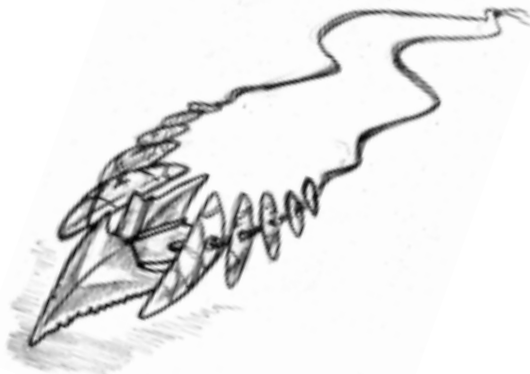
The population of the Treaty Kingdoms is a mixture of human and Sithi peoples.

SKALDI KINGDOMS

The Skaldi Kingdoms lie north of the Treaty Kingdoms and west of the Juras Mountains. Filled with many small kingdoms, often warring amongst themselves, the Skaldi are a rugged, tough human people. In all of their history, they have never been truly conquered, not even by the mighty Tarahir Empire. Though they paid tribute, the Skaldi retained their independence, and were among the first provinces to rebel.

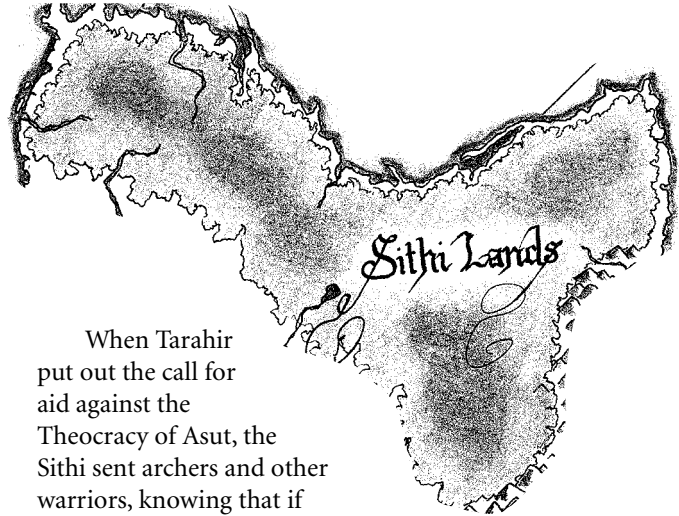


When Tarahir asked for aid against the Orsai of the Theocracy, the Skaldi were more than willing to sell their blades as mercenaries. They knew that if the Theocracy were not stopped, that it would conquer all of Anias.



SITHI FORESTS

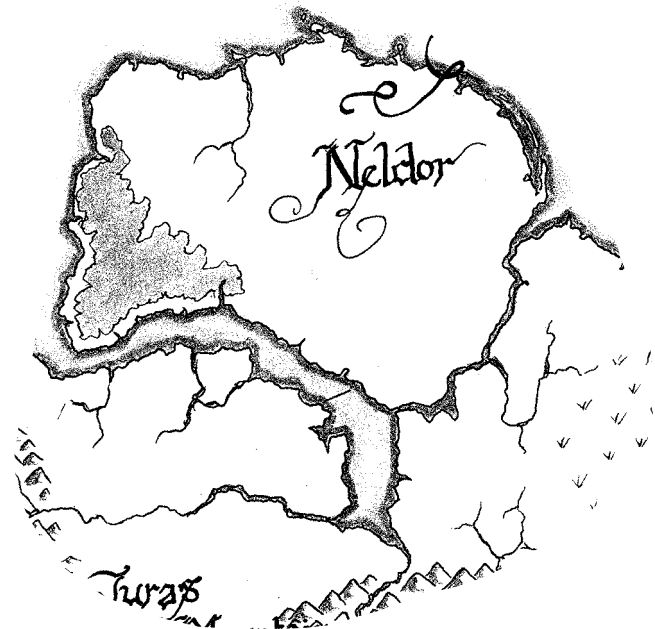
The large tracts of forests between the Skaldi Kingdoms on the coast and the Juras Mountains in the east belong to the Sithi Elves. When the Arali Elves elected to leave Anias to find a new homeland, the Sithi remained.



When Tarahir put out the call for aid against the Theocracy of Asut, the Sithi sent archers and other warriors, knowing that if Tarahir fell that it would only be a matter of time before the Orsai expanded northward into their forests.

NELDOR

Once home to the Arali Elves, Neldor was a vast kingdom in its own right before the Arali abandoned it in their exodus to find a new homeland away from the ever-increasing numbers of humans.





3

Now Neldor is an unpopulated land, or so many think. During their western migrations the Gryx avoided the northern portions of Neldor, only traveling through the southern portion, just north of the eastern-most spur of the Juras Mountains.

Tales abound of the strange and sinister creatures now inhabiting northern Neldor, but nobody who has gone to find out the truth has ever returned. These tales talk about creatures living beneath the ground, creatures that look like giant insects, yet act like people. Could these be true?

EASTERN STEPPES

The vast Eastern Steppes were once home to many different wandering tribes of Gryx. Several centuries ago, something mysterious happened that was apparently the cause of their mass migration across the Juras Mountains.

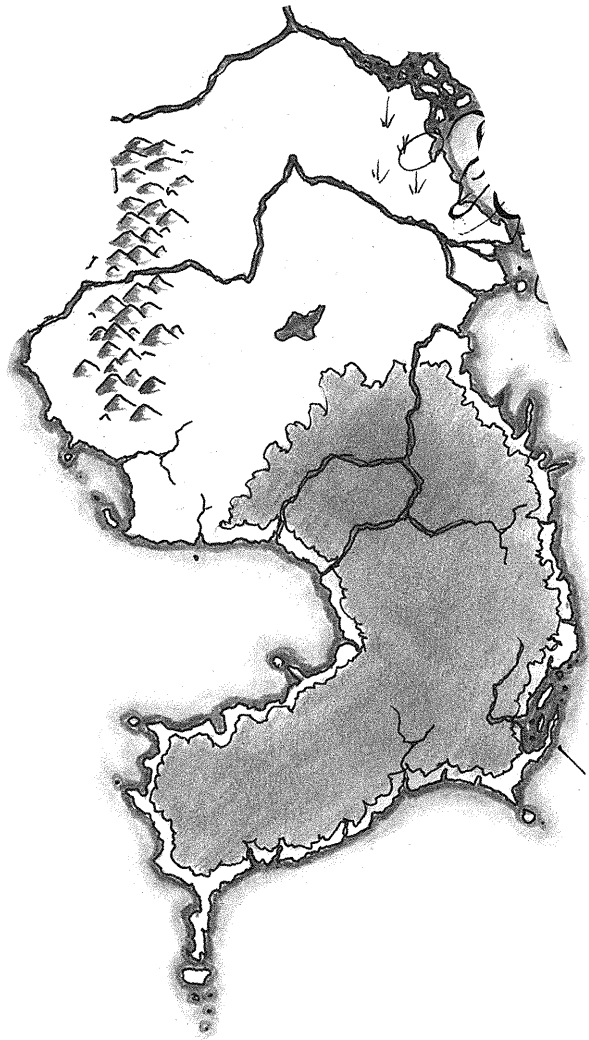


The Gryx do not speak to outsiders of their exodus from the Eastern Steppes, but as they moved west, they carved and left fierce totem poles along their route, always facing towards their ancient homelands. These totem poles all depict demonic figures with fierce expressions and features, though no two are ever alike. Some scholars speculate that the Gryx leave these totems in an act of defiance against whatever forced them to flee their homelands. All this remains just speculation as the Gryx refuse to talk about it.



SOUTHERN LANDS

South of the River Confluence lays a fertile land, rich in good farmland and mineral deposits. Lush jungles cover the southern-most section of Anias and from these come many exotic plants and animals.



This land is firmly held by the Dwarves. The Mablung Dwarves hold the mountains in the west, and other tribes and groups of Dwarves make their homes in other areas.

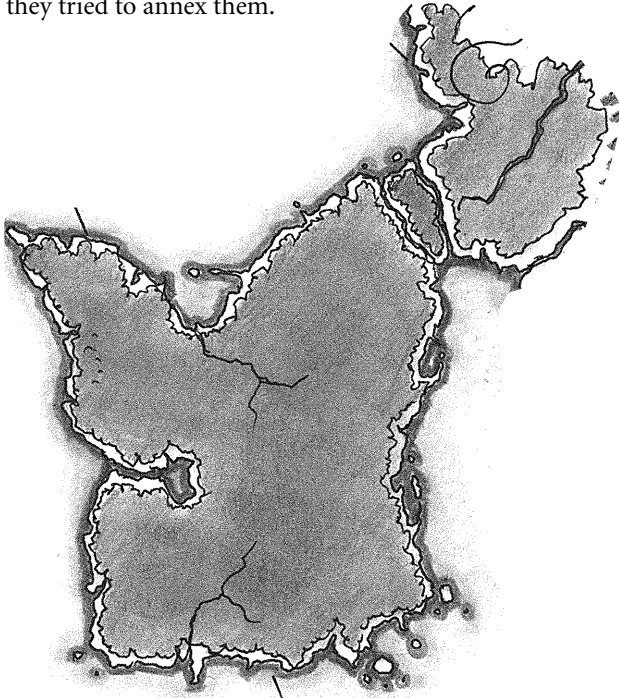
When the Orsai of the Theocracy of Asut tried to annex the dwarven lands, they literally ran into something that they could not handle. The Dwarves used tactics that the northern horsemen could not stand against, cunning traps, and deadly ambushes kept the Orsai from crossing the rivers south into dwarven lands. To the west of the mountains, the jungle and its inhabitants made sure that nothing made it into dwarven lands.

The Southern Jungle is a vibrant, deadly land, whose inhabitants also live within the Western Jungle. A strange race to say the least, they are never seen unless they want you to see them.



WESTERN JUNGLE

The mysterious inhabitants of the Western Jungle kept the Orsai horsemen out of the dwarven lands when they tried to annex them.



The inhabitants of the jungle are largely unknown, rarely leaving their lands. Those few who have met them and lived say that they are a small race, vaguely elven in appearance, yet with a tough leathery skin akin to Gnomes. This race also apparently lives high up in the trees of the jungle, to better avoid the ground dwelling predators that thrive in this beautiful, yet deadly land. Friends to the Dwarves, this race trades with them in return for things that they cannot make themselves.

Outsiders only see the jungle dwellers if they want to be seen. Some of the Orsai horsemen who lived long enough to escape back the way that they came have come to call them tree-demons for their ability to remain unseen and for the eerie laughter and noises that accompanied the attacks that chased them off.

RECENT EVENTS

As the Theocracy of Asut became increasingly intolerant, many people fled its borders for the safety of Tarahir and other lands. The priesthood's intolerance only grew, however, and they decided to cleanse the world of mages, non-human races and any who did not follow Memra. Their first target was New Tarahir.

The war lasted twenty years. The Orsai fought unceasingly against an alliance of the Tarahir forces, the Sithi Elves, and the Skaldi and the Treaty Kingdoms. Eventually, the Theocracy troops began to close on the city

of New Tarahir, and it became clear that nothing could be done to stop the fall of the city.

A Skaldi general named Grayson was chosen to lead a small, swift cavalry force that would evacuate the city. Meanwhile the rest of the alliance army fought a desperate delaying action to give Grayson's troops time to evacuate the city. Grayson's troops reached New Tarahir in time, but many citizens refused to leave, trusting the city's walls to protect them. A few thousand people did choose to evacuate, and Grayson led the refugees, north into the mountains, away from the Orsai.

After three days of travel, the refugees spotted a huge gout of smoke can be seen to the south—New Tarahir was burning. Grayson led the refugees ever deeper into the mountains, hoping to lose the pursuing forces. The refugees were able to stay ahead of the troops chasing them for a few days, but each day brought the enemy that much closer to finding them. Then one of the forward scouts came back with a report about how the canyon they were following dead-ended only a few miles ahead of the refugees. With the enemy behind them, and the rear guard working to slow them down, Grayson sent the scouts back forward to look for a way out of the canyon.

The scouts discovered the entrance to a long abandoned Dwarven outpost that was large enough to hold all the refugees. He led the refugees into the outpost and his rear guard made one more attack on the approaching enemy before joining the refugees inside the outpost, closing the entrance so that it would take a while for the Orsai troops to break in.

Grayson gathered the refugees in the main hall of the outpost, and informed them that the enemy was just outside, and that he would have his troops looking for another exit. As he spoke to the refugees, a bas-relief archway in the wall behind Grayson began glowing, and the wall inside the arch disappeared, becoming a hazy mist.

Quickly consulting with a few of the scholars among the refugees, they determined that the archway was one of the fabled Royal Roads often used by the ancient race known as the Cyrads. They reasoned that the magic portal had to lead to someplace better than their current location. None of the scholars or mages among the refugees knew what had caused the Royal Road to activate. Was it the presence of the refugees themselves? Was it the work of the gods or of some other entity? Nobody knew, and at that point, with an enemy army trying to break into the Dwarven outpost, nobody really cared. The outpost that they thought would be their tomb had suddenly offered an escape to possible safety, and thus Grayson took it.

Grayson began herding the refugees into the portal, and only after insuring that all were through safely, he finally plunged into the portal himself. As soon as he stepped from the portal at the other end, it closed, leaving the wall behind the arch as if there had never been a tunnel there.

Taking a look around him, Grayson's heart sank and felt very heavy. It appeared that the portal had led his people to a ruined, abandoned city, somewhere on the side of a desolate mountain. Before he could even begin to give orders, one of his Sithi scouts, came running up to report that visitors awaited them over by the edge of the mountain terrace that they were on. As Grayson followed the Elf, he shouted orders to his captains, to keep the refugees together and defended, and to be wary until he returned.

Rounding the corner of a large pyramid shaped structure, Grayson stopped dead in his tracks as he faced the six Gryphons waiting there. Grayson was even more dumbfounded when one of the Gryphons began speaking, in what he recognized as an elvish tongue. It wasn't the language of the Sithi, which Grayson knew well, but it was related and he could even understand about half of what the Gryphon was saying. But it didn't really matter exactly how much he understood, as he understood the important part, the Gryphon was saying "Welcome to Cyradon"!

IN THE DWARVEN HOMELANDS

Millennia ago, when the Dwarves helped the Cyrads build their city of Belynar, and helped setup the portals for the Royal Roads, part of the payment for that aid was the knowledge of how to access and use the Royal Roads to travel the world.

Approximately five hundred years ago the Royal Roads closed abruptly. Nothing that the Dwarven magic users, the Trallen, did would re-open the Roads. As the years passed, very few Trallen passed down the knowledge of how to operate the Royal Roads to their apprentices. A small group of Trallen, calling themselves the Gatekeepers, were the only ones to keep the knowledge alive. They kept watch over Royal Roads, developing spells and magics to alert them if the Roads were ever activated again.

Then came one winter when the wards and spells watching the Royal Roads were activated. The Roads had flickered, come to life for a few seconds. However, for some reason the various gates that the Gatekeepers watched over had all been set to a single destination: Belynar, the ancient capital of the Cyrads.

After much discussion, the Dwarves decided to send a party through the Royal Roads should the Gatekeepers determine that they were fully active once again. With the destination of the Road set for Belynar, the Dwarves decided that they would make this a colonization party who would relocate and re-inhabit Blackflame, a city situated near some of veins of several different magical metals. Long ago played out, the mineral deposits should have more than enough time to fully regenerate. Among this group would be several of the Gatekeepers, so that the Roads could be opened back to the dwarven lands whenever the Dwarves wanted to send material back.

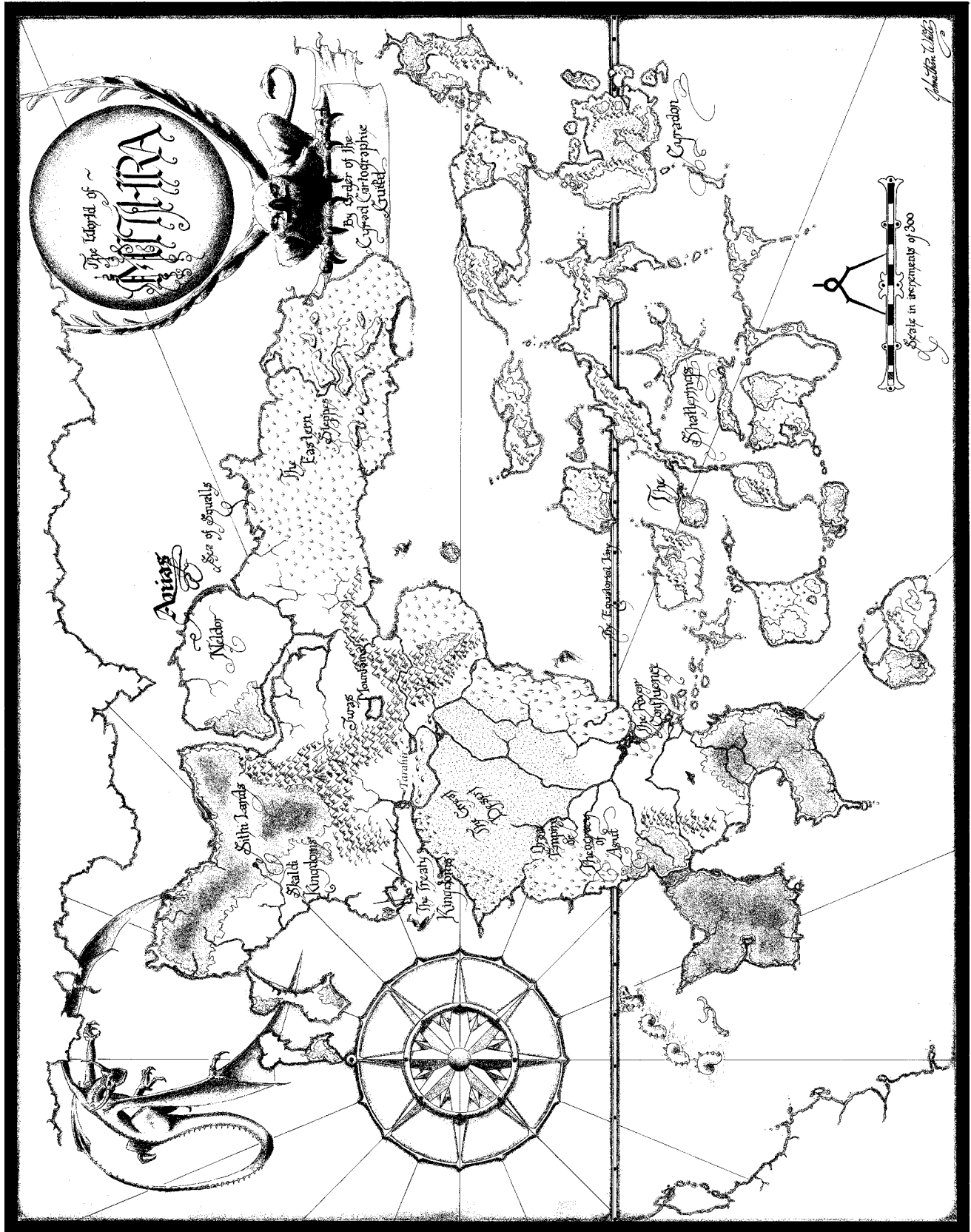
Volunteers were gathered and materials prepared. Lots of material, food, and other equipment were packed and made ready to be sent through the portal when or if it opened. Everything was in readiness and would be able to go with but a few days notice.

Then it happened! The Trallen Gatekeepers were right, and not only was an open Road detected, but it was open for a long time as well. The Gatekeepers were beside themselves with joy. Final preparations were begun!

The Gatekeepers worked their magic and for the first time in over five centuries, the Dwarves once again had access to the Royal Roads. As the Dwarves marched into the portal, the Gatekeepers fell in place with them. Minutes later they marched out of the portal upon a scene that they had never imagined. Belynar was in ruins, there were humans everywhere, and there were a bunch of Elves as well. But besides all that, the Dwarves had a problem—none of the Gatekeepers that entered the Royal Road came out of it on the Belynar side; although other Trallen among the group did. Once the last of the dwarven party came through with all of their gear, the Road immediately shut. The Dwarves in Belynar had no way to return home.

Back in the dwarven lands of Anias, the Road closed shortly after the last of the colonization party passed through. Moments later, it opened back up on its own accord, and out tumbled the Gatekeepers who had gone to Belynar. All they knew was that they entered in their proper place and order, when suddenly they had the sensation of falling only to land back in the dwarven homelands.







THE CONTINENT OF CYRADON

- A NATIVE'S BEGINNING -

4



The fort was of a design alien to Tarahir, Skaldi and Sithi, perhaps dwarven? It was certainly ancient, but, peculiarly, it had clearly been recently occupied. Cooking fires that retained the last remnants of heat, a few packs, abandoned, many confused footprints. The bodies of dead and broken Tarahir and Skaldi.

"We can rest here for a short time to allow Agarek to regain his strength," Roalan said. "I know a track through the deep woods we can use to circle back to Tarahir and the conflict."

"The Orsai have been here," Barrin said. "This is their handiwork."

"Which means they'll come again," Stave said. "I'll watch the path up," he said, leaving the three to gather their thoughts and strength. But they did not get long to do so.

Agarek sat by the fire while Barrin sharpened his blade.

"Orsai!" Stave shouted as he entered the room. "At least a hundred! Let's go!"

They made to flee down the path Roalan knew but instantly the sensitive Elf knew it was blocked.

"Back inside," he said. "We'll have to defend this fort."

But the fort could not be defended by four men. They fled deeper and deeper into the complex...



Cyradon is home to the Gryphons. The Gryphons once inhabited much of the world, but their numbers have dwindled. Their few remaining eyries cling to the highest peaks in the mountains of Cyradon, far removed from the distant realms now claimed by the other races. The Gryphons are the protectors of a long and glorious history and participate in a vibrant and dynamic culture on Cyradon. Even as their time wanes, their noble spirit leads them to stand in defiance of the march of time.

On old Anias maps, arrows point east to Cyradon, the mythical 'land of the Cyrads' beyond the mountains and the sea, long lost to humanity. The Cyrads were descendants of the ancient Mithrans. The Cyrads vanished long ago, though many races and cultures still claim to be descended from the Cyrads, or claim them as their ancestors. The term 'Cyradon' therefore has two separate meanings. One is geographical; Cyradon is the human name for the Daybreak Country. The other is more metaphorical, meaning a place beyond the reach of mere mortals.

GEOGRAPHIC OVERVIEW OF CYRADON

Cyradon is just one of the larger islands in a long archipelago of fourteen large islands and thousands of smaller subsidiary islands stretching from the southern pole past the equator into the cooler tropics and almost into the temperate north. Beyond the archipelago lies a vast ocean. The Elven races call the broken isles of the archipelago the 'Shatterings' and believe that Cyradon is the land that retained most of the character and life of the world when the four continents were one.

From the southern most tip of the realm of Aneirin, in the south, to the northern most tip of Cyradon, the distance is about 1,475 miles. From the eastern-most peninsula of Desnia to the western-most realms is approximately 2,100 miles.

If old maps are to be believed, a ship could sail from a landing on the western most side of Cyradon to the port in the eastern most reaches of what is now the Orsai Empire in about fifteen to twenty days. While this means that Cyradon is not terribly distant from anywhere else, it



is surrounded by deep blue water, and most sailors in the eastern ends of the Orsai Empire and the smattering of free ports nearby are brown- or green- water sailors such as fishermen and coastal traders. Ignorance, not geography, keeps Cyradon separated from the rest of the world, now that the Veil has fallen.

Cyradon was once a green and verdant place, straddling the equator of Mithra just like other islands in the 'Shatterings'. Its northern peninsula extends a few hundred miles north of the equator, but is surrounded on three sides by sea, and chilled by a cool deep sea current; the Northern Cape is chilly. The center of the continent of Cyradon is desolate and lifeless. The Devastation destroyed the central highlands, but the Mountains of the Morning shielded the eastern Elven-Arali realms from its catastrophic effects. The Devastation is a place of desolate, stony valleys, sandy plains and barren plateaus where nothing grows, and is bisected by the relatively young volcanic Shival Mountain Range. These highlands were once fertile farming lands, but now a barren desert of red, warm sand flows across the plains like the waters of the ocean. North of these highlands lies the Camal Sea, a strange body of water surrounded by vast empty plains stretching as far as the eye can see. West of the highlands, beyond the Tanolain River, soar the Mountains of Evening. The southeastern tail of this western range is made up of fifteen great craggy peaks called the Fifteen Sisters, their dusty heights advancing along the Tanolain, eventually fading into foothills. Beyond the Sisters, the heart of the Mountains of Evening (or Red Mountains) rise, commanding the landscape. Containing the highest peaks on the continent, their snowy shoulders hunch as if to hold up the sky.

We begin our tour of Cyradon starting from the city of Belynar in the heart of the Devastation on the northern edge of the Shival Range. Traveling south along the eastern slopes of the Shival Range, we come to a great pass that spans the gap between the lower end of the Shivals and the Ashman Range to the south. This pass is known as the Gap of Orius and is guarded by the White Sentinels. Passing westward

through the Gap, the land opens into a deep, broad valley between the central and southern mountains. Rains still fall here occasionally, but not enough to fuel much growth. Beyond the valley lies an open wilderness that eventually leads you down into the alluvial swamplands of the Tanolain, a haunted and mysterious place, avoided for hundreds of years.

Now, if you were looking very closely as we passed along the Shivals, you may have, with a trained eye, noticed several valleys that looked out of place. Shielded from the Devastation by geography and the mysterious Rhona Gnomes, it is rumored that the Gryphons of Blunt Hills Eyrie hunt here. The valleys are fed by mountain streams that drain away into nothingness in the desert beyond.

Beyond the Mountains of Evening in the west, nature has reclaimed her land. Sheltered from the Devastation and beyond the influence of the Elven-Arali, the Sunset Country is a wild, untamed land, covered in the rainforest and tropical vegetations normally found along the Mithran equator. The combination of the imposing Mountains of Evening, the Devastation, and the denseness of the jungles has kept these lands undisturbed and untouched for many centuries.

THE CLIMATE

By rights, Cyradon's climate should be equatorial, having but a hot and humid summer season for most of the year, and several weeks of a rainy, monsoon season and climate. The northern portion of the ruined kingdom of Ischea is on the equator, but since the climate of Cyradon has been warped, twisted, and bent by millennia of interference by the Narsi and the Elves in the form of the Echoes, the actual continental temperature and weather range is very different. Cold deep ocean currents have been forced to flow further inshore on the northern and eastern coasts. This cold ocean water chills the prevailing winds coming off the sea and substantially cools the air inland. In the north, around The Stormhold, this interference has led to a constant turmoil of the surrounding waters with almost perpetual storms, high winds and powerful waves continuously battering the shore.

The Elves still mark the seasons according to the passing of the stars, but in general, the seasons do not manifest as one would normally expect, which is also likely caused by the same Narsi and elvish magical tampering of ages past. The weather remains at a relatively constant level that most Skaldi would refer to as 'late spring'. Being equatorial, the climate is naturally warm most of the time, but the altered currents lead to cooler evenings often punctuated by brief, intermittent rain showers. Some variation to this is provided during the marked seasons, but not to the degree that you would





expect from normal seasons and weather patterns. 'Spring' and 'Autumn' bring slightly warmer weather as the sun is directly overhead. 'Summer' is observed, when the sun passes to the north of the equator while 'Winter' is marked when the sun passes to the south of the equator. During these seasons, the climate tends toward what is considered the norm for Cyradon with a few notable exceptions.

Early autumn is noted for its heavier than normal rains and cool winds as the prevailing winds shift south and bring the naturally cooler air of the southern ocean across the lands. However, due to the interference of the Elves, these cool winds are joined by other cold air masses, and together they drive cold air across the continent. The last weeks of autumn are particularly beautiful, when the rains fail and the air comes down out of the mountains, cold and crisp. The fallen leaves are covered with spider webs of frost and the sun sinks low and golden across the lands.

In winter, the lands on either side of the mountain ranges receive a fine dusting of snow. But this snow never lasts long, melting away and running off in a few short days or weeks. Despite everything, the land beneath is still quite warm from the sun and the snow never really settles.

The coasts are typically cool, temperate and enjoy heavy tree cover. Even before the Devastation, these lands were more fertile and more pleasant to dwell in than the central lands.

Further inland, the peaks of the Mountains of Evening and the Mountains of Morning as well as the smaller subsidiary ranges, the Ashman Mountains and the Mountains of the Moon are snow-capped year round. The inland mountains are alpine in nature, and would have a median snowline that is a barely nine thousand feet high, a trait that is out of place, being more common to less tropical climes. Each of the mountain ranges generate their own weather, channeling weather patterns through the peaks and forcing winds down into the lowlands.

Beyond the mountains lie the warmer highlands surrounding the Camal Sea. This great inland sea is exceptionally deep, and even in the hottest days, the Camal remains icy cold. The Camal is filled from deep, subterranean springs and rivers, and drains by two surface rivers, the Tanolain and the Marisant. In ages past, these lands were the hottest of all of Cyradon. Even when the Elves came, their interference had only minor affects upon the climate. The rivers and the Camal Sea fed water to much of the land, and the valleys were rich and fertile, although they did require irrigation for crops to grow. The highlands were typically poor, scrubby and dry. Only the Shivan Arali, a tougher and more adaptable lot were able to thrive in the Highlands. Now, the land is devastated, lifeless and cursed. The earth seems to be warmed by an ancient fire while the sky is empty, cold, and dead.

Further south, the Shival Range cuts deep into the Camal highlands. Only the highest peaks escaped the corruption of the Devastation, and it is here that clouds occasionally form and snow falls. Water is born here, full of life, dropping down into the few hidden valleys and then draining away to the dead desert beyond. This water can help to restore the Devastation, or wash away the hopes of many.

THE MOUNTAINS OF CYRADON

The mountains of Cyradon are alpine in nature, sharp, steep, rugged and relatively young. They form long knots of tall peaks with very few traversable passes. The four main ranges – the Morning and Evening ranges, the Shival, and Ashman– were driven up as part of an endless complex of mountains which snakes across the continent of Cyradon, the Shattering archipelago and the eastern lands of the continent of Anias, making the Cyradon mountain ranges part of the same complex of geological activity responsible for Juras Mountains on Anias. Thus, when a citizen of the old city of Tarahir looks up into the





lofty peaks of the Shival Range looming over Belynar, he can feel strangely at home. Most of the mountain ranges stand well over 12,000 feet on average, with the tallest peaks soaring above 18,000 feet.

THE MOUNTAINS OF EVENING

The Mountains of Evening rise from the roots of the western forests to scrape the very sky. Called the 'Red Mountains' by some and the Sunset Mountains by others, these mountains were born of deep, reddish-colored stone. When the sun sets behind them, they almost seem glow, if even for the briefest of moments. The purple of the sky reflects the red of the mountains, bringing the whole western sky to life. Snow covers the peaks in a sharp blue-white that only serves to accentuate the red mountains more. At sunset, ice on the peaks traps the light long after the sun has gone, causing the heights to glow red long after the lands to the east have passed into darkness.

THE MOUNTAINS OF MORNING

The Mountains of Morning were formed from a deep blue-grey stone, and at midday they shine as blue as the deepest sea. Snow-capped, the mountains are swathed in a veil of clouds and mist that is magically maintained by the Elves of the eastern shores to keep the corrupted winds of the Devastation at bay. Below Mountains of Morning, covered continually in clouds are the Whispering Hills, the western foothills of the Mountains of Morning and home to what most consider Schirae territory. The Mountains of Morning are sometimes called the Sunrise Mountains.

THE SHIVAL RANGE

The Shival Range is a slightly shorter than their mountainous kin, averaging just barely over 11,000 feet. The mountains here are of a volcanic, yellowish stone. The continuity of the high ridges of this range is broken by a string of seven much shorter volcanic peaks. This range does not soar the same way as its sister ranges to the east and the west. The mountains look a little wrong – like looking at broken teeth, one poet said. Still, if one stands in Belynar and looks up to the mountains marching across the sky to the southwest, the mountains are imposing and wild, yet beautiful. Many of the peaks still bear the poisoned, grey snow that was left after the Devastation. The Shival Range was born in ancient times as part of a volcanic up-thrust. When tectonic shifts drove new mountains up, they decimated a number of the older volcanic peaks in their youthful zeal to reach to the sky.

THE ASHMAN MOUNTAINS

The Ashman mountains of the south are occasionally dismissed as a sub-range of the Mountains of Morning, but they have a character and significance all their own. The Ashmans form the southern boundary of the Devas-

tation. Due in part to a partial shielding by the Shival range and their distance from Belynar, they were able to protect the lands to the south from the affects of the Devastation's original blast, and have served to keep the Devastation from encroaching south over the years. The Ashmans do not reach the heights of their eastern or western kin nor do they have the broken appearance of the Shivals. Starting in the east where they meet up with the Mountains of Morning, the peaks retain much of the coloring of the eastern range, but as it marches west, the prevailing color turns to a dusty grey. Presumably, this is one source for their name. With prevailing winds coming from the south off of the ocean, any winds from the Devastation are forced north and away from the delicate forests of the south.

THE FORESTS OF CYRADON

The forests of Cyradon are home to many hardwoods. Only two forests remain in their original, unaltered state – the Forest of Ischea and the vast Madairian Forest beyond the Mountains of the Evening. Both places are vast, dank mazes of trees and ivy. There are three other major forests on Cyradon: the strange Melanae Forest, the watchful Idrisil and the haunted Yftelan Wood, all of which have been altered and changed over the past centuries. The Queen's Woods is a groomed forest presenting a feeling of a massive, sculpted garden than that of an actual free growing forest.

THE FOREST OF ISCHEA

The Forest of Ischea seems to exude a feeling of anger and hostility and ground-hugging fog that easily disorients travelers. This is an ancient hardwood rainforest with a malignant aura exuding from it. What ever happened to the elvish Arali nation of Ischea has surely tainted these woods, but no one who has ventured into these woods has returned to speak of what they saw or heard. One ancient Cyrad highway passes through this dark rainforest, but no one dares travel this road any longer. Here are rumors, hints and mysteries regarding the missing Arali of the Ischea Nation, but no one has been able to substantiate any shred of truth to even the most plausible rational for their disappearance. This is very dark and foreboding forest that even the Schirae do not frequent.

MADIARIAN FOREST

The Madiarian is thousands of square miles of dense rainforest, the old primeval forest of Cyradon. The land beneath the trees is vast, trackless and unmapped, much of it mired in dank swamps. Perhaps mapping is impossible. Hidden by the thick cover of the hardwood trees, the land rises up into a stone forest of tall karst formations. The karst forms a dense maze of rock; the tree cover above means the sky can barely be seen. Arali mapping expeditions often got hopelessly lost, and more than a few never returned.



The karst formations are concentrated to the south of the forest. Very few known paths lead through the mazes. With little access to the sky and a lack of suitable anchorages, very few attempts were made by the Arali to colonize the western shores of Cyradon. Those few attempts that were made all failed after just a few short years.

The Madiarian was therefore ignored. They called it Wyvern's Sleep; it was a joke in a way. The woods were so dense, so hostile, so alien and so unconquerable, anything could exist there. Even Wyverns could sleep there.

In the north, the forest thins, slightly and the terrain eases. There are no karst formations in the north, nor any barely hidden gorges and clefts. Somewhere in the depths of the forest, the Nagah make their homes. Since the Devastation, the Nagah's numbers have increased steadily. Unlike intruders into their realm, they know all the paths through the karst. They know the hidden topography of their forests, and Nagah shamans know when their holy realm has been penetrated.

Sensible travelers would do well to avoid the place.

The Aneirin woods have, over time, been transformed into temperate woodlands, home to oak, ash and beech, giving way to tall pines on the slopes of the Ashman Mountains to the north. The soil is rich and fertile: where others would have stripped the earth of this forest for tillage, the Rhona have cultivated a beautiful and diverse botanical garden spanning hundreds of miles. Rhona settlements can be found high among the branches of the world trees or beneath its mighty roots. Very few trails or roads lead through the Wood, and beyond them the forest is wild and trackless, belonging to the wild animals that inhabit the area.

THE MELANAE FOREST

The Melanae Forest, with its coal black trees bearing slate grey leaves, is a place of sadness and death, and nothing survives long inside these woods. The forest stretches from the Schirae strongholds on the northern edges of the Whispering Hills to the borders of the northern



THE IDRISIL WOOD

When the Arali first arrived upon Cyradon, they found the Idrisil Wood, and with it, the huge trees that give the area its name, the Idrisil. These mountainous "world trees" boasted heights well over 500 feet. The Arali explorers encountered, living among the Idrisil, a small race of Gnomes known as the Rhona.

In the western reaches of the Idrisil Wood, the Rhona have cultivated an almost impenetrable tangle of the native redwoods and undergrowth. They refer to it as the "forest wall". For thousands of years, this living wall has protected the Rhona's lightly settled lands from the Nagah to the west.

plains. In the time before the Devastation, the Melanae was the remnant of a much larger woodland area that was slowly destroyed by the Arali. If the Devastation had not claimed the land, the Melanae Forest would be gone by now. Instead, the warped remnants of this forest and its inhabitants stand in mute testament to the evil of the past.

THE YFTELAN WOOD

The Yftelan Wood lies in the western portion of the Devastation. Originally a half drowned forest rising out of the murky waters of the Mire; the Yftelan was once a teeming place of vibrant life. Snakes, crocodiles and rare birds made their homes in the shadowy pools of the forest. The jungle-like forest died on the day of the Devastation,



but seems to have come back to life, twisted by the magics that fueled its demise. Faerie creatures, mad with pain, lure travelers to their deaths in the black waters between the trees. Strange creatures, descended from the chimerical breeds of ancient times lurk in the darkness, waiting. The small villages of the poorest caste of Shival Arali stand only as empty husks, burned and haunted amidst the black trees.

THE QUEEN'S WOOD

The Queen's Wood in the Daybreak Country, is considered the most beautiful forest of all, and is almost more of a massive garden extolling the virtues of nature, just to the north of the city of Janiel. Spruce trees march down from the heights, framing the blue-grey rock of the mountains. Below, the forest spreads out as far as the eye can see – one thousand square miles of deciduous woodland maintained for millennia through hard work and care. Delicate bridges cross the streams and pools of the woodlands. Mansions of the Janiel aristocracy rise out of the trees, their design and construction molded into the shapes and colors of the surrounding woodlands. Sea breezes from the east rustle the leaves. Cold mountain winds dispel the warm summer air. At night, the stars shine down through a leafy canopy that is just open enough to the sky.

CYRADON RIVERS

THE TANOLAIN RIVER

The Tanolain River is the mightiest river in Cyradon. The ancient Tanolain opened the heart of Cyradon to the southern sea. A mile wide at its broadest point, the Tanolain drains from the freshwater Camal Sea to the Tanolain Delta. The river meanders its way slowly through the western hills of the Devastation. A strange, oily scum floats on top of the water now, causing the surface to reflect a rainbow of colors. The Tanolain meets the Hannas River at the city of Jalapur. The water of the Hannas represents the western boundary of the Devastation. The clean mountain water endlessly drains the red poison of the sand, but just enough living water flows into the Tanolain to help dilute the poison before the river opens out to sea in the tropical marshes of the Delta. The Tanolain flows past towns and villages, hill forts and temples, all ruined, standing like bare skeletons in the red dust of the western Devastation.

THE MARISANT RIVER

The Marisant River is a seasonal river that rarely flows anymore. Once it was a small river draining the Camal Sea northwards to the Llyrius Delta. As the Shival Arali expanded their realm, they used the river for irrigating the notoriously difficult land of the central

highlands. The irrigation dried the river so much that it would only flow in the spring and fall rains. During these periods, the rain watered the hills and for about nine weeks during each of the two seasons, the Marisant River would flow again. Though the Shivan Arali have been gone for centuries, their irrigation canals and ditches still divert the waters for the majority of the year from allowing the river to flow.

The Marisant should have been an important route for trade and communication, but with the waters being diverted for irrigation, the route was not reliable enough. The Desnian Arali built an imperial highway along the route of the Marisant, and the highway still stands today, a huge stone dike looming over the red-brown mud of a dead river.

THE MERIONA RIVER

The Meriona River pours down from the Mountains of the Moon, a branch of the Mountains of Morning that runs to the west just north of the Melanae Forest. The river is not large and is not navigable. It is a rushing, roaring white-water river, pouring out of the pure white snows of the northern mountain down into the green seaside planes. The ancient Mablungen Dwarves called it the "River of White Souls" and they cast offerings into its ever-flowing waters, to be carried out into the endless sea. The river, they said, was endless and pure, and brought the souls of the sleeping dead home.

THE JANIEL RIVER

The Janiel River is born of two smaller rivers. The Favalla, which flows down from Mount Favus, and the Jansel. From the summit of Mount Favus one can look west down upon the mists of the Whispering Hills, north towards Ischea and east out over the ocean. The word Favus means "vision" in the ancient elvish tongue, and the river is called the 'River of Visions'. The river follows the line of the mountains south until it reaches the Jansel, forming the Janiel River that flows out into the Bay of the Moon. The Jansel is a much slower river draining northwards from the foothills of the Mountains of Morning. The Jansel meets the Favalla about 12 miles upstream from the city of Janieal. The resulting river, the Janiel River, is a slow moving and broad river that flows past the white walls of the city of Janieal, opening onto three massive, carved channels used as the harbor docks for the city. Beyond the channels, the river meets the sea. The Janiel River is sometimes called the River of Lit Moon— beautiful white beacons burn along its banks from the confluence to the sea, bathing the river in a pale white gleam. The lights illuminate a sadly quiet and empty Janiel harbor, where only dozens of ships lie at anchor instead of the hundreds of ages past.



SWAMPS

At one time, the wetlands of Cyradon were beautiful and alive. The wetlands of the Tanolain Delta were home to a countless diversity of rare and exotic creatures. The shady swamps of the Yftelan Mire were smaller, but no less alive; the swamps were home to deadly species of snake and spider and insect, but no less beautiful for all that. In the Sleep of Rivers, west beyond the Mountains of Evening and even the Madairian Forest, ancient human ancestors lived in their crannog-like huts in the reeds safe from all harm. That idyllic picture is no longer to be found.

THE TANOLAIN DELTA LANDS

The Tanolain Delta lives still, bound by strange magics and haunted by twisted creatures. The flowers and reeds still bloom and live, but the dilute poison of the Devastation continually seeps into the slow waters of the mudflats, killing and twisting. The lands are now hostile, threatening and uncomfortable. The air seethes and seems to suck the breath from a person's lungs. Strange shadows play under the waters and the wind seems to come in slowly and limply, if there is any breeze at all. The Desnian Arali were all driven from the Tanolain Delta long ago and they have no inclination to return any time soon. Some force still lies at the fetid heart of the Delta wetlands, and no one has challenged it yet.

THE YFTELAN MIRE

The Yftelan Mire was once part of a large series of wetlands spanning the area between the headwaters of the Hannas River and the western shores of the Camal Sea. Arali interference eventually changed this through irrigation. Diverting large quantities of water to their own cause, the Arali lowered the water table, shrinking the mire to its present size. The snakes and lizards of the mire seemed to become more dangerous and more poisonous. The Mire today is doubly dead, a murdered land which had truly died a millennium ago. Deep quagmires await the unwary travelers, and strange fungi – the only living thing which survived the fires of the devastation – release poisonous and hallucinogenic spores into the water and dank air.

THE SLEEP OF RIVERS

The Sleep of Rivers empties the confluences of a dozen slow rivers pouring the green and muddy waters from the Madairian Forest and the Mountains of Evening into the coastal marshes that open out into the Naryan Sea. The lands are empty, wind scoured and brown with mud and river grasses. But the Sleep of Rivers is alive. No living soul has come to this land in a long time, and the Sleep of Rivers has been spared the tragedies that have befallen the land elsewhere. Just beneath the waters, visible at low tide, are the ruins of the old crannogs and villages of the ancient races.

THE DEVASTATION

The Devastation is not a crater, nor is it a desert in the truest sense of the word. It is truly a lifeless, petrified place; the Devastation is better understood as a curse upon the soil, water and the air, leeching life directly from the land. The Devastation is more lifeless than even the deserts of the Orsai Empire, where flowers sleep just below the surface waiting for the rain to fall so they may bloom for an instant. When the rain falls upon the Devastation, the red, gritty earth merely dies a little more. But life here is not extinguished; rather it is frozen, petrified, oddly preserved, but no less desolate. At the epicenter of the Devastation, much of Belynar still survives, its ancient stone buildings withstanding the worst fire in creation. The city is built of stone, on and in the slopes and core of an extinct volcano, and the Narsi magicians of old leeches much of their mana directly from its warm heart.

In the immediate area of the epicenter, where the otherworldly fire burned brightest, the earth was scorched, turning the sand into a hard, cracked, glassy



surface. The glassy sand is red and sharp, but if true, clean, living water could fall upon it, the soil could be restored. The land was rich once, but it was far from the fertile, coastal elvish city-states of the east. That's probably why the Narsi were allowed to take and keep the city of Belynar for their own.

The desert runs for about 120 miles or more in every direction from Belynar. The sand, finer and

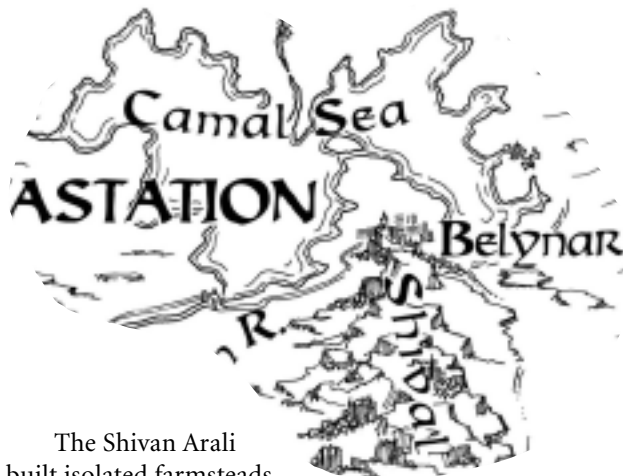


4

sharper than normal sand, lies heavily on the ground. Wind blows this sand easily, sending hot and sharp waves into the faces of travelers. The climate here was once slightly warmer than the coastal plains, but not the oven temperatures of the Orsai deserts. Now, however, the temperature is fiercely hot, day and night, beyond the mountains. The sand retains some of the heat of that magical fire and the sand warms the air. This land is a freakish, unnatural desert, an abomination on an island of abominations.

THE HIGHLANDS

Known as the Camal Highlands or the Neruda Highlands, the highlands are the true heart of the Devastation. This series of rugged hills cut through by an ancient complex of watersheds, all drain down into the Camal Sea. The hills are largely limestone, and if Gryphon legends are to be believed, the entire region was submerged under a shallow sea hundreds of thousands of years ago. The sea dried up long ago, leaving these highland hills exposed and a true wilderness area for a long time.



The Shivan Arali built isolated farmsteads and eventually cities and fortresses, all self-sufficient. Dusty roads and game-trails linked these, villages and towns as small islands of civilization amidst the scrubland, rainforests, swampland and vast savannah-like grasslands. The main avenue of communications was the Camal Sea, whose coast is dotted with the ruins of little port towns. At one time, thousands of ships once plied their way across the sea and up and down the Tanolain River, but no longer.

Still, by the time of the Devastation, the Shivan Arali had managed to tame much of this inhospitable region. They built their roads through the forests, built new towns and cut out a series of canals to link the outposts of their domain. Hundreds of years before the Devastation, a slow process of desertification had begun. Soil was eroding

from the hills, accumulating in the small river channels. The rivers flooded in many places, stealing more soil away. Safe in their cities, the Arali scarcely noticed. The limestone tops of the hillsides were bared giving an eerie skull-like appearance.

Then came the Devastation. The soil was apparently burned to a red sandy glass, the trees were blasted and burned into oblivion, the rivers dried up, the earth itself was corrupted, and all living things died in one hideous moment. It is often referred to as *Bale Toshk Traka*, the Midnight Death Sun, because the entire area of the Devastation glowed as bright as day for several hours once the Devastation had been triggered.

Now, the Highlands are a tangle of bare stony hills with their distinctive limestone weathering bare to the sky. Winds of red sand slash up and down the valleys. Dunes have accumulated from drifts of sand, and the topography is almost unrecognizable when compared to the years before the Devastation. The land had been a beautiful variety of terrains, fauna and wilderness. Now it is a wasteland.

The Tanolain River follows an old rift valley that slopes towards the south and the sea. The flattest region in the Highlands is the wide plateau that lies below the city of Belynar, to its north. The plateau, broken only by a dry lakebed and the remains of an ancient canal system, spreads out for a hundred square miles north of the city. The plateau, once well supplied with fresh water and mostly sheltered from the prevailing wind, was home to the richest farmland in the heart of Cyradon, at least before the Devastation.

Because the wilderness was never fully tamed, ruins are few and far between. However, here and there, an explorer might find the remains of an old farming community, temple, fortress or town. The beautiful architecture that was marred by the Devastation is a poignant reminder of what came before. A traveler would do well to beware these ruins come nightfall though. All sorts of creatures, twisted by the Devastation, inhabit the highlands, and the ruins scattered across it.

Beneath the sand and barren hills, one can find the old water channels and deep caves opened by millennia of rain and weathering. These places have a strange beauty to them. Some even are far enough below the surface to escape the poisons of the Devastation. Many of the larger cave complexes show signs of being inhabited. Devastation creatures sleep here, sustained by the fine trickle of living water bubbling up from beneath the earth. Schirae often make their lairs in such places as well, using these caves to launch raids against the Gryphons or Rhona.

Travel is hard, maps are impossible to keep, and the going is treacherous.



THE CAMAL SEA

Originally the heart of Arali trade on the west side of the Mountains of the Morning, the Camal Sea was where the Imperial Highways and the vast canals and the tributaries of the Tanolain all came together at the centre of the continent. Small ports dotting the shores of the sea sent goods to ports all across Cyradon. The fishermen plied a rich trade here. Now, the sea is a dead, sterile, poisoned place. The water tastes alkaline and putrid. Red scum floats on the waters and storms howl off the dying waves, bringing stinging mists and vile rains. Even the clearest water has a sickly greasy sheen to it.

The Ritual of Eoustral saved some of the waters, bringing life back into its depths by healing and reviving several of the largest underground springs deep beneath the surface of the sea. But even that may not be enough to save this sea. The seas' level had been dropping since before the Devastation as the little bays filled with silt and irrigation channels sucked the water away from the Marisant River. However, with the return to life of the powerful springs beneath the sea, its level may once again rise since many of those irrigation ditches have long been filled in by sand blowing across the Devastation.

THE SCHIRAE TRAILS

The old elvish roads, carved by ancient elemental sorcery and expert stonemasonry, still crisscross the land. Close to the epicenter of Belynar shifting sands now obscure the roads. These small roads, barely wide enough for two carriages to pass one another were the grand, thoroughfares connecting the few cities of the central highlands. The roads were raised anywhere from a few inches, to several feet above the surrounding terrain to give those who traveled them as smooth and level a ride as possible. They were paved with hard, deep-seated rock that never rutted, and never softened. The road's boundaries were marked with small white marble domes only a few inches high. Nearer to the towns, every second dome was crowned with a brazier, burning eternally, lighting a traveler's way.

Built during the time of the Narsi in Belynar, the roads connected elvish lands in the east to all of the major cities on the central highlands and even north to the city of Neras, which was built shortly before the Devastation.

Now, these roads are mostly submerged, the wild desert winds having long ago thrown the red glass sand across everything. No one is left to see to the maintenance or upkeep, or to clear the sands away. These roads belong to the Schirae now. They now use the elvish creations to visit war and death upon the Elves. Sometimes the Schirae clear the roads, at other times they mark the old way with Balefires, an ancient magic that produces a translucent green flame visible only to those who can sense magic.

THE WHISPERING HILLS

The Whispering Hills lie to the west of the Mountains of Morning. The hills and the mountains beyond represent the high water mark of the terrible wave of sorcery that tainted the land to the east of Belynar.

The hills and lower slopes of the mountains are shrouded in a thick soupy mist the never disperses. Those few who enter the mist and live to return have claimed that it is alive and that they can hear it whispering in both rage and pain.

Some Arali scholars believe that perhaps the mist is a corrupted Veil, or perhaps created by the Schirae, perhaps formed by the Devastation itself somehow. All that is known for sure is that for those who enter the mist, breathing is difficult and sometimes even painful, and that it brings with it dizziness, and a loss of a person's sense of direction.

It has also been speculated that the mist may have something to do with the many abominations and unusual creatures that have appeared on the central highlands. However, this has never been proved.

THE GAP OF ORIUS

The Gap of Orius is the small valley between the foothills of the Ashman to the south and the tail end of the Shival Mountains to the north. The Gap is sixty miles wide, and it is a journey of one hundred and seventy miles from the western entrance to the eastern narrow. On either side of the Gap, at the narrow entrances, stand a pair of huge pillars carved out of granite and marble. These huge statues are ages old, and their features worn well away by wind and time, and barely recognizable as humanoid in form. Collectively, they are known as the White Sentinels because of their sheen in the noontime sun.



The Gap is one of the few places in the central highlands that was fully protected from the Devastation, even more so than the few valleys scattered deep within the Shival Range. While the lands all around it were damaged by the Devastation, the Gap was untouched. The Devastation just ends abruptly at the feet of the White Sentinels.

The Gap would seem to be a perfect place to settle down, except that the natural lay of the land acts as a natural wind funnel. This focuses and intensifies of the



winds and gales coming up from the Tanolain Delta. The sky above the small valley located in the center of the Gap is a churning whirlwind, helping to increase the speed of the wind before it shoots out through the eastern pass. Not even the Gryphons can fly through this constant maelstrom.

Ground travel through the Gap is quite easy, and often unhindered by the deadly winds above. However, the Gap is filled with the unceasing roar of the wind above, making communication almost impossible. Perhaps it was for this reason that nobody ever settled there.

THE WESTERN DEVASTATION

Long stretches of empty desert lie to the west of the inland sea, land that was once farmland and home to the wealthiest aristocrats of the Shival Arali. These Arali were the first to invest in Narsi projects to build constructs. The Shivals of the western territories wanted cheap labor, and the Narsi constructs appeared to be a perfect solution.



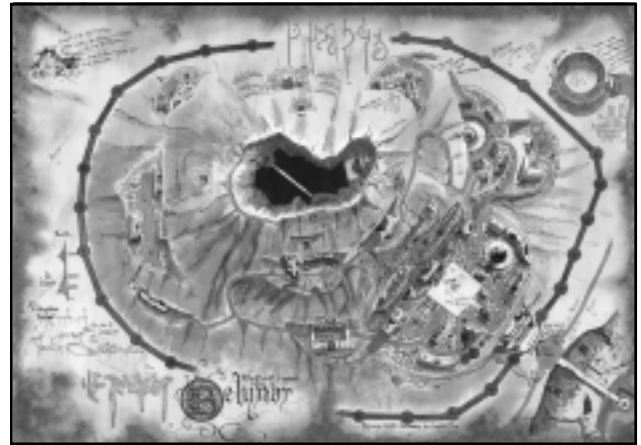
With rich lands producing rich crops, the Shivals of these lands were wealthy and leisured. With the aid of the Narsi and their constructs, they never had to worry about toiling the fields. While other Arali were aghast at this flagrant decadence, there was nothing they could do about it, had they even wished to.

When the Devastation came it seemed to take out an especial vengeance on the western territories. The houses

and constructs were blown from the lands and the grand homes of the Shival aristocracy were blasted down to rock.

Beyond, to the north, the Yftelan marshlands represented the boundary of the Shival realm. In the south, the grasslands were bordered by the Tannolain and Hannas Rivers.

THE CITY OF BELYNAR



The haunting, ruined city of Belynar stands at the heart of Cyradon. Much of Cyradon's sad and tragic history has occurred here or been influenced by the city. Now, the city stands at center of events again: the rebirth of the continent begins here. In the shattered ruins of old, arrogant and decadent cultures, the refugee newcomers are determined to make the city their home. Under the guidance of the Gryphons and the Rhona, they have taken the first steps to putting the land to rights.

Recently, the area was a dead wasteland. Now, because of the Rhona, a small fragile rebirth has occurred. The cost of this action was tremendous. One of the precious, incredibly rare Tears of Life was sacrificed in the Ritual of Eoustral. Skaldi poets call the newborn realm "the Re-Awakened Land."

The land is not the only thing that has "Re-Awakened". Egg-laying creatures of both the sky and the land once again roam the area around Belynar. Over the course of a single night and the day that followed, both the petrified eggs of creatures and plant life of all types were not only restored, but it seemed that several months worth of time passed for them in those few hours. Birds hatched and grew to full size in mere hours. Crops of fruit, vegetables, and grains planted long ago and destroyed by the Devastation again sprouted and were ready to harvest by the end of the day. What had once looked like weeks of slow starvation, privation and despair was replaced with hope and joy.

The Shival Range is dotted with a dozen weather worn volcanic 'plugs' (the Gryphon name for these



mountains is the ‘Blunt Hills’), one of which is the heart of Belynar. Looming above the Blunt Hills are higher alpine mountains, far younger and sharper, the home of the Gryphons of the Blunt Hills Eyrie. These mountains are filled with lodes of metal, just waiting to be mined.

Belynar looks out across the highland plains. Cliffs rise up on either side, towering sandstone rocks. Like other cities of Cyradon, Belynar is built from the living rock of a mountainside. Unlike other cities, it is also built *into* the rock of the volcano. With its distinctive Cyrad architecture and design, Belynar is unique.

The City of Belynar has had many occupants, over the millennia. At one point it was home to hundreds of thousands of people. The city spread all the way around the mountain. A hierarchy of property is obvious: the richer folks lived higher up the mountain, on the east side, facing the dawn and a spectacular view of the plains and the distant peaks of the Mountains of Morning. Poorer folk built homes on the western side; but even there, the views were spectacular – mountain water falls with white water sluicing down from the permafrost to the valleys below.

Inside the city were workshops, forges, and other places of creation and storage. The volcano may have been dormant, but the magma still came close to the surface, warming the stone foundations of the city. Deep in the furnace-hot chambers where magma still ran, mages and their servants forged their creations. Hundreds feet above, at the bottom of the bowl of the crater, the mages built a vast courtyard. They may have intended to use it as a stadium, but even at noon, little light shone down to the bottom. To the east and the west, the mages excavated old lava tunnels and turned them into wide avenues. The western tunnel led to the huge freshwater lake that formed the city’s core water supply. The eastern tunnel led out onto a wide, sunlit courtyard that was the place for the greeting of dignitaries.

The courtyard overlooks a long dry lakebed. There are ruined houses scattered around the lakeside; they have been bleached white an age ago. Huge, fertile and productive farms were once found beyond the roads. To the northeast, just north of the northern road, vast ruins of a coliseum stand. Blasts of sorcerous energy have torn away at the walls, and at the spectator’s enclosure. What’s more, the various entrances to the labyrinth below (and such a thing can be assumed to exist) have been blocked off and sealed solid with what can only be described as molten metal poured into each of the entrances and exits.

The Southern Road skirts the side of the lakebed and then follows the line of the mountains south and out of sight. Eventually, it leads to the old elvish Imperial Highway. Little walled ruins lie scattered out amongst the sandy wasteland, and the coliseum has been particularly

damaged; the Devastation was not the only force that assailed it.

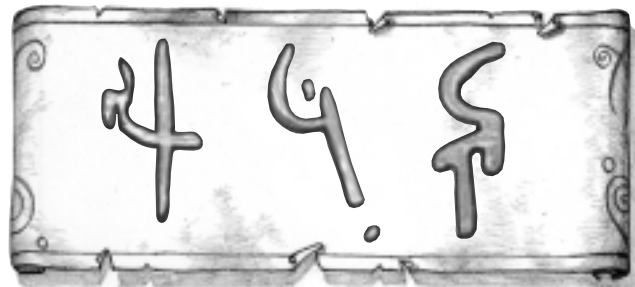
The city is the very heart of the Devastation, the place from where the waves of pain and death and sorcery broke through, but peculiarly, here and there, one can find places the deadly energies didn’t touch.

The human refugees arrived into a large courtyard called the Gates of Morning. The courtyard was long, wide and awe inspiring, looking out over the red sands of the Devastation. But it is just a small shelf – a former meeting place for the rich in ancient times – a tiny part of a vast city.

The city is built on many ledges – Streitos in the language of the Cyrads, a word meaning both “street” and “shelf.” On the mountain –facing side of each Streitos, huge, mansion-sized buildings of many designs and sizes have been built, cut into the bedrock of the mountain. Each Streitos is linked by sets of stairs – for humans - and gentle ramps – for horses and carts. Independent from the Streitos, thousands of people lived in smaller buildings and cottages up the mountain slopes, and down around the lakeshore. Most of these wooden cottages and outbuildings were destroyed in The Devastation. A few shells of these smaller houses remain: a few crumbling walls or scattered stones where families lived. The streitos mansions are made from marble and granite, and roofed with pale slate and are beautiful to behold. They are very fine and sturdy buildings that survived the destruction of the city, and centuries of age and neglect. There are enough streitos mansions to house the entirety of the refugee population so that even the poorest of the Tarahiri, Skaldi, Gryx or Orsai, even those with the lowest social status, can now dwell amidst the Narsi finery of old.

At the summit of the mountain, four beacon towers once stood. The cone at the top of the hill is irregular, so a lot of work went into making the beacon towers appear to be of equal height and size. The beacon towers were covered with white limestone and bright flames burned here every night. Now two towers remain, and they are broken and almost ruined.

See Chapter 8: Belynar – The City of Gryphons for more information





THE BLUNT HILL EYRIE

The Blunt Hill Eyrie is the smallest of the Gryphon Eyries, a small community of Gryphons living in the peaks just below the snowline on the high crags of the Shival peaks to the south of Belynar. The eyrie overlooks Belynar and from its outposts, one can see almost everything that occurs in the city. Like other Eyries, its denizens do not dwell exclusively within the Eyrie's boundaries. Some of the younger Gryphons actually make nests for themselves – rooms, to be more accurate – in Belynar, and in some of the farmer's cottages scattered around.

4



The Gryphons of the Blunt Hill Eyrie are a tough, caustic and ill-tempered lot. They come from all of the Gryphon tribes, and are outcasts and mavericks. They were given leave to rebuild this eyrie, and look down on the “cursed city” (as Gryphon lore names it) in return for overseeing the city and ensuring that the magicians never return. If the Narsi return or any who may wish to emulate their folly take up residence, they are to be slain.

THE EAST

THE DAYBREAK COUNTRY

The Daybreak Country is the home of ancient elvish civilizations.

The Eastern Ocean bounds the Daybreak Country to the east and by the Mountains of Morning to the west. The Daybreak Country refers not only to the coastal lands on the continent itself, but also the islands to the east of Cyradon. The islands, Penlasse, Desnia and Arimispia are large, mountainous realms. Two of them play host to extensive elvish cultures. The third is barred to the Elves by ancient law. Though all Elves refer to their protected realm as the “Daybreak Country” they are not united as one, and no single power dominates the others.





The Daybreak Country has only been inhabited by the Arali Elves for a little less than 1700 years. The oldest elvish cities are almost certainly Janiel and its sister city, and oft-times rival, Emmanel. Janiel and Emmanel watch over the fertile coastal plain, and dominated much of the ocean going travel.

THE RUINS OF ISCHEA

Ischea was a young Elven nation that broke off from the traditional views of the Janiel and Desnian kingdoms centuries ago. It was ruled by Nathalie, the Lady of the Ischim, from her capital city of Lindoranen.

Some say that the fall of Ischea was a penalty for Nathalie's arrogance in breaking away from Desnia and Janieal, and that the combined might of those nations was more than the young Ischea could bear. Others claim the fall of Ischea was proof of the queen's ties to the darker aspects of witchcraft that she used to rule and protect her nation.

No one knows what truly happened to cause the fall of the proud and secretive nation of Ischea, but all sensible folk agree that something dark, mysterious and definitely dangerous lurks there now. Even seasoned travelers and adventures know enough to fear treading too closely to this oppressing forest kingdom.

The City of Lindoranen was the throne city of Ischea. Lying in the sultry tropical north of the Daybreak Country, it was once known as the Amber city, as it was carved from the strange translucent amber-colored rock found here but nowhere else in the world. At sunrise and sunset, the sun catches the minarets of the city and illuminates the moss covered amber stones, bathing the ruins in an eerie greenish-golden light.

Ischea was, and still is a tropical hardwood rainforest, a place where the humid climes of old remain, and were once home to the mysterious and compulsive Ischim. The land is dark, dense and almost impenetrable, and most other beings (Elves, Rhona, or otherwise) consider the climate to be too humid. The forests have a peculiar feeling or sense of "otherness" that even some supernatural creatures fear.

Ischea's southern border is not a fixed thing. It seems to truly begin along the foothills of the easterly spur of the Mountains of Morning just north of the Queen's Wood. Because of the humidity and vastness of the forests, the realm generates its own weather, as clouds form from the tree's breath in the mornings, and drop rain back on the forest in the evening. The heavy, hazy, silvery shadow of the realm can be seen for a long way off, even as far south as the estuary of the Janiel River. The strange hues and density of the clouds is a constant reminder of the impenetrable mystery and threat of the realm.

There are two roads cutting through the realm, stretching from the port of Janieal to Kumar, one running along the mountains and one running along the coast. The coast road turns inland to meet the mountain road about 100 miles south of Lindoranen.

The Ischim forbade travel along these roads once they closed their borders, well before they disappeared completely. Now no one travels these roads for fear of what ever caused the fall of Ischea. Stories abound of lone travelers attempting to use these old roads disappearing some where along the way. Rumor has it that the Ischim built a system of roads of their own, linking their strange and chthonic temples and cities, but the way onto these roads from the main ones were hidden and one could spent a mortal lifetime searching for them without success. The rumor continues that anyone found looking for these roads could expect to be slain by the mysterious denizens of the forest.

The mountain city of Lindoranen, the 'Amber City' sits on the mouth of the Lindal River and at sunset, can be seen from far out to sea. Sailors and Pirates alike steer a wide course from these waters as well. Any ships that ventured to close have never been seen again, all cargos and crews lost.

Most maps portray Ischea as a forest. Some older documents suggest that the realm had three major cities and a dozen smaller ones as well as a number of ancient temples, many dating back to a time before the coming of the Elves.

A name frequently mentioned on these older maps is the temple or city of Ardana. No two maps agree as to the location of this place. Ardana, they say, is the heart of darkness, the blackest place in a black land, and potentially the true source of the downfall of the Ischean Elves.

Those who remember encountering an Ischean Elves recall them as charming, highly educated and witty company. They appeared a little more focused perhaps, but certainly not evil. It should also be noted that there are no Gryphon eyries within the borders of Ischea, and the Gryphons will not enter the realm, under any circumstan.

RAMSEL

Ramsel was once a small Arali city-state. It was built on the western side of the Mountains of Morning, and served as a major trade city between the Shivan Elves of the central highlands and the Arali Elves of the coast. The Elves of Janieal had a sister city that mirrored Ramsel on the eastern slopes of the Mountains of Morning, the mining and smithing city of Mirdana.

Ramsel was at the height of its glory during the years following the arrival of the Narsi in Belynar. The presence of the mages brought many Elves from the coast, especially for the coliseum games once they began. Ramsel became more than just a small trading city; it became a major stopover point for those traveling to Belynar.

Then came the Devastation. Ramsel, like many other towns and cities was destroyed by magical energy that washed over the central highlands. Many of its citizens were killed, or worse. In the centuries since the Devastation, the Arali have left the ruins of Ramsel strictly alone. Very few of the Schirae have even ventured far into the ruins.



JANIEAL

Ruler: Gabrialla, of the House of Queens

Capital: the Throne City of the realm is the city of Janieal. The full name of the realm is the Protectorate of the city of Janieal.

Population: ca. 1,000,000

Races: Janieal Arali (92%), Rhona (6%), Desnian Arali (2%).

Government: Monarchy, advised by a council of state, elected by the nobility.

Religion: The people of Janieal are ancestor worshippers paying homage to their predecessors on the high days of the year.

Major Towns: The city of Emmanel is the second largest city of Janieal. The military garrison of the Watchtowers forms the smallest city. The other major city in the realm of Janieal is the forge city of Mirdana, just north of the Watchtowers guarding the pass to Ramsel.

Provinces: The realm is divided almost equally into twelve duchies, assigned in trust for the people of Janieal to the nobility. The duchies are redrawn with every new monarch, so the exact layout shifts constantly.

Enemies/Allies: Janieal is the natural rival to Desnian ambition, and while the two realms respect each other and share a common bloodline and common nobility (through intermarriage), Janieal's different philosophical and intellectual tradition often puts it at odds with Desnia. Still, along with Aneirin and Desnia, the people of Janieal keep watch over the Devastation and the Schirae. The lords of Janieal are on good terms with the Gryphons of all the eyries of Cyradon and the Rhona people.

Major Products: The Arali of Janieal are the finest armorers in the world. Their weapons and armor are sold to Aneirin, Desnia, Penlasse, Llyrius and Ciastan. Ciastan, in turn, sells them to both Cairnus and the five city-states of the Nagaryl. The lowland plains west of Emmanel produce rich crops such as wheat. The Arali also raise sheep and kine in the pasturelands further south. Janieal fishermen feed themselves and their towns with year round catches. Janieal has been attempting to become self sufficient since the years following the Devastation.

If Desnia is the realm that dominates the lives of the Elves and represents the Arali's crown of power, Janieal represents the heart of the Arali kindred. Janieal was the first place the Arali anchored when they arrived in Cyradon and it is the oldest of the elvish realms. When the Shivans



grew rich and powerful, Janieal endured, quietly, slowly and thoughtfully building a large, wealthy and calm realm, one without any of the will to power of the Desnians and none of the blatant consumption of the Shivans. Janieal is said to be the moderate voice of the Arali, a realm and a people who place noblesse oblige and the pursuit of knowledge and wisdom far above the hollow accomplishments of their fellows.

Janieal is the greatest of the cities, carved from the white marble of the southerly reaches of the Sunrise Mountains. Janieal is said to be the oldest of all the Arali cities, and home to the Hall of the Elders, the greatest royal court. It is a hotbed of intrigue, both mercantile and political. Janieal and its subject city of Emmanel control the largest Arali kingdom (referred to as the Realm of Janieal, if it is spoken about at all), maintaining the watchtowers guarding the passes through the mountains from the Devastation and maintaining the old highways. In the centuries before the Devastation, Janieal entered into a disastrous alliance with Desnia. Janieal's authority and reputation was used to further Desnia's political aims. The people of Janieal still blame the Devastation on Desnian ambitions and tinkering.



When the Shivans were carving out a vast empire to the west and building vast cities and temples, the Arali of Janieal built the twin cities of Emmanel and Janieal. Though carved from the earth like other elvish cities, the sister cities appear to have grown from the land that somehow rock and rain and the movements of the earth conspired to build a city, a place where no mortal or immortal hands have touched.

So while the Shivans gave way to the power of Desnia and both the Desnians and the Shivans fell from grace during the Devastation, Janieal survived, almost untouched. While Janieal has a large and effective army, it is one dedicated to defense. Janieal has a powerful inshore navy, but they do not attempt to extend their influence beyond their borders. This lack of meddling has given Janieal a great deal of respect and indeed, influence, over their neighbors.

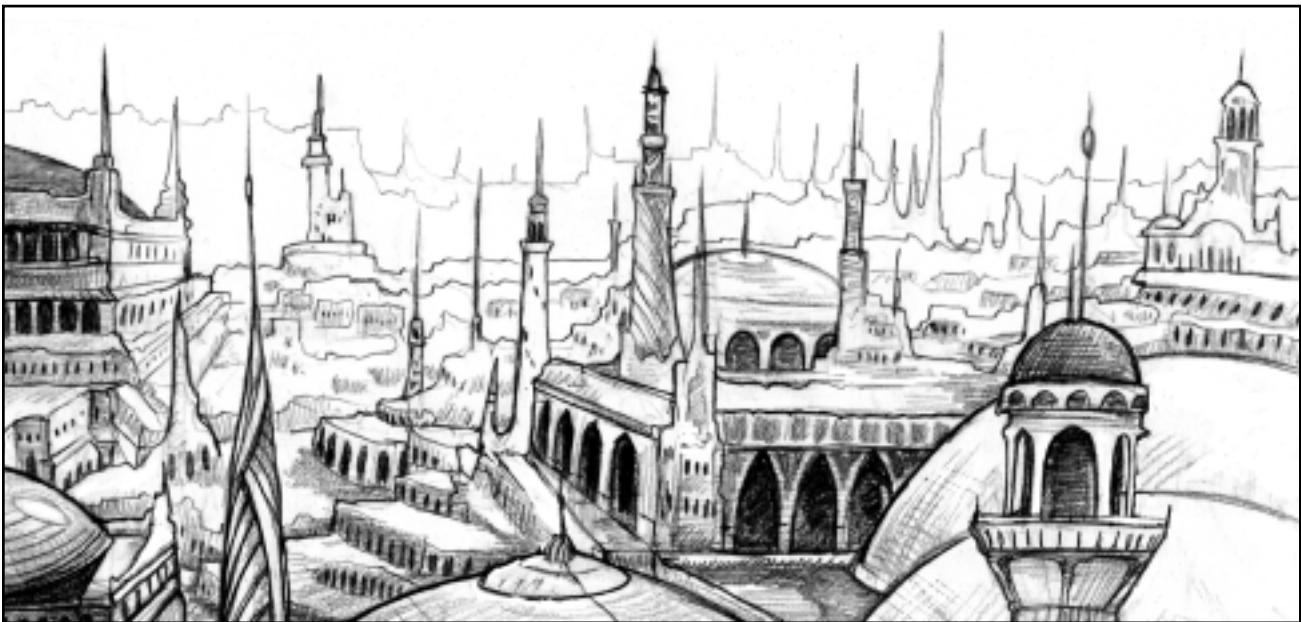
Still, the politics and intrigues of the Daybreak Country flow around Janieal. It has had occasion to attempt to counterbalance Desnia's power (seeing Desnia as being powerful, but somewhat foolish). These external politics dominate Janieal's internal politics: various factions demand closer relations with Desnia (or more distant relations); others see Janieal's position vis-à-vis the realm of Aneirin as weakening Janieal's society. Other political factions seem to stem from feuds and intrigues generated by the external politics, and thus the city of Janiel is a hotbed of political infighting. The House of Queens, the ruling household of the realm remains aloof from these conflicts, but the House of Queens needs advisors and ministers, and those advisors and ministers are not aloof.

EMMANEL

The city of Emmanel is Janieal's twin "in honor and prestige" set against the Aerie Mountains that guard the realm of Janieal from the sea winds. Emmanel is the poet's city, while Janiel is the Queen's city. It stands at the eastern end of the Southern Highway and in ancient times its position made it rich from transporting goods back and forth across the Bay of the Moon to Janieal. Although the caravans no longer come, and the academies of poetry and tragedy no longer throng with students, the city remains rich.

The focus of the city is the Tower of the Daystar, a long elegant white spire that soars up from the mountainside up past the gaps in the peaks behind. It stands at 900 feet tall, and from there one can look through the gaps on the Aerie peaks and look outwards the sea and the rising sun. Atop the tower sits a huge crystal which catches the first rays of the sun and reflects them in all directions. This beacon can be seen for many miles in all directions. It is rumored that on a cloudless day, you can see the light of the Daystar beacon from Janieal.

Emmanuel is still a major population center, with about a fifth of the realm's population dwelling here. The city has a rather different atmosphere than any of the other Arali cities. It feels cosmopolitan, restful and safe. Here, if nowhere else, the Elven love of living and lust for pleasure and comfort has found a natural home. Strangers come and go, traveling from all across the Daybreak Country and the Isles to sample the fine wines and other delights of the Poet's City.





DESANIA

Ruler: Prince Absalan is the monarchial ruler and Royal Council elected by the aristocracy.

Capital: The Haven of Desnia.

Population: 600,000

Races: Desnian Arali (98%), Rhona (1%), Gryphons (1%).

Government: Militaristic oligarchy.

Religion: A heavily ritualistic religion of ancestral worship. Some observers have noted that the ritual is more important than the actual worship.

Major Towns: There are no other major Arali towns – the other communities live in scattered villages and armed garrisons. The ancient Tysteres Eyrie of the Gryphons, where the lord of the Gryphons dwells sits in the mountains looking down on the Haven of Desnia.

Provinces: The various noble families of Desnia have carved up the island into packages of territory, and they all sponsor military garrisons and training areas “for the good of the nation.” This means the island is divided into roughly twenty four small “counties” which have no official significance, but plenty of de-facto power.

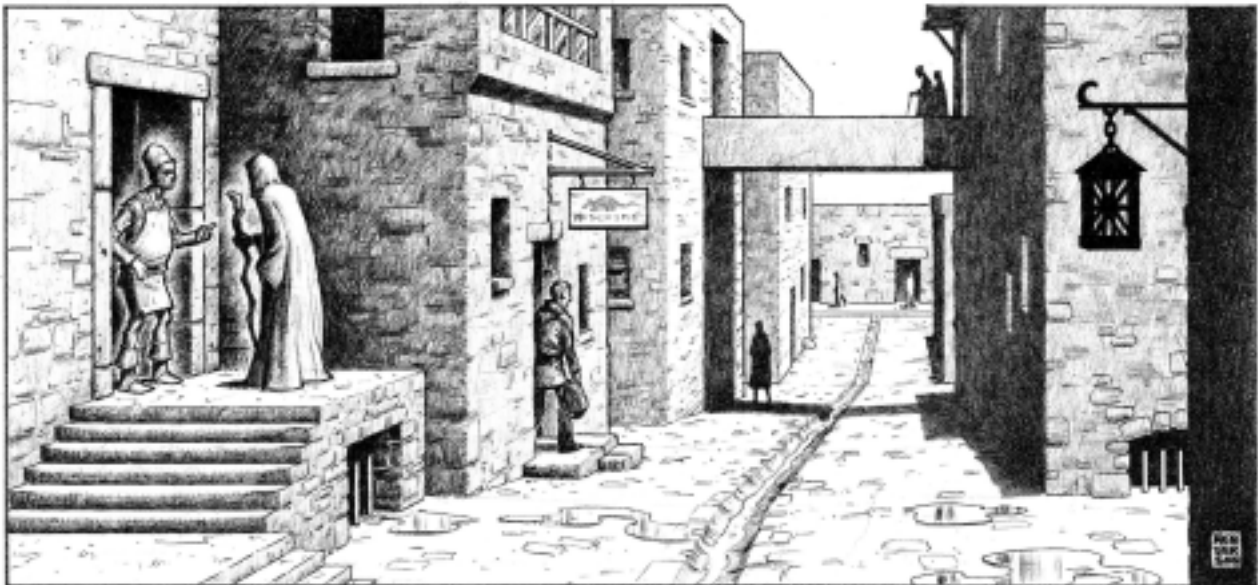
Enemies/Allies: Desnia is Cyradon’s hyper-power. Its small sizes belie its huge influence. The Desnians like to imagine themselves alone against the world. The realm is not threatened by any neighbors, but it is the cause of a lot of resentment amongst the other races and elvish peoples

Major Product: Desnia is a major consumer of goods. Even now, when trade is sparse, Desnia imports much of what it needs. The only areas in which Desnia specializes are in the construction of warships, the training of soldiers, and the



breeding of horses. Desnian horses are the only horses upon Cyradon, and Desnia holds a near monopoly on them. Desnia is also the only source of pearls in Cyradon. These gems are highly prized and sought after

Desnia is a mighty island kingdom located on the easternmost of the isles. It grew over the years, into a powerful Arali kingdom that dominated the affairs of much of Cyradon. Desnia was not an empire, rather a “hyper power” economically, militarily and influentially superior to all its rivals. Desnia was at its height before the Devastation and the Arali of Desnia remain arrogant and retain much of their innate sense of superiority. They have a powerful military and vast navy, but their society





continues to fracture. Many Desnian maps still record the continent being named “Desnia.” Desnian culture is deeply conservative. That conservatism works against it, and Desnia has become increasingly alienated from its neighbors. Desnia remains the pre-eminent power, with finances, a military and a spirit that makes it impossible to ignore. Desnian warriors ensure the Schirae do not overwhelm the Daybreak Country, and Desnian fleets guard the coast

When the human magicians came to Desnia, the humans merely confirmed what the Elves had known all along: the Desnians were the most important of the elvish kindreds, and the natural leaders of the Arali. But as the Narsi discovered, strength, intelligence, and creativity is no substitute for wisdom.

As Desnia’s power and influence advanced, Desnia began to specialize. They abandoned farming, and started importing much of their food requirements. They turned pasturelands into vast training areas for their armies and their cavalry. They raised horses (though, obviously, not for slaughter) on the old farmland. The only area where Desnia was self-sufficient was in its fishing and pearl industries, but Desnian sailors did not man the Desnian trawlers. The ships were crewed with sailors from other nations, hired specifically for those tasks as the Desnians considered it beneath them.

Desnia evolved a peculiarly aristocratic society where only warriors (and veteran warriors at that) were allowed a voice in society. This practice continues to this very day, so much so that Desnia has started to atrophy. It is not a nation or a realm. It is the world’s richest and most powerful aristocracy with an attendant army.

The city of Desnia is a squat grey, working city of straight, broad avenues and high defensive walls. The city exists to provide a home for the Desnian royalty and to service the needs of the vast Desnian navy. There are no galleries, no theatres, no temples, no parks and no monuments.

The king is always referred to as a “Prince.” This is a diminutive term, ensuring that the king respects the authority of the powerful aristocratic Royal Council. It is also used because of the old Desnian conceit that one day a Desnian would become the High King of all the Elves of the world. Until that day comes, they say, the Desnian king remains a Prince.

Desnia has a new king. Prince Absalan has risen through the ranks of the army and taken his father’s throne after his father’s ship sank on a voyage to the northern isles. Absalan is young, and he bristles against the authority and conservatism of the royal council.

Still, to many Elves, Desnia’s time is long past. The realm is too ossified, too top heavy and brittle to survive a serious crisis. Even Prince Absalan knows that his realm is under threat. He does not know where the threat will come from. The knowledge has made him reactionary and preemptive, as he tries to prevent every issue becoming a crisis.

Desnia is also home to the Gryphon’s Ancient Eyrie, the Eyrie of Tysteres, which sits far above the city of Desnia, unapproachable by any, and home to the High King of the Gryphons.

PENLASSE

Ruler: The Desnian Vice Admiral of the Fleet rules Penlasse in the name of Desnia. His writ does not extend far beyond the capital. Instead the individual communities elect leaders.

Capital: Palas

Population:
350,000

Races: Arali (66%),
Rhona (21%),
Gryphons (13%).

Government: Feudal system with lands and titles offered by the Desnian aristocracy in return for allegiance.

Religion: None.

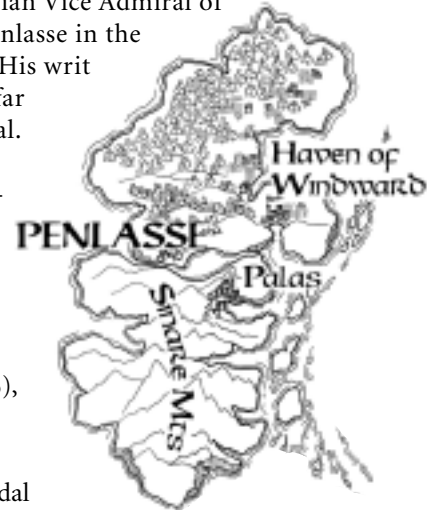
Major Towns: The Haven of Windward, on the south eastern shore of the north isle, and the Eyrie of Miralyr in the Sinare Mountains on the southern island.

Provinces: For administrative purposes, the realm is divided into two provinces, the north and south isles. A Desnian noble on behalf of the Vice Admiral of the Fleet administrates each province.

Enemies/Allies: Penlasse has no real enemies, being shielded from all invaders by the sea. The Penlasseal people tolerate the Desnian overlord-ship, and generally ignore it. However it is possible that Penlasse could find itself fending off a Desnian invasion.

Penlasse is famous for its warm climate, white sand beaches and crystal clear seas. The people of Penlasse are a mixed group of Arali from Desnia and Janieal, Rhona, and the Danae of Aneirin. The Gryphons of Penlasse also mingle with the other races quite freely. The majority of the inhabitants of Penlasse are those from the other nations who have tired of the many political games played between the nations.

Penlasse is supposedly in alliance with Desnia, but its people remain clear of politics. Penlasse is home to many other Arali who wish to avoid the politics of the other city-states. The Arali of Penlasse will happily describe themselves as “elvish” or “Penlasseal” before calling themselves Desnian, Janieal or even Arali.



Penlasse is the northern-most of the Easterly Isles. Separated from the southern isle of Desnia by the Windward Straits, Penlasse was once part of a larger landmass that linked Desnia and Penlasse to Cyradon. Ancient cataclysms, the movement of the earth and undersea earthquakes broke the isles apart, and flooded the lands between. Penlasse is therefore very similar in appearance, flora and fauna, to Desnia.

Penlasse is the overall name given to the two northern isles. Both isles are close together, with but a stretch of two miles separating them. The small strait was, in ages past, a deep lake. Eventually the sea broke in on either side and claimed the freshwater depths for its own, eroding away the thin line of hills on either side.

The northern isle is the richest, comprising of relatively flat, lowland terrain that is both fertile and easily farmed. The isle retains a great deal of its primeval tree cover and thus the soil is spared from the erosion caused by the constant whipping winds that sweep easterly from the permanent storms that surround the Stormhold, to the west.

The southern isle is home to the city of Palas, where the Penlasseal royal court meets. The city is more of a stronghold, a redoubt, than a city and its utility is almost purely defensive and administrative. Trade happens in the low lands, in temporary farmers' fairs and small towns. Palas sits on a honeycomb of supposedly Mablung carved tunnels that can provide refuge for every soul on the southern isle in times of crisis. The Deep Redoubt has never been used, as no invaders have ever truly landed upon their shores.

The southern isle, despite the presence of the royal court and throne city, is a poorer place, but also marked by a primal, wild, natural beauty. The high slopes of the Sinare Mountains are craggy and empty and almost heartbreakingly beautiful. The land is desolate and alien and untouched by mortal hands. Few Arali dwell here.

In the intrigue-ridden maelstrom that is Arali politics, Penlasse is considered to be a tributary realm to Desnia. Desnia considers Penlasse to be a subsidiary ally and as such, ignores it. This suits the Penlasseal people. They consider the games of state and trade that rage between Janieal, Desnia and Aneirin to be both infantile and divisive. They have never been wronged by any of these powers, so why should they wish to take sides. Since Penlasse is considered to be firmly in Desnia's "camp," Desnian diplomats and Janiel politicians don't bother attempting to inveigle Penlasse in their intrigues.

Penlasse does not keep a standing army, or a navy. It does have a well-equipped and well-manned coast guard, which exists to both rescue endangered mariners and to defend against seaborne assault. Inland, a small number of military orders help guard the realm.

AN-MAINYA & MAINYA

An-Mainya is a Gryphon term for royalty. It most often refers to the princes of the royal line of Gryphons who rules the various eyries and who report to the Mainya, or king, of the Gryphons.

ARIMISPIA

Ruler: The Island is administered by the An-Mainya of the Gryphons, from the ancient Eyrie of Tysteres on Desnia.

Capital: The largest eyrie is Gemar on the southern sweep of the island.

Population: 18,000

Races: Gryphons (100%). No others are known to live here.

Government: The Island is a protectorate of the An-Mainya of the Gryphons. The An-Mainyas of the two Eyries owe fealty to the Mainya of the ancient Desnian Eyrie of Tysteres.

Religion: The Island's Gryphons are animists.

Major Towns: Piremor is the other major Eyrie, on the north sweep of the island.

Provinces: For administrative reasons, the island is divided into two provinces, known as the protectorate of Gemar (south) and the protectorate of Piremor (north)





Enemies/Allies: The Island is a safe have for the Gryphons. The southernmost of the eastern isles, Arimispia is closed to the Elves. A few small fishermen's havens are allowed, and the occasional elvish mystic seeking solitude for contemplation is sometimes tolerated. But this land belongs to the Gryphons, and the Gryphons will not accept any challenge here.

The isle of Arimispia is in actuality almost two smaller isles. It is formed of two larger landmasses linked by a long peninsula. The waters around the peninsula is very shallow, and at low tide a traveler can walk out across the bay on foot and look on the sunken fields and forests, lost under the water.

The isle is similar to the other isles; it is mountainous wild and unkempt and prone to extremes of temperature found nowhere else on Cyradon. The isle is pristine, primeval and wild. Wild herds of deer, boars and bison roam the pasturelands on the west, leeward, side of the isle. The circle of life is well balanced: the herds are regulated to prevent them overgrazing, or over breeding. The Gryphons only hunt the food they need. Other predators, including wolves, are left alone to hunt naturally.

The western part of the isle is a plain, broken only by low granite hills, and small forests. The prevailing wind is from the east, so the mountains shelter the western lands from the worst of the weather. The eastern side is also a plain, but it is far rockier and more broken. Gales howl constantly out of the ocean and blast against the rocky shore. The land here is heavily forested, with oak and beech in the lowlands, and pines further inland on the mountainsides. The wind is so strong that the shoreline is covered in crippled, stunted oaks, no more than a dozen feet high, at most, which form an almost impenetrable maze of branches and brambles.



Curiously, though the isle is the ancestral home of the royal Arimispian line of the Gryphons, the Tysteres Eyrie, the Gryphon High King's throne eyrie is not on this isle: it is on Desnia. But to the Gryphons, Desnia and Arimispia are but one territory, ruled by the High King. Gryphons wishing to approach their high king must make the long and arduous journey across the

straits and request an audience. Though the Arimispians are more likely to indulge in pomp and ceremony than any other tribe, the mere fact that a Gryphon would take the trouble to brave the winds of the straits is enough to make the High King grant an audience. Behind the formality, Gryphon egalitarianism remains intact.

The isle is home to the Gryphon Eyrie of Piremor, a smaller town than the Ancient Eyrie, but still impressive. The Eyrie overlooks the sheltered western forest, and is home to the Whitewings, the sea eagle featured Gryphons who hunt and fish in the wild seas of the ocean.

Further south, on the southernmost shore (said to be the southernmost place in Cyradon) lays the eyrie of Gemar (the Gryphons call much of the southern landmass of Arimispia Gemar). Gemar is the place where the Gryphon farmers and vintners make much of the wine, juice and produce which the Gryphons of the other eyries consume (and indeed, trade with elvish realms such as Desnia and Janieal). The eyrie sits in a sheltered river valley, a few miles from the southern shore. In the valley, the Gryphons grow vines for their wines and trees for their apples. Further inland, to the northeast, the Gryphons maintain vast fields under cultivation.



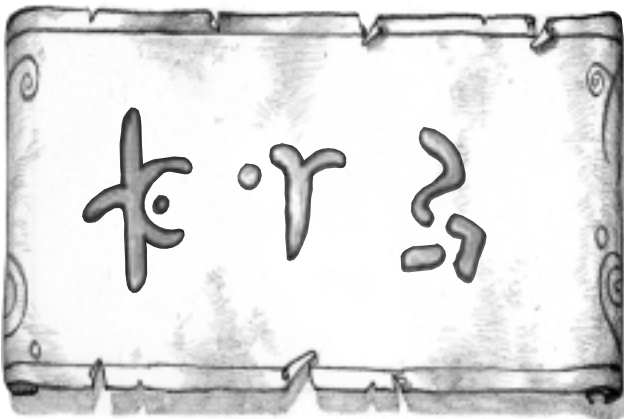
THE SOUTHLANDS

South of the Devastation lies the swampy delta of the River Tanolain, whose tributaries rise in the Mountains of Evening and flow down to the southern ocean. Most of these waters pass through the Devastation and are cursed by it. Drinking the seemingly living and fresh water of the Tanolain south of the Devastation can cause sickness and sometimes death. Even worse, the drinker becomes tainted by the Devastation, although this is a long and slow process. The river seems to glow a sickly green at night, and while it still brings life to the estuary lands, the life is twisted and sickened by the curse.

The lands are warm, tropical and vibrant. Birds not seen in millennia nest in the trees and strange, almost extinct animals make their homes in the rainforests and the deep valleys. No Schirae dares enter these lands, because a strange power protects it.

These lands are understood to begin, in the east, on the boundaries of the Danae's forest kingdom, and in the west, in the foothills of the Mountains of Evening. The land is technically all rainforest, with tropical hardwoods to be found almost everywhere.

In topographical terms, the southlands are relatively flat, its wide vistas only broken by the occasional range of low, rolling hills and clumps of rainforest. The lowland plains sit on top of a layer of sedimentary rock, broken only by limestone veins. The limestone reaches have better drainage, but more treacherous traveling. Under the limestone lay pothole caves and underground rivers that eat away at the ground – and sometimes the ground gives way. In general though, the land above these limestone veins is rich and fertile, and though no one tends it, beautiful flowers and plants spring from the earth. The only exception is the slightly taller range of hills, the fifteen sisters, which rise on the western side of the Tanolain River. These hills are born of limestone too, but their earthen crown has long ago been blown away by the wind, leaving bare scarred rock frowning down over the land.



SELANT

Ruler: Lord Jarlon currently holds the position of Speaker, and thus heads the council.

Capital: Selant

Population: 15,000

Races: Arali (96%), Aoifar (1%), Danae (3%).

Government: A council of Princelings rules this city. Every 10 years, they elect a new Speaker, who acts as the leader of the council.

Religion: None

Major Towns: Jalapur and Taravant (both uninhabited)

Provinces: None.

Enemies/Allies: The Princelings consider the Aoifar to be their allies, especially as the Aoifar continue to guard the southern border of the Madiarian Forest, keeping incursions of Nagah down to almost nil. The Schirae are only an occasional problem, rarely venturing into the southlands, but when they do, the Princelings are quick to cut them down.



Hidden somewhere deep within the swampy delta of the River Tanolain, Selant has escaped the notice of the other Arali for over 5 centuries and that is the way that the Princelings want it. Selant was originally founded by a faction of Arali who wanted to scour the Devastation and to recover what magics that they could from the ruins, believing that the key to restoring the land to health lay within the magics that originally destroyed it.. The other Arali did not want to allow this, so they loaded up ships and left. The other Arali thought that they had left Cyradon for good, but they were wrong. The renegades returned and began setting up their own stronghold.



Over the centuries, the Princelings have been very cautious to avoid the notice of the Arali and the Gryphons. Living in the Tanolain Delta as they do, the Princelings are no longer as altruistic as they once were. Over time, the foul waters flowing down the Tanolain have affected them as well as the land in which they live, and now the Princelings are all subtly mad.

Their skin has taken on a grayish green cast, and a number of the Princelings have manifested very weak versions of the abilities gained by the Devastation Aberrations (see Chapter 9 for more information on Aberrations).

It is unknown how much of the Narsi magics have been recovered from among the ruins over the centuries, but it is certain that they continue their search. The Princelings see the arrival of the refugees in Belynar as a great opportunity to be able to delve into the secrets that have long been buried and unavailable to them within. They are even now preparing agents to send northwards in the hopes of gaining even more of the lost magics.

TARAVANT

This city straddles the Tanolain River about half way between the Camal Sea and the confluence of rivers where Jalapur is located. Taravant was once one of the only two cities built by the Shivan Elves living in the central highlands. It was also the seat of many of the Shivan mages that participated in the coliseum games of the Narsi in Belynar. It eventually became a center for many of the experiments used to create the contestants within those games.

Being further away from the epicenter of the Devastation, the mages of Taravant tried to mount a defense against the powerful energies sweeping across the country from Belynar. While this protection saved many of the buildings from outright destruction, the people were not so lucky. Within hours of the mystical wave, the people of Taravant began mutating and changing. Most died outright as their bodies could not handle the changes being wrought. They were the luckier ones. Those that did survive became Aberrations, monsters never before seen in Cyradon. The city was abandoned as the newly created creatures, forgetful of who and what they once were, wandered into the wastelands in search of food and slaughter.

The city has become a deadly place, especially after nightfall. Twisted creations of the Shivan and Narsi mages of old stir from their slumber and emerge from their hiding places to hunt. Horrid things drift in out of the Devastation, seeking warm blood or flesh to eat.

JALAPUR

Jalapur stands on the confluence of three rivers. It was, in its time, the mightiest city in Cyradon. Its time has long past. To its north lays the edge of the Devastation. To its south, the wetlands of the Estuaries rise up, their murky

waters claiming some of the outlying streets. High walls surround the city, two yards thick. Old legend has it that the wrath of a dead god split a mountain into eight pieces and the Tanolain River diverted its course through the shattered mountain. The river passes high escarpments, which frown down on those passing through the city.

The city is built within the river valley created by this shattered mountain. Sheer cliffs line the north-eastern side of the valley, and it is there that Jalapur was originally built. It then spread south, and across the river to the west and eventually filled the whole of the valley.

Jalapur was spared direct destruction by the mystical energies of the Devastation, but that only prolonged its demise. The tainted waters of the Tanolain is what brought about the doom of the inhabitants. Within but a few months, those who had not fled east to the Daybreak Country, there to eventually die, were dead or mutated much like those from Taravant, only at a much slower pace. However, the result was the same in the end. Many Shivan Arali were either dead or transformed into monsters, drawn into the Devastation for some unknown reason.

ANEIRIN

Ruler: Lord Fergheal of Aneirin, High Chancellor.

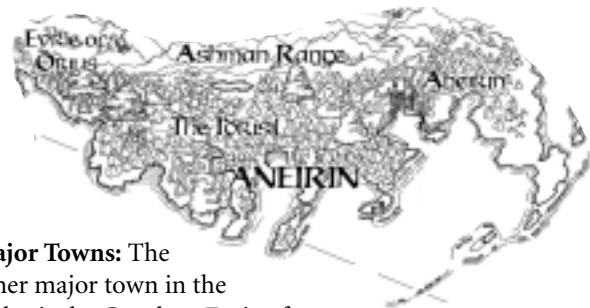
Capital: the port of Aneirin

Population: 350,000

Races: Danae (45%), Arali (5%), Rhona (48%), Gryphon (2%).

Government: Aneirin is ruled by a Council of Elders. Each village selects council members every ten years, with different villages selecting their Councilors in different years. The Council then selects one of its own members, in a five-year cycle, to be the High Chancellor, the speaker of the council and the ruler of Aneirin.

Religion: The Danae of Aneirin follow the Rhona in their rituals praising the powers of nature.



Major Towns: The other major town in the realm is the Gryphon Eyrie of Orius. Most Danae and Rhona communities are small villages amidst the forest.

Provinces: Aneirin has no provinces, though each of the small villages claims protectorates of the Idrisil forest around them.



Enemies/Allies: The realm is pressed between the magical terrors of the southlands on their western frontier and the ravages of the Devastation on their northern frontier.

Major Products: The people of Aneirin are excellent carpenters. They also provide a lot of the seasonal manpower required in Janieal and Desnia. Aneirin wines, made in the highlands, also command decent prices.

Aneirin, in the south, is the home of the Rhona Gnomes and the Danae Elves. The few Arali who dwell here are said to be “wild” and “barbaric.” Aneirin has none of the grandeur and pride of the northern cities. It is more of a territory than a city-state. At its heart is an old town carved into the rocks of a natural southern harbor. But most of the city, if such it could be called, exists built into the World Trees, giant oaks of the forest that surround the town. The Rhona have built their communities and homes in the branches of these trees and in the caves below. The forests of Aneirin are home to several small Rhona towns and villages.



Aneirin is also home to the Danae, the elvish kindred of merchants and craftsmen and mariners. Ships from Aneirin ply the coastal waters of the Daybreak countries. Aneirin’s council of ministers refuses allegiance to either Janieal or Desnia. Part of the old highway cuts through Aneirin’s forests, but it is poorly maintained. The highway leads north to the ruined city of Ramsel, in the Devastation.

The Danae Elves are the most rustic of the Elves of Cyradon. They are of the same stock as the Sithi Elves from Anias, having traveled to Cyradon with the Arali centuries ago. At some point after their arrival, the Danae decided to move to Aneirin, with the blessings of the Rhona who share a similar outlook on life.

Aneirin is home to the ancient World Trees, the Idrisil, cared for and watched over by the Rhona. The trees, the size of a small mountain, are planted in a ring around the three main Aneirin cities, and others are planted along the border with Janiel and the border on the estuaries to the west. Guarded by the mountains to the north, the sea to the south, and the Idrisil to either side, Aneirin is a closed, safe realm, where the Danae are free to govern their own affairs.

Though it is closed, and though it is somewhat safe, the Danae constantly struggle to defend it. The southwest spurs of the Mountains of Morning, known to the Danae as the Sentries, are riddled with wide and hard to defend passes. Schirae raids, while not common, do occur, along with attacks by stranger creatures from the Devastation.

To combat these infrequent intrusions, the Rhona and the Danae mount patrols made up by volunteers from the young of both races. Along the southern edge of the mountains are a string of forts that house the troops that handle the patrols along with a number of villages who exist to support the forts. These troops also work to protect the fledgling Idrisil that have been planted around the passes. It takes thousands of years for a Idrisil to reach full height, thus it will still be centuries more before the passes can be closed against these intrusions.

DANAЕ

The Danae of Cyradon are of the same racial stock as the Sithi Elves from Anias. Any player wishing to play a Danae may use the racial information of the Sithi, and the Cultural information of the Rhona for such a character.

Refer to Chapter 5, Character Creation for more information on the Sithi race, and the Rhona culture.



THE NORTH

The northern sea is wide and wild, and only the mariners of Qumar dare to brave its huge waves and gusting winds. Some say the sea's elemental anger is a result of the Veil placed by the Elves in ages past. The people of Qumar have little practical reason to brave the North Cape, in any weather, and most assume that there is nothing out there.

Llyrius

Ruler: Anclamir, Lord of Llyrius

Capital: Llyrius

Population: 260,000

Races: Arali (95%), Nagazi (3%), Rhona (1%), Gryphon (1%).

Government: Llyrius operates under a feudal system, with the various Elven inhabitants offering tribute and allegiance to the Lord at Llyrius in return for protection.

Religion: A heavily ritualistic religion of ancestral worship. Some observers have noted that the ritual is more important than the actual worship.

Major Towns: The only other major town in Llyrius since the destruction of Mellianour is Neras.

Provinces: The realm is divided into a dozen small protectorates, centered on fortified villages along the coast.

Enemies/Allies: The Schirae constantly besieges the realm of Llyrius. Someone is always fighting somewhere. The realm has a strong trading alliance with Ciastan across the bay.

Major Products: Llyrius is home to excellent craftsmen who trade with Ciastan, Janieal and Desnia. Llyrius also produces crops such as rice and peppers.

A little over 200 years ago, a young Desnian ship captain was patrolling the waters around island of Cairnus and was blown off course by a sudden squall. Captain Anclamir was blown past the small island that marks the entrance to the Bay of Evening. Having taken damage to his ship, he looked for a place to anchor and make repairs. He was very surprised to suddenly find other ships approaching his.

Aided by the friendly Nagazi, the captain was soon able to make sail back to his duties and then to home a year later. Upon reaching home, Captain Anclamir petitioned for and received permission to start his own colony on the eastern side of the Bay of Evening. He then recruited a number of Arali to be colonists and within a few short years, Llyrius became a major port city trading with the Nagazi to the west.

As time passed, Lord Anclamir reclaimed the abandoned Shivan city of Neras to the south, and built Mellianour further along the coast to the east to act as a way station for ships traveling within the often storm tossed sea between the northern islands and the Cyradon coast.



4

Llyrius is the “capital” of the realm. It is a small, grey, rain swept town, huddled behind the high walls that guard the landward approach to the city. South of the walls, low hills rise, bald and treeless, where scant grass grows. Between the walls and the hills, the Elves have planted gardens and small farms, to grow produce for the town. A second layer of fortifications exists beyond the fields, defending the farmers from Schirae incursions. Resistance to such incursions is so fierce and organized that the Schirae rarely try.

Inside the city, the streets all run in twisted curves down the hill from the walls to the port. Visitors might wonder at this, but the reason is simple: the curves deflect the sea breezes and the constant rain from the sea, meaning that someone can cross the street and go about their business without being soaked. Still, the odd layout adds to a feeling of claustrophobia, one hardly lifted by looking out at the grey, surging, sea. There is a square, functional fortification in the centre of the city, which serves as the palace and the main garrison. Its battlements command a broad view of the harbor and the sea beyond, and out towards the hills.

Below the town, the Elves have constructed a deep harbor defended by huge sea walls. The sea walls have a dual purpose. They blunt the tide and shelter the ships behind them; they are also defensible. If someone was to attack the town from the sea, the defenders could bring archers and siege engines to bear against them. At the far end of the harbor, jutting out into the sea, a huge lighthouse stands, where a beacon flame is lit every night.



MELLIANOUR

Mellianour was once a way station and trading post along the bay, where Desnians ships could shelter, and take on supplies after their long voyage around the Northern Cape. It was linked by road to the larger cities of Llyrius and Neras.

Mellianour sits upon the seacoast and is battered by the same foul weather as the rest of the northern coast as is rolls down off the Qumar peninsula.



Mellianour was a thriving city until approximately 130 years ago. In the course of a single night, the largest force of Schirae ever assembled attacked and thoroughly destroyed the city and then disappeared without a trace.

It was over a week before the destruction was discovered, as that was the next time a ship sailed into the Mellianour harbor. All that they found was ruins, and many dead bodies. It was the dead Schirae that told them who had attacked and destroyed the city. All of the city's ships were missing and no trace of them has ever been found in the years since.

Lord Anclamir has tried several times to rebuild Mellianour, but each attempt has failed as those sent would flee in terror, claiming that the city was now haunted, filled with ghosts and demons. After a century, Anclamir has nearly given up hope of ever restoring the city. He has even put out up a reward for those who can once again make the city safe to be inhabited.

NERAS

Neras was, once upon a time, a Shivan Elven city before the Devastation. Neras was situated between the Marisant and Meriona Rivers and above the swampy estuary as they reached the Bay of Evening. Neras was a farming community and provided many types of crops, rice from the paddies along the edges of the swamps, and grains and other crops from the highlands above the city.

Unfortunately, Neras had the same problems as Jalapur did, only because of the Marisant being seasonal, it

took much longer for the effects to be felt, but by that time, it was far too late.

Neras remained uninhabited for close to 300 years, until Lord Anclamir decided it was time to retake and rebuild the city, expanding his small, but



sturdy realm. Anclamir had the city rebuilt and repopulated, and fortified with a large wall, sparing no expense to provide protection for the city from the Schirae in the mountains. Anclamir also learned from the city's previous history, and made sure that nobody used the tainted water from the Marisant at any time, having all the water needs of the city being supplied from the Meriona River, from well above where it joined with the Marisant.

Neras is well fortified by its stout wall and also by the standing army quartered within the city. Although they suffer frequent raids, the Schirae have never invaded Neras.

CIASTAN

Ruler: Aboyk, High Regent

Capital: Ciastan

Population: 1,000,000

Races: Nagazi (92%), Nagaral (3%), Arali (3%), Rhona (2%).

Government: The Regency Council. This Regency Council is made up of nobles, officials, mages, and representatives of every major school, academy, college and university within their nation.

Religion: The Nagazi worship the 7 Sages. Quasi-mystical beings that are rumored to have led the Nagazi to Evefalim and taught them to read and understand the ancient Mithran texts found there and brought them to true civilization.

Major Towns: The only other major town is Evefalim.

Provinces: The realm is too small to be divided into provinces.

Enemies/Allies: The realm of Ciastan has trade agreements with Llyrius to the east, with Cairnus to the north, and with the Five Cities to the west. They act as a hub of commerce



for the entire northern region. The only enemies that the Nagazi have are the Nagah from the Madiarian Forest to the southwest, who occasionally make raids across the mountains into Nagazi territory. The Schirae attack the Nagazi very infrequently, but it does happen occasionally.

Major Products: Ciastan trades raw materials such as iron and wood to Llyrius and precious stones and granite to the Five Cities. The lands around Ciastan offer excellent grazing land, so meat and wool products contribute greatly to the Ciastan economy.



Centuries ago an offshoot of the Nagah race, known as the Nagazi discovered the ancient city of Evefalim

within the Mountains of Evening. There the 7 Sages, who are now revered as gods among the Nagazi, visited them. From ancient texts found within the Mithran ruins, the Sages gave the Nagazi their first true civilization, complete with arts, crafts, magic and lore.

As the Nagazi developed, education became an important part of both their lives and their culture and they developed a form of government based upon that, the Regency Council, comprised of representatives from every major craft and learning institution.

Seeking the perfect site for their capital, the Nagazi settled upon Ciastan, and there built the greatest city of their fledgling nation. Evefalim had also continued to thrive as the Nagazi restored it, but it was a holy city to them, a great center of learning, and not to be sullied with politics.

Since settling on the eastern side of the Mountains of Evening, the Nagazi had kept contact with The Five Cities around the Bay of Malan. When the Nagazi encountered Lord Anclimir's damaged ship, they quickly realized that they were in an exceptional position, able to bring prestige to their people by becoming a center for trade between the Nagah and the Elves. And as time progressed, this realization came true. Even more so when Cairnus closed their ports to all Arali ships, allowing only the Nagazi to trade with them.

The city of Ciastan is a beautiful place. The Nagazi believe in functionality first, and then beauty, however they do combine the two whenever possible and proper planning allows them to incorporate both.



THE FIVE CITIES

Ruler: Overlord Nadai of Zhur-Tarbok, First Amongst Equals.

Capital: Zhur-Tarbok

Population: 600,000

Races: Nagaral (100%).

Government: An Overlord rules each of the Five Cities, and together they form a council to oversee the relations between each of the autonomous City-States.

Religion: The Nagaral of the Five Cities build temples to their ancestral gods. Even though worship of the Black Dragon is forbidden within the Five Cities, there is a portion of the population who worship it in secret.

Major Towns: There are no villages or smaller towns within the rule of the Five Cities, only the cities themselves. In order of age they are Zhur-Tarbok, the oldest, then Zhur-Ghark, Zhur-Zevoral, Zhur-Rakon, and finally the youngest of the cities, Zhur-Kreelak.

Provinces: Each city is nominally independent. Each city claims lands around the city as their own. Most people live in the shadows of the cities.

Enemies/Allies: The Five Cities, especially the southern ones, are often the frequent target of attacks by Nagah raiders from the south. Recently, even Zhur-Kreelak has been attacked, but this attack came by sea and was made by creatures never before seen by the Nagaral.

Major Products: The Nagaral of the Five Cities are shipbuilders, craftsmen and farmers. They are keen woodsmen, and they export timber to Ciastan and sometimes directly to Llyrius. The staple diet is fish from the northern sea, supplemented with fruits and rice from the small farms surrounding the cities.

The Five Cities are five small Nagaral city-states built around the Bay of Malan. They are all port cities, high walled fortifications watching the south. The Nagaral are more warlike and combative than their kin to the east, and it is not unusual to see them carrying weapons at all times. The Nagaral are suspicious of strangers and overtly hostile to all they meet. However, they also have an extremely strong code of honor, and will not hurt or attack those who have done them no wrong.

Each city is ruled exclusively and entirely by its Overlord. Once, long ago, the Overlord was selected through trial by combat, to ensure that they had the strongest and most capable leader to protect the clans. However, since settling on the coast, this custom has slowly died away and a new Overlord is selected more by political combat and maneuvering of the Underlords than physical combat, although assassination is sometimes an option.

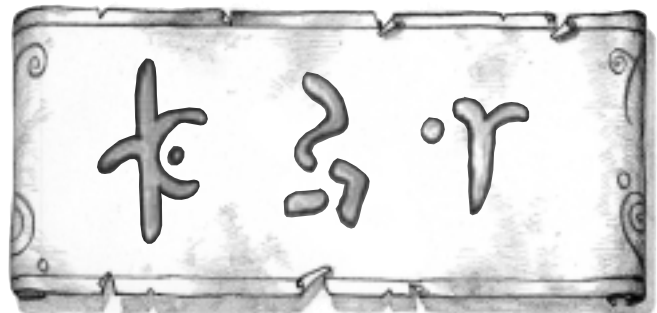
The Underlords are much like nobles in other nations, leaders of the great clans among the Nagaral, and



there is always a dizzying array of shifting allegiances, guilds and power bases among the Underlords as they jockey to make themselves or their clan the next in line to be elected Overlord upon the death of the current Overlord. The great clans command allegiance, but merchant can buy it. Guilds are respected, but the war leaders of the hunter-armies command far more power. When the leaders meet, courtiers must untangle the twisted web of influence and power to work out who is the most senior in the room. Such is the way it always has been for the Nagaral. However, when an external enemy or crisis threatens, the leaders instinctively know whom to turn to. The most senior figure amongst the Nagaral is currently the Overlord Nadai of Zhur-Tarbok.

The cities are marvels of architecture and design. They are filled with elegant carvings and stonework that almost rivals that of the Dwarves. The Nagaral are master artisans, and Nagaral notables are great patrons of the crafts. Though the primary function of Nagaral society is to remain free of enslavement, they do not want to live like beggars either. The cities are colorful places of sandstone roofs, marble paved streets and painted buildings. The cities are kept in excellent repair and they are more vibrant and alive than anything else in the north.

In recent times, Nagaral ships have gone missing, and Nagaral patrols to the south and west have vanished. The leaders have not decided what actions to take: do they ask for help from the Nagazi and the Arali? Do they prepare for war? Do they send agents abroad to discover the truth? Perhaps the Five Cities could hire human adventurers to help them...





CAIRNUS

The Cairnus is green, forested and fertile; it is two hundred miles long, and fifty miles deep. Hilly in the central interior, it is covered by dense deciduous forests. Only around the coastline have significant clearings occurred. These clearings were made to create farms, or the sites of fishing villages. The farms and villages are connected by well maintained forest roads, which wind through the woods, and all connect to the city of Cairnus.

The weather is mild, and rainy, in summer. In winter, the winds change and bring constant squalls of sleet and rime from the north.

Cairnus was originally settled Desnian Arali, and was traditionally a semi-independent state under the protection of Desnia. The Arali of Cairnus were among the most avid collectors of exotic monster specimens. Unlike the mainland Desnians, however, they did not abandon their hobby after the Devastation. This monstrous preoccupation strained relations between Cairnus and Desnia and contacts between the two states continued on a diminished scale.



For the most part, Cairnus remained a quiet, tranquil place, trading first with Desnia, and then with Llyrius and even Ciastan. Then everything changed.

Mellianour was utterly destroyed, and the Schirae that destroyed the city did not melt back into the mountains as the Elves in Llyrius thought. Instead, they took the ships that lay at anchor and sailed across to Cairnus, stopping in a hidden cove. In this cove, a large number of Schirae disembarked and stole quietly onto the island. The stolen ships and their captive crews then set sail once again and have not been heard from since.

The Schirae that remained on Cairnus moved quietly and with stealth, slowly capturing each Desnian lord and his household. Within a few short years, the Schirae had total control over the island, though few knew it.

Once control had been gained, one of the first things they did was to have the Desnian lords of Cairnus cut off

all contact with Desnia, and to not allow any elven ship to enter its port. Realizing that they still needed to trade for some goods, the Schirae did allow the Desnian lords to continue trading with the Nagazi, so long as no Elves were aboard their ships.

It took several years to fully accomplish, but the Schirae finally got the isolation that they craved. It was then time to embark upon their real plan, to use the Elves living upon Cairnus to complete the transformations started by the Narsi. Using a foul ritual, the Schirae use the blood of elven sacrifices to form a cocoon in which they can complete their transformations. This is a long slow process, requiring frequent sacrifices, so only a few dozen Schirae have been through the ritual so far.

Upon completion of the ritual, the newly transformed Schirae emerges from the cocoon. The Quendilone, an ancient word meaning “reborn”, as they call themselves emerge with fully functional wings, their skin a deep blood red in color, with wicked looking talons in place of fingernails and a shock of stark white hair crowning their heads. To top it off, the Quendilone appear to have a lifespan much longer than the Elves from which they feed. One of the side effects of the process seems to be that the Quendilone crave fresh blood for sustenance.

While knowledge of the Schirae and the Quendilone is not generally known on Cairnus, the populace is beginning to suspect something is seriously wrong. Far too many young Elves have gone into the manor houses and the strange temple that the Desnian lords built, never to return.

ANDALASA

Andalasa is about 150 miles wide and 220 miles long. It is largely a flat, rocky plain open to the sea. Small oak trees, unable to grow higher than a few feet because of the speed of the wind, cover the shoreline. Gorse, heather and brambles cover most of the shoreline. Further inland, protected from the wind by low stonewalls, a chain of hills up to 800 feet high breaks the island. Beyond the hills, the land flattens out again. At the north end of the island, the old fortress of Sarawan, a slate grey Desnian fortress surrounding a tall beacon tower, looks out into the empty grey sea .

It is home to large flocks of sheep, a few hardy shepherds, and myriads of sea birds.

THE MOUNTAINS OF THE MOON

The western outcrop of peaks in the Mountains of Morning range, are referred to as the Mountains of the Moon. The arc of mountainous terrain is about 200 miles



in length. The valley below is sheltered from the storms, and was saved from the Devastation by the shelter of the Mountains of Morning.

The peaks are smaller than their cousins to the east, and lower. Many are below the snow line. The small range gives way to hills and those hills progress down towards the sea, getting smaller as they go.

THE CITY OF BLACKFLAME

Deep in a valley, about ten miles from the where the Mountains of Morning and the Mountains of the Moon meet, a bare, bald, unremarkable hill, if searched, a canny explorer might find a gate heavily camouflaged by peat and grasses. Inside the gate is a long tunnel, heading south.



Beyond this tunnel, a ten-mile walk in the pitch dark lays another gate. On the gate, in several languages, including that of the Mablungen, the Gryphons and the Cyrads, it reads: this gate has been sealed, by the order of Thane Manion of Everfrost. Above the message is an old, old carving, in the language of the Mablungen. It reads: Welcome to the Flame in the Dark.

This is Blackflame (as it came to be called) was the first, and the last dwarven colony in Cyradon. Blackflame outlasted its subsidiary colonies. The Dwarves abandoned it two thousand years ago, when the veins of magical metals and minerals ran out.

If one can get past the heavy gates, six levels of the city are open to be explored. The city is empty, awaiting the return of the Dwarves. Blackflame is empty, but not stripped. It is filled with mining and forging equipment, and other tools, carefully preserved, for the day when the mining work can begin.



THE CITY-STATE KINGDOM OF QUMAR

Ruler: The Council of the Sen-Serai.

Capital: The Stormhold of Qumar

Population: 300,000

Races: Arali Elves (99%), Other (Less than 1% - some Rhona and the occasional Gryphon visitor).

Government: Largely anarchic; the Sen-Serai council makes decisions in times of Crisis.

Religion: None, though the Sen-Serai lead ceremonies of remembrance.

Major Towns: The Stormhold of Qumar, Ciranos (south-west of the Stormhold).

Provinces: The land is not divided into provinces, though the major towns are considered administrative centers.

Enemies/Allies: Qumar is largely neutral: the Sen-Serai have free passage in all the lands of the East. The realm is under constant though manageable assault from the Schirae of the Whispered Hills.

Major Products: Qumar is self sufficient for most goods. Qumari fish are considered a luxury in Desnia and Janieal and command high prices there. The Qumari also make excellent ships, and the realm does a (now much reduced) trade in shipbuilding and repairs.



The city of Qumar is carved into the rock of the northernmost peak of the Sunrise Mountains. Legends say that this was once a mountain raised by the ancients to touch the very sky. The Sen-Serai, reclusive scholars and sorcerers, maintain an ancient temple high on that peak. At the centre of the temple complex is a beacon tower. The Sen-Serai ensures that the beacon burns at all times. Arali mariners called that



beacon tower “Stormhold.” It is a small city. Its people are mariners and fishermen.

To the southwest, the port town of Ciranos waits for ships rounding the cape. It is a place where ships and their crews can rest before continuing on across the storm-tossed inner sea or before attempting to round the cape itself if they are going the other direction. Ciranos is a dreary place, almost constantly under low grey clouds of the perpetual storms found around the peninsula.

The Sen-Serai themselves are all marked with distinctive silver hair and grey eyes. They are noted for their thoughtful ways and quiet demeanor. They are slow to anger; but it is also said that once offended, they are implacable foes.

The Sen-Serai are known almost everywhere in Cyradon, in their grey, hooded cloaks, their form fitting robes and leather armor. Their name comes from their nightly ritual of dancing on their highest towers, under the stars, as the sun sets in the west. It is said that all the benevolent spirits of the land dance with them and when the dawn comes, the spirits are empowered to bring light and life to the day. Their mystic’s powers are feared, but those of a scholarly nature pay court to them, eager to study under such masters.

The Sen-Serai preside over the greatest libraries in the Daybreak Country. Amongst the Sen-Serai, the most revered are the teachers, the eight mystics whose wisdom is judged to be the greatest. The teachers are identified by their beautiful facial tattoos, studded with tiny blue crystals.

The Qumari have a simple military and social hierarchy. An honorary queen rules the land, stretching from the borders of Ischea, to the Stormhold. The queen is elected from the ranks of the female Elves every sixty years. Serving the queen are the aforementioned teachers. Below them are the guilds. The guilds are organizations of artisans. Below them are the Warders, the military force who keep the borders secure. The patrol guards the land, using harmless drugs and traps to snare and befuddle stray and uninvited guests or wild animals. Hostile invaders can expect a far deadlier reception.

Qumar is a barren, craggy realm, broken by thick and unexplored forests and a few scarce pasturelands. It is constantly battered by sea borne storms and only the hardiest plants and animals can survive here. In theory, the realm of Qumar claims the wide plains and forests between the Mountains of Morning and the Mountains of the Moon, as well as the Dwarf hold of Blackflame. But in truth, they have long abandoned those lands. Only in their two cities and the surrounding areas do they still live.

CYRADON ECONOMY

The Elves are long-lived beings, but they still need to eat, and they still demand luxuries. These needs fuel trade. However, since the Devastation, trade and communications have been kept to a minimum. Schirae raids are an infrequent but ever present threat. Desnian warships demand tolls for passing through their claimed waters. Few elvish leaders wish to be seen consorting with others; too much mistrust and suspicion has built up over the years. But trade does continue, just on a smaller scale. If the Daybreak Country were home to humans, this would result in widespread poverty and poor infrastructure. Not so amongst the Elves. They go about their business much as they have always done. Trade is more insular.

The Elves enjoy a wide diet – meat, fish, vegetables and fruit. Diet varies by region, depending on availability. The wide plains between Emmanel and Janieal yield a bountiful crop of corn, fruits and other things. The small hills on the plains are pastures for cattle and sheep. Elves much prefer fish, but the red meat occasionally supplements the diet, and they raise sheep for wool. The lands claimed by Janieal are therefore self sufficient, but fishermen sell their wares to the towns in the realm of Aneirin and vintners in the northerly lands are always interested in buying Janieal grapes. Thus trade carries on. It is small scale, based on luxuries, not staples, and tends to operate on a system of credit and barter. Money rarely changes hands.

Desnia remains an importer for most things. Its central grasslands are used for the rearing of horses and the training of cavalry, not for cultivation. Its ships are warships, not trawlers or merchantmen. But Desnia is incredibly wealthy and militarily powerful; Desnia gets very good deals from other elvish merchants.

Desnia and Ciastan are the sole regular minters of currency, based around a coinage called Crowns. There are four types of coins in use in Cyradon. These are the Copper Penny, the Silver Shilling, Gold Crown, and the Platinum Talon. These coins match the coinage system given in the **HARP** rulebook.

With the signing of the trade agreements between Llyrius and Ciastan, coinage between the Nagazi and the Arali was standardized. The Nagazi then introduced this coinage to the Nagara, who have also taken to using it on a more regular basis as well. Janieal will mint coins only on special occasions, or as needed from bullion that they have on hand. These commemorative sets are often more valuable to collectors as a full set than the actual value of the coins.



CHARACTER CREATION

5



and when all hope seemed lost, they found a large, open portal. It was so charged with magic that even the magically-dull Skaldi could tell it was special.

"Through the portal!" Roalan said.

They vanished in a crackle of magic through a Royal Road, emerging seconds later under bright sun. Before them stood the fabled city of Belynar. Rescued from certain death, they were on Cyradon.

"What the?" Barrin and Stave said in unison, awestruck.

"It's certainly better than dying back in that fort," Roalan said.

"Definitely," Agarek said. "But where are we?"

"You're in Belynar," said a sweet voice from behind them. They turned quickly, weapons drawn.

"I am Elena," the well-dressed and obviously Tarahir woman said. "And, I hope, you are among friends."

"Cyradon," Roalan said with something approaching awe in his voice.

"Correct, Elf," Elena said. "Let me show you around."



Creating a character is much more than rolling dice, assigning numbers, and buying skills and talents. Begin by creating a history for your character. The best way to do this is to ask the GM give the group some pointers as to what sort of characters he or she would like for the campaign, and work from there. Flexibility is important for both players and GMs, but with some creativity on both sides, the results can be surprising and effective.

WHO AM I?

Cyradon is a rich complex setting with a story that catapults characters into a dramatic situation. When creating characters, players will have to consider their characters' backgrounds carefully—since this is pivotal to the character they will be playing. Players have two choices:

1. Your character is from Anias, and is new to Cyradon. The character could be one of the human, Gryx or Sithi refugees who arrived via the Royal Road, or one of the Dwarves who arrived shortly after the refugees. There are three human groups among the refugees: Tarahir, Skaldi, and rarest of all, Orsai. For information on creating a character from Anias, turn to pp. 71-76.
 - If you are playing one of the refugees, begin creating your character by answering the following questions:
 - Who are you, and what did you do before war forced you to flee your homeland? How did you make your living?

Example: *Skhan was a carpenter in the city of Tarahir. In his spare time, he served in the Tarahir militia. He led a comfortable, peaceful life prior to the war. In HARP terms, Skhan is a human from Tarahir with an urban cultural background. He has some combat experience—so he is probably a Fighter.*

However by exploring Skhan's history a little more, other options begin to appear. Perhaps Skhan is really a Thief or a Rogue masquerading as a Fighter? Apprenticed to a carpenter as a child, Skhan soon discovered that carpentry wasn't the only thing his master did. In truth his business was mostly a front to disguise his illicit activities. Skhan turned out to have a knack for his master's alternative profession, and inherited the business when his old master died. Skhan made a decent living as a thief, and also supplemented his income by fencing stolen goods. Skhan is/was an ethical thief, who stole only from people who could afford it, and is not particularly greedy. Although Skhan

did not make his living entirely honestly, he was a loyal citizen of Tarahir and fought bravely to defend his city against the invaders. His subterfuge skills helped him escape the fall of the city and join the refugees.

- Why did you choose not to live under Orsai rule? For example: Were you forced to leave your home by the onslaught of Orsai troops? Were you a soldier defending your homeland? A mage or a cleric fleeing religious oppression?

Example: *Skhan was completely uninterested in politics prior to the war. He did, however, take strong exception to the Asut Theocracy trying to impose their beliefs on him and other people. In any case, as a loyal citizen of Tarahir, he would have fought to defend the city against any threats.*

- You've lost your home and perhaps your family. The Royal Road has closed behind you. How is your character dealing with the loss?
- What are your character's immediate goals? Does he or she have any long term goals?

Example: *There's no going back. Skhan accepts that. He knows that he's luckier than most—he only lost his home, his livelihood, and friends. He had no family to lose. Right now his priorities are helping the refugees survive. And if those bossy Arali Elves think they can drive the humans out of Cyradon, he has news for them. What's next? Well for one, those ruins have definite possibilities. After that, who knows?*

OR:

2. Your character is a native of Cyradon. In this case the character must be a Gryphon, Elf, Nagazi, or a Gnome For information on creating a character from Cyradon, turn to pp. 76-82.
 - Now ask yourself the following question: "Why is my character in Belynar at this point in time?" Are you a Gryphon of the Blunt Hills Eyrie? A Janieal Arali scholar? A member of the Nagazi trading party?
 - "How do I feel about the newcomers?" Since your character will probably be adventuring with these newcomers, he or she most likely feels drawn to them in some mysterious way.
 - "Does my character have any special goals and ambitions?"

Example: *The humans have returned to Cyradon. Marreda, a gryphon of the Usirae pride, is certain that Cyradon is poised on the brink of momentous events. Perhaps their return is the explanation for the restlessness that first drew her to the Blunt Hills Eyrie and to keep watch on Belynar. These newcomers*



fascinate her, and remind her of the old stories. Whatever the future holds, Marreda is determined to be in the thick of things.

In HARP terms, Marreda is a Gryphon Usirae (Mage).

By using these questions to create a character background players will know what race and what profession their characters are. They should then generate their character stats normally, and buy skills, talents or special perks. The sections below detail special information that players need to create characters for a Cyradon campaign.

RACES & CULTURES

Gryphon World deliberately departs from many fantasy role-playing conventions. The humans on Cyradon are in the minority, and without a strong support network to fall back on. The Elves have no intention of giving way to humans and fading into the background. Age has not made them patient or necessarily brought them wisdom. And they are not sweetness and light—these folks definitely have an attitude and a huge, historical chip on their shoulders. The Gnomes hold the future of Cyradon in their hands, guarding an ancient secret that can bring rebirth or destruction. And finally the Gryphons aren't humanoid at all, presenting players with some unique role playing challenges.

The setting is also decidedly non-traditional. There are few cities on Cyradon, and not all of them will welcome a visit from a group of adventurers. Huge swathes of Cyradon lie unexplored, and its history is troubled. The racial tensions of the present are a reflection of Cyradon's complex past. Adventurers will need to be tough, creative, and self-reliant to survive.

RACIAL CHARACTERISTICS

Once you have selected your race, record the information below on your character sheet. An explanation of the items included on the table can also be found below.

Racial Stat Modifiers – These racial modifiers are added to the character's natural stat bonuses and should be recorded in the proper column on the stats section of the character sheet.

Endurance – Endurance is the amount of damage (or "concussion hits") a character can endure. This bonus is added to the character's Endurance skill when figuring the character's total Concussion Hits

Power Points – Power Point Development is used to calculate the number of Power Points available to a caster. These Power Points are what the caster would use to cast any spells that they know. This bonus adds directly to the skill and helps determine the character's total number of Power Points.

Resistance Bonuses – Some races are naturally able to shrug off the effects of wounds and fatigue, weariness of the mind, and magic more easily than others. These racial bonuses are added to the proper Resistance skill (see Chapter 6) whenever a Resistance Roll is made.

- **Stamina** – This racial bonus helps resist the effects of poisons, diseases, and other physical ailments. This bonus is added to the Resistance: Stamina skill.
- **Will** – This racial bonus helps resist mental effects such as those caused by spells. This bonus is added to the Resistance: Will skill.
- **Magic** – This racial bonus helps resist effects that are magical in nature (outside of spells that affect the mind, as above). This bonus is added to the Resistance: Magic skill.

Racial Statistics Table

Race Name	Racial Stat Modifiers								Power Points	Resistance Bonuses			
	St	Co	Ag	Qu	SD	Re	In	Pr		Endurance	Stamina	Will	Magic
Anias Races													
Human	+*	+*	+*	+*	+*	+*	+*	+*	+30	+30	+10	+10	+10
Gryx	+4	+3	+0	+0	+2	+0	+0	+0	+45	+15	+20	+5	+5
Dwarf (Mablung)	+2	+5	+0	+0	+4	+0	+0	+0	+50	+10	+20	+10	+0
Elf (Sithi)	+0	+0	+1	+3	+0	+1	+2	+4	+20	+40	+5	+5	+20
Cyradon Races													
Gryphon	+5	+3	-4	+4	+0	+1	+1	+0	+40	+20	+10	+10	+10
Gnome (Rhona)	+0	+2	+2	+2	+0	+2	+3	+0	+25	+35	+10	+5	+15
Elf (Arali)	+0	+0	+0	+2	+2	+1	+2	+4	+15	+45	+5	+10	+15
Lizardman (Nagazi)	+3	+2	+0	+1	+2	+0	+2	+1	+40	+20	+10	+10	+10

* = Human races in Cyradon receive 8 points to place among their stats as they like. However, no stat may have a bonus greater than +3.



CHOOSING A CULTURE

Cyradon provides several unique cultures that players may select for their characters in addition to the more generic cultures provided in the HARP rulebook. In the following section, each race is immediately followed by the culture most commonly associated with the race. The following table gives a quick overview of which cultures are most commonly available to which races.

Players should select a Culture that best suits their character’s background. While each race has details regarding their preferred Culture, a player may elect to hail from a different Culture, such as the alternatives provided in the racial descriptions. Selecting a Culture is a one-time choice and cannot be altered. The chosen Culture determines a character’s Adolescent Skill ranks, starting languages, attitudes, common motivations, and outlook on life. At the end of the Races & Cultures section is the table that

Cyradon Setting Cultures	
Human Cultures	Arali Cultures
Nomad*	Nomad*
Rural*	Rural*
Sylvan*	Sylvan*
Urban*	Urban*
Skaldi**	Arali (Desnian)**
Tarahiri **	Arali (Janieal)**
Mablung Cultures	Gryxian Cultures
Deep Warren*	Nomad*
Shallow Warrens*	Rural*
Underhill*	Sylvan*
Rural*	G'Shul**
Mablung **	Gryphon Cultures
Rhona Cultures	Nomad*
Rural*	Rural*
Shallow Warrens*	Sylvan*
Sylvan*	Gryphon**
Underhill*	Nagazi Cultures
Rhona**	Rural*
Sithi Cultures	Shallow Warrens*
Rural*	Urban*
Sylvan*	Nagazi**
Sithi **	
*HARP Culture	
**Unique Cyradon Culture	

gives the Adolescent Skill Ranks for each of the Anias and Cyradon specific cultures presented below.

In the descriptions below, the starting languages are given using the following notation: Tarahiri Common (S 5/W 5), indicating 5 skill ranks in Speaking the language, and 5 ranks in Writing the language. This should be noted in the proper section of the player’s character sheet.

ANIAS RACES & CULTURES

HUMANS

Humans are in the minority in Cyradon. The only humans currently on Cyradon are those who came as along the Royal Road. Most of the refugees, including the Orsai among them, were fleeing the repression of the Asut Theocracy.

All ties to the humans’ homeland have been severed. While some of the survivors may cling to the traditions of their former lives, cooperation is paramount for survival. Out of the many diverse people who came to Belynar, a single unique culture will emerge in time that is a blend of many different ways.

The majority of the humans who traveled the Royal Roads to escape the war are of Tarahiri or Skaldi stock. However, there are also a number of Orsai, traders caught in the city, prisoners caught as the refugees fled and deserters from the Orsai army as well. In addition to these, there is also a smattering of other humans from other far off lands. Tarahir was a city of commerce, and thus had people from many different lands. When the war came upon Tarahir, many of those traders and visitors were cut off from home. Most of these merchants and visitors fled into the mountains along side then citizens and soldiers of Tarahir, and together they survived long enough to reach Cyradon.

DEMEANOR: Humans are the most adaptable, versatile, and diverse race on Mithra. They continually strive to build and expand, to reach above and beyond their current means. Unfortunately, this drive to succeed often puts them in direct conflict with both the other races of the world and even other humans during the course of their lives.

APPEARANCE: Humans run the gamut of skin coloring and body shape. They are one of the most diverse races when it comes to appearance.

Tarahiri – The Tarahiri are a mix of many different human races that have interbred with each other for countless years. Male Tarahiri stand about 5'10" tall with the females averaging about 4" shorter. Tarahiri come in all sorts of different body types, and their skin is usually a light olive complexion.

Orsai – The Orsai have dark skins, ranging from grayish olive tone to a very deep bluish-black,





depending upon the region that their tribes originate from. Male Orsai are, on average, about 5'11" tall with the females averaging about 9" or 10" shorter. The majority of the Orsai have the dark olive skin tone with the rock-like grayish cast to it.

Skaldi – The Skaldi are among the tallest of the human races in Cyradon. Standing a bit over 6' tall on average, with the female Skaldi standing just a few inches shorter, they have a light or pale skin color, with blond, red, or light brown hair.

LIFESPAN: Humans have an average lifespan of about 100 years, although this will vary from individual to individual.

CULTURE: Humans come from many different types of cultures. A player may select from the Urban, Nomad, Rural or Sylvan cultures from the HARP rulebook for his character, or alternatively he may select one of the distinct Cyradon cultures listed below).

Tarahiri – The Tarahiri culture is an urban-based culture that centers on crafts and trading.

Skaldi – The Skaldi culture is based upon the rural template, but the Skaldi are warriors who are often at

war with one another or selling their swords as mercenaries. Thus they have a more martial outlook on life.

SPECIAL ABILITIES:

Profession Adaptability – Being extremely adaptable, all humans receive a 5 point discount on the number of Development Points necessary for a change of Profession, requiring only 15 points instead of the normal 20.

Bonus Skill Ranks – Humans excel in learning skills at a young age. Their astute nature merits a one-time bonus of 5 ranks, which may be spent on skills found in any of the character's Favored Categories.

Skill Specialization – With minds capable of unwavering focus, humans may select one skill during character generation to receive a +10 bonus.

Additional Human Racial Information			
	Base Height	Base Weight	Weight Modifier
Male	5'10"	180	5
Female	5'2"	120	4
Adulthood	Lifespan		Increment
25	130		3



TARAHIRI CULTURE

Tarahir was a good sized city, filled with all the hustle and bustle that is implied. It was a center of commerce for many different peoples and thus became a melting pot of traditions and cultures. The Tarahiri people retain some of their pride, and their mercantile spirit. They remain cosmopolitan. They remain tolerant (if grudgingly) of other races and religions. Now, the people of Tarahir are resigned to the loss of their city. Infinitely adaptable, they

are already planning to make the ruined magician's city a place to rival Tarahir at its height.

PREFERRED LOCATIONS: Those from Tarahiri prefer big cities to any other type of location. They like the protection that the walls give them. Those from the outlying areas prefer smaller towns that mimic the bigger cities.

CLOTHING & DECORATION: Tarahiri apparel runs the gamut from low-born folk draped in rags, to those



of noble blood dressed in extravagant fineries. For those involved in the defense of Tarahir, armor normally consists of soft or rigid leather with steel pauldrons or perhaps a metal breastplate. Those from Tarahir prefer daggers, long knives, and short swords as weapons.

DEMEANOR: As varied as the clothing, nearly any disposition or motivation can be found among the citizens of Tarahiri. However, commerce was a big part of the life of those in Tarahiri and therefore negotiation and being able to trade for or buy just about anything is a common attitude.

STARTING LANGUAGES: Tarahiri Common (S 6/W 5), one additional language (S 4/W 3)

SKALDI CULTURE

Hailing from the rugged lands north of Tarahir, the Skaldi have a culture that reflects their way of life. Theirs is a wild life, where the Skaldi spend much time in smaller battles between their various clans. The Skaldi culture values bravery and skill in combat.

PREFERRED LOCATIONS: Skaldi prefer to live in small, isolated, villages and hamlets in the hills and valleys of their lands. Many Skaldi communities chose to dwell close to Sithi woodlands, usually in a fertile defensible valley. They are uncomfortable in warmer climes.

CLOTHING & DECORATION: Coming from the wilderness of the northlands, the Skaldi often wear heavy leathers and furs along with coarse cloths of colors that reflect the darker earth tones. In combat, some wear chain armor in combination with various bits of rigid leather. The Skaldi prefer such weapons as broadswords, long swords, spears, daggers, and long bows.

DEMEANOR: Big, broad, white skinned, red cheeked men with long dirty hair, screaming imprecations and fighting like madmen – or so the stories say. This is true enough, up to a point, but like all stereotypes it disguises a wider reality. The Skaldi tend to be a tough, though good-natured, people. The Skaldi tribes tend to be dour and grim and distrusting of strangers. When amongst friends, the Skaldi are relaxed, uncouth and good company.

STARTING LANGUAGES: Skaldic (S 6/W 5), one additional language (either Cana or Tarahiri Common) (S 4/W 3)

GRYX

The Gryx are spread all across Anias, living among many different cultures and nations. They originally hail from the Great Steppes to the far east of Tarahir, but a couple hundred years ago something drove them from their homelands. They have since continued to migrate

west, and even south into and beyond the Great Desert. However, since the rise of the Asut Theocracy, the Gryx who settled in the Orsai lands have been slaughtered just for being different. Many were able to escape to the north, and they sent out a call to their brethren asking for aid. Hundreds, if not thousands of Gryx men and women responded and traveled to Tarahir to battle the Theocracy and their hordes. A number of them were among the refugees who escaped to Cyradon.

DEMEANOR: Though their fearsome appearance suggests a savage mind, the Gryx are a peaceful race, preferring to tend to their own affairs. It is rare to find a Gryx in a violent profession, although it does occasionally happen.

APPEARANCE: Gryx stand about 6' in height, with females ranging only a few inches shorter. All Gryx are extremely muscular and are very large by racial standards, often weighing between 250 and 300 pounds.

Despite their best intentions, the Gryx are an unsightly race. Their skin is dark and blotchy, and their hair is coarse. A low, protruding brow, deep-set eyes, a flattened, upturned nose and tusk-like teeth often find them mistakenly labeled as monsters by other races at first sight.

LIFESPAN: The Gryx have an average lifespan of about 80 years, although a few exceptional individuals have lived as long as 95 years.

CULTURE: Gryx can be found in almost any community, but prefer the Nomad, Sylvan, or Rural cultures. However, they most prefer their own G'Shul culture.

Special Abilities:

Lightning Reflexes – All Gryx enjoy extremely swift reflexes, granting them a +5 bonus to their Initiative roll.

Dense Musculature – With a sturdy bone structure and musculature, all Gryx receive a +5 bonus to both their OB and DB. The weight alteration brought about by this natural heftiness has already been calculated into the Gryxian Base Weight.

Night Vision – Gryx can clearly see up to 100' easily on a starlit night. By the light of a full moon they can see up to 500' as if in broad daylight. In total darkness they are as blind as the majority of the other races.

Additional Gryx Racial Information

	Base Height	Base Weight	Weight Modifier
Male	6'0"	250	6
Female	5'10"	200	5
Adulthood	Lifespan		Increment
17	80		2



G'SHUL CULTURE

Driven out of their homelands far to the east, the Gryx of Anias have adapted to a wandering, nomadic life across the continent. As they spread across Anias, the G'Shul leave totem poles dotting the landscape. These totems always face easterly, in the direction of their lost ancestral homeland.

The Gryx refer to themselves as the G'Shul, or the homeless, and the name of their culture is taken from this as well. Many tribes have become traders over the years, and are often the only connection isolated communities have with the outside world.

PREFERRED LOCATIONS: The G'Shul have no preferred locations, other than their original homeland, the Eastern Steppes, to which they cannot return. They wander from town to town, from forest to forest, all across Anias. They travel all over Anias, often using brightly painted enclosed wagons or tents for shelter during their treks from one place to another.

CLOTHING & DECORATION: In battle, the G'Shul prefer light leather armor, usually reinforced by small metal plates sewn into the lining. Everyday G'Shul clothing is simple and consists of sturdy leather trousers, or skirts for the women with a long sleeve shirt, and topped off with a sleeveless leather vest that goes down to mid-thigh. The vests may also be decorated in a variety of ways from adding beads, to enameling designs on the leather. Each vest is unique and reflects something about its wearer.

DEMEANOR: The G'Shul are a quiet peaceful people and dislike fighting when it is not needed. They tend to not trust any but other G'Shul tribes. The G'Shul refuse to teach any but other G'Shul their language, or how to read their message sticks.

STARTING LANGUAGES: Taloc (S 6/W 5), Tarahiri Common (S 4/W 3)

DWARVES (MABLUNG)

Dwarves are found on most of the continents of Mithra. They are, as a rule, tough, practical, hardworking, energetic and honest. They are also curious, and enjoy exploring new lands and places. Although they are builders and craftspeople by nature, they have a great respect for the natural world—and harvest the resources they need for their life and work with care and respect.

Note: Players may elect to use Dwarves from the HARP rulebook in place of the Mablung Dwarves.

DEMEANOR: Dwarves are very straightforward and dislike 'beating around the bush'. They admire

strength and directness in others and dislike what they consider to be fripperies. To the Dwarves, something that is artistic should be functional as well. This shows in their demeanor and dealings with others.

APPEARANCE: Dwarvish men stand around 4' 5" tall, while women are slightly shorter (4' 3"). A very stocky race, the Dwarves look as though they have been compressed, their bodies expanding in width. Often weighing twice what would be expected for someone their size, they generally average 200 pounds.

Male Mablung are very fond of their beards, which may grow to lengths that hang past their waists! For many Mablung, hair and beards (for men) are almost always woven into braids, weaving in colored stones and beads and rings that are more than just decorations. These items will each have a special significance to the Dwarves,

LIFESPAN: Dwarves are a long-lived race, with the average being from 300 to 400 years of age.

CULTURE: The Mablung come from a wide variety of cultures. In addition to the Mablung culture, these include the Deep Warrens, Shallow Warrens, Underhill and Rural cultures.

SPECIAL ABILITIES:

Night Vision – Mablung can clearly see up to 100' easily on a starlit night. By the light of a full moon they can see up to 500' as if in broad daylight. In total darkness they are as blind as the majority of the other races.

Dense Musculature – With a sturdy bone structure and musculature, all Dwarves receive a +5 bonus to both their OB and DB. The weight alteration brought about by this natural heftiness has already been calculated into the Dwarven Base Weight.

Hammer Throw – Dwarves are naturals with Hammers and Axes. They have the ability to throw one-handed Hammers and Axes a great distance and with accuracy. When using a one-handed hammer or axe as a thrown weapon, it has all the range attributes (range increment, etc.) of a Short Bow. This ability does not extend to other thrown weapons.

Additional Mablung Racial Information			
	Base Height	Base Weight	Weight Modifier
Male	4'5"	200	6
Female	4'2"	150	5
Adulthood	Lifespan		Increment
50	350		5



MABLUNG CULTURE

The Mablung culture is built upon a rugged ethic that prevails through every aspect of their lives. It stresses hard work and hard play once work is done for the day. This culture also stresses crafting of almost any type, be it smithing or gem working or even just woodcarving. Every person in this culture is trained to perform at least one type of crafting work, and many times more than one, depending upon the ability of the individual.

PREFERRED LOCATIONS: This culture prefers to live close to the materials that they desire to craft. Thus cities, towns and villages located on, in, or under rugged hills or mountains are the norm, especially if there is a vein of precious metals, gemstones, or rare wood near. That is not to say that the Mablung people do not appreciate the open air – they do. It's just that sitting around in the fresh air doing nothing achieves little.

CLOTHING & DECORATION: Rugged, tough clothing, in somber earth tones are the norm. Bearded males tend to decorate those beards with colorful beads and braids. Individuals with a higher social standing within this society are generally denoted by more ornate decorations and accoutrements. When going into battle, the Mablung prefer war hammers, battle-axes, spears, short swords, daggers, and crossbows. In armor, the Mablung almost always wear chain or variations of heavy leather covered in studs and rings (rigid leather base).

DEMEANOR: Being very reserved, this culture does not trust outsiders easily, but once a person has been named as a friend, they are a friend for life, and are often considered to be like family for the one who named them as a friend.

STARTING LANGUAGES: Mablad (S 6/W 5), one additional language (S 4/W 3)

ELVES (SITHI)

The Sithi are an elvish kindred that chose to remain on Anias, instead of participating in the migration to Cyradon. Unlike many of their brethren the Sithi have no problems getting along with humans, and over the centuries their blood has often mingled with that of the neighboring human communities. The Sithi dwell in forestlands, and are excellent archers, rangers and trackers. They live in close harmony with nature.

Note: The Sithi are only slightly different from the Elves presented in the **HARP** rulebook. Players may freely use Elves from **HARP** as Sithi or the Sithi as presented here for characters.

DEMEANOR: The Sithi deeply respect nature and this shows in their outlook on the world around them.

APPEARANCE: The Sithi are said to be the most like humans of all the elvish tribes. They are shorter,

stockier and more muscular than their fellows. Sithi average 5' 6" tall, with females of the race ranging only a few inches shorter. All have very lithe forms with Elven males weighing around 140 pounds.

Sithi have upswept ears that top off in delicate points, although these are more rounded than those of other Elves. Male Sithi are unable to grow beards. Their skin color is often a light brown, similar to that of an acorn, while their eyes are often some shade of grey or green.

LIFESPAN: Sithi are quite long-lived yet do not live as long as their other elvish cousins. Most Sithi live for approximately 450 years, remaining young in appearance until just a few short months before their death.

CULTURE: Sithi have a unique culture that is based upon the Sylvan culture. Most Sithi will be from this or the Sylvan or Nomad cultures, although it is possible that an individual has been raised in another culture.

SPECIAL ABILITIES:

Enhanced Senses – With acute senses honed to perfection, all Sithi gain a special bonus of +10 to all General Perception rolls.

Outdoorsman – Sithi are naturally adept out in nature. They gain a +15 bonus to all skills from the Outdoors category and the Herbcraft skill.

Night Vision – Sithi can clearly see up to 100' easily on a starlit night. By the light of a full moon they can see up to 500' as if in broad daylight. In total darkness they are as blind as the majority of the other races.

SITHI CULTURE

The Sithi culture is built around their Sylvan roots and their life within the forests of the northlands. The Sithi live in small villages and hamlets, or sometimes semi-nomadic tribes that travel through the great forests of the north within limited areas.

PREFERRED LOCATIONS: The Sithi prefer forests, green hills and grey skies – or so the song goes. In truth, while they prefer to make permanent homes in temperate climes, they will happily live anywhere for several years. They are hardy and curious and enjoy the challenges of living somewhere new.





CLOTHING & DECORATION: Varies, but the Sithi tend to dress in muted earth and forest colors, and wear practical and hard wearing clothing. The Sithi prefer soft and rigid forms of leather armor when it is needed. For weapons they use spears, javelins, staves, and bows, both long and short. While the Sithi do have metalworking skills, those are saved for daggers, and jewelry and such. Swords are rare among the Sithi, a relatively new concept introduced by contact with the Skaldi.

DEMEANOR: The Sithi are often a bit aloof from the affairs of others (other than their Skaldi neighbors). Their aloofness is not because they believe themselves to be superior, but because they have had bad dealings in the past and are wary. Once past their defenses, it can be seen that the Sithi are vibrant people who fully enjoy life.

STARTING LANGUAGES: Cana (S 6/W 5), one additional language (S 4/W 3)

Additional Sithi Racial Information

	Base Height	Base Weight	Weight Modifier
Male	5'6"	140	3
Female	5'3"	120	3
Adulthood	Lifespan	Increment	
60	450	8	

CYRADON RACES & CULTURES

GRYPHONS

The Gryphons are a wild, freedom loving people, who strive to find joy in every day. They are dynamic, inquisi-

tive and civilized. They are also a wise race, that honors their commitments and guard things they hold precious. Gryphons share many characteristics with the raptors and with the large cats, but are related to neither.

Gryphons' talons let them do many of the things that humans can do with their hands: cook, write, paint, inscribe or etch runes, carve wood, work metal etc. They can use most standard magic items including rings. They cannot use two-handed melee weapons or long bows, short bows and composite bows. They can use one-handed swords, but prefer to fight with their beaks and talons. They can and do use crossbows on occasion. Gryphons can only wear armor that has been specially designed to accommodate their physique. (See the equipment section later in this chapter for more details.) Gryphons cannot carry riders on their backs—their backbones cannot support the weight of a rider. They would also consider this demeaning—if circumstances forced a Gryphon to carry a two-legged comrade, the Gryphon would carry the individual in his or her talons.

Special Note: While Gryphons can fly, they are quadrupeds. When moving on the ground, they must keep two opposing limbs on the ground. When standing still, they can remain upright by keeping their two rear limbs on the ground.

As a result, they are at a distinct disadvantage in conventional hand-to-hand combat. While a Gryphon could theoretically wield a sword in combat, they don't fight in this way because it doesn't make sense. Gryphons take a different approach to combat—using their ability to fly and their speed to their advantage. Gryphons have developed a special style of Martial Arts and special weapons that maximize their advantages and minimize





their vulnerability in combat. Garuda Gryphon fighters will ambush their foes from above and behind whenever possible; they often wear talon and claw tips that allow them to inflict extra damage on their foes. Like all intelligent warriors, they choose the terrain of a battle with care. Gryphons are keenly aware that they need ample room to maneuver to fight; they will also do everything that they can to avoid being pinned down. They also prefer not to fight in narrow corridors.

DEMEANOR: Gryphons love the freedom that flight gives them, but they are also extremely serious about any oaths that they give. They are curious and intelligent and enjoy exploring.

APPEARANCE: Most Gryphons have the body and hindquarters of a large feline while having the head and fore quarters of a large bird of prey, the various types of each separate the Gryphons into 6 tribes:

The Gwalchmei have a hawk-like head and shoulders and plumage and leonine hindquarters.

The Shahaba are noted for their grey and black mottled plumage and their merlin - like heads. They have the hindquarters of a mountain lion.

The Gandharvas have the forequarters of a black eagle and the hindquarters of a black jaguar.

The Whitewings have the forequarters of an osprey and the hindquarters of a lynx.

The Arimaspias have the forequarters of a golden eagle and the hindquarters of a lion.

The Manannan have the forequarters of a sea eagle, and the hindquarters of a leopard.

The fore quarters of the Gryphon differs from normal birds of prey in that they have 3 forward talons and one rear talon on each front appendage, allowing them to use their talons just like a human uses their hands. While they may not have quite the same amount of manual dexterity, they can manage extremely well.

Occasionally a Gryphon is born with the full body of a cat and the head of a bird of prey. This is normally the mark of a Gryphon who has the Shapechanger talent.

Male Gryphons stand approximately 4'6" tall with females just a few inches shorter. Most Gryphons also range between 4' and 6' in length, with an approximate wingspan of about 10' when their wings are fully extended. An average sized Gryphon has a BMR of 10'. Gryphons of larger or smaller sizes do adjust their BMR accordingly. Quickness bonuses also apply normally.

Special Note: Because Gryphons are quadrupeds, they are faster than other PC races of roughly the same height. Where a human or a Dwarf of the same height would only move 7' per round; a Gryphon

moves 10' per round. This also scales up or down accordingly if the Gryphon happens to be taller or shorter than average. A 5' 2" tall Gryphon, with a Quickness stat of 95 would have a Base Movement Rate (BMR) of 14' per round (10' + 1' + 3') while a Gryphon, with the same Quickness stat, who was only 4' tall would have a BMR of 12' per round (10' - 1' + 3').

To calculate the Base Flight Rate (BFR) of a Gryphon, you must first calculate its BMR, and then double it. Thus a Gryphon with a BMR of 14' per round has a BFR of 28' per round and a Gryphon with a BMR of 12' per round would have a BFR of 24' per round.

LIFESPAN: Gryphons only live for approximately 80 years, although there have been instances of one or two who live to close to 100.

CULTURE: Gryphons will normally take the Gryphon culture provided, although Sylvan, Rural or Nomad cultures are not unknown. If the player selects one of the cultures from the **HARP** rulebook, he should swap out the ranks in missile weapons for ranks in Flying/Gliding.

SPECIAL ABILITIES:

Flight – Gryphons can fly. Their Base Flight Rate (BFR) is twice their Base Movement Rate (as noted above, the BMR of an average sized Gryphon is 10', making their BFR 20') and Pace Modifiers Apply normally. Flight is extremely tiring, and they may only stay aloft a maximum number of hours equal to their total Constitution bonus. For each encumbrance level above Light, their BFR is reduced by half, and so is the amount of time they may stay aloft (i.e. Medium encumbrance = ½ normal BFR and time aloft. Heavy encumbrance = ¼ BFR and time aloft). Gryphons, being natural aerialists, gain a bonus of +50 to the skills Aerial Combat and Flying/Gliding.

Natural Weapons (Talons) – Gryphons have talons that you can use as weapons, delivering a Small Slash critical. They may learn skill with them as a Martial Arts skill.

Enhanced Senses – With acute senses honed to perfection, all Gryphons gain a special bonus of +10 to all General Perception rolls.

Additional Gryphon Racial Information			
	Base Height	Base Weight	Weight Modifier
Male	4'6"	250	3
Female	4'4"	240	3
Adulthood	Lifespan		Increment
17	80		2



GRYPHON COMBAT

DAMAGE & FLIGHT

If a Gryphon receives any maneuver penalties during combat, their ability to fly will be adversely affected by the severity of the maneuver penalty. Generic penalties ranging from -1 to -20 will have no effect upon the Gryphon's ability to fly. Generic penalties from -21 to -50 will result in the Gryphon only being able to fly at one half of their normal BFR. Generic penalties greater than -50 will result in the Gryphon not being able to fly at all.

HIT LOCATIONS & WINGS

When using the optional Hit Location rules, anytime that an attack would result to a strike to the shoulders, arm, or hand, roll 1d10. If the result is odd, then the attack has struck the Gryphon's wings. If the result is even, then the attack has struck the Gryphon's fore limbs.

When using these rules, the Gryphon's ability to fly is impaired only by damage to his wings. For every -10 received, reduce the Gryphons BFR by 3' per round. Should the penalties be greater than -50, the Gryphon will be unable to fly at all.

COMBAT ACTIONS & SPECIAL ATTACKS

Gryphons automatically gain access to the following special Combat Actions and Special Attacks, which have been designed specifically for them. Those Gryphons who have learned the Garu Martial Arts Combat Style are able to use the Improved versions of the Combat Actions listed below.

The GM should determine whether or not a Gryphon is physically able to perform the Combat Actions listed in the **HARP** core rules.

GRYPHON DODGE & SUDDEN DODGE

When a Gryphon performs a dodge, it is unlike when a human, Dwarf, or Elf performs a Dodge. When a Gryphon dodges, this normally accomplished by the Gryphon leaping straight up into the air. Gryphons can leap up a distance equal to their BMR. Other than this difference, the mechanics for Dodge and Sudden Dodge work exactly as they do in the **HARP** core rules.

POUNCE

Gryphons are very dangerous fighters. A Gryphon may pounce upon any foe that is within a

distance equal to or less than the Gryphon's BMR. When a Gryphon pounces, he is able to move his BMR in a single bound and make a Medium Unbalancing attack (Martial Arts Sweeps/Unbalancing criticals) against his target. The Gryphon receives a -20 modifier to this attack roll. If the critical result indicates that the foe has fallen, then Gryphon has landed on top of the target and has it pinned. Starting the following round, so long as the target remains pinned, the Gryphon may make Rending attacks (see below).

Improved Pounce: Those Gryphons who know the Garu Martial Arts Style will use their style skill for the attack. Garu practitioners also do not get the -20 applied to their Pounce attack.

REND

If a target has been pinned through the use of the Pounce, the Gryphon may, so long as the target remains pinned, make a Rending attack (Small Slash Attack with rear claws) on the target each round. The target receives no DB other than from armor and/or magical bonuses and the Gryphon's OB is modified by -20 for this attack.

Improved Rend: The use of the Garu style allows for the Rending attack to be of Medium size, and it receives no negative modifier; however the style skill is used as the OB not the Gryphon's base OB for claw/talon attacks.

STOOP

The Stoop attack is an attack from above. The Gryphon flies in and basically does a downward charge against a target on the ground. Like the normal Combat Action, Charge, the Gryphon gains a +1 to OB and a -1 to DB for every foot of distance traveled in the dive, with the modifiers not exceeding +50 to OB and -50 to DB. The character's skill in Aerial Combat is used for this attack. If the target of the Stoop is aware of the attack, and has a Pole Arm, they automatically gain initiative over the Gryphon this round. The actual attack itself is a Medium Sweeps/Unbalancing attack, and if the result indicates that the target falls, then the Gryphon is on top of the target and has him pinned.

Improved Stoop: The Gryphon gains an additional bonus to his Stoop attack equal to the number of ranks he has in the Garu combat style.



GRYPHON CULTURE

Soaring high above the ground is a way of life for those with wings. The culture of the Gryphons reflects their fierce spirit and independent nature. Upon reaching maturity, Gryphons segregate themselves into Prides, based upon their occupation. Each tribe or eyrie has the same Prides as all the others. Each pride represents a niche or set of basic skills within the Gryphon society and is represented by individual Training Packages later in this chapter. The Prides are as follows:

Garuda – These are the warriors of the Gryphons.

They protect the eyrie and hunt game to feed the tribe.

Meeta – The Meeta are the scouts of the Gryphons.

They will act as spotters for the Garuda, or be the ones to explore new places more often than not.

Varaghra – These are the Gryphon priests, and animists. They are spiritual leaders of the tribe.

Atriah – The Atriah are the largest Pride among the Gryphons. They are comprised of all those Gryphons who do not fall within one of the other prides.

Usirae – The Usirae are those Gryphons who are able to use magic.

PREFERRED LOCATIONS: Gryphons make their homes in widely spaced mountain communities called Eyries. The Eyries are extended villages, spread out over several square miles of mountainside or high altitude valley. Gryphons love to sleep under the stars, but they also shelter themselves from prevailing winds and weather. In some places Gryphons sleep in tree houses, if they don't have higher ground nearby.

CLOTHING & DECORATION: Gryphons do not normally wear clothing. They prefer to wear harness with special straps on which to hang their gear. Most will normally have some sort of pack or pouch attached to this harness. Gryphons will don flowing robes that do not interfere with their wings for ceremonial purposes. In combat, Gryphons normally do not wield weapons; they prefer to use their claws. They do wear specially designed armor that doesn't impede their flight. (See the equipment section later in this chapter.)

DIET: Gryphons are omnivorous. They hunt, fish and grow crops and fruits. They can eat raw meat, in times of need; however they don't really like it as much as well cooked well spiced food. Gryphon cooking is delicious and quite palatable for those of other races.

DEMEANOR: The Gryphons are more feline than avian in their approach to life. They are often sarcastic and sardonic. But they are also sensual, affectionate and good company. They are frequent

jokers, regaling listeners with witty and clever humor. Beyond the jokes, Gryphons are a serious and a loyal people, capable of great depths of passionate responses to many things. Gryphons make quick and fast friends with people they trust, and such friendships last for life.

STARTING LANGUAGES: Rukha (S 6/W 5), one additional language (either Elu or Tylst) (S 4/W 3)

Note: Only characters with a natural means of flight, unaided by magic, may select a Gryphon Culture.

GNOMES (RHONA)

The Rhona Gnomes are a strange, slight people of the wilderness, an offshoot of the HARP race of Gnomes, who make their homes in the deep forests and valleys of the Land of the Dawn. Those who live in the Shival Mountains have worked for centuries to preserve what life remains there. Now that a large portion of the Devastation has been restored, the Gnomes are feeling hope again for the first time in those long centuries of their devotion.

Note: Players may elect to use Gnomes from the HARP rulebook in place of the Rhona.

DEMEANOR: The Gnomes (Rhona) have a deep respect for nature and an affinity with the earth, and like to nourish it as best that they can. They hate the Devastation and those who caused it, but do not blame a whole race for the actions of a few. They are also very secretive after spending so many years hiding from the Schirae as they attempted to heal the wounds of the Devastation. They have learned to excel in the arts of concealing the entrances to their communities, so much so that these entrances can only be discovered if the Rhona actually wish them to.

APPEARANCE: Rhona resemble miniature humans, averaging 4' in height, with females ranging only a few inches shorter. Rhona of all ages have wrinkled, leathery skin.

LIFESPAN: Gnomes have been known to live as long as 300 years, although they average closer to 250 years.

CULTURE: Rhona have a unique culture, loosely based upon the Shallow Warrens culture common to other Gnomes. However, there are some clans of Rhona who have set up Rural, Sylvan, or Underhill cultures. The inhabitants of these more open communities usually live within the lands of others such as the Arali.

SPECIAL ABILITIES:

Night Vision – Rhona can clearly see up to 100' easily on a starlit night. By the light of a full moon they can see up to 500' as if in broad daylight. In total darkness they are as blind as the majority of the other races.

Natural Camouflage – Rhona have the innate ability to alter the hue of their skin and clothes, so as to



closely resemble their surroundings. This camouflage grants a bonus of +25 to all Stalking/Hiding attempts.

Sense Magic – Gnomes have the innate ability to sense the presence of active magic, and are allowed a General Perception roll (with a -20 modifier) to detect it. The Gnomes may only concentrate on the detection in any one 5' area within 100' of himself each round.

Additional Rhona Racial Information

	Base Height	Base Weight	Weight Modifier
Male	4'0"	70	2
Female	3'10"	50	2
Adulthood	Lifespan	Increment	
35	250	4	

RHONA CULTURE

Rhona culture is dominated by the insatiable curiosity, inventiveness, and humor of the Rhona themselves. The Rhona make full use of their surroundings so that it is almost impossible to spot the entrance to Rhona Warrens unless you know exactly what to look for and where. Rhona culture promotes magical study and research as well as ingenuity and humor. They take great pleasure in the magic of life and find it odd if others do not.

PREFERRED LOCATIONS: The Rhona make their warren homes and ceremonial sites in areas of broken hills, small woodlands and rough country as these terrains provide them with more protection. The favored place for a Rhona warren is in a sheltered, defensible valley

CLOTHING & DECORATION: Rhona prefer tough fabrics that help them blend into their surroundings, as it makes them feel more in tune with their surroundings. When in combat, the Rhona wear leather covered with studs (rigid leather) and wield short blades, short bows, and the Gnorish, a short flexible shaft topped with a weighted end.

DEMEANOR: Rhona see themselves as the healers and protectors of nature. They worked hard over the centuries to preserve their mountain homes from the creeping of the Devastation. They are more in tune with their surroundings than just about any other race. They wish nothing more than to see the Devastation healed, and the arrival of the humans and the subsequent events have given them hope that it may be accomplished.

STARTING LANGUAGES: Tylst (S 6/W 5), one additional language (either Elu or Rukha) (S 4/W 3)

ELVES (ARALI)

The Arali Elves are cousins to the Cyrads. Both races are descendants of the Mithrans. Since then, the Elves have split into several distinct sub-races, of which the Arali are but one. Tiring of having to share land with the humans of Anias, the majority of the Arali Elves migrated to Cyradon.

Note: Players may elect to use Elves from the HARP rulebook in place of the Arali.

DEMEANOR: The Arali are an arrogant lot. They see themselves as the only true descendants of Mithrans and see their elvish brethren as less than themselves. The Arali, particularly those from Desnia, unjustly blame many things upon the humans. The Janieal Arali are more open-minded than their Desnian cousins, but are still more condescending than friendly. While believing themselves to be very civilized, many Arali harbor a deep-rooted antagonism for the Nagazi because deep down they know that the Nagazi are more civilized than they are.

APPEARANCE: The Arali are a tall race, the males standing about 6' on average with an extremely slim build. They have sharply chiseled features including a pronounced slant to their eyes, which are often of an extremely vibrant color of unusual shades. Their ears are slightly pointed, but this is not nearly as pronounced as the upswept points of Sithi ears.

LIFESPAN: Arali are longest-lived of the races. They can live up to 500 years, retaining a youthful appearance until just before the end. Those nearing their end will often undergo a ritual that will allow them to transform into a being of pure spirit, ascending to a higher plane of existence.

CULTURE: The Arali have two main cultures on Cyradon, the Janieal and the Desnian culture. However, there are those who prefer a quieter life and Arali may also be from the Sylvan, Nomad, Rural, or Urban cultures from the HARP rulebook.

SPECIAL ABILITIES:

Spirit Sense – The Arali are extremely in tune with the Otherworld, the source of mana, as well as the home or source of many spirits. This tie is so strong that Arali can actually sense the presence of spirits, strong auras of magic wielders, and places of power with a Perception maneuver modified by -30. If the Arali has the Sense Magic Talent, they may sense strong magical auras and places of power with a normal Perception maneuver.



Night Vision – Arali can clearly see up to 100' easily on a starlit night. By the light of a full moon they can see up to 500' as if in broad daylight. In total darkness they are as blind as the majority of the other races.

Internal Stability – Arali have an extremely strong sense of self. They receive a +10 modifier to all Stamina RRs versus Stun.

Additional Arali Racial Information			
	Base Height	Base Weight	Weight Modifier
Male	6'	150	3
Female	5'9"	125	2
Adulthood	Lifespan	Increment	
75	550	10	

DESNIAN CULTURE

Desnia is a very militaristic society. All Arali from Desnia spend time as part of their military, working to better their small nation. Within the rigid confines of their society, the Desnians enjoy a lot of pomp, formality, and pageantry.

PREFERRED LOCATIONS: The Desnian Arali prefer to build their cities and towns near important strategic locations as this will aid them in times of war. They prefer locations that are easily defensible.

CLOTHING & DECORATION: When not in combat, the Desnian dress in fine clothing of various manufacture. They prefer tunics and vests upon which to show off their military regalia and medals. In combat, the Desnian wear armor comprised of a mixture of light chain mixed with plate armor. The Desnians preferred weapon is the Masuna, a long, thin, slightly curved blade that is wielded one-handed, often used with either a shield or a matching long knife, known as the Masi in the other.

DEMEANOR: Arali from Desnia are all almost universally arrogant and condescending. They like to claim to the chosen children of the first race, the Mithrans. They tend to believe that they are never wrong. They tend to treat everything as some sort of contest or battle, even politics.

STARTING LANGUAGES: Elu (S 6/W 5), one additional language (either Rukha or Tylst) (S 4/W 3)

JANIEAL CULTURE

Seeing themselves as a moderating force upon the ambitions of the Desnians, those from Janieal are often more open-minded and less condescending than their Desnian cousins. This means that the Janieal Arali are not

as arrogant as their kin, however, they are still arrogant and often have the “we know best” attitude.

PREFERRED LOCATIONS: The Janieal prefer to build their cities upon the eastern slopes of large hills and mountains. This way they can gain the first rays of sunshine as early as possible.

CLOTHING & DECORATION: Janieal Arali prefer fine fabrics and rich vibrant colors for their clothing. In times of trouble and battle, they clothe themselves in light chain armor. As with the Desnians, Janieal use the Masuna, although very few Janieal wield it with the Masi. Janieal Arali troops also use the Arula, a heavy spear with a leaf shaped head on one end, and sheathed in studded steel at the other.

DEMEANOR: The Janieal view themselves as the big brother to all the other races. They are slightly condescending and patronizing to the other races, but in a kindly, “we know best” attitude.

STARTING LANGUAGES: Elu (S 6/W 5), one additional language (either Rukha or Tylst) (S 4/W 3)

DANAE ELVES

The Danae Elves dwell in the area of Cyradon known as Aneirin. They are identical to the Sithi Elves for stats and racial abilities. However, their culture and outlook is identical to that of the Rhona.

Sometimes the Danae hire themselves out to people in other lands, so it is possible that some may be among the Arali contingents that arrive in Belynar, and that a player may wish to play a Danae.

LIZARDMEN (NAGAZI)

Created by the Dragons of ancient legend as slaves, the Nagah gained their freedom during the First Age. Left in barbarism, they slowly clawed their way to the rudiments of civilization in the depths of the Madiarian forest. Two sub-groups of Nagah split off from the rest and traveled north. One group settled the northwestern coast of Cyradon and became the Nagahal.

The other group continued to the east and came upon the ruins of Evefalim. One of their wise ones discovered and partially translated some of the ancient Mithran texts found there. These texts led to a new age of enlightenment for the Nagazi, as they now called themselves. The Nagazi have created a small confederation of city-states, and have opened trade relations with all those around them, including the more barbaric Nagahal city-states to the west, the Arali settlements along the coast to the east, and even with the Arali of Ciastan who have closed their borders to other Arali.

DEMEANOR: The Nagazi are very cosmopolitan and refined with impeccable manners towards all others.



They dislike fighting, but will do so if they have to. They prefer negotiation and trading to conflict

APPEARANCE: Nagazi are humanoid reptiles standing an average of 6' in height. They have a tough leathery skin that varies in hue from brown to a deep green. They have only a vestigial tail, and retractable claws on their hands, which have only 3 fingers and thumb unlike many other races.

LIFESPAN: The Nagazi are not quite as long-lived as they Elves, Gnomes, and the Dwarves, living only 150 years on average.

CULTURE: The Nagazi have a very cosmopolitan culture unique to themselves. However, Nagazi may also come from the Urban, Shallow Warrens and Rural cultures found in the **HARP** rulebook as well.

SPECIAL ABILITIES:

Tough Hide (Minor) – Nagazi have a tough leathery skin that provides a natural +20 to their DB.

Night Vision – Nagazi can clearly see up to 100' easily on a starlit night. By the light of a full moon they can see up to 500' as if in broad daylight. In total darkness they are as blind as the majority of the other races.

Natural Weapon (Claws) – Nagazi have natural, retractable claws that they may use as weapons in combat, delivering a Small Slash critical. They may learn skill in using their claws as a Martial Arts skill.

limited to such. Being civilized they can adapt locations to suit their needs

CLOTHING & DECORATION: As a culture who are rarely idle, Nagazi clothing is comfortable and practical first, decorative later. The Nagazi love jewelry, especially gold and silver jewelry worn as necklaces, earrings armbands and wristbands. The members of each class tend to decorate their “primary tool” – a warrior’s spear, an artisan’s hammer or a merchant’s astrolabe – with intricate designs symbolizing name, family ties and history. For clothing, the Nagazi prefer tunics and leggings, and soft leather boots or shoes. They make fine cloths and materials and create exquisite clothing. In times of battle, they will often augment the natural toughness of their own hide with leather scale armor (rigid leather) or light chain. While the Nagazi have their claws as weapons, they prefer to extend their reach using finely curved swords, and bows and spears.

DEMEANOR: The Nagazi come across as cosmopolitan, tolerant and generally good-natured. They have wide smiles and long booming laughs. They have a sharp sense of humor and delight in gently ribbing all in their presence. This love of life easily can easily become wrathful violence if they or their loved ones are threatened.

STARTING LANGUAGES: Common (S 6/W 5), one additional language (S 4/W 3)

5

Additional Nagazi Racial Information

	Base Height	Base Weight	Weight Modifier
Male	6'0"	250	6
Female	5'10"	200	5
Adulthood	Lifespan	Increment	
20	150	3	

NAGAZI CULTURE

The Nagazi are a forward-looking culture. They prize education above all. Getting a scholarship to a magical academy or a religious college is one of the easiest methods for a lower class Nagazi to be able to raise their social class. Many lower or middle class Nagazi will often become adventurers just for the opportunity to earn wealth for education in order to raise their social status. This respect for education is so widespread within the Nagazi culture, that they rule themselves through a Regency Council. This Regency Council is made up of nobles, officials, mages, and representatives of every major school, academy, college and university within their nation.

PREFERRED LOCATIONS: The Nagazi prefer to build towns and cities in humid climates, but are not

BLOOD TALENTS

Many players prefer to customize their characters by creating a character with a mixed racial heritage. To do so, the player should select one race to be the primary influence for the character. Players may then use their DPs to purchase one Greater or two Lesser Blood Talents to become either the hybrid of two races (such as the Half-Elf), or to have the heritage of several races!

The original race selected becomes a character’s Base Race, determining the character’s traits and abilities. Blood Talents (whether Lesser or Greater) modify or add to a character’s racial abilities or natural affinities. Blood talents may only be chosen at the time of character creation.

This section will provide Blood Talents needed to create racial hybrids. Given that the starting time period for Cyradon is just a few days; or weeks at most; after the arrival of the refugees from Anias, it will not

Blood Talents	
Anias Races	Cost
Dwarf (Greater)	2
Dwarf (Lesser)	1
Sithi Elf (Greater)	2
Sithi Elf (Lesser)	1
Specials	
Cyrad	10



be possible to have characters who come originally from Anias to have the blood of one of the Cyradon races flowing through its veins. Nor will it be possible to play a character from Cyradon who has the blood of one of the Anias races flowing through his veins. No Cyradon Blood Talents are given because the races of Cyradon do not mix with each other, or are not compatible enough to produce progeny.

ANIAS RACES BLOOD TALENTS

Human and Gryx Blood Talents are identical to those from the **HARP** rulebook and should be used. Additionally, characters may have Dwarven (Mablung), Elven (Sithi) or Cyradon Blood Talents by selecting the proper talents from the **HARP** rulebook or using the ones listed in this section accordingly.

For the purpose of taking Blood Talents, a character may not acquire a Blood Talent for his base race; this includes the variants presented here. Thus a Dwarven character may not take the Dwarven Blood Talent, nor may a Dwarven Character acquire a Mablung Blood Talent.

MABLUNG DWARF BLOOD (LESSER)

The character has a bit of Mablung blood in his ancestry, marking him with slightly dwarvish features. The player may also select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Dark Vision (Greater)
- Dense Musculature
- Hammer Throw

Cost: 1

5

Adolescent Skill Ranks Table

Cultural Skills	Anias Races					Cyradon Races				
	Tarahiri	Skaldi	G'Shul	Mablung	Sithi	Gryphon	Rhona	Desnian	Janieal	Naga-zi
Ambush	0	0	0	0	1	0	0	0	0	0
Animal Handling	0	1	2	0	0	0	0	0	0	0
Appraisal	2	0	0	0	0	0	0	0	1	2
Armor	2	2	1	2	1	0	0	2	1	0
Attunement	0	0	0	0	0	0	2	0	1	0
Climbing	0	0	1	1	1	0	1	1	0	1
Crafts	3	1	0	3	0	1	1	1	3	2
Flying/Gliding	0	0	0	0	0	3	0	0	0	0
Endurance	1	2	2	3	1	1	1	1	1	1
Healing	1	1	0	0	0	1	1	1	1	1
Herbcraft	0	1	0	0	1	1	1	0	0	0
Jumping	1	0	0	0	0	0	1	1	1	1
Locks & Traps	0	0	0	1	0	0	0	0	0	0
Lore (Local Region)	2	1	1	1	1	3	2	2	2	2
Navigation	0	1	2	0	0	2	0	1	1	1
Perception	2	1	1	2	2	3	2	1	1	1
Riding	0	1	2	0	1	0	0	0	1	0
Runes	0	0	0	2	0	1	2	2	1	0
Stalking & Hiding	2	1	1	0	3	1	3	1	1	1
Swimming	0	1	1	0	1	0	0	0	2	2
Tracking	0	1	1	0	2	1	1	0	0	1
Weapon Skills*	2	3	2	3	2	2	1	3	1	2
Weapon Skills**	2	2	3	2	3	0	1	3	1	2

*Skill in using a melee weapon, or a natural attack (learned as a Martial Arts Strikes type of skill).

**Skill in using a missile weapon.



LANGUAGES

The following is a partial list of the languages spoken in Cyradon:

Tarahiri Common: Tarahiri common, also known as Tarahiri Vulgate, is the distant descendant of a much older language filtered through centuries of commercial contact with many other races and peoples. It is a rich, expressive language. Tarahiri Common is spoken, or at least understood, over a wide variety of lands. Skaldi and Treaty Kingdom merchants speak the Vulgate fluently, and many Orsai leaders and traders also understand the language. Being the common language, texts in Tarahiri range from grocery lists, plays, poetry, and fiction, textbooks, and scholarly works.

Empasan: Empasan is the source of the Tarahir tongue. Scholars have refined it over the centuries into a chilly, stilted and formal language. The language of scholars, diplomats and nobles, it is useful because it is precise and rarely ambiguous, but it is also tricky to learn. Empasan is used for legal documents, especially contracts, wills, and formal scholarly treatises. Knowledge of Empasan is considered a mark of education and refinement.

Chanit: Chanit is the ancient language of the guardians of Asut and the official language of the Theocracy, spread by priests and merchants all across the Great Desert. A sometimes guttural, sometimes musical language, it comes to life when sung in. The grammar and vocabulary make the language rhythmic and fluid.

Razhus: Razhus is an artificial language created by the Narsi to record their findings and notes. It grew from a code into a full-blown language. The language was created to exclude outsiders and hoard precious Narsi magical knowledge. It has its roots in several ancient languages, including Elu. Over the years, the Narsin claimed that they must speak Razhus for their spells to work, and that Razhus was an “ancient language of the gods” and various other impressive sounding lies. Currently, it is almost impossible to find anybody from Anias who is schooled in the arts of magic that does not know this language. Razhus is the language of spell scrolls and arcane texts.

Rukha: The language of the Gryphons, it is descended from the ancient language of the Saena. This language is filled with warbles and cries, but also with lots of glottal stops clicks, clacks and liquid tones. The Gryphons use Rukha to record their histories, poetries, and observations.

Mablad: A spicy, frank, forthright tongue. The language of the Mablung is guttural. Speakers tend to develop a strange accent, one that can render even High Tarahiri into sarcastic, impatient accent. The language of the Mablung suits them perfectly. Mablad texts tend to be practical and business like.

Cana: The song language of the Sithi, Cana is a descendant of the ancient language of the Elves but having absorbed many parts of old Skaldi vocabulary.



5

MABLUNG DWARF BLOOD (GREATER)

One of the character's parents is a Mablung, making him half- Mablungen. His features are heavily marked, denoting his dwarvish heritage. The player may select any two of the following four abilities to replace any two of the character's normal racial Special Abilities.

- Dark Vision (Greater)
- Dense Musculature
- Hammer Throw
- The character's Mablung blood has a strong influence on his physique, determination, and lifespan.
 - Constitution: +2
 - Self Discipline: +2
 - Average the lifespan of both your races.

Cost: 2

SITHI ELF BLOOD (LESSER)

The character has a bit of Sithi blood in his ancestry, marking him with slightly Sithi features. The player may select any one of the following Special Abilities to replace any one of the character's normal racial Special Abilities. Once selected, it cannot be altered.

- Enhanced Senses
- Outdoorsman
- Night Vision

Cost: 1

SITHI ELF BLOOD (GREATER)

One of the character's parents is a Sithi, making him half-Sithi. His features are heavily marked, denoting his Sithi heritage. The player may select any two of the following four abilities to replace any two of the character's normal racial Special Abilities.

- Enhanced Senses
- Outdoorsman



To a Skaldi it sounds maddeningly familiar, but understanding is just out of reach. Cana is a vibrant, living, language, as useful for trade as romance, musical enough for song, but rich in insult, and harsh for anger. Speakers of this language may understand Elu at half the normal number of ranks. The Sithi have a large body of recorded history, literature, and natural observation.

Elu: Elu is the language of the Arali of the Daybreak Country. Elu is a sophisticated, charming language with ancient roots in the tongue of the Elves, but adapted to the civilized realities of life in the city-states of the Daybreak Country. Soft, poetic and seductive, it is perfect for expressing passion and despair. Elu is also the most common tongue spoken on Cyradon prior to the coming of the humans. Speakers of Elu may understand Cana at one half of their ranks in this language. Arali texts reflect the passions, prejudices, and views of their authors to an intense degree. There is no such thing as an “objective” Arali history. While there is a large body of Arali writings, races such as the Gryphons feel strongly that any “factual” Arali texts must be taken with a grain of salt—a very large grain at that.

Skaldic: Language unites the Skaldi more than culture, race or law. It is a rolling, liquid tongue, with many regional accents; however, these differences are minor enough that the Skaldi may easily understand one another. The Skaldi do not have a large body of written literature; most skaldic texts

are law codes, histories, some poetry, and commemorative inscriptions.

Tylst: Tylst is the language the Rhona. It is a soft guttural language filled with many glottal stops and clicks. The Rhona have few written texts.

Gazial: The sibilant language spoken by the Nagazi. It is a soft, hissing language first descended from that of the Wyverns and Dragons. The Nagazi have the finest libraries on Cyradon. Every Nagazi child is taught to read and write. All Nagazi scholars write literate, intelligent scholarly works. Nagazi merchants keep thorough financial records, Nagazi craftspeople enjoy writing clear, insightful treatises on their work, and even Nagazi legal texts are miracles of clarity and conciseness. If it’s important, the Nagazi write it down. What is more, they also keep excellent track of all information that they record.

Taloc: Taloc is the language of the Gryx. It is a harsh guttural language, which like Tylst, is filled with many glottal stops and clicks. While Tylst and Taloc may contain some of the same type of sounds, they are two completely different languages with no relation to one another. This language has a rather odd written form. The Gryx do not write on paper as the other races do, instead they carve on message sticks, and Taloc is always the language that they use to do this. The written form of Taloc was specifically designed for the message sticks, and the language itself reflects this as well.



- Night Vision
- The character’s Sithi blood has a strong influence on his swiftness, bearing, and lifespan.
 - Quickness: +2
 - Agility: +2
 - Average the lifespan of both your races.

Cost: 2

CYRAD BLOOD (LESSER)

The character has a bit of Cyrad blood in his ancestry, marking him with slightly unusual features. Those with Cyrad Blood automatically add 6 inches to the average height for their race, and may not be shorter than this height. The character also has golden hue to his skin color, and straight black hair. Those with Cyrad Blood cannot grow a mustache or beard either. The player may also select any one of the following Special Abilities to replace any one of the character’s normal racial Special Abilities. Once selected, it cannot be altered. Normally only humans may acquire this Blood Talent.

- Magically Inclined – The character gains a special +5 to all spell casting.
- Elemental Affinity – The character gains a special +5 to all OB’s, DB’s, spell casting and skill bonuses relating to a single element (air, earth, fire, or water).
- Night Vision
- Dark Vision
- Enhanced Senses
- Internal Stability – The character gains a +10 to Resistance Rolls versus Stuns from wounds.
- Innate Resistance – The character receives a +5 to all Resistance Rolls.

Cost: 10



PROFESSIONS

Players are free to choose any of the standard **HARP** professions when creating Cyradon characters. Since adventurers tend to be mavericks, imaginative players can even create unusual racial and professional combinations; such as an Orsai mage. After all who would be more likely to be fleeing the tyranny of the Asut Theocracy?

All of the professions from **HARP** are available within Cyradon, although certain professions may be limited to certain races, or groups of races. Below is a brief overview of the professions and how they relate to Cyradon.

CLERICS

Players who are interested in creating playing Clerics should read the chapter on Cosmology first. Doing so will give them a better picture of the Cleric's varying roles in Cyradon. Cyradon priests are not the generalist Clerics of **HARP**. Each belongs to a specific order, which restricts them accordingly. The Cosmology chapter provides several sample religious orders that players may select from. Players and GMs may also use these samples as a guide in creating additional religious orders if they like.

FIGHTERS

In a world wracked by conflict, Fighters are everywhere. From the Scarlet Battalions of the Arali of Desnia to the knightly orders of the Treaty Kingdoms and the cavalry of the Orsai, Fighters can be found on every continent, in every land, and in every city. The Fighter is perhaps the most common profession amongst the Skaldi people and their kin.

HARPERS

Harpers in the Cyradon setting are much the same as Harpers in any other, except that they are also called Bards in some locales. Orsai bards sing their sad dirges of the desert and recite the old epics. Skaldi bards compose bawdy barrack room satires and bloodthirsty marching songs. Arali bards sing the old heartbroken lays of the Daybreak Country, and of the wild passions of the First Race.

MAGES

A thousand years ago, the Narsi ensured the dominance and survival of the Empire of Tarahir. These powerful Mages drew their apprentices and philosophies from many sources; from the wisdom of the Orsai elders to the Seidheri of the Skaldi, from the secret arts of the Elves to the forgotten tomes of the Cyrads of an earlier age. And then the Narsi destroyed themselves. The current practitioners' powers are limited compared to

the powers wielded by the Narsi. Without the massive libraries and faculties of the Narsi the human study of magic declined in scope.

Cyradon is a diverse land, and there are several different magical traditions. Each tradition uses its own method for casting spells. These traditions are described in Chapter 7, Magic. Each tradition has its own Sphere of magic along with their unique methods of casting. Additionally, these traditions also have the following changes/options available to them.

Drei and Cealla Mages: Players who wish to play one of these types of mages **must** exchange one of their Favored Categories for the Outdoor category.

Alchemists: If *College of Magics* is available, then those Mages who belong to the Society of Alchemists should use the Thaumaturge profession from that product.

Gramarye: Rhona mages of this tradition should be allowed to select either the Elementalist or the Vivamancer from *College of Magics* if it is available.

MONKS

The Monks of Gryphon world are ascetics who seek to master the body and mind, and are able to exceed the normal mortal limitations through rigorous training and discipline. There are three main orders of Monks within Cyradon; one originating among the humans from Anias, one belonging to the Rhona, and one originating among the Nagazi. One thing all three orders have in common is that they will take in anybody who wishes to learn. However, while these three are the best represented, this does not mean that there are not other orders, or that characters may not belong to them.

RANGER

Rangers are the trackers, hunters and guerilla warriors of the wilderness. They are born on the frontiers, far from the comforts of the cities and trained in the rigors of survival under the sky and the arts of tracking and ambush.

There are several orders in Anias and Cyradon teaching the skills of the Ranger. Each of these orders is distinct from each other, drawing from their own tribal cultures and racial traits. There are two distinct Ranger variants available along side the normal Ranger. Both of these variants, the Venturer's Clerks and Gherek Scouts, have their own Spheres of spells separate from those of a normal Ranger. Refer to Chapter 7 for more details.



ROGUE & THIEF

Rogues and Thieves on Gryphon World do not differ much from their compatriots in other fantasy settings. Their motives and goals vary widely, which can make them interesting, flexible characters to run. Every race on Cyradon has members who practice these skills—mostly in secret.

WARRIOR MAGE

The Warrior Mage is one of the most uncommon professions on Gryphon World. The most famous Warrior Mages are those of the Pascalline Order, dedicated to the defense of the Treaty Kingdoms. Still, other Warrior Mages may be part of a tradition handed down among families for generations; both on Cyradon and Anias. The Pascalline Order is a variant Warrior Mage and has its own Sphere of spells separate from those of a normal Warrior Mage. Refer to Chapter 7 for more details.

SKILLS

Once players have chosen a race and profession for their characters, they should purchase skills. All **HARP** skills are available to all races and professions. Additionally, there are several skills not present in **HARP** that will be useful or interesting to have. These new skills are described below, and then afterwards is a small section detailing some important skills that players should seriously think about having their characters acquire.

NEW SKILLS

The majority of the skills presented in this section represent skills actually presented in the other **HARP** products, **Martial Law** and **College of Magics**. They are reproduced here for the convenience of the player and GM. Other skills from those books may also be included if the GM permits.

ALCHEMY

Alchemy is the skill used to identify magical “potions” and to research the occult ingredients and sigil patterns required to create them. Alchemists must specialize in one of the following categories of alchemy:

Potions: These are liquid or gaseous compounds which must be imbibed.

Lotions and oils: These compounds must be applied to the skin or surface of the intended target.

Candles: The effects are imbued into the wax of the candle and it must be lit for the effect to occur.

Powders: These fine powders must be sprinkled on the target or burned for their effect to occur.

Use of this skill is optional and requires College of Magics.

Perform Alchemy (-40): This is the sub-skill that is actually used in the creation of a “potion”. Alchemists may create spell “potions” for the base form of any spell that they know. An Alchemist may also know the methods for creating one spell “potion” (whose spell he does not know) or one formula “potion” for every **five** ranks in the Alchemy skill.

(Mystical Arts - In/Re - All-or-Nothing)

CANTRIPS

Cantrips is the skill used in learning and casting the minor magical effects (also known as cantrips) that comprise Low Magic spells. All Low Magic spells cost 1 PP to cast and cannot be scaled upwards to increase their effect.

For every rank gained in the Cantrips skill, a caster learns one new cantrip, e.g. Anna has 5 ranks in the Cantrips skill and so knows 5 cantrips. See Chapter 7, page 124 for a complete list of available cantrips.

To cast a Low Magic spell that he knows, a caster makes an open-ended maneuver roll, adding his total Cantrips skill bonus, and then consults the Utility column of the maneuver table to determine the result. As with normal scalable spells, results may range from Fumble to Failure through Normal effects to the multiplication of some spell attributes (i.e. Double, Double x2, and Triple). The last set of possible outcomes is the only way in which a cantrip may achieve a more potent effect than the norm. All other rules regarding spell-casting (such as requiring extra PPs for wearing armor) are applicable to Cantrips.

A caster must have at least one rank in Cantrips and know the desired cantrip in order to cast it; like normal Spell Casting, Cantrips may not be used untrained.

(Mystical Arts - Re/SD - Utility)

CHARMCRAFT

Charmcraft is the skill used to identify magical charms and to research the occult ingredients and sigil patterns required to create them. Use of this skill is optional and requires College of Magics.

Create Charm (-40): This is the sub-skill used in charm creation. A caster may create one type of charm for every **five** ranks possessed in the Charmcraft skill.

(Mystical Arts - In/SD - All-or-Nothing)

COMBAT STYLES & MANEUVERS

HARP contains several combat styles that characters may learn. The following styles add to the list of possibilities available for them. The styles listed here are learnable only by those of a given race. If **Martial Law** or **College of Magics** is available, then the styles

presented in those, and other future **HARP** products may be available to characters.

Aerial Combat – The ability to attack while flying or gliding. This skill must be learned by any creature or character that attacks while flying regardless whether the ability to fly is natural or magical. This skill may **not** be learned unless the character learning it has some means by which to fly. The normal penalty for attacking while flying is -80 . By using Aerial Combat training, this modifier is reduced by the character's bonus with this style automatically without a maneuver roll. (i.e. a total skill bonus of 80 means that the -80 modifier is reduced to 0). Modifiers from the Flying/Gliding skill and this skill are cumulative.

It is possible to increase your Aerial Combat skill beyond what is necessary to reduce the penalty and receive a bonus for attacking while flying. If the penalty has been reduced to zero, then $_$ the skill bonus beyond that may be used as an OB bonus. For example, if a character's aerial skill bonus is 96, they would receive a $+8$ OB bonus on their attack $((96 - 80) / 2 = 8)$.

(Combat – St/Ag – Special)

Arula-ka – This style uses the Janieal weapon called the Arula (see below), which does both Slash and Crush critical. To use this style, the character is required to have twice as many ranks in the Staves Weapon Group as they do in this style, and the Arula must be the primary weapon for that Weapon Group. When using this style, the character may make 2 attacks per round, one with each end of the weapon. When parrying, one half of the amount of the parry is subtracted from both attacks.

(Combat – Qu/Ag – Combat)

T'Zier – This style uses the Gryxian weapon called the War Fork. It is a 6' long staff topped with two blades in a "U" shape, with the sharpened edges on the outside (Slash or Puncture criticals) and a studded metal knob on the other (Crush criticals). To use this style, the character is required to have twice as many ranks in either the Staves or the Pole Arms Weapon Group as they do in this style, and the War Fork must be the primary weapon for that Weapon Group. When using this style, the character may make 2 attacks per round, one with each end of the weapon. When parrying, one half of the amount of the parry is subtracted from both attacks.

(Combat – Qu/Ag – Combat)

Masumasi – This style is normally only learned by elite Desnian soldiers of the Palladine Order. This style requires that the character have an equal or greater number of ranks in both the Long Blades and Short

Authors Note: The flying combat penalty is -80 and not -160 , as with mounted combat on a flying creature, because when the flyer is the one moving and attacking they have more control over their own movement than a rider would have when attempting to control another creature. Reactions are much quicker and targeting is much easier.

Special Note: Gryphons, being natural aerialists, gain a bonus of $+50$ to the skills Aerial Combat and Flying/Gliding.

Blades Weapon Groups, with the Masuri being the default weapon for Long Blades and the Masiri being the default weapon for the Short Blades. The Masuri is a long, thin one handed sword with a slightly curving blade. The Masiri is a smaller version of the Masuri, being only half the size of the longer blade. When using this style, the character may make two separate attacks and the base OB for these attacks is the total bonus in this style with a -20 modifier. The weapon used in the off-hand, normally the Masiri, receives an additional -20 modifier. Each weapon may be used to attack and/or parry separately, and when parrying, the amount used for parrying is subtracted only from the weapon making the parry, not from both weapons.

(Combat – St/Ag – Combat)

FLYING/GLIDING

This skill provides the basic knowledge for the use of natural or artificial wings (e.g. feathered wings, parachute, hang glider, etc.). Flying/gliding has a natural -75 for all types of maneuvers preformed while flying/gliding if this skill is not learned or developed. The higher the skill level, the better chance the character has to accomplish a maneuver. This skill does not allow a character to fight while flying/gliding. For that you must learn the *Aerial Combat* skill. The bonus for this skill goes to reduce the penalty associated with flying maneuvers.

It is possible to increase your Flying/Gliding skill beyond what is necessary to reduce the penalty and receive a bonus to maneuvers. If the penalty has been reduced to zero, then $_$ the skill bonus beyond that may be used as a maneuver bonus. For example, if a character's Flying/Gliding skill bonus is 96, they would receive a $+10$ bonus on flying maneuvers $((96 - 75) / 2 = 10)$.

(Outdoor – Ag/SD – All-or-nothing)



MARTIAL ARTS COMBAT STYLES

The following Martial Arts Combat Styles can be used to expand the list available in the **HARP** core rules. These styles are only available to Monks from of a given Order, as detailed in the section for Training Packages.

Ji'Corva Style – This style requires that the character have an equal or greater number of ranks in Martial Arts Strikes, Chi Focus, and the Acrobatics skill as he has in this style. Being of Nagazi origins, this fluid style tries to represent balance in both attack and defense just as with

everything else. When attacked, the character may make a Medium Acrobatics maneuver (this does not count against their actions for the round). If successful, they may reduce any critical received by a number equal to their ranks in the Acrobatics skill. This is called the Receding Wave. On the round following the use of the Receding Wave, the character may make a Medium Chi Focus maneuver roll (this roll also does not count against the character's actions) and if successful the character can increase the critical delivered by a Martial Arts Strike that round by a number equal to the number of ranks that the character has in Chi Focus. This is called the Thundering Wave.

(Combat – SD/Ag – Combat)

Stone Fist Style – This is a sturdy defensive style. A character learning this style is required to have an equal or greater number of ranks in Martial Arts Strikes and in the Chi Focus skill as he does in this style. When using this style, the character gains a +20 to DB when parrying, and to all attempts to resist being knocked down or moved. Additionally, the character may use the skill may make a Medium



Maneuver roll, using his style bonus, to initiate the Stone Fist technique. When using the Stone Fist technique, all attacks are resolved on the Impact Critical Table. Use of the Stone Fist technique follows the normal rules for using Chi Skills. It takes one full round to initiate the Stone Fist technique.

(Combat – SD/Co – Combat)

Garu Style – This is the Gryphon style of martial combat. Characters knowing this style must have an equal or greater number of ranks in Martial Arts Claw (Strikes), Flying/Gliding, and Aerial Combat as

he does in this style. When using this style, the Gryphon's claw attacks are increased in size from Small to Medium. The Gryphon also gains access to the improved versions of the Gryphon Combat Actions (see the sidebar on page 78). If the Gryphon is using the talon/claw tips with this style, then he gains a +10 to criticals done. This +10 can allow the Gryphon to exceed the Damage Caps by up to 10 points.

(Combat – SD/Ag – Combat)

IMPORTANT SKILLS

When choosing skills, players should avoid overspecialization. To survive, characters will need a broad range of skills so they can cope with a wide variety of challenges. Outdoor survival skills will be

especially important. Don't leave home without a good selection of the following skills:

At least one Weapon Skill! It's a rough world out there.

Survival/Foraging: Provisioners are in short supply on Cyradon. Food and water in the vicinity of Belynar are scarce. Money can't buy what is not available.

Perception: Vital. We recommend purchasing at least one rank of Perception each level. Paranoid types like game designers usually purchase two ranks per level, at least.

Climbing: This skill will help your character cope with the rough terrain that he or she will be encountering.



Acrobatics: At least one rank.

Contortions: Useful for escaping bonds and squeezing into tight spaces. Buy one rank to start.

Healing: Most adventures will take place far from convenient healers. 'Nuff said.

Herbcraft: Take an interest in the plant life. If your character is a newcomer to Cyradon, ask a local for pointers on helpful or harmful flora. It can save your life.

Mundane Lore: Newcomers to Cyradon won't have any local knowledge, but Cyradon natives should invest in some lore skills like area knowledge, dangerous animals, etc.

Resistance: All of the resistance skills. Another potential lifesaver.

Rope Mastery: Some one in the adventuring party should have this skill.

Trading: If you can't buy what you need, you might be able to trade for it.

Appraisal: To paraphrase: "Every adventurer knows that the secret to survival is knowing what to throw away and knowing what to keep..."

Attunement: Certain magic items won't work unless your character can attune to them. Chances are these will be the really great items.

Runes: Spells are not just for spell casters.

Navigation: Cyradon has almost no roads. Without this skill, a group's chance of getting lost and dying in the wilderness increases astronomically.

Tracking: Everyone should have at least one rank of Tracking.

Armor: Everyone should wear some sort of armor.

Endurance: Don't skimp on Hits.

Jumping: At least on rank.

Swimming: A vital survival skill. Remember the action starts on the shore of an inland sea...

Locks & Traps: Every adventurer should know how to pick a simple lock and how to recognize and disarm a simple trap.

Stalking & Hiding: Even if you are not a stealthy type, the time comes all too soon when you'll need to hide.

Talent: Shield training. This can give even spell casters a good defensive edge in combat.

This may seem like a very long list of skills, but remember your character does not have to invest a large amount of ranks in all of these skills. One or two ranks in most of the skills above are plenty. Also for what it's worth, these are the **HARP** skills that we the designers purchase when we are creating our characters. By third level our characters usually have at least one rank in each of these skills.

TALENTS

In addition to the Talents available in **HARP**, character may also acquire Talents from **Martial Law** and **College of Magics** if these products are available.

SPECIAL STARTING ITEMS

During character creation only, the Player may also spend the character's Development Points on the acquisition of certain special starting items. The following list is in addition to the list of special starting items from **HARP**.

Item	Cost
Arcurian Short Bow	20
Arcurian Composite Bow	25
Arcurian Long Bow	30
Argentian Cuirass	25
Elenterial Lodestone	20

Arcurian Short Bow – The Arcurian Short Bow is a weapon of extraordinary manufacture and craftsmanship. It requires a character to have a Strength of at least 75 to use and has the Range Increment and other stats of a Composite Bow. Any fumbles made with this weapon ignore results of "weapon breaks". These are one of the preferred weapons of the Arcurias Bowmen. Not all bowmen have an Arcurian bow, and they are never sold, only awarded for feats of valor. It would be extremely rare for a non-Sithi to have one, but not impossible as bows have been awarded to outsiders on occasion or passed down through families.

Arcurian Composite Bow – The Arcurian Composite Bow is a weapon of extraordinary manufacture and craftsmanship. It requires a character to have a Strength of at least 85 to use and has the Range Increment and other stats of a Long Bow. Any fumbles made with this weapon ignore results of "weapon breaks". These are one of the preferred weapons of the Arcurias Bowmen. Not all bowmen have an Arcurian bow, and they are never sold, only awarded for feats of valor. It would be extremely rare for a non-Sithi to have one, but not impossible as bows have been awarded to outsiders on occasion or passed down through families.

Arcurian Long Bow – The Arcurian Long Bow is a weapon of extraordinary manufacture and craftsmanship. It requires a character to have a Strength of at least 90 to use and the modifiers for Range Increments are only a -5 instead of the normal -10. Any fumbles made with this weapon ignore results of "weapon breaks". These are one of the preferred weapons of the Arcurias Bowmen. Not all bowmen have an Arcurian bow, and they are never sold, only awarded for feats of valor. It would be extremely rare for a non-Sithi to have one, but not impossible as bows have been awarded to outsiders on occasion or passed down through families.



Argentian Cuirass – This steel breastplate is highly prized by the more magic-oriented members of the Argentian Legion. The breastplate is coated in a special silvery material that keeps it from tarnishing and keeps it clean at all times. The breastplate also acts as a +3 PP Adder, but only to counter the extra Power Points required by the breastplate itself.

Elentirael Lodestone – This is a reddish colored stone shaped much like an oversized wolf’s fang about 6" long. These rare items are widely prized by those who know how to use them. The Lodestone acts as a focus item, granting the caster with a +5 to all spell casting. Additionally, it grants a +5 bonus to inscribing runes of all types, and to sensing active magic. The Lodestone must be held, much like a wand, in order to be used.

TRAINING PACKAGES

Players can use the Training Packages below to help customize their characters. These packages reflect cultural biases and interests of both Anias and Cyradon, and can be a big aid in creating characters. As always, GMs and players should feel free to create Training Packages that suit their campaign and play style.

The Training Packages have been divided between Anias and Cyradon. Characters from Anias, you may have access to the Anias Training Packages, and characters from Cyradon may have access to the Cyradon Training packages. Certain of the following Training Packages have prerequisites, which may place restrictions on who may take them. These prerequisites may be based on profession, race or some other aspect of a character.

ANIAS TRAINING PACKAGES

ALCHEMIST

Alchemists study the art of creating potions using spells and occult formulae. Their need for obscure organic ingredients to supply mana for potions and to serve as the key constituents broadens their learning to encompass related mundane lore. Some alchemists apply their knowledge of toxins to create poisons rather than antidotes. All Alchemists must specialize in a specific branch of alchemy: potions, lotions, candles, or powders

Skill	Ranks
Alchemy	5
Arcane Lore (Spell Lore)	2
Herbcraft	2
Mundane Lore (Fauna Lore)	2
Mundane Lore (Flora Lore)	2
Poisoning	2
PP Development	2
Spell Casting*	3

*May select to divide these ranks in any one or more spells available through the character’s professional Sphere or from the Universal Sphere.

ARCURIAS BOWMAN

Guarding the Sithi homelands from invasions, the Arcurias Bowmen are some of the most deadly archers in the world. Their bows are of unprecedented quality and durability and the archers themselves are rarely, if ever, seen before they make their deadly strikes.

Prerequisite: Only those of Sithi blood may acquire this Training Package.

Skill	Rank
Armor	2
Stalk & Hide	5
Sniping	5
Weapon Group (Bows)	5
Weapon Group (any*)	3

*This weapon group may be any group other than Bows that the character selects.





ARGENTIAN LEGIONNAIRE

Heirs to the ancient military cohorts of Tarahir, the Argentian Legion are pledged to defend the passes of the Jura Mountains from the Orsai. Despite their claims of ancient heritage, the people of “New Tarahir” are typically of Skaldi blood, and draw income from the Treaty Kingdoms. Nonetheless, the Argentian Legionnaire retains the discipline and training of his forebears and the legionnaires, whether mounted or on foot, are respected foes. Many, although not all, of the Legion are Warrior Mages.

Skill	Rank
Arcane Lore (spells)	2
Armor	3
Healing	2
Power Point Development	2
Riding	2
Spell Casting (one spell*)	2
Survival	2
Weapon Group (Swords)	3

*This spell must be from either the Universal Sphere or the character’s professional Sphere. The player may select which spell gains the ranks.



BLADGORN

The Skaldi Bladgorn are mercenaries. Having been drawn from a dozen tribes who made their homes between the Jura Mountains and the Treaty Kingdoms, they formed the bulk of the army attempting to liberate Tarahir. Many fell in battle, but some survived to help the Tarahiri refugees flee the city.

Prerequisite: Only those of Skaldi blood may acquire this Training Package.

Skill	Rank
Armor	4
Brawling	4
Healing	4
Survival	4
Weapon Group (Swords)	4

CHARMWEAVER

The Charmweaver’s charms are relied upon by young and old alike to preserve them from magical and monstrous threats. When uncanny misfortune befalls the tribe or disease strikes down the healthy, the malice of an angered Charmweaver may be blamed and respect turn to superstitious fear and revenge.

Skill	Ranks
Cantrips	2
Charmcraft	5
Divination	2
Healing	2
Herbcraft	3
Mundane Lore (Fauna Lore)	2
Mundane Lore (Flora Lore)	2
PP Development	2

FESHARIAN ACOLYTE

The Fesharian Acolytes have the respect of all Orsai – and the fear and resentment of the Theocracy priesthood. The Theocracy considers the Fesharians to be heretics. They practice several different styles of martial arts, both armed and unarmed. The Fesharians rely on a deep spirituality augmented by years of austere training to always remain calm and to know when or when not to fight. The core of Fesharian belief is this: always help those in need of help. They make no distinction between Orsai or Skaldi or Tarahiri, or indeed human and Elves. Fesharian Acolytes will never leave a situation unresolved.

Skill	Rank
Chi Defense	3
Chi Focus	2
MA Combat Style (Dragon Style)	2
MA Combat Style (Monkey Style)	2
Martial Arts Strikes	2
Martial Arts Sweeps	2
Mundane Lore: Memran Theology	3
Weapon Kata (Staves)	2
Weapon Kata (Swords)	2



GHEREK SCOUT

Among the Orsai are the elite Gherek Scouts. These men are skilled at infiltrating behind enemy lines and gathering information on the enemy. A number of Gherek Scouts escaped from the tyranny of the Theocracy of Asut, fleeing to Tarahir when the Theocracy renewed its war against practitioners of magic, especially since the Scouts often used small amounts of magic to aid them in their jobs. This made no difference to the Theocracy; to them all magic was evil and needed to be exterminated.

Prerequisite: This Training Package is only available to those of the Ranger Profession who are of full Orsai blood. It has never been taught to any outsiders.

Skill	Rank
Armor	2
Perception	4
Riding	2
Stalk & Hide	5
Survival	4
Weapon Group (Swords)	3

G'SHUL ROVER

As the G'Shul travel across Anias, they are protected, led, and supplied in the wilderness by a small but elite group known as the Rovers. The Rovers are hunters, trackers, guides and scouts all rolled up into one.

Skill	Rank
Navigation	4
Perception	3
Signaling	2
Stalking & Hiding	4
Tracking	4
Weapon Skill (Missile)	3

OSH'TAHL HERBALIST

During their many years of wandering, the Gryxian G'Shul learned many things about the properties of plants and herbs and how to best use them and prepare them. Over the years, the Osh'Tahl Herbalists became well known, especially within the many small communities that the G'Shul traveled to. In those remote communities, the Osh'Tahl Herbalists were often the only doctors to be found.

Skill	Rank
Foraging/Survival	2
Healing	4
Herbcraft	4
Horticulture	2
Mental Focus	2
Mundane Lore: Flora	2
Mundane Lore: Herbs	2
Perception	2

THE PASCALLINE ORDER

A mysterious Order who can only be identified by the black briar rose tattoo on the nape of their neck, the Pascalline Order is one of the few military orders of Anias to admit women among their ranks. They work as advisers to other military units and usually wear the armor of those units or their own personal armor.

Prerequisite: The Pascalline Order only accepts Warrior Mages into their ranks.

Skill	Rank
Armor	3
Healing	2
Mundane Lore (Tactics)	5
Resistance (Stamina)	4
Riding	2
Survival	2
Weapon Group (Swords)	2



SKALGORN

The Skaldi rarely go to war without their warrior poets, the Skalgorn. These strange – some say insane – men charge into the thick of the fighting with their warrior brethren, singing battle songs and, in the aftermath, leading the dirges for the dead, and the songs of victory. The Skalgorn often carry certain musical instruments including a bodhran like small war drum to a small “battle harp” with highly strung strings which produce a sharp, brittle note. Foes of the Skaldi can recall the strange and eerie and nerve wracking music coming out of the misty hills, followed by the tense pounding of the battle drums followed by rains of arrows...

Prerequisite: Skalgorn are Skaldi only. No one else is quite so...insane.

Skill	Rank
Lore (Skaldi history)	4
Play Instrument (War Drum)	4
Play Instrument (Battle Harp)	4
Singing	4
Weapons Group (Axes)	4

VENTURER'S CLERK APPRENTICE

If you need to travel someplace that you have never been before, it is best to hire a guide. The best, and often the most expensive, guides are the Venturer's Clerks. These guides use their skills and spells to the best of their abilities in order to get their charges to their destination, no matter where that may be.

Prerequisite: Must have access to the Clerk's Sphere of spells.

Skill	Rank
Craft: Cartography	4
Herbcraft	3
Foraging/Survival	3
Trading	2
Navigation	3
Spell Casting (Universal/Clerk Sphere only)	5

CYRADON TRAINING PACKAGES

ATRIAH APPRENTICE

The Atriah comprise the largest group among any Gryphon eyrie. They are the craftsman and farmers; they tend to the needs of the eyrie and everyday life.

Prerequisite: Only Gryphons may acquire this Training Package.

Skill	Ranks
Appraisal	2
Craft (one craft)	5
Mundane Lore (related to craft)	5
Perception	3
Trading	5

DESNIAN PALLADINE

The Palladines of Desnia are an elite order of their military. They specialize in the Masumasi style of combat, a very deadly two weapon style.

Prerequisite: Only those of Desnian Arali blood may acquire this Training Package.

Skill	Rank
Armor	4
CA&M (Masumasi)	4
First Aid	4
Weapon Group (Long Blades)	4
Weapon Group (Short Blades)	4

GARUDA APPRENTICE

The Garuda are the Warriors of the Gryphon society. It is they who protect the eyrie from intruders and other threats. They are fierce in battle and their airborne attacks can be devastating to those one the ground. One of the other primary tasks for the Garuda is the hunting of game to feed the eyrie.

Prerequisite: Only Gryphons may acquire this Training Package.

Skill	Rank
Armor	2
CA&M (Ariel Combat)	4
Healing	2
Flying/Gliding	4
MA Combat Style (Garu Style)	4
Martial Arts (Claws)	4

GRAYM WARDERS

The Rhona are normally a very peaceful, however living within the confines of the Devastation can be very dangerous. To protect themselves, they formed the Graym Warders to guard and protect their holdings.

Prerequisite: The character must be Rhona to acquire this package.

Skill	Rank
Chi Defense	2
Chi Focus	4
MA Combat Style (Stone Fist Style)	4
Martial Arts Strikes	4
Weapon Kata (Gnorish)	4

JANIEAL INFANTRYMAN

The average infantryman from Janieal is taught this style with their standard weapon, the arula. The arula is a staff with a leaf shaped blade at one end, with the other end shod in studded steel. They are taught to not only use this weapon effectively, but to also work together with others.

Prerequisite: Only those of Janieal Arali blood may acquire this Training Package.



Skill	Rank
Armor	4
CS&M (Arula-ka)	3
Healing	4
Mundane Lore (Tactics)	4
Weapon Group (Staves)	5

MEETA APPRENTICE

The Meeta are the scouts of the Gryphons. They search out new places to explore, spy on enemies, and even search out likely hunting grounds for the Garuda.

Prerequisite: Only Gryphons may acquire this Training Package.

Skill	Rank
Armor	2
Flying/Gliding	4
Martial Arts (Claws)	2
Perception	4
Stalk & Hide	4
Survival	4

S'TOK INITIATE

After the Nagazi settled Evefalim, they discovered many old texts and manuscripts in the ancient ruins. Among those were the ones that became revered by a small group who later founded the S'tok Monastery. Over the years, the teachings of those manuscripts have allowed a small portion of the Nagazi to work towards spiritual enlightenment through striving for unity of mind, spirit, and body.

Skill	Rank
Acrobatics	3
Chi Defense	3
Chi Focus	3
MA Combat Style (Ji'Corva Style)	3
Martial Arts Strikes	4
Weapon Kata (Staves)	4

USIRAE APPRENTICE

The Usirae are considered to be somewhat fey or odd to the rest of the Gryphon society. They deal with things that, once upon a time, ended up causing the Devastation. This causes the other Gryphons to be both in fear and in awe of them at the same time. They are not quite outcasts, but other Gryphons tend to avoid them when possible.

Prerequisite: Only Gryphons may acquire this Training Package.

Skill	Ranks
Alchemy	2
Arcane Lore (Spell Lore)	3
Cantrips	3
PP Development	2
Resistance (Any)	3
Runes	2
Spell Casting*	5

* = Ranks may be applied only to spells from the Universal Sphere or the character's Professional Sphere.

VARAGHRA ACOLYTE

The Varaghra maintain the spiritual links of the Gryphons with their ancestors and the spirits of the world around them. Some call them shamans or animists or even priests. They are none of these, yet all of these both at the same time.

Prerequisite: Only Gryphons may acquire this Training Package.

Skill	Ranks
Arcane Lore (Spirit Lore)	5
Mundane Lore (Religious dogma)	5
PP Development	3
Resistance (Any)	3
Spell Casting*	4

* = Ranks may be applied only to spells from the Universal Sphere or the character's Professional Sphere.





NEW EQUIPMENT

The following is a list of equipment that is new for Cyradon. The first table is weapons that are common in the Cyradon setting. The second table is for Gryphon armor, which is slightly different than armor for other races.

WEAPON DESCRIPTIONS

Arula: The Arula is a type of Janieal Spear or Pole Arm. It is 7' long and weighs about 6 lbs on average. On one end it has a broad, leaf-shaped head, and quite often the other end is capped with a sheath of studded metal.

Masuri: The Masuri is a favorite weapon of the Desnian Elves. It is a long sword with a slight curve.

Masiri: The Masiri is an elvish short blade, often used in conjunction with the Masuri.

Gnorish: The Gnorish of the Rhona Gnomes is a small compact weapon that extends out to about 18" in

length with just a flick of the wrist. It is comprised of several hollow steel tubes that fit within each other. On the end of the smallest tube is a solid steel weight or stud that is used to make attacks with. To open the Gnorish, the wielder just flicks his wrist which causes the tubes to extend out and lock into place with click as small button on each inner tube slips into a specially prepared hole on the next larger tube.

Talon Tips: These are specially developed gloves worn by Gryphons. They allow a Gryphon to make a Medium Slash attack rather than a Small when using their natural attacks. They come in two distinct forms. The first are the forelimbs of the Gryphon and designed to fit over their talons. The second form fits over the Gryphon's hind feet and basically enhances the claw attacks that are possible with those limbs. The listing in the table is for a single pair of Talon Tips for either front or hind legs.

War Fork: Originally developed from pitchforks used to tend their mounts and animals, the War Fork has developed into a deadly weapon. It offers several different types of attacks and is extremely deadly in the hands of a warrior skilled in its use. It has a length of approximately 7' and is often decorated with symbols telling the history of the weapon itself.

Gryphon Armor

Item	DB	Camouflage DB*	Total DB	Cost	Weight (lbs.)	Production Time
Soft Leather						
Helm	1	2	3	2 sp	2	2 days
Gorget	1	2	3	2 sp	2	2 days
Pauldrons	3	2	5	2 sp	2	2 days
Cuirass	5	9	14	6 sp	8	3 days
Shirt	8	11	19	8 sp	12	4 days
Rigid Leather						
Helm	3	2	5	6 sp	3	3 days
Gorget	3	2	5	6 sp	3	3 days
Pauldrons	4	2	6	6 sp	5	3 days
Cuirass	10	9	19	16 sp	10	8 days
Shirt	14	11	25	20 sp	15	10 days
Full Suits						
Soft Leather	10	15	25	12 sp	16	10 days
Rigid Leather	20	15	35	32 sp	21	18 days

* Refer to the Armor Descriptions below for details

Weapons

Item	Cost	Weight	Production Time	Attack Size/Type	Weapon Group	Fumble
Arula	15 sp	5-8 lbs	4 days	Med. Slash/Crush	Staves or Pole Arms	01-04
Masuri	25 sp	4-6 lbs	5 days	Medium Slash	Long Blades	01-03
Masiri	20 sp	1-2 lbs	3 days	Small Slash	Short Blades	01-02
Gnorish	15 sp	2-3 lbs	4 days	Medium Crush	Clubs	01-02
Talon Tips	20 sp	2-3 lbs	6 days	Medium Slash	Martial Arts Strikes	01-02
War Fork	20 sp	6-10 lbs	6 days	Med. Slash/Crush/Puncture	Staves or Pole Arms	01-04



ARMOR DESCRIPTIONS

The new armor listed in the above table refers solely to Gryphon Armor. Gryphons have developed lightweight armor that they can wear whilst flying. This armor comes in two forms, soft leather and rigid leather. Due to their different physiques, Gryphons can only wear armor that has been specifically made for Gryphons. This physique also limits the actual pieces of armor that can be worn by a Gryphon.

A full suit of Gryphon armor consists of a helm, a gorget and shirt, or a helm, a gorget, pauldrons, and a cuirass. The helm covers the Gryphon's head, the gorget covers his neck, pauldrons cover his shoulders, a cuirass covers his chest and back, and a shirt covers a Gryphons shoulders, chest, and back. These are the only pieces that a Gryphon can wear.

For the sake of simplicity, a gryphon's body has the same number of hit locations as a normal humanoid body, and Gryphon armor covers the same hit locations and has the same defensive bonus as the equivalent piece of human armor.

Camouflage DB: Gryphons normally apply painted camouflage designs to their armor to make them more difficult to see while flying. These camouflage patterns are sky colored on the front of the armor and earth colored on the back of the armor. The Camouflage DB listed on the table above is the Defensive Bonus gained by the Gryphon from the camouflage designs. This bonus applies against ground based ranged attacks and attacks from other airborne foes while they are flying, and against all attacks from above when they are on the ground. It provides no bonus to foes on the ground while the Gryphon is also on the ground. Another effect of the camouflage armor is that it makes a flying Gryphon Extremely Hard to locate with a Perception maneuver.

Metal Armor: Gryphons cannot wear normal metal armor and fly. They can however wear ultra-light magical metal armors. The Gryphons have legends of fabulous metal armors that were made for them by the Cyrads.

Magical Armor: Magical pieces of Gryphon armor do exist, and are highly prized by Gryphons who go into battle.

CYRADON MOUNTS AND LIVESTOCK

When the Ritual of Estrousal was performed, it brought a number of species of animals back to life, including the Stionoir. Different types of Stionoir are used as mounts and one type even makes a good herd beast. The information given below is supplemented by the Stionoir entry in the Bestiary.

STIONOIR

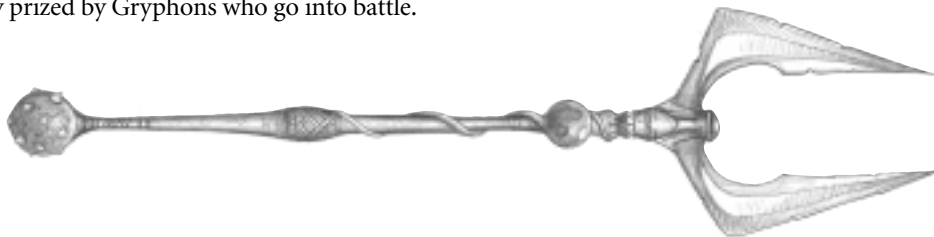
Stionoir are large flightless bird-like creatures that are native to Cyradon. There are four major types of Stionoir and several lesser varieties. The four major types are what are concerned here. The first one is nothing more than a food source and the other three are types of mounts.

Areya: The Areya Stionoir stands about 4' tall, yet weighs around 700 lbs. This creature is slow and heavy, and makes an excellent source of meat and is a common food source. The Areya has, in the past, also been used to pull wagons and carts as they have an extremely good carrying/pulling capacity.

Aumo: The Aumo is one of the most common types of Stionoir and it makes an excellent mount, and is often used as such. An adult Aumo can carry up to 700 lbs maximum. At half that load, 350 lbs, it can still move up to a dash, reducing its maximum pace by 1 for every 75 lbs above the half way mark, until its maximum pace is reduced to a Walk. The Aumo is a favored mount for the Nagazi.

Okin: These mounts are slightly smaller and lighter than the Aumo and have a smaller weight capacity than its larger cousin. It can move up to a Dash with a load of up to 250 lbs. Its maximum pace is reduced by one for every 50 lbs beyond that. The Okin is the favored mount of the Janieal and Desnian Elves.

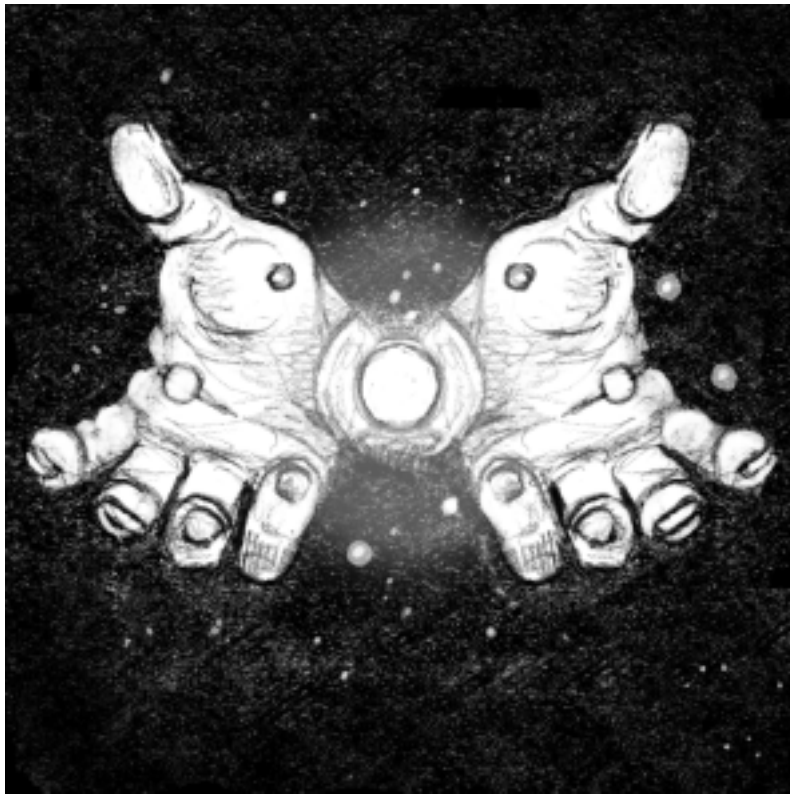
Vatoh: The Vatoh are the smallest of the three types of Stionoir mounts. They can move at a Dash with as much as 100lbs of weight. For every 25 lbs above that, their maximum pace is reduced by 1. The Rhona Gnomes use the Vatoh as mounts.



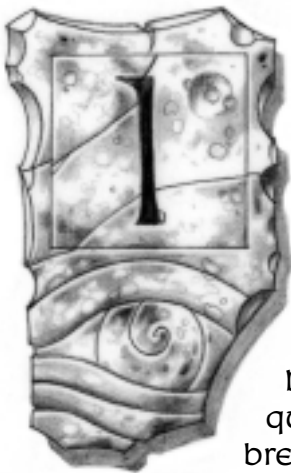
Animal	Cost	BMR	MPH	Max Pace	MN Bonus	Ht/Wt	Capacity (lbs)
Areya Stionoir (herd beast)	40sp	10	3.4	Dash	10	4'/700	600
Aumo Stionoir	20gp	18	6	Dash	30	7'/950	700
Okin Stionoir	45sp	16	6	Dash	40	6'/800	500
Vatoh Stionoir	50sp	20	6	Dash	20	4'/300	200



COSMOLOGY



6



It would not be a stretch to say that Stave, Barrin, Agarek and Roalan were each stunned, pleased and cautiously hopeful after they had seen more of what Belynar had to offer. For the Skaldi, the prospects of adventure, glory and riches seemed nearly endless. This was what they became mercenaries for in the first place! And home would be there when they returned. For Agarek, the bitter truths of Tarahir's war became quickly obvious. But there were many Tarahir in Belynar...this could be a new home, a fresh start. Roalan quickly found his way to the Sithi community and broke bread with them, thanking the gods for his deliverance from the evils of the wars that tore Anias apart.

But the bonds formed over the course of a few hours desperation back in the woods on Anias were stronger than any of the four expected. Just a few days after arriving at Belynar, Stave, Barrin, Agarek and Roalan found themselves seated together in a ruined public square, drinking their fill.

"We have done well together," Roalan said.

"And there is a lot we can do" Agarek said "If we work together!"

"This place is huge, and almost totally unexplored," Stave said.

"So," Barrin asked, "where to?"



THE WORLDS

Mystics and philosophers speak of several worlds.

THE MATERIAL WORLD

The first world, the lowest world, is the world of earth. This is the world, the physical realm.

THE SPHERE OF THE MOON

Mithra has one moon, a large blue white globe which orbits the planet in a regular cycle. Its bluish hue is most noticeable the further one gets from the equator. In the equatorial lands, over Cyradon, the moon is a pale and almost empty globe casting pitiless and cool light down onto the world below.

The Narsi believed that beyond the orbit (or sphere) of the moon, the void began. All things below the moon, they wrote, can be understood and described. All things beyond cannot. Whether this is true or not cannot be proved, only disproved. But it gave the Narsi the sense that Mithra was a lonely place, a place of life and light in an empty void. This melancholy attitude did not, sadly, prevent them from almost destroying the world.

THE ETERNAL OCEAN & THE POOL OF HEARTS

Beyond the Sphere of the Moon lies the Eternal Ocean, in which the stars and worlds are mere islands in the tide. Everything is born from that ocean of nothingness and potential, and all things return to the ocean in the end, or so the Elves say.

The spirits of fallen Elves sometimes have enough will and passion to remain whole. Such spirits walk the ways between the Eternal Ocean and the living world, guarding the secret paths and looking over the vast dance of the stars. The stars, the Elves say, are the burning sparks of passion and life of Elves who have died, or Elves

who are about to be born. When an Elf is born, they say that the star which is directly overhead is the birthstar of the newborn child, and the flame from which his spirit has sparked. Thus many elven families (particularly the Janieal and Desnian Elves) have constructed silver mirrored basins in their homes open to the sky. The Elves call these basins the "Pool of Hearts." When a child is born, the stars which can be seen in the basin are the child's life stars. Proud parents record the pattern of stars in the basins and etch it on platinum scrolls.

Certain of the elder elvish spirits, wandering the realms of spirit between the Ocean and the world of life, are linked by their own birth stars to certain realms of the heavens. Some Elves even pray to these ancients for guidance. See "Elvish Fellowships," below.

THE OTHERWORLD

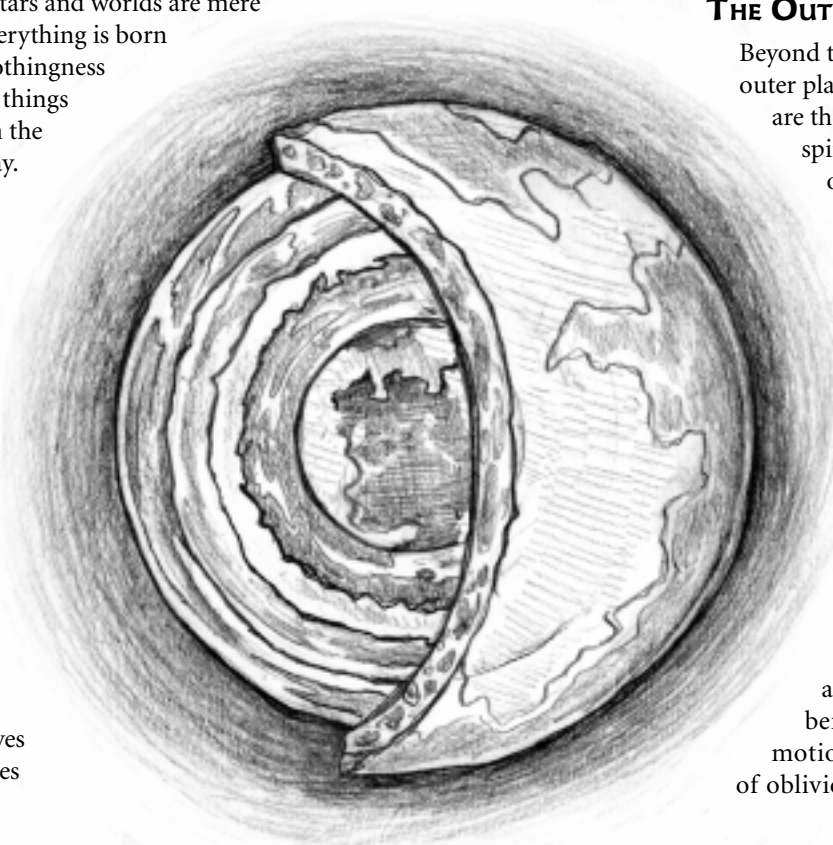
Beyond the earth is the world of spirit. The realm of spirit is the realm of the dead, and the half living, and the place where elemental spirits take form. In many ways the world of spirit is not really a world, rather an echo of the physical world, a shadow to the physical world's light. Living things do not live here; they may visit on occasion, in dreams, or more perilously, through magical travel. It's possible that the spirit world is actually part of the physical world, just hidden.

THE OUTER PLANES

Beyond the spirit world lie the outer planes. The outer planes are the realms of the higher spirits, the messengers of the gods, the gods themselves and other such creatures.

THE VOID

Beyond the furthest extremes of the mortal realms, the place where the stars gutter and fade is the void. This is the black emptiness of the time before the coming of light and life. The Void is bereft of energy and motion. It exists as a state of oblivious nothingness.





But intelligences lurk there. What they are is unknown. The Narsi made one attempt to catalogue these beings: they stopped when the magicians studying the void attempted to kill themselves. The Order speculated that these things were the last fragments of the souls of the things of an older universe. They labeled these powers “demons” and then they closed the study and never mentioned them again. They encountered these beings on occasion in the years following, and more than a few mages met their deaths fighting them.

While the void exists beyond the physical universe, a part of the void bleeds into the emptiness between the stars and its chill undertow effects the fringes of the spirit world.

On at least two occasions, mortal occultists have drawn forth some of the power of the void for some unknown reason.

6

HOLY MAGIC

Holy magic is the touch of the divine on earth: be it the breath of God, the passions of the deities of the Skaldi pantheon, or the subtle workings of the gryphon yazatas.

Every culture has its society of “holy” magicians. Holy magicians call on God or the gods to work wonders for their followers. Those who do study the arts of holy magic are remarkable individuals who try to study the inner workings of their god’s teachings and tend to the needs of their community. Those who do make the sacrifices and undertake the arduous studies to learn the secrets of holy magic are highly respected and valued by their fellow priests. To most, the sight of a cleric working miracles is enough to confirm that their god exists. However, most will convince themselves that when they see someone who is obviously worshipping a “false god” using such holy magic, they are witnessing charlatanry or arcane magic.

The following section details a number of deities worshipped on Mithra. This is not a comprehensive or all-inclusive list and should not be taken as one. Only those deities with relatively large followings are detailed. Following it is a section which details a few of the holy orders that can be found in Cyradon, either among the refugees or those who already inhabit Cyradon. As with the list of deities, this is not a comprehensive or all-inclusive list.

DEITIES

What is the definition of a deity on the world of Mithra? Definitions vary from culture to culture. A Gryphon philosopher might argue that the mountain deities of Rasa and Elgan are really yazatas, and not deities. A worshiper of Rasa and Elgan might conversely argue that the yazatas are really deities. After all, the Gryphons revere the yazatas, hold ceremonies in their honor, and call

on them in need, just as a follower of a deity would. How many different deities are there? Does a single god or goddess take different forms for different cultures? This question has never been settled. A religious scholar might argue that human goddess Mia-sha and the Dwarven goddess Tamine are one and the same. The gods of Mithra do not reveal their secrets.

TARAHIRI DEITIES

The most commonly worshipped god in Anias is Memra. Memra is the youngest of an old and largely forgotten pantheon. Memra came to be seen as an avatar of the ultimate god of the sun; eventually he came to be worshipped as the “king of the gods”. A god of life and light, Memra was the major deity of the people of Tarahir and the New Tarahiri city states. Other deities popular among the Tarahir were, Mia-Sha, (Memra’s spouse), and Nirgal, the patron of merchants. Most Tarahiri cities had huge temples to these deities, clad in white marble. At the peak of the Empire, from southern Skaldi tribes in the north to the people of the city of Asut in the south all worshipped at the white temples. However, the masters of Tarahir knew that religion was an important political tool, and as the empire grew, the deities of other peoples joined the imperial pantheon. While they encouraged other the people of the empire to worship Memra and his fellow deities, they issued Edicts of Tolerance forbidding any official interference in the construction of other temples, or the activities of other religions.

When the empire retreated, the worship of imperial deities remained, curiously unchanged. It left a massive cultural imprint and the cults even grew, finding worshippers in the cities and ports of the new Treaty Kingdoms, or in the heavily defended mountain vales of the city-states to the north of Tarahir.

To the south, in the Theocracy of Asut, worship of Memra became all-encompassing and eventually pushed out most of the other deities. The Theocracy then actively strove to destroy those who worshipped anything other than the state religion. This, along with many other factors, eventually led to the war between Tarahir and the Theocracy, leaving Tarahir destroyed and a ragged band of refugees fleeing through the mountains and finally through one of the Royal Roads to Belynar on Cyradon.

The human refugees stranded in Belynar have found themselves in a place where everything is alien. They have sought solace in communion with their gods – because where ever they are, only the gods can hear them. The refugees have no familiar temples, no places of worship, so they have improvised. Old Cyrad and Narsi temples and meditation chambers have been converted to small temples for their gods. The congregations are small and the décor is sparse or non-existent (some have found some small Narsi



religious tokens commemorating Memra and added them to their altars). But the temples have become important places nonetheless. Few have any dreams of establishing churches. Many have come to see worship not as expressions of divisions, but as an expression of common humanity. The strange faiths and attitudes of the Gryphons, Elves and Gnomes are too different, too alien to be fully understood (at least by a non specialist). But even to a worshipper of Memra, the Shrine Deities and the Skaldi gods are oddly familiar and reassuring.

But still, tensions boil below the surface and as time passes, sharper divisions will appear between the small human cults.

While the Memra listed below is the same deity worshipped by both the refugees and the Orsai of the Theocracy of Asut, the forms of worship are much different. Only the Tarahiri version of Memra is listed below.

MEMRA

Memra is the youngest of the Elder Pantheon. To some, he is omnipresent and omnipotent; to these people he is a harsh and judgmental god, a god of fire and deserts, wrath and plagues. To others he is merely a god between, a subtle, hidden and secret power. When he is called upon, he intercedes with the multitudes of spirits and powers and the universe.

Sigil: The Sigil of Memra is the sun, represented by a flaming star symbol.

Aspects: Lightbringer, life giver, herald of the dawn, guardian of warriors, the god of fathers and children, the bull god, the messenger god, the last of the Elder Pantheon.

Allies: Miah-Sha, Nirgal, Samia.

Enemies: Memra is said to be the one who guards the way between the universe of the living and the void. Creatures of the Void, such as demons are his enemies.



MIAH-SHA

Miah-Sha is worshipped as one of the elder deities of Memra's pantheon. A goddess of fertility and plenty, she is a popular figure of worship. Miah-Sha is a popular goddess in the New Tarahiri League cities, and is considered the patron deities of the various libraries and *skolastikosa* (schools of philosophy for the noble born) of those realms. Miah-Sha is a loving, but firm, deity. She is also worshipped by tribes who try and eke life out of the desert and the dry foothills of the eastern Juras Mountains.

Sigil: The sigil of Miah-Sha is a wreath of vine leaves, symbolizing both the harvest and the cycle of life. The sigil is rarely displayed in public.

Aspects: Miah-Sha has one aspect, that of the goddess of fertility. She is invoked in spring and at harvest. The "planting moon" and the "harvest moon" are named for her and some consider her a moon goddess. She is considered a "life goddess", of rebirth and new beginnings.

Allies: Miah-Sha is Memra's beloved wife and equal.

Enemies: Miah-Sha is the goddess who drives away the ghosts of the unhallowed dead. Those who still walk after they have died are beyond her laws, and must be destroyed.

NIRGAL

Nirgal is an ancient deity who was worshiped by the Mithrans. Nirgal is the patron deity of merchants, travelers, and craftsmen. He is said to be the inventor of currency, the builder of cities, and the inventor of all crafts. Legend also ascribes the invention of the scale to Nirgal, thus making him the patron deity of just and honest business dealings. Nirgal prizes honesty, hard work, creativity, and order without rigidity.

Sigil: A scale, compass, a house, a hammer, and a phoenix.

Aspects: Knowledge, insight creativity, fairness and honesty, order, and civilization.

Allies: Mia-Sha, Memra, Samia.

Enemies: Destructive, evil forces—demons, undead, evil monsters.

**SAMIA**

Samia is the goddess of love—playful, mischievous, and full of laughter. She embodies true love, and is the patron of lovers and happy families. Of all the gods, Samia is said to interfere most in earthly affairs—constantly striving to bring suitable parties together to promote love matches. Samia is the protector and guardian of all lovers, both young and old.

Sigil: A lovers knot.

Aspects: Love, goodness, harmony, spring, rebirth, happiness.

Allies: Nirgal, Mia-Sha, Memra.

Enemies: Evil beings, rigid, narrow-minded people with no sense humor, the haughty and the arrogant.

SKALDI DEITIES

The Skaldi worship a whole pantheon of Gods, from *Perkuna*, the god of storms, to the Goddess of fire, *Vella* to the Moon mother, *Niamh*. A small, scarcely organized, priesthood leads the worship of these gods. Few of these priests, however, have any sort of mystical power. They are primarily educated peasants, praised more for their storytelling than their abilities to bring divine favor. There's something stoic and worldly about Skaldi belief practices. As one Skaldi joke has it: we made a deal with the Gods. They leave us alone, if we leave them alone.

The exceptions to this are the Seidheri; they are highly educated and they do command some mystical abilities. But these abilities are due more to intense magical training and learning than any sign of divine favor. The Seidheri don't make a big issue of this fact, nor do they keep it a secret. Seidheri are necessary for civic functions, not merely interceding with divine forces, or leading temples.

The ancestors of the Skaldi tribes were animists and ancestor worshippers. The Skaldi never abandoned their ideas about the afterlife. The Skaldi priests do not talk of an eternity in the presence of the gods. The Skaldi tribes speak of an afterlife where all a soul's loved ones wait to greet them, or a place of gentle breezes and easy hunting. Skaldi visions of the afterlife are heavily influenced by the realities of their lives. The Skaldi afterlife is like a Skaldi man's time on earth, only easier and better. What brings joy and ease in this life is the stuff of the Skaldi afterlife.

**PERKUNA**

Perkuna is a heroic god, noted for his lightning spear. He is the slayer of monsters and demons and the guardian of Skaldi communities. When he and his company mount their magical steeds and hunt for monsters, there is thunder and lightning. Perkuna is a plain spoken, honest god who despises trickery and deceit. The Skaldi invoke Perkuna's name when swearing oaths.

Sigil: A lightning blast or a spear.

Aspects: Combat, hunting, justice, storms.

Allies: Perkuna is the first among equals of the Skaldi pantheon.

Enemies: Perkuna is bitter enemies with the evil god Y'gin; he is also the foe of monsters and demons.

NIAMH

Niamh is the wife of Perkuna. She is the goddess of the harvest, the protector of women, and a goddess of virtue, wisdom and self discipline and of healing magic. Niamh embodies the peaceful, more civilized aspects of Skaldi culture.

Sigil: The symbol of Niamh is a twisted knotted circle.

Aspects: Harvest, crops, healing, wisdom, crafts.

Allies: She stands beside all those who work the earth and who seek wisdom and understanding. Niamh sits at Perkuna's side as his counselor and helpmeet.

Enemies: Y'gin, and other evil gods.

VELLA

According to the Skaldi, Vella stole the secret of magic from the ancient dragons and gave it to the fathers of men. She is the goddess of magic, and knowledge. Vella is also the giver of runes. Her position in the Skaldi pantheon is ambiguous, since knowledge and magic can be used for both good and evil.

Sigil: A rune.

Aspects: Magic, fire, runes, forbidden knowledge, learning.

Allies: Variable—depending on whose side she is on. Vella usually stands with the good Skaldi gods.

Enemies: Dragons, demons, Y'gin.

Y'GIN

Y'Gin was born of a Skaldi maiden and a demonic father. He stands between the world of the dark and the world of the night. He is the killer and the trickster. He was Perkuna's worst enemy. There are no temples to Y'gin and no official priests. His presence is acknowledged, but he is not openly worshipped.



Sigil: The Symbol of Y'Gin is single flame, a candle in the dark.

Aspects: Death, pain, winter, the trickster god, the lord of midnight, the patron of sorcerers.

Allies: Y'Gin is the god of the rogues and thieves He works against Perkuna.

Enemies: Y'Gin constantly strives against Perkuna's insistence on goodness and nobility.

DWARVEN DEITIES

The Mountain People worship ancient Mithran deities, and are a deeply spiritual people. This spiritualism is reflected in their intense sense of community and deep loyalty to each other – and their tolerance of others. As Dwarves farm their mountain vales, or delve their mines and build their cities, they are working with the very stuff of creation – clay, fire and stone. Touching the stuff of creation with one's bare hands, they say, puts one in closer contact to the divine than any prayer. The Dwarves prefer to live their lives in accordance to their gods' wishes, rather than “frittering it away in temples and endless religious services.” After all they say—talk is cheap. Any one can claim fidelity to a god—but in the end it's an individual's actions and life that are a true expression of his or her faith.

The only moments when the Mountain People outwardly and actively pray to their gods are before and after battles, and at the birth of a child. In these instances, the Mablung thanks the gods for life, and asks the gods for a little help if the cause is just, or the child is worthy.

VASILA

Vasila is known as “The little grandmother” of the Dwarves. The Dwarves revere her as their creator and the wise old grandmother of their tribe. She is their teacher and protector—all dwarven children are placed under her protection at birth. The Dwarves consider themselves to be her children. According the dwarven legend, other deities bestowed gifts on her children at birth. These “gift givers” are worshipped by the Dwarves as their patron deities.

Sigil: A hearth and a spindle.

Aspects: Birth, children, life, protection.

Allies: Mikuel, Tamine, Atla, and other dwarvish deities.

Enemies: Enemies of the Dwarves, and evil gods.

MIKUEL/NIRGAL

The Mablung also worship Nirgal, but call him Mikuel. According to dwarvish legend, when Vasila created the Dwarves, Mikuel taught them various crafts; mining, metallurgy, building, so that they might have a roof over their heads, carpentry and other necessary skills.

Sigil: Hammer and anvil.

Aspects: Crafts, Smithing, Mining, Building, Trade, Commerce, Fairness.

Allies: Vasila, Tamine, Atla and other dwarvish deities.

Enemies: Enemies of the Dwarves, and evil gods.

ATLA

Atla is the embodiment of the mountains and sky. His realm is where the mountains meet the sky. He is a god of weather and storms, flying creatures and animals that dwell in the high mountains. He is also the god of dwarven dreamers, mystics, poets, artists, and of inspiration. He is also the patron of travelers.

Sigil: An eagle.

Aspects: Storms, travelers, the arts, animals, flying creatures.

Allies: Vasila, Tamine, Mikuel, and other dwarvish deities.

Enemies: Enemies of the Dwarves, and evil gods.

TAMINE

Known as “The sower”, Tamine is the goddess of plants and growing things. She also sows veins of precious and magical metals and gems beneath the earth. She is the patroness of miners, farmers, gardeners and dwarven rangers.

Sigil: A flowering tree.

Aspects: Plants, farming, harvest, mines, growth, life.

Allies: Vasila, Atla, Mikuel, and other dwarvish deities.

Enemies: Enemies of the Dwarves, and evil gods.

GRYX DEITIES

The nomadic Gryx worship many deities. In their travels the Gryx adopted deities and religious practices from the many cultures of Anias, including those of the Elves. Players running Gryx clerics may choose to be followers of any of the deities of Anias.

However, the most commonly worshipped gods by the Gryx are the Shrine Deities of the Juras Mountains. In fact, it has been the migrations of the Gryx themselves that has re-awoken worship of these deities and spread their worship through the Treaty Kingdoms and the southern Skaldi tribes.

THE SHRINE DEITIES OF THE JURAS MOUNTAINS

The high valleys of the Juras Mountains are dotted with hundreds of shrines to half forgotten deities of the old tribes of the hills and mountains above Tarahir. The tribes have long been absorbed into the southern Skaldi or



New Tarahiri populations, but fragments of their old language and worship survive even now, passed down through the generations from mother to daughter.

The shrine deities have proved oddly popular, viewed as links to an ancient and barely understood world. A few samples are included below. The shrine deities are usually symbolized by animals such as cats, wolves and deer. The deities all have small informal cults amongst the new Tarahiri and Southern Skaldi people. A number of independent clerics in Tarahir, the Treaty Kingdoms and the southern Skaldi lands practice the old shrine faith.

RASA

Rasa heals by the touch of his fur. He visits the dying and infirm at night and either eases their pain or allows them to pass peacefully. Rasa simply means “cat” in the old aboriginal language.

Sigil: Rasa is represented by a small mountain cat. His followers keep pet cats (something almost unheard of elsewhere) to show their affection for their god and to allow their god to watch them through the cats’ eyes.

Aspects: Healing, killing undead, life, cats, justice.

Allies: Rasa is an ally of Elgan; both are domestic deities.

Enemies: Rasa is said to be the enemy of murderers and is the god who tries to bring rest to the undead.

REMA

Rema is a wolf god who is said to walk the night during storms, hunting prey and protecting his followers.

Sigil: Rema is represented by a wolf in his shrines. His followers wear wolf teeth on a necklace.

Aspects: Storms, hunting, night, darkness, combat.

Allies: Rema has no allies, he walks alone. He watches over those who call his name when lost in the dark or the storm.

Enemies: All who do not respect this god are Rema’s enemies. He will destroy them without mercy or care.

ELGAN

In summer, Elgan soars on the warm south winds, bringing warmth to the high vales. In winter, Elgan enters the fires and beats his wings in the hearth fires of the people of the hills. Elgan means both “hawk” and “fire” in the old aboriginal language.

Sigil: Elgan is represented by a hawk. Elgan is said to be a spirit of fire incarnate in birds of prey. Elgan’s followers keep hawk feathers near their hearths.

Aspects: Fire, summer, the sun, birds of prey.

Allies: Elgan is a close ally to Rasa, though the deities belong to different worlds and their shrines are never close.

Enemies: Elgan has no enemies.

SITHI DEITIES

The Sithi gods are personifications of the world the Sithi live in. The Sithi gods are spirits born of the Boreal – Dairda the oldest god of oak and riddles, Huaithe the spirit of hawthorn and fire, Iogha the spirit of yew and of war, Uira the goddess of the wild heather of the hills and healing, Saille the river goddess and willow spirit, Beith the spirit of birch and winter and Luais the protector spirit of the Rowan Tree. The ancestors named these spirits long ago; woke them from their deep slumber to serve the Mithrans. The Mithrans fell and left those spirits awakened in the Boreal. It would take an age for their distant fallen descendants, the Sithi, to speak to them again. The





Boreal spirits are old and have been worshipped since ancient times. The Sithi do not bow to the Boreal gods, but the Boreal gods love the Sithi. They entreat with each other as equals. The Boreal gods can be harmed by the felling of a mere tree. The forests of the Boreal are vast, however, and the Boreal gods remember. But the bravest of the ancient Sithi went and knelt before the Boreal Gods and made alliance with them. Those Sithi, the makers of alliance, were the first Draiocht.

The Boreal Gods are the Sithi's protectors and guardians. Beith leads the souls of fallen mortal Sithi into the sleeping heart of the earth. Saille brings water and spring to the forest. Huaithe is the spirit of fire and magic. When Sithi warriors carve their longbows, they pray to Iogha to make their bows strong and make their aim true. In return, the Sithi commit themselves to the service of the Boreal gods. Newborn Sithi are marked with the sign of one of the Boreal gods. The sign commits the newborn Sithi to serve his patron god and never to harm his god. A child born to Iogha can never fell a Yew tree for any purpose other than the making of bows. A child born to Saille cannot desecrate a stream for any reason. Woe betide to any of the Sithi who violates that ban. The Boreal gods have ways to punish offenders, and their reach is long.

DAIRDA

The Oak is the oldest of trees, the Sithi say, and is the lord of wisdom and law. An oath spoken under an oak, or a treaty signed on the bark of an oak is holy and cannot be undone without offending fate. Dairda is the spirit called upon when a king is crowned: Sithi lords all wear oak leaves on their crown as a sign of honor. Dairda is not to be trifled with. If the Oak is offended, he can turn all of the powers and creatures of the forest against the offender.

Sigil: The sigil for Dairda is the Sithi rune for Oak.

Aspects: Dairda is the spirit of riddles, the overseer of treaties and the lord of the forest and all that dwells therein.

Allies: Dairda is the ally of chieftains and kings who are both strong and generous. Dairda is the chief tree and thus commands the allegiance of all things of the forest, from the smallest of animals to the faerie spirits to the Sithi themselves.

Enemies: Dairda is the enemy of oath breakers and traitors. He hates cowards. The Sithi mark criminals with Dairda's sigil and chase the criminal through the forest. If the criminal survives the ordeal (hunted by both the Sithi and all the things of the forest) he is considered innocent.

HUAITHE

Huaithe is the spirit totem of power. He is the most dangerous and most blessed of the Boreal Gods. He rules fire, which is both a blessing and a curse in the Boreal forests. He rules the lightning storms – the birth of fire in the Boreal. His influence can bring cooling rain in the summer or destructive fires. Cealla – Sithi magic workers – utter spells in Huaithe's name, in the hope that his influence will ensure the spells they are wielding work. But most Cealla know that Huaithe is a wild power and often will make magic go awry for his own reasons.

Sigil: Huaithe is represented by the rune symbol of the hawthorn tree.

Aspects: Huaithe is the totem spirit of fire and magic. Huaithe is the patron totem of Cealla – Sithi magic workers. He is also the totem of survival in winter.

Allies: Huaithe, for all his wild and unpredictable ways is the protector of the young. Mothers place a piece of hawthorn branch under their child's pillow to protect them from childhood ailments. Huaithe is also the spirit called upon by travelers, wishing to be kept safe from storms and other perils of the road. Huaithe is a loyal servant to Dairda, however, and does his bidding.

Enemies: Huaithe is unpredictable and wrathful. Those who must fear his wrath most are magicians who do not pay him homage in his domain. There is a story told by the Sithi of how Narsi accompanying Tarahiri legionaries into the Boreal came to a hideous end for not offering the correct respect to the hawthorn tree.

UIRA

Uira is the totem spirit of young girls, and the spirit of healing. She is also the totem spirit of farmers and herbalists. She is the "daughter" of Dairda and is considered to be the spirit of mercy, interceding with the more powerful spirits.

Sigil: Uira is the totem of the heather plant, and is symbolized by the rune Uira, or a sprig of the plant worn by a worshipper.

Allies: Uira looks over those Cealla who specialize in herbs and healing and is also the spirit who blesses those who need rest. All of the other Boreal totems will come to her aid if she desires it. She may be a spirit of mercy, but she is also protected.

Enemies: Uira has no enemies, but if one carrying her sigil is harmed, then she can call upon many allies to destroy the life of the sinner.

BEITH

The Sithi say that the birch trees have their roots in the underworld where the souls of the honored dead sleep in eternal peace. When a dead Sithi is honored and



then burned, the funeral pyre is scattered with birch trees. Those who wish to survive the cold of winter, or wish to die honorably often pray to the birch tree. Beith is perhaps the most feared of the Boreal deities. She is not unpredictable like Huaithe. She is very predictable, and unstoppable. Once someone has been marked for her disfavor, their fate is as inevitable as the coming of winter. She always moves slowly and unstoppably. Some say that Beith enjoys the slow fear and despair of the one that angered her.

Sigil: Beith is the birch totem, and is represented by the runic symbol of the birch tree.

Aspects: Beith is the goddess of winter and the spirit of death. Beith leads the souls of fallen Sithi into the underworld.

Allies: Beith commands the all the souls of the restless dead who fall under the shadows of the birch tree (even now, many Sithi execute their criminals in the shadow of the birch, so enslaving the criminal for eternity to Beith). She can send these ghosts to terrorize her victims, or to keep watch on those who carry her sigil far beyond Sithi lands. The other spirits are said to be somewhat afraid of Beith.

Enemies: Beith has no true enemies. She relentlessly and remorselessly ends all those who would be her enemy. Harming someone who is marked with her sigil marks them as an enemy.

THE GRYPHONS

The Gryphons are animists. To the Gryphons, everything is a spirit, as vital a personality as every living thing. Everything is a spirit: a rock is a spirit, a blade of grass is a spirit, a fox is a spirit and an ant is a spirit. Each of these spirits has individual traits and each must be respected. So while a Gryphon hunts and devours a deer, the Gryphon must also respect the fact that the deer is a vital and vibrant personality, just like the Gryphon. After eating, Gryphons also whisper a brief prayer of thanks.

The Gryphons do remember a pantheon of gods; however, this remembrance is primarily metaphorical. Gryphon poets will speak of Kala-Meeta, the old goddess of death and sleep, and Simath, the goddess of life, and Dala, the God of fire. The Gryphons call these gods the first pantheon. These were the gods worshipped by the Cyrads. Whether the Cyrads learned these names from the Gryphons is debatable. Even now, Gryphon animists, studying the arts of healing and power will separate their studies into realms. Each realm is named for the First Pantheon god. A Gryphon animist who is learning the ways of fire will study the realm of Dala. An animist who wishes to study the power of life and rebirth will study the realm of Simath.

The Gryphon people do offer prayers and small sacrifices to a pantheon of spirits called the Yazatas. The Yazatas (described under Yazatas, below) are the link between the mortal life of the Gryphons and the divine and distant realm of the gods. The Yazatas are commemorated by ceremonies held around an eyrie's hearthstone, or by private meditation on festival days. When a Gryphon Varaghra calls upon the old pantheon, he is in fact calling on the Yazatas who act in the name of the old pantheon. This of course leads to many debates over how metaphorical the old pantheon are, how powerful the Yazatas truly are, and where they fit in the scheme of things. Each eyrie – indeed, each Varaghra shaman – has a different answer for these questions.

Finally, the Gryphons do speak of a being they call “god.” For many, God is a personification for the universe, the cosmos as a whole. “We are all god and god is all of us” they say. For others, God is a real and living force, the prime mover, the giver of life. Beyond the Yazatas, beyond the Elder Pantheon lies the essence of all that is: that essence is god. To these Gryphons, “God” is providence, a unifying power driving the cosmos. This God is a metaphor for life itself. To others, god is the ultimate father of all the elder deities, the being that awoke at the dawn of creation in the dark of utter night. God is the figure that created life and offers grace for those mortal creatures who follow his laws. To these Gryphons, God is similar in concept to the human god Memra

In the end, though these considerations are a small part of Gryphon life. For Gryphons, to soar on the morning winds, watching the sun rise is the greatest appreciation they can give the world. Gryphons love living so much that what comes before and what comes after matters little.

THE YAZATAS

The Yazatas are not just one type of spirit, but many. Some are the ghosts of old Gryphon shamans and warriors; others are the elemental spirits who have clustered close to the Gryphons over time. Still others seem to be older again, and the Gryphons believe these ancients are the children of the old pantheon of the gods. Some are the spirits or memories of the ancient Saena, watching over the last Saena race.

The Gryphons all believe that the Yazatas watch over them. However, many disagree on the exact nature of the Yazatas and their purpose. Most agree that the Yazatas subtly interfere in the living world to help protect their charges. Some say the Yazatas have become personifications of elemental forces. Others claim that the Yazatas are the link between mortals and the divine, interceding for mortals with a distant god. Still others say that the Yazatas are in fact gods themselves, lesser deities born of mortal desire, deities who serve both the distant god and humanity.



Gryphons Shamans (Varaghra) call upon the Yazatas for aid and guidance. When the shamans work magic, they are asking for the Yazatas' intercession. When the Varaghra need to make important decisions, they pray to the spirits for wisdom. When the Varaghra sleep, they listen for the whispers of the Yazatas to gain insight.

The Yazatas work by forcing hundreds of subtle changes in the world. They draw together hundreds of threads of events and decisions to create an effect elsewhere. If the Yazatas want two Gryphons to meet and have a child, the Yazatas will delay one Gryphon's flight, cause another to lie awake sleepless, cause yet another to feel slightly ill – all causing one of the Gryphons to be somewhere he normally would not be, and make another take a journey in another's stead, leading eventually to a fateful meeting. The Yazatas are rarely so arbitrary, but it leads the Gryphons to assume that everything happens for a reason. It's a comforting idea.

The Gryphons do not make a habit of naming the Yazatas, but they do believe that different yazatas have different personalities. They consider each eyrie, each holy place to have a Yazata present. Different rivers, seasons and mountains will also have Yazatas present. Gryphons will therefore speak of the Yazatas of the Ancient Eyrie, the Yazatas of Piremor, the Yazatas of the Upper Airs, and the Yazatas of the Tanolain River.

The Yazatas are considered to have the same ornery personalities the Gryphons treasure in themselves. The Yazatas are certainly not seen as holy, serene creatures. If the Yazatas are the closest thing the Gryphons have to the idea of fate, then fate has a black, wicked sense of humor. The Yazatas do things for the hell of it as often as they do things to help out mortals. The Gryphons also say that the Varaghra become more like the Yazatas as they get old and the Varaghra's bad habits rub off on the spirits. If the world seems to become stranger and cussed, they say, it's the accumulated cranky humor of generations of old Varaghra sharpening their claws on the threads of reality gouching through eternity.

ELVISH BELIEFS

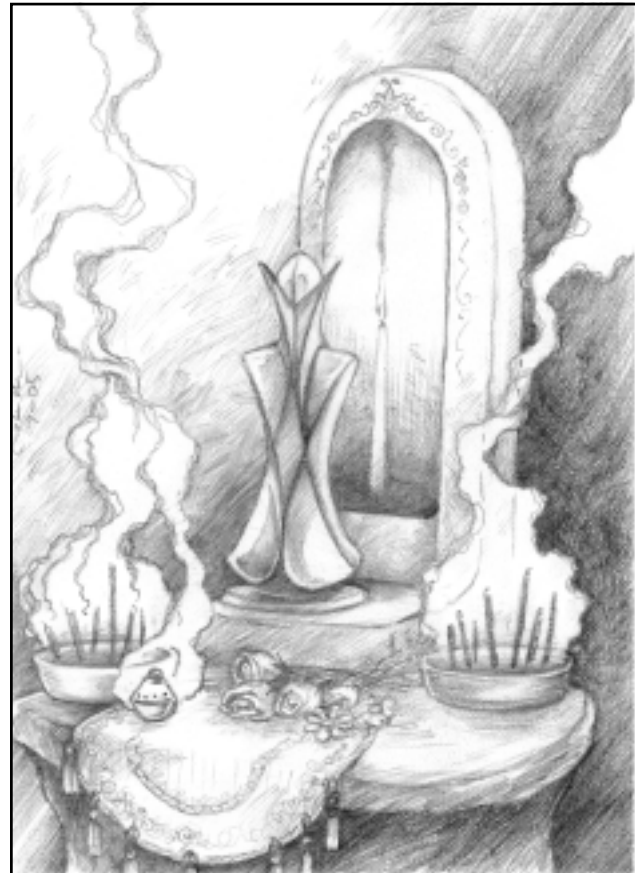
The Elves of Cyradon do not have an "official religion." Instead, the Elves participate in quiet, private worship, revering deities and spirits that individual Elves or elvish families feel close too. The Elves also send small prayers of remembrance to their ancestors who have faded from the mortal world and are now free spirits under the sky. The Elves do not build public temples, but worship instead in small family shrines, or in sacred open spaces. Beyond the more personalized interaction with the spirits, the Elves share the Gryphon's pantheist or animistic view of the world.

What few elvish Clerics, called Asyr, there are reside primarily in small monasteries or wandering the lands aiding those in need. The Asyr believe that there needs to be a balance in nature and among the spirits and they work to maintain that balance. However, this has caused numerous sects within the Elven religion as elvish philosophers cannot agree upon what constitutes that balance.

THE ELVISH SPIRITS

Akin to the faerie lords, the elvish spirits are the powerful wills and passions of the Elves who have slipped from their shackles of mortality to wander between the earth and stars. Most fallen Elves return to the earth and the sky. Their love and their life returns to the source of all things. They are reborn later as an entirely new personality. But some, whose identity and will are so strong to prevent them dissipating into the so-called Pool of Life ascend to greater power. Making their homes in shafts of moonlight and in palaces of gossamer spirit behind the moon, the spirits walk the earth and intercede on behalf of their descendants, watching over the Elves people as a whole.

Each of the elvish tribes has a number of such guardians. The spirits guarding the Elves are puissant and





wise. They subtly speak into the dreams of their children, to warn or try and guide their listeners to wisdom.

One of these spirits is the daughter of the founder of the realm of Desnia. Her name is Kera. While her father and brothers created a militaristic culture, she struggled to make the Elves of Desnia appreciate art and poetry. She was as much a warrior as the rest of her family. She is said to have died in battle. Her spirit lives on, watching over Desnia. Another of the spirits is Sanda of Penlasse, a wandering knight in his day who fell fighting an enemy “born of the sea”. He died through impetuosity, the legends say, and now his spirit walks the night counseling patience. Elvish passion has been the undoing of the elvish people before. The Elves of Penlasse are somewhat inclined to listen. Their Desnian overlords are not.

Most of the elvish spirits are little more than ghosts, but it is said the most powerful of these spirits are puissant enough to walk with the gods, and command the very elements. When the greater spirits speak, the oceans churn, the winds blow, and fires gutter and die. Only in times of great crisis do they speak, and the phenomena associated with these brief but important conversations are well known to soothsayers and fortune tellers as omens of ill repute.

At other times, the spirits merely guard the Pool of Life, living in dreaming slumber, at one with the tides and the winds and the tremors of the earth. Still, the spirits lend their strength to the whispering echoes, the hidden power that infuses all elvish lands to one degree or another, and their breath gives power to elvish Paladins, Clerics and Weavers.

Some of the lesser spirits act as guides on the paths of mist walked by elvish magicians. Other than the spirits who guide travelers along the paths of mist, the spirits do not act directly to help their descendants. Rather, they try and subtly influence people through their dreams and imaginations to act to protect the Elves – and life itself. Such interventions might include a poet being inspired to write a song which contains a message that only the chosen one will understand. Other interventions are more subtle still, with the birds moving in a certain way, or the wind getting a little cooler when an Elf contemplates and important decision.

However, the spirits are not neutral. They are primarily interested in the survival of their descendants. They remember old grudges. They have their own agendas and keep their own counsel. Many seek to continue old feuds through their descendants.

GNOMISH DEITIES

The Rhona gnomes have a complex and varied set of spiritual practices, which they do not share with outsid-

ers, but form the core of Rhona society. The gnomish rituals seem to be about attracting the attention of their faerie kin, and something called “stirring the cauldron of the sky.” The Rhona religious practices imbue the earth with a power and a love and a sense of holiness akin to the elvish “Echoes”.

To the Gnomes, the universe is the deity. The universe, as understood through the earth, the moon and the sun, encompass all that is. The Gnomes are a living part of the universe made flesh, or so their legends say. They are tiny sparks of the universal essence made mortal, and thus the Gnomes have a powerful purpose in the universe. Despite this grand claim, the Gnomes only have the vaguest of ideas about how to execute their “duty” as part of the universe. gnomish culture is based on long tradition. Even those Gnomes who have passed beyond, into the otherworldly realm shared by the spirits, the doubt continues: what is the duty of the Gnomes, and how does one accomplish it? In many ways, the gnomish rituals encompass elvish and Gryphon spirituality. The Gnomes share the Gryphon sense of animism: they believe that spirit imbues all matter. They also believe, like the Elves, that they are bound to the otherworld by their souls. However, that essential doubt about the Gnomes purpose means that the Gnomes cling even more tightly to their ritualistic sense of duty. The Gnomes have concentrated their animistic beliefs into the worship of three totems: Moon, Sun and Earth. The dedication to these totems now defines a lot of gnomish society and morality.

Gnomish rituals are led by animists who are chosen randomly for that one ceremony. The ceremonies last one full night, on the night of the full moon. Gnomes who are away from their communities will still attempt to commemorate the celebration, and will carry a flask of holy wine with them on all their journeys.

GNOMISH TOTEMS

The Gnomes place strange offertory sculptures at the center of their warrens or glades. The sculptures are representation of the sun, the moon or the earth. Each totem is different, and only a trained eye can tell what the sculpture represents. Each tribe has different ways of portraying the sphere in question. Each totem represents the tribe and their connection to the universe. Each totem becomes, in a way, a deity made of the love and life of the gnomish tribe. Each gnomish cleric carries a totemic symbol with them (a silver bracelet for the moon, a gold coin for the sun, or a bronze brooch for the earth) that spiritually links them to that “deity” at all times.



SUN

Gnomish clerics who follow the sun tend to focus on nature and life and healing. Gnomish tribes who adopt the sun as their totem tend to be gentler, and of a better disposition towards strangers. Choose the day, these gnomish say, and join us in the noontide light.

Sigil: Sun is represented by a small gold coin, worn around the neck or woven into a gnomish cleric's hair.

Aspects: Healing, life, nature, growth, compassion.

Allies: Sun looks over everything, and brings warmth to all who are alive.

Enemies: Sun calls for the end of all undead things and the restoration of all under his face. Those who practice dark magic are his enemies.

MOON

Moon is a trickster goddess, and the goddess of storms and the night. She is an unpredictable and passionate totem, and those who follow her tend to adopt these traits. Difficult, moody and secretive clerics are identified immediately as being "moon's children".

Sigil: Moon is represented by a silver bracelet worn on the right arm.

Aspects: Night, darkness, trickery, women, mysteries, sleep, childbirth, storms, justice.

Allies: Moon looks over thieves, tricksters and those who seek mysteries. She watches over women and over children. She is revealed in anger during storms, but the gnomish all know that storms are part of the world, and in their wild rage, life can survive and begin anew.

Enemies: Moon is a storm totem and she despises all who do not respect her. Those who wander abroad during her storms are either brave or stupid. She tests the brave. She destroys the stupid. Those who harm those she looks over (such as women or children) are her enemies, and her followers must work in her stead to bring enemies to justice. Followers of the Moon totem often hunt Schirae raiders back to their lairs and kill them.

EARTH

Between Moon and Sun lies Earth. Earth is the totem of the world. Earth is the totem of mortal experience: Fire and War. Earth is the totem of hard won experience and earth is the totem of those who are patient. Followers of the Earth totem are the least numerous, but they are an important part of gnomish society. Those who follow Earth survive. Without the clerics of Earth and their bronze brooches, the gnomish may not have survived the horrors of the Devastation and the rise of the Schirae. Earth's followers tend to be silent and grim.

Sigil: Earth's followers wear a dark bronze brooch at their shoulder.

Aspects: Fire, war, death, survival, bravery.

Allies: Earth looks over warriors and those who learn the truth of the world through hard experience. Earth is close to those who fight and those who toil the lands without hope of reward. Earth looks over the old and the infirm and waits for them to join him. Earth chooses the brave, and Earth dooms the cowards.

Enemies: Earth has no time for cowards who reject the gifts of life, or those who do not fight to save what is right and good. Earth is the enemy of assassins and those who strike from behind. Earth remembers those who harm the world out of folly, and Earth is the enemy of the Narsi and the Schirae.

NAGAZI DEITIES

THE SAGES

Known as "The Wise Ones", the Sages are the seven deities who brought the gifts of civilization and learning to the Nagazi. According to the Nagazi, when their ancestors discovered the ruins of Evefalim, they prayed in the ruins of one of the temples for guidance. The ancient gods of Evefalim sent seven sages to instruct the Nagazi in the arts of knowledge, magic, and civilization. Each sage has equal stature, and as a group they represent the arts, skills, crafts, and knowledge necessary for a harmonious, thriving civilization. To that end, there are no specialty Nagazi clerics who are followers of just one of the sages; a Nagazi priest is a priest of all the sages. The Nagazi holy year is marked by 8 major religious festivals; seven three day festivals each dedicated to one of the Sages, and a 7 day festival dedicated to all of the Sages.

1. **Anu (male deity):** The teacher and loremaster. Anu's province is reading, writing, mathematics, history, education and lore. He is most often shown as an older distinguished Nagazi scholar instructing the young. Anu's festival marks the beginning of the new school year.
2. **Turan (male deity):** The "maker". Turan is also a teacher—he taught the Nagazi the crafts they needed to rebuild Evefalim. He also gave them currency and taught them city planning and engineering. Shoddy workmanship and dishonest business dealings are considered an affront to Turan. His festival is marked by trade competitions, guild feasts, the beginning and end of apprenticeships and journeymenships, and the launch of new businesses.



3. **Naunet (female deity):** Naunet is the goddess of fertility, agriculture, love, marriage and families. She awakened the sleeping fields surrounding Evefalim and taught the Nagazi how to plant and gather the fruits of the earth. Her teachings promote respect for the natural world, and have taught the Nagazi the how to live in harmony with nature. Her province is also love, marriage, and families. Naunet is the guardian of the home and hearth, and the protector of the eggs and hatchlings. Her festival in the spring is a time of betrothals and marriages. Her festival is considered an especially auspicious time for eggs to hatch.
4. **Neith (female deity):** There were no mages among the Nagazi until the coming of Neith. She founded the first college of magic among the Nagazi, and picked each student personally. Neith taught not only magic, but the responsible practice of magic. Powerful magics, she taught did not give the mage the right to impose his or her will on others. Neith decreed that any mage who abused his or her power would be stripped of their magic permanently. Hatchlings born with magical talents are said to be favored by Neith. Her festival marks the selection of students for magical training.
5. **Dania (female deity):** Dania is the patron of the arts: music song, dance, poetry, theatre, painting, literature, sculpture, and all arts that inspire and refresh the spirit. Here festival is marked by art competitions, poetry readings and theatrical festivals.
6. **Menhit (Male deity):** Menhit is the god of law, philosophy, and justice. He is also the god of wisdom and compassion, and of war. In his aspect as the god of war, Menhit acts as the protector of the Nagazi against aggressions, and battles fought to right injustice. Menhit does not condone wars for gain or aggression.
7. **Kami (female deity):** Kami's spheres are healing, medicine, spirituality, insight, balance, wholeness, harmony, integration. She is the greatest of the teachers; Kami teaches the Nagazi how to use the arts and gifts of the other Sages in harmony. Kami is also the goddess of healing. Hatchlings born during her festival often become healers or clerics.

Sigil: As a group—seven interlocking circles, a tree with seven flowering branches, a seven-stranded braid.

Aspects: Varied.

Allies: Each other, and various Mithran and other deities.

Enemies: The forces of evil.

RELIGIOUS ORDERS

This section details several religious orders available to players. Not all possibilities are represented, but those given should be enough to give the players and GMs the ability to craft their own from the information given above. Some of the religious orders below list more than one profession as possible members.

A few priestly orders are discussed below in general terms to help flesh out the background of clerical charac-





ters. The list is not – and could not be – exhaustive. It is possible that not all of these orders will be present in Belynar. Which ones are present depends on player and GM preference.

The spells given for each order use the common name of the spell as listed in the **HARP** rulebook. However, each Order will have unique names for the spells within its Sphere. It is left up to the Player and the GM to come up with individual names as they want.

SEIDHERI

The Seidheri are an old priesthood. They walk at the heart of Skaldi society, men and women protected by ancient blood laws, and feared by many and respected by all. Wielders of powerful magic and tremendous political influence, the Seidheri are best considered as a tradition rather than a priesthood, or a profession. The most senior Seidheri are the *Brehai*, the interpreters and enforcers of the blood laws – judges, diplomats and oftentimes, war leaders. These Seidheri are the only ones entitled to lead all of the Skaldi tribes in times of war. Chieftains and kings may hold temporal power, but the magic and traditional clout wielded by the Seidheri override the word of kings.

Focus: All of the gods.

Culture (Temple Locations): The Seidheri do not build temples. They hold ceremonies in the old abandoned faerie forts, stone circles and passage tombs of the ancients.

Membership: Skaldi humans and Sithi.

Benefits of Membership: The Seidheri have access to a great deal of political power and legal clout among the Skaldi. They will always be given shelter and food by any Skaldi.

Restrictions: The Seidheri may never violate an oath.

Symbol: A series of strange runes, tattooed into the Seidher's flesh.

Dress: Practical wool and leather clothing. Most carry an engraved oak spear, denoting office - usually a PP Adder by use of the Holy Symbol spell. The spear is often a +10 OB weapon of quality as well.

Structure: The heads of the order are the *Brehai* (judges). The lowest rung of the order are called bards.

Philosophy/Purpose: The Seidheri are the glue that holds Skaldi society and culture together. They ensure that the blood laws are respected.

Activities: The Seidheri travel from village to village offering their services to all that need them. They settle

feuds and disputes and test the battle readiness of young warriors. In times of war, the Seidheri will also leads troops, either directly, or as an advisor to other war leaders.

Favored Categories: Clerics of this order place both of their selected Favored Categories into the Influence Category, gaining a total of 6 ranks in that category.

Spells: Seidheri have access to training in spells from the following list. They gain access to all of the spells listed under Seidheri Sphere and may select any 5 spells from the Selectable list to bring the total for their sphere up to 20 spells.

Seidheri Sphere	Selectable Spells
Bless*	Bladeturn**
Calm***	Changing Ways***
Charm***	Confusion***
Divine Hammer*	Darkness**
Drain Life*	Distractions***
Dreams*	Fear***
Guidance*	Fire Nerves**
Harm*	Jolts***
Holy Symbol*	Mage Armor**
Intuitions*	Merging Ways**
Major Healing*	Passing**
Past Visions***	Phantasm***
Rune Mastery**	Presence**
Tongues***	Shock**
Turn Undead*	Stun Cloud**
* = Spells from the Cleric Sphere	
** = Spells from the Mage Sphere	
*** = Spells from the Harper Sphere	





BROTHERHOOD OF THE EARTH

Focus: Niamh.

Culture (Temple Locations): Varies. Temples are usually simple affairs (temples not made with hands) in the countryside; they are never located within a city. The Brotherhood of the Earth is a widespread organization, reaching from the Sithi lands far to the north all the way south to the edges of the Hierocracy of Asut (where they are outlawed). Some members of the Brotherhood even sojourn into the lands of the Hierocracy and teach what they know there, but always carefully so as to avoid notice whenever possible.

Membership: Humans or (rarely) Sithi. Many Rangers are lay members of this order, or affiliated with it. Lay members do not gain the benefits of membership that full members gain.

Benefits of Membership: +10 to locating herbs in the wild, identifying plants, and tracking outdoors.

Restrictions: No killing of any animal or plant needlessly.

Symbol: A tree. This normally takes the form of an amulet or brooch pin that is worn by the cleric.

Dress: Brown hooded robes with a leather belt. All wear a simple amulet in the shape of a tree; the color and ornamentation indicate rank. (It is often a PP Adder as well – i.e. by use of the Holy Symbol spell).

Structure: The head of a *branch* (the church is often referred to as the *Tree*) is referred to as Father or Mother, while all other are simply *brothers and sisters*. The structure of the religion is very loose.

Philosophy/Purpose: Respect for nature is the theme stressed by the order. While not vegetarians, they teach that killing for sport or other wasteful purpose is evil. The order has an understanding of smart farming techniques (crop rotation, etc.) and imparts this information to area farmers. They bless harvests and often preside at fall festivals.

Activities: These Clerics are rurally oriented and a good portion of the membership travels constantly, teaching farming techniques and urging respect for the earth. The group operates in opposition to the Seidheri. The Seidheri see these people are political threats and heretics. Fortunately, the Seidheri have little interest in pursuing a religious war against them. The Seidher's bardic allies have composed a series of rather pointed and wicked songs sneering at the Brotherhood.

Favored Categories: Clerics of this order place both of their selected Favored Categories into the Outdoor Category, gaining a total of 6 ranks in that category.

Spells: Members of the Brotherhood have the following spells as their sphere. They gain access to all of the spells listed under Brotherhood Sphere and may select any 6 spells from the Selectable list to bring the total for their sphere up to 20 spells. If *College of Magics* is available, then all spells from the Vivamancer should be considered to be part of the list of selectable spells.

Brotherhood Sphere	Selectable Spells
Animal Forms*	Bless*
Control Animal*	Calm*
Divine Hammer*	Dreams*
Herbal Enhancements*	Find Shelter***
Holy Symbol*	Guidance*
Major Healing*	Hues***
Nature's Strength*	Intuitions*
Nature's Tongues*	Locate Food***
Neutralize Poison*	Merging Ways**
Plant Disguise*	Path Lore***
Summon Animal*	Quiet Ways**
Tree Door*	Sleep**
Tree Merge*	Traceless
Tree Skin*	Passing***

* = Spells from the Cleric Sphere
 ** = Spells from the Mage Sphere
 *** = Spells from the Ranger Sphere





THE TRUE SPEAR

Focus: Perkuna.

Culture (Temple Locations): The “true spear” is a society of warriors drawn from all over the northern Treaty Kingdoms and southern Skaldi armies. These men and women follow the lord of the Skaldi pantheon. Their goal is to protect Skaldi communities from monsters, marauders, and other enemies.

Membership: The members of this society are all warrior priests, but may be from any race.

Benefits of Membership: Warriors who serve with distinction often go on to become respected leaders of Skaldi communities.

Restrictions: Spear-men must always have their weapons at the ready. They must always carry an ash spear (in memory of the god’s spear *Terror*). They must hold true to all oaths made in the god’s name or suffer for eternity.

Symbol: The members of the cult have no distinctive dressing or markings. They all carry finely carved ash spears though.

Dress: The members of the True Spear do not dress distinctively – though as warriors, they tend towards comfortable and practical clothes that leave lots of space for fighting.

Structure: The most senior military officer who carries the spear is considered the most senior member of the True Spear present. There are two basic ranks: lords (those who are ranked officers) and warrior (those who aren’t). The warriors serve the lords and the lords serve Perkuna.

Philosophy/Purpose: The True Spear believes that the forces of good are under threat from evil powers. The order’s goal is to oppose the “malign powers”.

Activities: The True Spear is a militaristic cult, who operates by a chivalric code which applies to both noble and lowborn members.

Favored Categories: Clerics of this order place both of their selected Favored Categories into the Combat Category, gaining a total of 6 ranks in that category.

Spells: Clerics who belong to the “True Spear” have access to the following spells as their Sphere. They gain access to all of the spells listed under Seidheri Sphere and may select any 6 spells from the Selectable list to bring the total for their sphere up to 20 spells. If *College of Magics* is available, any Air-related spells from the Elementalist profession may also be considered to be a part of the list of selectable spells.

True Spear Sphere	Selectable Spells
Bladeturn***	Air Wall**
Bless*	Guardian Blades***
Divine Hammer*	Hammer Strike***
Deflections***	Jolts**
Drain Life*	Long Door**
Dreams*	Magic Shield***
Elemental Weapon (Air)***	Mighty Charge***
Guidance*	Presence**
Holy Symbol*	Quiet Ways**
Intuitions*	Resist Damage***
Neutralize Poison*	Stun Cloud**
Restoration*	Vacuum**
Steel Skin***	Warrior’s Might***
Turn Undead*	Weapon’s Fury***

* = Spells from the Cleric Sphere
 ** = Spells from the Mage Sphere
 *** = Spells from the Warrior Mage Sphere

6

THE LIGHTBRINGERS OF TARAHIR

This order is based in Tarahir and is the premier religion among the Treaty Kingdoms. There are two main branches of this order. The first branch is the Lightbringers, the clerics who maintain the temples and churches throughout the Treaty Kingdoms. They are the most prevalent religion among the Treaty Kingdoms and have been since the rise of the Tarahiri Empire thousands of years ago.

The second branch is collectively known as the Firebrands. These are the holy warriors of the order. There are many different sects of Firebrands, each one devoting themselves to mastering one type of weapon, and even one sect that fights without conventional weapons.

Focus: The Lightbringers worship Memra first and foremost.

Culture (Temple Locations): The Lightbringers can be found all across western Anias. In many cities, there are temples of gleaming white marble where the priests and clerics hold services.

Membership: The Lightbringers will accept anybody as a member.

Benefits of Membership: The Lightbringers are the spiritual leaders of many communities, and often act as advisors to the leaders of those communities. The Lightbringers also receive special training changes the base duration of the Light spell (Universal Sphere) from 10 rounds per rank to 10 minutes per rank with no additional cost to the Cleric.



Restrictions: No restrictions.

Symbol: The Lightbringers wear a stylized sun medallion for those Clerics who maintain the temples and churches. Firebrands wear a medallion of a stylized flaming torch. These medallions are often PP Adders by way of the Holy Symbol spell.

Dress: The Lightbringers wear ceremonial robes for services, but no special clothing at other times. However, a Lightbringer would never remove or hide their medallion. It will always be visible under normal circumstances.

Structure: The Lightbringers determine seniority in a number of ways. Most of the time, the most senior will lead the order; however, there have been instances of unusually gifted and wise younger men being given the leadership of the order. The Firebrands have much the same structure when in training. Once training is over, the Firebrand is usually on his own until he rejoins a temple (see below).

Philosophy/Purpose: Lightbringers seek to bring the light of Memra to all. They believe that in doing so; they can destroy the dark forces that haunt the world, most especially undead and those who traffic with demons.

Activities: Lightbringers maintain the temples and rarely adventure, although some are often sent on special missions for the church. A number of Lightbringers also wander the lands, fighting evil wherever they can find it and administering to the poor and needy.

The Firebrands also wander the lands seeking out evil and helping those in need. However, Firebrands are often more concerned with destroying undead and evil than they are in helping the needy.

Favored Categories: Clerics of this order must place one of their selected Favored Categories into the Influence category giving a total of 3 ranks in that category. The other selectable Favored Category (3 ranks) may be placed in any category, including one that is already marked as being a Favored Category. Should the Cleric select the Combat category as a Favored Category, then that Cleric is known as a Firebrand.

Spells: Clerics who belong to the Lightbringers have access to the following spells as their Sphere. They gain access to all of the spells listed under Lightbringer Sphere and may select any 5 spells from the Selectable list to bring the total for their sphere up to 20 spells. If *College of Magics* is available then a character of this order may also select from the following spells as well as those below: Elemental Aura (Fire), Flash, and Heat.

6

Lightbringer Sphere	Selectable Spells
Bless*	Bladeturn***
Calm*	Divine Hammer*
Control Undead*	Elemental Bolt (Fire)**
Cure Disease*	Elemental Weapon***
Dreams*	Fire Nerves**
Guidance*	Fire Wall**
Herbal Enhancements*	Hammer Strike***
Holy Symbol*	Lifegiving*
Intuitions*	Lifekeeping*
Major Healing*	Magic Shield***
Neutralize Poison*	Presence**
Restoration*	Steel Skin***
Sleep****	Warrior's Might***
Tongues ****	Weapon's Fury***
Turn Undead*	

* = Spells from the Cleric Sphere
 ** = Spells from the Mage Sphere
 *** = Spells from the Warrior Mage Sphere
 **** = Spells from the Harper Sphere

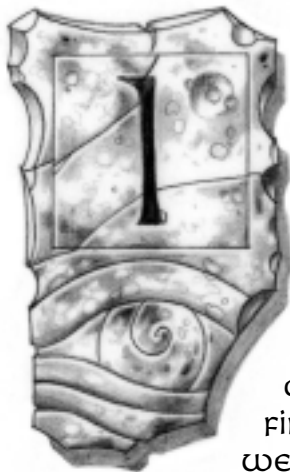




MAGIC



7



In keeping with Stave and Barrin's tradition that the best place to start an adventure is with what you expect to be the most difficult work, the four agreed to start their explorations the next day at the base of the Thin Walk. First, they would climb, at least to get a lay of the land and to make new decisions. They each agreed to bring along a new friend, a kindred spirit who shared their love of adventure. It was short work for Stave and Barrin to find two Skaldi, named Droze and Amaron, who were young and skilled at arms. Roalan had already befriended a Gryphon named Sylla whose spirit of adventure was unrivalled amongst her peoples. And, perhaps not surprisingly, Agarek had spent most of his time since finding his way to Belynar with Elena, whose training with the Pascalline Order made her both a formidable warrior and magician. Four became eight; to all, it seemed a lucky number.



Cyradon is the house setting for **HARP**. Cyradon magic works as described in Chapter 11 of the **HARP** rulebook. This chapter discusses how magic influences the setting and its people.

Magic is a form of energy that suffuses and pervades the entire universe. Magic flows through the world of Mithra in rivers and currents, occasionally settling in pools. In some places it moves through the air like a breeze, changing direction and intensity from one moment to the next. In other places it flows deep within the earth in giant veins, or runs just below the surface. Certain objects or places seem to collect and store magic. Magic is different from place to place on Mithra, just as the soil is different, the plants are different, and the rocks are different. Magic is shaped by its environment and in turn can subtly influence its environment. Magic can also be profoundly influenced by the beings who use it. A strong mages guild for example, seems to attract magical energy. Continuous use of destructive magic or the use of magic for evil purposes can even warp the magic in an area, making it dark and dangerous. The flows of magic are particularly strong in Cyradon, and are called the “Echoes”.

The magic-workers of Mithra tap magical energies in different ways. To some races such as humans or Mablungen or Gryphons, magic is an external force, channeled and worked by an initiate. To the more spiritual races such as the Elves and the Gnomes, magic is a birthright. It is an inherent thing, a gift and a talent that one should be proud of, and a skill that must be worked at. To these races, magic is the flip side of the gift of music, and one is equally important as the other. Magic is not something to be feared, but a power to be respected and enjoyed and a gift to be shared.

The ways of working magic and the effects of the workings are remarkably similar. Just as musical notes define songs for the Skaldi and Arali alike, so to do the aspects of magic working define magical works. The actual workings may vary, but a human mage would recognize that an Arali Weaver has just worked a Bladeturn spell, even though the Weaver did none of the things a human mage would do when working the spell. These different ways are known as Traditions.

LEY LINES & NEXUS POINTS

Magic flows through the world of Mithra in rivers and currents. These rivers and currents are referred to as ley lines. The places where two or more ley lines intersect, or cross are known as nexus points. Nexus points often have an abundance of extra mana that can be tapped. Sometimes this extra magical energy channels itself into other effects, slightly bending reality in some small manner, such as spontaneously forming a magical portal to another location or perhaps another world, being the home of some unusual or rare creature, hosting exotic and magical plant life, having a strange feature imbued with a magical property, having a strange climate, or other unusual effect.

Belynar is built above a nexus deep within the volcano, but it is unknown what properties it possesses. Some scholars believe that the Cyrads deliberately built the portals for the Royal Roads at nexus points, to have the ambient mana power the magical gateways.

The Dwarven city of Blackflame is also built upon another magical nexus, just as many Dwarven communities are. One of the many effects that could possibly occur at a nexus point happens at Blackflame. The metals and minerals, both magical and mundane, found within the deep mines have a tendency to regenerate over time. This regeneration takes thousands of years to accomplish, but the mineral deposits do renew themselves. Unfortunately, anything mined from such deposits do not retain this ability.

There are many ley lines and nexus points scattered across the world of Mithra. There are no records of their extent or locations. The ones mentioned above are just two of the dozen or so that have been documented.

Each group has their own Traditions and this is reflected in the way that they cast spells. Many of the different Traditions also have their own Sphere of spells that differs from the basic Sphere listed in **HARP**. When playing a character of a given Tradition, that character is limited to the spells available to that tradition rather than the list of spells available to the profession as given in **HARP**. When selecting a Mage or Ranger or Warrior Mage, that the player must decide which tradition the character is using. The tradition is generally aligned to culture, but some cultures have more than one tradition



HIGH MAGIC AND THE NARSIN

The high magic of old is long dead. However, some High Magical artifacts remain scattered in the sands of Cyradon. With this in mind, it's worth discussing the history of the Narsin and its impact on the world.

The Narsin practiced something they called High Magic, or the True Path. It was the magic of shape and form, of thought and idea, and the fundamental powers of the universe. It was a hybrid tradition, a combination of the human shamanism and sorcery as practiced by the Tarahiri people, their ancestors, and the Celestial powers of the Arali Weavers. It was put together without any real understanding of the powers involved, or any true experimentation. The Narsi believed themselves successful at unlocking the secrets of the universe. They never stopped to consider if these secrets could cause harm.

As the Empire of Tarahir expanded, the Narsin went along with the legions and the tradesmen, confronting and recruiting native

shamans and sorcerers, and dealing with the elven kindreds they encountered. As the Empire grew, the Order's membership swelled and its library of knowledge grew.

At the order's height, a Narsi (for that was the name the members of the Narsin called themselves), could make the earth quake, tear open hidden paths between places, make the very sky darken. It was more magic and more knowledge than mortal minds should ever know, and it was their undoing.

The Narsi True Path has left legacies: the sleeping constructs of the Stadium, the peculiar rituals being worked by the Schirae in the north, the Aberrations, and some odd and dangerous artifacts lying hidden in old ruins of the Devastation. No sane magic worker of these later years would dare try and work with these things, but no doubt some will be tempted.



or a given tradition is shared by more than a single culture. The following sections give more information on the magical traditions available and some information on groups that use these traditions.

As is normal in **HARP**, all professions may learn spells from the Universal Sphere and they may also learn Cantrips as well (see page 124 for more details on Cantrips).

ANIAS MAGICAL TRADITIONS

The long scattered human magical traditions of Anias will be coming into their own in Cyradon. Skaldi dwimmer, Tarahiri alchemy other traditions will be energized by contact with the Gryphons and the Rhona and the story of human magic will begin again.

There is no unified magic tradition amongst the people of Anias. Legends recall how the Tarahiri legions overwhelmed their enemies by sending powerful wizards along with the legions. For the Tarahiri people and the Skaldi tribesmen magic is something that is respected. To the Orsai it is an offense against their god. Unfortunately, the presence of groups of Skaldi and New Tarahiri magicians and



warrior mages such as the Pascalline Order means that the Orsai priests redoubled their efforts to harass and destroy the mountain realms. Certain traditions mention specific magical orders. These Orders are detailed in the section about magical traditions beginning on page 122.

TARAHIRI

Magic was very much a part of new Tarahiri life. Cantrips made the life of rich and poor easier. Potions cured colds and remove warts. The right magical unguent could make a noble look younger. Diviners cast the horoscopes of the privileged and determined the most auspicious times for business transactions and engagements. Sophisticated illusions graces the banquets of nobles and small magical toys were all the rage.

The Tarahiri also used magic to defend their city. Mages, Warrior Mages, Rangers, Bards and Monks served in the city's armies in various capacities. Mages skilled in item creation supplied equipment to elite units.

ALCHEMISTS AND THE MAGE'S GUILD

Both of these organizations utilize the same magical traditions. They cast spells using wide gestures and words spoken at normal volume in combination to shape the mana that powers the spell. As they are casting, a glowing form takes shape above or in front of them. This shape is the spell's matrix and once complete the spell is then sent at its target. Many of this tradition will create their own Mage Staff and be able to use it while casting as well.

PASCALLINE ORDER

The Pascalline Order is a regimented order of Warrior Mages. Those of this order are taught how to use any one-handed weapon as a casting focus, be it a dagger, rapier or mace. Those of the Pascalline order also chant the words of the spell as they shape the mana using their weapon; this provides no bonus other than being able to cast with a weapon in their hand. If a character using this tradition attempts to cast a spell without using his weapon as a casting focus, he receives a -10 to the attempt.

THE VENTURER'S GUILD

The members of the Venturer's Guild must be very careful when they cast spells as they often operate within the bounds of the Theocracy of Asut where magic is outlawed. Because of this, they have learned how to cast spells in a subdued manner that is not always so easily detectible. Using this tradition, casting a spell takes twice as long as normal (2 rounds for every 5 Power Points or portion thereof). Any character with the Sense Magic talent may still notice that they are casting a spell with a normal Medium Perception maneuver, and those without the talent may realize it with a Very Hard Perception maneuver. While casting, there appears to be a slight shimmering of the air

around the Guild Clerk and the Clerk must at least whisper the words of the spell while making small gestures with his hands. Those of the society may still cast spells using the normal casting time; however the caster has a -10 modifier to his casting roll when doing so.

SKALDI

The Skaldi magical traditions of the modern world are referred to by the Skaldi as *dwimmer* and the practitioners of this tradition are known as the Drei. Most Skaldi clans are pleased to have the services of a local Drei. Skaldi Drei include several different professions, rangers, mages, and warrior mages among them. The Skaldi are keenly aware of magic, its potential and its ability to harm and heal. When needed, the dwimmer worker will be called upon. Wandering Drei have a dubious reputation however. They sometimes sell their services to the highest bidder, and work with no loyalty to clan or village, and incite petty quarrels. When a cow runs dry, when a well runs dry or cattle grow sickly, some will automatically assume that a Drei is to blame.

DREI

Some in the north still call the Drei "Elentirael," hearkening back to the legendary nomadic wizards of old. Some Drei even carry ancient Elentirael lodestones in memory of their mighty forbearers. The main similarity between the Elentirael of old and the Drei of recent years is their nomadic lifestyle. They spend many years away from home seeking tutors and training in the ancient arts. Their studies have given them an inkling of the size of the world and all those who study the ancient ways invariably want to see it all and experience it all. For these reasons and more, most of the heirs of the Elentirael walk the wilds of northern Anias, returning home only on special occasions. This wanderlust makes them a lot more cosmopolitan than their fellows, but also makes them a lot more individualistic and sometimes unsociable. In the north people say only three sorts of people wander the roads year 'round: the bards, the bandits and the Drei. Sometimes the rural mages are all three. Many Drei have other professions to help keep body and soul together. It is not uncommon for a Drei to be a rogue, warrior or a thief as well as being a mage. More than a few are also bards or Harpers..

Despite their wanderlust, their seeming distance from their fellows and their road worn personalities, the wanderers are deeply loyal to their tribes, families and friends. When the word went out that many of the Skaldi clans were sending men south to help liberate Tarahir; the wanderers returned home to help their kin fight. They did not march south for money or reward; they merely knew their kin were facing danger and they would not let them do so alone.

The Drei among the Skaldi are interesting in that they use material components in the casting of their spells in



addition to the words of the spell and the gestures required to shape the mana of the spell. These material components are often odd bits of unusual plants, tufts of fur, or oddly shaped stones and are consumed with the casting of the spell. So far nobody has been able to determine any rhyme or reason behind the selection of these components. A Drei who is without his bag of components may still cast spells, but it requires 2 additional Power Points to cast. This is treated as a normal scaling option for all spells known by the Drei. For those Drei who have an Elentirael Lodestone, the Lodestone replaces the pouch of material components for the Drei and acts as a non-consumable component for their spells.

ORSAI: THE GHERSHAL/GHEREK SCOUTS

The Orsai priests have spent generations trying to wipe out sorcery in their lands. Magic is a sin against God, they say. It is a danger to society. But beyond the cities, far



out in the provinces, the Ghershal (magic-men) still ply their trade. They do so in secret, with one eye always open for the priests and their agents. The Ghershal are most common amongst the Orsai tribes who are far from the centers of power. Most of the Ghershal are from the Gherek tribe, and are members of the Gherek Scouts.

Most Ghershal are rangers or rogues who know a few spells or some Cantrips such as *Purify Water*. The priests have little interest in such distinctions. The Ghershal are breaking the rules. Before the battle of Tarahir, a number of respected Gherek scouts were murdered by the priesthood for practicing “forbidden arts”. Many young Orsai warriors, who have great respect for the Gherek, have started to resent the priest’s interference. This is the reason that many happily defected from the Orsai in the aftermath of the battle of Tarahir.

As with the Venturer’s Society, the casting of spells takes twice as long as normal (2 rounds for every 5 Power Points or portion thereof). Any character with the Sense Magic talent may still notice that they are casting a spell with a normal Medium Perception maneuver, and those without the talent may realize it with a Very Hard Perception maneuver. While casting, there appears to be a slight shimmering of the air around the Ghershal and the Ghershal must at least whisper the words of the spell while making small gestures with his hands. Ghershal may still cast spells using the normal casting time; however the caster has a -10 modifier to his casting roll when doing so.

DWARVES (MABLUNG): TRALLEN

The Mablungen have no fear of magic and consider magic as much a part of the world as the mountain winds. In fact they prize the practical applications of magic, and enjoy tinkering with spells. Mablung mages are constantly working on improving their spells and the magical spells, and delight in practical innovation.

Mablungen mages are called Trallen. What counts amongst the Mablung is not arcane study but results. The Trallen are interested in spells that can get things done. The Mablung want spells which can help defend their communities, Cantrips which make it easier to survive in winter, or healing magics. Trallen therefore are expected to contribute and make themselves useful.

The Trallen are an informal society. They have a code of conduct, a pool of resources (such as books and artifacts), and a network of contacts. A Trallen traveling abroad always knows that a fellow Mablung magician will offer him bed and board on his journeys. Other Mablung often learn a few useful Cantrips, usually passed from friend to friend, or parents to children: “If you need to heal a bruise in a hurry, try this...”

Spells cast in the Mablung tradition have a few idiosyncrasies compared to other traditions. When casting a spell in this tradition, the Mablung use wide gestures



and words like many other traditions. However, when forming a spell matrix, it has a more geometric appearance than those of other traditions. As it forms, it can be seen glowing above the mage's head. When scaling a spell, those of this tradition only receive a -5 modifier to the casting roll for every full 2 Power Points above the base cost; however all scaling options cost 1 extra Power Point. Thus, a scaling option that normally costs 2 Power Points costs 3 for those of this tradition, but it only incurs a -5 modifier rather than the normal -10 modifier. The number of ranks required for the spell is, as always, linked to the number of Power Points required.

ELVES (SITHI): CEALLA

The Cealla of the Sithi view magical energy as a rainbow of color. Certain colors have an affinity for different types of magic; blues are associated with protection and healing magic, and red with fire magic. A Cealla carries a pouch of material components like the Drei, but their components are chosen for their color or hue. A Cealla is constantly on the lookout for the component of the perfect color. This color association helps them gather threads of magical energies of various colors. Once they have gathered the threads of magic, they cast their spells. If for some reason a Cealla does not have his pouch of components, then he may still cast spells at a cost of an extra 2 Power Points.

CYRADON MAGICAL TRADITIONS

All beings who cast spells on Cyradon use the "Echoes" either consciously or unconsciously. The Elves, heirs to ancient Mithran magical traditions are most aware of the Echoes. They tend to see the Echoes as elvish Magic, which is incorrect. In the past they used the Echoes to create the Veil, in a misguided attempt to protect Cyradon from human incursions. Instead, the Veil slowly leeched life and magic out of Cyradon. With the destruction of the Veil, the magical Echoes of Cyradon have begun to slowly regenerate.

GRYPHONS: USIRAE

Gryphons are not built like the other races, thus their magical traditions tend to be different as well. Even among their own kind the Usirae are separate. Their abilities seem strange to their kin, who rely more on their physical abilities.

When casting spells, the Gryphons of this tradition utilize words and heavy concentration. Those using this tradition do not create a visible matrix near them as they cast a spell, however the air will seem to shimmer and the caster's eyes will glow brightly (each eye about the equivalent of a candle, and easily seen even in daylight) while they are casting. This glow cannot be hidden.

ELVES (ARALI): WEAVERS

Arali Weavers cast spells by weaving strands of magical energy into intricate patterns. Weavers can sense strands of magic all around them; whenever they cast a spell; they reach out with their minds and "pull" suitable strands of magical energy into visibility to create a spell pattern. When the pattern is complete, the spell is cast and the pattern dissipates.

GNOMES (RHONA): GRAMARYE

Rhona magic is a wide and subtle magic born of the interaction with Echoes. Rhona magic is particularly effective on "holy ground"; pools of magical energy. The Rhona enjoy using magic and consider it part of life and their culture

The Rhona tradition uses a powder that the Rhona call the "Heartblood of the Earth" when casting spells. They carry with them a small pouch of this powder which is a deep red in color. As they chant the words to the spell, they throw a pinch of this powder into the air where it helps them to stabilize the matrix of the spell and to gather mana. Those of this tradition who do not have this powder with them for some reason will still be able to cast spells, but do so with a -10 modifier to their casting roll.

NAGAZI: ZIRHUS

The Nagazi learn magic in a very formalized setting. They have schools and colleges which teach the casting of spells. To the Nagazi, having the ability to perform magic is an honor and one that many strive to achieve. Mages are welcome in all parts of Nagazi society.

The Nagazi tradition requires that the mage craft his own wand which he then uses as a focus for his spell casting. Each wand is unique to its creator and reflects his personality. Those of this tradition must chant the words of the spell being cast while waving their wands in a specific pattern. The tip of the wand will glow brightly while they are doing this. Should a mage not be able to use his wand, all attempts at spell casting will be at -10 until he can reclaim the wand or craft a new one. These wands are not magical in any way; however they do act as a focus device for the Nagazi Zirhus.

CYRAD GEOMANCY

Rivers of mana flow under the skin of the earth. The magic flows from springs deep beneath the world. At the centre of the earth, flickers of pure creation trapped in the planet's core at the beginning of time, spring forth towards the surface of the world. The mana flows under the earth and touches everything. Energy changes as it touches the earth. The energy of mountains is sharp and powerful and dangerous. The energy of the low hills is



THE VEIL

The Veil was created after the Devastation. Angry and grief-stricken Desnian Arali weavers created the Veil to keep Cyradon safe and isolated from the rest of the world. The Veil took the form of mists which would rise from the sea and make human sailors confused and lost. If the sailors turned back immediately they would find themselves far out in open sea with a strong wind filling their sails, driving them home. If they did not, their ships would fetch up on shoals beneath the waves and the sailors would be lost. The sailor's spirits would be trapped in the net of the Veil, and their voices would add to the howls and whispers heard by others.

The Veil kept Cyradon separate from the rest of the world for half a millennia. A scarce few months before the humans returned to the magician's city, the veil fell, ripped open by the sacrifice of an Arali poet.

As the Veil drew power from the land and its people, it drew power from all the Elves of Cyradon, weakening the land and its people, making the Devastation's curse all the more painful. The Elves were especially hard hit. Since the Veil was created with both the Echoes and elven magic, it sapped the vitality of the Elves, causing their birthrate to plummet. The natural ability of the land to heal itself was also lost. Over time, life should have returned to the blasted plains of the Devastation. That life - those seeds, those mosses, ferns and fresh streams which would have eventually covered the land and made it whole - was drawn away to feed the Veil.

The Veil only served to keep humans out of the Daybreak Country, but other, darker things could easily sneak through. Some may have been lured from the void by the howling, destructive energies of the Veil.

The poet's sacrifice ensured that the humans could reach the Daybreak Country - and offers hope that one day the life of the land could return.

gentle and sleepy. The energy pours out into the air in wellsprings, holy places to the Rhona. Between the wellsprings the power flows just below the surface in torrential invisible rivers. The Rhona call these invisible rivers the "veins" of the earth.

The Cyrad's greatest skill, beyond their skill at masonry and construction, was their ability to manipulate the world's mana. The Cyrad's learned to align their homes and fortifications along the flows of mana. This made their homes strong and their nations powerful.

At their height, the Cyrad's commanded a vast area of the world, claiming lands as far west as the Juras Mountains, and far to the north. Indeed, some old maps mark out much of the territory of the Tarahir Empire as having once been part of the "Empire of the Cyrad's". The Cyrad's were never numerous. So how did they dominate so much territory? The answer is the Royal Roads. The Royal Roads follow the flows of magical energy and open portals from one place to another. The Roads link the powers of the earth and sky and allow someone to move with great speed across the world.

A Royal Road brought the human refugees from Tarahir to the old city in the centre of the Daybreak Country. It is one of the few remaining functioning Royal Roads. Indeed by rights the Western Road (as it was once named) should have long been dormant. But a long time ago the Narsin found a way to reactivate the Road.

Royal Roads are a form of teleportation. A character walking down a Royal Road is teleported many hundreds of times in one direction. The character does not feel the transition: he or she is merely moved inexorably towards her destination. The only thing she does feel is extreme motion sickness. The Royal Road is a series of portals all linked together and magically bound to the geomantic power of the earth itself. The Rhona call this power the "veins of the earth." A road follows a geomantic power route, drawing energy from the earth to power itself.

At the peak of the Cyrad civilization, there were dozens of Royal Roads, all linking the various Cyrad cities and outposts. A Cyrad could therefore walk, in a matter of minutes, what it would take a horseman on the fastest horse months to travel. A Cyrad lord could move goods, troops, horses - or whatever else he might wish - to wherever he wanted in the Cyrad domain in a small amount of time.

The Western Road only (currently) goes one way - heading from west to east between the Mablungen outpost above Tarahir to Belynar.

Traveling a Royal Road means a traveler will reach his or her destination in a fraction of the time normally taken.



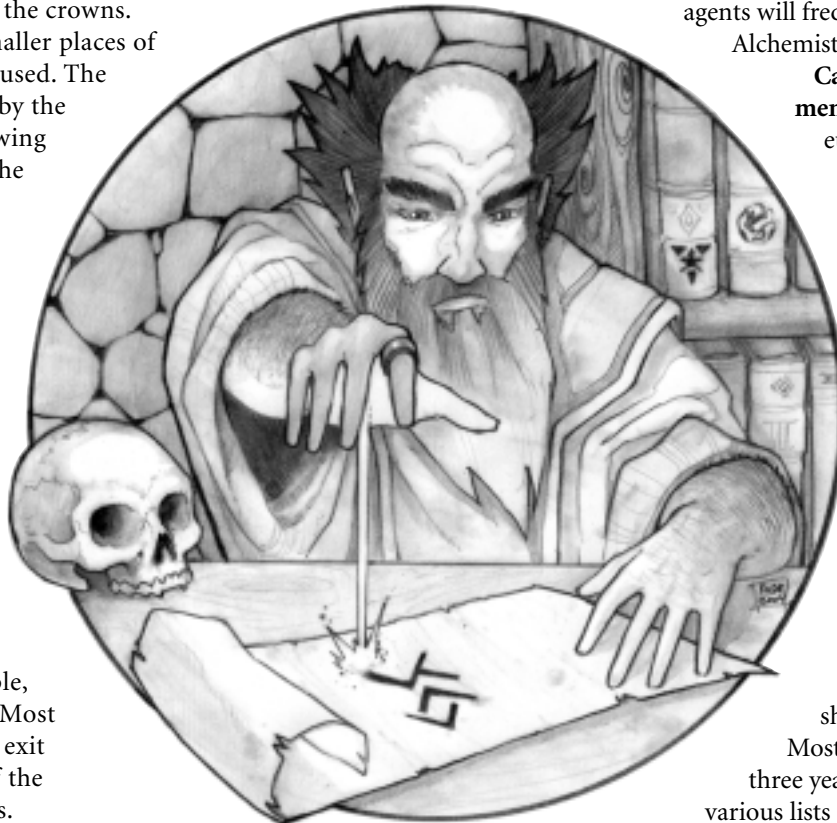
MISTWALKING

The Elves call teleportation across great distances “Mistwalking”. An elvish company who wishes to move quickly enters one of the Crowns, stone circles and menhirs erected all across Cyradon by the Arali in ancient times. The most senior mage in the group summons a magical mist fueled by the Echoes. The company is then enshrouded in a strange, eerie white mist. The company then travels normally. They seem to move in a twilight world, where sounds, shapes and voices are blurred and indefinable.

The travelers can only enter and exit at power points. The biggest and most reliable of such portals are at the crowns. However, some smaller places of power can also be used. The crowns are linked by the rivers of mana flowing under the earth. The ancient Arali Weavers erected the crowns in places where the energy pooled. In smaller pools, they drove half buried magnetic menhirs into the ground, lonely waypoints in out of the way places. These exit ways are less reliable, but they do work. Most Arali prefer not to exit the mists at one of the minor way stations.

The company will see, just beyond sight, a golden light leading them on to their destination. When they reach their destination, the mist evaporates and the golden light fades away. Their journey will have taken a fraction of the time expected.

Note: Mistwalking is a ritual performed by only the most accomplished Arali Weavers. It is not available to starting player characters. It will be detailed in a later Cyradon supplement.



MAGICAL ORDERS

ALCHEMISTS

Group Name: The Society of Alchemists of Tarahir

Group Type: Commercial guild.

Motto: We Are the Healer’s Helpers. We are the servants of the people.

Sigil: A pestle and mortar.

Group Activities: Alchemists are magicians who make an honest living brewing medicines and potions, helping create alloys, and creating methods to harden certain materials. Even in the Orsai Empire, Alchemists shops are licensed and even Theocracy agents will frequently pay for an Alchemist’s services.

Candidate Requirements: A “scholar” (a euphemism for mage) of good standing in his community, with interests in such spells as Minor Healing, Boost Constitution, Haste, and Light. He must also have an interest in the creation of potions and have at least five levels in Herbcraft.

Acceptance into the Group: The candidate serves a three year apprenticeship to earn his pestle. Most of the work for these three years involves memorizing various lists of Herbcraft, little of which is magic. Membership does not constitute a training package, but it usually gives at least three new ranks in Herbcraft. During the apprenticeship, magical study is discouraged.

Expulsion: members who bring shame to the Society, or cause harm can expect to be suspended from the society, pending a meeting. Most misdemeanors are fined. Serious offenses result in expulsion. Expulsion is final, and enforced. If an expelled member keeps causing trouble, members are expected and encouraged to find the miscreant and harm him.

Advancement: The most senior members of the society are those deemed “the most competent” – having the most skills in spellcasting and Herbcraft.



THE MAGE'S GUILD

Group Name: The Mage's Guild

Group Type: A magical society of the Treaty Kingdoms protected by civil decree.

Motto: We Watch.

Sigil: A *stinna*, a navigational device used by the mariners of the Treaty Kingdoms.

Group Activities: The Mage's guild is a crown approved organization of mages. Magicians belonging to the guild advise kings and merchant princes on auspicious timings for voyages or military actions, or advise on an enemy's schemes. The mages also help keep the Treaty Kingdoms safe from enemy attack. The Guild is old, dating back to the years following the fall of the Tarahiri Empire.

Candidate Requirement: Magical ability, discipline, and loyalty to the Treaty Kingdoms.

Acceptance into the Group: Candidates must spend five years studying magic, as well as other academic subjects, at the end of which time they are considered first level Mages.

Expulsion: Any member who shows treason or disloyalty to the guild or to the crown of the Treaty Kingdoms will be expelled.

Advancement: Advancement is by election. A low level, but popular, mage can easily expect to outpace a high level but unpopular one. Advancement means a higher income and greater status.

THE VENTURER'S GUILD

Group Name: The Venturer's Guild

Group Type: Professional society based in the Treaty Kingdoms.

Motto: In the Service of the Client.

Sigil: A stylized map and writing feather.

Group Activities: The Venturer's Guild is a much smaller, much newer and richer guild operating in the Treaty Kingdoms. They are more akin to a professional society than a guild, and they remain aloof from politics. They perform a singular service, and perform it well, and they expect to be well paid at the end. The guild is composed of specialized Rangers whose expertise lies in mapmaking and exploring. They name their members "clerks" and one of these "clerks" must accompany the client on their journey. On the journey, they are expected to use their mystical skills in the service of the "venture".

Venturer "Clerks" can be found accompanying caravans in the desert, naval convoys on the high seas, and mapping expeditions into the east.

The guild has offices in each of the New Tarahiri city states, and in the Treaty Kingdoms (where they do most of their business).

Candidate Requirements: The guild wants young people of good standing who have, at the very least, an

interest in the mystic arts, and a decent ability (more than three ranks) in Navigation. New members will be given training to make them first level Clerks. In terms of system mechanics, the character must take either the Additional Profession talent, selecting the Clerk variant of the Ranger, or the Arcane Power talent, selecting the Clerk Sphere of spells, and then purchase the Clerk Training Package detailed in Chapter 5. This training costs two years of salary. It makes more sense for an already trained Ranger to join. He or she can expect to be earning money immediately.

Acceptance into The Group: Most new "clerks" are expected to undertake at least three "voyages" under the care and tutelage of an older "clerk." Upon the completion of the third voyage, the newcomer is considered "one of the group".

Expulsion: Anyone who brings the guild in disrepute will be immediately expelled. The precise definition of "disrepute" depends on the superior clerks present.

Advancement: Rank is dependant on the number of voyages completed. A clerk who has completed 20 voyages has more authority than one who has completed 10. Older clerks who no longer travel are automatically given a great deal of moral authority, but they can be still outranked by a clerk who has made many voyages.

THE ZIRVAK ALUMNI

Group Name: The Zirvak Alumni

Group Type: A Nagazi magical society of Academy graduates.

Motto: Knowledge, Duty, Honor.

Sigil: A wand wrapped in a scroll.

Group Activities: The Zirvak Alumni are the graduates of the Nagazi Zirvak Academy of Magic. This is a rather loosely organized group of mages who have met the requirements set by the school to achieve their mastery. After graduation, the Alumni are required to spend at least one year teaching at the Academy, although it is not unusual for one to remain for many years. Other than teaching future mages, the Alumni also search for new or unusual magics to supplement their studies, and to benefit the school. This is done through long tedious research or through explorations of ancient ruins by the more daring and adventurous members of the alumni.

Candidate Requirements: The Alumnus must be a graduate of the Zirvak Academy or must be made an honorary Alumnus through the unanimous consent of the current faculty of the Academy.

Acceptance into the Group: Most Nagazi are tested at an early age for magical aptitude. The Zirvak Academy is only one of several magical academies within Nagazi society. They actually compete against each other to be selected by the candidate, under strict guidelines set by the Regency Council, a council made up of members from each academy.



Expulsion: An Alumnus is expelled from the organization only for betraying the academy or the members of the organization to another academy.

Advancement: The Alumni have no internal organization other than the election of their President and the Board of Regents; with the post of President presiding over the organization and the school itself. The President is also a member of the Board of Regents who works towards increasing the prestige of the school.

CANTRIPS

Cantrips are relatively easy to learn. Like Universal Magic, cantrips may be learned by members of any profession. A Cantrip requires the purchase of only one skill rank for a caster to fully encompass the spell. Unlike other forms of Spell Magic where each spell must be acquired as an individual skill, Cantrips only require the wielders to develop the Cantrips skill (see Chapter 5, page 87) both to learn cantrips and to cast them. Hence the more cantrips a character knows, the easier it is to cast them.

All the normal rules regarding spell-casting apply to Cantrips, so casters who insist on wearing armor will have to expend additional power points, have as many skill ranks in the Cantrips skill as PPs to be invested in the spell, and suffer the normal casting penalties for scaling. Cantrips are resolved on the Utility column of the maneuver table with the caster adding his Cantrips skill to an open-ended roll. All results from the table are applied as normal.

Cantrip lore is not limited to the ranks of the spell-using professions. Specific cantrips are often passed down from generation to generation as “knacks” that help to ease everyday life. Skilled artisans may use the various *Repair* cantrips to mend damaged tools and farm implements, while the reputation of the local hedge wizard may be founded on the shrewd application of healing Cantrips and common sense.

CANTRIP LIST

Body Clock	Dry Clothing	Ignite	Repair Clothing
Clean Body	Dry Manuscript	Magnify	Repair Crack
Clean Item	Dry Weapon	Measure	Repair Nick
Compass	Find Page	Purify Food	Repair Tear
Count	Float	Purify Drink	Repel Filth
Create Water	Glowing Eyes	Relieve Pain	Repel Tiny Insects
Cure Hangover	Heal Bruise	Remain Dry	Smoke Rings
Dry Armor	Heal Cut	Repair Binding	Weigh

CANTRIPS

BODY CLOCK

PP COST: 1
RANGE: Self
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: Caster can reset his body clock before going to sleep, so that he will wake up at a predetermined time.

CLEAN BODY

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: All dirt is immediately removed from the target being, leaving him perfectly clean.

CLEAN ITEM

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: All dirt is immediately removed from the touched object, leaving it perfectly clean.

COMPASS

PP COST: 1
RANGE: Self

DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip
DESCRIPTION: As long as the caster concentrates, he can perceive the direction of “true” north.

COUNT

PP COST: 1
RANGE: Self
DURATION: 2 rounds
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: Caster can determine the exact number of one group of like items within line of sight - useful for counting one’s gold.

**CREATE WATER**

PP COST: 1
RANGE: Touch
DURATION: 2 rounds
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: Caster can create one pint of pure water, causing it to appear in a ready container over the course of two rounds.

CURE HANGOVER

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: The target is instantly cured of a hangover.

DRY ARMOR

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: Caster can remove any surface liquid or moisture from a suit of armor, piece of armor, or shield.

DRY CLOTHING

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: Caster can remove any surface liquid or moisture from an article of clothing.

DRY MANUSCRIPT

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: Caster can dry any moisture contained in one book, text, scroll, etc.

DRY WEAPON

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: Caster can remove any surface liquid or moisture from a weapon.

FIND PAGE

PP COST: 1
RANGE: Touch
DURATION: 2 rounds
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: If the caster touches a book or scroll and thinks of a specific page or section, then the book will open at/turn to the right page or the scroll will unroll to the chosen area.

FLOAT

PP COST: 1
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: Caster remains afloat on any normal liquid as long as he concentrates.

GLOWING EYES

PP COST: 1
RANGE: Self
DURATION: 2 rounds/rank (C)
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: Caster can cause his eyes to glow any color desired at up to 1 candlepower per eye. This is an illusion with a maximum duration that depends on the caster's Cantrips skill.

HEAL BRUISE

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: Caster is able to heal up to 5 concussion hits.

**HEAL CUT**

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —

SPHERES: Cantrip
DESCRIPTION: Caster is able to heal a 1 concussion hit per round bleeding wound. This cantrip has no effect on more severe bleeding wounds.

IGNITE

PP COST: 1
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —

SPHERES: Cantrip
DESCRIPTION: A 1" flame springs from the caster's fingertip. This can be used to set alight any flammable material.

MAGNIFY

PP COST: 1
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —

SPHERES: Cantrip

DESCRIPTION: Magnifies any visual image viewed by the caster by x5. Caster can only use this spell on items, surfaces, etc., that are no further than 5' away from the caster.

MEASURE

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —

SPHERES: Cantrip
DESCRIPTION: Caster can determine the exact dimensions (i.e. length, width, height) of one item.

PURIFY FOOD

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —

SPHERES: Cantrip
DESCRIPTION: All impurities, poisons, etc. are immediately eliminated from one pound of food (equivalent to 1 day's ration).

7



**PURIFY DRINK**

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —

SPHERES: Cantrip

DESCRIPTION: All impurities, poisons, etc., are immediately eliminated from one pint of liquid, leaving it totally pure.

RELIEVE PAIN

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —

SPHERES: Cantrip

DESCRIPTION: Caster is able to heal one slight injury, equivalent to eliminating a maneuver penalty of -10 or less. This cantrip has no effect on injuries with higher maneuver penalties.

REMAIN DRY

PP COST: 1
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —

SPHERES: Cantrip

DESCRIPTION: Precipitation is gently repelled from the caster, ensuring that he remains dry for the duration of this cantrip.

REPAIR BINDING

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —

SPHERES: Cantrip

DESCRIPTION: Repairs the binding of any one book or scroll. Does not restore any lost magical properties.

REPAIR CLOTHING

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —

SPHERES: Cantrip

DESCRIPTION: Repairs any one continuous tear or rent in an item of clothing. Does not restore any lost magical properties.

REPAIR CRACK

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —

SPHERES: Cantrip

DESCRIPTION: Repairs one crack in a wooden object. This cantrip cannot mend items that are broken into two or more pieces, nor restore any lost magical properties.

REPAIR NICK

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —

SPHERES: Cantrip

DESCRIPTION: Repairs one nick in a bladed weapon, helping to keep it serviceable. This cantrip cannot mend weapons that are broken into two or more pieces, nor restore any lost magical properties.

REPAIR TEAR

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —

SPHERES: Cantrip

DESCRIPTION: Repairs any one continuous tear in a sheet of paper or parchment, restoring the document to its undamaged state.

REPEL FILTH

PP COST: 1
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —

SPHERES: Cantrip

DESCRIPTION: All dirt, grime, mud, blood, gore, etc. is repelled from the caster for the duration of this cantrip.

REPEL TINY INSECTS

PP COST: 1
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —

SPHERES: Cantrip

DESCRIPTION: Any tiny insects (i.e. normal bees, wasps, flies, ants, etc.) that come within 6" of the caster are pushed away from the caster.



SMOKE RINGS

PP COST: 1
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: Caster can create one smoke ring (of up to 3" in radius) per round. Smoke rings may be of any color. Caster needs a source of smoke such as a pipe or fire, and the rings dissipate naturally.

WEIGH

PP COST: 1
RANGE: Touch
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Cantrip

DESCRIPTION: Caster can determine the exact weight of one item (which may be a filled sack or other container).

ALTERNATE SPHERES

Certain groups such as the Pascalline Order, the Venturer's Guild and the Gherek Scouts have access to an

alternate Sphere of spells rather than the normal Sphere for their profession. Each of the different magical traditions also has different spheres of spells. Other than the Pascalline Order (Warrior Mages), the Venturer's Guild and the Gherek Scouts (Rangers), all of the other Spheres listed below are variant Mage Spheres.

ADDITIONAL SPELLS

The tables below and on the facing page list alternate Spheres for each of the magical traditions. A few of those spells are not from the **HARP** rulebook, but from **College of Magics**. Those spells from **College of Magics** are reproduced for the convenience of the players.

AIR FORM

PP COST: 4
RANGE: Touch
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Mage

TRADITION: Drei, Cealla

DESCRIPTION: The target takes the form of a mist (caster's choice of color), able to seep through cracks and extend himself to become virtually invisible. In this form, the target may accomplish no physical action other than

7

Anias Traditions

Mage's Guild	Pascalline Order	Gherek Scouts	Venturer's Guild	Drei	Cealla	Trallen
Use the Mage	Bladeturn	Changing Ways	Distractions	Air Form*	Air Form*	Bladeturn
Sphere from the	Dancing Weapon	Find Shelter	Find Shelter	Air Wall	Air Wall	Changing Ways
HARP core rules	Deflections	Haste	Locate Food	Animal Transformations*	Bladeturn	Darkness
as it stands.	Elemental Bolt	Hues	Natural trap	Changing Ways	Darkness	Deflections
	Elemental Weapon	Locate Food	Nature's Awareness*	Darkness	Deflections	Earth Tunnel*
	Guardian Blades	Natural Trap	Nature's Strength	Distractions	Elemental Ball (Water)	Earth Wall*
	Hammer Strike	Nature's Awareness*	Nature's Tongues	Elemental Ball (Air)	Elemental Bolt (Water)	Earthen Transmutations
	Magic Shield	Path Lore	Path Lore	Elemental Bolt (Air)	Fire Nerves	Elemental Ball (Earth)
	Reload Weapon*	Traceless Passing	Predict Weather*	Fear	Force Wall*	Elemental Bolt (Earth)
	Sharpshooter*	Tree Door	Quiet Ways	Fire Nerves	Haste	Fear
	Steel Skin	Tree Merge	Tongues	Icy Mist Wall	Icy Mist Wall	Fire Nerves
	Weapon's Fury	Tree Skin	Traceless Passing	Invisibility	Invisibility	Fissure*
				Jolts	Jolts	Invisibility
				Long Door	Long Door	Jolts
				Mage Armor	Mage Armor	Long Door
				Magestaff*	Magestaff*	Mage Armor
				Merging Ways	Merging Ways	Magestaff*
				Misfeel	Nightvision*	Merging Ways
				Nightvision*	Obscuring Mist*	Molding*
				Obscuring Mist*	Passing	Nightvision*
				Passing	Past Visions	Passing
				Past Visions	Phantasm	Past Visions
				Phantasm	Presence	Presence
				Presence	Quiet Ways	Quiet Ways
				Quiet Ways	Rune mastery	Rune Mastery
				Rune Mastery	Shock	Spikes
				Share Animal Sense*	Sleep	Stoneskin*
				Shock	Stun Cloud	Stun Cloud
				Stun Cloud	Vacuum	Trench*
				Vacuum	Water Wall	Vacuum

* = Spells from *College of Magics*, reproduced at the end of this chapter.



moving at BMR (i.e. the target cannot grasp items, attack, etc.) The target can still be the target of spells and may be harmed by magical weapons. The target cannot cast spells while in this form.

Scaling Options:

- Increase Duration**
(5 rounds/rank) +4 PP
- Increase Duration**
(10 rounds/rank) +6 PP
- Increase Duration**
(1 minute/rank) +8 PP
- Able to cast spells** +6 PP

ANIMAL TRANSFORMATIONS

PP COST: 6
RANGE: 10'
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Mage
TRADITION: Drei

DESCRIPTION: The caster may transform target into the physical form of any one animal that he has studied using the spell, Study Target. This animal must be between ¼ and 4 times the target's normal size. The target retains his normal mental faculties. The target does not gain the physical attacks, movement type, and/or senses of the new form.

Note: If the scaling option, Unwilling Target, is employed, then this spell's type changes to Attack and an unwilling target may make a RR versus Magic to avoid being transformed.

SCALING OPTIONS:

- Gain Physical Attacks +2 PP
- Gain Movement Type +2 PP
- Gain Senses +2 PP
- Increase size variance
(1/20th to 40 times normal size) +3 PP
- Increase size variance
(1/40th to 400 times normal size) +6 PP
- Increase Duration (10 rounds/rank) +6 PP
- Increase Duration (1 minute/rank) +8 PP
- Increase Duration (10 minutes/rank) +9 PP
- Unwilling Target +12 PP

Cyradon Traditions

Zirhus (Nagazi)	Weavers (Arali)	Gramarye (Rhona)	Usirae (Gryphons)
Air Wall	Air Wall	Bladeturn	Air Wall
Bladeturn	Bladeturn	Changing Ways	Bladeturn
Breezes*	Darkness	Darkness	Changing Ways
Darkness	Deflections	Deflections	Darkness
Deflections	Distractions	Distractions	Deflections
Elemental Ball	Elemental Ball	Earthen Transmutations	Distractions
Elemental Bolt	Elemental Bolt	Elemental Ball (Earth)	Elemental Ball (Air)
Fire Nerves	Fear	Elemental Bolt (Earth)	Elemental Bolt (Air)
Fire Wall	Fire Nerves	Growth*	Fear
Flash*	Fire Wall	Herbal Enhancements**	Fire Nerve
Fly	Force Wall*	Invisibility	Haste
Icy Mist Wall	Icy Mist Wall	Jolts	Icy Mist Wall
Jolts	Invisibility	Long Door	Invisibility
Long Door	Jolts	Magestaff*	Jolts
Mage Armor	Long Door	Merging Ways	Long Door
Magestaff*	Mage Armor	Misfeel	Mage Armor
Merging Ways	Magestaff*	Nature's Strength**	Magestaff*
Nightvision*	Merging Ways	Nature's Tongues**	Merging Ways
Passing	Misfeel	Nightvision*	Misfeel
Past Visions	Nightvision*	Passing	Nightvision*
Phantasm	Obscuring Mist*	Phantasm	Passing
Presence	Passing	Plant Disguise**	Past Visions
Quiet Ways	Past Visions	Presence	Phantasm
Shock	Phantasm	Quiet Ways	Presence
Sleep	Presence	Share Animal Sense*	Quiet Ways
Spikes	Quiet Ways	Shock	Shock
Stun Cloud	Shock	Shrink*	Sleep
Telepathic Bond*	Stun Cloud	Sleep	Stun Cloud
Vacuum	Vacuum	Stoneskin*	Telepathic Bond*
Water Wall	Water Wall	Tree Skin**	Vacuum

* = Spells from *College of Magics*, reproduced at the end of the chapter.
 ** = Spells from the Cleric Sphere of HARP. Treat as Mage spells for this one tradition.



BREEZES

PP COST: 5
RANGE: Self
DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: Mage
TRADITION: Zirhus
DESCRIPTION: Caster can create a small breeze in a cone that extends from himself to a distance of 20' away, with the width of the point farthest from the caster being 10' wide. This is a light breeze that can ruffle papers and move clouds of gases, with a maximum speed of 1 mile per hour (3' per round).
SCALING OPTIONS:
Increase Strength (per additional 1 mph) +2 PP

**EARTH TUNNEL**

PP COST: 10
RANGE: Touch
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Mage
TRADITION: Trallen
DESCRIPTION: By placing his hands on earth or stone, the caster can cause earth or stone to part before him to create a 5'R and up to 50' long passage or tunnel. The tunnel need not be horizontal. If necessary, the spell will fill the tunnel with breathable air. Once the spell's duration ends, the tunnel will close completely - entombing anyone who remains in the area. The tunnels opens at the rate of 10' per round and once the duration expires, the tunnel will close at the same rate, starting from the point of origin of the tunnel.

SCALING OPTIONS:

Increase Length (per each additional 50')	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Increase Duration (up to 10 minutes/rank)	+9 PP
Increase Tunnel Size (10' R)	+2 PP
Increase Tunnel Size (20' R)	+4 PP

EARTH WALL

PP COST: 6
RANGE: 10'
DURATION: 2 rounds/rank
SPELL TYPE: Elemental
RR: —
SPHERES: Mage
TRADITION: Trallen
DESCRIPTION: Creates a wall of packed earth with dimensions of 10' wide x 10' high x 1' thick. An opening can be dug through the wall at a rate of 2' by 2' by 1' per minute. The Earth Wall must be created on a solid surface.

SCALING OPTIONS:

Stone Wall	+5 PP
(wall is made of stone, can only be breached with proper tools and takes 1 hour per 2' by 2' by 1' hole)	
Increased thickness (per additional 1')	+3 PP
Increased size (per additional 10'x10'x1' section)	+3 PP
Shape wall	+3 PP
(wall can be shaped even into a curved form - a large enough wall can be shaped into a hemisphere)	
Meld wall	+3 PP
(wall can fit seamlessly against other surfaces or other Walls)	
Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Increase Duration (up to 10 minutes/rank)	+9 PP

FISSURE

PP COST: 5
RANGE: 50'
DURATION: —
SPELL TYPE: Elemental
RR: —
SPHERES: Mage
TRADITION: Trallen
DESCRIPTION: When cast, this spell causes a crack in the ground to extend out from the caster to the target. As the crack reaches the target, it expands to become a fissure that is 10' deep, 10' long and up to 5' wide at its widest point. The target of this spell may, if aware of the incoming attack, make a Light Agility or, if they have the skill, an Acrobatics/Tumbling maneuver to avoid falling into the crevasse created. If the target should happen to fail in this maneuver, he will take a Tiny Crush critical and be at the bottom of the fissure.

SCALING OPTIONS:

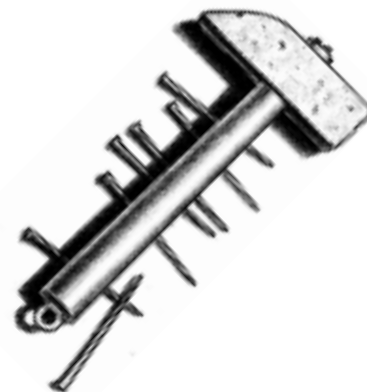
Increased Range (per additional 50')	+1 PP
Increased Difficulty (per maneuver difficulty level increase)	+2 PP
Increase Critical (per degree of severity)	+4 PP

FLASH

PP COST: 6
RANGE: Self
DURATION: 2 rounds/rank
SPELL TYPE: Attack
RR: Magic
SPHERES: Mage
TRADITION: Zirhus
DESCRIPTION: In the first round of this spell, the caster can cause a small globe of light to appear above his head, and "explode" it in a dazzling flash. With the exception of the caster, everyone who is within a 10' radius of the caster must make an RR versus Magic or be blinded for the remaining duration of this spell.

Scaling Options:

Increase Duration (to 5 rounds/rank)	+4 PP
Increase Radius (per additional 10' radius)	+2 PP





FORCE WALL

PP COST: 7
RANGE: 10'
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Mage
TRADITION: Cealla, Weavers
DESCRIPTION: Creates a translucent wall of force with dimensions of 10' wide x 10' high x 1' thick. Each wall segment has 10 hits per rank of the caster in this spell. The Force Wall must rest on a solid surface.

SCALING OPTIONS:

- Increase Wall Strength** (to 20 hits per caster rank) +5 PP
- Increased size** (per additional 10'x10'x1' section) +3 PP
- Shape wall** +3 PP
(wall can be shaped even into a curved form - a large enough wall can be shaped into a hemisphere)
- Meld wall** +3 PP
(wall can fit seamlessly against other surfaces or other Walls)
- Increase Duration** (5 rounds/rank) +4 PP
- Increase Duration** (10 rounds/rank) +6 PP
- Increase Duration** (1 minute/rank) +8 PP
- Increase Duration** (10 minutes/rank) +9 PP
- Invisible Wall** +5 PP

GROWTH

PP COST: 6
RANGE: Touch
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —
SPHERES: Mage
TRADITION: Gramarye
DESCRIPTION: Caster can alter target's size, enlarging him and his possessions to twice his original size.

SCALING OPTIONS:

- Increase size variance** (up to 5x normal size) +5 PP
- Increase size variance** (up to 10x normal size) +10 PP
- Increase Duration** (10 rounds/rank) +6 PP
- Increase Duration** (1 minute/rank) +8 PP

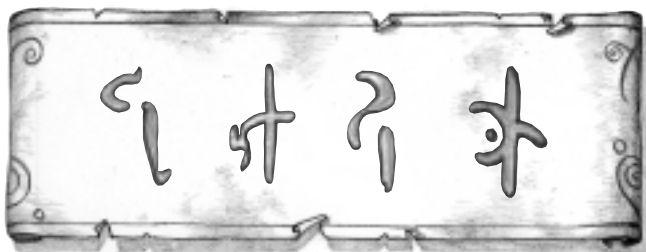


MAGESTAFF

PP COST: 13
RANGE: Touch
DURATION: Permanent
SPELL TYPE: Utility
RR: —
SPHERES: Mage
TRADITION: Any
DESCRIPTION: The caster must first obtain and craft a wooden or metal staff. The staff's length must be equal or greater than the caster's height. The caster then enchants the staff with arcane energy, turning it into a magestaff. This item is attuned to only the caster and can only be used by him. When this spell is cast, the caster's staff is enchanted to work as **either** a +1 Power Point Adder **or** a +1 spell adder. This spell may be cast on the staff multiple times, no more than once a day, to increase the power of the magestaff. Each increase must be cast separately. This spell has three special scaling options:
Dual Adder: This option allows the magestaff to be both a spell adder and PP adder. This option may only be used when Magestaff is first cast on the item.
Alternate Form: The magestaff need not be a staff in its form - armor, weapons, clothing, jewelry, etc., may be enchanted as PP and spell adders using this option.
Unkeyed: This option allows the "magestaff" to be used by anyone.

SCALING OPTIONS:

- Increase from +1 PP adder to +2 PP adder** +6 PP
- Increase from +2 PP adder to +3 PP adder** +12 PP
- Increase from +3 PP adder to +4 PP adder** +18 PP
- Increase from +4 PP adder to +5 PP adder** +24 PP
- Increase from +1 spell adder to +2 spell adder** +6 PP
- Increase from +2 spell adder to +3 spell adder** +12 PP
- Increase from +3 spell adder to +4 spell adder** +18 PP
- Increase from +4 spell adder to +5 spell adder** +24 PP
- Dual Adder (also a +1 spell adder or +1 PP adder)** +6 PP
- Alternate Form** +6 PP
- Unkeyed (may be used by anyone)** +6 PP



**MOLDING**

PP COST: 12
RANGE: Touch
DURATION: Permanent
SPELL TYPE: Utility
RR: —

SPHERES: Mage
TRADITION: Trallen

DESCRIPTION: Caster can reshape an object made from inanimate materials (i.e. earth, clay, ice, cloth, leather, wood, etc.), simply by using his hands. To mold an object into a specific form (e.g. a chair into a stool), the caster must either have the new form memorized using *Study Target* or succeed in a Hard (-20) Crafts maneuver (Difficulty degree may be higher at GM discretion). Remolding an object takes at least one minute (longer for large or complex objects at GM discretion.) In its base form, this spell cannot affect stone, metal, gems, magical materials, or magical items. An object carried or worn by a living being cannot be affected by this spell. The Mold options have the following effects:

Mold Stone: Caster can reshape non-magical stone.

Mold Base Metals: Caster can reshape non-magical base metals and alloys, e.g. copper, iron, tin, lead, bronze, pewter, steel, etc.

Mold Precious Metals: Caster can reshape non-magical precious metals and alloys, e.g. silver, gold, platinum, etc.

Mold Gems: Caster can reshape non-magical crystals and gems.

Mold Magical Materials: Caster can reshape magical materials, metals and alloys.

Mold Multiple Objects: Caster can reshape multiple objects simultaneously. Normally this option is used by casters who want to join or meld different objects together.

SCALING OPTIONS:

Mold Stone	+6 PP
Mold Base Metals	+12 PP
Mold Precious Metals	+18 PP
Mold Gems	+24 PP
Mold Magical Materials	+30 PP
Mold Multiple Objects (per extra object molded)	+4 PP

NATURE'S AWARENESS

PP COST: 5
RANGE: 100'
DURATION: Concentration
SPELL TYPE: Utility
RR: —

SPHERES: Ranger
TRADITION: Gherek Scouts, Venturer's Guild

DESCRIPTION: The caster can perceive all animate activity (including subtle movements) occurring in a 20'R within the range of this spell. This spell may only be cast outdoors.

SCALING OPTIONS:

Increase Range (per +50')	+1 PP
Increase Radius (per extra 10'R)	+2 PP
Increase Duration (5 rounds/rank; no concentration)	+4 PP
Increase Duration (10 rounds/rank; no concentration)	+6 PP
Increase Duration (1 minute/rank; no concentration)	+8 PP

NIGHTVISION

PP COST: 5
RANGE: Touch
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Mage
TRADITION: Any

DESCRIPTION: The target gains the ability to clearly see up to 100' on a starlit night, and by the light of a full moon can see up to 500' as if it were daylight. In total darkness, the target's vision is not enhanced. In an interior setting, artificial illumination allows him to see twice as far as the illumination provides.

SCALING OPTIONS:

Increase Duration (10 rounds/rank)	+6PP
Increase Duration (1 minute/rank)	+8PP
Increase Duration (10 minutes/rank)	+9PP
Increase Duration (1 hour/rank)	+10PP
Increased Distance (see clearly up to 100'/rank by starlight or 500' + 100'/rank by moonlight)	+4PP
Improved Vision (can see up to 100' in total darkness)	+3PP
Improved Vision (can see up to 100' in magical darkness)	+4PP
Improved Vision (can see up to 100' in Utterdark)	+6PP

OBSCURING MIST

PP COST: 8
RANGE: 50'
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Mage
TRADITION: Cealla, Weavers

DESCRIPTION: Caster uses the elements of Air and Water to create a dense unnatural mist of up to 20' radius. The center point of the mist must be within the range of this spell. The mist obscures vision - use the visibility penalties for a moderate fog. This spell can be successfully cast both outdoors and indoors.



SCALING OPTIONS:

Deep Mist (as heavy fog)	+3 PP
Increase Radius (per additional 10'R)	+2 PP
Increase Range (per additional 50')	+1 PP
Increase Duration (to 10 rounds/rank)	+6 PP
Increase Duration (to 1 minute/rank)	+8 PP
Increase Duration (to 10 minutes/rank)	+9 PP

PREDICT WEATHER

PP COST: 3
 RANGE: Self
 DURATION: —
 SPELL TYPE: Utility
 RR: —
 SPHERES: Ranger
 TRADITION: Venturer's Guild

DESCRIPTION: Caster is able to make a prediction concerning the weather to occur in the caster's current location. This prediction will include the time (within +/- 1 hours), type and severity of the weather. The prediction will be accurate 25% of the time plus 1% per rank known in this spell (otherwise, the results are random). The prediction may not concern events further than one hour per rank into the future, and only relates to natural weather events. **Note:** The Alternate Location scaling option allows the caster to make a prediction concerning the weather at a different place than his current location. However this other place must previously have been *Studied* using *Study Target*.

SCALING OPTIONS:

Increase Interval (1 day/rank):	+2 PP
Increase Interval (1 week/rank):	+4 PP
Increase Accuracy (to 50% + ranks):	+8 PP
Alternate Location	+4 PP

RELOAD WEAPON

PP COST: 5
 RANGE: Self
 DURATION: 2 rounds/rank
 SPELL TYPE: Utility
 RR: —
 SPHERES: Warrior Mage
 TRADITION: Pascalline Order

DESCRIPTION: In its base form, this spell automatically reloads a sling, allowing the caster to fire the sling **every** round. The caster **must** fire the sling every round as the spell teleports a new slingshot into the sling every round. If the caster does not fire the sling **or** if the caster fumbles any attack, then this spell ends immediately. Likewise if the caster has no more ammunition within a 5' radius, then the spell also ends. The Reload scaling options allow the caster to reload bows and crossbows with the same benefits and restrictions. Note that the caster will still have

to draw back a bowstring for bows and re-cock reloaded crossbows. Due to the exact timings involved in this spell, Reload Weapon cannot be combined with Haste.

SCALING OPTIONS:

Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Reload Bow	+6 PP
Reload Light Crossbow	+9 PP
Reload Heavy Crossbow	+12 PP

SHARE ANIMAL SENSE

PP COST: 4
 RANGE: 100'
 DURATION: Concentration
 SPELL TYPE: Attack
 RR: Will

SPHERES: Mage
TRADITION: Drei, Gramarye
DESCRIPTION: The caster may share in the perceptions received through any one sense (sight, hearing, smell, taste, etc.) from any one animal within range. Once this spell has been cast, the caster may continue to receive this sensory data as long as the animal remains within 100' of the caster. (This can be scaled using the Increased Distance options below). This spell gives the caster no control over the target.

SCALING OPTIONS:

Share Another Sense (per extra sense)	+4 PP
Increase Range (per extra 50')	+1 PP
Increased Distance (100'/rank)	+4 PP

SHARPSHOOTER

PP COST: 3
 RANGE: Self
 DURATION: 2 rounds/rank
 SPELL TYPE: Utility
 RR: —

SPHERES: Warrior Mage
TRADITION: Pascalline Order
DESCRIPTION: The caster can reduce all his missile weapon penalties due to range by 10 for the spell's duration. Range penalties cannot be reduced below zero, so the effective point blank range is unchanged.

SCALING OPTIONS:

Increase Duration (to 5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+3 PP



**SHRINK**

PP COST: 5
RANGE: Touch
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Mage

TRADITION: Gramarye

DESCRIPTION: Caster can alter target's size, shrinking him and all his possessions to one half of the original size.

Scaling Options:

Increase size variance (1/4th times normal size) +5 PP
Increase size variance (1/8th times normal size) +10 PP
Increase Duration (10 rounds/rank) +6 PP
Increase Duration (1 minute/rank) +8 PP

STONESKIN

PP COST: 4
RANGE: Touch
DURATION: 2 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Mage

TRADITION: Gramarye, Trallen

DESCRIPTION: Target's skin takes on a stony look, and becomes as protective as Soft Leather armor (+20 DB). The target is not affected by maneuver penalties or spell casting modifiers associated with the armor.

Scaling Options:

Increase Protection (as Studded Leather, +30 DB) +3 PP
Increase Protection (as Chain Mail, +40 DB) +6 PP
Increase Protection (as Plate/Chain, +50 DB) +9 PP
Increase Protection (as Plate, +60 DB) +12 PP
Increase Duration (5 rounds/rank) +4 PP
Increase Duration (10 rounds/rank) +6 PP

TELEPATHIC BOND

PP COST: 7
RANGE: Touch
DURATION: 5 rounds/rank
SPELL TYPE: Utility
RR: —

SPHERES: Mage

TRADITION: Usirae, Zirhus

DESCRIPTION: This spell allows the caster to create a telepathic bond between himself and one other target. The bond will only allow mental communication if the members of the bond are within a certain distance of one another. This distance is equal to 50' per member of the bond.

SCALING OPTIONS:

Increase Targets (per extra target) +4 PP
Increase Distance (per 50' per person) +3 PP
Increase Duration (10 rounds/rank) +6 PP
Increase Duration (1 minute/rank) +8 PP

TRENCH

PP COST: 5
RANGE: 10'
DURATION: —
SPELL TYPE: Utility
RR: —

SPHERES: Mage

TRADITION: Trallen

DESCRIPTION: The casting of this spell causes the formation of a trench or ditch in the ground. It is 10' deep by 10' long by 5' wide. The dirt from the location of the new trench is neatly piled to one side of the trench (caster's choice). The Refill Trench scaling option may only be used if the trench is empty. The scaling option, Shape Trench, may be used to create trenches of different shapes, so long as the volume of the trench is not changed, except through the other scaling options.

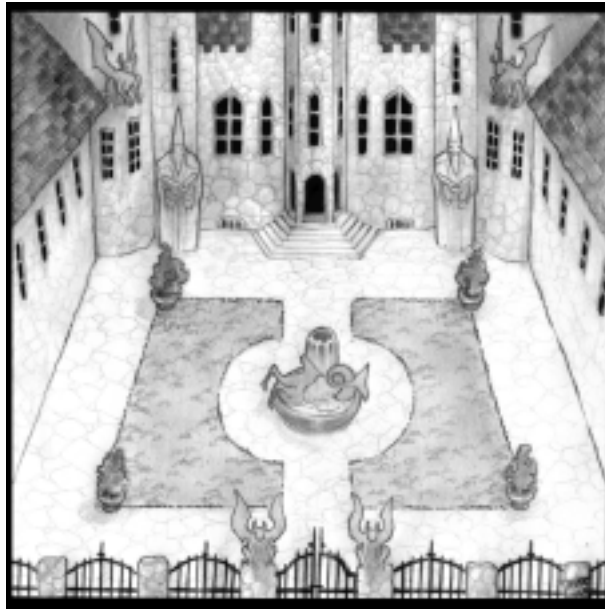
SCALING OPTIONS:

Increased Range (per additional 50') +1 PP
Increased Length (per extra 1' length) +1 PP
Increased Width (per extra 1' width) +1 PP
Increased Depth (per extra 1' depth) +1 PP
Shape Trench +4 PP
Refill Trench +4 PP





BELYNAR, THE CITY OF GRYPHONS



While the Thin Walk was difficult going for all save Sylla, it was well worth the effort. From their vantage high above the city, they could all get a sense of what the Devastation and the passing of time had done to Belynar's majesty. The more imaginative amongst them could get a sense of what was; even the least imaginative could envision what might be. Considering this was before noon of their first day together, the spirits of the eight adventurers could not be higher.

"I want to explore the Observatory," Elena said out loud to no one in particular. Each of them were roaming about without any real purpose.

"Then we'll go there next," Stave said.

The walk to the Observatory was relatively straightforward. At one point, Elena nearly lost her footing on the treacherous Walk, but she recovered quickly enough. Though she said nothing, it almost felt as though someone, or something, gave her a little nudge just as she was about to negotiate a tricky broken step.

They achieved the Observatory, and once there, their problems began almost immediately.



The haunting, ruined city of Belynar stands at the heart of Cyradon. Much of Cyradon's sad and tragic history has happened here. But now the city stands at the center of events again. The rebirth of the continent begins here. In the shattered ruins of old, arrogant and decadent cultures, the human newcomers are determined to make the city their home. Under the guidance of the Gryphons and the Rhona, the humans have taken the first steps to putting the land to rights.

A few weeks ago, the land was empty, dead desert. Now a small fragile rebirth has occurred. One of the precious Tears of Life were sacrificed in the Ritual of Estrousal. Living grass, living water and flowers bloom in what was red, sick, sand. Dead, petrified trees bear leaves for the first time in half a millennium. Children swim in rivers long dry. Skaldi poets call the newborn realm "the Re-Awakened Land."

In the city above, the people from Anias are going about turning this blasted city into a home. They are laying plans to explore the continent and colonize it. For the first time in a long time, there is hope amidst the despair of the Devastation.

But it is only hope. The magic cannot last forever in the face of a land poisoned down to the roots of the world. Already the winds bring the poisonous red sand across the streams and pastures. In the desert beyond, the Schirae wait, ready to assail the city and slay all within.

8

THE PEOPLE OF BELYNAR

In the city of Belynar, several thousand human, Sithi and Gryx refugees, and another couple of hundred Mablung make their home (if only temporarily). Most are from the city of Tarahir in the distant west, a city which, like Belynar, was the center of an empire once.

The city exists under the watchful eyes of the Gryphons of the Blunt Hill Eyrie, a nest of those beautiful creatures built high up in the Shival Mountains, just below the snowline. The Gryphons were sworn to guard the city by the ancient Cyrads. They shirked that duty once, and the Devastation was the result, they will not do so again.

When the ancient Royal Road opened, it was a group of terrified bedraggled refugees, fleeing for their lives, not a group of arrogant magicians or empire building legions. The Gryphons also sensed that other forces were at work, and the coming of the humans would put things in motion which could change their lives – forever.

Humans had enslaved the Gryphons once before, with the connivance of the Arali. But these humans came fleeing slavery. The Gryphons of the Blunt Hill exist on the fringes of their society. They quickly found common cause with the human fugitives. Fellow mortals, they have much more in common with the humans of Tarahir than they have with creatures such as the Arali Elves or the Rhona Gnomes.

Between these peoples, confused, broken, battered and facing an uncertain future, the city has begun to live again, after a fashion. Lights burn in the empty mansions. The forges beneath the earth ring again, as the Dwarven and Tarahiri smiths seek to finish the work left undone by those who perished in the Devastation. They bravely explore the broken underground tunnels of the city. Others spend time trying to translate the mysterious Cyrad glyphs in the rooms of the oldest buildings. Still others wonder what the large stadium to the north east of the city is for, and why all its entrances have been sealed shut by molten metal.

The city is no utopia. It is a place of tension, of scarcity and of fear. At any moment, the Schirae might storm out of the wastes. At any moment, the results of the Ritual of Estrousal might gutter and fade and the people will be doomed. But even still, there is a sense that the humans stand on the cusp of something, that they are ready to undertake something that will make history.

BELYNAR: CLOSE UP

The ancient city of Belynar is really two cities. There was the Belynar of the Cyrads—a city that was full of beautiful, elegant, buildings, full of gardens and laughter and there was Belynar of the Narsi, full of artifice and elaborate magic, and full of intrigues and huge monuments—in its day the greatest city in the world. And now, the city of Belynar stands on the brink of yet another rebirth.

The Belynar of the Cyrads was the most beautiful and perhaps the most enduring city. Time, the efforts of the Narsi, and the Devastation have been unable to obliterate the work of the Cyrads. The Cyrads built their city into all sides of Mount Belnos and around its base. They built around the shores of the lake and across the plains that lead to the Camal Sea. And they built to last. The Cyrads prized light and space, and greenery. They terraced the sides of the mountains to create space for light and airy homes and gardens. Most Cyrad public spaces were gardens, and they loved the sound of flowing water. Magical pumps and cisterns supplied water to all parts of Belynar. Parts of this water supply works to this day, sustaining the refugees.

Cyrad architecture is perhaps the most visionary architecture of its time, or any time. The Cyrads were master metalworkers, expert woodworkers and toolmakers. But their true love was stone working. They were brilliant architects and master masons. But the strangest fact about the Cyrads is that they created their impressive, soaring, amazing cities...without any form of concrete or indeed mortar. Instead, the Cyrads expertly worked each stone, each column, and each support individually. Their stone work was more akin to the Sithi's woodwork. Tabs and alternating slots were cut into the blocks – made of basalt



and granite and marble – with microscopic perfection. Once a block was laid, it fitted perfectly and would not move. The combined effect of gravity, the weight of the stones and the marvelous perfection of each individually carved stone meant that the effect was an incredibly solid structure. A Cyrad building, once built, would not move.

But the Cyrads did not merely build solid rectangular buildings: the Cyrads built smooth, curved structures: towers, roundhouses, temples and halls all surrounded by wide, smooth, curved walls. The Cyrads built their cities in the highest mountain peaks, shaping the very mountains themselves into places where cities could be built. The Cyrad towers and mansions soared out of their high alpine homes. The Cyrads made beautiful cities on mountains the way lesser men made primitive fortresses on bald hills.

The heart of Cyrad Belynar is the “Central Court”. This is where the refugees first set foot in Belynar. In addition to the Royal Road, the square is rimmed with large, stately buildings. Most of these buildings survived the Devastation reasonably well, though time has naturally taken its toll. Fanning outward from this square are the streets, terraces, houses, shops, and workshops of ancient Belynar. Most of the human refugees have established themselves in the buildings surrounding the Central Court, since they have access to the working water supply and roofed accommodations. Much of this area still remains unexplored, especially the areas leading to chambers and passages built into the mountain.

Note: The readily accessible areas of Cyrad buildings are empty save for the debris of two millennia. There are no obvious Cyrad artifacts and no remains of unfortunates caught by the Devastation. There are however sealed doors, painted walls, and carved glyphs aplenty. When asked, the Gryphons will say that these buildings have been empty as long as they can remember. As for the sealed doors and underground chambers, the Gryphons will say that they have not explored them—seeing no need to poke their beaks into dangerous places that don’t concern them. (Though a few very curious Gryphons have indeed made forays into these areas.) When asked about the Cyrads, the Gryphons will say that the Cyrads vanished. Where the Cyrads went and what became of them are unknown. However, Gryphons that are knowledgeable in history will say this—by all accounts there was no evidence that Belynar or other Cyrad cities were attacked or invaded. Scouts sent to investigate the disappearance of the Cyrads found no traces of violence.

When the Narsi came to Belynar, they found that city was “too cluttered” with deserted buildings. Although the buildings could all be repaired, the Narsi wanted a blank slate for the heart of their magical activities, a place they called the Prime Sanctum. Cyrad architecture and achievement was all very well—if you liked that sort of thing. But the Narsi, who were after all the greatest wizards

in the world, felt that they could do better. They would rebuild and remold Belynar in their own image. It would become a place, where free of mundane distractions and burdens, they could devote their time to magical pursuits. The new city would also be built to impress and intimidate—the haughty Arali Elves who grudgingly suffered the presence of the human wizards had to be shown that the Narsi were a force to be reckoned with.

The Narsi chose the southern and western slopes of Mount Belnos for the site of the new Belynar. They demolished existing Cyrad buildings, reopened some of the Cyrad forges in the western depths of the city, and then completed the tunnels out to the western slope. Practical considerations, however, did force the Narsin to reuse some of the old Cyrad areas of Belynar, since it was unfeasible to build a new entrance to the city. The House of Meeting, which the Narsin used to entertain distinguished visitors, was located in the old city as was their magical academy.

Only a new site would do for the Prime Sanctum however, which they placed on the southern slopes of the mountain. The Prime Sanctum was built as a deliberate echo of the Temple Sanctum in Tarahir, but larger. The sanctum was surrounded by a ten foot high, white wall. Inside the walls were temples, workshops, towers and libraries. They used only the most expensive materials, and lavished the buildings with decorations. Roofs and fittings were gilded, paths were inlaid with panels of semiprecious stones and walls were decorated with glittering patterns of precious stones. Large marble statues of famous Narsi adorned the sanctum. At the center of the complex stood the Tower of the Stars, a thin needle like tower jutting into the western sky. Outside the walls, the Narsi built extravagant, elaborately decorated villas with huge amounts of internal space. The more important Narsi were given leave to build their villas close to the walls of the Prime Sanctum. Less important Narsi built their villas further down the slope, towards the bottom of the falls. Far from the concerns of Anias, the Narsin looked out onto the serene sight of the Shival Mountains and the waterfalls.

The Prime Sanctum was especially badly hit during the Devastation. The beautiful white walls survived intact, though they are blackened and covered in red dust. All that remains of the Tower of the Stars is a pile of rubble. The roofs have caved in on the few buildings that remain standing. Semiprecious stones lie scattered across the ground. Crumbling walls mark the outlines of most of the buildings, and black cellar holes lead into the depths of Mount Belnos. Statues erected in memory of great Archmages of the order stand, anonymous and blackened, on raised plinths proclaiming that their names will never be forgotten. But their names have been forgotten. Newcomers can walk through the remains of the citadel and wonder who precisely Gentalus was, and





8



who Eriksal might have been. No one knows, no one cares and it hardly matters.

The Devastation destroyed most of the villas around the sanctum; they were built of brick, but roofed and floored with wood. The western slope of Belynar is a sad graveyard of broken buildings, fallen walls, blackened rocks and tumbled towers, all looking out towards the old waterfalls. Three gushes of water pour out of the mountain snows. At one time, there were a dozen such streams pouring down in endless white waves. The Narsin once called the cleft between the mountain of Belynar and the waterfalls the Rainbow Valley. The flow of water has begun to increase once more since the Ritual.

The Gryphons ignore the old villas as a rule. Too many young Gryphons have come to injury playing amongst the loose stones. Some of the refugees have taken to coming out here to be alone, or to conduct private business. It is a long walk from the shelters on the eastern side of the mountain and one is unlikely to be disturbed. Some treasures may lie preserved and buried beneath the fallen stones. It is a lonely place, of little importance. But there, up at the top of the slope, near the peak, the observatory still stands. If someone could only repair the damage to it and let it gaze into the heavens again.

After the Devastation, Belynar was left empty.

BELYNAR MAP

1. THE CENTRAL COURT

This is the terminus of the Royal Road. It is a large square with a marble “floor” and a heavy stone pedestal with a jewel embedded in it. Beautiful old Cyrad buildings flank the square. The largest of these is called the royal palace, though its original purpose is unknown. The palace is now the headquarters of the refugees provisional government.

2. OLD BELYNAR

The original city of Belynar was built on a series of wide, sloping terraces carved out of the mountain. Some of the buildings are set into the sides of the mountain and others are free standing. Even the freestanding buildings often have underground storerooms and access to the interior of the mountain. These buildings are in different states of repair, some are almost entirely in ruins, but a surprising number are almost habitable—and have easy access to fresh water. In several places, there are large tunnels that lead into the mountain. Courageous refugees who have explored these buildings and the outskirts of the tunnels have reported many sealed and locked doors. This area of Belynar, next to the

central court, is the safest area of the city since it has been regularly patrolled by Gryphons.

3. THE VOLCANO BRIDGE

This was an impressive piece of engineering, originally built by the Cyraids and later modified by the Narsin. It was a long, elegant bridge that stretched across the gaping depths of the volcano itself. It was damaged during the Devastation, but it remains intact enough for someone brave or foolish enough to pick his way across. The bridge spans the way across the dark abyss below. It’s a long drop.

4 THE RIVER GATE (AKA THE MAIN GATE)

The River Gate forms the centerpiece of the Central Slope of the mountain. It rises at the foot of the mountain, a white and blue gate, gleaming in the dawn. A wide tunnel leads beneath the gate complex and slopes upward, terminating at the upper gatehouse. Visitors exiting the gatehouse emerge in the central court.

Two “arches of light” pass over the road on either side of the gate. The arches were made of white marble and illuminated by a dozen torches on each arch. The lights on either arch and on the River Gate danced off the surface of the lake and made a beautiful and impressive sight.

Despite all its finery, the gate is a defensive and defensible position. It was once part of a high Cyrad built wall construction, a wall which ran the circumference of the mountain. The gate remained one of two primary entrances into the heart of the mountain and successive occupants have both fortified and beautified the gate. The gate is actually a long tunnel, dotted with murder holes for archers to man and a succession of heavier and heavier gates concealed in the ceiling. If an invader were to breach the main door, a secondary gate would fall from the ceiling, then a third, fourth and fifth gate.

Invaders have never entered the River Gate – anyone assaulting the mountain would have to climb the steep slopes under archery fire, falling rocks and counterattacks by skirmishers. The mountain is hardly invulnerable, but it does represent a difficult tactical problem. At the height of the city’s power, it had thousands of defenders.

The gate is remarkably well preserved, though no one has relit the torches yet. The command and control areas above, from where someone can operate the gate mechanisms and get a good view of an attacker, are in excellent condition and the gates have almost been repaired by the Dwarven and the Tarahiri Guard. The Tarahiri Guard has taken control of the Gate.

Immediately above the gate is a mesa style series of barracks rooms, built behind fortified stone. The rows of the barracks are crowned by crenulated defensive positions, but the roof is in a very poor state of repair. Many of the Tarahir Guard, New Tarahiri military and Skaldi warriors have taken up residence in the old barracks and all have worked very hard to turn the ruins into something homelike.

Note: The scale of the Belynar map is in cubits. A cubit is approximately 18”.



A sheer escarpment, fifty feet high, looms over the barracks. The barracks are not built into the mountain, but rather built *against* the mountain. Thus if an invader were to win into the barracks he would find that there is but one heavily armored door, barely high and wide enough to fit a man through, blocking the way deeper into the mountain.

5+6+7 THE WESTERN MOUNTAINS

The western mountains are tall, sharp, snow capped and almost unclimbable by any on the ground. In the crags and cliffs below the snowline, some of the Gryphons make their homes.

8. THE LAKEBED

Once filled by a deep, blue lake stretching for miles out on the low plateau in front of the volcano, the lakebed became a dry, dusty waste in the wake of the Devastation. Now after the ritual, the lake has slowly begun to fill again. The shores of the lake are surrounded by the ruins of Cyrad, Narsi and elvish villas and temples.

9. THE PRIME SANCTUM

The Prime Sanctum was almost completely destroyed in the Devastation. All that remains of the Tower of the Stars is a pile of rubble. The roofs have caved in on the few buildings that remain standing. Semiprecious stones lie scattered across the ground. Crumbling walls mark the outlines of most of the buildings, and black cellar holes lead into the depths of Mount Belnos. Statues erected in memory of great Archmages of the order stand, anonymous and blackened, are raised on plinths proclaiming how their names will never be forgotten.

10. THE MAGICIANS' BUILDINGS:

These were the buildings constructed by the Narsi. They were ornate, well constructed, and enchanted. It wasn't enough. The mountainside was scoured by the fury of the Devastation – and many of the buildings were flattened. A few dozen hollow ruins still stand. The majority of the Narsi' homes and laboratories were on the upper slopes of the western side of the mountain, but two important places are easily accessible on the eastern side. The Lower Academy and the Storehouse are easy enough to get to, but navigating inside is difficult and treacherous. Fallen rocks and magical traps are the least of the adventurer's worries. Many of these buildings have chambers built deep within the mountain.

11. THE MESA HOUSES

On the cliff face above and on either side of the courtyard, there are dozens of small mesa buildings, rooms, homes and workshops cut into the rock. They too were mostly consumed by the Devastation, but the rooms themselves still exist. The rooms are linked by a series of tunnels and an underground city behind. The houses are generally large, and usually built in rows along the

platform-roads (called Streitos). Some of the houses open up into cellars carved into the mountain – and by tunnels back towards the grand staircases inside the volcano.

12: THE PIERSIN THEATRE

The Piersin Theater took its name from a legendary actor of Tarahir. Once this was one of the most popular buildings in Belynar; the Narsi and Arali Elves flocked to this large marble building in droves for theatrical performances. The building is now a blackened, crumbling shell. The stage floor is exposed revealing rooms and passages carved into the depth of the mountains. Gryphons have occasionally reported hearing voices, music, and laughter in these ruins.

13. THE COLISEUM

The ruins of the coliseum are an enduring symbol of Narsi and Arali folly and hubris. Here magical constructs and monsters fought one another in huge spectacles. Vast sums of gold were wagered on the outcome of these battles. Mages and Arali princes vied with each other to build more powerful constructs and to import exotic monsters. Rumors abound that some of the monsters who fought in these battles had their origins on other worlds. The vast pits beneath the coliseum still contain constructs that were used in these battles. The pits also contain monsters—held in magical stasis. Occasionally, one of these constructs or monsters rumbles to life and will run amok among the ruins of Belynar. As yet none of the Gryphon guardians have found a satisfactory means of controlling and deactivating the constructs or dealing with the monsters. They have a disconcerting tendency to come to life when anyone approaches. All of the refugees have been warned in no uncertain terms to not go near the coliseum.

14. THE THIN WALK

The Thin Walk is a slowly climbing dike built late in the time of the Narsi, a walkway which allows someone to progress past the gatehouse and then up past the old Fountain Path towards the Mages Guild. The various military defenders of Belynar argued against the Walk's construction and continued existence. The Narsi pointed out that their magic could defend against all comers. The military men responded by using the Walk as a place to practice archery. The message was clear – any foe climbing The Thin Walk could be shot off by archers.

15. THE FOUNTAIN CLEFT

On the ninth level, a flue of warm volcanic water bubbles forth in a raging torrential stream. The stream pours down the mountainside, forming the "Fountain Cleft," the distinctive river scar that cuts down the central slope of Belynar. The Fountain River disappeared under the earth near the road, and then filtered into the old lake. The Fountain stopped running when the Devastation hit.

The Fountain Path is one of the newer constructions in the city, a stairway from the custom house which met



an old animal trail close to the barracks complex. The idea was that someone in the barracks complex could walk up to the Custom's House without entering the city. Plans were drawn up to build a proper walkway to the barracks, but they were never implemented.

Instead, the Fountain Path was extended into the Thin Walk, the only direct route from the ground level up onto the slopes.

16. THE HOUSE OF MEETING

This once lavish building was where the Narsi received important visitors, diplomatic delegations and held official diplomatic functions.

The House is an empty ruin. Its circular walls stand naked inside. Its floor, once decorated by carvings, carpets and intricate mosaics, is now covered with debris and red sand. Four stories of windows stand empty and open.

The roof, and its map, is half intact, but the map is so faded as to be barely recognizable. Cyradon is plainly recognizable. Some of the Shattering Islands are also visible, but little else. A ruby "star" far to the west of the Cyradon map seems to represent Tarahir.

The House is linked to the Merchant's Streitos by the Western Fountain Path, a broad stepped path leading upwards.

The only thing that survives in the Meeting House is a small Memoriam. The Memoriam has a statue representing the day god as the merchant, but carrying a sigil of the Narsin, a long bejeweled staff.

17. THE FOUNTAIN STREITOS

The Fountain Streitos is the bathhouse street of old. The old hot spring used to burst up from a fissure high on the shoulder of the mountain. The geyser used to shoot out from the mountainside and most of the water pooled just below the vent and formed the source of the powerful mountain stream that carved out the Fountain Cleft over the centuries. The Cyrads caught the water in an artificial reservoir and piped the high pressure hot water around their houses on the east face of the mountain.

The Narsin expanded the pipe system and built a series of baths. Five houses catered to different inhabitants in the city. One was for the Arali, one for the Danae, one for the Narsin, and the last two were reserved for the servants. The Arali, Danae and Narsi baths were rather grand affairs, decorated in the highest of Tarahiri style. The servant's baths were practical and undecorated. Even so, the buildings were quite impressive and had a sort of Spartan charm. These baths, beyond the various buildings erected by the Narsi, or the stadium, represented Belynar at its height and at its most comfortable...and at its most Tarahiri influenced.

The baths are sadly dry now, the plumbing is broken and the hot spring that fed them is now dry. The Rhona say that the spring still bubbles, a sullen, filthy puddle of water deep inside the mountain. As a result, the street has

a sad, faded, somewhat tawdry look. The frescoes and mosaics are long ago soiled and stained. The stained glass windows which opened to the sky are broken.

Even now, no one comes up here. The pipes are dry. No water flows. It is a cold, miserable place to be, as the wind scythes in off the highlands. Black pumice stones still lie on the paved street, left in heaps by the pseudo eruption which caused the Devastation.

Inside the bath houses, the floors are covered by the slag mounds left by the few actual eruptions of lava that accompanied the Devastation. In one of the lava flows in the Narsin bathhouse, the remains of a Narsi servant can be seen, half burned, half mummified by the poison. He lies, half sunk under the lava, his boney face staring blankly to the sky. The Gryphons have tried to cover him up on many occasions, but whatever shroud or barrow they cover him with always seems to fall away after a few years. Likewise, he cannot be moved. Tools blunt when someone tries to pick at the lava.

18. THE BATH HOUSES

- The Arali House is the southernmost of the three houses. It is a plain building outside, built like a Tarahiri mansion. Inside, the remnants of Janieal styled murals and frescos can be seen. The house seems to moan with the wind; it's a very sad, echoing sound.
- The Narsin House is the next house, heading north. The Narsin House has a distinctly Memraic temple feel to it; it was built as an echo to one of the largest Memraic temples in old Tarahir. The interior is decorated in the lust, almost gaudy Tarahiri style. The floors are covered by lava. The strange remains of the servant lie there, staring at the heavens.

The Servants' Houses are two almost identical houses, except the second house is a lot longer – its facade hides a Memraic temple behind. The servants' baths were larger and more spacious than the bathhouses to the south. They are less sheltered, and now feel a lot colder, and the wind seems sharper inside the buildings. The servants' baths were not decorated. There are apartments on the top floor of both buildings where the servants who maintained the baths dwelled. The floors are scattered with tiny bits of scorched human bone.

19. THE OBSERVATORY

The Observatory is a large domed structure, 500 feet in diameter, standing about 200 feet tall from floor to the top of the roof. The Narsi built a construct to open and close the sky doors and another construct would raise and lower the telescope. Neither of the constructs still works.

The Observatory had three floors: a level where one could view the telescope, a level where the Narsin astronomers worked and a viewing level which served no grander purpose than giving a beautiful view of the mountains and the sky – and access to the lenses of the giant telescope.



The telescope itself was about 150 feet long, with a massive lens of about 20 feet in diameter. The lens is a particularly impressive piece of work since it was not built with any form of magic.

UNDERGROUND BELYNAR

The inside of Mount Belnos is a warren of storage chambers, workspaces, sanctums and even living spaces. The tunnels run from naturally occurring lava flues to meticulously carved mining shafts to wide halls for industrial production. The Cyrads made the first deep excavations, where the vile smelling works such as tanning, forging and distillation could be carried on. The Cyrads created filters – made of specially soaked pieces of linen – which could absorb the worst of the smells. The stinking wads were then buried further down, in tunnels opened in the lava flows.

As Belynar became the all important Eastern Gate of the Cyrad realm, the city was expanded further, with vast stairways linking hewed inner levels and the artificial shelves and precipices within the vast cone of the volcano itself. In time the Dwarven friends of the Cyrads established a small complex in Belynar, and contributed much to the beauty, strength and design of the tunnels within the mountain.

The Cyrads also used many of the mountain chambers for storage. Most of these chambers are perfectly ordinary store rooms, some are empty and others contain

the remains of Narsi stores. A small number of chambers are locked and magically sealed. These chambers are clearly labeled in ancient Cyrad “Stasis Chamber—Emergency Stores.” Opening these chambers breaks the stasis. The contents may prove to be the salvation of the refugees. The chambers contain food, seeds, clothing, cloth, tools, books, and other useful items.

The Narsi also expanded the underground city. They needed workshops and laboratories far from the distrustful and prying eyes of the Arali Elves and the Gryphons. The Narsi turned some of the inner halls into parts of the city proper, installing eternally glowing magical lighting and sealed off the places below. The “winding path” climbing between the levels on the inner cone of the volcano was one of the wonders of the world, and romantic Arali elves would travel far to see the beautiful universe of lights suspended in the shadow at the center of the mountain. Below, past locked doors, the Narsi set about refining their high magic, learning ways to open paths to new worlds, and seeking to tame their creations and the otherworldly creatures they had captured.

Then came the Devastation, and all these fine works of mortals were equally destroyed. What remains – as above, so below – of their work is a confused jumble of debris, ruins and randomly preserved monuments to the creativity, intelligence and hard work – and arrogance – of those who had dwelled in Belynar in times past.

The Coliseum

The Coliseum symbolizes the folly and grandeur of the Narsi and the Arali at the height of their power. The building grew out of their mutual obsession with the bizarre, the monstrous, the exotic, and their love of spectacle. In the years after the Narsi came to Belynar, a few of the wizards began researching the origins of monsters. These wizards would use the Royal Roads in their studies, often capturing monsters and bringing them to Belynar for study. The captives were housed in private zoos, and became objects of curiosity and envy. Still other wizards invested their time in building magnificent magical constructs, which they periodically paraded through the streets of the city.

Maintaining a monstrous zoo or magical constructs required power and wealth, and thus became an outlet for the political and social rivalries of the Narsi and the Arali. Owning a zoo of exotic monsters or a collection of constructs soon became de rigeur. Some wizards and Arali even went so far as to recruit the more intelligent monsters as bodyguards and retainers. Monster acquisition and construct design and building and display became an obsession among the aristocracy of Belynar, Desnia and Shival. In time it became necessary to establish the superiority of rival collections.

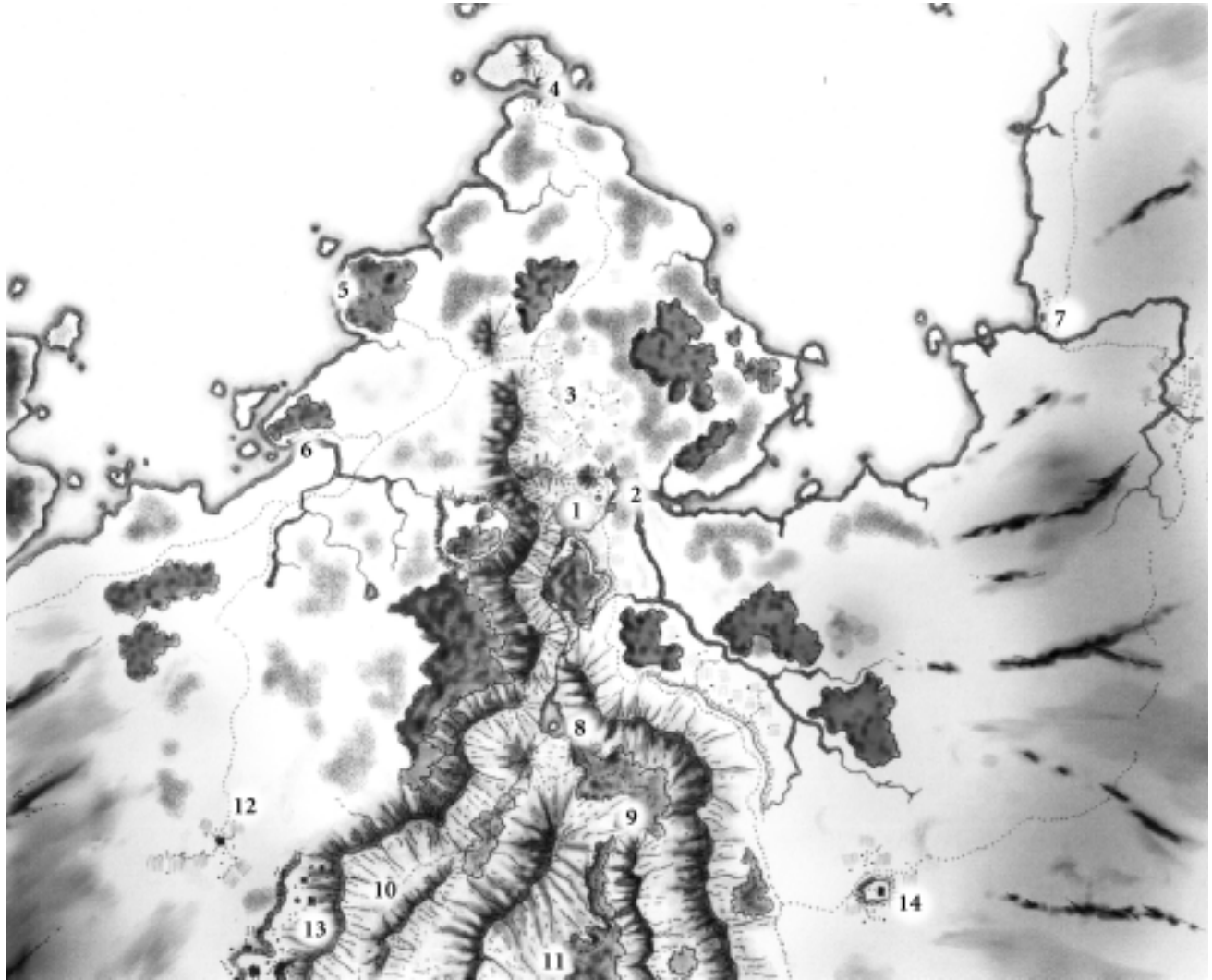
What began as small private events soon became public spectacles, which naturally required a suitable setting. The Coliseum was built to accommodate 30,000 spectators and provide secure stabling and holding pens for a host of different

monsters and constructs. The tunnels beneath the coliseum are a labyrinth of monster pens, stasis chambers for dangerous monsters, storerooms, training rooms, armories and accommodations for guards and trainers.

Coliseum spectacles varied. There were, of course, the perennially popular monster versus monster events, but the sophisticated tastes of the Arali and the Narsi demanded more. Events were designed to show off the monsters and constructs to their best advantage. Some of the larger saurian monsters were trained to be ridden by jousters, and went into battle armored. Other monsters and constructs were trained and designed for mass combat. Many of these events were accompanied by elaborate magical illusions.

Over time the Narsi and the Arali began breeding monsters and building constructs especially for arena combat. Many of these creations were destroyed in the Devastation, but some managed to survive and even thrive. Still others remained in stasis beneath the coliseum in the years that followed. Occasionally a stasis chamber would fail and release a monster. Gryphon and Arali mages responded by magically sealing the coliseum entrances.

After the Devastation, many of the Desnian Arali gave up their perilous hobby. Although the human wizards were blamed for the disaster, the Desnians privately at least, acknowledged their role in the events that led to the Devastation. On the Desnian island of Cairnus however, the entrenched habit of monster breeding continued.



THE RE-AWAKENED LAND

The Re-Awakened Land is a loose circle of “healed” land in the heart of the devastation. It is about 240 miles across at its widest point. However, on the fringes of the green area, the pastures are already slowly dying. What’s more, the reawakening has lent the realm a very poignant air. Shoots of grass now sprout amongst ruined temples and houses where the Shivan Arali and the Narsi once lived. The old rivers fill but slowly – much of the snow-melt from the Shival Mountains that should flow down into watershed around the Camal Sea has not filled the network of dry river channels and irrigation ditches. Slow moving trickling streams seep through channels carved by much bigger rivers.

The land has a long way to go before it can ever be properly restored. But the refugees have a fighting chance to survive here.

1. **Belynar** – In the heart of Cyradon and the center of the Devastation lays the great city of Belynar. Once home to the mysterious Cyrads and later home to the powerful mages of the Narsin, the city is once again alive with the sound of inhabitants. Thanks to the Ritual of Estrousal, performed by the Rhona Gnomes, the land around Belynar has been “Re-Awakened” and is once again healthy and able to support life.
2. **Nabdur**– This is more of an outpost than an actual town. It sits upon the coast where the river flowing past Belynar empties into a small bay on the Camal Sea. It consists mostly of warehouses, shipyards, and other structures to support both sea and river traffic. Nabdur was also home to a small fleet of barges that were used to shuttle goods up river from the Camal Sea to Belynar.



3. **Sefnar** – This is the town of Sefnar, located upon a small hill surrounded by fertile fields that are nearly ready to harvest. Once a thriving community the town now stands desolate and bare. For more information about Sefnar, refer to Chapter 10.
4. **Ruins of Adahar and Khafar (the Twin Cities)** – These two cities are often referred to as the Twin Cities. This is partially because they sit facing each other across a small 3 ½ mile wide channel. It is also because they were founded by twin brothers; twin Narsi that were always in competition with one another. Legend has it that they would battle aquatic monsters and constructs in the Channel between their cities. Whether or not this is true has never been proven.
5. **Ruins of Kausur** – Kausur is a small fishing village built on the coast of the Camal Sea. Sheltered by a thick forest on the landward side, the inhabitants of Kausur tried to stay out of the normal Arali politics and the rivalries that formed between the other Arali and the Narsi. Unfortunately, this could not save them from the energies and baleful magics released by the Devastation. Although the land around Kausur has been restored, the town is still a desolate, empty place.
6. **Ruins of Sansur** – Sansur is easily twice, perhaps even three times, the size of Kausur. Sansur was once a major port for the Camal Sea. It was the gateway port for ships from other port cities and towns around the Camal Sea, and ships that plied the Tanolain River between the inland sea and the city of Taravant and on further to Jalapur.
7. **Ruins of Paliranur** – This town served as a gateway between eastern farmlands and Belynar, Taravant, and Jalapur. It has many large warehouses for holding freight bound for Nabdur or Sansur. This city actually sits outside the Re-Awakened Lands, so there is nothing growing in or around it, except for perhaps a few monsters.
8. **Nostin, a Dwarven Outpost** – This ancient city is located within the cliffs overlooking a large lake at one end of a valley that has been long protected by the Rhona. Nostin was home to the Dwarves that aided the Cyrads in building Belynar. It even has a teleportation chamber leading directly from Nostin to Belynar.
9. **Rhona Valley** – This long valley is protected from the Devastation by the surrounding mountains, and by the later efforts of the Rhona. Within the forests covering the slopes of the valley are a number of areas specifically set aside for the breeding of animals. Since the Ritual of Estrousal has awoken a portion of the land, the Rhona have slowly been releasing these animals into the wild.
10. **Orjavir, a Dwarven Mine** – This distant outpost was the location of an ancient dwarven mine, last used back when the Dwarves aided in the building of Belynar. Like many dwarven outposts, it was abandoned when the minerals played out.
11. **Korolf, a Dwarven Mine** – Unlike the Orjavir Mine, this mine was for a small node of magical minerals. Like all magical ores, the metals and minerals found in this mine regenerate over time. It is quite likely that this mine has fully regenerated in the years since the mine was closed.
12. **Ruins of Adjmar** – This large town was once the center of a large agricultural community. The edge of the Re-Awakened Lands pass right through this town, giving it an odd, extremely disturbing appearance as you can look down one street and see lush growing plants on one side, and the cracked, dusty ground of the Devastation on the other.
13. **The Necropolis** – This area is, literally, a city of the dead. It contains nothing more than thousands upon thousands of small, medium and large crypts, tombs, and mausoleums. They reside on the ridge above the cliffs, on the plains below the cliffs, and even dug into the face of the cliffs.
14. **Jagmar Keep** – High atop a lone plateau, jutting above the highland plains, is Jagmar Keep. This ancient fortress stands like a sentry over the surrounding farmland and the small villages clustered around the base of the mesa. What is strange is that there seems to be no road leading from the base to the top of the plateau, and there do not seem to be any caves or tunnels allowing entrance either.





BESTIARY



9



oolan was gazing at the ruins of the telescope and its workings with Sylla while Stave, Barrin and Agarek were rooting around an upper level when the ghostly baying began.

"Help us, please won't you help us?" the voices moaned. Amaron, who was standing closest to Elena when the ghosts made their move, was horrified. At least a half-dozen spirits had surrounded her, buffeting her about as, slack-jawed, she struggled to master her terror.

"We're in trouble down here!" Amaron shouted, leaping to Elena's defense.

Before he got within four feet of her, the ghosts knocked him to the ground. The others were running to aid their beleaguered comrade, weapons at the ready. But the ghosts were determined - each of Elena's friends were driven off; the ghosts continued their harassment.

And then Droze, craftier than he seemed at first blush, removed a stone from a pouch he kept at his belt and spoke a simple word of power. Much to his surprise, the ghosts fled, leaving Elena, buffeted and bruised but unhurt; sprawled beneath the telescope.



MONSTROUS ECOLOGY

Cyradon is a land of excitement and adventure. It is also a land filled with many different types of dangerous creatures. In the decades before the Devastation, the Narsi and the Arali collected creatures from all over the world and possibly even further abroad. They kept these in private zoos as a status symbol, or they experimented on them for use in the coliseum games. A few would even release these creatures into the wild just to see what the effect would be on the local ecology. And of course, some creatures would escape captivity on their own.

Due to the magical onslaught caused by the Devastation, most such creatures perished, or were warped and changed into something even more monstrous.

When planning adventures, the Game Master (GM), needs to keep the ecology of the area in which the encounter is to take place in mind. Concepts such as “food chain” are very important, especially within the Devastation, where there is little to no vegetation on the surface for herbivores to feed upon.

The Devastation is mostly filled with apex predators. This means that they are relatively high up on the food chain. To these creatures, just about everything else is seen as prey. They often end up hunting each other, but the introduction of the Re-Awakened Lands is sure to draw them in as they search for easier prey.

Within the Re-Awakened Lands, there is much more variety of life. Not only did the Ritual of Estrousal restore the land to full health, but it also caused the rebirth of many different species of animals. While most of these newly reborn animals and creatures were oviparous, laying eggs that had been petrified during the Devastation, some were not. This poses a conundrum to scholars who are studying the effects of the ritual used by the Rhona Gnomes.

ENCOUNTERS

The GM can create encounters specifically for Cyradon using the rules and guidelines posted in the beginning of *Chapter 13 Encounters & Monsters*, from the **HARP** rulebook. However, rather than using the encounter tables from **HARP**, the GM should use the following tables. Each table has been designed for specific areas of Cyradon.

Once you have determined which table to roll on, you make a percentile roll and find out what the characters have encountered. Just remember, if a rolled result does not make sense for the situation, then feel free to re-roll it, or to just select one that is more appropriate. The following descriptions detail the entry for each row on the encounter tables, and also provide other information that may be used to help define the encounter.

Normal Animals – These are encounters with normal animals. They may be animals that are native to a given region or that have wandered into less hospitable regions. Most often, animals will run from those who encounter them, unless they are defending their young, or something else is driving them in a given direction. Rarely will they attack adventurers or even venture near a nighttime fire.

Vegetation – Sometimes, the local vegetation can be quite deadly. Plants such as a Giant Venus Fly Trap, or a Strangler Vine, or other dangerous plants comprise encounters of this type.

Terrain – Even the ground can be dangerous to adventurers. Quicksand, landslides, sinkholes, hidden bogs and tar pits are all examples of possibly dangerous terrain. One wrong step and an unwary adventurer could be in serious trouble.

Central Highlands Encounter Table

Encounter	Re-Awakened		Yftelan	Melanae	Shival Mtns.
	Lands	Devastation	Mire/Wood	Forest	
Normal Animals	01 - 15	01 - 02	01 - 02	01 - 03	01 - 14
Vegetation	16 - 18	03	03 - 13	04 - 08	15 - 21
Terrain	19 - 21	04 - 12	14 - 34	09 - 12	22 - 29
Weather	22 - 23	13 - 18	35 - 39	13 - 18	30 - 36
Locals	24 - 44	-	-	19 - 29	37 - 54
Merchants/Traders	45 - 48	19 - 22	-	-	-
Messengers	49 - 51	23 - 25	-	-	55 - 57
Pilgrims	52 - 54	26 - 28	-	-	-
Local Guard	55 - 64	-	-	-	58 - 64
Military Patrol	65 - 74	29 - 32	-	-	-
Raiders	75 - 78	33 - 40	40 - 48	30 - 32	65 - 69
Schirae	79 - 82	41 - 55	49 - 54	33 - 50	70 - 74
Coliseum Monsters	83 - 88	56 - 67	55 - 62	51 - 61	75 - 81
Aberrations	89 - 92	68 - 85	63 - 79	62 - 77	82 - 87
Monstrous Creature	93 - 94	86 - 94	80 - 94	78 - 91	88 - 92
Trap/Ambush	-	-	-	92 - 98	93 - 94
Adventurers	95 - 99	95 - 99	95 - 99	99	95 - 99
Special	100	100	100	100	100



Weather – Cyradon has some really lively weather. There are frequent storms all around its coasts, with the exception of the east coast. There are also sand storms with the Devastation and the layout of the various mountain ranges tends to produce some odd and potentially dangerous weather at times.

Locals – The people who live in a given area are considered locals. In Janieal, this would be the Arali. In the Melanae Forest the locals would be Schirae, in the Madiarian Forest the locals would be the Nagah, and in Selant the locals would be the Ashari Elves.

The locals of a given area are most often the non-combatants. This means that they are quite often the women, children, aged, and infirm (for those who let their aged and infirm live). The vast majority of these will be going about their daily tasks as normal and in areas that are hostile to the characters; they will immediately attempt to sound the alarm about the intruders.

In other areas, the locals will have attitudes that range from friendly to outright rudeness to distrust. It all depends upon the culture from which the locals come.

Merchants/Traders – These are traveling merchants and traders. They often care little for the politics between various regions, wanting only to continue in their trading. The more prosperous they are, the more likely they are to have guards escorting them and protecting them from bandits and raiders. Merchant caravans are quite often willing to do a little trade with those along their routes, as well as hiring extra guards for the more dangerous stretches of their route. Many merchants are also willing, for a small fee, to allow others to travel with them and gain the protection of those guards. Thus it is not unusual to find some pilgrims along with a merchant caravan.

Messengers – Magical communication is expensive, and is not the norm. Messengers are often used to transport important messages from place to place. Using mounts, or traveling by foot, they ensure that the messages are delivered. Cyradon has a network of messengers already established. With the restoration and revival of Belynar, they will be expanding their routes to include the Re-Awakened Lands as well.

Pilgrims – Word of the arrival of humans in Belynar is quickly spreading across Cyradon. As it spreads, there will be those who decide to take a pilgrimage to Belynar, and perhaps other sites, in order to visit the ancient city and see the strangers. Some pilgrims also undergo a journey for more spiritual reasons. This latter type will often travel all across Belynar just to visit ancient sites of a spiritual nature. Some pilgrims may also be the descendants of those few who escaped the Devastation, and wish to return to Belynar and the surrounding area to reclaim their heritage.

Local Guard – This is your average city guard or town sheriff. His job is to keep the peace, and to capture local criminals as best as he can.

Southlands Encounter Table

Encounter	Tanolain Southland					Ashman Range
	Aneirin	Selant	Delta	Plains	Jalapur	
Normal Animals	01 - 11	01 - 03	01 - 07	01 - 09	01 - 04	01 - 09
Vegetation	12 - 24	04 - 06	08 - 18	10 - 14	05 - 11	10 - 16
Terrain	25 - 27	07 - 10	19 - 36	15 - 18	12 - 17	17 - 27
Weather	28 - 29	11 - 15	37 - 41	19 - 22	18 - 20	28 - 31
Locals	30 - 50	16 - 41	42 - 45	23 - 38	-	32 - 40
Merchants/Traders	51 - 61	42 - 48	46 - 48	39 - 44	-	41 - 47
Messengers	62 - 64	49 - 51	49 - 48	45 - 53	-	48 - 52
Pilgrims	65 - 67	52 - 52	49 - 51	54 - 56	21 - 23	-
Local Guard	68 - 75	53 - 63	-	57 - 61	-	-
Military Patrol	76 - 81	64 - 80	52 - 62	62 - 73	-	53 - 63
Raiders	82 - 88	81 - 83	63 - 71	74 - 82	24 - 44	64 - 66
Schirae	89 - 91	84 - 84	72 - 74	83 - 84	45 - 61	67 - 71
Coliseum Monsters	-	-	-	-	62 - 70	72 - 74
Aberrations	-	-	75 - 77	-	71 - 87	75 - 81
Monstrous Creature	92 - 94	85 - 87	78 - 94	85 - 91	88 - 94	82 - 83
Trap/Ambush	-	88 - 94	-	92 - 94	-	84 - 94
Adventurers	95 - 99	95 - 99	95 - 99	95 - 99	95 - 99	95 - 99
Special	100	100	100	100	100	100



Military Patrol – This is a squad of soldiers, often found patrolling a border or protecting something of importance. The size of the squad may vary, and quite often you can find several squads working in concert to accomplish their goals. In Cyradon, border patrols tend to be made of larger units, platoons and sometimes even full companies, depending upon how serious the Schirae threat is in a given area.

Raiders – Raiders are groups of bandits and thieves, and perhaps others with even more nefarious plans. Most often, raiders will be comprised of one of three major groups, although others are possible. The most common raiders will be either Nagah or Ashari groups making incursions into the Devastation or neighboring lands. Along the eastern and northern coasts, raiders are more likely to be comprised of Schirae.

Schirae – The Schirae are a savage people. They hate all of the other races with a passion, and wish to kill them or enslave them for unknown purposes. Groups of Schirae are always hostile and aggressive.

Coliseum Monsters – During the many years the Narsi lived in Belynar, they captured and imported many unusual and dangerous creatures for use in the coliseum games. Some of these they improved upon using their magic, while others were kept in their natural forms. Many of these were kept in stasis chambers under the coliseum, while others were kept in chambers located at the homes of the Narsi and Arali who owned them. Over the centuries, these stasis chambers have occasionally failed, releasing these creatures into the wild. Some have survived, most have not. However, those that have survived have sometimes found their way out of the Devastation and into other lands.

Aberrations– The Devastation destroyed many people and creatures, but not all of them. Some were changed into what are now commonly called the Aberrations. These are creatures that were altered even more than the Schirae were by the wild magics released. Aberrations are tied to the Devastation. They are dangerous in the extreme, and are usually without reason.

Monstrous Creature – The Narsi brought many creatures to Cyradon. Some of these escaped, while other were purposely released into the wilds. Other creatures may be natural to Cyradon, or been transported there by other means. Whatever the case of their origins, there are a number of monstrous creatures roaming the wilds. While never numerous, one does occasionally find its way into civilized lands and cause problems until dealt with.

Trap/Ambush – Traps and ambushes are set by thinking beings. They are intended to capture or kill those caught within. A number of races employ traps, and may have left them unattended. Others may prefer to employ ambushes to capture or kill foes. Occasionally, those for whom the trap or ambush was not set may happen upon them.

Westlands Encounter Table

Encounter	Madiarian Mtns. Of		Nagaral City States	Northern Peninsula	
	Ciastan	Forest Evening			
Normal Animals	01 - 11	01 - 11	01 - 09	01 - 07	01 - 17
Vegetation	12 - 15	12 - 20	10 - 16	08 - 13	18 - 26
Terrain	16 - 18	21 - 33	17 - 27	14 - 19	27 - 34
Weather	19 - 21	34 - 38	28 - 30	20 - 23	35 - 43
Locals	22 - 42	39 - 47	-	24 - 44	44 - 57
Merchants/Traders	43 - 53	-	-	45 - 49	58 - 65
Messengers	54 - 58	-	-	50 - 52	66 - 70
Pilgrims	59 - 61	-	-	53 - 54	71 - 74
Local Guard	62 - 70	48 - 58	-	55 - 65	75 - 77
Military Patrol	71 - 81	59 - 71	31 - 43	66 - 78	78 - 81
Raiders	82 - 87	-	44 - 58	79 - 90	-
Schirae	88 - 90	-	-	-	-
Coliseum Monsters	-	-	59 - 65	-	-
Aberrations	-	-	66 - 74	-	-
Monstrous Creature	91 - 94	72 - 85	75 - 85	91 - 94	82 - 94
Trap/Ambush	-	86 - 94	86 - 94	95 - 94	-
Adventurers	95 - 99	95 - 99	95 - 99	95 - 99	95 - 99
Special	100	100	100	100	100



Adventurers – Often the most dangerous of any creature, adventurers seek out excitement and danger for their own purposes. They often react badly to those who stand in their way or who are after the same goals.

Special – This option allows for the GM to introduce any type of encounter that he wishes. It is completely his option, and his decision on what the encounter could be. Perhaps it is something like a meeting with an unusual stranger or a creature that goes against the norms, like a friendly and helpful Schirae. This could also be a special event, like a dimensional rift opening near the characters and dumping a few demons into the mortal world. Anything is possible.

Northlands Encounter Table						
Encounter	Llyrius					Blackflame
	& Neras	Mellianour	Qumar	Cairnus	Andalasa	Region
Normal Animals	01 - 09	01 - 08	01 - 11	01 - 07	01 - 17	01 - 9
Vegetation	10 - 13	09 - 11	12 - 15	08 - 11	18 - 21	10 - 13
Terrain	14 - 18	12 - 14	16 - 21	12 - 14	22 - 27	14 - 20
Weather	19 - 25	15 - 21	22 - 30	15 - 23	28 - 36	21 - 25
Locals	26 - 40	22 - 29	31 - 48	24 - 42	37 - 63	26 - 32
Merchants/Traders	41 - 49	30 - 36	49 - 59	43 - 47	64 - 74	33 - 40
Messengers	50 - 54	37 - 39	60 - 66	-	75 - 78	41 - 45
Pilgrims	55 - 57	40 - 41	67 - 68	-	-	46 - 49
Local Guard	58 - 68	42 - 48	69 - 79	-	79 - 87	-
Military Patrol	69 - 80	49 - 61	80 - 86	51 - 59	88 - 91	50 - 62
Raiders	-	-	-	-	-	-
Schirae	81 - 89	62 - 76	87 - 89	60 - 74	-	63 - 73
Coliseum Monsters	-	-	-	-	-	-
Aberrations	90 - 91	-	-	-	-	-
Monstrous Creature	92 - 94	77 - 87	90 - 94	75 - 85	92 - 94	74 - 90
Trap/Ambush	-	88 - 94	-	86 - 94	-	91 - 94
Adventurers	95 - 99	95 - 99	95 - 99	95 - 99	95 - 99	95 - 99
Special	100	100	100	100	100	100

into the Devastation to search for magical treasures.

Bounder – Bounders are most common in the Madiarian Forest, the Yftelan Mire, and the Tanolain Delta. It is rare for them to be spotted elsewhere. Rare, but possible.

MONSTROUS LOCATIONS

9

In the previous section, we gave you encounter tables for the various regions of Belynar; however that does not tell you what monsters are where. The following tells you where you can find the creatures listed within this chapter.

Aoifar – This race of Leonar is normally only found in the grasslands and plains of the western southlands. It is rare for them to travel elsewhere, but not impossible.

Ashari – These Elves are an offshoot of the Arali; changed from the prolonged exposure to the tainted waters of the Tanolain River and Delta. They most often stay within Selant, but do send raiding parties

Eastlands Encounter Table						
Encounter						Mtns. of
	Janieal	Desnia	Penlasse	Arimispia	Ischea	Morning
Normal Animals	01 - 13	01 - 09	01 - 08	01 - 11	01 - 11	01 - 09
Vegetation	14 - 19	10 - 16	09 - 15	12 - 17	12 - 23	10 - 15
Terrain	20 - 23	17 - 19	16 - 19	18 - 20	24 - 34	16 - 23
Weather	24 - 26	20 - 26	20 - 26	21 - 27	35 - 38	24 - 28
Locals	27 - 47	27 - 51	27 - 55	28 - 50	39 - 45	29 - 35
Merchants/Traders	48 - 58	52 - 62	56 - 64	51 - 59	-	36 - 41
Messengers	59 - 67	63 - 66	65 - 71	60 - 68	-	42 - 45
Pilgrims	68 - 70	67 - 68	72 - 73	69 - 68	-	46
Local Guard	71 - 77	69 - 79	74 - 84	69 - 82	-	-
Military Patrol	78 - 88	80 - 94	85 - 93	83 - 91	46 - 51	47 - 59
Raiders	-	-	-	-	-	60 - 62
Schirae	89 - 91	-	-	-	52 - 58	63 - 73
Coliseum Monsters	-	-	-	-	-	74 - 78
Aberrations	-	-	-	-	-	79 - 85
Monstrous Creature	92 - 94	-	94	92 - 94	59 - 73	86 - 91
Trap/Ambush	-	-	-	-	74 - 82	92 - 94
Adventurers	95 - 99	95 - 99	95 - 99	95 - 99	83 - 87	95 - 99
Special	100	100	100	100	88 - 100	100



Cliff Rukh – These large avians are most commonly found in mountainous regions unless they are out hunting prey. The restoration of the area around Belynar has revived a number of these creatures.

Fey Drake – These small creatures are most common in Aneirin and the forests of northern Janieal and southern Ischea.

Gorger – These creatures are Aberrations and freely roam the Devastation. Infrequently, a group of Gorgers may find their way into other lands.

Leshii – These elusive beings are only found in Aneirin. It is rumored that a few may live within the bounds of Ischea, but that is unknown.

Malas – The Malas live in hilly ground and forested lands. This would make them common to the Madiarian Forest. They are less common, but also found in the wilds of the Re-Awakened Lands surrounding Belynar.

Manticore – These vile creatures are most commonly found around the foothills of the Mountains of the Moon, a spur of the Mountains of the Morning.

Murshie – These creatures are most commonly found in the Yftelan Mire, but it is rumored that they may also dwell in shallow rivers, and perhaps even in both the swamplands of the Madiarian Forest and the Tanolain Delta.

Nagah – Nagah live exclusively within the Madiarian Forest, however, it is not unusual for raiding parties to leave the forest.

Nagaral – The Nagaral live only around the bay where they built their cities. However, a few Nagaral do travel, and they can be spotted in Ciastan, and, more rarely, Llyrius.

Patago – These creatures live solely in the Madiarian Forest.

Quinakh – These creatures live in deep pools of water in swamps and rivers. They can be found from the Yftelan Mire down to the Tanolain Delta. Luckily, they are quite rare.

Rainbow Beetle – This giant insect is prized and bred for various purposes. They can often be found in great numbers in wet woodland areas when located in the wild.

Rasicar – Originally a creature designed and created by the Narsi, the Rasicar are now pure Aberrations of the Devastation. Luckily, not many of these huge scavengers have found their way into other areas.

Schirae – The Schirae live scattered around the outskirts of the Devastation, most notably in the Melanae Forest.

Stionoir – These avians thrive in the highland plains of the Re-Awakened Lands, and the restoration has generated many wild herds of these creatures.

Swamp Octopus – This creature lives primarily in swamps such as the Yftelan Mire and the Tanolain Delta. It is not known if they can live in streams or rivers outside the swamplands.

Tagus – These creatures are only rarely found in the wild, but when they are, they are most often found in mountainous and rocky terrain, which suits them quite well.

Three of the creatures on the above list are also listed within **Monsters: A Field Guide**. They are included here because they are creatures that are definitely found within Cyradon. Other creatures from both the **HARP** rulebook and **Monsters: A Field Guide** may also be found, but it is up to the GM to determine whether or not they will be found. The following table lists the creatures from those two products that may make good additions to Cyradon. More information on the listed creatures may be found in the **HARP** rulebook and **Monsters: A Field Guide** respectively.

HARP	Monsters: A Field Guide
Ant, Giant	Normal Animals, Any
Ape, Giant	Barghest
Beetle, Giant	Cerebus Hound
Cat, Large	Cockatrice
Demon, Any	Demons, Any
Golem, Iron	Elemental Bird
Hydra	Fiend, Any
Rat, Giant	Harpy
Sabertooth Tiger	Lernean Serpent
Scorpion, Giant	Nightlord
Spider, Any	Undead, Any
Undead, Any	
Wasp, Giant	
Wolf	



MONSTROUS TEMPLATES

The Devastation is home to many monsters, including the warped and twisted versions of normal animals and creatures, collectively known as Aberrations. Since the time of the Devastation, other monsters and creatures have moved back into the Devastation and adapted to its conditions and now compete with the Aberrations. Not all monsters encountered within the confines of the Devastation will be Aberrations, some are escaped Coliseum Monsters and others normal monsters who have since moved into the area of the Devastation. The Schirae, created by the Devastation, are not Aberrations, and it is highly recommended that the Aberration Template never be applied to the Schirae.

The following Aberration template may be applied to any animal or monster that the GM wishes, turning it into a Devastation Monster.

ABERRATION TEMPLATE

Aberrations are giant, misshapen versions of normal creatures. All Aberrations encountered so far have had the following abilities; however it is quite possible that some Aberrations may have additional or completely different abilities.

- **Aura of Fear** – All characters within a 20' radius of the Aberration must make a Will-based Resistance Roll against RR (100 + Aberration's Level) or they will flee in terror from the Aberration.
- **Bane Fury** – Aberrations will attack anything on sight, they also ignore damage caps on a 91-100 rather than just the normal 99-100.
- **Gigantism** – The creature is approximately 2-3 times its normal size. It gains a +10 to its Strength and Constitution bonuses. It also receives a -10 to its initiative bonus. All attacks are increased in size by one.
- **Immortality** – So long as the creature is within the bounds of the Devastation, it will come back to life with 2d10 days of being killed so long as the body has not been completely destroyed, such as through being burned. During the time that it is "dead", its body will fully repair all damage done to the Aberration.
- **Toughness** – All Aberrations are covered by a toughened hide or by thick scales, fur, or rigid plates, giving the Aberration a +20 to its DB.

COLISEUM MONSTERS

The stables beneath the coliseum housed the monsters and constructs that the Narsi and their Arali allies used in the coliseum games. These creatures, when not being trained or improved were kept in stasis chambers within the stables. These stasis chambers were patterned on some of the stasis chambers discovered under the Cyrad portion of Belynar, however they are not as stable as the Cyrad stasis chambers, and one will occasionally fail, setting free the creature or creatures within.

With the arrival of the refugees from Anias, the chances are good that one or more of these chambers will be opened by the curious. The newly awakened monsters are likely to be very hungry and quite willing to snack on whoever opens its chamber.

Most of the creatures held within the stasis chambers have been "improved" to make them tougher and more deadly, so that the coliseum games would be more exciting. Some of the creatures were awaiting improvement when the Devastation struck, so are still normal, but this is the exception, not the rule.

The following templates are just a few examples of the improvements that have been made on creatures for the coliseum. The methods for making these improvements is long gone, lost in the destruction of the Devastation, but the effects can still be seen when one of the creatures escapes the stables as its stasis chamber degrades.





ELEMENTAL TEMPLATE

This template may be applied to any creature or construct. No creature will have more than a single Elemental Template applied to it, as the rules of the coliseum games disallowed this; however, this template has often been mixed with other templates to create better monsters for the coliseum.

There are four varieties of this template, one for each of the four elements. The following table shows what the elements are and what their opposing elements are as well.

Element Opposite

Air	Earth
Earth	Air
Fire	Water
Water	Fire

This template provides the following abilities to the creatures to which it is applied:

- **Elemental Affinity** – When the creature is struck by an attack based on the same element as the one the creature is attuned to, the creature is healed a number of points equal to the amount of damage that the attack would have normally done. If the creature is struck by an attack of the Opposite Element, it does double the normal amount of damage to the creature.
- **Elemental Manifestation** – The creature can surround itself with a field of elemental energy of the same type as the element to which it is attuned. This field has a radius of 1' for every Power Point (PP) put into it and lasts one round for every Power Point used in creating the field. All creatures within the field, including the creature that created it, receive a Tiny Elemental Critical each round that they are in, or in contact with the field. The creature may increase the size of the elemental attack done by the field for an additional 4 PP for every size increase. Creatures with this template often used this ability to heal themselves and damage their foes at the same time.
- **Elemental Imbuement** – All normal, physical attacks by the creature do an additional Elemental Critical of equal severity as the physical attack it accompanies. This additional critical uses the same results of the physical attack to determine what damage is done with this attack.

GIGANTISM TEMPLATE

This template was applied to many creatures to make them more entertaining in the coliseum games. It was often combined with other templates to create more interesting combatants. The effects of this template are as follows:

- **Size Increase** – The creature became twice its normal size.
- **Stat Bonuses** – The creature gained a +10 to both its Strength and Constitution bonuses.
- **Movement Increase** – The creature gained +5 to its BMR, however it also received a -10 to its initiative bonus.

DEMONIC TEMPLATE

One of the Narsi's "greatest achievements" in improving monsters was the ability to infuse the monsters with a bit of demonic energy, making them much more deadly than before. Creatures and constructs with this template tend to turn a shiny black in color, and have red glowing eyes, giving them a baleful appearance. This template also gives them the following abilities:

- **Dark Vision (Demonic)** – The creature can see up to 100' in total darkness.
- **Demonic Hide** – The creature's tough hide grants it a bonus of +20 to its natural DB.
- **Soul Burn Strikes** – When creatures make a physical attack, if it does damage, the target of the attack must make a Stamina-based RR (100) or lose 1d10 points from its Constitution and 10x that amount in concussion hit damage.
- **Demonic Stats** – The creature gain a +5 to Strength, Constitution, Agility, and Quickness.

Note: It is rumored that some of the Narsi would improve various monsters and then set them free in the wild just to see the effect that they would have on the ecology. This is only a rumor however and has never been proven.

MONSTROUS DESCRIPTIONS

This section contains a description of the monsters listed previously. These creatures and monsters were built as if they were Fighters of the appropriate level. They all also used a standardized 75 for all their stats. Using this information along with the information contained in *Monster Quick Stats* table, the GM will be able to customize the creatures with additional levels of the Fighter Profession or any other profession if he chooses to. The GM may also take the information provided and create variations of the creatures that are professions other than Fighter. For ease of use, all numbers have been rounded to the nearest multiple of 5.



Monster Quick Stats

Name	Lvl	Size	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treasure	Stamina	Will	Magic
Aoifar	6	M	14	15	60	125	100 We; 65 S-Slash	2-20	Aloof/Prot.	N2 N2(10) R2	90	70	70
Ashari	6	M	11	10	70	105	95 We; 75 We	6-15	Bellig.	R N3 N2	85	80	65
Bounder	9	M(L)	12	20	110	245	125 L-Slash; 110 L-Puncture	2	Hungry	P P P	85	70	70
Cliff Rukh	8	L	20	25	110	240	115 L-Slash; 95 L-Puncture	1-2	Aloof	—N3 —	120	80	85
Fey Drake	1	T	5	20	45	60	50 T-Puncture; 40 T-Slash	1-10	Aloof/Aggress.	P N3(4) N	20	25	25
Gorger	2	M	14	20	40	105	70 L-Puncture; 40 M-Slash	2-20	Berserk	—	40	20	30
Leshii	20	M(L)	14	20	85	230	130 We; 105 Spells	1	Aloof/Prot.	R3R3R3	110	115	115
Malas	3	M	16	20	60	115	80 L-Slash; 60 M-Puncture 120 H-Puncture; 100 L-Slash	1-5	Aggress.	—	40	35	35
Manticore	10	L	13	20	125	250	100 L-Puncture (Poison)	1	Bellig.	R3 P N	110	105	100
Murshie	5	M	12	20	65	130	70 S-Slash; 60 We	1	Hungry/Cruel	N2 —	55	45	55
Nagah	6	M	12	15	60	115	100 M-Slash; 65 We; 65 M-Crush/Unbalance	2-10	Bellig.	P P N	80	65	70
Nagaral	4	M	12	15	55	115	85 M-Slash; 55 We	2-10	Aggress.	N P R3	70	60	60
Patago	2	S	12	20	40	80	70 S-Slash; 55 S-Grapple; 45 T-Puncture	1-10	Hungry/Aggress.	N2 N5 N	25	25	25
Quinakh	10	L	20	35	160	255	130 L-Puncture; 105 L-Slash	1	Hungry/Bellig.	N N N	100	70	70
Rainbow Beetle	1	S	10	15	65	80	35 S-Puncture	11-20	Aloof	—	30	15	25
Rasicar	7	L	10	5	85	255	115 L-Slash; 80 L-Puncture	1-5	Hungry	N R(5) N	35	40	85
Schirae	6	M	11	15	75	120	100 We; 60 We	2-20	Hostile	N P N	80	75	75
Stionoir	4	M	18	15	55	225	85 M-Puncture; 55 M-Slash	1-10	Aggress.	—	50	45	45
Swamp Octopus	6	M(L)	13(5)	15	45	185	100 L-Grapple (x6)	1	Hungry	—	70	55	55
Tagus	6	L	18	20	90	235	100 M-Crush; 85 L-Crush	1-10	Aloof	—	70	55	55
Vulakah	9	M	12	15	105	150	125 L-Slash; 90 M-Puncture	1-5	Hungry	—	105	70	70
Zenasant	8	M	10	15	125	140	120 L-Slash; 85 L-Puncture	1-10	Bellig.	—	80	70	70

NOTATIONS

Several of the statistics are self-explanatory: Level, BMR = Base Move Rate, Init = Initiative Modifier, DB = Defensive Bonus (DB breakdown available in the monster's description), Hits. The rest are detailed below:

Size: S = small; M = medium; L = large (attacks resolved on the Large critical table); H = huge (attacks resolved on the Huge critical table); M(L) = medium sized but receives criticals as if Large; M(H) = medium sized but receives criticals as if Huge.

Attacks: A creature's attacks are divided into three parts.

The bonus, attack size, and attack table. The bonus is what is added to the attack roll. The size is as follows and indicates maximum attack size: T=Tiny, S=Small, M=Medium, L=Large & H=Huge. The tables are self-explanatory. Thus a 75 L-Slash equals a +75 to the roll on the Slash chart with a damage size of Large. If multiple attacks are listed, then the creature gets to decide which attack to use. The code We= weapon.

Level – This is the average level of an adult version of the creature. This level should be considered as levels of the Fighter profession. Looking at it this way, the GM can then customize the creatures by giving them

levels in different professions in order to make things interesting for the players.

Size – This is the relative size and toughness of the creature. Large and Huge creatures receive criticals on special charts rather than on the normal ones. Other creatures may also be immune to certain effects of damage such as bleeders or stun. The following list gives the type of entries that may be found in the Size column and what those entries mean.

S – Creature is Small in size and receives criticals normally.

M – Creature is Medium in size and receives criticals normally.

L – Creature is Large in size and all criticals to this creature are resolved on the Large Critical Table.

H – Creature is Huge in size and all criticals to this creature are resolved on the Huge Critical Table.

(L) – Creature is Medium in size, but all critical received are resolved on the Large Critical Table.

(H) – Creature is Medium in size, but all criticals received are resolved on the Huge Critical Table.

Init Bonus – This is the bonus that is added to the creature's initiative rolls during combat.



- Base Move** – This is the Base Movement Rate of the creature. This represents how many feet that the creature may move in a given round at a walking pace.
- Hits** – This is how many Concussion Hits a creature has at the given level. If the GM alters the creature from the base level, he needs to remember to change the number of hits accordingly as well.
- DB (Defensive Bonus)** – This is the creature's Defensive Bonus, and is subtracted from all attacks made against the creature. It already includes such features as armor and shields that the creature may have. Intelligent creatures may increase this by parrying, or through the use of magical items.
- Attacks** – This section gives the creature's Offensive Bonus (OB). It often lists more than one OB if the creature has different forms of attack available to it. The first one listed is the primary attack of the creature, with any others listed being secondary attacks.
- # Enc** – This is the number of creatures normally encountered when they are found. This does not represent how many may be in its lair, only how many normally travel together.
- Outlook** – This represents the creature's normal outlook and attitudes to those that it encounters. This also is used to denote the creature's basic behavior patterns as well. The following list shows the codes that may be used.
- Aggr.** – Aggressive. Creature is aggressive and will attack if provoked.
- Aloof** – This type of creature will normally ignore others unless attacked or interfered with.
- Bellig.** – Belligerent. This type of creature has a nasty disposition and will often attack without provocation.
- Berserk** – This creature will attack the closest living creature until it is destroyed.
- Cruel** – Not only is this creature hostile, but it enjoys causing death, pain, and suffering.
- Domin.** – Dominating. This creature desires power and attempts to gain it by controlling and dominating others.
- Greedy** – This type of creature will attack and/or steal from others if the risk is not too high to itself.
- Hostile** – Will normally attack other creatures on sight.
- Hungry** – This type of creature will normally attack anything that it considers edible when hungry, otherwise consider it to be Aggressive.
- Prot.** – Protective. This creature is normally very protective of a thing, place, other creature, etc.
- Treasure** – The section of the stat block for treasure gives you some codes to use in determining what treasure the creature might have. The base chance of a

creature having treasure is dependant upon the level of the creature. To determine the chance of the creature having treasure roll percentile dice, and roll under a number equal to 20% + 3% per level.

The code for treasure determination looks like the following: N2R3(10)P and is used to determine what rolls to make in order to determine the treasure to be used. The code contains three segments (Magic, Money, and Mundane, in that order) and each segment contains three possibilities, Poor (P), Normal (N), or Rich (R).

If a code is followed by a number, then the GM should roll on the indicated column the indicated number of times. If the code is followed by a number in parenthesis, then the results of all rolls are then multiplied by that number to get the total. If the code is not followed by any number, then only a single roll is needed for that chart. If there is a '—' instead of a code, then no roll is made for that type of treasure.

Using the example code above, N2R3(10)P, we can see that the treasure is comprised of 2 rolls on the Normal Magic column (N2), and 3 rolls on the Rich column of the money chart, with the total of all three rolls being multiplied by 10 (R3(10)), and finally a single roll on the Poor column of the Mundane Items chart.

Stamina RR – This is the creature's total bonus to Stamina Resistance Rolls.

Will RR – This is the creature's total bonus to Will Resistance Rolls.

Magic RR – This is the creature's total bonus to Magic Resistance Rolls.

DESCRIPTIONS

This section gives a description of the monsters listed on the *Monster Quick Stats* table along additional information about the creature. Each description contains the following items:

Abilities – This section will list any racial or special abilities of the monster. Any abilities given that are not located in the Talents section will be detailed at the end of the Monster descriptions.

IQ – This section will give the creature's intelligence and sentience level and some information on how the creatures act.

DB – This section will give a breakdown of the monster's DB telling where each portion of it comes from.

Skills – This section will give a few commons skills that will be useful in running the monster. The GM may add other skills as he sees fit. They are in the following format: *Skill Name (# of ranks) Total Bonus*



AOIFAR

The Aoifar are a race of lion-centaurs more commonly called leonars. They live a nomadic lifestyle on the plains in the south-western portion of Cyradon. There are nine major tribes of Aoifar, each tribe consisting of nine major clans with each clan consisting of nine prides. The prides, clans, and tribes all move about the plains constantly, in seemingly random patterns created thousands of years ago.

The Aoifar came to Cyradon all those many thousands of years ago; they are at war with the Nagah, and patrol the banks of the large river south of the Madiarian Forest, preventing the incursions of the Nagah with their spears and slings.

Physically, the Aoifar are about the same height as humans; possibly a little shorter. They stand around 5'6" and have a humanoid upper body sprouting from where the neck and head of a large feline would be coming out of its shoulders. The Aoifar are covered from head to toe with a short course fur, their heads and faces have a definite feline cast to them, and some even have a shaggy lion-like mane on their heads.

Abilities – Tough Hide (Minor); Natural Weapons (Claws); Blazing Speed

IQ – The Aoifar are a very intelligent race, they are as fully intelligent as any of the other races of Cyradon.

DB – +20 Stats; +20 Tough Hide (Minor); +20 Soft Leather Armor

Skills – Perception (21) 80; Tracking (12) 65; Stalk & Hide (12) 60

ASHARI

The hidden city of Selant in the Tanolain Delta was originally founded by Arali who wanted to search the Devastation, against the wishes of their brethren, for magics that they hoped would reverse the damage to the land.

Over the centuries since they settled there, the Arali have changed and been warped by the tainted waters flowing down the Tanolain River. Their distance from the Devastation has helped them survive, but the changes have been wrought, and the Elves can no longer be called Arali. Approximately 100 years ago, they renamed themselves the Ashari, the grey ones.

This is an apt title for them as their skin has a greenish-grey cast to it, and they have adapted in ways that allow them to survive better within the Devastation. A few even have weakened versions of the same abilities held by the Aberrations.

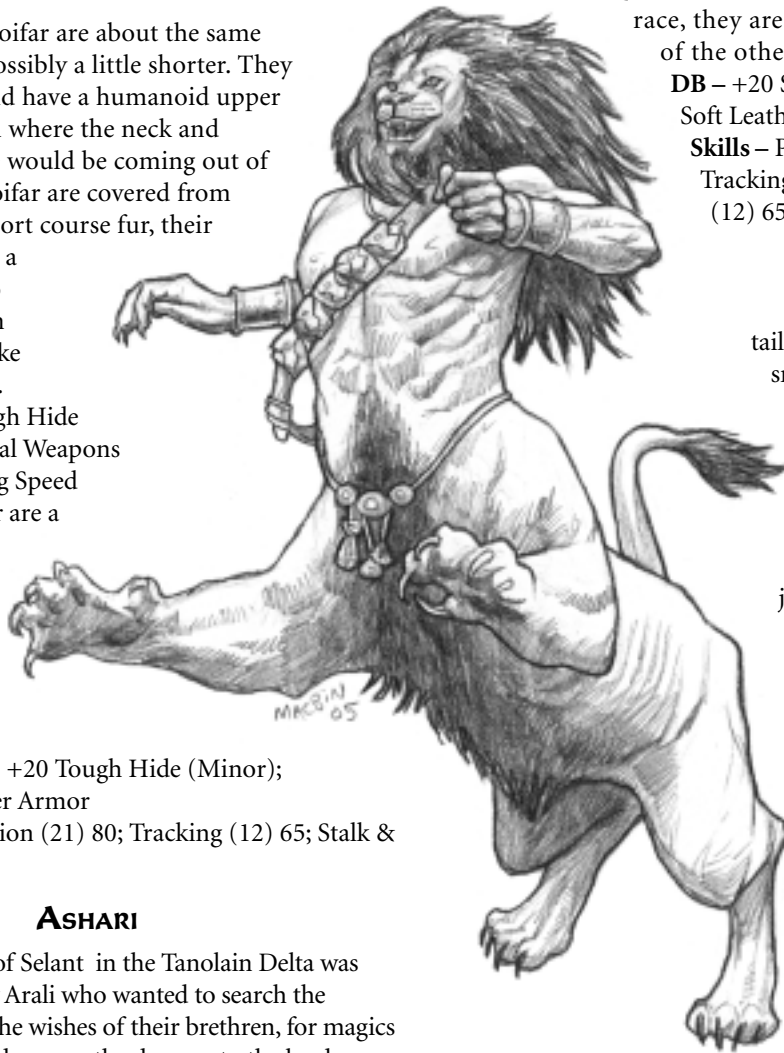
The Ashari still scour the Devastation looking for forgotten magics. However, they are no longer trying to find them to reverse the Devastation, but just to hoard and use the magics for themselves.

Abilities – Night Vision; Internal Stability; Spirit Sense (refer to the Arali racial description on page 80 for more information on these abilities).

IQ – The Ashari are a very intelligent race, they are as fully intelligent as any of the other races of Cyradon.

DB – +20 Stats; +30 Full Shield; +20 Soft Leather Armor

Skills – Perception (21) 80; Tracking (12) 65; Stalk & Hide (12) 65



BOUNDER

Bounders are four-legged, tailless creatures with smooth, dark green skin and bodies between 5'-7' long. Their bodies are graceful and catlike, and their heads appear froglike—that is until a Bounder opens its jaws to reveal rows of sharp, businesslike teeth. A Bounder's front legs are larger and more powerful than its hindquarters, giving it a bounding motion when it runs. It is agile and sure footed. The powerful claws on each leg provide additional traction—and weapons.

Bounders are reptiles and can be found in either the Madiarian Forest or hot,

humid swamps, or even underground. They are fairly intelligent. Bounders live and hunt in mated pairs. They bare live young, which take about 3 years to mature.

When hunting moving prey, Bounders will attempt to tire their prey before moving in for the kill with the powerful jaws and sharp claws. A bounder will hurl itself



against a stationary target at full speed in hopes of overwhelming the target.

Abilities – Tough Hide (Major); Survival Instinct; Dense Musculature

IQ – Bounders are very smart animals, not above laying in wait for their prey before running it down.

DB – +20 Stats; +40 Tough Hide (Minor); +5 Dense Musculature; +45 Survival Instinct

Skills – Perception (30) 90; Ambush (20) 86

CLIFF RUKH

The Cliff Rukh is an extremely large bird of prey that likes to nest in the crags of high mountains. While they are most often found within the mountain ranges where they nest, they will sometimes venture into other types of terrain that are nearby.

Until the Rhona performed the Ritual of Estrousal, the only place where Cliff Rukhs could be found was on the more remote mountains of the islands surrounding Cyradon. A side effect of the Ritual restored those long lost eggs to life, and quickly brought not only the eggs, but the newborn hatchlings to maturity as well. Thus there are now dozens of these large airborne predators soaring across the sky.

These birds have a 10' wingspan and a body that is generally about 4' in length. The average Cliff Rukh is amazingly strong for its size and can easily lift prey weighing up to 50 lbs, meaning that it is capable of carrying off small children when hungry. The Cliff Rukh is not above stealing food from other Rukh, or attacking other animals in order to steal their food. Normally, there will be only one Cliff Rukh within a given 50 mile radius. However, the sudden birthing caused by the Ritual has left the skies above Cyradon teeming with dozens of these creatures, all of which are ravenous.

Abilities – Tough Hide (Major); Flight; Enhanced Senses; Survival Instinct

IQ – The Cliff Rukhs are birds of prey and have only an animal intelligence, being about as bright as a domesticated dog.

DB – +30 Stats; +40 Tough Hide (Major); +40 Survival Instinct

Skills – Perception (20) 82; Flying/Gliding (27) 97

FEY DRAKE

Fey Drakes are small Dragonets; their bodies are roughly 5"-7" in length with a thin, whip-like tail of equal length. These creatures are prized as intelligent and trainable familiars, although in their native environment they can be annoying as they swarm and bite anyone near their colonies. These creatures have iridescent scales and small powerful wings that they beat rapidly in order to hover and maintain flight

Fey Drakes form colonies, building nests from tree bark, mud, and other materials to create what eventually becomes a nest as tall as a man. Up to a dozen of the creatures live within it. At night, they gather in the colony for warmth, and feed on small insects and other tiny creatures they have stored in a hoarding chamber. During the day, they roam rapidly around the forests and plains where they build their colonies, feeding on nectar and trapping insects to return to the colony's hoard. Fey Drakes are territorial, and they will attack anything they perceive as a threat to the colony. This means anything that blunders to within a few hundred yards of the colony, whether the unfortunate victim has the hive within sight or not. These creatures attack en-masse, swarming intruders, snapping tiny jaws, and lashing out with their tails.

Fey Drakes aren't especially dangerous; they are merely an annoyance to surprised "intruders". In combat Fey Drakes will continue to fight as long as they think there is a threat to the colony or themselves. Once the threat has left the proximity of the colony, they will usually retreat. Swarms of the determined creatures, however, could potentially kill a smaller creature, such as a Halfling or a human child.

It is rumored that the Narsi tried to improve upon the Fey Drakes to make them more exciting for the coliseum. There have been reports of colonies of Fey Drakes who seem to have received an Elemental Template, but these reports have never been verified.

Abilities – Flight; Enhanced Scent; Tough Hide (Minor); Survival Instinct

IQ – Fey Drakes are extremely intelligent creatures, equivalent to that of a small child. They work extremely well with others of their colonies.

DB – +20 Stats; +20 Tough Hide (Minor); +5 Survival Instinct

Skills – Perception (6) 43; Tracking (6) 93

GORGER

The Gorger was created by the ritual that caused the Devastation. The ape-like gait and massive jaws are perhaps its most remarkable characteristics. With great gaping maw, and a body resembling a hairless Giant Ape, the Gorger combines the attributes of a shark with the mobility of a biped. Its mouth is filled with multiple rows of teeth capable of cutting through leather as easily as paper. As it feeds, the jaws oscillate with a frightening buzz, allowing them to chew through materials even tougher than leather. In some cases, the Gorger can bite right through metal.

The Gorger has no known ecology or method of reproduction; in fact no one really knows a lot about the creature other than it was never seen prior to the Devastation. The grey, hairless body reveals no gender, and it bears no resemblance to Demons or mythological creatures



known to sages and wizards. Those who survive the feeding frenzy of the beasts will swear they have never seen such a voracious appetite or ability to eat almost anything.

What is known about the Gorgor is that the creature is fearless and will attack communities in small groups. Gorgers will travel in these small packs, usually at least 10 in number. It's easy to bring one down with a few well-aimed axe blows. They become dangerous when their jaws lock onto an arm or leg. Their fearless demeanor combined with their voracious appetite has led to an increasing number of encounters with the monstrosities in recent time.

Abilities – Natural weaponry—claws & teeth; Tough Hide (Minor)

IQ – The Gorgor is not a very intelligent creature. However, it will work together with others of its kind against larger, more numerous, or stronger prey.

DB – +20 stats; +20 Tough Hide (Minor)

Skills – Climbing (9) 55; Jumping (9) 55; Swimming (9) 55; Perception (9) 55

LESHII

The Leshii are powerful forest spirits and Mages. Their true forms are unknown. A Leshii may change its shape and size at will, though it does have a few favorite forms. The first form is that of a humanoid, made completely out of wood, with clothing that seems made from bark and hair of foliage and leaves. In this form, the Leshii carry a large club which it uses to great effect. Its other favorite form is that of a giant talking mushroom.

The Leshii can only be found in their home forests, from which they never travel. Most of the Leshii on

Cyradon are found within the Idrisil Forest in Aneirin, although there are a few in other areas around Cyradon. A Leshii's forest demesne normally is no more than about 10 or 20 miles in diameter.

A Leshii will monitor all visitors within its demesne, attacking all who wantonly kill animals, plants, and trees. So long as intruders into its demesne are respectful of nature, it will leave them alone. Occasionally, one will befriend an outsider and possibly even teach them some magic. Leshii all possess Nature's Gift, which is the knowledge of all plant, tree, and nature related spells, as well as instantly knowing when somebody enters their demesne, and where that person is at all times while within their sphere of influence.

Abilities – Shapechanging (any form); Eloquence; Nature's Gift (see above)

IQ – The Leshii are extremely intelligent, often more so than most of the mortal races.

DB – +15 Stats (rounded); 70 Survival Instinct; +variable Spells

Skills – Perception (63) 135; Power Point Development (63) 35; Stalk & Hide (40) 110; Tracking (40) 110

MALAS

The Malas is a large marsupial cat about the size of a leopard, which ambushes prey by springing on it from hiding.

The Malas is not fast, but it is extremely powerful, able to make incredible leaps (up to 30' in distance) to pounce on prey.

The Malas has a rear-facing thumb claw that it uses to help it latch onto large prey in order to wrestle it to the ground. Its incredibly powerful forearms are well suited to wrestling larger prey.

Abilities – Tough Hide (Minor); Enhanced scent; Survival Instinct

IQ – The Malas is as smart as other large cats. While

mostly a loner, the Malas will work with others of its kind to bring down extremely large prey.

DB – +20 Stats; +20 Tough Hide (Minor); +15 Survival Instinct

Skills – Perception (9) 65; Tracking (6) 90; Stalk & Hide (6) 45; Ambush (6) 45

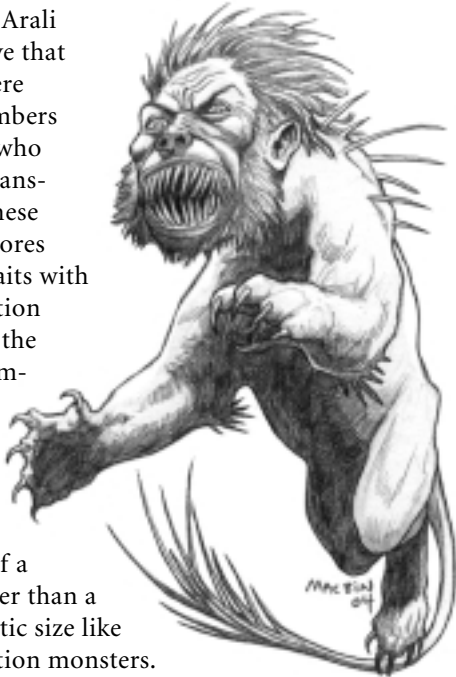




MANTICORE

The Manticore has the body of a lion, a spiked tail that can deliver a virulent poison, and a head that resembles that of a human with an impossibly large mouth filled with huge sharp teeth. Those few who have encountered the Manticore and survived all seem to agree that it is the deadliest predator around.

There was no record of these beasts before the Devastation; therefore it is assumed that it was the Devastation that created them. Certain Arali scholars believe that Manticores were originally members of the Narsin who were utterly transformed into these beasts. Manticores share many traits with other Devastation Monsters (see the Aberration Template), though it is different in a few respects. For instance, it is only the size of a large lion rather than a being of gigantic size like other Devastation monsters.



The Manticore will slay anything that comes within its territory. They are able to eat flesh, bone, leather and metal; the Manticore leaves nothing behind of its prey. The tail spikes on the Manticore carry a potent poison that totally incapacitates its prey so that it may eat it at its leisure. Victims of the Manticore's poison are fully aware of their surroundings, and a Manticore will often terrorize captured prey before eating it.

Manticore Poison: A target damaged by the Manticore's tail spikes must make a Stamina-based RR (100) or be paralyzed for one hour for each point by which the Resistance Roll is failed.

Abilities – Aura of Fear (Aberration Template); Bane Fury (Aberration Template); Immortality (Aberration Template); Tough Hide (Greater); Survival Instinct

IQ – The Manticore is extremely intelligent, often comparable to most humans and Elves. It has an excellent grasp of tactics and is quite able to determine the most dangerous individual among a group of prey. Luckily, Manticores are

solitary creatures and will not work with others of its kind.

DB – +15 Stats; +60 Tough Hide (Greater); +50 Survival Instinct

Skills – Perception (33) 95; Stalk & Hide (20) 85; Tracking (20) 85

MURSHIE

The Murshie are hideous, green-grey skinned creatures who dwell in the sucking black mud of the swamplands. They are often mistaken for undead creatures or trolls, and some say they are the twisted spirits of those who perish in the swamps. The reality, however, is much worse, as they are creatures that seem to be part demonic. It is rumored that the first Murshie were created when the apprentices of one of the Narsi, who lived near the Yftelan Mire, attempted to improve a creature with a demonic infusion. Due to flaws in their ritual, they themselves were infused with the demonic energies, transforming into the first of the Murshie. They escaped into the Mire after killing their master and most of the servants within the compound.

Murshie are poisonous creatures, tainting the land with their presence. They are squat, inhuman creatures who sleep in the darkest depths of quagmires. Their claws are long, bone yellow, and sharp. They reek of death and rot. Where the Murshie live, trees grow gnarled and stunted, water pools into fetid ponds, plants die and lichen and fungi thrive. Those who are foolish enough to enter the Murshie's swamp make warm, raw, tasty food.

The Murshie tend to hunt alone, but lair in packs of three or more. A Murshie will attack with its long sharp claws and jagged teeth, but it will fight defensively, as it is not a particularly strong creature, bound as it is in the physical world. It will use its knowledge of the terrain and natural camouflage (that sickly, green-grey hide blends in rather well with the swamp) to ambush PCs and pick them off, one by one.

Abilities – Tough Hide (Minor); Survival Instinct; Demonic Template

IQ – The Murshie is an intelligent creature quite able to use tactics, especially to ambush prey that might wander by. It is extremely rare for a Murshie to work with others of its kind, though they will combine forces to capture extremely large or deadly prey.

DB – +20 Stats; +20 Tough Hide (Minor); +25 Survival Instinct

Skills – Perception (15) 82; Stalk & Hide (15) 73; Ambush (15) 73



NAGAH

The Nagah live solely in the Madiarian Forest in the western portion of Cyradon. They are a tribal race of lizardmen with extremely long tails that they use in combat to bash and unbalance foes, and powerful claws on their hands for rending the flesh of enemies.

Legend has it that the Nagah, along with the ancestors of the Nagazi and the Nagaral, were created by a black dragon ages ago to act as servants and warriors against her foes. The Nagah still worship a dragon totem, a small dragon head carved out of obsidian. The tribal shamans say that the totem is a conduit to their goddess, the Black Dragon, and that she can both see and speak to them through the totem.

The Nagah are constantly at war with one another and any who they come across, including the Nagaral to the north of the forest, the Aoifar to the south, and the Schirae in the mountains to the east.

Occasionally, Nagah war parties will slip through these foes and venture into other parts of Cyradon;



fortunately, these war parties are small due to tribal infighting. Should the Nagah ever unify, they would truly be a force to be reckoned with.

Abilities – Tough Hide (Minor); Natural Weapons (Claws & Tail); Night Vision

IQ – The Nagah are very intelligent and exceptionally crafty. They make use of ambush and concealment tactics to overcome their foes when possible. Nagah of the same tribe work well as a group and often use that to their advantage.

DB – +15 Stats; +20 Tough Hide (Minor); +25 Normal Shield

Skills – Perception (18) 75; Stalk & Hide (10) 60; Tracking (10) 60; Ambush (10) 60

NAGARAL

There are 5 large city-states on the northwestern coast of Cyradon inhabited by lizardmen known as the Nagaral, who are cousins to both the Nagah and the Nagazi. Physically, they are discernible from their cousins by the length of their tail, as Nagaral tails hang to their knees, whereas the Nagah are long-tailed, and the Nagazi short-tailed. Centuries ago, the Nagaral and Nagazi were part of the tribal nations of Nagah, but a schism developed with the influential return of the Black Dragon, goddess of the Nagah. Both the Nagaral and the Nagazi left the Madiarian Forest. The Nagaral eventually settled on the shores of the northwestern coast while their Nagazi cousins migrated east to found their own nation.

The Nagaral first formed four separate city-states, and then a fifth on a large island at the mouth of the bay surrounding the area. The Nagaral value strength of arms and combat prowess over most other traits, which is strongly reflected in their culture. They hold weekly tournaments in arenas where warriors pit themselves against one other.

Each city-state is a separate nation unto itself, and is often in conflict with the others. However, rather than fighting costly wars (especially with the Nagah on their southern borders), the city-states use the arenas to settle their differences. All of the city-states meticulously follow these ritualized duels of honor.

Although the Nagaral trade with their Nagazi cousins, they have little respect for those that they consider to be the weaker races. It is extremely rare for individuals of another race to gain the respect of the Nagaral.

The Nagaral are currently more interested in their internal conflicts between the city-states, but scholars generally agree that should the entire Nagaral unite under the banner of a powerful leader, it is possible that they could pose a major threat, especially if that leader had a desire to expand.

Abilities – Tough Hide (Minor); Natural Weapons (Claws); Night Vision



IQ – The Nagaral are a very intelligent race and work extremely well together. They have a strong grasp of small unit tactics and frequently use it to their advantage.

DB – +10 Stats; +20 Tough Hide (Minor); +25 Normal Shield

Skills – Perception (15) 70; Stalk & Hide (8) 50; Tracking (8) 50

PATAGO

The Patago are hunched, nocturnal creature roughly the size of a monkey that are humanoid-bat hybrids. These hybrid creatures appear to have been magically intermingled, bat and monkey, fused into a creature with a malicious demeanor. They have wing flaps under their arms that allow them to fly, and they have incredible night vision and a keen sense of smell. Their tiny red eyes gleam with a spark of intelligence uncommon amongst most animals.

These creatures love to drink blood; it is one of the few things they do well, other than infest and destroy herds of livestock. These creatures are exceptionally cunning, and can undo latches, work door handles, open gates, locks, and windows. Where these creatures have bred to vast numbers, they become a menace to all life, stealing into any location to find blood. Some will even boldly invade rooms in the midst of the night.

Patago have a colony-based ecology, like the colonies of the common bat. However, Patago are much more competitive and intelligent than the common chiropteran. Given enough time, Patago will try to eliminate any other predators that they directly compete with in order to secure a food source. They will drink packs of wolves dry,



kill any natural animals incapable of fighting back, and terrorize the local environment. Luckily, the Patago has one fatal weakness – itself. Patago in frenzy will drink blood from anything, including other Patago, and when hungry all sense of intellect leaves them and is replaced by a terrifying appetite. The most efficient way of dealing with the creatures is to seal up a cavern where a colony exists, and wait for them to cannibalize one another. This tactic has saved many a small community from bleeding dry at the hands of these voracious little predators.

Patago have no fighting style; they just latch on, bite, and drain. This tactic usually isn't very efficient for survival unless there is a cloud of these creatures attacking a given target. The normal tactic is to swarm a target, with several of them latching on and biting into the flesh, draining the body of its blood in a few minutes. Bloating Patago can't fly well, and often a well-fed Patago will crawl under a nearby rock or bush to digest its meal, and fly away when it feels light enough.

Exsanguination: A Patago that successfully scores a Grapple critical hit against its foe does not do critical damage as normal. Instead, the creature latches on and sinks its jaws into the victim. The victim suffers an automatic Tiny Puncture critical and in the next combat round the victim loses 1-10 Concussion Hits, and does so per combat round until the Patago has drained up to its Constitution bonus x5 in hits or is torn off. Even then the wound bleeds 1 hit for 1-10 rounds. Removing the Patago is a straight Strength vs. Strength Maneuver Roll; both the Patago and the character trying to remove it roll, and add in 2 times their Strength bonus. The one with the higher roll wins. Slaying it will also cause it to let go. Once sated the creature will then let go and fly off at half of its BMR due to its bloated and heavy stomach.

Frenzy: Patago that do not feed to full at least once per week begin to starve, and their hunger drives them into a frenzy to find food. A frenzied Patago is a danger to anything that has blood in its veins. Frenzied Patago gain +10 to initiative, +10 to attack rolls, +20 to resist all Stuns, and loses its Stat bonus for determining its DB. The creature loses all sense of reason and may not use skills or special abilities other than Exsanguination. A frenzied Patago will seek to fill its belly by any means, attacking the nearest living being and drinking until its stomach is full, then it will fall into a deep slumber for 1-10 hours.

Abilities – Natural weaponry (claws & teeth); Night Vision; Flight; Tough Hide (Minor)

IQ – Patago are about as intelligent as a small child and are able to work simple mechanisms. They have no sense of tactics, however, and will often attack one another if hungry enough.

DB – +20 stats; +20 Tough hide (Minor)

Skills – Stalk & Hide (9) 63; Ambush (9) 63; Fly/Glide (9) 63; Perception (9) 55



QUINAKH

The Quinakh is one of the Narsi's major accomplishments, but also one of their greatest mistakes. Originally bred for the coliseum games, these monstrous creatures escaped into the wild and have taken up residence in the Yftelan Mire and several other bodies of water, including the swamp at the mouth of the Tanolain River. The Quinakh is a large reptilian creature about 20' in length, with a mouth filled with many extremely sharp teeth that can hew through almost anything, even metal.



The Quinakh mates once every ten years, and its young are totally aquatic in nature for the 5-7 years that it takes them to mature. At this point, the young Quinakh begin a feeding frenzy, often devouring each other, as they grow and change from their fish-like forms into smaller versions of their adult forms. Those that survive this leave to seek their own hunting grounds, which are always near water.

Abilities – Tough Hide (Major); Survival Instinct; Blazing Speed; Demonic Template
IQ – The Quinakh is not an especially intelligent creature, although it is about as smart as a dog. Its primary concern is simply to feed itself.
DB – +50 Stats; +40 Tough Hide (Greater); +50 Survival Instinct; +20 Demonic Hide
Skills – Perception (33) 95; Stalk & Hide (20) 85; Tracking (20) 80

RAINBOW BEETLE

The Rainbow Beetle is one of the most beautiful animals on Cyradon. These 3' long beetles have carapaces in deep glowing colors; rich reds, greens, blues, purples, and even, in rare cases, gold and silver. The beetles shed their carapaces twice a year, and these discarded carapaces are highly prized by the Arali Elves. The Elves maintain herds of Rainbow Beetles to ensure a steady supply of these carapaces. The beetles also secrete a resin-like substance, which has a variety of uses.

Discarded carapaces are carved into scales or molded into armor. This armor has the same DB as chain, and the encumbrance of hardened leather. Beetle armor is very durable. The carapaces are also used for decorative inlay, jewelry making, and many other decorative arts. Some of the ancient mosaics of Belynar are made from Rainbow Beetle carapaces, proving that the Cyrad also valued these giant insects.

The beetle resin has a variety of practical applications. A light coat of this resin will harden soft leather armor in a few hours, converting it into hardened leather armor. (The resin must coat the entire piece of armor.) It is also used to strengthen and waterproof small light fishing coracles, stiffen cloth, lacquer wood, and to protect and beautify a variety of objects.

Rainbow Beetles are omnivorous, and about as intelligent as most insects. Their minds run to normal insect activities, food, mating, etc. They cannot be trained, and are normally not aggressive unless they are hungry or feel threatened.

Abilities – Tough Hide (Major); Survival Instinct; Blazing Speed

IQ – The Rainbow Beetle is not very intelligent and does not work well together with others of its kind.

DB – +20 Stats; +40 Tough Hide (Major); +5 Survival Instinct

Skills – Perception (6) 40

RASICAR

The Rasicar was originally developed by the Narsi as a creature to clean their streets of debris and garbage. They resemble large centipedes, with black metallic hides. The Rasicar can and will literally eat anything. They metabolize all organic matter that they consume, so their only waste product is any inorganic matter ingested. The Narsi trained the Rasicar to excrete this waste in a single location where servants could recover any inadvertently ingested material. This was before the Devastation.

The Rasicar survived the Devastation and retained their original form, but grew to many times their normal size. Where the original Rasicar were not large enough to swallow a person, the Aberrant form of the Rasicar is much larger, being about 4' wide and tall and about 20'-25' in length. On either side of its mouth is a large mandible that can be used to tear apart anything not small enough to fit in its maw.

Abilities – Tough Hide (Major); Survival Instinct; Aberration Template

IQ – The Rasicar is not very intelligent at all, and will attempt to consume anything within its path.

DB – +10 Stats; +40 Tough Hide (Major); +35 Survival Instinct

Skills – Perception (24) 85



SCHIRAE

Born out of a desire and a dream to soar among the clouds like the Gryphons, the Arali known as the Shival wanted the Narsi to give them wings, to improve them like they had so many of the creatures that battled in the coliseum. At a crucial moment, however, the aspects of the ritual were altered through the intervention of others. This interruption changed the ritual, ultimately causing the Devastation. Those Shival that survived were scarred in both mind and body. They became twisted and deformed, robbed of much of their intellect and grace. In the language of the Arali, this accursed race became known as the Schirae.

Vicious, bloodthirsty and cannibalistic, the Schirae are savage beyond belief. They are no longer Elves at all, but are quite different and infinitely more dangerous. The Schirae have the pointed ears of their cousins, but that is where similarities end. They all possess vestigial wings upon their backs, and numerous ritual scars upon their stocky, muscular bodies. Their lives are much shorter than the Elves from which they came, their longevity burned away in the horrific aftermath of the Devastation that formed them.

The Schirae create totems to primal, elemental spirits, all of a violent nature. One of their favorite sports is hunting Gryphons as they believe that the skin and feathers of the Gryphons contain its spirit, and that should they collect enough of the spirits, they will be able to complete their transformations and remove their curse.

Abilities – Dense Musculature; Dark Vision (Greater);

Accelerated Healing

IQ – The Schirae are not quite as intelligent as the average human, but they come close. While group tactics are not their strong suit, an exceptional leader has appeared from time to time who has been able to rally multiple clans to a single cause.

DB – +15 Stats; +30 Full Shield; +30 Studded Leather Armor

Skills – Perception (21) 80; Stalk & Hide (12) 65; Tracking (12) 65; Ambush (12) 65

STIONOIR

The Stionoir is a large, flightless, bird-like creature native to Cryadon. There are several different breeds of Stionoir on Cryadon, and they are often used as mounts due to their carrying capacity and ability to maintain a steady pace.

The most common type of Stionoir is the Aumo which stands 7' tall (treat as a Lesser Warhorse with a carrying capacity of 700 lbs). Other common types include the Vatoch at 5' tall (treat as a Riding Dog with carrying capacity of 200 lbs.), and the Okin at 6' tall as a Light Horse with a carrying capacity of 500 lbs). One variety of Stionoir, the Arey, is much slower than its cousins and is often kept as livestock and a food source for the races of Cryadon.

Stionoir are omnivorous, and will eat almost anything, having an amazing digestive system. They can live on food that would not support many other creatures. Stionoir make the best mounts when captured young or bred in captivity, as they are notoriously hard to break to a saddle.

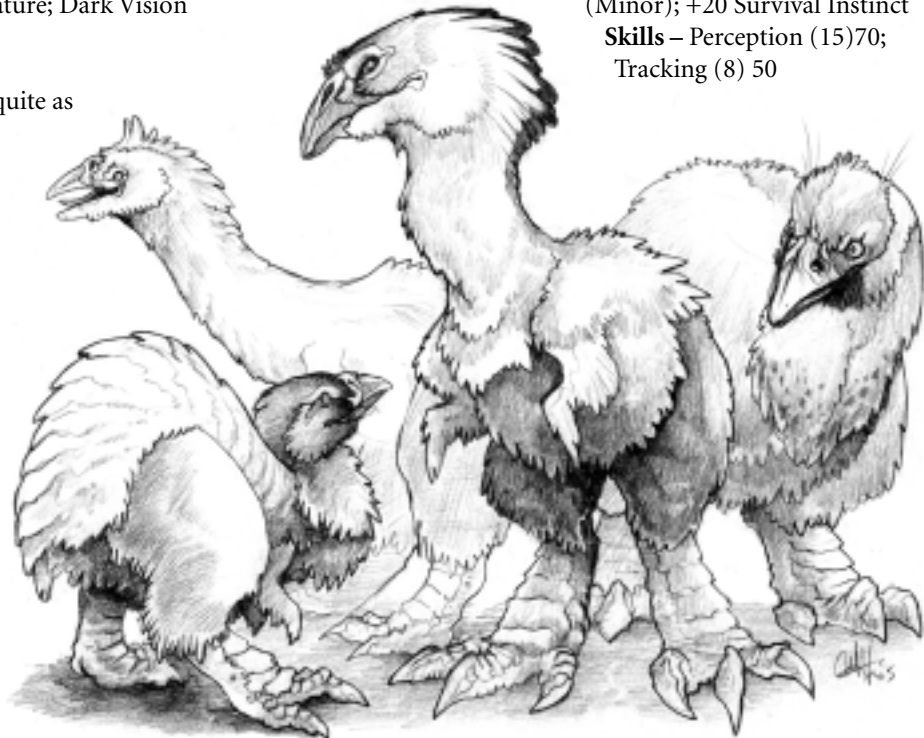
Like the Cliff Rukhs, the egg-laying Stionoir were brought back to life and to maturity within the space of a few days. Not only did this include the various riding types, but also many of the livestock breed as well.

Abilities – Blazing Speed; Tough Hide (Minor); Survival Instinct; Portage Skills

IQ – Stionoir are about as intelligent as most horses, though they are often more temperamental. They make excellent mounts when well trained, but they are also very difficult to train.

DB – +15 Stats; +20 Tough Hide (Minor); +20 Survival Instinct

Skills – Perception (15) 70; Tracking (8) 50





SWAMP OCTOPUS

Swamp Octopi resemble their ocean counterparts; their bodies are ca. 2' long and their tentacles can reach up to 6' long. Their coloration ranges from muddy browns and grays to dull greens and black.

Swamp Octopi make their homes in swamps, marshes and slow moving rivers. They use their coloration to their advantage, lying motionless for long periods of time waiting to ambush their prey. A Swamp Octopus will grapple its prey with its tentacles and shred its prey with its sharp beak. It hunts fish, small mammals, birds, lizards and amphibians. It generally will not attack anything larger than a medium size dog. Swamp Octopi are shy, and are normally no threat to the sentient races of Cyradon.

Abilities – Reverberating Strength; Aquatic*;
Survival Instinct

IQ – The Swamp Octopus is a simple predator. It waits for prey to pass by its hiding place and then drags it beneath the water.

DB – +15 Stats; +30 Survival Instinct

Skills – Perception (21) 80; Swimming (21) 90

TAGUS

This elegant animal is a reptilian warhorse with grey, green or azure scales, a snake like tail, the head of a lizard and a long reptilian fin in place of a mane. They do not have hooves, but instead have lizard-like feet, allowing them to navigate rough terrain easily. The Tagus is about the size of a large warhorse, and is stronger and hardier than a horse. It can travel about 20% longer than a normal horse, and is just as fast as their equine counterparts. A Tagus can carry 400 pounds. They live in small herds and are omnivorous.

The Tagus is rare on Cyradon, and is extremely prized. They were particularly sought after as mounts for coliseum jousts prior to the Devastation. They are easy to train, and if well treated, make loyal companions. In the wild, they are shy and elusive.

Abilities – Portage Skills; Tough Hide (Major);
Survival Instinct

IQ – The Tagus is about as intelligent as most horses.

DB – +20 Stats; +40 Tough Hide (Major); +30
Survival Instinct

Skills – Perception (21) 80

VULAKAH

Vulakah are creatures of the Devastation. They are the remnants of the servants of the Narsi that populated Belynar in ages past. Roughly humanoid in size and shape, the muscular and misshapen Vulakah are covered in a short, wiry grey fur. Their hands end in massive claws and their oversized mouths are filled with razor

Aquatic – The creature is a fully aquatic life form and dwells in water for the majority of its existence. For every 5 ranks the creature has in swimming, it adds +2 to its BMR while in the water. If the creature does travel on land for any reason, its land based BMR will be listed in brackets beside the aquatic BMR.

sharp teeth and tusks. All Vulakah have a strip of longer, coarse hair running from the top of their heads down the center of their backs.

For the most part, Vulakah are solitary, although it is possible to come across a family group, or pack. A group of Vulakah will likely consist of two adults and several younglings in tow.

These creatures crisscross the Devastation, scrounging for food, and while one has occasionally wandered into other lands, this is fortunately rare.

Abilities – Dense Musculature; Aura of Fear;
Bane Fury; Tough Hide (Major); Survival Instinct

IQ – The Vulakah are little more than animals, surviving more by instinct than by actual intelligence.

DB – +15 Stats; +5 Dense Musculature; +40
Tough Hide (Major); +45 Survival Instinct

Skills – Perception (30) 90





ZENASANT

The Zenasant is a most unusual creature, bred specifically for the coliseum games of the Narsi. It is a bipedal creature that has short, muscular legs attached to a large triangular-shaped body and stands about 4' tall. The creature lacks a neck, with its head being the topmost portion of its body. It has two long arms that end in savage claws. Many of these creatures were also later improved upon by the Narsi with Elemental Templates, most frequently the Elemental Template (Air).

In the wild, these creatures will hunt in small packs, devouring anything they come across. They are relentless and are known to have tirelessly tracked prey for days once they come upon its scent. Unlike many of the other creatures found within the Devastation, the Zenasant are quite willing to leave it for other, more favorable, terrain in pursuit of food.

Abilities – Tough Hide (Greater); Survival Instinct; Dense Musculature

IQ – This is a primal creature, acting on instincts alone. While it has no grasp of tactics, it is about as smart as a small child, and can learn.

DB – +20 Stats; + Dense Musculature; +60 Tough Hide (Greater); +40 Survival Instinct
Skills – Perception (27) 85; Tracking (16) 70



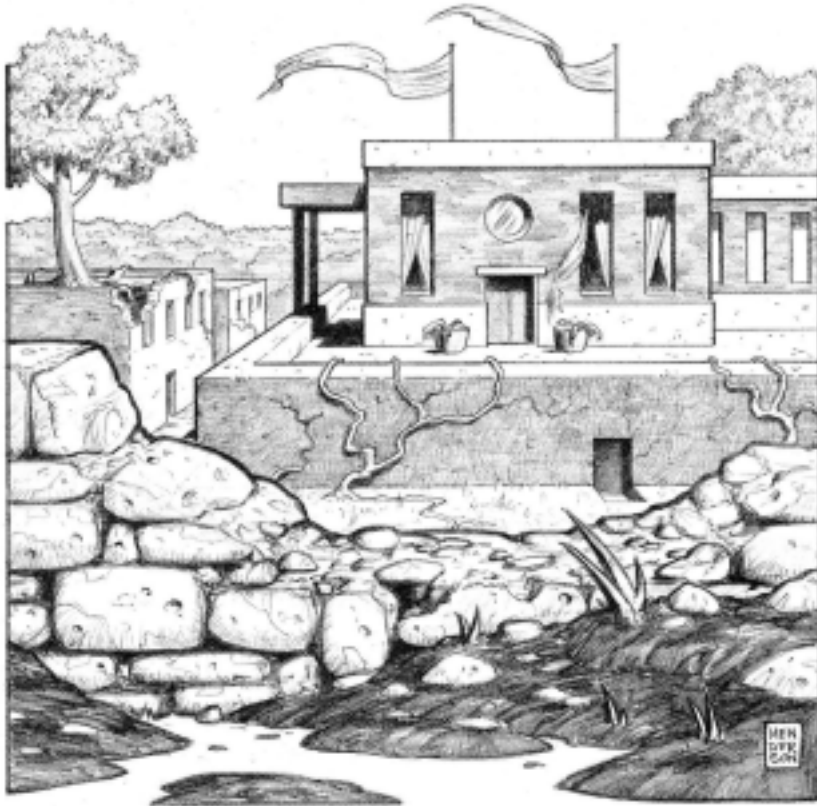
Monster Racial Stats

Name	Racial Stat Modifiers								Power		Resistance Bonuses		
	St	Co	Ag	Qu	SD	Re	In	Pr	Endurance	Points	Stamina	Will	Magic
Aoifar*	3	3	-2	4	0	0	0	2	40	20	20	5	5
Ashari*	2	2	2	2	0	0	0	2	25	35	15	15	0
Bounder	4	4	6	6	0	0	0	0	150	-	20	15	15
Cliff Rukh	10	0	10	10	0	4	2	5	150	50	70	30	30
Fey Drake	0	0	5	5	3	0	0	5	20	5	5	5	10
Gorger	5	0	0	5	0	0	0	0	50	-	20	0	10
Leshii	3	3	3	3	5	5	5	5	100	30	25	25	25
Malas	2	2	3	6	0	0	0	0	50	-	10	10	10
Manticore	5	5	3	3	3	0	0	5	150	50	40	40	40
Murshie	2	5	3	5	0	0	2	0	50	25	10	10	15
Nagah*	3	3	0	3	0	0	0	2	35	25	15	5	10
Nagaral*	4	4	0	0	0	0	0	3	40	20	10	10	10
Patago	0	0	8	4	0	0	0	0	25	10	5	5	5
Quinakh	10	10	5	20	0	0	0	0	150	50	20	10	10
Rainbow Beetle	5	3	2	4	0	0	0	0	50	-	10	0	10
Rasicar	10	20	0	0	0	0	0	0	150	50	20	5	15
Schirae*	3	3	0	3	0	0	0	0	35	25	10	10	10
Stionoir	3	3	0	3	0	0	0	0	150	-	15	15	15
Swamp Octopus	5	3	4	3	0	0	0	0	100	-	30	30	10
Tagus	5	5	2	4	0	0	0	0	150	-	20	15	15
Vulakah	10	10	0	3	0	0	0	5	50	25	30	15	15
Zenasant	5	5	4	4	0	0	0	0	50	25	20	20	20

* = Monster Race is suitable for use by players with GM approval.



ADVENTURING



10

ou're Seidheri!" Barrin exclaimed.

"Apparently a powerful one, too," Stave added.

"Well... not really," Droze said slowly, "but I learned a thing or two before getting here. I'm better with a blade than a lodestone."

"No matter," Roalan said. "I suspect we're going to need all the skills of our peoples if we're going to survive here on Cyradon."

"They spoke to me," Elena whispered to no one in particular, her gaze distant. "They need our help."

"Who spoke to you, the ghosts?" Amaron asked.

"They've been waiting so long," Elena continued, as though she didn't hear the question, "but we can help them, I just know it."

The eight considered her statement in silence and, with shared purpose, nodded their heads in agreement.



A NOTE TO PLAYERS

If you are playing in a campaign set in Cyradon, then I have only three words to say to you. **Away with you!** This chapter is for the Game Master (GM) only.

GETTING STARTED

One of the most difficult problems that a GM faces is how to gather the heroes together, give them a viable reason to form a group, and to keep that group together over the course of many adventures. In Cyradon, finding a reason to band together is much easier than many other settings.

WHEN TO START THE CAMPAIGN

There are three major Time Frames during which a GM can begin a campaign in Cyradon, each having its own advantages and drawbacks. When selecting a Time Frame other than the first one, *Just Arrived*, the GM should just narrate the events that might include the characters, or that the characters might know about, in as much detail as he sees fit. The default Time Frame for campaigns set in Cyradon is the *Post Ritual* Time Frame.

One thread remains constant throughout each Time Frame: Grayson, the leader of the refugees is extremely shorthanded and will ask for volunteers to form teams for specific missions. The players could easily be one such team. Grayson will accept all the help that he can get and will even allow people from the races of Cyradon that are present in Belynar to join such teams.

As the teams are placed under the command of one of Grayson's aides, player characters will not have any direct contact with Grayson under normal circumstances.

The three Time Frames are as follows:

TIME FRAME 1: JUST ARRIVED

The refugees arrive in Cyradon on the 22nd day of Cilia, in the Arali Elven year of 1683 IR. They are quickly contacted by the Gryphons of the eyrie high above Belynar. Early the following morning, the Rhona Gnomes arrive in Belynar to assist the refugees, responding to an envoy sent by the Gryphons the night before.

Campaigns using this time frame should begin on the 23rd day of Cilia, shortly after the Gnomes' arrival. Major concerns for early play in this type of campaign will be finding enough food and water for the refugees, and clearing out enough buildings to house the masses. The Rhona will be a huge aid to the refugees and are able to provide some food and water, but not enough to keep things going for more than a few days, or a week at the most.

The following events will occur during this Time Frame:

27th day of Cilia: A combined group of elven scholars from Desnia and Janieal arrive in Belynar. They are there to research recent fluctuations detected within

the Royal Roads, unaware that the Roads had actually been used. The scholars are accompanied by a large group of retainers, assistants, students, scouts and guards, approximately 200 Elves in all. The Elves are extremely surprised by the presence of the refugees and immediately use a magical item to send a message back to the universities that they come from, to be delivered to their governments. Although the messages are sent by magical means, they must be conveyed by hand to the local governments, before traveling further up the chain of command. It will take a minimum of a week for the governments to formulate a response. In the meantime, the Arali Elves in Belynar will continue to relay information to their governments as events unfold.

28th day of Cilia: Several hundred dwarven men, women, and even a few older children arrive via the Royal Road. The Dwarves desire to open and recolonize their ancient city of Blackflame. However, prior to tackling such a monumental goal, they must establish a camp from which to base their operations. The Dwarves are planning on inhabiting an old dwarven outpost from the time when their ancestors aided the Cyrads in building Belynar. It will take them at least a week or two before they are prepared to leave the city and inhabit the nearby outpost. First they have to send in dwarven teams to explore the outpost and make sure that nothing has taken up residence in it since last they closed the halls. Grayson is fully willing to aid them in any way that he can.

Another unexpected outcome of the arrival of the Dwarves is that some of the refugees desire to be sent back. Although the Dwarves would like to oblige, they are unable to get the Royal Road to work anymore as the Gatekeepers, those Trallen who know how to operate the portals, never came through with the rest of their group.

1st day of the Elven Festival of Arene: Another group of visitors arrive in Belynar, this time from the north. Shortly before the arrival of the refugees in Belynar, Nagazi clerics received visions of unknown allies arriving in Belynar and that they were in trouble and would need supplies. The Nagazi mobilized quickly, packing supplies and choosing an Ambassador as their representative. The Ambassador and his entourage quickly made ready to travel to Belynar, along with a large number of Nagazi, curious about the newcomers. In addition to bringing needed supplies, the Nagazi wish to open trade negotiations with the refugees. At the request of the Rhona and the Gryphons the Nagazi agree to wait a few days before starting any negotiations.



Night of the Vernal Equinox, the 2nd day of the Festival of Arene: One of the leaders of the Rhona requests that a representative of each of the races present accompany him that night to the top of the volcano upon which Belynar rests. The elderly Rhona does not offer a reason, saying only that it is extremely important. Upon reaching the summit, the Rhona explains that he wishes to perform a ritual in an attempt to revive the land immediately surrounding Belynar so that the refugees may survive on their own. After much discussion, they all agree and join hands in a circle around the Rhona as he begins the ritual. As the ritual is completed, a powerful burst of energy leaps out from a small object in the Rhona's grasp before promptly disintegrating. The Rhona collapses from fatigue, barely clinging to consciousness. Before he passes out, he whispers, "That was much more powerful than I thought it would be. I do think that it will be interesting to see what the morning brings".

TIME FRAME 2: POST RITUAL

Belynar appears transformed the morning after the Vernal Equinox. The once dry riverbed and lake now contain slowly rising water, and fish can be spotted within. The land around Belynar, as far as can be seen, is also returning to life, as well as a variety of animals, including the Stionoir. Fields that have lain barren for centuries suddenly have crops growing at an incredible rate. As the day wears on, the rate of growth wanes until it stabilizes at a normal rate. Belynar has returned to life!

Campaigns set during this Time Frame should begin on the 1st day of Seius; the second day after the Ritual of Estrousal has been performed. The major concerns for early play within this Time Frame are exploring the changes wrought by the ritual and establishing a life in Belynar so that things may settle down.

As mentioned in the previous Time Frame, the Arali Elves have been in contact with their homeland since arriving in Belynar. They have dutifully reported on each new event as it has occurred, and have taken all the actions required of them.

3rd day of Seius: Grayson has a few aides begin establishing a government for the refugees in Belynar. Grayson gathers representatives from each of the races and factions among the refugees and creates a council to lead Belynar. He also assigns scholars the duty to write a City Charter. Other projects are started in an effort to turn the refugees into a self-sufficient town. These projects include varied tasks, such as asking for volunteers willing to move out of the city to one of the small towns nearby, to repair it, and to begin tending the fields. Grayson's decision that only those with the ability to lead may do so

causes some dissension among the nobles within the refugee masses, as they feel that they should rightfully be placed in charge.

7th day of Seius: Another contingent of Arali Elves arrives in Belynar, ambassadors from both Desnia and Janieal. Those from Desnia have come in an effort to persuade the refugees to become subjects of the Arali nations, while those from Janieal are far more lenient to the newcomers. The Desnian request causes much friction among the various groups as the Gryphons and the refugees both see this as tantamount to becoming slaves of the Elves. The Rhona and the Nagazi also quickly side with the humans. After a week of intense and heated discussions, even the Janieal Elves lend their support to the humans; the Desnians have no choice but to recognize the humans as a fledgling nation. However, they are able to wrest a few concessions out of the refugees, such as the establishment of an official Desnian embassy in Belynar, and a ban against any of the refugees traveling east of the Mountains of Morning. This becomes known as the Belynar Compact, and is signed by representatives from each of the races in Belynar on the 21st day of Seius.

While the ambassadors discuss and form the Belynar Compact, refugees continue to spread out and settle areas of the city as quickly as Grayson allows. Around the time that the Compact is signed, things are finally beginning to settle down.

TIME FRAME 3: POST COMPACT

In but a single month, refugees have experienced some radical changes and upheavals in their lives. They began their tale fleeing an army seeking their annihilation, to traveling half way across the world, ending up in a ruined city, in the middle of a blasted, cursed land with little to no supplies. Soon after, they met several new races and established friendly relations, only to discover, much to their surprise, that the Devastated lands could be restored. Following that, they were nearly annexed and made virtual slaves by one of the nations of Cyradon. Only after settling on an accord that allowed them to become their own nation did the refugees finally know freedom.

Campaigns beginning with this Time Frame should begin on the 24th day of Seius, just a few days after the signing of the Belynar Compact. The major concerns of this period will be the growth and expansion of the Free City of Belynar and the opportunity for exploration of the lands around it.

Unfortunately, none of the races thought to send the support staff needed to run and maintain an embassy. Over the course of the next few months the ambassadors will frequently travel back and forth to their homelands as they work on establishing their embassies.



During this time period Belynar also experiences a number of changes, such as a formal election of council members; Grayson is then confirmed as the leader of the Free City of Belynar for the next 5 years. The elections are held on the 1st day of Trinius, leaving the former nobles even more disgruntled, a situation that is extremely ripe for intrigue and conflict.

ADVENTURE SEEDS

The following Adventure Seeds are designed to give the GM enough information to get started with his campaign and to provide the spark for several possible adventures. None of the entries are intended to be complete adventures, and will require the GM to adapt them to suit the campaign that he is running.

Each Adventure Seed will tell for which Time Frame it is best suited, but other Time Frames may be applicable as well.

CLEANING HOUSE

The refugees have only recently arrived in Belynar and have already met the Gryphons. Grayson tasks several groups to commence exploring the various buildings around the big square next to the Royal Road's portal. The first priority is to make sure that there are enough empty buildings that are sufficiently safe enough to house the refugees from the harsh sun.

There are monsters living in many of the buildings in Belynar, with possible candidates including Gorgers, Giant Ants, or perhaps something even worse. Grayson decides that a buffer zone must surround any buildings cleared for use by the refugees, and that all buildings should be grouped together. He will only allow new buildings to be used once the buffer zone has been expanded. His primary targets will be to secure the plateau where they arrived and the tunnel leading to the outer wall. He will also want the main gates to be cleared and kept that way.

Although the suggested Time Frame for this Adventure Seed is *Just Arrived*, it can be used with any Time Frame as it will be a long and tedious process to get the city fully cleared.

Time Frame: Just Arrived

HUNGER PANGS

The refugees have arrived in Belynar with very little supplies. The Gryphons aid them by hunting the few protected valleys deep in the mountains as best as they are able and the Rhona Gnomes have brought food stores as well. Unfortunately, there is not enough to feed everybody for very long.

The night after arriving in Belynar, one of the Rhona Gramarye has an unexplained dream in which

food is discovered in the tunnels under the city. Early the next morning, he hurries to Grayson to tell him of this vision. Grayson immediately dispatches a team (the PCs, of course) to escort the gnomish Mage and to help him uncover the store rooms that he dreamed about. The PCs must deal with the eccentric Gnome as he wanders about the ruins of Belynar, heedless of the danger he is in as he tries to locate the tunnel from his dream.

The food is eventually found in special stasis rooms. When the door of the room is shut, everything within is held in stasis, including unfortunate individuals. The PCs and the Gnome Mage will actually come across a series of storerooms, off a hidden tunnel, filled with all sorts of food, water, wine, and other consumables; enough to last the refugees for several months at the very least.

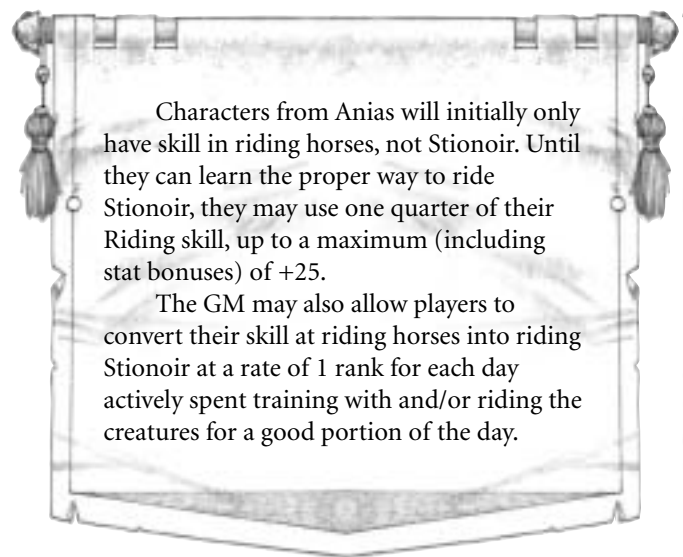
These stasis rooms are actually located off of the main tunnel leading from the plateau to the road outside the main gate, but the Rhona enjoys the prospect of poking around a little bit, so will lead the PCs on a merry (albeit dangerous) tour of some of the city before "finding" them.

Time Frame: Just Arrived

I WANNA BE A COWBOY

Grayson has struck a deal with the Nagazi and the Arali Elves. He needs trained mounts for the scouts that he wants to send *To the Edge and Back* (see below). Thus he offers two wild Stionoir for each saddle trained Stionoir that they are willing to trade to him. Both the Nagazi and the Arali agree to this arrangement, so Grayson sends teams, rope in hand, out to round up enough of these untamed creatures to close the deal.

Time Frame: Post Ritual



Characters from Anias will initially only have skill in riding horses, not Stionoir. Until they can learn the proper way to ride Stionoir, they may use one quarter of their Riding skill, up to a maximum (including stat bonuses) of +25.

The GM may also allow players to convert their skill at riding horses into riding Stionoir at a rate of 1 rank for each day actively spent training with and/or riding the creatures for a good portion of the day.



TO THE EDGE AND BACK

The land has been restored to life, but how much, and to what degree? Grayson desires the answers. The PCs, astride their newly acquired mounts, are sent to determine how far the restored lands extend, as well as what sort of life is now growing out there. Should the PCs not have the skills required to determine such details, they are assigned to guard one or more scholars that do.

Time Frame: Post Ritual

CLEAN SWEEP

Now that the land has been restored to life, entire fields of ripening crops can be seen from Belynar, ready to be harvested. Before that can be done, however, a place for such workers to stay must be prepared. Scattered across the land are several small, ancient villages that can be used, once they have been surveyed and cleared of any monsters that may have taken up residence. So who gets the job of checking out one of these towns? The PCs do, of course. After being selected for the task, the PCs are given a map and description of Sefnar, the closest town to Belynar. See the section, *Adventuring in Sefnar*, for more information.

Time Frame: Post Ritual

M IS FOR MURDER

Following the Ritual of Estrousal, Grayson opened talks with the newly arrived ambassadors from Desnia and Janieal. However, one of the minor officials accompanying the ambassadors, an Elf from Janieal, is found dead, his throat slit. The Desnians immediately want to blame the humans, while others are focused on finding the murderer. The Desnians also use this event as a reason to push their claims that the refugees should be placed under their rule. Grayson tasks the PCs to find out the truth of the matter.

There should be many false leads, often implicating various refugees (such as traders or craftsman), along with a couple of leads pointing to other Janieal and Desnian Elves.

In truth, the murdered Elf had been speaking to many refugees for several reasons. He was attempting to gather opinions of Grayson, so that the Janieal Ambassador might have a better idea of how to deal with him. A second goal was to generate various trade possibilities with the refugees, to improve the fortunes of his family, which was also a merchant house.

The murderer is not a refugee, but one of the Desnian Elves. The Desnian comes from a rival merchant house, who merely wanted to keep the refugees from trading with the Janieal if things did not go well in the Desnian bid to rule the humans.

Time Frame: Post Ritual

ESCORT DUTY

The Belynar Compact has just recently been signed, but none of the Cyradon races visiting Belynar have established embassies within the ancient city. Although the Desnian and Janieal Elves have means of communicating with their homelands and organizing and sending the proper staff for maintaining embassies, the Nagazi do not. Nor do any of the Nagazi wish to leave such an interesting city and such interesting people as the refugees.

The head of the Nagazi delegation assigns the task of returning to Ciastan to one of his own, and asks Grayson for the boon of borrowing a few people to act as escorts. This is done for several reasons. First, the Nagazi being sent home will have company and protection on the trip, and second, the people back in Ciastan will have a chance to get a first hand look at these strange newcomers.

In addition to the normal dangers of traversing the Devastation, the escort party will be bombarded with countless questions from their curious companion. The PCs are charged with keeping him alive and happy on the trip to Ciastan.

The easiest way to reach Ciastan will be to head north to Llyrius and take a ship across the Gulf of Evening. Llyrius is not exactly a peaceful town, and opportunities to get into trouble, or to rescue their Nagazi companion, should abound.

If one or more of the PCs are playing Nagazi, then they are the ones selected to deliver the message to Ciastan.

Time Frame: Post Compact

TEARS OF LIFE

One of the most overriding goals of Grayson and the leadership of the refugees is to locate more of the rare stones known as the Tears of Life. Only a single stone was used in the Ritual of Estrousal, and it restored a sizable portion of the Devastation to life. Unfortunately, not enough has been restored; the land still cannot heal itself the rest of the way. More Tears of Life are needed to continue the process.

At the request of the Rhona, Grayson puts out the word that he will reward anybody who discovers one of the Tears of Life while traveling outside of Belynar. Arali scholars believe that a few of the Narsi once possessed Tears of Life; they conjecture that it would be well worth exploring Narsi ruins around Belynar and Narsi tombs for the precious stones. All who leave the city are given permission to search the numerous ruins located within the newly restored lands in hopes of finding one of the Tears.

This Adventure Seed can be included as a side trip type of adventure for one of the other Adventure Seeds such as *To the Edge and Back*, *Escort Duty*, or *Border Patrol*.



It is also eminently suited for longer quests as well. Discovering one of the Tears of Life should always be a difficult and dangerous task.

Time Frame: Post Compact

BORDER PATROL

The land in and around Belynar has awakened, yet the Devastation remains, and along with it the creatures of the Devastation. The refugees require protection from the monsters roaming the area. Grayson wants to set up forts along the edges of the Awakened Lands manned with patrols to protect those living in the newly restored lands.

In an effort to accomplish this goal, Grayson first assigns groups (such as the PCs) to scout various areas that border on the Devastation. The PCs can be one such group.

This Adventure Seed can easily be combined with *Tears of Life* above.

Time Frame: Post Ritual

ADVENTURING LOCALES

Belynar is a vast ruined city filled with unexplored nooks and crannies. It is home to approximately three thousand humans with little in common with one another. Additionally, hundreds of beings from other races—Gnomes, Gryphons, Dwarves, Sithi and Arali Elves co-exist in uneasy peace with the humans. The city is haunted by memories of the past. It is surrounded by enemies and by fearsome creatures that pose a constant threat to those living in and near the city.

Belynar is a relatively safe haven amidst the wilds of Cyradon, but it can be a source of adventure and danger all the same.

BELYNAR – THE CITY ABOVE

Adventuring locales within the city of Belynar are going to be minimal for the time being. Grayson is doing his best to keep the masses confined to the main plateau and to keep them out of the tunnels underneath the city, at least until he can procure brave adventurers to ensure that there are no creatures from the Devastation lurking among the ruins.

Grayson has posted guards at all exits from the main plateau, with orders that nobody is to be allowed access into the city or into the tunnels, at least until teams have checked them out. Details such as this will not hinder most adventures for long, but at least it keeps the common folk safe.

Chapter 8 offers brief descriptions of some of the major features of the upper city. From these details, the GM is encouraged to put together adventures within these locations.

BELYNAR – THE CITY BELOW

Mount Belnos, the ancient volcano upon which Belynar sits, is honeycombed with passages, tunnels, chambers, and caverns large enough to host regular buildings. Grayson is attempting to keep people away from these tunnels, at least until they can be checked and cleared of any hazards. The truly resourceful will always find a way in. Finding their way back out, however, is another matter entirely.

Many of the tunnels beneath Belynar are not connected; some of them do not have exits at all, at least not in the conventional sense. The ancient Cyraids used a system of teleportation chambers and portals, all of varying sizes. The smallest were nothing more than an archway framing a recessed alcove while one of the largest is a 30' diameter ring set into the floor of a storage chamber. A small metal panel with numerous crystals set into it is always found near these portals and teleport chambers. Activating a portal requires touching three crystals in a proper sequence and then touching the activation crystal. Each crystal has a unique symbol carved into it, but their meanings are unknown. The number of crystals on a particular panel also varies, which seems to indicate that not every teleportation device goes to the same destination. Some panels even have indentions where it appears that some sort of key or device might be necessary for operation.

Even while the Narsi inhabited Belynar, the underground chambers were never fully explored. The haughty mages only used buildings and chambers left behind by the Cyraids when they absolutely had to.

The Narsi did build their own chambers and tunnels beneath the city, however, so it is quite possible that they connect to some of the Cyraid complexes. The Narsi also built tunnels stretching from the main plateau of the city all the way down to the Coliseum.

THE COLISEUM

The coliseum is a short distance to the northeast of Belynar and this massive structure is where the Narsi held their games. Beneath the coliseum is a network of tunnels and chambers where the Narsi and Arali stored their powerful constructs and creatures, frozen in a magical stasis. Occasionally, one of the stasis fields will fail, and the creature or construct within becomes free to prowl and wreak havoc. All of the refugees have been warned against entering or exploring the coliseum.

The Bestiary Chapter gives several of the most common templates used by the Narsi in developing unique creatures. They were also fond of mixing different creatures together to create entirely new species; the creation of the Hippogriffs, which led to the schism between the Narsi and the Gryphons, is a perfect example.



As mentioned previously, occasionally a stasis field will fail, releasing a construct or creature so that it may roam about and attack anything it happens upon. A few wandering creatures are not the only danger, however. Adventurers beneath the coliseum could very well open these stasis chambers themselves, much to their surprise, or do something that shuts down all of the stasis chambers, which would be far worse.

Some of the tunnels beneath the coliseum do lead back to the tunnels under the city, as the Narsi were unable to replicate the teleportation devices of the Cyrads. Should some of the creatures gain access to the city, the destruction that they would wreak would be devastating.

THE RE-AWAKENED LANDS

The devastated land around Belynar has been healed and restored, in approximately a 120 mile radius. This revived land is teeming with many species of creatures that were also returned to life, as well as abominations of the Devastation, and newly released animals that had been carefully nurtured by the Rhona for many years.

The Re-Awakened Lands are also filled with many types of ruins that can be explored. The Narsi were quite fond of elaborate tombs and mausoleums and their crumbling edifices dot the landscape. There are many small towns and villages scattered about the land as well. Also sprinkled across both the Re-Awakened Lands and the Devastation are numerous manor houses, originally built by the Cyrads and later co-opted for use by the Narsi.

These sites and many more lay waiting to be discovered and explored.

THE DEVASTATION

Covering a large portion of Cyradon, the Devastation is rife with ruins. Just as with the Re-Awakened Lands, there are tombs, mausoleums, manor houses, strongholds and many different towns and villages. A few small cities even existed along the Tanolain River. There is a lot to explore, but the danger is even more prevalent from the horrors that stalk the wastelands.

OTHER LANDS

The Arali of Janieal and Desnia do not wish to have the humans (or other refugees) crossing into their lands. The Arali of Llyrius and the northern coast, however, as well as the Danae and Rhona of the Southlands, welcome visitors with the desire to trade. The Nagazi will also welcome all visitors to their lands, and will even be willing to escort them across the Mountains of Evening to the Five Cities of the Nagaral.

THE MADIARIAN FOREST

The Madiarian Forest is also available for exploration, although the Nagah and other creatures that live there are likely to be very unfriendly. Many valuable plants, trees, and herbs can only be found there, and some Arali are willing to pay handsomely for such rare items.

THE SOUTHWEST

The Aoifar of the south-western plains will welcome visitors, but will be very unfriendly of those who come seeking to conquer or enslave. A few may even be willing to travel with adventurers in order to see what the lands outside the plains might hold for them.

Along the southern coast, hidden in the marshes and swampland at the mouth of the Tanolain River, lies Selant. It was originally settled as a launching point for groups interested in scouring the Devastation for magical items, with the hope of discovering the means to restore the land. Unfortunately, proximity to the Devastation, and the foul waters flowing out of it, warped the original inhabitants. The goal of finding Narsi magics still lingers, but it is now fueled by more selfish reasons.

The Aoifar do trade with Selant, but their interaction is limited. Most outsiders are unwelcome in this swampy city.

SPECIFIC LOCATIONS

In the section above, general information was presented that GMs may use in creating their own adventures. This section details one specific location that can be used for designing adventures.

THE TOWNLANDS

After establishing themselves in Belynar, and at the heart of Arali power, the Narsi made it the largest city on Cyradon, rivaling even Jalapur and Janieal in size and exceeding both in population.

Due to their profound distaste of Cyrad architecture, the Shival Arali choose not to live within the city walls, and built their own towns and villages in the surrounding countryside. Many of these small towns were the personal holdings of powerful individuals or families, and the inhabitants were those who sought their protection.

The Shival maintained the traditions of their homelands of Neldor on Anias, constructing walls around towns, villages and cities whenever possible. Thus, many of the ruins of settlements to be discovered within the Devastation will be walled.

The Re-Awakened Lands are filled with the shards of ruined dwellings. Travelers may stumble upon their remains in the most surprising places. Down among tiny valleys, clinging onto the bald crown of a bare hill, or in the thicket of a newborn pasture, travelers can stumble



across fallen rocks, bare walls or even the foundations of entire villages. Here and there, more solid structures remain intact, with seemingly no rhyme or reason to account for their survival. Thin varnished wood sheds stand in one place, while thick white granite walls lie as rubble elsewhere.

The following village, Sefnar, is an example of what many of the towns and villages of the central highlands were like, although many others may vary widely from it in both size and shape. Unlike many other towns and villages, Sefnar survived the Devastation and the ensuing centuries with relatively little damage and degradation.

SEFNAR, A SAMPLE TOWN

A day's ride to the north of Belynar, Sefnar was one of the oldest towns. It sits atop one of the larger hills overlooking a number of large fields. Sefnar seems to have been the personal domain of a reasonably influential Shival noble family. A sign still legible on the western gate (the town is aligned perfectly on an east-west axis) reads "Sunil, High Chancellor of Sefnar, bids thee welcome" in both Elu, the language of the Arali, and in an archaic form of Tarahiri Common.

The town is surrounded by thick, white granite walls and the gates are comprised of an unknown hardwood, banded in iron. Both the wall and the gates remain intact, but many of the buildings inside the town are not. The gates have stood open for over 500 years, and there is no telling what may have entered or taken up residence within the town.

Within the town, a studious adventurer will be able to guess at the function of most of the buildings. Sefnar was a town of industry. While other communities may have used constructs to do the work, the people of Sefnar took more pride in their work. The architecture of the town is both simple and practical, but the delicate arches, glass roofs and open living spaces so beloved of the Arali are still very much in existence.

The Re-Awakening has had a mixed effect on the town; in most places, the streets are dusty and bereft of life. However, areas that once held foliage are now overgrown. In many places, the grass stands at waist height to a human. Vegetable gardens within small plots are ripe for the picking. At the center of town rests an old fountain and well, the town's primary water source. Although originally dry, the water is slowly refilling; the fountain mechanism remains broken, however.

Sefnar is dotted with small shrines to Sunil's ancestors, various illustrious Arali from ancient times. The shrines are elaborately wrought statues in heroic poses, perched above small marble altars. Many of the statues have long since crumbled, and their remains scattered upon the ground at their base.

1. The Town Hall

This building's official title remains unknown, but it appears to have been the central administrative structure for the town (and perhaps the Lord's great hall). Although it had a glass roof in ancient times, the Devastation apparently melted the glass. It is now sheets hanging down the walls, and in puddles across the floor, frozen once again in its crystallized form. This building is easily the largest in the small town, being five stories in height and capped by a slender vanity tower. The interior of the building seems to have been an open space surrounded by mezzanine floors.

The main hall seems to have several statues in life-like poses, expressions of mute terror and despair displayed upon their faces. These are not statues, however, but the petrified remains of the Arali who sought shelter inside the building.

Two wings, leading off to the east and west, seem to be later additions designed to assert the lord's authority. The west wing is clearly a living area with lots of light channeled through from the roof (perhaps assisted by a series of mirrors to reflect the light down). The rooms are spacious with floors of an unknown type of wood.

The eastern wing suggests an administrative purpose, and seems to have also housed a library. A few covers and tattered remains of the books once shelved here are all that remain. On the floor, behind a large service counter of some sort, are several piles of bones. The bones are all twisted out of shape, as if they had been turned to clay and reworked into rough spirals and curves. This is all that remains of the librarians who once worked here.

2. The Lookout Towers/Guardhouses



There are two of these defensive fortifications in the town, standing aside both entrances. The small strongholds are some of the oldest buildings in the town, constructed by someone who obviously had practical experience in defending isolated settlements. The thick walls are crowned with a grey, crenulated roof. The guardhouses stand beside a 60' tall circular watch tower, constructed of a dull grey stone. Later generations decorated the grey stone of the inner guardhouse walls with friezes and frescos. The insides of the guardhouses are gutted, but beneath the floor in each are small armories, where the garrison stored its swords, spears and armor. They are of an unadorned, though practical type. The armor is of Shival design, light quilted armor coats with studded leather breastplates (protects as rigid leather, but encumbers as soft leather). There are enough usable arms and armor to outfit 20 warriors in each guardhouse.

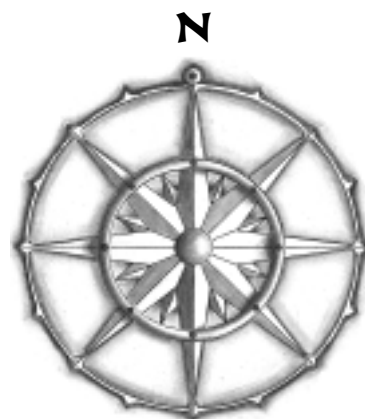
The weapons are well made, consisting of mundane, long swords, buckler shields, long spears and compound bows. There are 60 of each item kept in the armories. The bows (and the stocks of arrows; 1,000 in each armory)



10

- 1. Town Hall
- 2. Lookout Towers/Guardhouses
- 3. Garrison
- 4. Inn & Stable
- 5. Market Square
- 6. Temple
- 7. Warehouses/Workshops
- 8. Housing
- 9. Workers Housing

-  Well
-  Shrine





have suffered poorly over the years, and of the lot, only 10% are actually usable. The rest are likely to snap when used. The weapons might be valuable to collectors of Shival equipment, as several noble families in Desnia and Janieal are related to the Shivan nobility and may pay well for the keepsakes of their dead kin.

The guardhouses are mainly dormitories for the duty watch to sleep in. There are five small rooms in each guardhouse, suggesting that each guardsman was given a degree of privacy.

3. The Garrison Building

The garrison was originally equipped for a larger retinue of soldiers, but was rarely used for this purpose. The garrison house in Sefnar was used as many things over the years, including a hostelry, a storehouse for civic decorations, a stable, and even once, a prison. Within the strong room, behind barred doors, someone has scratched: *“When the wyverns awake, the earth shall shake and the skies weep blood.”* Also found in this room is an odd skeleton, that resembles a Nagazi. The tail, however, is several feet long.

The garrison itself is two stories tall and the outside is forever marked by the shadowy outlines of those who died, crouched against the walls, their bodies completely burned away.

Inside the garrison, the bottom rooms (six in number) have been converted to suit other purposes. Upstairs, the empty grey rooms have small windows to look out into the town. The largest room commands an excellent view, and it may have originally been an officer’s quarters.

On the top floor, behind a hidden door, is an almost empty safe. There is a small pile of approximately 100 Shivan Annat gold coins. The Annat is worth roughly as much as a Desnian crown, but may be of higher value to a collector.

4. The Inn

Before the Devastation, patrons would have sipped fine wine while relaxing in the bright and airy common room. An enclosed stable is also present on the inn’s ground, and a high wall kept the sounds and smells of the stable from the senses of the clientele. The inn was open and resembled more of an enclosed garden than a drinking establishment. Above the common room was a mezzanine floor, which (according to typical Arali design for hostels) was open to the sky and covered by a marquee in inclement weather.

The furniture is long since gone. All that remains to offer clues as to the purpose of the building are a stack of wine jugs in one room, the wine itself long since evaporated.

5. The Market Square

As befits an industrious town, a wide market square stands abandoned at the heart of the village. The ground is still stained with red sand, even after the Awakening. A piercing wind whips through the town, through the empty gates and howls across the square. The noise of the wind

can trick a listener’s ears, causing them to think that it is carrying the voices of those long dead.

6. The Temple

Arali spirituality is based upon ancestor worship. Temples in Arali towns are places of meditation where the living sit in contemplation of the lives of those who have passed. The Shival Arali had a rather more baroque view of religion, however, assigning hierarchies of the “ascended” and discussing the weight of a soul and its ability to transmigrate to a new essence. While the Shival Arali didn’t have priesthood, they came rather close with a distinct caste of scholars and intellectuals whose duty it was to maintain the temples and “assist” in the debates about the nature of a soul. The temples were run by these Arali as private fiefdoms, and centers of political power.

The temples were dark inside, illuminated only by smoky, incense perfumed candles. At the center of the temple, beneath a lofty domed ceiling, a single blade of sunlight reached down onto a prayer wheel on the floor below, causing it to move with a whispery, murmuring sound; mystically glowing with the touch of sunlight. Those who entered the temple could watch the light play on the running water and marvel at the ingenious design of the wheel’s mechanism. The prayer wheel survived the Devastation. It stands, four feet tall, beside a fountain which was fed by a bubbling underground spring. The wheel has long been seized shut and no force on earth, magic or otherwise, can make it move even though the spring once again bubbles forth from the ground.

Today, the temple remains dark inside. The air of the main chamber is musty and everything is filthy and grimy to the touch. Red sand and ash crunch underfoot. The light no longer lances down from the sky as the roof was torn off during the Devastation. Dusty, dusky sunshine gleams from above in good weather; in poor weather the inside of the temple is suffused with a somber, gloomy light.

7. The Warehouses/Workshops

Sefnar was a community that served the small pastoral hinterland surrounding the town. It was also a useful way station for travelers heading to or from Belynar either on foot or by horse. Each warehouse or workshop seems to be dedicated to a different craft. Among the ruins, ancient tools of the trade may be found littering the ground.

8. Housing

The residential district of Sefnar originally contained a population of several hundred. The residences were small, single story cottages crammed together on small cobblestone streets. Despite their small size, all have a garden or park-like area inside the house open to the sky. Each house also contains stunning architectural flourishes, such as arches or columns. Most of the houses have about four or five rooms. If searched, small treasures may be found in a few of the houses.



9. Workers Housing

Due to the town's position at the centre of an agrarian community, poorer Arali and Danae often traveled to the town to work the fields on a seasonal basis. Sefnar provided housing for these itinerant workers. This housing consisted of small, plainly built, three room structures, open to the sky in the center, like most other Arali buildings. The central portions often housed tiny herb gardens.

ADVENTURES IN SEFNAR

Sefnar is an excellent location for exploration. Grayson believes that it might be a good idea to move several hundred of the refugees into Sefnar and allow them to start their own town. In order to accomplish this, however, he first has to ensure their safety. The first task is to send a group to Sefnar to verify that there are no creatures within. Of course the player characters just happen to be the team, or part of the team selected to explore the town.

Unfortunately for the PCs, the town is inhabited, not by one, but several different types of creatures, including Gorgers, Rasicar, Giant Wasps and Giant Beetles.

There are approximately 10 Gorgers in town. They make their nest in one of the old worker's buildings after having chewed through one of the walls. The Gorgers hunt Giant Beetles and Giant Wasps for food. The Giant Wasps have a hive high up in the Town Hall, their nest dangling from the top-most mezzanine and feed on the Giant Beetles. There are currently about 20 Giant Wasps in Sefnar.

The Giant Beetles have established their nest in a basement of one of the workshops in the northeast section of the city. There are about 20 Giant Beetles in all, and they will consume anything that they can catch, even each other if they are unable to capture a Gorger or a Giant Wasp.

In addition to these creatures, there are 2 Rasicar roaming the streets of Sefnar, eating anything that is in front of them. Sometimes the Gorgers will attempt to attack one, but this fight does not last long. So far, whichever Rasicar they attack often ends up having the Gorgers for a meal instead.



CYRADON CAMPAIGNS

Ultimately, a GM must decide how to introduce Cyradon to his players. Several options are detailed below, along with a few ideas to help new adventurers along.

1. A NEW CAMPAIGN

This method is the easiest and most straightforward of all the options, as it requires players to generate new characters using the information in Chapter 5 of this book, and the appropriate chapters of the **HARP** core rules for information on all of the races and cultures available for play. Players wishing to play magic users should definitely also read the *Cosmology* and *Magic* chapters of *Cyradon* as well.

The section on starting Time Frames is a decision that you, as GM, will have to make. Much of this product defaults to the *Post Ritual* Time Frame, allowing time for the refugees to get slightly settled in, and yet also allowing you to keep things moving at a steady pace.

It is possible that your players will ask questions to which this product offers no answer, such as where the refugees stay, where their food is stored, and the like. Much of this will be answered in greater detail in a future product, which will focus entirely on the city itself. The following paragraphs present you with a small amount of detail to use in answering such questions. This information will be expanded.

At first, the refugees take shelter in the large curved building at the southern end of the main plateau; the one near the pyramid-shaped structure. The smaller building across the street from the pyramid is being used as the governmental headquarters and barracks for Grayson, his aides and the military personnel under him, as well as the original contingents of Arali and Nagazi. The Mablung take possession of the round tower due south of the pyramid.

These buildings were selected because they are the least damaged of those on the plateau and the most defensible, being relatively intact. Protecting the people in his care is one of Grayson's biggest responsibilities, and he takes it very seriously. The *Adventure Seed*, *Cleaning House*, details Grayson's desire to keep the refugees together where he can protect them. As adventuring groups check and clear more buildings, he will make them available as residences.

As the *Adventure Seed*, *Hunger Pangs*, points out, there are extensive stores in special hidden stasis chambers off of the main tunnel leading from the plateau to the main gate. In this tunnel is a secret door leading to a chamber with several halls leading off it. Down each of these halls are a series of large stasis chambers. Not only do these stores contain enough food to support the refugees for several months, there are also a number of



other items here as well, objects that Grayson and the Belynar government can use to open trade negotiations with the Arali and Nagazi.

Fortunately for Grayson, the main building that he selected for temporary housing of the refugees contained a large restaurant, complete with an extensive kitchen that serves as the main cooking area for the refugees. Shortly after the Ritual of Estrousal, the Mablung began constructing a clever, though temporary aqueduct from the small river that flows down the side of Mount Belnos, attaching it to a cistern outside the building.

In order to secure the area, Grayson does post guards at all exits to the plateau, especially after a few Giant Ants killed a man out wandering about. The guards are supposed to keep creatures from entering the plateau and to keep people from wandering about the city. However, it is unlikely that they will be able to stop those who are really determined, like adventurers.

2. EXISTING CAMPAIGNS

There are two direct methods of incorporating Cyradon into existing campaigns. The first is to place it in an unexplored area of your current campaign setting. The second is to transport the characters from their world to Cyradon in some fashion or another. Either way, the quickest method of getting characters from their current location to Cyradon will be via the Royal Roads or a similar portal mechanism.

Since the arrival of the bulk of the refugees in Belynar, the Royal Roads have been activating on an irregular basis, randomly depositing new arrivals into Belynar. Although the Royal Roads have been allowing travel to Cyradon, no one has been able to activate them from the Cyradon side, and their one-sided activity remains a mystery.

BEHIND THE SCENES

Cyradon is a land of mystery. Events that take place here seem to be guided by an invisible hand. While the particularly astute have noticed certain incongruities, no one has pieced together everything yet. Even if all of the mysterious events that have taken place were to be listed, it is unlikely that the truth would be discovered. Some of the more puzzling events have included the following:

- The Royal Roads suddenly flickered to life several weeks prior to the arrival of the refugees in Belynar, gaining the attention of a variety of sentient races already present on Cyradon. The cause of this event, and the reasons behind it, remain unsolved.
- As the refugees sat huddled within the dwarven outpost, awaiting their fate at the hands of the

Orsai, the Royal Road activated on its own accord, providing them with an avenue of escape. It then promptly shut down, preventing the Orsai from following.

- The Royal Roads have continued to sporadically activate, transporting stragglers and others who are fleeing the Orsai to Cyradon. Never once, however, has a single Orsai been passed through.
- When the Mablung activated the Royal Roads, their Gate Keepers were returned to their place of origin, and were unable to open the Royal Roads again. Something prevented them from passing through, and continues to prevent those with the knowledge of how to operate the Royal Roads from reaching Cyradon.
- Although the Royal Roads stretch only across Mithra, a few small groups arrived in Belynar may have been from other worlds altogether (i.e. PCs from other campaign settings). Are they being directed to this portal on purpose?
- The stores of food and other items found in the stasis chambers are very unusual. One Mablung stoneworker who has examined the stasis chamber claims that they are only a few years old, a fact that seems impossible. He has related this information only his own leader and Grayson, and been asked to keep quiet about it for the time being.
- Many of the foodstuffs and other items found within the stasis chambers are not indigenous to Cyradon, and other stored items are unique even to the refugees from Anias. Where did it all come from?
- The Veil that hid Cyradon for centuries was pierced and broken by a single man. How could something as powerful as the Veil be destroyed by a single person? Did he have some unknown help?
- The dream experienced by the Nagazi priest was exceedingly detailed in what sort of assistance was required by the “new friends” to be found in Belynar. The sendings of most deities are rarely this exacting or detailed. Was the dream truly the work of the Seven Sages or did it come from another being entirely?
- The Rhona Gnomes have been working for centuries to restore the lands of the Devastation, with very limited success, and then only in sheltered vales within the Shival Mountains. The Ritual of Estrousal performed with the aide of members from all the races present in Cyradon was much more powerful than anything the Rhona have ever experienced. The Rhona believe that it was the presence of the



humans that made the difference since humans were involved in the original event that caused the Devastation. Is that the only reason? Did the conjunction of the comets have any impact on the ritual? Was it the location of the ritual, at the heart of the Devastation that made the ritual more powerful? Or perhaps something else intervened and gave the ritual a huge boost in power. If so, who, or better yet what, could it be?

Altogether, these events seem to weave a picture of some hidden force working behind the scenes to direct and influence events in a specific manner. Whatever this mysterious force is, it seems to want the humans in Belynar, and lands of the Devastation to be restored. Could this be the will of the gods, or is the answer even more complex than that?

The gods theory is not a popular one; many find it difficult to believe that a god, or even a group of gods, would so frequently intervene in such a manner without revealing their presence in some way.

Another possible explanation is that the events are not the work of the gods, but one or more of the ancient Cyrad, having returned only to discover the existence of the Devastation. Since that point, it has been actively directing events from the shadows in an effort to bring Cyradon back to life. If this is the case, the Cyrad has apparently only been willing to provide assistance in subtle, inexplicable ways that ultimately keeps its existence from being discovered. If this is true, then what are its motives, and what could it possibly have to gain from providing this aid?

The actual force behind all of these events could be something else entirely. It is up to you, the GM, to decide. It is up to you to make Cyradon your own!





Index

A

A Note to Players	167
Aberration Template 15	2
Additional Arali	
Racial Information	81
Additional Gryphon	
Racial Information	77
Additional Gryx	
Racial Information	73
Additional Human	
Racial Information	72
Additional Nagazi	
Racial Information	82
Additional Mablung	
Racial Information	74
Additional Rhona	
Racial Information	80
Additional Sithi	
Racial Information	76
Additional Spells 12	8
Adolescent Skill Ranks Table	83
Adventure Seeds 16	9
Border Patrol 17	1
Clean Sweep 1	70
Cleaning House	169
Escort Duty	170
Hunger Pangs	169
I Wanna be a Cowboy	169
M is for Murder	170
Tears of Life	170
To the Edge and Back	170
Adventures in Sefnar	176
Adventuring	166
Adventuring Locales	171
Belynar – The City Above	171
Belynar – The City Below	171
Other Lands	172
Specific Locations	172
Sefnar, A Sample Town	173
The Townlands	172
The Coliseum	171
The Devastation	172
The Madiarian Forest	172
The Re-Awakened Lands	172
The Southwest	172
Alchemist	91
Alchemists	122
Alchemists and the Mage’s Guild	118
Alchemy	87
Alternate Spheres	128

Ancient History	18
Andalasa	65
Aneirin	59
Anias	16
Anias Magical Traditions	117
Alchemists and the	
Mage’s Guild	118
Drei	118
Dwarves (Mablung): Trallen ...	119
Elves (Sithi): Cealla	120
Orsai: The Ghershal/Gherek	
Scouts	119
Pascalline Order	118
Skaldi	118
Tarahiri	118
The Venturer’s Guild	118
Anias Races & Cultures	71
Dwarves (Mablung)	74
Elves (Sithi)	75
Gryx	73
G’Shul Culture	74
Humans	71
Mablung Culture	75
Sithi Culture	76
Skaldi Culture	73
Tarahiri Culture	72
Anias Races Blood Talents	83
Anias Traditions	128
Anias Training Packages	91
Alchemist	91
Arcurias Bowman	91
Argentian Legionnaire	92
Bladgorn	92
Charmweaver	92
Fesharian Acolyte	92
Gherek Scout	93
G’Shul Rover	93
Osh’Tahl Herbalist	93
Skalgorn	94
The Pascalline Order	93
Venturer’s Clerk Apprentice	94
Aoifar	156
Arcurias Bowman	91
Argentian Legionnaire	92
Arimispia	56
Armor Descriptions	97
Ashari	156
Atla	103
Atriah Apprentice	94

B

Beith	105
Belynar Map	140
Belynar, The City of Gryphons ...	135
Belynar: Close Up	136
Bestiary	146
Bladgorn	92
Blood Talents	82
Anias Races Blood Talents	83
Cyrad Blood (Lesser)	85
Mablung Dwarf Blood	
(Greater)	84
Mablung Dwarf Blood	
(Lesser)	83
Sithi Elf Blood (Greater)	84
Sithi Elf Blood (Lesser)	84
Bounder	156
Brotherhood of the Earth	112

C

Cairnus	65
Cantrip List	124
Cantrips	87, 124
Central Highlands	
Encounter Table	147
Character Creation	68
Anias Races & Cultures	71
Dwarves (Mablung)	74
Elves (Sithi)	75
Gryx	73
G’Shul Culture	74
Humans	71
Mablung Culture	75
Sithi Culture	76
Skaldi Culture	73
Tarahiri Culture	72
Blood Talents	82
Anias Races Blood Talents	83
Cyrad Blood (Lesser)	85
Mablung Dwarf Blood	
(Greater)	84
Mablung Dwarf Blood	
(Lesser)	83
Sithi Elf Blood (Greater)	84
Sithi Elf Blood (Lesser)	84
Choosing a Culture	71
Combat Styles & Maneuvers	87
Cyradon Races & Cultures	76
Danae Elves	81
Desnian Culture	81



Elves (Arali)	80	The Age of Emperors)	19	Vasila	103	
Gnomes (Rhona)	79	The Origins of the Races	25	Gnomish Deities	108	
Gryphons	76	Weather & Climate	17	Gnomish Totems	108	
Janieal Culture	81	Cyradon Calendar	17	Earth.....	109	
Lizardmen (Nagazi)	81	The Months	17	Moon.....	109	
Nagazi Culture	82	Weeks & Days	17	Sun	109	
Rhona Culture	80	Cyradon Campaigns	176	Gryx Deities	103	
Languages.....	84	Behind the Scenes	177	Elgan	104	
New Equipment.....	96	Cyradon Economy	67	Rasa	104	
New Skills	87	Cyradon Glossary	6	Rema	104	
Alchemy	87	Cyradon Magical Traditions	120	The Shrine Deities of		
Cantrips	87	Elves (Arali): Weavers	120	the Juras Mountains		103
Charmcraft	87	Gnomes (Rhona): Gramarye ..	120	Memra	101	
Professions	86	Gryphons: Usirae	120	Nagazi Deities	109	
Clerics	86	Nagazi: Zirhus	120	The Sages	109	
Fighters	86	Cyradon Mounts and Livestock ..	97	Sithi Deities	104	
Harpers	86	Stionoair	97	Beith	105	
Mages	86	Cyradon Races & Cultures	76	Dairda	105	
Monks	86	Danae Elves	81	Huaithe	105	
Ranger	86	Desnian Culture	81	Uira	105	
Rogue & Thief	87	Elves (Arali)	80	Skaldi Deities	102	
Warrior Mage	87	Gnomes (Rhona)	79	Niamh	102	
Races & Cultures.....	70	Gryphons	76	Perkuna	102	
Choosing a Culture	71	Janieal Culture	81	Vella	102	
Racial Characteristics	70	Lizardmen (Nagazi).....	81	Y'Gin	102	
Skills	87	Nagazi Culture	82	Tarahiri Deities	100	
Important Skills	89	Rhona Culture	80	Memra	101	
New Skills	87	Cyradon Rivers	44	Miah-sha	101	
Special Starting Items.....	90	The Janiel River	44	Nirgal	101	
Talents	90	The Marisant River	44	Samia.....	102	
Training Packages	91	The Meriona River	44	The Gryphons.....	106	
Who am I?.....	69	The Tanolain River	44	The Yazatas.....	106	
Charmcraft	87	Cyradon Settings Culture	71	Demonic Template	153	
Charmweaver	92	Cyradon Traditions	129	Descriptions.....	155-164	
Choosing a Culture	71	Cyradon Training Packages.....	94	Aoifar	156	
Ciastan.....	62	Atriah Apprentice	94	Ashari	156	
Clerics.....	86	Desnian Palladine	94	Bounder	156	
Cliff Rukh.....	157	Garuda Apprentice	94	Cliff Rukh	157	
Coliseum Monsters.....	152	Graym Warders.....	94	Fey Drake	157	
Combat Actions &		Janieal Infantryman	94	Gorger	157	
Special Attacks	78	Meeta Apprentice	95	Leshii	158	
Combat Styles & Maneuvers	87	S'tok Initiate	95	Malas	158	
Cosmology	98	Usirae Apprentice	95	Manticore	159	
The Otherworld	99	Varaghra Acolyte.....	95	Murshie	159	
The Worlds.....	99			Nagah	160	
Cyrad Blood (Lesser)	85			Nagaryl	160	
Cyrad Geomancy	120			Patago	161	
Cyradon.....	16			Quinakh	162	
Ancient History	18			Rainbow Beetle	162	
The First Age (aka				Rasicar	162	
The Age of the Dragons)	18			Schirae	163	
The Second Age (aka				Stionoair	163	
The age of Saena)	18			Swamp Octopus.....	164	
The Third Age (aka				Tagus	164	

o

Dairda	105
Damage & Flight	78
Danae Elves	81
Deities.....	100
Dwarven Deities	103
Atla	103
Mikuel/Nirgal	103
Tamine	103



Vulakah 164
 Zenasant 164
 Desnia 54
 Desnian Culture 81
 Desnian Palladine 94
 Drei 118
 Dwarven Deities 103
 Atla 103
 Mikuel/Nirgal 103
 Tamine 103
 Vasila 103
 Dwarves (Mablung) 74
 Dwarves (Mablung): Trallen 119

E

Earth 109
 Eastern Steppes 34
 Eastlands Encounter Table 150
 Elemental Template 153
 Elgan 104
 Elves (Arali) 80
 Elves (Arali): Weavers 120
 Elves (Sithi) 75
 Elves (Sithi): Cealla 120
 Elvish Beliefs 107
 Emmanel 53
 Encounters 147

F

Fesharian Acolyte 92
 Fey Drake 157
 Fighters 86
 Flying/Gliding 88

G

Garuda Apprentice 94
 Geographic Overview
 of Cyradon 39
 Cyradon Rivers 44
 The Janiel River 44
 The Marisant River 44
 The Meriona River 44
 The Tanolain River 44
 Madiarian Forest 42
 Swamps 45
 The Estuary Lands 45
 The Sleep of Rivers 45
 The Yftelan Mire 45
 The Ashman mountains 42
 The Climate 40
 The Devastation 45
 The Blunt Hill Eyrie 50
 The Camal Sea 47

The City of Belynar 48
 The Gap of Orius 47
 The Highlands 46
 The Schirae Trails 47
 The Western Devastation 48
 The Whispering Hills 47
 The East 50
 Arimispia 56
 Desnia 54
 Emmanel 53
 Janieal 52
 Penlasse 55
 Ramsel 51
 The Daybreak Country 50
 The Ruins of Ischea 50
 The Forest of Ischea 42
 The Forests of Cyradon 42
 The Idrisil Wood 43
 The Melanae Forest 43
 The Mountains of Cyradon 41
 The Mountains of Evening 42
 The Mountains of Morning 42
 The North 61
 Andalasa 65
 Cairnus 65
 Ciastan 62
 Llyrius 61
 Mellianour 62
 Neras 62
 The City of Blackflame 66
 The City-State Kingdom
 of Qumar 66
 The Five Cities 64
 The Mountains of
 the Moon 65
 The Queen's Wood 44
 The Shival Range 42
 The Southlands 58
 Aneirin 59
 Jalapur 59
 Selant 58
 Taravant 59
 The Yftelan Wood 43
 Getting Started 167
 Time Frame 1: Just Arrived 167
 Time Frame 2: Post Ritual 168
 Time Frame 3: Post Compact .. 168
 When to Start the Campaign ... 167
 Gherek Scout 93
 Gigantism Template 153
 Gnomes (Rhona) 79
 Gnomes (Rhona): Gramarye 120
 Gnomish Deities 108

Gnomish Totems 108
 Earth 109
 Moon 109
 Sun 109
 Gorger 157
 Graym Warders 94
 Gryphon Armor 96
 Gryphon Combat 78
 Combat Actions &
 Special Attacks 78
 Damage & Flight 78
 Gryphon Dodge &
 Sudden Dodge 78
 Hit Locations & Wings 78
 Pounce 78
 Rend 78
 Stoop 78
 Gryphon Culture 79
 Gryphon Dodge &
 Sudden Dodge 78
 Gryphons 76
 Gryphon Culture 79
 Gryphons: Usirae 120
 Gryx 73
 Gryx Deities 103
 Elgan 104
 Rasa 104
 Rema 104
 The Shrine Deities of
 the Juras Mountains 103
 G'Shul Culture 74
 G'Shul Rover 93

H

Harpers 86
 Hit Locations & Wings 78
 Holy Magic 100
 How to Use This Book 5
 Huaithe 105
 Humanity 28
 Humans 71

I

Important Skills 89
 In the Dwarven Homelands 36

J

Jalapur 59
 Janieal 52
 Janieal Culture 81
 Janieal Infantryman 94



**L**

Llyrius	61
Languages	84
Leshii	158
Lizardmen (Nagazi)	81

M

Mablung Culture	75
Mablung Dwarf Blood (Greater) ..	84
Mablung Dwarf Blood (Lesser)	83
Madiarian Forest	42
Mages	86
Magic	115
Anias Magical Traditions	117
Cantrips	124
Cyrad Geomancy	120
Cyradon Magical Traditions ...	120
Magical Orders	122
The Veil	121
Magical Orders	122
Alchemists	122
The Mage's Guild	123
The Venturer's Guild	123
The Zirvak Alumni	123
Malas	158
Manticore	159
Martial Arts Combat Styles	89
Meeta Apprentice	95
Mellianour	62
Memra	101
Miah-sha	101
Mikuel/Nirgal	103
MistWalking	122
Mithra — the World	16
Anias	16
Cyradon	16
The Other Two Continents	16
The Shatterings	16
Monks	86
Monster Quick Stats	154
Monstrous Descriptions	153
Descriptions	155
Aoifar	156
Ashari	156
Bounder	156
Cliff Rukh	157
Fey Drake	157
Gorger	157
Leshii	158
Malas	158
Manticore	159
Murshie	159
Nagah	160

Nagahal	160
Patago	161
Quinakh	162
Rainbow Beetle	162
Rasicar	162
Schirae	163
Stionoir	163
Swamp Octopus	164
Tagus	164
Vulakah	164
Zenasant	164

Monstrous Ecology	147
Monstrous Locations	150
Monstrous Templates	152
Aberration Template	152
Demonic Template	153
Elemental Template	153
Gigantism Template	153
Moon	109
Murshie	159

N

Nagah	160
Nagahal	160
Nagazi Culture	82
Nagazi Deities	109
The Sages	109
Nagazi: Zirhus	120
Neldor	33
Neras	62
New Equipment	96
Armor Descriptions	97
Cyradon Mounts and	
Livestock	97
Weapon Descriptions	96
New Skills	87
Alchemy	87
Cantrips	87
Charmcraft	87
Combat Styles & Maneuvers	87
Flying/Gliding	88
Martial Arts Combat Styles	89
Niamh	102
Nirgal	101
Northlands Encounter Table	150
Notations	154

O

Orsai: The Ghershal/	
Gherek Scouts	119
Osh'Tahl Herbalist	93

P

Pascalline Order	118
Patago	161
Penlasse	55
Perkuna	102
Pounce	78
Professions	86
Clerics	86
Fighters	86
Harpers	86
Mages	86
Monks	86
Ranger	86
Rogue & Thief	87
Warrior Mage	87

Q

Quinakh	162
---------------	-----

R

Races & Cultures	70
Anias Races & Cultures	
Dwarves (Mablung)	74
Elves (Sithi)	75
Gryx	73
G'Shul Culture	74
Humans	71
Mablung Culture	75
Sithi Culture	76
Skaldi Culture	73
Tarahiri Culture	72
Choosing a Culture	71
Cyradon Races & Cultures	76
Danae Elves	81
Desnian Culture	81
Elves (Arali)	80
Gnomes (Rhona)	79
Gryphons	76
Janieal Culture	81
Lizardmen (Nagazi)	81
Nagazi Culture	82
Rhona Culture	80
Racial Characteristics	70
Racial Characteristics	70
Racial Statistics Table	70
Rainbow Beetle	162
Ramsel	51
Ranger	86
Rasa	104
Rasicar	162
Recent Events	35
Religious Orders	110



Brotherhood of the Earth 112
 Seidheri 111
 The Lightbringers of Tarahir .. 113
 The True Spear 113
 Rema 104
 Rend 78
 Rhona Culture 80
 Rogue & Thief 87

S

Samia 102
 Schirae 163
 Seidheri 111
 Selant 58
 Sithi Culture 75
 Sithi Deities 104
 Beith 105
 Dairda 105
 Huaithe 105
 Uira 105
 Sithi Elf Blood (Greater) 84
 Sithi Elf Blood (Lesser) 84
 Sithi Forests 33
 Skaldi 118
 Skaldi Culture 73
 Skaldi Deities 102
 Niamh 102
 Perkuna 102
 Vella 102
 Y'Gin 102
 Skaldi Kingdoms 33
 Skalgorn 94
 Skills 87
 Important Skills 89
 New Skills 87
 Alchemy 87
 Cantrips 87
 Charmcraft 87
 Combat Styles &
 Maneuvers 87
 Flying/Gliding 88
 Martial Arts Combat Styles ... 89
 Special Starting Items 90
 Southern Lands 34
 Southlands Encounter Table 148
 Stionoir 97, 163
 S'tok Initiate 95
 Stoop 78
 Sun 109
 Swamps 45
 The Estuary Lands 45
 The Sleep of Rivers 45
 The Yftelan Mire 45
 Swamp Octopus 164

T

Tables
 Additional Arali
 Racial Information 81
 Additional Gryphon
 Racial Information 77
 Additional Gryx
 Racial Information 73
 Additional Human
 Racial Information 72
 Additional Nagazi
 Racial Information 82
 Additional Rhona
 Racial Information 80
 Additional Sithi
 Racial Information 76
 Adolescent Skill Ranks Table 83
 Blood Talents 82
 Central Highlands
 Encounter Table 147
 Cyradon Settings Culture 71
 Eastlands Encounter Table 150
 Gryphon Armor 96
 Monster Quick Stats 154
 Northlands Encounter Table ... 150
 Racial Statistics Table 70
 Southlands Encounter Table ... 148
 Weapons 96
 Westlands Encounter Table 149
 Tagus 164
 Talents 90
 Tamine 103
 Tarahir 32
 Tarahiri 118
 Tarahiri Culture 72
 Tarahiri Deities 100
 Memra 101
 Miah-sha 101
 Nirgal 101
 Samia 102
 Taravant 59
 The Ashman mountains 42
 The Blunt Hill Eyrie 50
 The Camal Sea 47
 The City of Belynar 48
 The City of Blackflame 66
 The City-State
 Kingdom of Qumar 66
 The Climate 40
 The Coliseum 143
 The Continent of Anias 31
 Eastern Steppes 34
 In the Dwarven Homelands 36

Neldor 33
 Recent Events 35
 Sithi Forests 33
 Skaldi Kingdoms 33
 Southern Lands 34
 Tarahir 32
 The Theocracy of Asut 32
 The Treaty Kingdoms 32
 Western Jungle 35
 The Continent of Cyradon 38
 Geographic Overview
 of Cyradon 39
 The Cyrads 27
 The Dangers 13
 The Daybreak Country 50
 The Devastation 45
 The Blunt Hill Eyrie 50
 The Camal Sea 47
 The City of Belynar 48
 The Gap of Orius 47
 The Highlands 46
 The Schirae Trails 47
 The Western Devastation 48
 The Whispering Hills 47
 The East 50
 Arimispia 56
 Desnia 54
 Emmanel 53
 Janieal 52
 Penlasse 55
 Ramsel 51
 The Daybreak Country 50
 The Ruins of Ischea 50
 The Elves 27
 The Elvish Spirits 107
 The Estuary Lands 45
 The Five Cities 64
 The Forest of Ischea 42
 The Forests of Cyradon 42
 The Gap of Orius 47
 The Gryphons 26, 106
 The Yazatas 106
 The Gryx 29
 The Heavens 15
 Constellations 15
 The Mithran Solar System 15
 Comets 15
 Meteors 15
 The Mithran Moon 15
 The Highlands 46
 The Idrisil Wood 43
 The Janiel River 44
 The Lightbringers of Tarahir 113





The Mablung Dwarves 30
 The Mage's Guild 123
 The Marisant River 44
 The Material World 99
 The Sphere of the Moon 99
 The Melanae Forest 43
 The Meriona River 44
 The Mountains of Cyradon 41
 The Mountains of Evening 42
 The Mountains of Morning 42
 The Mountains of the Moon 65
 The Nagah 29
 The Nagazi 29
 The North 61
 Andalasa 65
 Cairnus 65
 Ciastan 62
 Llyrius 61
 Mellianour 62
 Neras 62
 The City of Blackflame 66
 The City-State
 Kingdom of Qumar 66
 The Five Cities 64
 The Mountains of the Moon 65
 The Origins of the Races 25
 Humanity 28
 The Cyrads 27
 The Elves 27
 The Gryphons 26
 The Gryx 29
 The Mablung Dwarves 30
 The Nagah 29
 The Nagazi 29
 The Rhona 30
 The Other Two Continents 16
 The Otherworld 99
 Holy Magic 100
 The Outer Planes 99
 The Outer Planes 99
 The Pascalline Order 93
 The People 11
 Other Races 12
 The Elves 11
 The Gnomes 12
 The Gryphons 12
 The Nagazi 12
 The Newcomers 12
 The People of Belynar 136
 The Present: Escape to Belynar 9
 The Queen's Wood 44
 The Re-Awakened Land 144
 The Rhona 30

The Ruins of Ischea 50
 The Sages 109
 The Schirae Trails 47
 The Shatterings 16
 The Shival Range 42
 The Shrine Deities of the Juras
 Mountains 103
 The Sleep of Rivers 45
 The Southlands 58
 Aneirin 59
 Jalapur 59
 Selant 58
 Taravant 59
 The Sphere of the Moon 99
 The Story So Far... 8
 The Tanolain River 44
 The Theocracy of Asut 32
 The Treaty Kingdoms 32
 The True Spear 113
 The Veil 121
 The Venturer's Guild 118, 123
 The Western Devastation 48
 The Whispering Hills 47
 The Worlds 99
 The Material World 99
 The Sphere of the Moon 99
 The Yazatas 106
 The Yftelan Mire 45
 The Yftelan Wood 43
 The Zirvak Alumni 123
 Themes and Mood 13
 Time Frame 1: Just Arrived 167
 Time Frame 2: Post Ritual 168
 Time Frame 3: Post Compact 168
 Training Packages 91
 Anias Training Packages 91
 Alchemist 91
 Arcurias Bowman 91
 Argentian Legionnaire 92
 Bladgorn 92
 Charmweaver 92
 Fesharian Acolyte 92
 Gherek Scout 93
 G'Shul Rover 93
 Osh'Tahl Herbalist 93
 Skalgorn 94
 The Pascalline Order 93
 Venturer's Clerk Apprentice ... 94
 Cyradon Training Packages 94

Atriah Apprentice 94
 Desnian Palladine 94
 Garuda Apprentice 94
 Graym Warders 94
 Janieal Infantryman 94
 Meeta Apprentice 95
 S'tok Initiate 95
 Usirae Apprentice 95
 Varaghra Acolyte 95

U

Uira 105
 Underground Belynar 143
 Usirae Apprentice 95

V

Varaghra Acolyte 95
 Vasila 103
 Vella 102
 Venturer's Clerk Apprentice 94
 Vulakah 164

W

Warrior Mage 87
 Weapon Descriptions 96
 Weapons 96
 Weather & Climate 17
 Western Jungle 35
 Westlands Encounter Table 149
 When to Start the Campaign 167
 Who am I? 69

Y

Y'Gin 102

Z

Zenasant 164





CYRADON™

High above the dry, desolate wastelands the Gryphons sleep... do you dare wake them?

Cyradon, a continent in the Gryphon World, is a brand-new world setting for *HARP* and *Rolemaster Fantasy Role Playing*.

Far away, under a sky filled with unfamiliar stars, stands an ancient city built in a time before the empires of the north fell. Nestled in a mountain range at the center of a vast desert wasteland, the city is carved into the remains of a dormant volcano. In the highest reaches of that city, in rooms carved from the mountains, the Gryphons watch and wait....Cyradon is waiting. The long forgotten things stir in their sleep.

On Cyradon elvish kingdoms strive to carve out an existence on the borders

of a continent petrified by magical fire through political intrigue and martial might. In the cracks and forgotten places, the gnomes struggle to preserve what life there is as well as restore the damage done by the great cataclysm. To the west, the civilized, literate Nagazi lizardmen guard the ancient knowledge of the Mithrans—that may be the key to the salvation of Cyradon. Most of the Gryphons keep to themselves in their eyries, setting only their exiles and castoffs to stand guard over the ruins of the forgotten city. How will the races of Cyradon react to a new influx of humanity? Will the humans choose to stay here since the world they knew was shattered?

This is a time when new destinies, alliances, and battle lines will be forged!

~~1 55006 607 1~~ ICE15.00

This specially-priced PDF is available through the ICE Online Store at www.ironcrown.com

Made in USA #4300P

Produced and distributed by:



Iron Crown Enterprises
112 Goodman Street
Charlottesville, VA 22902

<http://www.ironcrown.com>
<http://www.harphq.com>

