



HARPER'S BAZAAR

Issue #12

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Table of Contents

Introduction	1
CCR Additions	2
Weapon Statistics	5
Additional Criticals	7
Clerical Orders of Cyradon	8
The Pride of Rasa (Human/Gryx)	8
The Children of the Moon (Rhona)	9
Varaghra (Gryphon)	10
Asyr (Arali)	11
Mist Walking	12

Introduction

Welcome to the twelfth issue of the HARPer's Bazaar. In this issue I bring you some additions to the Condensed Combat Rules from **HARPer's Bazaar #11**.

The rest of the issue is devoted to Cyradon. We present you with four new Clerical Orders. A Clerical Order for one of the Anias Shrine Deities; one for one of the Rhona totems, the Gryphon Varaghra, and finally the Arali Asyr. Both the Varaghra and the Asyr built off of the Shaman profession from **HARPer's Bazaar #6**, so you will want to make sure that you have a copy of it handy.

And to finish off the issue, we give you an addendum to the section on Mist Walking from **Cyradon**. In this addendum, we tell how the Arali Weavers accomplish Mist Walking.

Enjoy!

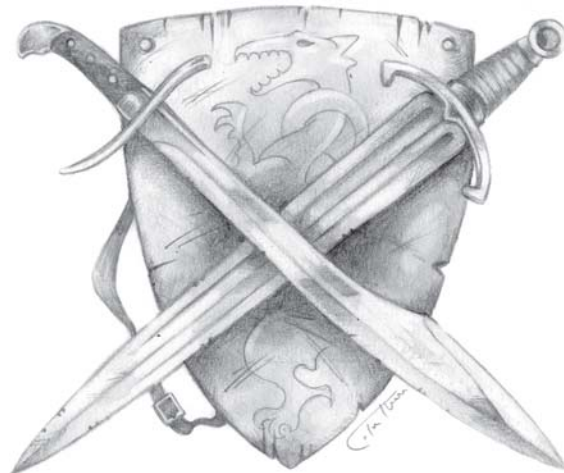
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CCR Additions

In the last issue, we presented you with the Condensed Combat Rules. Since they were published, a number of folks have asked for stats for the weapons introduced in *Martial Law* to be converted.

In addition to stats for those new weapons, I am also providing critical tables that can be used with the attacks and spells introduced in College of Magics, earlier issues of *HARPer's Bazaar* and in the **HARP** product, *Hack & Slash*. This means that you will now have critical tables for use with Acid, Magic, Holy, and Slaying attacks when using these combat rules.

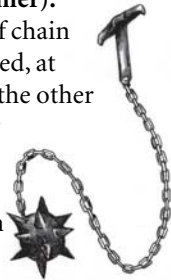
We'll start off with a description of each of the weapons, and then give you the tables that you will need.

Aklys (Spike Thrower): Wooden throwing stick, sometimes having a spiked head; attached to the user's arm by a cord or strap. This strap enabled it to be retrieved after it had been thrown. Commonly used by Halflings.



Ball & Chain (Meteor or Comet Hammer):

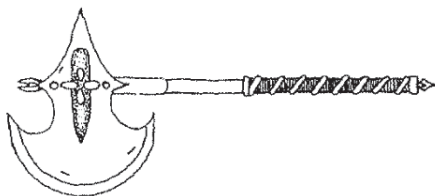
This weapon consists of a length of chain with a solid ball, often slightly spiked, at one end, and a crossbar handle at the other end. This weapon works extremely well against shields, and the wielder can take a -10 modifier to their OB and doing so allows them to treat a foe's shield as if it were one size smaller than it actually is.



Bardiche: This weapon is surprisingly easy to use both close in and at arms length. It combines devastating cutting action with a strong thrusting tip.



Bastard Axe: Large axe with a long grip which could be used with either one or two hands.



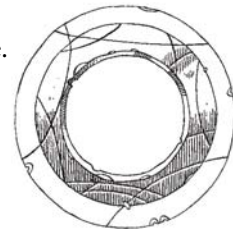
Beaked Axe: Pole arm with a beaked protrusion mounted opposite its blade.



Boletta: This weapon is made of two short weighted cylinders with rounded edges attached to a short axle between the two halves. Attached to the axle is a short string or wire that is normally wrapped around the axle when it is not in use. The other end of the string is attached to a small ring. This weapon is used by swinging/flinging it and striking with the weighted end. It is often flicked at a foe multiple times, like the snapping of a towel. Two or three Boletta may be hooked together by the ring; they are designed to snap together, and may be used as a regular Bola. This weapon works extremely well against shields, and the wielder can take a -10 modifier to their OB and doing so allows them to treat a foe's shield as if it were one size smaller than it actually is. This weapon is of Halfling design.



Cormal (Chakram): This is a flat steel disc with a sharpened outer edge used as a thrown missile. An individual who used this type of weapon often carried several on their person. In use, it is thrown like a plate or disc. This weapon is of Gryxian design.



Dir-mac (Wakazashi): This is an Elvish short sword. It is sometimes used in pairs or in conjunction with a longer weapon for two weapon fighting.



Fauchard: Developed from the common agricultural sickle or scythe, the fauchard consists of a long, curving blade with a large pointed head and a small, curved hook. The head is mounted on a long pole, giving it an overall length of approximately 8'.





Gir-Mahta (No-Dachi): A long bladed and fearsome sword used by Elvish skirmish units. This blade is the most common two-handed sword used by Elves.



Gnorish (Baton): This weapon consists of a short, flexible haft with a weighted end. The flexibility of the haft allows the weapon to strike with more force than one might expect from such a weapon. This weapon is of Gnomish design. One variant of this weapon, originally of ancient dwarven design, is comprised of a heavy metal tip, attached to a leather covered handle by two sets of tightly wound metal spring coils. What makes this variant so unique is that the springs of the weapon's shaft are collapsible, fully extending and locking into place with just a flick of the wrist. This variant costs about 10x the normal price for Gnorish.



Glaive: A weapon consisting of a large blade fixed on the end of a pole, whose edge is on the outer curve.



Guisarme: Mounted on a long haft for maximum reach, this weapon is effective at repelling cavalry and footmen alike.



Halberd: The most common design of a halberd is an axe head with point on the reverse side and a long thrusting point on the top of the head.



Hand Crossbow: This small compact crossbow shoot small bolts with great accuracy at short distances. Often times the true effectiveness of this weapon is shown when the bolts are treated with poison.



Kirier-mac: Large two handed sword with an undulating or serrated blade. Common among Gryx soldiers. The undulations/serrations cause rough, jagged wounds that bleed more than those made with normal swords. Any criticals dealt with this weapon that produce Bleeding will do 1 extra point of Bleeding per round. If the critical does not inflict Bleeding, then no extra damage is done.



Kolran (Kama): Sickle consisting of a tanged steel head fit into a wooden haft. Often used in fighting styles that are comprised of 2 Kolran. This weapon is of Gnomish design.



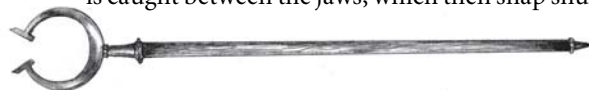
Mahta-mac (Naginata): This famed weapon of elite Elvish troops is fearsome in the hands of a skilled combatant.



Madu: The madu is basically a small spear (4' long) with a steel spike on both ends of the wooden shaft. In the center of the shaft is a small metal buckler where the character grips the weapon. This allows for both parrying and thrusting attacks. The character receives a +10 DB while wielding this weapon and he may still attack with it.



Man Catcher: A man-catcher is a pole arm with a special function: to capture an opponent without killing him. The weapon consists of a long pole with a set of spring-loaded, sharpened jaws at one end. The victim is caught between the jaws, which then snap shut.



Orcish Hammer (Lucerne Hammer): Pole arm with a long spike mounted atop a hammer with a four-pronged face and a single pronged claw.

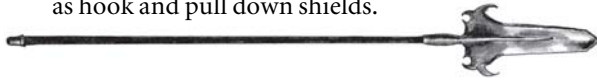


Orcish Kalmar: Particularly brutal but effective weapon designed by Orcs. This weapons is essentially one long, curved blade (crescent shaped) approximately 4 to 5' in length, with the sharpened edge being on the inside arc of the crescent. The blade itself is extremely wide in the middle, allowing for holes, which are used as handles for the blade. Each blade usually has 3 or 4 such places to grip the weapon. The handles are usually covered in leather. This weapon is considered a Two Handed weapon for weapon skill purposes, but it can also be learned as a Double Weapon Combat Style, which would allow it to strike twice in one round.





Partisan: The partisan is a staff weapon consisting of a long tapering, double-edged spear blade with two diagonally-set hooks at the base. The shaft is about seven or eight feet long. The partisan's hooks may be used to catch and break opponent's weapons, as well as hook and pull down shields.



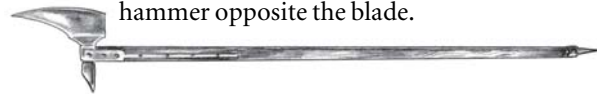
Pick Hammer (Bec De Corbin): Type of war hammer used by human cities in the west; pick-like head was fitted with a spear like point for thrusting; normally mounted on a wooden haft with metal reinforcing bands extending down from the head.



Pike: Long spear with an iron head and a small cross-piece behind it.



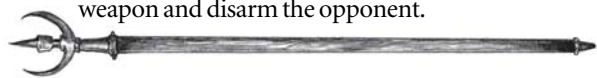
Pole Axe: A long handled axe with a spike, hook, or hammer opposite the blade.



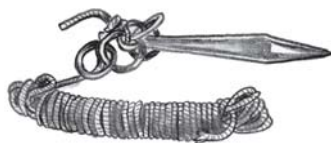
Raka (Jitte): Gnomish parrying weapon consisting of an iron bar with a hook attached to one side; grip is often woven cord or leather. It is a versatile weapon that can be used to attack the neck and head of an opponent, but its primary use is as a sword catcher and deflector.



Ranseur: The ranseur resembles a partisan, except that the ranseur's hooks are longer, resulting in a three pronged head. The hooks are, however, shorter than the middle blade. Partisans are sturdier than ranseurs. The three prongs are large enough to puncture armor or trap a weapon and disarm the opponent.



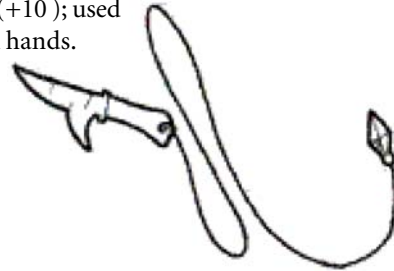
Rope Dart: Long rope, approximately 10 to 20' long, with a small, steel spear head on the end. Common monk weapon used for entangling an opponent's arms and legs while the spear head can be thrown to cause puncture damage. The weapon's range is dependant upon the length of the rope, which is used to retrieve the thrusting head after an attack.



Tita-kirier (Kriss): A double-edged, wavy bladed knife/short sword designed primarily as a Gryxian thrusting weapon. The wavy blade causes rough, jagged wounds that bleed more than those made with normal straight blades. Any criticals dealt with this weapon that produce Bleeding will do 1 extra point of Bleeding per round. If the critical does not inflict Bleeding, then no extra damage is done.



Turya-raka (Kyotetsu-Shoge): Elvish parrying weapon; a rope connects a metal ring and forked knife, could also be used to aid in climbing (+10); used with both hands.



Twin Bladed Sword: This weapon is a shaft approximately 2 to 3' long with a sword blade attached to each end. The blades themselves are 2 to 3' long. The weapon is wielded in a manner similar to a quarterstaff and can be very effective at delivering multiple blows in a short period of times. This weapon can be learned as a Two Handed Weapon skill (which would deliver one attack per round) or with the Double Weapon combat style. Elite Gryxian soldiers are known to carry this type of weapon.



Voulge: A pole arm weapon characterized by a broad axe-like blade with a single spike protusion at the top, often attached to a wooden pole.





Weapon Statistics - Part I

Weapon	Length	FR	Attack		Crits		Base	Special Modifications
			Size	Table	Primary	Secondary	Range #	
Aklys	15'	5	S	Mi	PU	—	(15)	
Ball & Chain	3'	5	M	1HC	CR	GR(B)	—	See Description
Bardiche	6'	4	L	2H	SL	—	—	Alt crit: PU/-5 OB
Bastard Axe	(1H) 4'	2	M	2H	SL	—	—	
	(2H) 4'	4	L	2H	SL	CR (B)	—	
Beaked Axe	7'	4	L	2H	SL	—	—	Alt crit: PU/-5 OB
Boletta	3'	5	S	Mi	CR	—	(5)	See Description
Cormal	0.5'	3	S	Mi	SL	—	10	
Dir-mac	3'	2	S	1HE	SL	—	—	
Fauchard	8'	4	L	2H	SL	—	—	
Gir-Mahta	5'	4	L	2H	SL	—	—	
Gnorish	1.5'	2	M	1HC	CR	—	—	
Glaive	8'	4	L	2H	SL	—	—	
Guisarme	7'	4	L	2H	SL	—	—	Alt crit: PU/-5 OB
Halberd	7'	4	L	2H	SL	—	—	Alt crit: PU/-5 OB
Hand Crossbow	0.5'	2	S	Mi	PU	—	20	+10 OB at up to 15'
Kirier-mac	5'	4	L	2H	SL	PU (A)	—	+1 Hits/rnd
Kolran	1'	2	S	1HE	SL	—	—	
Mahta-mac	6'	4	L	2H	SL	—	—	
Madu	4'	3	M	1HE	PU	—	—	+10 to DB
Man Catcher	7'	4	S	2H	PU	—	—	
Orcish Hammer	8'	4	L	2H	CR	—	—	
Orcish Kalmar	5'	4	M	2H	SL	—	—	Alt crit: PU/-5 OB
Partisan	9'	4	L	2H	PU	—	—	
Pick Hammer	5'	4	L	2H	CR	—	—	Alt crit: PU/-5 OB
Pike	6'	3	L	2H	PU	—	—	
Pole Axe	8'	4	L	2H	SL	—	—	Alt crit: PU/-5 OB
Raka	1.5'	3	S	1HE	PU	—	—	
Ranseur	7'	4	L	2H	PU	—	—	
Rope Dart	15'	5	S	Mi	PU	—	(15)	Alt crit: GR/-5 OB; See Description
Tita-kirier	1'	3	S	1HE	PU	—	—	+1 Hits/rnd
Turya-raka	10'	3	S	Mi	PU	—	(10)	See Description
Twin Bladed Sword	7'	4	M	2H	SL	CR (A)	—	
Voulge	8'	4	L	2H	SL	—	—	Alt crit: PU/-5 OB





WEAPON STATISTICS - PART II

CR - Crush critical; GR — Grapple critical; PU — Puncture critical; SL - Slash critical; UB - Unbalance critical

* - May not move with these weapons loaded and ready to fire. They may be carried in hand and fired as if reloading (penalty applies).

- All non-Missile weapons with a range are treated as "thrown weapons" (for skill purposes) when used as missiles.

Fumble Range (FR): if unmodified attack roll is less than or equal this number the attack fails and a roll must be made on the Fumble Table.

Attack Size — The maximum amount of damage that may be done by an attack. Should an attack roll exceeds the maximum for the Damage Cap, anything above the Damage Cap is ignored.

Attack Table — This is the attack table to use for this attack.

Primary Crit — The type of critical delivered by the attack; a letter in parentheses indicates the maximum critical that can be obtained (if none is given it is "E"). Higher criticals are treated as the maximum.

Secondary Crit — If a critical higher than an "A" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is at least one step less severe than is indicated by the attack result. The same dice roll is used for both criticals. A letter in parentheses indicates the maximum critical that can be obtained (if none is listed it is "D").

(e.g., an "E" result delivers a "D" secondary critical, a "C" delivers a "B", etc.).

Base Range: The base range in feet for the weapon to be thrown or fired. Short range is between 1' and the base range, and there is no OB modification. Medium range is between the base range and double the base range, and the OB modification is -25. If the Base Range is given in parenthesis, then the weapon may be used at Short Range only.

	Base Range	Short Range	Medium Range	Long Range	Maximum Range	
Long range is between double the base range and triple the base range, and the OB modification is -50.	2	1'-2'	3'-4'	5'-6'	7'-8'	Missile Weapons may not be used if the wielder is engaged in Melee. The following table summarizes the various ranges.
	3	1'-3'	4'-6'	7'-9'	10'-12'	
	5	1'-5'	6'-10'	11'-15'	16'-20'	
	10	1'-10'	11'-20'	21'-30'	31'-40'	
	15	1'-15'	16'-30'	31'-45'	46'-60'	
Maximum range is between triple the base range and four times the base range, and the OB modification is -75.	20	1'-20'	21'-40'	41'-60'	61'-80'	
	30	1'-30'	31'-60'	61'-90'	91'-120'	
	40	1'-40'	41'-80'	81'-120'	121'-160'	
	50	1'-50'	51'-100'	101'-150'	151'-200'	
	60	1'-60'	61'-120'	121'-180'	181'-240'	
	75	1'-75'	76'-150'	151'-225'	226'-300'	
	90	1'-90'	91'-180'	181'-270'	271'-360'	
	100	1'-100'	101'-200'	201'-300'	301'-400'	





ADDITIONAL CRITICALS

	Acid Criticals	Magic Criticals	Holy Criticals	Slaying Criticals
-49-05	Was that water? +1 hit.	Oh! Pretty sparkles. +1 hit.	Perhaps a bit more prayer would work. +1 hit.	Not even enough to call a scratch. +4 hits.
06-20	It doesn't burn, it tickles! +3 hits.	Foe washed in pretty colors. +4 hits.	You aren't having a crisis of faith are you? +4 hits.	Foe realizes that you are a threat. +7 hits and at -5.
21-35	Looks like foe has a rash. Got any ointment? +5 hits and at -5.	Foe's side is struck by the raw magical energy. +8 hits, bleeding 1 hit/rnd, and at -10.	You revel in the glory of your deity as you strike. +7 hits and at -5.	See? Practice does help! +21 hits, stunned 3 rnds, bleeding 2 hits/rnd and at -20.
36-50	Foe is covered in nasty red splotches. +7 hits, and at -10.	Solid strike pushes foe back 10'. +9 hits, stunned 1 rnd, bleeding 1 hit/rnd, and at -10.	Foe refuses to repent his wicked ways. +8 hits, stunned 1 rnd, and at -10.	Solid strike has unsettled foe. +25 hits, stunned 4 rnds, bleeding 3 hits/rnd and at -25.
51-65	Foe's nerves are jangled. +9 hits, and is at -15. 1 hit/rnd if metal armor, else 2 hits/rnd.	Strike leg with blast of color. +10 hits, stunned 1 rnd, bleeding 2 hits/rnd and at -15.	Foe is afraid of your righteous attack. +10 hits, stunned 1 rnd, bleeding 1 hit/rnd and at -10.	Foe is really in pain now. +29 hits, stunned 5 rnds, bleeding 3 hits/rnd and at -25.
66-79	Hit by a wave of pain, any organic leg coverings destroyed. +10 hits, bleeding 2 hits/rnd and is at -15.	Kaleidoscopic burst pummels shield arm. +8 hits and at -10. If no shield: +12 hits, stunned 1 rnd, bleeding 2 hits/rnd and at -15.	You bring him to his knees. Stunned 1 rnd. If leg armor: +7 hits and at -10. No leg armor: +11 hits, bleeding 2 hits/rnd and at -15.	In-between his cries of pain, foe is shouting curses at you. +32 hits, stunned 6 rnds, bleeding 4 hits/rnd and at -30.
80	Foe is unconscious with gobs of flesh falling off his body. +30 hits. If helm, coma for 1 month. If no helm: dead in 9 rnds.	With nothing more than a flash of color and a whimper, foe collapses and dies in 10 rnds as the magic plays havoc with his insides.	Foe is enveloped in ripples of divine power. He is paralyzed for the 9 rnds that this take to kill him.	Foe collapses to the ground, convulses for 3 rounds, and then dies.
81-86	Ouch! That hurts! All organic material on back is destroyed. +11 hits, stunned 1 rnd, bleeding 3 hits/rnd, and is at -20	Rainbow attack smacks foe hard. +13 hits, stunned 2 rnds, bleeding 3 hits/rnd and at -20.	You call upon the divine wrath of your deity with this attack. +12 hits, stunned 2 rnds, bleeding 2 hits/rnd and at -20.	Foe is beginning to worry about his ultimate fate. +36 hits, stunned 6 rnds, bleeding 5 hits/rnd and is at -30.
87-89	Splash to the head! If helm: +12 hits, stunned 2 rnds, bleeding 3 hits/rnd. If no helm: foe is blinded.	Foe hammered by colorful burst. +14 hits, stunned 2 rnds, and at -20. Foe loses his voice for a week.	You smite your foe and leave him gasping for breath. +13 hits, stunned 2 rnds, bleeding 3 hits/rnd and at -20.	Your weapon hisses as it connects with foe's skin. +39 hits, stunned 7 rnds, bleeding 5 hits/rnd and is at -40.
90	Foe inadvertently inhales a large dose of acid. He dies after 6 helpless rnds of coughing up gouts of blood.	Foe collapses writhing in pain as the tendrils of magical energy foe of all vitality and life over 6 rnds.	Writhing tendrils of divine power drains foe of life. He can only whimper until death claims him in 7 rnds.	Foe screams in pain as his body is wreathed in an other-worldly light for the 2 rounds that it takes for him to die.
91-96	Shield arm strike! +13 hits, stunned 3 rnds, bleeding 4 hits/rnd, and is at -25. If no shield: lose arm and knocked out.	Foe screams as he is pierced by shaft of sparkling color. +15 hits, stunned 2 rnds, bleeding 4 hits/rnd, and at -25.	Solid strike! +14 hits, stunned 3 rnds, bleeding 3 hits/rnd and at -25.	You see real fear in foe's eyes now. +43 hits, stunned 8 rnds, bleeding 7 hits/rnd and is at -40.
97-99	Liquid scorching on leg. +14 hits, stunned 3 rnds, bleeding 5 hits/rnd, and at -30.	A way to make new friends, this is not. +17 hits, stunned 3 rnds, bleeding 4 hits/rnd and at -25.	You deftly bypass foe's guard to make this strike. +15 hits, stunned 3 rnds, bleeding 4 hits/rnd and at -25.	Solid hit sends foe reeling. +46 hits, stunned 9 rnds, bleeding 7 hits/rnd and is at -45.
100	Foe screams in helpless agony as he melts and dies in 3 rounds.	Foe screams helplessly as the magical energy corruscates back and forth for the 4 rnds it takes him to die.	Foe bursts into a pillar of righteous flame that consumes him over the course of 5 inactive rnds.	Ashes! Ashes! We all fall down! Well, at least the foe does. He is quite dead.
101-106	Acid destroys chest armor. +17 hits, stunned 5 rnds, bleeding 6 hits/rnd, and is at -30.	Sparkling bolt breaks jaw. +19 hits, stunned 4 rnds, bleeding 5 hits/rnd, and at -30.	Your deity must be guiding your aim. +18 hits, stunned 4 rnds, bleeding 5 hits/rnd and at -30.	Smooth strike & perfect follow through. +54 hits, stunned 10 rnds, bleeding 8 hits/rnd and is at -50.
107-109	Searing splash takes a tool on foe's health and dignity. +19 hits, stunned 5 rnds, bleeding 7 hits/rnd, and is at -40	A dangerous assault pounds foe. +22 hits, stunned 4 rnds, bleeding 6 hits/rnd and at -35.	Foe is beginning to see the light, the one at the end of the tunnel. +20 hits, stunned 5 rnds, bleeding 6 hits/rnd and at -40.	Your weapon seems to know just where to strike. +61 hits, stunned 11 rnds, bleeding 9 hits/rnd and is at -55.
110	Ugh! What a mess! Foe is helpless for the 1 rnd it takes for his flesh to melt and he dies.	Foe is consumed, over the course of 2 inactive rnds, by a scintillating pillar of magical energy.	With faith as your weapon, foe cannot stand against you. He dies writhing in agony after 3 rnds.	Foe is caressed by the hand of death. He drops to the ground, stone dead.
111-116	A huge chunk of flesh just falls off. +21 hits, stunned 7 rnds, bleeding 8 hits/rnd, and is at -45.	Foe is staggered by your magical assault. +25 hits, stunned 5 rnds, bleeding 7 hits/rnd and at -40.	An inspiring strike. +23 hits, stunned 6 rnds, bleeding 7 hits/rnd and at -45.	Good shot! Now finish him off. +68 hits, stunned 12 rnds, bleeding 11 hits/rnd and is at -60.
117-119	Every nerve in foe's body feels like it is on fire. +23 hits, stunned 9 rnds, bleeding 9 hits/rnd, and is at -50	Foe is mangled by the assault. +27 hits, stunned 6 rnds, bleeding 8 hits/rnd and at -45.	Your eyes blaze with holy power as you strike. +25 hits, stunned 7 rnds, bleeding 8 hits/rnd and at -50.	Excellent Strike! +75 hits, stunned 15 rounds, bleeding 12 hits/rnd and is at -75.
120	Got a sponge? Foe is dead and puddled.	Foe explodes in a shower of iridescent sparks. How pretty! Instant Death.	Foe's face alights in rapture just before his husk turns to ash and crumbles to the ground.	Foe gives a sudden gasp as he goes to meet his maker. Instant Death.
	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical



CLERICAL ORDERS OF CYRADON

The following section details a few more of the clerical orders that can be found among the inhabitants of Belynar and the cultures surrounding it. This is not a complete listing of all of the clerical orders, just a few additions to allow players to make things more interesting.

THE PRIDE OF RASA

Focus: Rasa, one of the shrine deities.

Culture (Temple Locations): Small shrines scattered throughout the mountains of northern Anias. Also in the Re-Awakened Lands

Membership: Membership is open to all who would like to worship Rasa.

Benefits of Membership: All members receive the talent, Familiar, for free. The familiar is always a small mountain cat (such as a Lynx, Puma or Mountain Lion).

Restrictions: None.

Symbol: A stylized cat head; often worn as a pendant. The material that it is made out of is not important.

Dress: Adherents of this order dress normally and have no formal religious wear.

Structure: Worship of Rasa is an individual thing. Often handed down from parent to child, or from friend to friend. Those who worship and serve Rasa as part of her small priesthood will naturally defer to any other priest or priestess who is older.

Philosophy/Purpose: Rasa is a god of healing, life and justice. Priests of Rasa revere all life and dislike the idea of killing any sentient being for any reason. They most especially abhor murder of all types. Their respect for life extends to an abhorrence of those who traffic with undead creatures.

Activities: These Clerics are often asked to sit in judgment over trials, as well as tending to the sick and wounded. Some individuals of the Pride will also dedicate themselves to the pursuit and laying to rest of the undead.

Favored Categories: Clerics of this order place one of their selected Categories in Outdoors and the other in Mystical, gaining an additional 3 ranks in each.

Spells: The Pride of Rasa has the following spells as their sphere. They gain access to all of the spells listed under Pride Sphere and may select any 8 spells from the Selectable list to bring the total for their sphere up to 20 spells. The various "Animal" spells that the Pride have available are always limited to cat types and forms.

Pride Sphere	Selectable Spells
Animal Forms*	Distractions**
Bless*	Find Shelter***
Calm*	Lifegiving*
Dreams*	Lifekeeping*
Guidance*	Locate Food***
Herbal Enhancements*	Merging Ways**
Holy Symbol*	Nature's Strength*
Intuitions*	Nature's Tongue*
Major Healing*	Passing**
Neutralize Poison*	Path Lore***
Restoration*	Presence**
Turn Undead*	Summon Animal*
	Traceless Passing***

* = Spells from the Cleric Sphere
 ** = Spells from the Mage Sphere
 *** = Spells from the Ranger Sphere





THE CHILDREN OF THE MOON

Focus: Moon, the trickster goddess; the goddess of Storms and of the Night.

Culture (Temple Locations): Small shrines scattered throughout the southern mountains of Cyradon.

Membership: Membership is usually comprised of Rhona Gnomes and Danae Elves only.

Benefits of Membership: All Children of the Moon have Nightvision, even if they do not have racially and Lesser Darkvision.

Restrictions: None.

Symbol: A silver bracelet worn on the right arm. This bracelet is sometimes set with a small oval of moonstone.

Dress: The Children of the Moon have no special clerical garb, though they do all tend to wear darker colors.

Structure: The Rhona worship 3 totems, and together, the priests of these three totems comprise their entire religion. Rhona revere their elders, and that is how their religious orders are formed as well. There is no internal hierarchy, the eldest priest is in charge. Rhona Clerics will move from tribe to tribe until they find a tribe that fits their own personality. Some clerics never settle, but wander always from tribe to tribe, and even further.

Philosophy/Purpose: The Moon is totem of the storm and despises all who do not respect her. Her worshippers tend to be secretive and slightly chaotic in nature. But even in chaos and rage, Moon watches over women and children, protecting them from the harm that stalks the Moon's other aspect, the night.

Activities: These Children of the Moon have a special hatred for cowards and for Schirae and will hunt Schirae down if they can find them. The Children also have a special fondness for those who go out of their way to protect others, and thus they have great respect for Grayson and his accomplishment of getting the refugees to Belynar.

Favored Categories: Clerics of this order place one of their selected Categories in Outdoors and the other in Combat, gaining an additional 3 ranks in each.

Spells: The Children of the Moon have the following spells as their sphere. They gain access to all of the spells listed under Pride Sphere and may select any 8 spells from the Selectable list to bring the total for their sphere up to 20 spells.



Moon Sphere	Selectable Spells
Bless*	Breezes****
Changing Ways**	Creeping Mist****
Clinging Shadows***	Deepen Shadows***
Distractions**	Far Sense***
Divine Hammer*	Grappling Mist****
Dreams*	Misfeel**
Fear**	Obscuring Mist****
Guidance*	Quiet Ways**
Harm*	Shadow Armor***
Holy Symbol*	Shadow Bolt***
Intuitions*	Shadow Step***
Phantasm**	Stun Cloud**
	Thunderclap****
	Vacuum**

* = Spells from the Cleric Sphere

** = Spells from the Mage Sphere

*** = Spells from the Shadowblade Sphere

**** = Spells from the Druid Sphere

Shadowblade and Druid are from The Codex



VARAGHRA

The Varaghra is a variant of the Shaman that is found in **HARPer's Bazaar #6**. That issue also contains a good amount of knowledge of the Spirit World and of spirits and the core Shaman spells. Those wishing to play a Varaghra should also read the section on Gryphons in Chapter 6 (pages 106-107) of **Cyradon**.

Focus: Varaghra are the friends of the Yazatas (the spirits).

Culture (Temple Locations): Small shrines can be found among Gryphon eyries.

Membership: Membership is normally only open to Gryphons. However, Varaghra have, in the past, been willing to train anybody who shows signs of having the Spirit Sight.

Benefits of Membership: All Varaghra have the professional abilities listed for the Shaman from HB #6. This includes the Spirit Sight and the Spirit Tongue abilities as well as the Spirit Totem.

Restrictions: None.

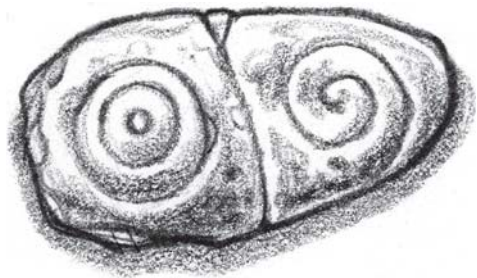
Symbol: The Varaghra use a stylized image of their Spirit Totem as their holy symbol. This is normally worn as pendant or brooch worn on the shoulder.

Dress: Adherents of this order dress normally and have no formal religious wear.

Structure: Varaghra do not have a rigid hierarchy, but there is one in place, usually with the eldest being in the upper echelons over the younger.

Philosophy/Purpose: The Varaghra believe that the Yazatas watch over the Gryphons and all of their allies. They also believe that the spirits have a dark sense of humor and while the spirits usually have some ulterior motive, that it is unlikely that anybody can ever determine what it is until that purpose has been accomplished.

Activities: They are the official interpreters of the Yazatas. They read the signs and omens and provide understanding of what the Yazatas are telling them. They are the intermediaries between the mortal realms and the spirit realms.



Favored Categories: Varaghra are not Clerics, they are a variant of the Shaman, and thus should use the Favored Categories of the Shaman profession from HB #6.

Spells: The Varaghra do not use the Shaman's sphere of spells. Instead, they have and use the following spells as their sphere. They gain access to all of the spells listed under Varaghra's Sphere and may select any 9 spells from the Selectable list to bring the total for their sphere up to 20 spells.

Varaghra's Sphere	Selectable Spells
Banish Spirit*	Bless**
Detect Spirit*	Calm**
Healing Chant*	Distractions***
Holy Symbol**	Dreams**
Spirit Binding*	Guidance**
Spirit Emanations*	Herbal Enhancements**
Spirit Link*	Intuitions**
Spirit Walk*	Merging Ways***
Summon Spirit*	Nature's Tongues**
Vision Chant*	Passing***
Warning Chant*	Past Visions***
	Phantasm***
	Quiet Ways***
	Shock***
	Tree Door**

* = Spells from the Shaman Spells in HB#6
 ** = Spells from the Cleric Sphere
 *** = Spells from the Mage Sphere



Asyr

There are few Elvish Clerics among the Arali of Cyradon. They are known as the Asyr. The Asyr are a variant of the Shaman profession from **HARPer's Bazaar #6**. That issue also contains a good amount of knowledge of the Spirit World and of spirits and the core Shaman spells. Those wishing to play an Asyr should also read the section on Elvish Beliefs in Chapter 6 (pages 107-108) of **Cyradon**.

Unlike the Varaghra of the Gryphons, the Asyr traffic primarily with the spirits of ancestral Arali and not spirits of other types. Though it is possible for them

Focus: The Asyr revere their ancestor spirits.

Culture (Temple Locations): Small shrines can be found among scattered among the Arali lands.

Membership: Membership is only open to Arali.

Benefits of Membership: All Asyr have the talent, Sense Magic. Refer to **Cyradon**, page 80 for more information on how this affects the Arali racial ability, Spirit Sense. They also have the Spirit Tongue and Spirit Sight professional abilities of the Shaman, but they do not gain a totem spirit like Shaman do.

Restrictions: None.

Symbol: The Asyr use a specialized elven pictogram that represents the spirit world as their symbol. This is either worn as a pendant or brooch or woven as a badge into clothing.



Dress: Adherents of this order dress normally and have no formal religious wear.

Structure: The Asyr have no hierarchy. They maintain small shrines and temples with the eldest of each being in charge of that particular location. Asyr are free to move from place to place as they like, and most settle to a place that suits them.

Philosophy/Purpose: The Asyr believe that their ancestors don't always travel on to the Pool of Life, that some remain behind to guard and guide the Arali people. They see their purpose as being the ones to communicate with those ancestors and to try to get them to aid the Arali peoples.

Activities: The Asyr have no set activities or functions. They do what they see as best for the Arali people.

Favored Categories: Asyr are not Clerics, they are a variant of the Shaman, and thus should use the Favored Categories of the Shaman profession from **HB #6**.



Spells: The Asyr do not use the Shaman's sphere of spells. Instead, they have and use the following spells as their sphere. They gain access to all of the spells listed under Asyr Sphere and may select any 8 spells from the Selectable list to bring the total for their sphere up to 20 spells.

Asyr Sphere	Selectable Spells
Banish Spirit*	Bless**
Detect Spirit*	Creeping Mist***
Healing Chant*	Cure Disease**
Holy Symbol**	Divine Hammer**
Spirit Binding*	Dreams**
Spirit Emanations*	Grappling Mist***
Spirit Link*	Guidance**
Spirit Travel*	Intuitions**
Spirit Walk*	Major Healing**
Summon Spirit*	Mist Phantom***
Vision Chant*	Neutralize Poison**
Warning Chant*	Obscuring Mist***
	Restoration**
	Sleep Mist***
	Unfog***
	Vacuum***

* = Spells from the Shaman Spells in **HB#6**
 ** = Spells from the Cleric Sphere
 *** = Spells from the Druid Sphere (The Codex)



MIST WALKING ADDENDUM

It is said that only the most accomplished Arali Weavers learn how to accomplish Mist Walking. This is because only the most accomplished Arali Weavers are given access to a variant of the Spirit Travel spell that is learned by Shaman, as well as other Shamanistic spells. This is done through the talent, Arcane Power, and the Weaver is granted access to the following list of spells from **HARPer's Bazaar #6**:

- Banish Spirit
- Detect Spirit
- Spirit Binding
- Spirit Link
- Spirit Travel
- Spirit Walk
- Summon Spirit

Access to this Sphere is tightly controlled by elder Weavers and it is never granted lightly. Only the most gifted and strongest willed are allowed to learn these spells because the Weavers believe that only they can handle the responsibility of dealing with the sometimes willful spirits.

Scattered about Cyradon are stone circles, called crowns, at or very near places of power. These crowns aid in the opening of Spirit Portals by reducing the penalties from the scaling options in half. The menhir that the Arali also scattered about have the ability to focus and supply mana like the crowns, but in a lesser form, they only reduce scaling penalties by one quarter. This reduction of scaling option penalties only works for the Spirit Travel spell. It was how these devices were designed.

Arali Weavers may only cast the Spirit Travel spell at the crowns and menhirs. This is because they believe that the spell will only work from and to those locations. This isn't true, but no Weavers have ever successfully tried casting it in another location. Weavers also never attempt casting Spirit Travel without the Spirit Portal scaling option being used as well.

The Arali Weavers call Spirit Travel by the name of Mist Walking because of the mist-filled portal that they open and the corridor that is traveled being surrounded by mist.

