



# KYRANTHIA

LIVE ACTION ROLE PLAYING

## CAMPAIGN GUIDE





**CAMPAIGN GUIDE**  
**SECOND EDITION**

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THE STAFF - WE COULDN'T DO IT WITHOUT YOU!  
AND THE PLAYERS WHO MAKE IT ALL WORTHWHILE

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Kyranthia is a magical world of legendary heroes, ruthless villains, powerful artifacts, mysterious spirits, stalwart nobility, and a host of mischief-makers and ne'er-do-wells to contend with. We try our damndest to immerse you in our world, whether you're running in fear, facing your enemies, feasting with your fellow townsfolk, crafting at guilds, or poring over musty tomes in the library.

Nil'Gadol, the Shadow Lord, once thought vanquished, has returned. He sends forth his evil Shadow Binders to unleash Chaos and strife upon our lands. The Provinces of Kyranthia, once joined in might against the Shadow Lord, have fallen to bickering and civil war. The newly crowned King, ascending to the throne after the mysterious assassination of the previous King, has grown increasingly tyrannical. Dark times are upon us.

The ultimate question now looms: Will you stand up as a hero, aiding the forces of Light and waging war against the Shadow Lord? Or will you join the ranks of the nefarious minions of Chaos and shadow?

As a player, you are now part of a growing town built from the ruins of Thaydon's Rest, where you'll battle undead and goblins and beastmen a-plenty, and deal with ancient spirits rising to reclaim a world that was once their home. As ancient evil begins to stir, so too do long-forgotten heroes, so there is always hope...

*Within these pages you will find writings on the people, places and creatures of Kyranthia. There are many books that go into greater detail on those subjects, found in the libraries of the High Wizards. The information herein is curated from those books, with the occasional note from myself. I endeavored to be unbiased whilst writing this tome, taking only what can be construed as truth, but, as we all know, truth is written by the victors. So, I shall leave you with these words as you delve deeper into the lands of Kyranthia.*

Arimus Tolsen  
Chronicler of the High Wizards  
Burnstone Tower

## **RAEH**

Ah, the world we live in. Most of Raeh's history is shrouded in mystery. When the Shadow Lord appeared, most knowledge was lost or destroyed.

As the world is being pieced back together, more of its history is being discovered.

## **KYRANTHIA**

The kingdom of Kyranthia is a large continent comprising several territories called provinces, united under one king. The last three thousand years have been documented, but everything prior to that was lost in the forming of the new world. The original layout of the land was changed into its current state when the Shadow Lord was created. There are grand cities, small tribal villages, and everything in between. The population of Kyranthia is estimated to be in the millions, counting all intelligent (and not so intelligent) races.

The only religions that are commonly practiced are Light and Chaos. People either value the virtues of helping, healing, and kindness, or turn to the power of Chaos and all the wickedness it entails. There are temples for each, although the ones for Chaos are hidden and difficult to find. It is believed that casting Chaos and worshiping the Shadow Lord strengthens him. There are lesser temples throughout the land dedicated to Lost Gods and other beings, but these are considered little more than cults.

There are several languages spoken in Kyranthia, with the common tongue being the most popular. Most intelligent races have their own language.

## **THE PROVINCES**

### **AEGARIUS**

Aegarius is the home of King Killian Waker, who serves as both the Lord Protector of Aegarius and the ruler of Kyranthia. The economy is well balanced, and the people are generally happy, though there is growing unrest.

Aegarius is the largest of the provinces, its terrain varies from vast fields and lush forests, to small mountains and beautiful coasts. There are numerous cities, townships and farmsteads throughout this province. The capital city of Aercius holds the castle of the King.

The crest of Aegarius is a gold dragon eating its own tail on a split field of maroon and green.







## **ATHLORN**

Athlorn is the home province of King Killian Waker, once known as the Pauper Prince. The Lord Protector seat has been empty since Waker ascended to the throne of Kyranthia, and he has yet to name a new one. Athlorn is made up of mostly farmlands and fields, thus the people never starve for lack of food.

The crest of Athlorn is a broken gold coin on a field of tan.

## **BELGRIM**

The province of Belgrim was once the proud home of the elves, but is now home to more dwarves than any other race. Its coffers were running dry and Lord Protector Giles Fathor turned to the province of Drägrim Thel for help. There were great deposits of metal, so the dwarves were easily able to turn profit for the once-poor Belgrim. The bureaucrats of Belgrim and Drägrim Thel will say this unified the two provinces, but the common folk would disagree.

Belgrim is home to a large cluster of forests as well as a collection of foothills and many canyons. Most of the metal used throughout the kingdom comes from the industrious Belgrim.

The crest of Belgrim is two silver towers joined by a gate on a split field with green on top and brown on bottom.

## **DRÄGRIM THEL**

Translated from ancient dwarven, the World's Stone Heart is the home of Lord Protector Drahm Silveraxe, a dwarf of the Kegbreaker clan. Drägrim Thel is homeland to numerous clans of dwarves, dwelling deep in its mountainous lands. Outsiders are almost never permitted in the mountains, so much is still unknown about this place. It's rumored that there are tunnels leading to every region of Kyranthia burrowed under its mountains.

The crest of Drägrim Thel is a crossed silver hammer and pickaxe on a field of gray.

## **DURAGO ISLAND**

Captain Gale Typhoon of the ship Maiden's Lust is the leader of this province, and resides in the capital of Emerald Port (when not off adventuring on the high seas). Emerald Port, or Ol' Green as it's

known by its residents, is a pirate den responsible for almost all of the trade in Kyranthia.

It's rumored that anything that is bought or sold in Kyranthia has at one time been through Emerald Port, and that Captain Typhoon has more money than all of Aegarius' vaults. Durago Island is a tropical land full of lush jungles, pleasurable beaches, and port cities.

The crest of Durago Island is an emerald on a field of yellow.

## **KRAZA-THULL**

Kraza-Thull, or The Sands of Blood as translated from the orc tongue, is a truly savage place. It is run by Throck Vul Doon, the self-proclaimed Wind of Death. Here in Kraza-Thull it is truly survival of the fittest. The weak die and the strong rise in power.

It is said that Throck Vul Doon has never been defeated in battle. Kraza-Thull is a barren, dry savanna. Many of the other provinces feel a growing tension emitting from Kraza-Thull.

The crest of Kraza-Thull is a gray mailed fist cracking the ground on a field of crimson.

## **SMOLDER FIELDS**

Not much is known of the Smolder Fields, for it is a desolate wasteland. The name given to it by its creator is Gul-Morthas. The very earth is charred and turned to broken glass. Fire spews from its soil and ash rains from its skies. The further you venture in, the hotter the fires and the more dangerous the creatures. Hobgoblins are born here in its fissures.

The vault that kept the Shadow Lord bound is in its heart, but few have been able to reach it since his appearance scorched the lands. Firestorms and constant lightning surround its heart. Even the sea surrounding this land is impassable. The water is at a constant boil and wracked with storms and attacks from giant beasts of the sea.

A Hobgoblin by the name of Scourge demanded the Smolder Fields be considered a province of Kyranthia, so he now sits on the council as its Lord Protector.

The crest of the Smolder Fields is a yellow and red flame on a field of black.





## THE ICE SHELVES

This frozen region is home to only the hardiest of people. The province of the Ice Shelves is made of nothing more than glaciers and ice drifts. The warmest day there is comparable to the coldest of winter days anywhere else in Kyranthia.

It is run by Lord Protector Yorn Wiles. The Ice Shelves have a very profitable fishing trade. Those who live there seldom travel elsewhere. Life is tough in the Shelves and a person spends all their time just surviving.

The crest of the Ice Shelves is a blue fish on a field of white.

## TOG

The island of Tog is run by a goblin named Grung. The people of Tog, mostly goblin, are separated into tribes. Most of the tribes ignore the laws of Kyranthia and live in a state of chaos, attacking and looting each other. Grung does little about this, for he is more concerned with lining his purse than the state of his province.

Tog is a gloomy place, littered with dark forests and troubled with constant rains. There are a few cities, but they are dangerous, attracting all the wrong types of people. The cities are littered with gambling nests, brothels, and drug dens. It's very common to go missing after a visit to any of the cities here.

The crest of Tog is a brown battle horn on a field of dark green.

## WILTSHIRE

Wiltshire is run by a halfling named Varin Krecksin. Varin won the title of Lord Protector in a game of chance and now resides in the swamp fortress, Stranglevine Keep. People close to Varin will say he is losing his sanity.

Although its capital is in a large swamp, the rest of the province is similar to Aegarius. The taxes of Wiltshire take much needed money and supplies from its people, who are fighting a constant struggle just to survive. Diseases are rampant in the towns and cities, but thanks to the Citadel, most of the people seem to be able to survive well enough.

The crest of Wiltshire is a dark green vine on a field of dark purple.

## FAMOUS PEOPLE

This is a list of the most commonly known people in the land. There are thousands upon thousands of people, but these few are known by most. They are listed in alphabetical order, not by their fame or influence.

## DEATH

Little is known about the being known as Death, other than he is the gatekeeper between this world and the afterlife, and it is he who decides whether you live another day or pass on and die.

## DRAHM SILVERAXE

The leader of Drägrim Thel was awarded his seat due to his cunning and strategy in battle. He has assembled a council of dwarves from all the clans to help bring balance to his province. He is considered old by dwarven standards, being nearly 650 years of age. Drahm tends to take his time when planning anything, making sure to go over every possible outcome.

## GALE TYPHOON

Captain Typhoon leads Durago Island from the ship Maiden's Lust. Typhoon is a lover of rum, debauchery, cards, and women. The Captain's love for female companionship is legendary. Rumors state the Captain's main goal is to make love to every woman in Kyranthia, and is definitely off to a good start.

*There are countless documentations on women that Typhoon has had the pleasure of "knowing." To be honest, I find these details not only lewd and disgusting, but also a waste of time for the Chroniclers of the High wizards.*

## GILES FATHOR

Lord Protector Fathor is the head of Belgrim. He is the half-elf son of the previous Lord Protector and the full blooded elf Aralym Sylvantis. Because of his half blood lineage he has always dealt with insult and grief, even from his own council. His human traits cause him to age quicker than his full blooded brethren. Although he has seen almost 500 years of this world, he is considered elderly and is drawing ever closer to his final days.



## GRUNG

As Lord Protector of Tog, Grung is anything but compassionate. The tribes of his island run rampant, killing and looting, while he sits in his seat of power. Rumors say he has his hand in all the debauchery of Tog, lining his pocket with gold and gems. Little else is known of Grung, as he is seldom seen. Some say he is always off in other lands, some say he is a ghost, and some even say he doesn't even exist at all.

## HOTHORN BRIGGINS

Hothorn Briggins is an infamous retired pirate, with a reputation as a ruthless captain and a shrewd entrepreneur. He has transformed his ill-begotten wealth into a network of taverns and brothels found throughout the Kingdom. Few who cross him live to tell the tale, and those who do live shall never cross him again.

## KILLIAN WAKER

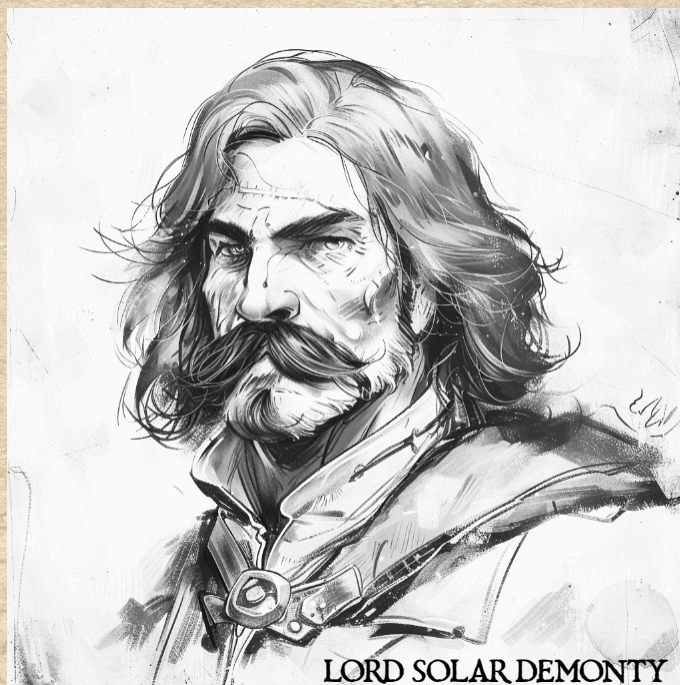
When Killian Waker was Lord Protector of Athlorn, most called him the Pauper Prince. Born into a wealthy family, Waker grew up with a silver spoon in his hand. After the mysterious passing of his parents and siblings, he took his inherited wealth and spread it amongst the commoners, making sure that none went hungry in his province. He was known to wear common clothes and wander amongst his people, staying at inns, visiting with farmers, or even sleeping in barns. He married Princess Sauleen after he became Lord Protector. His Majesty, King Killian Waker ascended to the Throne of Kyranthia after Teros Montel was assassinated in Valdarin's Gate.

## MANTEQUILL BURRIER

Count Mantequill Burrier is synonymous with wealth, power, and arrogance. Despite his considerable influence, his reputation is tainted by his disdainful attitude, and is seemingly without humility or compassion. The Count's family has run the Capital City of Aercius for generations.

## MUMBAGA

Once a benevolent druid, Mumbaga became consumed by dark desires, and is now an evil forest witch with a hatred for nature and balance. She corrupts the forest and creatures all around her. The legendary town of Valdarin's Gate has fallen to her dark and forbidden magic, and more places are sure to follow.



LORD SOLAR DEMONTY

## NIL'REM

He is the Chief Royal Inquisitor appointed by King Waker. Little is known of Nil'rem, though he has become a controversial figure due to his open use of Chaos that has been approved by the King for study. His two guards, known as the Blackguard Knights, are quiet and imposing figures who have been known to quickly dispatch any threats to Nil'rem.

## SCOURGE

When the hobgoblin Scourge asked that Gul-Morthas be made part of Kyranthia, most thought it was a joke. But when rumors of war broke out, he was soon granted the title of its Lord Protector. He has yet to show any overt signs of wickedness, but few trust him. He has earned respect on the council, albeit mostly fear inspired.

## SHADOW LORD

The Shadow Lord Nil'Gadol is the ancient enemy of the free peoples of Kyranthia. He was imprisoned within Gul-Thran after the War of Light's Fall. The magical Seals of Six that trap him are weakening, and his influence over the world is starting to grow again.

*Nil'Gadol has many aliases, Shadow Lord being the most common. Some other names he is known by are: Dark Lord, Bringer of Shadows, Dark Bringer, and The Father of Night.*



### SLAGER

There is a tale about a man named Slager who contracted a terrible disease that was rapidly decaying his body. The healers of the Citadel could not help, so he turned to the Shadow Lord for answers. Now he is said to travel the land, mutilating people and replacing his rotting body parts with fresher pieces.

### SOLAR DEMONTY

Lord Solar DeMonty is the fanatical leader of the Templars of Purity. This hardened veteran is a formidable force on the battlefield and a master tactician. Under his leadership, the Templars have grown from a small cult into a vast network of clerics that rival the Temple of Light itself.

### TEROS MONTEL

The first King of Kyranthia, Teros led the united armies against the Shadow Lord over 500 years ago. King Teros was beloved by most of the freefolk of Kyranthia. He was married to Laurentha Gladesong, and father to two children. His daughter Sauleen is married to the Pauper Prince, Killian Waker. His son, Prince Arys, was next in line to the crown, but he was assassinated shortly after King Teros was in 521 AR.

### THROCK VUL' DOON

The Winds of Death, Butcher of Ba' Va Khan, Undefeated Champion of the Savannah, Throck has many names. In his few years Throck has lived he



KING TEROS MONTEL

has never lost a single battle. He was orphaned at a young age, and trained with a blade and shield to carve his place in society, quickly rising to become Lord Protector of Kraza-Thull. Throck is hot-tempered and quick to draw steel. It is wise to be wary when he is near.

### VARIN KRECKSIN

This halfling was born and raised on the streets. His tough-as-nails attitude kept him alive, and also helped build his reputation. While still an adolescent, he was able to amass a considerable amount of money, mostly through gambling. Varin is said to be the luckiest creature alive.

When Olan Dormstan, the previous Lord Protector of Wiltshire, heard these claims, he challenged Varin to a game of chance, the stakes being his title. That is how Krecksin came to sit in the chair of Stranglevine Keep as Lord Protector of Wiltshire.

*Many writings in our libraries tell of the game of chance being fixed in Olan's favor, being impossible for Varin to win. Some even dare to say that Krecksin has the Shadow Lord's own luck, but these statements seem preposterous. It seems Fortune simply smiled upon Varin Krecksin.*

### VROKTIS

Once a mighty lord, his greed for power and immortality turned him into a fearsome lich, plunging the thriving city of Kel'thorn into darkness and despair. Lord Vroktis' oppressive reign ended when he was imprisoned beneath the ruins by heroes wielding the powerful artifact Orias.

Lord Vroktis was awoken from hibernation in 517 AR. He ravaged towns and villages in the heart of Aegarius until the citizens of Valdarin's Gate were able to recover his phylactery, forcing him to take refuge in the Corpse Ways where he now resides.

### YORN WILES

Even though this man is the Lord Protector of the Ice Shelves, you would never know it if you saw him in person. The Shelves are a harsh province, cold and blistery, where only the strongest or most resourceful survive. Every day he is out with common folk working nets, gutting whales, or any other such daily chore. He lives in the Long Hall in the capital of Breeze Bay.



## LEGENDARY GROUPS

Travelers should be aware of the following groups, since they influence the land and people in various ways.

### CIRCLE OF JYRAN

An ancient order who served Light and opposed the Shadow Lord. They were destroyed and exiled long ago. There are rumors of priests making pilgrimages trying to gain followers and restore the Circle.

### DEATH KNIGHTS

Little is known of the four legendary Death Knights. All I could find in my research was accounts of townships being laid to waste by them, with little to no survivors. The only reassuring fact I could find on these anti-paladins is that they tend to find a resting place beneath the earth to hibernate, where they sleep for long years much like lichs.

### ENTHROMANCERS

These are spellcasters that delve into the forbidden arts of Chaos. Chaos is an unnatural force that disrupts the balance of Nature, though there are some who dispute this. Enthromancers keep to the shadows and hide their identities, meeting in secret in ruins and other forgotten places. There is rumored to be a hidden tower of magic dedicated to Chaos. Though many Shadow Binders are Enthromancers, not all who use Chaos follow the Shadow Lord.

### FLAME WARDENS

These are the protectors of the boundary between the Smolder Fields and the rest of Kyranthia. The Flame Wardens were once comprised of the most valiant and courageous of veterans, but these days most Wardens are peasants, criminals, or those not fit for any other work.

The Flame Wardens are always looking for new members to join. They are recognizable by their red and black outfits. They also have tattoos of runes that will sometimes glow. Flame Wardens are not allowed to take wives or have children, and seldom leave the Sentinels without good reason.

### FREEMEN

A group of outlaws that live by their own laws and customs, dwelling in abandoned ruins and deep forests. They evade the law-keepers both local and

Royal, and many of these folk have a price on their head. Some commoners regard them as folk heroes and champions of the peasantry.

### GUILD MASTERS

The Royal Guild Masters of Kyranthia are appointed by the King, respected as minor nobility by citizens, and are paid by the crown. Their positions have made them fabulously wealthy, as they are placed in charge of their respective guilds and also collect a portion of the dues. They are tasked with maintaining the network of guilds throughout the kingdom and ensuring each guild is run properly. No local guild may receive a charter without the blessing of the Royal Guild Masters.

### HIGH WIZARDS

The High Wizards date back almost 3,000 years. Their purpose is to record all they can that involves the magical arts. There are five towers of the High Wizards, each representing a school of magic: Burnstone for Fire, Northwind for Air, Steadrock for Earth, Driftshore for Water, and Arcanus for Mystic. The High Wizards distance themselves from Chaos, but there are rumors of a tower dedicated to its path that is hidden to outsiders.

### INQUISITORS

Royal Inquisitors are the feared detectives of the Crown, dispatched to investigate threats and root out outlaws and enemies of the Crown. They are



VAMPIRE





known to make use of spies and to infiltrate groups in order to undermine them. These are “ends justify the means” types, and when set on a task they are rarely thwarted.

### **KINGSGUARD**

The King has a personal order of the best and most loyal knights in the land. They are distinguished by their surcoats decorated with the sigil of Aegarius. Their word is as if spoken by the King himself and should be obeyed at all costs, lest you face fine or imprisonment for disobeying the King.

### **MIL'THERA AEL**

Mil'thera Ael, translating to "Those who Watch" in the ancient Grigorian language, is a highly secretive group of scholars committed to neutrality. Known as Gatekeepers and Watchers, they chronicle events, knowledge, and history without taking sides or interfering. Also referred to as the Eyes of Kalamon, they embody neutrality and wisdom, silently observing and preserving vast knowledge for the right time of revelation.

### **OAK MEN**

This old and wise race lives deep in the heart of the forests. The leader of the Oak Men, or Sidhe as they are also known, is called “The Sage.” He is the great father of the Sidhe and a powerful Shaman. He has one good eye which watches our world and one blind eye that can see into other realms. His grandson, known as “Himself,” will one day replace him.

The Oak Men are notorious for killing those who disturb them or the forest, but can also grant great boons and treasures to those they see fit. The current absence of both The Sage and Himself adds a layer of mystery and concern to their whereabouts.

### **PIRATES**

On the seas and the great rivers, in every tavern in port towns and city slums, pirate crews are found all throughout the world. Most keep to smuggling, but there are those who will attack and plunder any ship nearby. Pirates are known to be cunning, crude, and loud in both dress and demeanor. Mind your purses and pouches when a pirate is nearby.

### **PLAGUE BEARERS**

A cult devoted to worshipping Murzul, the deity of disease and suffering, they seek to restore their

hidden god's power by absorbing and purging sickness from the afflicted. The cult's beliefs and rituals are shrouded in mystery. The Plague Bearers' practices often clash with established religions and medical authorities, making them a worrying presence.

### **SHADOW BINDERS**

Also known as the Shade-Sworn, they are the elite servants of the Shadow Lord who were granted powerful boons from their dark master. Most of them operate in secret, disguising their identities with dark hoods and masks. The Shadow Binders will stop at nothing to see their master returned to our world to reign over it.

### **SISTERS OF GRACE**

This is the name given to the female healers of the Citadel, and they are revered by all who follow the path of Light. In recent times, they have been driven out of the Citadel and are left to wander the land and minister at local temples throughout the Kingdom.

### **SOOGIE**

The Soogie are mysterious traveling folk that are said to bring bad luck, as disaster always seems to follow them. While these doomsayers do try and help the people of Kyrantia, they also try to indoctrinate people into their strange vagrant families. Each Soogie family is led by one they call a Seeker.

### **THE WHITE LADIES**





### TEMPLARS OF PURITY

These paladins are an independent militant organization of the church. They are focused on finding Chaos cultists and rooting out evil corruption wherever they find it.

### THE TRAVELING EXTRAVAGANZA

There is a famous traveling show known as Master Mallivoe's Traveling Circus and Wonder Show. This spectacle is famous for its exotic creatures, jugglers, fire-breathers, and other fantastic oddities. The Extravaganza travels all around the kingdom, entertaining the rich and poor alike.

### THE WHITE LADIES

The White Ladies are tortured souls who wander the land, sometimes at their place of death, reenacting that dramatic event. They are said to look for haunting companions along long paths and roads, at times leading travelers to their doom. They are harbingers of sorrow and death. They're not always sad, however. Some can be seen dancing, or will even help those who are lost or in danger and lead them back onto the right path.

### THREIG

The Threig are ominous harbingers consisting of seven champions, each representing one of seven deadly sins. They were imprisoned alongside the malevolent Shadow Lord.

### TOWN GUARDS

Most settlements have a town guard to uphold the law and protect the citizens. They are authorized to arrest or fine anyone they see fit in accordance with the common laws. They are recognized by their tabards matching the colors of the province they reside in; for example, maroon and green for Aegarius, blue and white for the Ice Shelves.

### TRIBES OF TOG

There are numerous tribes of goblins living in Tog. Most are at constant war with each other, and often venture into the mainland to raid and prey on other citizens. Though goblins are citizens of Kyranthia, many of the tribes are hostile to outsiders, and recently some, such as the Gho Mal Raiders, have declared war on the rest of the kingdom.

*At the time of this writing, there are over two dozen large and well-known tribes in Kyranthia, including the Tongue-cutters, the Gho Mal Raiders, Goblins of the Whispering Moon, and the Blackfoot.*

### RACES AND CREATURES

These peoples and creatures are known all over the kingdom of Kyranthia, from Tog to Durago Island. Each region has other creatures that are common to their own areas, or may even occasionally venture into another. It's not unheard of to see a yeti, harpy, or even a beholder in Aegarius.

### ABOMINATIONS

These undead creatures are grotesquely constructed from various pieces of different corpses. It is believed that undead necromancers bring life back to their disfigured bodies. Like all undead, healing magic tends to hurt them.

### BEASTMEN

These nasty creatures appear as a mixture of different races, having beaks, snouts, feathers, fur, hooves, and the like. They cannot speak, and are brutish, territorial, and tribal in nature. They are notorious for raiding settlements for food.

### BOGBEASTS

These creatures are a construct of mud, vegetation, and other muck found in swamps. They are animalistic and dangerous. They are also known as "swamp people" and "muck-men." They are known to emit a noxious gas, similar in smell to rotten eggs, that make people sick.







### **BUGBEARS**

Bugbears are large, goblinoid creatures covered in fur with a bear-like snout. They are avid hunters and generally keep to their own ways. They usually don't attack unless threatened. They dwell in caves. Some can even speak the common tongue.

### **BULLYWUG**

Bullywugs are a large frog-like race known for their extraordinary fishing skills. Most tend to leave people alone unless they feel threatened.

### **DRAGONS**

Dragons were once plentiful throughout Kyranthia but were hunted to extinction. They would attack settlements to obtain their wealth, leaving nothing but destruction behind. The last dragon was killed by Thaydon Alben.

### **DROW**

These pale elves live below the land in caverns and catacombs. They are a matriarchal society who worship a spider goddess. While not inherently hostile, they keep to themselves and will do what they must to survive. There have been drow houses that have allied with other races, but this is rare.

### **DWARVES**

This race is known for their stout stature and unusually long beards, which many braid and adorn with gems. Stern and stubborn, dwarves are renowned for their love of physical work, especially crafting in stone and steel or mining gems and ore. They are longer lived than humans, often reaching 500 years of age.

### **ELVES**

The elves of Kyranthia are one of the oldest races of Raeh, known for their pointed ears and graceful manner. Though elves tend to see themselves as superior to other races, they can be loyal allies and friends to those who prove their worth. It is said in some legends that elves are the children of the fey. Elves can live up to 1000 years of age.

### **FEY**

The fey are a race of powerful magical beings who have remained hidden from the world for centuries. There are said to be two courts of fey, Light and Dark. Both are told in tales to play tricks on unsuspecting passersby. Little else is known of these storybook creatures.

### **GHOULS**

Ghouls resemble zombies at first glance, but they are much quicker and even more cunning. They are fearsome enemies to the living and even some lesser undead, and are known to strategize and use battle tactics. Once they get the scent of blood, they become ravenous, and seek to kill and devour any living creature until they have had their fill.

### **GNOLLS**

Gnolls are hyena-like bipedal creatures, living in loosely organized tribes ruled by the strongest member. They travel in packs and hunt like wolves, ambushing or attacking flanks, going after the weakest prey first.

### **GNOMES**

Gnomes are engineers who make complicated machines to do the simplest of tasks. They are always tinkering in their workshops, making extravagant apparatuses that are utterly pointless to everyone else. Gnomes are very tiny, averaging about a foot tall.

### **GOBLINS**

These green skin humanoids vary as much as humans do. There are numerous tribes; some feral, and some more civilized goblins that live in towns alongside humans and other races. Some tribes are more warlike than others, but they will organize into tribes even when living in cities.

### **HALF-ELVES**

Half-elves are a mixed breed of an elven parent and a human parent. They tend to be a little more adaptable than their full blood relatives. Half-elves live to be about 500 years old.

### **HALFLING**

Halflings are a curious and generally good-natured folk. They lack some restraints when it comes to the rights and wrongs of acquiring possessions, but otherwise fit well into cities and towns, preferring taverns and feasting halls to spend their free time in. They can live for 250 years on average.

### **HALF-GOBLINS**

This race is born of a goblin and a human parent. They inherit the coloring and ears of the goblin, but their facial features are similar to their human parent. Most goblins accept half-goblins into their tribes and do not care about such differences. They can live up to 100 years of age.



## SKELETON



## HOBGOBLIN

The race of hobgoblins is relatively new to the world of Raeh. They are thought to be creations of the Shadow Lord, but no solid proof has been discovered. Hobgoblins seem able to live up to 150 years, but most die in battle or are hunted and killed long before that.

## HUMANS

Humans are diversified in all aspects, and are an adaptable race, able to thrive under almost any conditions. They range from no facial hair to full beards; tall to short; stout to skinny. Humans can live up to 100 years.

## KOBOLDS

A cowardly race resembling a mix of dog and lizard, they are known for their exceptional mining skills. They live primarily underground, but are known to enter settlements to forage for food and other needed supplies. Some can be trained much like a dog, but many are feral and will attack with little provocation.

## LIZARDMEN

A very tribal race, these creatures are semi-intelligent reptiles. They are run by a chieftain and are well known for their warriors and shamans.

They are a superstitious race and are afraid of all magic except Light and Water. They can spit acid, and their scales protect them in a manner similar to armor. Though they are prone to be violent to outsiders, lizardmen have been known on occasion to honor truces and alliances.

## NACHTJÄGER

Nachtjagers are nocturnal beings who have mastered the art of inducing slumber through weapons, spells, and their haunting voices. With pale skin resembling moonlight, nachtjagers move with stealth and precision, nearly imperceptible in darkness. Small groups have been said to kill entire villages in a single night. No one knows where they come from, and most people believe they are just a story told to frighten children.

## ORCS

Orcs travel in well organized militant bands. They are cunning and dangerous, warlike to their very bones. Trained for battle from birth, they are a force to be reckoned with and are valuable allies and feared foes.

## SKELETONS

Dark magic is used in the creation of these undead beings. Although they cannot speak, they are very intelligent. Some skeletons are able to cast magic, casting innately without the need for incantations.

## SPIDERS

There are enormous spiders deep in some woods and in the underground caverns and tunnels beneath Kyrantia. They are best avoided, lest you want to be caught in their webs for their dinner.

## SPIRITS

There are countless spirits wandering the lands. While they can be seen when they cross the veil into our world (especially at night), to communicate with spirits requires the ability to perceive the ethereal. Some are spirits of the dead on their way to Death, some are passing through with some purpose, and others are bound to an area, cursed to haunt the mortal realm until put to final rest.

## TROLLS

There are a few known types of trolls. Swamp trolls prefer murky, stagnant areas. Wood trolls live in forests and actually resemble trees. Cave trolls prefer subterranean caverns and tunnels, and



## GUL-THRAN



occasionally settle in mines. All are extremely lethal and tough. To successfully destroy one, fire or acid is needed. It is better to run away when you see a troll.

## UNDERLINGS

Sometimes referred to as Goblins of the Night, these gray humanoids are not actually goblins, but some other type of subterranean beings. Cowardly and stupid, they often venture to the surface in small bands at night to collect food and shiny objects. Living underground has made them incredibly sensitive to light.

## VAMPIRES

All writings on vampires state that the only race capable of becoming a true vampire is a full-blooded elf. All other races tend to die from their bites, except for half-elves, who turn into a more monstrous form of vampire. True vampires are normally very civilized and rarely attack without cause. There have been accounts of great leaders of old actually being vampires.

## WRAITHS

These ghostly, incorporeal undead are fearsome creatures of the night. Some are attracted to battle; some seek places where the veil is thin or rituals are being cast; others are drawn to large groups of living creatures. Friendly wraiths are extremely rare... most are hateful towards the living.

## ZOMBIES

These reanimated corpses are slow, but deceptively dangerous. They have to be chopped to pieces to be stopped because they feel no pain whatsoever. Their bite can spread an infectious disease that is hard to cure. Fortunately, they are completely mindless, and aside from swinging weapons, cannot do even the simplest of tasks, such as working a door.

## NOTABLE PLACES

Kyranthia is a large continent with many areas of interest. Here is a selection of the most talked about and famous (or infamous) places.

## ARAKIN CAVES

Also known as the Cavern of Cobwebs by locals, this cave system is a maze of spider webs and arachnids.

*I found a copious amount of records stating that the Arakin Caves are actually an entrance into the subterranean areas that are inhabited by drow.*

## BOILING SEAS

The Boiling Seas refers to the area of water surrounding the Smolder Fields. The sea is at a constant boil, making travel through impossible.

## BRENIDEN BOG

Breniden Bog is a large swamp named after the man who discovered it, Breniden Bothem. It has been nicknamed the Bowels of Bothem, referring to the smell. It is located in Aegarius.

## CITADEL U'DUNDEI

Citadel U'dundei is the main temple of Light, located in Wiltshire. The healers here are renowned for their abilities. It is run by High Priestess Alhanna Fairhaven.

## CORPSE WAYS

The Corpse Ways is a vast system of tunnels made by and used by undead. It's a dangerous labyrinth of death and despair.

*The perusing of many dusty tomes lead me to believe that the Corpse Ways is the home of the Death Knights.*

## CRIMSON ROAD

The tunnel that connects the Sentinels, it is a subterranean road linking each tower. Its name is







taken from the red hue the rocks give off from the torches lining it.

### **DRAYSON FOREST**

A large forest in Aegarius that is home to elves, rangers, and even some foul beasts. It is rumored that the Oak Men's domain is located here.

### **GUILDS**

The Guilds throughout Kyranthia are sanctioned by the Royal Court. Each major settlement is entitled to have a guild for numerous studies, including magic, alchemy, healing, smithing, bardic studies, merchants, and militia. Each guild is run by an appointed official and their apprentice. Dues are paid by members, but the knowledge learned is hard to come by in other ways.

### **GUL-THRAN**

Gul-Thran is the name of the Shadow Lord's fortress, where he is currently imprisoned. The Seals of Six, magical seals that keep him imprisoned, are slowly deteriorating.

### **HALL OF MEETING**

The Hall of Meeting is a great chamber in Aegarius that is used by the Lord Protectors for their annual meeting.

### **HILL OF SACRED BONES**

This hill is the resting place for long-dead barbarian chieftains. Undead are drawn here for some reason on certain nights.

### **KAHLANNI'S LABYRINTH**

Long ago, a maiden named Kahlanni was lost in a labyrinth. The many heroes that tried to find her never returned from this place. No one knows for sure what lurks in the maze, but many believe Kahlanni is still there trying to find her way out.

### **LIBRARY OF GREATER KNOWLEDGE**

This library in Wiltshire is where the High Wizards catalog all the knowledge they gather. Only High Wizards and their pupils are allowed in the library. It contains over one million books, scrolls and tomes, with more being discovered and written every day.

### **MIDNIGHT TAVERN**

While the actual existence of the Midnight Tavern is disputed, the legend of Vespani Valentino's secret establishment is widespread among the

rogues and gamblers of Kyranthia. Its location seems to change depending on who you talk to, but it is said to be open at midnight to those who have the key and know where to look.

### **MINES OF DRAH'MA'THEN**

A mine in Drägrim Thel that is heavily guarded, it is rumored to be the tunnel system that leads throughout all of Kyranthia. None but the highest ranking dwarves of Drägrim Thel are permitted inside.

*I reviewed numerous records of people claiming to have been in the mines, but none seemed to match anything else recorded. It is my belief that most stories are just that: tall tales.*

### **PLAINS OF THOZ'AL**

Throck Vul' Doon uses the Plains as his personal hunting ground to track and kill the many exotic animals that roam there. The sun beats down so intensely that it sometimes reaches temperatures that can kill even an orc. Within the Plains of Thoz'al stands his fortress, Bloodspire.

### **PORT ARMONIA**

Port Armonia is the main port of Aegarius and a direct travel route to the Emerald Port of Durago Island. This port holds the Royal Fleet of King Waker.

### **PYEWACKET'S MARKET**

This shop is accessible only through a portal. The times and locations of this portal are unknown. The mysterious proprietor known as Pyewacket is said to deal in secrets, favors, second-hand fates, and unique (and sometimes dangerous) magical items.

### **RUINS OF KEL'THORN**

Standing as the last remnants of the long dead City of Kel'thorn, little is known of this place. It is plagued with restless undead and spirits. Some say there is a great treasure buried deep within these ruins, though most who try to claim it never return.

### **SCORCHWOOD HALL**

This ruined hall deep in Drayson Forest is long abandoned, since it is believed to be cursed and haunted. It is all that is left of Scorchwood Manor, and many hear ghostly whisperings and chimes as they get closer to it.





### THE SENTINELS

The Sentinels are a series of towers that protect the border between Gul-Morthas and the rest of Kyranthia. It is manned by the Flame Wardens. There is a Sentinel tower every ten miles across the border. A system of passages underground links these towers.

### THRUM-VAL

The capital city of the dwarves, Thrum-Val is carved out of the side of the Arandor Mountains. It is a marvel of stone work.

### VALDARIN'S GATE

A legendary place that was destroyed long ago, Valdarin's gate was recently resettled. It has since fallen to the foul Witch known as Mumbaga.

*Thaydon's Rest, the empty town under my command, was once a place of great power and influence in the Kingdom. I have read of the ancient Gate that once stood here, and of the heroic Thaydon who killed the last dragon so many years ago. The once majestic catacombs and crypts below are broken and decayed, home now to a horde of undead that serves the Lich Lord Vroktis.*

*Another town in my Barony, Valdarin's Gate, has been cursed and overrun by corrupted forest creatures of the Witch-Queen Mumbaga. It has been a rough few years.*

*My only hope now lies with the stalwart denizens of Thaydon's Rest. Are there enough heroes among them to overcome the blight of Mumbaga and the hordes of undead? If they can pass those trials, will they be ready for the Shadow Lord that threatens to bring war to every doorstep in Kyranthia? I will aid them in any way I can, yet I am also charged with seeking out Shadow Binders lurking within the ranks of the citizenry and nobility alike.*

*To Deputy Marshal Nevvig,*

*I was sorry to have missed you at Oakcrest, having been delayed at the Feast Hall due to the Blackguard Knights. It was a feast in my name, though I had no hand in it. Strange happenings as of late.*

*I have tarried here too long already. I must return to the Capital to take command of a regiment for my next task. I will send word of my arrival there, then I will meet you at the rendezvous.*

*Today I take on the extra responsibilities left by the Lord Steward Seaclaw, whom I have recently learned is trapped in the extraplanar realm of a Chaos being known as Gahl. The town now sits empty, so I am left to myself with only my thoughts and my quill for company.*

*May the Light protect you,  
Lord Marshal Ryn Dire, Baron of Direvale*



### NOBILITY

Nobles are the officials that uphold law and order within Kyranthia. They may call on any Citizen for Militia Duty, and lead armies into battle. They are held to the Code of Chivalry, which charges them with maintaining society and the peace and prosperity of the people. While they are not allowed to break the law or abuse commoners, Nobles are to be treated with respect, and must be addressed by their title or "My Lord" or "My Lady." Those who disrespect or disobey Nobles may be fined or punished accordingly.

Nobles have the final word in their jurisdictions on matters of law and custom, acting as judge when necessary. It is customary to bow to Nobles when greeting them.

### NOBILITY OF THE REALM

Their Badge of Office is gold. Listed in hierarchical order.





### **KING/QUEEN**

The absolute rulers of the Kingdom, addressed as “Your Majesty.” Their word is law. The Royal Throne is in the Capital City of Aercius. The King is His Majesty Killian Waker, and the Queen is Her Majesty Sauleen Waker.

### **KINGSGUARD**

These are seven Royal Knights handpicked and groomed to be personal emissaries, seneschals, and guards of the King. They act only on orders from the King himself, thus their word is the King’s. The Queen has her own Royal Guard of seven as well. They are addressed as “Ser” or “Dame.”

### **PRINCE/PRINCESS**

They are heirs to the Throne and addressed as “Your Highness.” The Crown Prince or Princess is the first in line to the Throne. Their guards are led by a Royal Knight.

### **DUKE/DUCHESS**

Addressed as “Your Grace,” they serve as Chief Magistrate to the Realm, acting as the highest judge when necessary.

### **ROYAL INQUISITORS**

The chief investigators of the Realm. They may act as judge, jury, and executioner. They are addressed as “My Lord Inquisitor” or “My Lady Inquisitor.”

### **ROYAL KNIGHTS**

These knights are sponsored by the King, Duke, Prince, or a Royal Knight, and first must act as Squires for several years to a Royal Knight. They are addressed as “Ser” or “Dame.”

### **ROYAL GUILDMASTERS**

They have complete jurisdiction over their respective guilds. They are addressed as “My Lord” or “My Lady.”

There are many other positions that serve the Kingdom, some merely ceremonial, some official.

### **NOBILITY OF THE PROVINCES**

Their Badge of Office is silver. Listed in hierarchical order.

### **LORD/LADY PROTECTOR**

The absolute rulers of a province, provided they follow the King’s Law. They usually reside in their

capital city where the Seat is. They are addressed as “My Lord Protector” or “My Lady Protector.”

### **LORD/LADY MAGISTRATE**

Chief Magistrate of an entire province, they manage the laws and affairs of a province, acting as the highest judge in the province when necessary. They are addressed as “My Lord Magistrate” or “My Lady Magistrate.” The Deputy Magistrate serves the Magistrate directly and may act in their stead.

### **LORD/LADY MARSHAL**

Chief Marshal of an entire province, they execute the laws and act as sheriff. They are addressed as “My Lord Marshal” or “My Lady Marshal.” The Deputy Marshal serves the Marshal directly and may act in their stead.

### **BARON/BARONESS**

The absolute rulers of a barony, provided they follow the King’s Law. They are addressed as “My Lord” or “My Lady.”

### **COUNT/COUNTESS**

The absolute rulers of a county, provided they follow the King’s Law. They are addressed as “My Lord” or “My Lady.”

### **LORD/LADY STEWARD**

Acts as the chief officer of a town or city. They are charged with collecting taxes, maintaining buildings and roads, upholding the King’s Laws, and ensuring the peace and prosperity of their jurisdiction. They are addressed as “My Lord” or “My Lady.”

### **KNIGHT**

There are several in each barony and county, acting as masters of their own estate and law-keepers. They are usually knighted by the local baron or count. They are addressed as “Ser” or “Dame.”

### **LOCAL OFFICIALS**

These are not Noble positions, but officials that are appointed by the Lord Steward or other Noble. They are still to be afforded respect, though are not bowed to and are not to be addressed as “My Lord” or “My Lady,” but simply by their name or title. These positions may have deputies appointed.





Their Badge of Office is copper. Listed in hierarchical order.

### MAGISTRATE

A public official for each town or city, charged with aiding the Lord Steward in managing the jurisdiction.

### CONSTABLE

A peace officer for each town and city, charged with aiding the Lord Steward and Magistrate, and empowered to serve writs and warrants and make arrests.

### CAPTAIN OF TOWN GUARD

They are charged with maintaining the Guard and upholding the law in each town. They may only defend the citizenry and make arrests, not hand down any fines or punishments.

### GUILD LEADERS

They are the heads of each respective guild in their town or city. Guild Leaders are tasked with collecting dues, managing guild resources, training members, keeping records, and following the charter approved by the Royal Guildmasters.

There are many other titles granted within the Provinces, some merely ceremonial, some official.

## CRIMES AND PUNISHMENTS

To the Citizens of the Kingdom of Kyranthia, the following is a list of crimes. Any citizen found guilty or caught in the act of any of these crimes will be given an appropriate punishment, decided by the Noble or Official. Crimes are not limited to this list, as the King and Nobles decide if something that is harmful to citizenry is a crime. The mere attempt of any of the crimes listed will be considered the same crime as if the attempt was successful.

- Arson
- Assassination
- Assault
- Burglary
- Casting Chaos
- Casting Void
- Conspiracy
- Counterfeiting
- Forgery
- Fraud
- Kidnapping

- Murder
- Piracy
- Poisoning
- Robbery
- Slavery
- Treason
- Vandalization

In addition, the following offenses are also considered crimes:

- Aiding and Abetting an Outlaw or Enemy
- Conspiring with an Outlaw or Enemy
- Denying entry of a Noble or Royal Official
- Destruction of Property
- Failure to Obey a Noble or Royal Official
- Failure to Pay Fines or Penalties
- Failure to Pay Taxes
- Impersonating a Noble or Royal Official
- Obstructing Justice
- Possession or Use of Illegal Substances

*If a citizen evades the punishment handed down by a Noble or Official after being caught or sentenced for a crime, they are considered an Outlaw, and when caught they will be put to Death.*

*There is no common code of punishments, though Fines, Public Service, Dismemberment, Death, Marking, or Confiscation of Property are the most common. Each case will be decided by a Noble or Official and the sentence will be carried out swiftly and according to the severity of the crime. Repeated offenses may lead to being branded as an Outlaw and an Enemy of the Crown.*

## HISTORY OF KYRANTHIA

Three thousand years ago the world changed. The civilized races split to go their separate ways, each having their own beliefs and cultures. This led to arguments. Arguing led to fighting. Fighting led to war. The ten kingdoms were at each other's throats. Their hatred and malice is what brought Him into being. Through corruption, fear, and abhorrence, He, the Shadow Lord, was able to manifest himself into being.

With so much spite and cruelty in the world, He grew in power quickly. He settled in a place whose original name and story is lost in history. The ground charred and turned to glass, and fire spewed from its soil. The sea surrounding it began to boil. Ash rained down from the heavens, blotting out the light. Foul beasts rose from the land,





wreaking havoc on anyone unfortunate enough to cross their path. Mountains and cities crumbled. Lakes dried out, and valleys flooded. Islands were fused together into the continent we now call Kyranthia.

He settled his throne in the heart of the darkest place, the place we now call the Smolder Fields. His army of monsters ravaged our lands. The war was dubbed "Light's Fall" and raged on for over two centuries. Hope for survival dwindled more and more with each passing day.

When hope was all but gone, a lone elf stepped forward and called all the Kingdoms to council. This elf, Teros Montel, urged the kingdoms to put aside their differences and join as one to face this foe. With their existence on the cusp of annihilation, they all agreed.

The most powerful men of each race and kingdom met in the halls of an immense keep in the great city of Kel'thorn. They delved into the deepest vaults of the darkest libraries, uncovering knowledge long forgotten. Swords and axes were forged of the strongest steel. Wizards wove spells into rituals of untold power.

Across all the land armies assembled. Every able person hefted a spear or hammer up high. Lords fell in rank beside peasants. The land once again was unified. The High Wizards constructed the Seals of Six: magical devices representing each element of magic.

They met on the edge of the Smolder Fields as one grand army. The ranks of the enemy lay before them, hundreds of thousands in number. Even with the unification of the kingdoms, the outlook was bleak.

Teros Montel led the charge. The armies met in a clash of steel and screams. Blades flashed and arrows bit. The army of Kyranthia fought with the might of a force ten times their size.

They cleared a path to the heart of Gul-Morthas, straight to the Shadow Lord's fortress. The High Wizards laid the Six Seals around the fortress to imprison the Shadow within: one for Fire, one for Water, one for Earth, and one each for Air, Mystic and Light.

The army of Chaos and Shadow was driven back, most retreating to caves and other dark places. A cheer went up. Light had triumphed. Kyranthia had defeated the Shadow Lord.

The kingdoms of Kyranthia united as one under the rule of King Teros. He appointed a Lord Protector to each province who would govern under his law. The Age of Rebuilding began.

The Smolder Fields and its creatures still remain, however. Thus the Flame Wardens were established, made of valiant folk who built the Sentinels to guard the borders of Kyranthia and protect its people.

The Shadow was all but forgotten.

The years went on. King Teros grew in age. New Lord Protectors were appointed over the years. The most valiant of Flame Wardens died off and were replaced with less gallant men. Each province started returning to their old ways.

On a scout mission to the prison of Shadow, the Flame Wardens stumbled upon a lone man performing a ritual on the Seals. He was struck down by the Wardens before completing the ritual, but with his last breath, he warned that the Shadow Binders would have their master returned.

The Seals are now slowly deteriorating, and it is feared the Shadow Lord is growing in power. More creatures are being created in the Smolder Fields. Dark magics are seen more frequently. Vile things too wicked to speak of are being witnessed.

The Shadow Lord is returning.

The history of Kyranthia is divided into several significant periods, each marked by distinct events and challenges:

#### **THE LOST TIMES**

This period predates the emergence of the Shadow Lord, but much of the history from this era is lost. Efforts are underway to uncover and document what remains of the past.

#### **THE DARK YEARS:**

Referring to the time when the Shadow Lord was formed in the realm of Kyranthia, these years were marked by the rise of the malevolent force that would shape the course of history.





1 DY - The Shadow Lord is "born," and the land undergoes significant changes in its layout.

2 DY - Minions and monsters of the Shadow Lord start ravaging the kingdom.

5 DY - The Elven kingdom abandons other races, retreating into seclusion.

12 DY - Dwarves blame Elves for the Shadow Lord's reign and declare war against them.

13 DY - Gwain Dawnleaf, the Lord of the Elf realm, is killed.

22 DY - A significant population migrates to the frozen north, leading to the formation of the Ice Shelves.

54 DY - Goblins flee to the Island of Tog, where they are affected by the taint of Shadow, leading to constant conflict.

114 DY - Gul Morthas expands its influence to cover more than five hundred square miles.

254 DY - Hobgoblins make their first appearance in the world.

439 DY - The Shadow Lord begins constructing a massive fortress.

490 DY - Completion of the Shadow Lord's fortress.

750 DY - Orcs initiate a reign of terror across the land, claiming a section known as Kraza-Thull.

897 DY - Dwarves retreat to the mountains, rarely seen by other races.

1232 DY - Gul Morthas expands further to cover more than ten thousand square miles.

1387 DY - Citadel U'Dundei is built.

1467 DY - Durago Island is discovered by sailors attempting to sail around Gul Morthas.

1592 DY - Gul Morthas expands to one hundred thousand square miles.

1640 DY - Elves return to the land and establish Quath-Ona, later renamed Belgrim by the Dwarves.

1789 DY - Athlorn is officially founded by a group of Outlaw Thieves, leading to rampant crime and struggling families.

2201 DY - Throm and Cyr unify to form Wiltshire.

2343 DY - Gul Morthas expands to cover more than one hundred and fifty thousand square miles.

2389 DY - Teros Montel is born.

2466 DY - Dwarves claim the Arandor Mountains, naming it Drägrim Thel.

2502 DY - Teros Montel holds a council with representatives of different Provinces in Kel'Thorn.

2503 DY - Gul Morthas expands to cover more than two hundred thousand square miles.

### THE UNIFICATION AND THE IMPRISONMENT OF THE SHADOW LORD

In 2503 DY, the races of Kyranthia united and launched an offensive against the Shadow Lord. The Shadow Lord was successfully imprisoned, marking the beginning of the Age of Rebuilding.

### THE AGE OF REBUILDING

This era spans from the imprisonment of the Shadow Lord to the present day. It is characterized by efforts to reconstruct and restore Kyranthia after the devastating influence of the Shadow Lord.

1 AR - Teros Montel is declared King of Kyranthia and appoints a Lord Protector to each kingdom. The construction of the castle in Aegarius begins.

2 AR - The Council is held with all Lord Protectors, becoming an annual event.

4 AR - Most of the destruction caused by the Shadow Lord has been repaired.

10 AR - Creatures start emerging from Gul Morthas, leading to the construction of the Sentinels and the establishment of the Flame Wardens.

15 AR - The Sentinels are completed, and the Flame Wardens successfully keep the creatures at bay.

27 AR - Kel'Thorn is attacked by a massive horde of undead and is lost.







42 AR - The High Wizards are established on the orders of the king.

98 AR - The Elves seek help from the Dwarves for their province, leading to the renaming of Belgrim.

187 AR - The Prince is born.

233 AR - A period of apparent peace settles over Kyranthia.

261 AR - The Princess is born.

279 AR - The Goblin Wars erupt in Tog, involving the entire province.

322 AR - The Pauper Prince is appointed the new Lord Protector of Athlorn, restoring peace and stability to the region.

467 AR - The first Shadow Binder is found casting a ritual on the seals that imprison the Shadow Lord, causing the seals to weaken.

521 AR - The King is assassinated in Valdarin's Gate, and shortly after, the Prince is also found dead. This marks a significant turning point in the history of Kyranthia, introducing uncertainty and potential upheaval.

523 AR - A being claiming to be a Goddess named Lyanna is freed, current whereabouts are unknown.

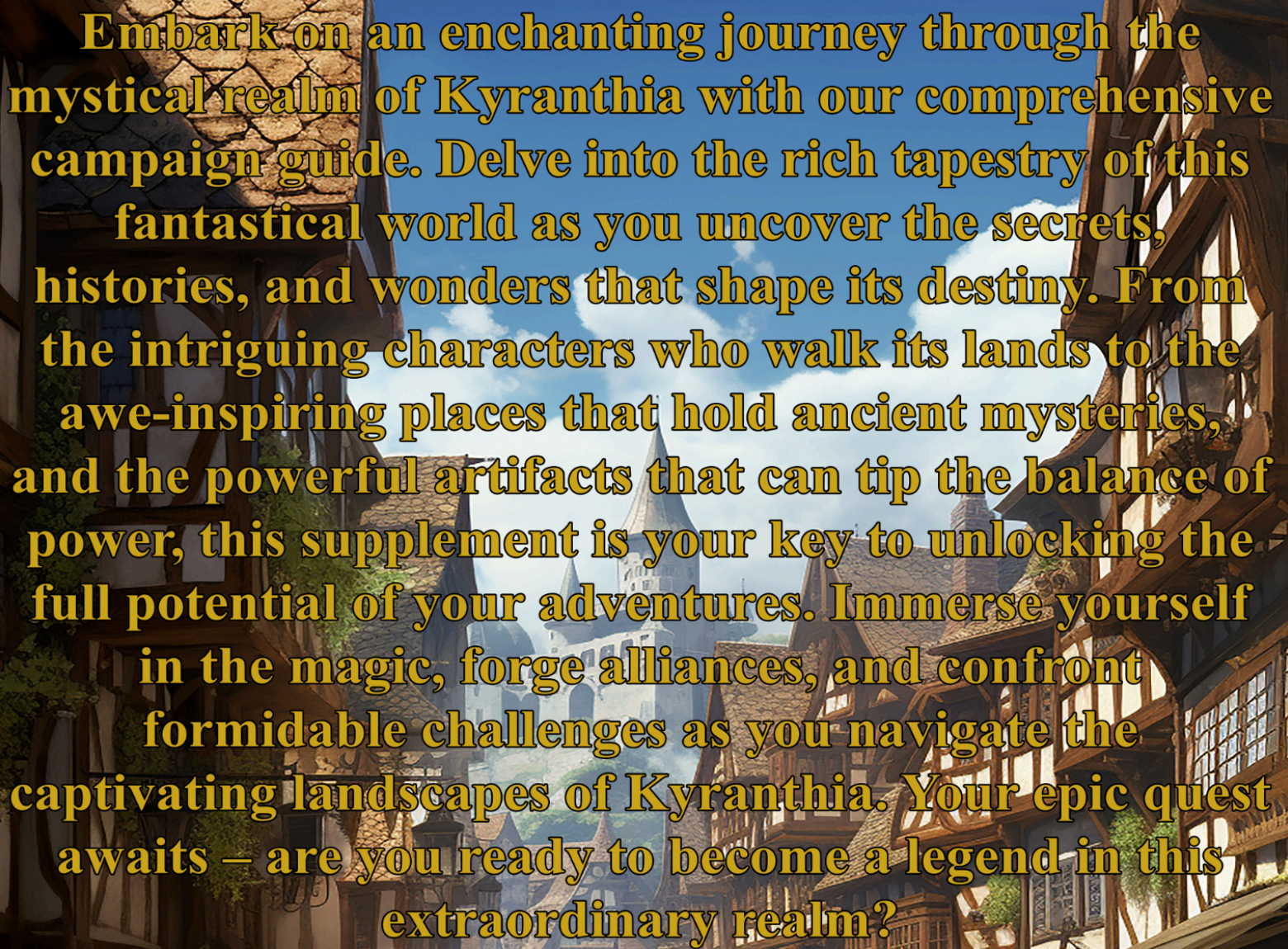




# THE KINGDOM OF KYRANTHIA





A detailed illustration of a bustling medieval town square. The scene is filled with wooden buildings, cobblestone streets, and people in period clothing. The lighting is warm and golden, suggesting a bright day. The text is overlaid on the top half of the image.

Embark on an enchanting journey through the mystical realm of Kyranthia with our comprehensive campaign guide. Delve into the rich tapestry of this fantastical world as you uncover the secrets, histories, and wonders that shape its destiny. From the intriguing characters who walk its lands to the awe-inspiring places that hold ancient mysteries, and the powerful artifacts that can tip the balance of power, this supplement is your key to unlocking the full potential of your adventures. Immerse yourself in the magic, forge alliances, and confront formidable challenges as you navigate the captivating landscapes of Kyranthia. Your epic quest awaits – are you ready to become a legend in this extraordinary realm?

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