

# Kyranthia

LIVE ACTION ROLE PLAYING



CAMPAIGN GUIDE

The World of Kyranthia has a heavy fantasy setting. There are monsters and magic, kings and demons, elves, dwarves and creatures of all nature. Kyranthia is influenced heavily by classic role-playing games, fantasy novels and movies. We created the world of Kyranthia to be open to almost anything you can imagine.

The kingdom of Kyranthia is approximately the size of North America and has similar climates and weather. 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 races.

The only religions in the world are Light and Shadow. People either value the virtues of helping, healing and being kind or turn to the power of Shadow and all the wickedness it invokes. There are temples for each, although the ones for Shadow are hidden and difficult to find. It is believed that worshipping the Shadow Lord strengthens him.

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

Our goal is to leave the world open enough for you to be as creative as possible with character creation and histories. We don't want to limit you with strict guidelines regarding cultures. We have provided bases for all the provinces but that's all they are, a base. Feel free to modify or add as you see fit. We just ask that you don't write yourself into the world as a noble lord, or prince of some province; we'll work on that In-Game.

So, with all that being said, here's a tome from the Library of Knowledge.

*Within these pages you will find writings on the people, places and creatures of Kyranthia. This manuscript is intended to be a quick overview of the a fore mentioned topics. There are many books going into greater detail on those subjects in the libraries of the High Wizards. The information here is collected from those books with the occasional note from myself. I tried to be biased when I recorded 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 theses words as you dwell deeper into the world of Kyranthia.*

*Arimus Tolsen  
Chronicler of the High Wizards  
Burnstone Tower*

# 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. 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.*

## KING TEROS MONTEL

Born 847 years ago, his grace is the first king of Kyranthia. He is married to Laurenta Montel, formerly Laurenta Gladesong, and is father to two children. His son, Prince Arys is next in line to the crown. His daughter Sauleen is betrothed to the Pauper Prince, Killer Waker.

## THROCK VUL' DOON

The Winds of Death, Butcher of Ba' Va Khan, Undefeated Champion of the Savannah, Throck has many names. In the short Sixteen years Throck has lived he has never lost any battle. He was orphaned at a young age and trained with blade and shield to carve his place in society, quickly rising to Lord Protector of Kraza-Thull. Throck is hot tempered and quick to draw steel.

## KILLIAN WAKER

Waker is the Lord Protector of Wiltshire, but most call him the Pauper Prince. Born into a wealthy family, Waker grew up with silver spoon in hand. After the mysterious passing of his parents and siblings he used his inherited wealth and spread it among the commoners, making sure that none went hungry. These generous deeds saw him to his present title.

## 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 him to a game of chance, the stakes his title. That is how Krecksin came to sit the chair of Stranglevine Keep.

*A surprisingly large number of writings in our libraries tell of the game of chance being*

Lord Protector of Tog, Grung is anything but compassionate. The tribes of his island run rampant, killing and looting while he sits his seat of power. Rumors say he has his finger in all the debauchery of Tog, lining his pocket with gold. Little else is known of Grung. He is seldom seen. Some say he is always off, some say he is a ghost, some say he doesn't even exist at all. When more information on this goblin is found it will be added to this writing.

## DRAHM SILVERAXE

The leader of Drägrim Thel was awarded his seat due to his cunning and battle strategies. He has assembled a council of dwarves from all the clans to help bring balance to his providence. He is considered old, by dwarven standards, being 634 years of age. He tends to take his time when planning anything, being sure to go over every possible outcome.

## SCOURGE

When 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 sign of wickedness but few trust him. He has earned respect on the council albeit mostly fear inspired.

## CAPTAIN GALE TYPHOON

Captain Typhoon leads Durago Island from the ship *Maiden's Lust*. Typhoon is a lover of rum, entertainment 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 off to a good start.

*There were countless documentations on women that Typhoon has had the "pleasure" of knowing. To be honest, I find*

*this not only disgusting but also as a waste of time of 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 full blood elf Aralym Sylvantis. Because of his half blood lineage he has always dealt with insult and grief from most of his council. His human traits are also causing 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 closer to his final days.

## 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 cruel area and much is needed to survive. Every day he is out with common folk, working nets, gutting whales or a number of other everyday necessities. He lives in the long hall in the capitol of Breeze Bay.

## HIGH WIZARDS

The High Wizards date back almost 3,000 years. Their purpose is to record all they can that involves magic. There are towers representing the schools of magic where the wizards reside. They are Burnstone for fire, Northwind for air, Steadrock for earth, Driftshore for water and Arcanus for mystic. The High Wizards stray from chaos but there are rumors of a tower dedicated to its path hidden to outsiders.

## THE DEATH KNIGHTS

Little is known of the four Death Knights. All I could find in my research was accounts of townships being laid to waste 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 to hibernate, much like Liches.

## VAMPIRES

Full blooded vampires were all once full blooded Elves. All writings on them state that the only race capable of becoming a true Vampire is a full blooded elf. All other species tend to die from their bites, except for half blooded elves which turn into a

more monstrous vampire.

*I decided to place the vampires in the "People" section rather than the "Common Creatures" for the reason that they are usually very civilized and seem rarely to attack without cause. There have been accounts of great leaders of old actually being vampires.*

## LORD VROKTIS

Once a mighty lord, his greed for power turned him into the menacing lich. Lord Vroktis was awoken from hibernation in 517 AR. He ravaged towns and villages in a section of Aegarius until the citizens of Valdaran's Gate were able to recover his philactory. His current whereabouts are unknown at the time of this writing.

## PLAGUE BEARERS

When a strange plague started to sweep throughout Kyranthia the group of plague bearers showed up shortly after to aid in healing those afflicted and to hopefully find a cure.

## 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.

## MUMBAGA

Tales speak of an evil forest witch with a hatred for nature and balance. With dark magic she corrupts all around her.

## PIRATES

There are many pirates present in the world today. Most stick to smuggling but there are those who while attack and plunder any ship nearby.

## SISTERS OF GRACE

The name given to the female healers of the Citadel, they are revered by all who follow in the path of Light.

## THE FREEMEN

This name refers to a group of outlaws that live by their own laws. They no longer follow the laws of Kyranthia and instead live hidden in ruins and forests.

## TRIBES OF TOG

There are numerous tribes of goblins living in Tog. Most are at war with each other and often venture into the main land to raid.

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

## TOWN GUARDS

Most settlements have a town guard. There are in place to uphold the law. They are authorized to arrest or fine any they see fit in accordance with the common laws. They are recognized by their tabards matching the colors of the Providence the establishment is in, i.e. maroon and green for Aegarius, blue and white for the Ice Shelves.

## GUILD MASTERS

Guild masters are appointed by the royal court and are considered almost nobility. They are respected by citizens and are paid by the crown. An insult to them is an insult to his Majesty.

# COMMON CREATURES

*What I mean by "common creatures" is that these 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 occasional venture into another. It's not unheard of to see a Yeti, harpy or even a beholder in Aegarius.*

## ABOMINATIONS

These undead creatures are actually constructed

from pieces of different corpses. It is believed that undead necromancers bring life back to their disfigured bodies. Healing magic tends to hurt them.

## BEASTMEN

These beings appear as a mixture of different races; having beaks, snouts, feathers, fur, hooves etc. They cannot speak and are almost Neanderthalic in nature. They are very territorial and tribal. 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 unintelligent beings. They are also known as swamp people and muck men.

*There have been numerous records of these beings actually emitting a noxious gas, similar in smell to rotted eggs.*

## 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 dwell in caves. Some can speak the common tongue.

## BULLYWUGS

Bullywugs are a large frog-like race known for their fishing abilities. 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.

## DWARVES

This species is known for their stout statures and long beards. Most are stern and stubborn. Dwarves are renowned for their love of physical work, especially crafting in stone and steel. They can reach 500 years of age.

## ELVES

The Elves of Kyranthia are one of the oldest races of Raeh. Elves are known for their pointed ears and graceful manner. Elves can live up to 1000 years of age.

## GHOULS

Ghouls resemble zombies but are quicker and more cunning. They are more intelligent than regular zombies and are known to strategize battle tactics.

## GNOLLS

Gnolls are hyena-like bipedal creatures. They live in loosely organized tribes ruled by the strongest member. They attack like wolves would hunt, ambushing or attacking flanks.

## GOBLINS

These green skin humanoids vary as much as humans. There are numerous tribes as well as more civilized ones that live in towns.

## HALF-ELVES

Half-elves are a mix 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 natured folk. They lack some restraints when it comes to the rights and wrongs of acquiring possessions. They can live for 250 years.

## HALF-GOBLINS

This species 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. They can live up to 100 years of age.

## 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 can live up to 150 years, but most are hunted and killed earlier.

## HUMANS

Humans are diversified in all aspects. They range from no facial hair to full beards; light skinned to dark, tall to short etc. Humans 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 stay primarily underground but are known to enter settlements to forage for food and other needed supplies.

## LIZARD MEN

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 but spiritual. They can spit acid, even as children. Their scales protect them in a manner similar to armor.

## ORCS

Orcs travel in well organized militant bands. They are cunning and dangerous. Trained for battle from birth they are a force to be reckoned with.

## SKELETONS

Dark magic is used in the creation of these beings. Although they cannot speak they are very intelligent. Some skeletons are able to cast magic.

## TROLLS

There are a few 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. All are extremely lethal and tough. To successfully destroy one, fire or acid is needed.

## UNDERLINGS

Sometimes referred to as *Goblins of the Night* these grey humanoids are subterranean beings. They venture to the surface at night to collect food and shiny objects. Living underground has made them incredibly sensitive to light.

## ZOMBIES

These reanimated corpses are slow but amazingly dangerous. They have to be literally chopped to pieces to be stopped. They feel no pain what so ever. Their bite can spread their disease. Fortunately, they are completely mindless, and aside from swinging weapons, cannot do even the simplest of tasks, such as working a door. Zombies, like all the other undead, can only come out at night as the sun destroys them instantly.

# PLACES

*This is a list of some of the more popular places in Kyranthia.*

## PORT ARMONIA

Port Armonia is the main port in Aegarius, which has a direct travel route to Emerald Port of Durago Island. This port holds the royal fleet of King Teros.

## 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 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, tales.*

## PLAINS OF THOZ'AL

The great plain of Kraza-Thull, Throck Vul' Doon uses it as his personal hunting ground. It holds his fortress, Bloodspire. Many exotic animals roam these plains. The sun beats down so intensely that it can reach temperatures that can kill.

## LIBRARY OF GREATER KNOWLEDGE

The library 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 or written every day. The Library is located in Wiltshire.

## THE 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.

## GUILDS

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

## THE 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.

## HALL OF MEETING

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

## THRUM-VAL

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

## THE CORPSE WAYS

The corpse Ways is a system of tunnels made by and used by undead. It's a dangerous labyrinth of death and despair. It is located in Athlorn

*Many tomes lead to believe that the Corpse Ways is the home of the Death Knights.*

## 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.

### DRAYSON FOREST

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

### DANICK HILLS

A hilly area of terrain named for the Orc chieftain that has claimed it for his own. Most people dare not venture here for fear of death. The Danick hills are in Aegarius.

### GUL-THRAN

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

### CAVERNS OF CARPATH

A large tunnel system known for its rich deposits of ore, much of the metal used in Kyranthia is from here.

### HILL OF SACRED BONES

This hill has reports of numerous undead at night. Some say it is the resting place for some long dead nobility.

### WOODS OF THE WHISPERING WIGHTS

Stories state that these woods house wights. You can hear their howls and whispers through the trees.

### 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.*

### SCORCHWOOD HALL

This is a hall that is in ruins and believed to be haunted.

### ENTHROMANCERS' NICHE

A lone altar on a small hill in a grove littered with bones. It is rumored to be a ritual site for Shadow Binders. No one has witnessed actual Shadow Binder rituals but every time the area is cleared of bones they reappear the next morning.

### THE FLAMING LOCH

This is a large body of water that appears to be on fire at sunrise and sunset.

### KAHLANNI'S LABYRINTH

A maiden named Kahlanni was lost in a labyrinth. Many heroes entered, trying to save her and none returned. No one knows for sure what lurks in the maze, but it is believed that Kahlanni is still there.

### BARKING HILLS

The Barking Hills are named after the Gnolls that inhabit them.

# HISTORY

*The following is a quick overview of the history of Kyranthia. This will only date back a few thousand years. When the Lord of Shadows came into existence most of the history prior was lost. More of our past is being uncovered and is being added to our libraries.*

## THE LOST TIMES

The Lost Times is the period before the Shadow Lord. Most of the history of this era is lost, but we are slowly learning what we can of it.

## THE DARK YEARS

The dark years refer to the years when the Shadow Lord was formed in our realm.

## THE AGE OF REBUILDING

The Age of Rebuilding refers to the time between when the Shadow Lord was imprisoned to the current day.

**1 DY** The Shadow Lord is “born”. The Land changes into its current layout.

**2 DY** The minions and monsters of the Shadow Lord start ransacking the kingdom.

**5 DY** The kingdom of the Elves abandon the other races. They go into seclusion.

**12 DY** The dwarves blame the Elves for the Shadow Lord’s reign of terror. They claim war against them.

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

**22 DY** A large number of people head to the frozen north, thinking it to be safer than the war with Dark. The Ice Shelves are formed.

**54 DY** The Goblins flee to the Island of Tog. They are affected by the taint of Shadow and are at constant conflict with each other.

**114 DY** Gul Morthas extends to cover more than five hundred square miles.

**254 DY** The race of Hobgoblins make their first appearance in the world.

**439 DY** The Shadow Lord begins construction of an immense fortress.

**490 DY** The Shadow Lords fortress is completed.

**750 DY** The Orcs begin their reign of terror across the land. They eventually claim a section they name Kraza-Thull.

**897 DY** The dwarves take to the mountains. They are rarely seen by other races.

**1232 DY** Gul Morthas extends to cover more than ten thousand square miles.

**1387 DY** Citadel U’Dundeï is built.

**1467 DY** In attempt to sail around Gul Morthas sailors discover Durago Island.

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

**1640 DY** The Elves return to the land and found Quath-Ona, which later is renamed Belgrim by the Dwarves.

**1789 DY** Athlorn is officially founded by a group of Outlaw Thief’s. Crime runs rampant and most families can barely survive.

**2201 DY** Two areas, known as 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** The dwarves claim the Arandor Mountains as their land and name it Drägrim Thel.

**2502 DY** Teros Montel holds council with representatives of the different Provinces in Kel’Thorn.

**2503 DY** Gul Morthas expands to cover more than two hundred thousand square miles. The races of Kyranthia unify and strike against the Shadow Lord.

He is imprisoned. The Age of Rebuilding begins.

**1 AR** Teros Montel is declared King of Kyranthia. He appoints a Lord Protector to each kingdom. Construction of the castle in Aegarius begins.

**2 AR** Council is help with all Lord Protectors. They meet yearly after this point.

**4 AR** Most of the destruction has been repaired. Kyranthia starts to seem whole again.

**10 AR** A small amount of creatures are seen coming from Gul Morthas. Construction of the Sentinels begins. The Flame Wardens are established. The King’s castle is completed.

**15 AR** The Sentinels are completed. The Flame Wardens keep the creatures at bay.

**27 AR** Kel’Thorn is attacked by a massive horde of undead. It is lost.

**42 AR** The High Wizards are established by orders of his majesty.

**98AR** The Elves ask for help of the Dwarves to

save their poor province. The Dwarves agree but in return change the name to Belgrim.

**187 AR** The Prince is born.

**233 AR** Peace seems to finally be upon Kyranthia.

**261 AR** The Princess is born.

**279 AR** The Goblin Wars start in Tog. The whole province is involved

**322 AR** The Pauper Prince is appointed the new Lord Protector of Athlorn. Peace is restored and

families are able to survive without fear of want or hunger.

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

**521 AR** The king is assassinated in the town of Valdarin's Gate. Shortly after the prince is also found dead.



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