



NERO®

Stone Elves Race Package©

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INTRODUCTION

The last of the war ogres flies backward at the blow, then drops dead. Quickly, the party searches the fallen monsters for any valuables, until a cry from beyond the next door reaches their ears. It is the beginning of horrible wailing; the sound of a torture beyond the limits of what a human could endure. The party groups at the door, getting ready to come to the poor man's rescue. Guy, the fighter, shoves the door open, hoping to surprise anyone waiting them.

A whelp of pain comes from the source of the screaming, and the party enters the room, empty except for the source of the cries. Amongst the debris of torture implements and manacles lies the quivering body of Lei, the one man who might know the way out of the ogre caves they are stuck in. All attempts by the party to revive Lei from his catatonic state are unsuccessful. Taking stock of the situation, the party decides that T'ressent, the one stone elf in the party, should attempt to heal the man's mind so they might eventually escape. T'ressent in turn agrees to attempt it, but warns the rest of his party to under no circumstance allow the link to be broken. T'ressent sits down to meditate and prepare his internal defenses, while the rest of the party performs a protective barrier at the door.

After several minutes of preparation, T'ressent knows time is against him and, seating himself comfortably, places his left hand on Lei's forehead. His eyes slowly close, and he sends his senses out through the link into Lei's mind, beginning the meld. All external feelings disappear, and T'ressent is now fully inside Lei's mind.

As T'ressent begins the meld, Lei's mind slowly unfolds to his senses. He is at the boundary to the mind, looking into a vast, complex series of ever shifting emotions. Where, in a healthy mind happiness and humor might exist from recent joyful experiences, only fear and anger exist. The outside of the mind is tinged in crimson red and swirling with black; manacles form in the mist, burning bright, to disappear again. The swirling emotions dart towards T'ressent's presence, aggressive in defense of their territory. As T'ressent forms a filter wall to block out their attack, he sees a face in the mists, cold and calculating, features twisted into a mockery of a smile, diabolical in its power. It reeks of fear. He thinks, "Perhaps the one who caused this damage..."

The anger beats against the filter wall, a tiny amount leaking through. T'ressent feels a response from within his shields, perhaps the emotional remains of the fight won just ten minutes past. Knowing he must push on past this, he hopes his defenses will hold, and begins extending the filter wall towards the mind, a spike to pierce the shell holding the mind hostage. Slowly he extends it, trying to build a corridor protected from the fear and rage. The walls begin to weaken, his mind unable to allow for such a complex and large structure, so T'ressent travels down the corridor and shrinks it behind him. Soon it becomes a protective bubble with his mental essence in the middle, heading straight towards the maelstrom of terror.

It rises like a wall, and the screaming T'ressent heard from Lei's mouth earlier comes back, now a thousand voices in dissonance. Strengthening his filter wall to block the sound, he braces his defenses as the bubble plunges into the swirling emotions. He heads inwards, through denser and denser emotion, until, as his walls begin to break down, he suddenly passes through an invisible barrier, and suddenly finds his presence on a path, sunlight streaming through the woods about him. He hears laughter from a nearby meadow. Lei and another are sitting on a blanket, food spread out around them, obviously enjoying the beautiful weather.

T'ressent now suspects Lei's subconscious has thrown up a barrier of anger and fear to prevent further mental damage, and Lei's consciousness has been trapped inside, being fed happy memories, while the body remains unattended. T'ressent starts an emotional sink to build up calm, hoping to eventually bargain with the subconscious; there is far too much anger and fear for him to deal with on his own. He could try to capture all the rage and terror in a filter wall boundary, and slowly let it leak out, to be dealt with at a normal rate. But first he needs it calmer, malleable. Ideally he will be able to take parts of the anger and fear out over the next several weeks until the filter wall can come down. But right now he knows time is essential and he needs Lei conscious again, soon. Still, the *quon'kirsriezat* limits his actions; he cannot do damage to Lei's mind in the long term for a short-term fix.

Slowly T'ressent's awareness spreads, diffusing throughout the forest, through other dimensions of the mind, until he begins to see the intricate weave which makes up the stuff of the mind. This deeper level is the realm of the subconscious; here he is more vulnerable, yet he can attempt to directly communicate and convince the subconscious to corral the anger and fear.

Images of the torture room, clean and filled with friendly faces drawn from the calm sink, are directed by T'ressent towards the elements of the weave. It's a diffuse signal, unnoticed by the conscious mind enjoying its picnic. T'ressent feels the subconscious start to recoil; he quickly recalls the image of the torture chamber and replaces it with the surface just above the caves, Lei and his friends walking away from the cave. The subconscious relaxes again; T'ressent begins another tactic. He sends images of manacles and torture implements; each is tinged with anger and fear, and as they reach the subconscious, the fear overwhelms the anger and then the fear and implement disappear under the careful eye of a being that resembles T'ressent, drawn away out of the mind.

T'ressent feels the subconscious begin to respond, and his peripheral vision detects a lessening of the swirling. Preparing his defenses for one last assault, T'ressent pulls his essence back together, then surrounds himself with a filter wall bubble. He wills himself outside the barrier, into the maelstrom. However, the storm of emotion is subdued; strong, but undergoing a sort of internal battle, as fear and anger compete in small sections. Taking quick action, T'ressent begins to expand his bubble, letting it collect sections of the fear and anger, slowly but surely sweeping it together, away from the barrier. The remnants of emotion T'ressent quickly gathers unto himself, to prevent it attacking the filter wall from the other side. The emotion building within him is strong, but his defenses hold. Soon the last of the anger and fear is either trapped within the filter wall or contained in his own defenses. Finally, he builds a transparent contingency around the filter wall, to build another if the first breaks. It should hopefully last long enough for T'ressent to recover from this healing and take more of the emotion into himself.



Finally, he returns to the barrier, within which Lei's consciousness resides. Drawing on the last of the emotion sink contained within, he makes a lure outside the barrier. Looking within, he sees Lei get up off the blanket and walk down the pathway, towards the sense of calm. Eventually he gets to the barrier, and puzzled for a moment, pushes against it. It gives to his hand and Lei steps to embrace the calm.

T'ressent slowly withdraws from the mind, and breaks contact. His internal battle has just begun, as he attempts to process the anger contained within his defenses. Slowly his senses return; Lei has opened his eyes and has started to look around, his screaming gone, but the sound of battle replaces it. Wearing by the healing, and fighting his own internal battle, T'ressent turns to help his friends . . .

Out of Game Requirements

Makeup

Stone Elves are generally a sturdy-looking race, not as frail appearing as most. They have pale skin with sometimes darker features that stand out in contrast, such as black eyes and/or black lips. They all have the pointed ears and eyebrows that sweep up at an angle towards the temples

Racial Skills and Restrictions

All Elves can buy the skills *Resist Sleep* and *Resist Charm*.

Resist Charm costs **three Build points** for all classes. *Resist Sleep* costs **two Build points** for all classes.

They can buy *Archery* skill at **half cost** (round up).

All Elves have **one less Body point**

They **cannot** buy the skills *Two Handed Blunt* or *Two Handed Sword*.



Guidelines for Role playing a Stone Elf

Personality Traits

Stone Elves do not show emotions, and are thus viewed by other races as humorless and intense. This is part of their culture as well as part of their race. This restriction makes the Stone Elf race very hard to role play - if you cannot keep a straight face when told a funny joke, you should not be playing a Stone Elf.

They have a natural affinity for Celestial magic, and make excellent Celestial casters. Although there are, of course, healers in their society, most Stone Elf casters are Celestial.

Garb

They can also be spotted for their drab taste in clothing, preferring the dark colors and rarely, if ever, wearing bright, flamboyant colors.

Stone Elves are typically dressed in Browns, blacks as well as grays. Formal Wear for a Stone Elf is almost always very involved and complicated in its ties, straps, buckles as well as the designs that are placed upon them.

Racial Code

The Code of the *Kirsriezat*

All kyralia are taught the code of the mind healers, the *quon'kirsriezat*. Any kyralia who has violated the code is tracked down by the *kirsriezat* and brought back to be examined; if it is thought they can be returned to the proper ways, the Kyralia will be healed by the *kirsriezat* and returned to kyralian society, to be slowly reintegrated. If such a healing cannot be performed, the *kirsriezat* are known to leave the perpetrator without their emotional melding abilities, though the method for this is a secret of the *kirsriezat*. Other punishments have been meted out throughout the history of the Kyralia, and often it is tailored to the offense.

The code itself comes from several millennia of healing, and is older than most Kyralia. Its tenets follow the basic rules of healing, and the morals of the kyralia. Roughly translated, they are:

Thou shall not intentionally harm another, or through inaction cause harm to another.

Thou shall do all within thy power to aid those in need of healing, and it is thy solemn duty to be ever vigilant for the insane and less fortunate, so they need suffer no more than necessary.

Thou shall seek the aid of others when thy own skill shall not prevail, lest two be stricken where before one was.

The mind and its memories are sacred and private. Thou shall never divulge the experiences of another unless their healing requires such an outside knowledge.

General Facts about the Stone Elves

Lifespan

- The Typical Stone Elf lives on average for 1500-2000 years of age.

Primary Racial Traits

Stone Elves show no emotion, generally having the appearance of being eternally calm. This ability is one that they are now born with, and then enhance through their mind-powers. They despise being the victims of emotion, for then do lose control, the result is often terrifying as all the emotions they have spent repressing flood to the surface.

They are also well known for their inability to lie. Any attempt to tell a blatant lie results in a normally calm veneer turning into a shifty-eyed, fidgeting Elf who has suddenly begun to stutter - or some other signs that look like blathering idiots, and make no attempt to lie.

Few Kyralia (Stone Elves) experience the desire to leave their home community. Those that do are considered adventurous, a behavior which is regarded by most Stone Elves as somewhat odd and disrespectful of duty. They all follow the career path of their house (family), to contribute to the community as a whole. Most of the Elves tend to the study of healing and celestial magics, some into the formal, some into the creation of potions and scrolls. There are "technicians" and alchemists, but because of their inability to lie, there are no real thieves. Only about six or seven houses are bred for fighters, to defend the community.

Cultural Package

Stone Elf Life, Customs and Tradition

Childhood (*the Birthing*)

This is a ceremony to welcome a new Stone Elf, usually a newborn, into the culture. If a Stone Elf was not raised among the Kyralian, or was transformed, or had part Kyralian blood had proven themselves, then this ritual is used. The Houses of the parents and the High Council stand in front of the community with the elf. The head of the Council speaks of the ways of the Kyralia, and of the circle of existence which embraces them and their ways. The heads of the appropriate Houses step forward (only 1 House if a part Kyralian), and place a sash made of House colors, showing the symbol and the House motto, upon the shoulders of the elf. They say the words, "Now you are accepted as House <Name>, welcome.", as they place the sash upon the shoulders. The elf is then accepted and a celebration traditionally follows

Coming of Age (*Ascension*)

This is less of a ritual than the others. It is when the elf reaches the Age of Decision, which is decided when the head of the households deem the elf mature and able to choose. This is the time when the elf chooses whether to follow the House of their mother or father. Usually there are few surprises, as the elf would have shown a tendency towards one of the careers of the House by this time. There is no rivalry between the Houses, and the decision is accepted always. They then train in the career of the House they have chosen exclusively. This ceremony involves both Houses, with the Council to oversee. The elf announces their choice to the community, and offers thanks to the House they did not choose. They are then given the traditional House garments to wear, and the title of Setti, if they are from a House of the Council.

Marriage/Relationships (*Life Mating*)

This is the ritual that is done when 2 elves recognize, and are ready to commit to each other. They may have any member of the High Council to perform the ceremony. Often it is a member of House Zemvolos.

The Houses of the 2 elves stand on the appropriate side of the couple. The High Council will stand at the front of the community, with the member performing the ceremony in front of the elves (like a minister at a wedding). The bride wears a white circlet of flowers upon her head, to symbolize the never-ending circle of peace that the couple will share. The member performing the ceremony speaks of the importance of children, and the growth of the community, and sharing life with another. Also the power of recognition- unless they are not recognized. The member then makes certain that both understand and are willing to continue. Once they accept, 2 ropes weaved in each members House colors are entwined together. The member then wraps it around both elves hands, explaining the symbolism of the 2 elves joining their 2 Houses in union. The elves may speak vows if they wish. A celebration usually follows, with the mated couple attending without cutting the joining cord. At the close of the celebration, the bride throws the circlet of flowers to the attending maidens of the community. The one who catches it will meet her soulmate. Unlike human tradition, neither elf takes on the name of the other, but each will add the name of the other to the end of their name.

Death:

This ceremony involves the whole community. The body is laid out in the garments of the dead, which resemble traveling garments (this is for they believe that they are to embark upon a journey to their next life). The belongings of the dead elf go to the eldest child, as physical possessions are not needed in death. It is believed that their items will appear with them in death, as they do in the mind. Once all the community has viewed the body and accepted the death, the community gathers at the pyre in the central region of the Stonewood. The High Council surrounds the pyre and each council member speaks of the dead elf and how that elf will face the next incarnation, relating them to their own House in some way (ie. House Purfeelo speaks of their battle nature). Once all is spoken, the eldest child and partner of the dead elf take the ceremonial death torch, and light the pyre. This releases the soul of any bond it may feel to the physical form, and allows it to travel to its next life. All the community attends, and remains until midnight. The family and close friend and sometimes the High Council (rarely) remain until the fire burns

down naturally. Whatever remains is ground into ash, and worn upon the face of the partner and children, in the symbol of the lost one's House.

A seldom used ritual is the Ritual of Life. It exists from the time when the Kyralian were still warlike, and believed that death was the final stage, that your soul ceased to exist. The Illnarie, in order to preserve the knowledge and souls, began to capture the souls. At the point of death the Illnarie would appear and transfer the soul to a crystal, known as the Alen Stone. There the soul would continue on. Only the most disciplined minds could communicate with the enshrined soul, therefore only the Illnarie could access the knowledge of the elders.

In recent times this practice is still done, but in rare instances. The first is to Kyrilians with knowledge that is unique, if they consent to it. The second is for Kyrilians that feel that they have lived all the lives they were meant to, and wish to remain as they are. There is no higher honor that can be bestowed upon a Stone Elf. The last use for the Ritual of Life is for any Kyralian that is felt to pose a threat to Tyrra. This is done to prevent the soul from reincarnating. The High Council must always decide upon the use of this ritual, and they will never share it with any other culture. This is mostly due to the fact that they feel other cultures would abuse this power.

Schooling and Education

A Kyralian child's schooling begins at a very young age at home. When they are 5 years of age, the parents begin teaching the culture, giving the reasons for the celebrations, as well as the history of their parents' Houses. At the age of 13, they enter the Great College, where they learn during the days, and are returned to their families in the evenings. When they reach the age of 19, they enter the college and live there for a period of at least 5 years. Often it is in this time that they reach the age of decision, and choose which of their parents' House to follow. After this time, they have learned all that they needed to. At this time, they concentrate their studies with the Illnarie, and hone their mental abilities. It usually takes 20 years to safely learn the powers of the mind. (This is the reason that few transformed into Kyralia are adept at the mental disciplines) At this time, the formal education is complete, and the Kyralia must learn and explore new theories without the luxury of masters of learning by their side.

The Walk of Souls:

This is the path between Kylin and Sansandur which has plaques carved into the trees for each House, and a list of each member who had died of that House. It is eerie and quiet, with ivy hugging the plaques. Incense is always kept burning here, and there are light spells cast above each plaque, so it may always be easily read. Very few choose to live here, save the House that has the title of Keeper of Souls, who maintain the area, and several guard houses.

This is an explanation of the Illnarie, who they are and what they do.

The Order of the Illnarie: The Illnarie are masters of mind and soul. They are the living example of the Kyralian way of life. They are devoid of all emotions, and masters of psionic sorcery.

Back in the time prior to the time of Sauros, the Illnarie were the most powerful tribe of the violent race of the Kyralia. They had completely mastered psionic sorcery, and preyed upon the other tribes' weaker minds. They caused madness and death in others at a glance, and used this to their advantage. When Rumil Sauros came forth with his talk of peace and emotional purging, the leader of the Illnarie tribe, Surrake, found that this idea was good. He thought that perhaps the emotions were preventing the psionic ability to grow. He also was wise enough to realize that the constant fighting would eventually kill them off. So the Illnarie were the most powerful allies of Rumil. The Illnarie hollowed out the tree that would later become the Great College. Setti Genorra Serdanhia of the Co'Latioue and Ocstar-Vanoch Nath-Khan-Tra co-founded the college once the Kyralia had separated from the violent group that left the forest.

The Illnarie are the only sect of the Kyralia that still maintain the psionic sorcery of the old race. Few Kyrilians realize this, but it is whispered in halls of the college that they can cause your final death with a glance.

They are a very secretive sect, and do not speak openly about the powers they possess. They monitor the knowledge that is given to the community, as well as all that is taught at the college. They live by pure logic, and see emotions as a hindrance in interpreting Surrake's teachings.

Surrake is seen as the Illnarie that all should strive for, for it was he who was the first of them to use logic, not emotion, as a guiding force. He taught the purging of emotions, and was a large help in the beginning, by suppressing the emotions of many of the Kyralia.

Now the Illnarie are the guardians of the lost knowledge, and keep that knowledge from those who are not able to handle it. They are also the protectors of the secrets, and have been known to rip all knowledge from any Kyralian who has told others of the Stonewood and its secrets, but one who does this is usually banished, and considered R'Eave. They are also bound to destroy any Kyralian who has caused a monumental amount of harm upon Tyrra, or its citizens. They have extraordinary power and knowledge, which is only rumored of by the other Kyralia.

The Illnarie are Kyralia that are invited to join their ranks, not necessarily born into the position. Though, most children of the Illnarie, become Illnarie themselves. To become one of them, one must undergo the Sie-Chae, the breaking of all ties with emotions. This is a very painful process that few manage. Once this is done, the individual becomes a Postulate in the Order of the Illnarie. It takes a few years to advance to an Initiate, and then decades to advance further in the Order. The current Grandmaster of the Illnarie is Sacar D'Ladnic. The levels are as follows:

Postulate - First step in purging all emotions, the beginning

Initiate - A student of the sorcery arts of the mind.

Adept - Teachers and scholars whose main task is to enlighten and teach the teachings of Surrake to the lower ranks of the Order.

Psi-Lord - Masters of mental sorcery and keepers of the knowledge of the power.

Grand Master - The leader of the Order of the Illnarie.

Only the Illnarie Psi-Lords can attempt to communicate with the souls that are housed within the Alen crystals. And only the Psi-Lords know of the lost knowledge and underground depths of the college.

The Co'Latioue: This is the Kyralian name for the High Council. The Houses of the council are the same as were chosen by Rumil Sauros, when the council was first founded. They represent the Kyralian way of life, in all its aspects. All members of the Co'Latioue are called the Co'Latioue'Et, and members of the High Houses are referred to as Settie, which is the term for "one of high blood". The head of the council is always a member of House Sauros, currently Rohirrom Sauros. The actual head is usually the eldest member, currently Arrienka Sartosa.

The Co'Latioue rarely deals with problems, as most Kyralia often work it out between themselves. The only time they intervene is when it deals with the community as a whole. They attend most of the ceremonies in the Stonewood, and that is where their main duty lies.

Ka'Sho:

This is the name of the Rite of Vengeance. If a member of the community feels that they have been seriously wronged by another member, that elf may go to the High Council and demand Rite of Vengeance. The Council will meet in private and decide if the crime was of a serious enough nature to deem the Rite. If it is found to be so, the community is gathered for the Rite.

The Rite of Vengeance is similar to an honor combat, but there is no honor in it. The point is to win, no matter what it takes. The only exception to the rule is that none of the watchers may help or hinder in any way. They must stand silently and watch fate unfold itself. There is no option to choose a champion, you must fight your own battle, in whatever way you can-be it swords, spells, poisons or bare hands. The winner is deemed right in the matter and the loser is considered R'Eave, dead to the community. None will heal or resurrect the R'Eave. If the R'Eave returns to the community, they are completely ignored, with people looking through them as though they didn't exist. If an elf is known to be R'Eave, no Kyralian community will accept him. The Rite has not been claimed in over 150 years. The last who claimed the Ko'Sho was D'Mond Ko'Tarie. He lost, and was made R'Eave.



Trades and Training

Among the elves, money is of little value, and trade is how they deal. Most of the Kyralia are well versed in the creation of clothing and items, and will create what they want on their own. But for more elaborate items, a trade with a master must be made. Often times the trade will be the materials/components needed to make items. These materials can usually be found in the forest, but some must be gotten at the city of Loch Raven, from the humans.

There is a complex system that brings the water to all of the buildings in all the major cities/towns in Stonewood, except Kylin, which is too far from the main source. This is done by hollowed out trees that transport the water from the River Sim to all the buildings. The trees are beneath the floor of the city, so that it is not an unsightly process. This also brings a bit of mystery to how it is done, especially to any of the other races that are allowed entrance to the community.

Also, each town has a pyre that is the source of its heat. More hollowed out tubes are placed beneath the city and hot air is forced into each of the buildings. This method has the combined effect of making the ground warm, as well as heating some of the water, as the two tubes are strapped together.

The houses of the Kyralia are multi level. Many have porches on the higher levels that allow a view of their city/town. Each house is built into one of the great trees, with glass windows for light. Most of the Kyralia have a love for art and beauty, and as such, have beautifully decorated homes, with tapestries and paintings lining the walls. Most houses have a meditation room, which is for study and contemplation. This room usually smells strongly of incense, and has the House symbol upon one of the walls. Often, there is a fur of some type on the floor, for sitting, and is otherwise decorated sparsely.

There are also many Kyralia who live in smaller villages that lie between the main cities. And as the resources begin to diminish due to population problems, a Journey is declared.

The wood of the Stonewood is in itself an amazing thing. It is immune to fire, and time seems to hold nothing over it. On the down side, in order to cut it, the alchemists must produce a special elixir, whose components can only be found when the leaves begin to change color. Thus, autumn is the time of the harvesting of the stone wood. Also, the hatchets are specially designed and are indestructible. They have a jagged edge, with the teeth facing in all directions, and are the sharpest blade to be found.

The wood is harvested by clearing away the sections that need more room, either for building or fresh growth. For every tree that is cut down, another is planted in its place. This keeps the supply constant. Once the wood is harvested, it is treated so that it is easier to work with, no longer requiring the elixir or the special blades that were needed to cut it down. The wood is then brought to Loch Raven, where the trade is made. This trade has been going on with the Capulans since the time of Mandrake Capulus, who was the first to open trade with the Kyralia. The wood is sought after by many, as it is the sturdiest wood in the Kingdom, and cannot be burned.

There are a couple places of interest that demand their own description. They are the Great College and the Walk of Souls.

Stone Elf Society and its Organization

The community itself is set above ground, having been in the trees where it remains hidden from view. There are outposts and trap-alarms at various points around the community so the Elves can monitor

passage through the forest. Paths go through the forest for the ease of travelers, but they do not come close to the community. Any traveler who gets too close to the

Community will be led away by the scouts who will make noises in the opposite direction. If a traveler is persistent, a small pack of the dire wolves (raised by House Dire) will be sent to chase the wayward traveler back to the path.



The Kyralia are peaceful, but are ready for the ever-present threat of war, especially during the age-old struggle of who will be king of the Humans in Evendarr.

Stone Elven families are set up into Houses, much like Clans, but much more civilized. Each House usually holds four generations of a family, the eldest member being the head of the household. The Houses all serve a certain duty which benefits the community, to stray from the career of a House is considered improper, disrespectful, and selfish. An example of how the Houses work is House Sartosa. House Sartosa's duty to the community is to provide it with powerful healers who also study formal magics. Arrienka, the eldest, is the head of the Healers' Guild as well as the eldest member of the High Council. As she has no living children, her position would normally go to her eldest grandchild, Jatrina. As Jatrina is not an accomplished healer, having not been raised in Stonewood, the title goes to her next eldest grandchild, Marouch, who is a healer. Jatrina is now

Studying the healing arts, as it is her duty to do, to make up for the shame she has caused her House.

The community is run as neither a patriarchal or matriarchal society. Rather it is run by a Council of twelve elders referred to as the High Council. The official head of the council will always be a member of House Sauros, the descendents of Runil Sauros. The current head is Rohirrom Sauros. The actual head is the eldest member, currently Arrienka Sartosa.

As the Kyralia deal with their own problems amongst themselves mostly, the High Council is rarely dragged into disputes. The only things the council deals with are conflicts that cause problems with the community as a whole.

There are no real laws in the Stonewood, as they are unnecessary. They respect the beliefs of other cultures, though their beliefs sometimes conflict. The most surprising difference is probably their belief on Necromancy. They find nothing wrong with its use, as all things exist in duality. The only part of Necromancy they do not deal with is the animating of undead. They are aware that Necromancy is illegal outside of the Stonewood, so they do not cast it, to honor the beliefs of the Kingdom.

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The Rite of Vengeance is similar to an honor combat, but there is no honor in it. The point is to win; no matter what means it takes. The only exception to this rule is that none of the watchers may help or hinder in any way. There is no option to choose a champion, you must fight your own battle in whatever way you can - be it sword, spells, poisons, or bare hands. The winner is deemed right in the manner and the loser is considered dead to the community. No one will heal or resurrect the loser. If the loser returns to Stonewood, they are completely ignored, with people looking through them as if they didn't exist. The Rite has not been claimed in 150 years.

The Kyralian Lands

The physical layout of the Stonewood Forest is unique, for lack of a better expression. Before the year 514, it was on the ground level, but after the vicious attack by Keegan Byrne, it was moved into the safety of the trees. Now the cities are built upon platforms made of the famous Stonewood trees above the ground, out of sight. There are entrances to each of the cities from the ground, but they are well concealed and protected. They are staircases built into a hollowed out tree, with the seamless entrance held shut by an earth elemental. Members from the city know the command word for their city's elemental, but not for the other cities. This is a measure of protection. The exception to this method of entering the cities above is the capital city of Sansandur. There is no known entrance to the Great City from the ground. (There actually is an entrance, but it is only known to the members of the High Households and the Illnarie, it is a ground level entrance to the Great College. This is kept secret for the combined protection of the college and Sansandur.) Members of the High Households and the Illnarie have the command words to all the cities entrances. Obviously, each command word is different.



The Kyralia wear their House Symbol upon their face, so that it is evident what their duties are, while in the community. Though many will go without this adornment while in their homeland, and will reserve its use for formal occasions. But most will wear it when traveling outside of the forest. There are also other sigils that are worn for certain instances, like when on council business, when engaged in war, when in mourning (these will depict who has died-to a degree), and so on. There are examples of this elsewhere in this packet.

There are 16 major towns/cities within Stonewood. Actually, only 15 that are populated and only 14 of those are populated by Kyrilians. The descriptions of the cities are as follows.

Sansandur:

Commonly referred to as the "Great City of Learning". This is the capital city of the Stonewood, and is where most of the major points of interest lie.

It houses the Great College, where every Kyralian goes to learn the knowledge of the ways. Its illustrious teachers are the Illnarie, powerful and disciplined elves who devote themselves to the ways of Rumil Sauros, and the teachings of Surrake (the first of the psi-lords to side with Rumil in the time of change). Upon the city's entrance to the college are the three symbols for body, mind and soul. The college has a ritual cast upon it that keeps any of non-Kyralian blood from entering it (Proscribe). The College is described in detail elsewhere in this document.

Behind the college are the gardens. They are well kept, and separated from the rest of the town by a wall of ivy. Flowers and waterfalls fill this area, as well as a path made out of smooth stones, gathered from the ocean. There are benches set in places where they don't detract from the scenery, and it is a popular place for meditation and thought. It is deceptively large once inside and you can wander the gardens without ever coming across another Kyralian.

In the center of the city is the Great Pyre. It burns constantly at a low level, and is the source for a heating system that goes throughout the main city. Each of the cities/towns has a pyre to heat the buildings, but Sansandur's is the largest, as it provides heat for so much more. The only time it is turned off, is for the Ceremony of Death. This is so that the eldest member may light the pyre to burn their dead House member, and then it is burned brightly, to represent the new hope that is found in death.

There is the Great Meeting Hall, which is where most of the ceremonies of each Kyrilians life take place. It is immense, and has its outside walls made to come off, so that all the Kyralia may bear witness to

Important events. There is a raised stage in the center, with rows of benches surrounding it. In the closest position to the stage are seats for the members of the Co'Latioue (High Council). The building itself is circular, with 12 different angles to make the circle. The roof comes to a point in the center, and is made of the wood from the Stonewood trees, as are all the buildings in the Stonewood.

Off to one secluded section of town are the Council Chambers, which is where the Co'Latioue meets. The structure itself is elaborately decorated, implementing the symbols from the Houses that make up the High Council. Over the entrance, is the symbol of the Co'Latioue (2 crescent moons, back to back, almost touching, with a 4-pointed star at the top and bottom, and an infinity symbol on either side of the moons). Inside, there are ample seats for the Co'Latioue'Et (members of the High Council) and any members of their House that they wish to participate/view. Very rarely are the meetings so private as to exclude the learning House members. In the center of the structure is a circular table, with the house symbols of the Co'Latioue'Et engraved in front of the place they sit. The rest of the room is richly decorated, with works of art scattered about the room. Bookcases line the walls, filled with all that the council has ever discussed (since recorded time). There is a copy of each book in the Great College, for safety's sake. At one end of the building is a fireplace with lush chairs and couches around it. This is where the members often relax, or discuss issues of a personal nature. Each of the Co'Latouie'Et have a personal chamber room within the structure, and are located around the entire room. In these chambers is the House Symbol of the member, as well as comfortable furnishings that are more than livable. This is where the member goes when they decide to seclude themselves from their House, and is also usually where the member prefers to die.

The Healer's Guild is also in Sansandur. This is and always was headed by House Sartosa. There is usually a member of this House on duty here. There are rooms for sleeping, as well as private rooms for resurrections. There is a separate room designed for ritual casting. It is kept warm, and healing is always available to any member of the Kyralia that require it. It is also the duty of the members of healing houses to heal any who need it, anywhere. This includes, for the houses that specialize in it, mental healing.

The Celestial's Guild lie opposite the Healer's Guild, and is always attended by a member

Of House Sylvesti, who heads it. Bookcases line the walls, filled with copies of books whose content involves magical studies. The originals can be found in the college. This is where all celestial rituals are done, as well as any identification that is needed.

In one of the other corners of the city, between the Healer and Celestial Guilds, lie the Alchemist Guild. You can always find a member of House Dire here, usually working on the creation of an elixir that will combat the effects of emotion causing toxins, monster attacks, and spells. Here is where you can have any questions answered about poisons, as well as have any toxins you have identified. Bottles line the

Walls, filled with components of all sorts, and the smell of sulfur usually fills the air. None of the alchemists seem to notice the acrid odors, though.

Opposite the Alchemy Guild is the Astrologer's Guild. It is here that members of House Lockleer can always be found charting the movement of the stars. This is where the clearest and most beautiful view of the stars can be found. The building spirals up into the tops of the trees, where it opens up into a huge, glass topped room which affords a view of the entire sky. The room is filled with comfortable chairs and couches, with ample pillows for any who wish to come up and view the night sky. The glass is designed in such a way that it is hidden from anything that may fly above. It is tinted, and made of a material has no

reflective quality. It appears as though leaves from the nearby trees cover it, causing it to blend into its surroundings.

Set back from the center of the Great City, are the living quarters. The only Kyralian who live in Sansandur are members of the High Houses and the Illnarie. The living quarters for each House are set close to each other, so it appears as though the city is sectioned by House.

Loch Raven:

This town is the only in the Stonewood that has the main part of it on the ground level, with the living sections set on higher levels (though not as high as the other cities of the Stonewood). Many of the greatest crafters of Capulus come here to live, and enjoy the tranquillity and safety of the Stonewood Forest. Some of the finest jewelry and clothing can be purchased here, and merchants travel from all over the Kingdom to barter with these crafters.

There are gardens along the River Sim, which runs through the town. Sim is the source of a complex system which brings water to all the buildings in town, including the bathhouse, which was designed for the residents of the town. In the center of town there is a beautiful statue of Lochnalia Vrektu, who opened the town to the outsiders in the year 537. She stands in the center of a fountain, facing the entrance with her hands out, palms up, in a welcoming gesture. Ja'Kar, her pet raven, is seated upon her right shoulder, his piercing eyes guarding the gate. The statue was erected and the town's name changed in 551, at the time of her death. The town had originally been founded before the time of Rumil Sauros, and was held by the most powerful House. Once the Kyralian split, and followed the peaceful ways of Rumil, the town was named Traitor's Gap, and remained so named until 551. It was populated by the Kyralian scouts and warriors, for a stronger defense, since it is the town closest to the outside world.

Perhaps the greatest sight of Loch Raven is the wall of living Stonewood trees that surround it completely. The entrance is a gate made of the stonewood that stands open in the day, but is closed at sunset for the protection of the residents within. The town is hidden at night, and is truly an unusual sight with the gate opened up into a bustling town in the daytime, from apparently empty forest.

T'Rang Sai:

This is commonly known as "Lost City". In the time before Rumil, the Kyralia found a pool within their forest. They began to build a city around the pool, as it would make it easier to have



a Source of water in the town, instead of devising a way to get the water there. Upon the construction of the town, many of the elves became ill and died. Many more began to change, their forms mutating into something unknown. The buildings themselves began to melt, or grow faces and speak to the builders. Alchemists were sent to the pool, and it was discovered to be a pool of pure chaos. The Kyralian planted 4 rows of Stonewood trees deep around the pool, with the only entrance a secret Tunnel. The city has mutated and you can hear it whisper when the wind is right.

In 514, when the Kyralia moved the cities into the trees above, they thought the pool to be some form of their ancestor's superstition, and they believed that the city above would be out of reach of the pool. So they began to build. Not long into construction, the same incidents began occurring. Quickly, the Kyralia abandoned their building and destroyed all paths they had built above ground to the city. They kept the other cities far from T'Rang Sai, and learned not to doubt their ancestor's teachings, as filled with emotion as they may be.

Shae:

Shae is one of the many towns that act as a guard town in Stonewood. It is on the southern end of the forest, and you can see the Bone Mountains from the guard tower. It has very little as a claim to fame, other than being the only town with an entrance to Loch Raven. The entrance from Loch Raven to Shae is concealed, so as to prevent the humans from coming unbidden to the forest.

Trysa:

Trysa is one of the most beautiful cities in the forest, as it is set above Misty Lake. Many of the elves choose this as the place to live, as it is close to the water's main source, and the merchant town of Loch Raven. It is filled with gardens, and ivy lines the streets, mixed with morning glory and other vine flowers. Several natural looking waterfalls are placed throughout the city, which only adds to the scent of flowers which wafts through the air.

E'Lyn:

E'Lyn is another town set above the Misty Lake. It is not quite as large as Trysa, but is comparable in size. It also has many waterfalls, but instead of flowers and ivy, is decorated with the smooth stones that are found in the lake. Many of the streets are covered with the cool, smooth stones, instead of simply the wood used to build the foundation of the city. Many are colored, and are arranged in designs and symbols. Others are carved and hung about the city. This is also a popular place to live among the Kyralian.

Ssang:

Ssang is where the dire wolves, protectors of the Kyralia, are raised. Here is the training hall where House Dire makes the first connection with the wolves, so they will always trust the Kyralia.

Alac:

Alac is another town that houses a guard tower, as it is along the outside edge of the forest, opposite Greenbriar of Capulus. The River Sim ends here, and as such, this is the last of the towns to receive its water directly from it. This is where the water system begins for the western cities of the Stonewood.

Moore:

Moore is another town that houses a guard house. As with all the other guard houses, it is well fortified with archers and trap setters. There is nothing special to note about this town, otherwise.

Salen:

Salen is one of the larger towns of Stonewood. It boasts the highest elevation in the forest, and also affords a beautiful view of the sky. Not quite as clear as in the Astrologer's Guild in Sansandur, but has the best natural view of the sky. There is a section of the city that has a multi-level garden, with the brightest sunlight on the top deck. Many of the houses of the Kyralia have their entrances in the gardens, and many of the community's astrologers prefer to live here.

Ardan:

Ardan is another town that has a guard tower in it. This town has a good view of the River Sim and the ocean, and is always watching to make certain that nothing tries to come to the forest by way of the river. The eastern side of the forest tends to be cooler, as it faces the ocean waters, and on a good day, the sweet scent of sea water wafts into the forest.

Shiacon:

Shiacon is the closest city to the capital, and is where many of the older households reside. Where Sansandur is practical, Shiacon is beautiful. The city itself is artistic in nature, with sculptures crafted out of the trees, works of art created out of the smooth colored ocean stones, shells decorated and hung as chimes that ring softly when the wind caresses them. The buildings themselves are sculpted into some design that belies the nature of the House that resides within. This is a popular place to visit, to enjoy the beauty in art of all forms. Many artists and crafters visit this city for inspiration in their own projects, and every few years, an aspiring artist is chosen to add their own creation to Shiacon.

Be'Ane:

Be'Ane is another city with a guard tower in its midst. This city is centered around the guard tower, which rises out of the center as some sort of deity. There are plaques about the town which tell of battles and heroes of the Kyralia, and ancient weapons are sculpted along the walls of the guard tower. There is the Hall of War, which houses many of the ancient weapons, and their tales and uses, as well as the history of each weapon. This is a place which reminds the elves of the necessity and sorrow of war. It affords a view of Chichester, and is known as the town which finally drove off Keegan Byrne, the pirate king (though it was on the ground then).

Kylin:

Kylin is the northernmost town in Stonewood, and also boasts the first of the guard towers. It was actually built in the time of Rumil Sauros, when its entrance was on the ground level, as was the town itself. The original entrance was long since hidden, and is used for the ground entrance into the town above now. This is the only town in the forest that does not have water in each of its buildings. Instead, it has 7 wells set about to allow easy access to all the buildings. There is a bathhouse, which is richly decorated with ivy and smooth, colored stones, which is where the residents wash. On one side, is the cleaning house, which is where they can wash their clothes, and on the other are the bathrooms. There are also several water fountains in the town, which allows easy access to drink. Despite the inconvenience, it is still a popular place to live among the Kyralia.

Syrel:

Syrel is in the northeastern corner of the forest, and here also stands a guard tower. Like Ardan, often a cool breeze blows through the town, making the air seem a little fresher. This town is decorated in appreciation of the ocean, and has many pieces of driftwood scattered about. It also has a picture made of seashells, with the mother of pearl inside slightly colored to accentuate it. It is a huge landscape of the ocean, with the sun setting, and several of the creatures of the ocean splashing in the waves. The mother of pearl's unusual quality makes the picture seem alive, as though it were moving.

S'Tar:

S'Tar is another of the larger cities of Stonewood, and boasts a large population. This is where many of the Kyralian crafters reside, and where some of the finest Kyralian wares can be traded for.

Migrations

The Stonewood Forest is the ancestral homeland of the Kyralia. However, whenever population pressures have strained the resources of the homeland, as has occurred many times, a Council is convened and a Journey is declared. The need for declaring a Journey is usually known years before the fact, so that the community is will prepared when the time comes.

Any Stone Elf who wishes, and who has seen to it that his or her skills will not be lost to the Stonewood Forest, may volunteer for a Journey. It is not unusual for entire clans to depart as a group, provided they have trained replacements in their respective skills. Whenever necessary, the Council may require one or more able-bodied individuals with vital knowledge for the group's survival, to undertake a Journey. To refuse the Council's request would be dishonorable, but given the years of advance preparation, this has rarely happened.

It is customary for a Journeying group to sever all ties to the Stonewood Forest except for its history, in order to be free to settle in whatever lands they choose. This is not a banishment or formal exile; the custom exists in order to spare both those departing and those remaining any temptation to experience the pain of loss. All Kyralia are welcome in any Stone Elf community, no matter what their background.

Stone Elves who were not raised among the Kyralia, or who were Transformed from other races, or persons with part-Kyralian ancestry regardless of which racial traits they exhibit, are treated with courtesy by other Kyralians. However, these individuals are generally denied access to a Kyralian community until they have proven themselves capable of disciplining their emotions. They may be required to accept a test devised by the High Council in order to satisfy these conditions.



Places of Note

The Great College:

The Great College is constructed out of an immense stonewood tree. There are levels upon levels of rooms for class, and smaller rooms where the students live in the time that they devote themselves to their education. There is a secret entrance on the ground level, that none, save the Illnarie and High Households know of. The city's entrance to the college is large and elaborate. There are double doors that are carved with magical symbols, and designs to represent all of the teaching that is taught within these doors. Over the doors are the runes for mind, body, and soul. The college itself has a ritual cast upon it that doesn't allow any of non-Kyralian blood to enter. In order for any other races to enter, they must be unconscious. Oddly enough, the knowledge inside seems to be worth it for the few that are allowed to gain entrance in such a fashion.

Once inside, you find it is well lit, though there are no windows in the structure. Corridors wind away in all directions, and it has a labyrinth quality to it.

The college is actually ordered into sections of study. The higher reach is where the Adepts of the Illnarie train elves in the skills of the mind, such as mental healing and disciplines. They also teach ways in which to shield from the unwanted emotions that other races radiate.

The city levels are where the mundane disciplines are taught, such as reading, the ancient tongue, and history. Other sections close to this level teach magic, healing, battle, and other arts in which they will eventually specialize. Usually it is evident at a young age which of their parent's House's they will serve under, and the specialization is led in that direction.

In the lower reaches of the college is the Hall of Ancestors. This is where the souls of the greatest of the Kyralia are kept within Alen crystals, within reach of the Illnarie who can contact them. This place is slightly eerie, as all the Alen crystals emit a greenish glow, which fills the room. Few visit here, and no outsiders are ever allowed to see it, as the soul storing ritual is to be kept a secret from the other cultures.

Known only to the Psi-Lords and above of the Illnarie, is the underground level of the college. Here is where the Alen crystals of dangerous Kyralia are kept, in hidden halls that are checked infrequently. This is where the knowledge of the old ways is stored, kept away from the culture in fear that the old ways of emotion would come back, and the violence would start again. The Illnarie tell none of these lost tunnels, as they do not wish the information to escape them.

The college houses countless amounts of knowledge and books created since the time of recorded history. Many of the tomes were traded from other races for copies of their own tomes. But the secrets of the mind powers were never given out. There are members of the Illnarie whose job it is to keep track of all the tomes within the walls of the college, and make copies of any whose binding and pages are getting weak.



Hierarchy

The Stone Elf Government is ruled by a Hierarchy of elders, each of these elders represents a specific aspect of the Kyralia way of life, below is a list of those representatives as well as a little information about them and their households.

This is a current list of the High Council of the Stonewood Forest.

Rohirrom Sauros- Guardian of the Way. Duty is to preserve the ways of the Kyralia. (He is a stickler for custom and rarely bends in any situation where the Kyralian traditions may be at risk, no matter how obscure a chance that would seem.) House colors of House Sauros are Gold, black and silver. House motto is "In Tradition there is Strength"

Arrienka Sartosa- Guardian of the Power of the Earth. Head of the Healers Guild, Trainer of Mental Powers, Powerful Earth Caster, also trained in Formal Magics of the Earth. Her mental powers are said to exceed those of Larkhorse Serdanhia, though she will not remark upon it. (She was once as rigid in her ways as Rohirrom, but in recent years (the past 130 or so) has become much more open minded on many issues, due to her personal life)((Fran Moore plays this NPC)) House colors of House Sartosa are Black, pale blue, and silver. House motto is "To thine own self be True"

Caira Sylvesti- Guardian of the Power of the Stars. Powerful celestial caster, also adept in formal magic of the stars. (Very interested in magic-celestial. Almost excites, as much as a Stone Elf can, over new theories.) House colors of House Sylvesti are Bright blue, black and silver. House motto is "Power is contained within the Stars"

Casseusi Dire- Minister of Alchemy. Powerful alchemist also raises the dire wolves that guard the community. (Very proud woman. Quiet, but tells much in her silence. Only those close to her know much of her, for she seems to keep her life out of view.) House colors are Dark red, black and silver. House motto is "We walk the night as one"

Intiara Lockleer- Minister of the Stars. Seers and Astrologers, also trained in celestial magic. (Always closely following the movement of the universe. Distrustful of non-Kyralian blood. There seems a sadness about her, as though she has been deeply hurt.)(Also a PC related character)) House colors of House Lockleer are Dark blue, white and silver. House motto is "Life contains Truth"

Ksaros Alkarond- Minister of Security. Trap setters, able to solve great puzzles, very quick minds, can see every situation. (Very quick woman. Can immediately identify a problem and see troubles that may be incurred with possible solutions. May appear slow, as she has a tendency to analyze every situation.) House colors are Dark green, black and silver. House motto is "The Mind is the Key to All"

Larkhorse Serdanhia- Minister of Education. Head of the Great College. Very adept at the mental abilities. Even rumored that he and members of House Serdanhia still maintain many of the abilities of the ancient ones. (Very old fashioned, very stern. Speaks only when he has the proper attention. Seems as though he knows what you are thinking at all times. It is rumored that he does.) House colors are Black, white and silver. House motto is "Knowledge gained is Power had"

Kyeran Lahdarsic- Master Builder. Constructs the buildings in Stonewood. Keeps the community in strong, well fortified repair. Can build anything from houses to war machines. (Strong mechanical ability, he can fix anything. Hates to leave Stonewood, and hates to admit when he's wrong) House colors are Brown, forest green and gold. House motto is "A Fortified Heart is an impenetrable Will"

Escalis Drunhea- Master of Trade. Deals with the trade within Stonewood. Makes certain that all Houses are performing their duty to the community, and is the one who makes most of the decisions of who to send on Journey. (Very relaxed and easiest to talk to- if you're a Stone elf. Never gets upset. Views other races as barbaric, especially frowns of the use of currency, when it is more beneficial to balance what the community needs and have citizens do their part.) House colors are Black, purple and silver. House motto is "When Balance is maintained, Perfection is gained".

Ranald Vrektu- Minister of Foreign Affairs. Often sent to deal with other cultures in a formal capacity. Considered a seneschal to most cultures, though there is no such thing among the Kyralia. (Has knowledge of all other races and speaks all other languages with ease. He is even able to duplicate the emotions of other races to better communicate with them, though he is still unable to lie) House colors are Dark purple, dark red and gold. House motto is "Closed minds learn Nothing"

Kanotos Purfeelo- Minister of War. Head of the largest House of fighters. (Very straight forward, he has little to no tact. Always quite willing to voice his opinion on any matter, regardless of his knowledge of the situation.) House colors are Dark red, black and gold. House motto is "To walk around Truths is to walk into War"

Myalo Zenvolos- Keeper of the Peace. Maintains peace in all aspects within the community. If the Council is called to a dispute, she deals with it first. (Very fair and just. She listens carefully to all that is told her and spends much time deciding on any issue. She will only make a decision if she has no doubt in her mind.) House colors are White, gold and purple. House motto is "Justice maintains Balance"

Explanation of Council House Symbols

House Sauros: Black field with gold sun, inside gold sun is the silver star which represents the Kyralia. It is contained within a circle which speaks of eternity as they are. The long rays are gold and the short rays are silver. The rays symbolize the knowledge/tradition that is being taught the young Kyralian. It only has rays on half of the sun, as the non ray half represents the knowledge/tradition not shared with other races.

House Sartosa: Black field with pale blue crescent moon and star, outlined in silver. The star within the moon symbolized that all is possible. The moon symbolizes life, and the star, knowledge. This represents that with knowledge, you can control/heal life, and the mind.

House Sylvesti: Black field with bright blue inside star/circle. Stars are all silver, large star is outlined in silver. Circle is outlined in black. Large star represents formal celestial magic, and the nine other stars represent the 9 levels of magic. The circle within reminds us that celestial magic has always existed and will always exist. The stars are within and outside the star to represent that formal magic contains the levels of magic, as well as is supported by it.

House Dire: Dark red field with a silver crescent moon and a black wolf's head with silver eyes. The silver moon symbolizes the mystical tie of alchemy with nature. The wolf represents the friendship between the Kyralia and the creatures (wolves) of Stonewood; and their alliance of peace.

House Lockleer: Dark blue field with white stars, outlined in silver. Planet is bright blue and bright green. Planet represents life. The larger star represents both formal magic, and the controlling power of the stars. The other nine stars represent both the nine levels of magic, and how they align themselves with life.

House Alkarond: Dark green field with black key outlined in silver, silver stars, and bright green symbol on bottom. Infinity symbol in key is silver. Key represents itself, infinity symbol reminds us that knowledge is always there/available, stars represent celestial/the universe, and plant symbol represents earth/what is contained on Tyrra. The stars and plant symbol show what knowledge there is

House Serdanhia: Black field with white crossing arrows, white stars outlined in silver, white empty eye (outlined in silver), white eye with silver pupil (outlined in silver), white plant symbol outlined in silver. The four quadrants represent four aspects. Stars are celestial/all that is in the universe, plant is earth/all on Tyrra, eye with pupil is all that is known/seen, and eye without pupil is all that is unknown/not seen.

House Lahdarsic: Forest green field with brown hammer and handle, outlined in gold, and gold rays, rune in hammer is gold. Hammer symbolizes strength/fortitude, rays symbolize Will, and the rune is the rune of strength. The symbol shows that strength is at the root of a strong (impenetrable) will.

House Drunhea: Black field with purple mountain-like symbol outlined in silver and silver crescent moon. Mountain-like symbol represents stability/the Stonewood Forest; line shows travel, and the moon shows new life. It is a symbol that shows of the many Journeys that leave the Stonewood and head towards a new life.

House Vrektu: Dark purple field with altered infinity symbol in gold, sun and moon both dark red outlined with gold, rays of sun are gold. This symbolizes that as a culture we are forever learning, night and day.

House Purfeelo: Black field with swords outlined in gold, with blades all gold, hilt is dark red with gold pommel and lines. Center symbol is dark red with gold rune. Crossed swords symbolize war/battle/strife. Center shield has a rune of protection. It shows that war is sometimes called upon for protection, and that this house is devoted to it.

House Zemvolos: Purple field with white symbol, outlined in gold. The top circle represents knowledge, and the rays represent teaching, the scales represent balance, and the bottom half represents life. This symbol speaks of how life maintains balance through knowledge. All of this is the sum of justice.

Stone Wood

The Council of 12 that comprise the Council of elders all makes residence in Sansandur Proper, there is only 2 of the council that make residence outside of the great capitol.

Casseusi Dire who makes her Home in Ssang, this town is where the breeding and holding of the Dire wolves that protect the Stone Elf homelands are located.

Casseusi is there to ensure every wolf bred is the best possible.

The elder also has a residence in the capitol, but when there is no need for her presence or if there is no pressing matters, she can always be found in Ssang along side the training of the Dire wolves

Initiara Lockleer, like Casseusi Initiara makes her home in Salen a town outside of the capitol, Initiara believes firmly in the power of celestial magic, Both Sansandur and Salen have excellent locations for astrologers

Shiacon, is a town that attracts the crafters and artisans alike, most of the elder council make routine trips to this town for their wares and goods as well as the sheer beauty of a town that holds so much talent within its borders.



History of the Kyralia

~The Exile from Paradise~

The Kyralia where a very violent race, they recognize they are not a unique race separate from the Standard Stock of elves in Tyrra, however they have according to their scholars evolved from the common elf into something more, something more logical and intellectually superior.

The Creation of the Stone Elves lie within the stories of the Quentari, The Kyralia have gone from being blood thirsty killers with a keen mind bent on death and carnage to one of the most scholarly and educated races that inhabit the lands of Avalon.

Roughly five thousand years ago (according to the sages) a contingent of Quentari elves where waging war upon a colony of trolls, the now kyralia where instructed to sack the caves of these trolls and hold them till the Commander arrived, while fighting in these caves the elves happened upon a section of the tunnels that was not on their maps, they in this cave stumbled upon trolls of black skin and glowing purple eyes.. Wicked and foul magics where slung at these elves
Something in those caves changed the elves, their minds twisted with unnatural thoughts and unnatural rage, these elves started a murderous rampage killing everything in their way, they committed atrocities too numerous to list, they violated laws of nature and at the end of this bloody carnage they wandered out to the cave mouth just in time to greet the High Commander of the Quentari armies, who gazed upon this onslaught with utter dismay, chilled to his very core he was at a loss for words let alone actions... his only words that stumbled from his mouth was an Ancient elven word for banishment for all time.

Two days later a scroll stained red arrived at the quentari palace, this scroll had the names of every soldier and officer sent to the skirmish, each of the names crossed off in a red X

Finally when these fousl necromantic energies left, the elves that where still alive where changed, their aptitude for death grew while their tempers shortened and their fury became stories of horror.

~Deliverance From Darkness~

Years after the Riverwood Massacre arose a single Kyralia, by the name of Rumil Sauros, this single elf saw that violence was not the answer and began announcing a non aggressive policy as well as speaking the word of peace, his efforts where mocked and ridiculed, eventually after his tireless efforts slowly did he spark the interest of those who've seen more wars then they have nights and days

As the days became weeks and the weeks became months, those months became years and every day his following grew till he had more elven bodies under his command then he could count, the his voice grew loud and it carried upon the wind the wars of knowledge, peace.. the elves that remained saw their numbers dwindling left their cities and gathered in the woods of Quentari most to not ever be heard from again, these elves sought the ways of nature, survival of the fittest... culling the herds of the weak, today these elves are now known as the Amani or as the humans call them the Wild or Wood elves.

Rumil gathered the elves that remained and began speaking of a way of life free of emotion, to ensure no black stain on the soul of elves would ever occur that Riverwood shall not happen ever.

Together they learned and slowly moved into the forest, Rumil created a council of elders which acted as their government, this harmony of the mind and body lasted for 2,000 years.

The Path of Peace only lasts so long, as Rumil espoused a non violent way of living he also made careful practice and dutiful actions to keep the knowledge of martial defense and the use of weapons readily available, for not all of Avalon could evolve into a civilized race as they had become, infact they where well aware of a lesser race called humans who began taking control of small pieces of land and establishing tribal governments.

500 years ago when those tribal governments became full blown kingdoms, in these times barbarians raided up and down the coast lines and pillaged as they saw fit, one unfortunate day a group of barbarians found the calm race with their finely crafted cloths, staves and swords encrusted with gems and made the mistake of assuming these elves where weak. When the barbarians attempted to take control of the kyralia and siege their towns, they where surprised to find themselves suddenly on the receiving end, these barbarians saw their brothers in arms dropping to the ground dead in an instance, poison dripped from the wounds of some others scorched by the blast marks of celestial magic, the barbarians with less then twenty left fled for their lives.

The Kyralia had changed from a blood thirsty fanatical race to one that epitomized knowledge and calm, the kyralia however still hold the memory of that sad day, and they will ensure that no one race will enslave, torture, or change them ever again, the fires still burn in their soul but they are of a calm mind and are masters of self control.



~Enter Evendarr~

The Kyralia took notice of a particular kingdom of humans who called their fledgling nation Evendarr, Their kingdom was aloof and proud, things began to change for these humans in the second century of its establishment, when the first baron Deneb Warwyck began to push northward toward the fringes of kyralian territory, a Council was called, and after much discussion, it was concluded that this human group was too large to contest with, and that an negotiation arrangement should be sought with their kind. And so in the Year 232 of the Evendarr Calender, a treaty was entered into with the kingdom, The Ancestral Land Rights Treaty. Kyralia agreed to the terms and seemed satisfied with their union, Kyralia has been a part of evendarr ever since.

Kyralia fought their next great battle in the year 514 when a rebel pirated named Keegan Byrne had begun seizing and claiming all the lands he could, most of the lands resided in what is known as Capulus today. The elves where ill prepared for the fight, such a force as that of keegan The battle was long and hard, both sides suffered greatly. The Council of elders held a meeting that soon changed every single man, woman and child.

They gathered their entire community and moved into the forests of their ancestors, the forests held more safety and offered a defense for future skirmishes and invasion

After their mass sojourn into the forest, they moved into the Stonewood, and soon adopted the name the Stone Elves, as the tree's of this particular forest held properties that was unique to itself only.

These "Stone Elves" had little if any dealings with the humans, it was not until much later did they even begin any form of trade agreements
The kyralia still uphold and honor the Ancestral Land Rights treaty and have no intention or plan on breaking it.

The Myth of Creation

As the Stone Elves are originally born to the Quentari

Among the Stone Elves there are three basic beliefs as to the origins of the race. One believes that the Quentari Elves descended from Dragons. The other states that their heritage is connected to the Giant living trees that inhabit the elven forest or that the original stock of elves are refugees from the fey realms. Both of these share common elements, but as to the truth, scholars have never been able to agree.

The debate continues to grow each century, the official stance from the council of elders is that their (that of the elven people as a whole) creation was both an effort of magic and the will of the dragon, that all elves should acknowledge this and hold their fellow Elf in regards as off spring of the very sources of creation and life.

Holidays

New Year:

This is celebrated on the stroke of midnight on the first day of the new calendar year. It is a time when the Kyralia celebrate that they have endured for so long, and will continue for another year, at least. Banners decorate the Stonewood, each bearing the symbol of each House which lives in the forest. It is that House's duty to make their banner, and the task is often given to the newest member of the House (one who has recently ascended). It is not uncommon to allow the UnAscended children help create the banners for each of their parents' Houses.

Re-Birth:

This is observed on the Spring Equinox. It is the time when the earth awakens, and the community celebrates life. The gardens are reseeded, and all the community helps to repair any damage that may have occurred over the winter months. It is also the time when the chosen artist unveils their work. The community gathers for the presentation, and the chosen artist is given a seat, for that day, among the High Council at the head table. There is singing by the children, and appreciation of the beauty and art in the Stonewood. This is perhaps the most festive occasion in the community.

Summerfest:

This is observed on the Summer Equinox. It celebrates the longest days and time of growth that Tyrria is going through. This is one of the few times that the community will leave the cities above and travel to the Misty Lake to enjoy the nature of the forest. It is a time to celebrate the freedom that the Kyralia have from the rest of the world, and appreciate the forest in its unaltered beauty (on the ground level).

Day of Remembrance:

This is observed on October 31st. This is the time when the community ends the mourning period for any who has died since the last Day of Remembrance. At dusk, the community gathers to Be'Ane, and reflects on the senseless death that is caused by wars, and honors those who have died in defense of the Stonewood. Mourning clothes are worn by all, as well as the sigil of mourning upon the face. November 1st, all the mourning has ended, and those who have lost loved ones that year may now remove their mourning sigil. This is a very somber sounding occasion, but it actually is simply a reflective time for the Kyralia. This is mostly due to their belief that lost souls are reincarnated.

The Great Feast:

This is celebrated in the last week of November. It is the time when a feast is prepared, and all the community brings a dish to be shared. It is celebrated to share among the Kyralia, as well as to make certain that none of the food spoils. The Kyralia feast in each of the major city/town centers, and then all gather in Sansandur after dusk, to bring whatever food was not eaten, to bring it to Loch Raven, where it will be distributed to whom ever needs it. In the evening at Sansandur, The teachings of Rohirrim are read to all by the current head of House Sauros, and the Kyralia take this time to reflect on his wisdom.

Yule:

This is celebrated on December 22, and is the time of giving. This is the time when the Kyralia give gifts to one another. Bells are hung on the doors of every house, and icicles line the forest, giving it a magical quality. This holiday is also a reminder that the winter months are almost over, and soon the earth will be reborn.

Stone Elf

Stone Elves, like Biata, have spent years honing their mental skills, and as such can perform certain mental mind abilities. These abilities are all complete role-playing in nature. Generally speaking, a Stone Elf can remove role-playing insanity based on emotions or otherwise "cure" mental damage on any willing subject. You cannot use this ability to tell if another player is telling the truth, or to have another player remember memories lost to *Forget-it* elixirs, or otherwise get around any NERO rule. A player always has the right to refuse to role-play any of these skills, and can at any time decide to "break off" contact or be cured.

In order to use this role-playing skill, you must touch the other person and concentrate completely. Any Stone Elf who simply touches someone and says, "There, you no longer have a fear of heights (or whatever)..." is not playing the race properly.

The definition of Mind Abilities in NERO:

"Some creatures can perform mental abilities such as "mind melds". These abilities are all completely role-playing in nature. Generally speaking, a creature with this ability can instill or remove role-playing insanity based on emotions or otherwise "cure" mental damage. This ability can not be used to tell if another player is telling the truth, or to have that player remember his or her death or otherwise get around any NERO rule. A player always has the right to refuse to role-play any of these skills, and can at any time decide to "break off" contact or be cured. In order to use this role-playing skill, the players must be touching each other and be concentrating completely by staring in each other's eyes or having their eyes closed. You cannot perform any in-game skills while role-playing this."

Q&A

~~Regarding the Stone Elves~~

Question: *Are Stone Elves Vulcans !?!?*

Answer: No, not in the least, there is a huge misconception that Stone Elves are derived from vulcans because of their lack of emotion, Stone elves had a great rift in their history that caused this fundamental change in their being.

Question: *Whoot Im a Psioncist !!*

Answer: That would be another wrong assumption, Stone Elves have mental powers, similar to the biata but to a lesser extent. Their powers are carefully learned as the elf grows, Stone Elves have a code of ethics regarding the mind of their own as well as the minds of other races.

Question: *Why the Goth Look ??*

Answer: Excellent Question, The lack of pigmentation from the skin of the stone elf is largely due to their evolution, when they left their old warlike ways they focused on their minds, they began to study relentlessly, and generation after generation their skin lost its pigmentation from the lack of light and exposure to the sun.

Question: *Are Kyralia actually elves still?*

Answer: Absolutely! Stone elves just went threw an extreme change early in their history, thus jetting off the normal evolution that has occurred in other elves.

Question: *WHAT I CAN'T LIE!!!!?????!!*

Answer: That's Correct, it is a concept that a logical mind doesn't need or understand, In Stone Elf society there has been no need to create any form of subterfuge for thousands of year, Stone elves are incapable of telling a lie.

Question: *WHOOT I can be a Necromancer!!!*

Answer: Well Yes and No, The Stone Elves understand the concept of battle magic but abhor the creation and raising of the dead. Chaos is still very frowned upon in their society but they understand its practical use in combat and warfare, thus battle magic is still currently legal, for now.

BE IT KNOWN

in the Name of their Majesties, King Lawrance and Queen Marieden, King and Queen of Evendarr, Lord and Lady Protectors of the Land & Leiges of its Several Peoples, & in the Name of Her Grace Anne Rotari, Duchess of Rotaria, & in the Name of Sir Roland Warwyck, Baron of Warwyck,

by All These Here Present, that on This Day, the 25th August, in the Year of the Realm 232, that This Treaty of Peace, Friendship, & Incorporation has been entered into between the King & Queen of Evendarr and the People of the Stonewood Forest in the Barony Warwyck, Who Call Themselves the Kyralia, in Perpetuity Binding, Who Shall Hereinafter be Known as Our Faithful Subjects & Who Shall Swear Fidelity & Service unto their Rightful Lieges & Shall Enjoy the Protection & Duty of said Leiged as Set Forth in the Code of Chivalry of the Kingdom of Evendarr,

That the Ancestral Lands of the People of the Stonewood Forest, Who shall be called Stone Elves among the Folk of Evendarr, shall be Constituted in Whole as a Shire in the Barony Warwyck & shall not be Divided or Reduced from a Single Demesne within its Greater Boundaries, & Which Shire shall Consist of the Current Boundaries of the Stonewood Forest as Marked upon the Maps of the Barony Warwyck, the Duchy of Rotaria, & the Kingdom of Evendarr plus an Area of Land Which shall be Established by Markers of the King and Queen,

That the Stone Elves shall Enjoy Full Hunting, Gaming, and Fishing Rights within Their Lands Which shall Entail unto them as a Freehold Known as the Stonewood Forest & the Buffering Lands surrounding, & Which is Known to the Stone Elves as Their Ancestral Home,

That the Lieges of the Shire of Stonewood Forest shall Determine the Payment of Such Taxes, Levies, & Duties as shall be Required of the Stone Elves, & such Manner & Method of Payment, whether in Coin, in Barter, or in Service, of Said Taxes, Duties & Levies,

That the Lieges of the Shire of Stonewood Forest shall Cause to be Made Known to the Stone Elves the Laws & Customs of the Kingdom of Evendarr as the Law of the Land & Its Several Peoples,

That the Lieges of the Shire of the Stonewood Forest shall Acknowledge that Especial Customs, Conditions & Requirements of the Stone Elves in Their Relations with the People of the Stonewood Forest, & shall Refrain from making such Demands upon the Stone Elves which may cause Harm to these Vassels, excepting in Times of Dire Need,

That the Lieges of the Shire of Stonewood Forest shall Hold the Stone Elves within Their Realm as One of the Several Peoples of the Kingdom of Evendarr, & shall Govern them as it the Wont & Custom of the Laws of the Land & its Sovereign King & Queen.

This agreement Entered Unto in Full & Free Acknowledgement in the Name of the King & Queen & Their Loyal Servants, & the Representatives of the Stone Elves, at the 2nd Hour after Noon, in the Council of Elders of the Stonewood Forest, Now & Hereafter of the Lands & Realm of Evendarr, in the Barony Warwyck of the Duchy of Rotaria.

Inscribed by Lord Valdev Byrne, ny My Hand & Seal, Seneschal to Her Grace, the Duchess Anne Rotari of Rotaria

By My Hand & Seal
Anne Rotari, Duchess of Rotaria

By My Hand & Seal
Sir Roland Warwyck, Baron of Warwyck

By My Hand & Seal
Osander Sauros of the Council of Elders of the Kyrelia

Recorded in the Royal Archives of the Kingdom of Evendarr on this 18th Day of November, in the Year 232 of the Realm, for Their Majestied Lawrance & Marieden, King & Queen of Evendarr

By My Hand & Seal,
Lady Antossa Evert-Landsheim, Seneschal to Their Majesties

Stone Elven Language

Glossary of Terms

Alen Crystal: A crystal that houses souls It glows green when a crystal is within.

Ca'Draie: Ruling head of a House.

Co'Latioue: The High Council of twelve.

Co'latioue'Et: A member of the High Council.

Illnarie: Teachers of the disciplines of the mind. They represent the absolute of the Kyralian way of life.

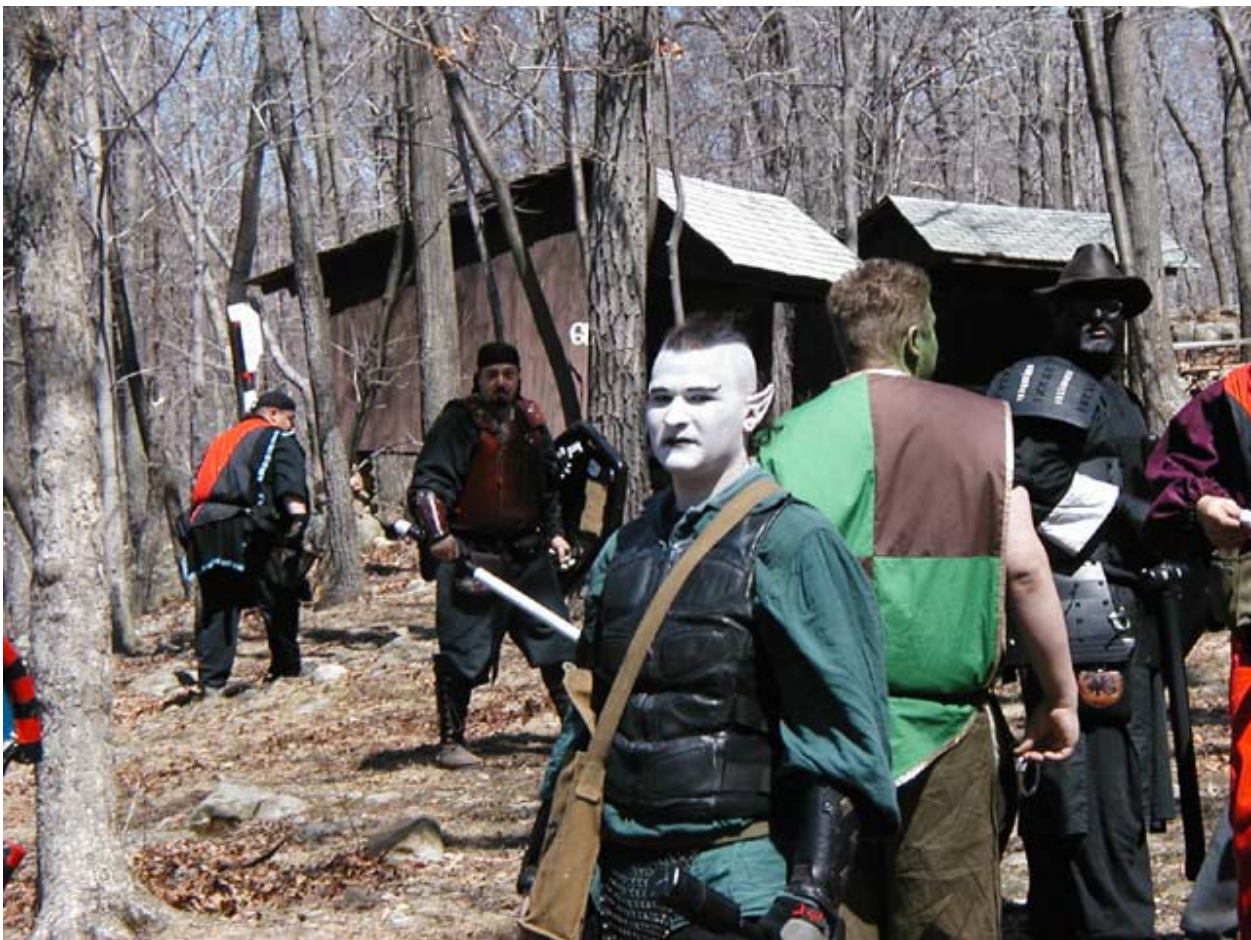
Ka'Sho: The Rite of Vengeance.

Kyralia: Names that the Stone Elves have for themselves.

R'Eave: 1: Those who have lost the Ka'Sho 2: Outcast considered dead 3: Lost souls to the living

Settie: 1: Lord of the House 2: Direct descendant of a High House (Co'Latioue).

The following Pages contain the Stone Elf Written Language, we hope that it assist in building the role play potential in your character and further develops their unique persona.



Verbs:

In stone elven (kyralian), there are a few irregular verbs, that is, verbs that are stone elven. All other verbs are taken from english. For example, to take would be takus. Note that all irregular verbs are -is, while all english based ones are -us.

Regular forms (No irregular yet, or hopefully ever...)

Infinit. (to be)	present (is)	past (was)	future (will be)	imper. (Be!)	condit. (would/c ould be)	particip. (-ing)
-us	-u	-ua	-ue	-u	-uw	-ug
-is	-ir	-ia	-ier	-ir	-irn	-igir

If the root of the verb ends in a vowel, and the added ending is a diphthong (two vowels in a row), put an "h" in between the last vowel of the root and the first of the ending.

Ex: Kais (to be)
Pres: Kair
Past: Kahia
Future: Kahier
Imperative: Kair!
Conditional: Kairn
Participle: Kaigir

Negative:

xe [verb] [adverbs] nys	simple negation (not)
xe ... losnys	never
xe ... zanys	nothing/no one
xe ... pianys	no longer

Questions:

The usual method for creating the interrogative is inversion; negatives remain where they are, but the subject comes after the verb as if it is the first modifying adverb, but attached to the verb with an apostrophe.

ex: Kahia'guai hic?
Was-who that? (Who was that?)

Guai	Who
Guo	What
Guan	When
Guor	Why
Gui	Where
Gomm	How

For speed, simply lifting the inflection at the end of the sentence implies a question.

ex: Guai kahia hic?
Who was that?

The Irregulars:

Kais	to be
cafaelis	to create
axefaelis	to destroy
bainis	to die
fis	to do/make
xysnadis	to feel (emotion)
gitlis	to fight
costis	to go
athis	to greet
douvis	to love
lis	to make music
sriehis	to heal (lit: give light to)
randis	to thank
kirdis	to think

Pronouns:

	subject masc	fem	it	poss. masc	fem	it
I	sai	sei	sae	saio	seio	saeo
you sing	nai	nei	nae	naio	neio	naeo
he/she	tai	tei	tae	taio	teio	taeo
we			saet			saeto
you plu			naet			naeto
they			taet			taeto

	direct masc	object fem	it	indirect masc	object fem	it
I	dai	dei	dae	dos	des	does
you sing	gai	gei	gae	gos	ges	goes
he/she	zai	zei	zae	zos	zes	zoes
we			daet			doest
you plu			gaet			goest
they			zaet			zoest

	object of masc	prep. fem	it
I	dai	dei	dae
you sing	gai	gei	gae
he/she	zai	zei	zae
we			daet
you plu			gaet
they			zaet

Pronouns are treated exactly like nouns in sentence construction. N.B. that indirect object pronouns translate to "to me," not just "me," thus eliminating that extra preposition. Also note, that in spoken kyralian, only one pronoun is usually used, the neuter subject pronoun (sae, nae, tae, saet, naet, taet) -- all you need to worry about for speaking kyralian.

Nouns:

plural: add a -t at the end (if it already ends in -t, which it probably won't, add an "-hit")

possessive: add an -o at the end (if it ends in a vowel, add "-ho")

compound word: formed without an of, switching word order.

ex: "lover of the light" becomes "light-lover" sriedouvza

Verbs to nouns: to form words like "lover" take the root, and add "-za" for singular, "-zat" for plural.

ex: gitlus (to fight) becomes gitlza (sing) or gitlzat(plural) (fighter)

Articles:

Definite:

sing: a (the)

plural: at (the)

Indefinite:

sing: i (a)

plural: it (some)

Adjectives:

Comes after the noun it modifies, attaches with apostrophes; agrees in gender and number, except for possessive pronouns or nouns.

	masc	fem
sing:	-a	-e
plu:	-at	-et

If the adjective ends in a vowel, put an "h" in between the end and the agreement.

ex: roi (noble/pride) becomes masc: roiha

ex: Tai kair i kyralia'roiha
He is a noble/proud stone elf.

Often, the root of an adjective is a noun.

ex: roi means noble or pride, but adding the agreement makes it an adjective, noble/proud.

1 Demonstrative adjectives:

This

	masc	fem
sing	ha	he
plu	hat	het

That

	masc	fem
sing	hic	hec
plu	hict	hect

Prepositions:

A prepositional phrase goes together with apostrophes, and no spaces

ex: ost'a'srie
to the light

kaza nov'xesrien
being of unlife (formal for undead)

zai lec'Ashbury
one from Ashbury

nuqan'pial'precha
until time-next (until next time)

Adverbs:

Go inside negatives, after the verb. They usually end in -y; often one can construct an adverb from its adjective or noun counterpart, by adding the agreement ending to the adjective as if the subject was sing. masc. and then adding a -y.

ex: wonel slowness
 wonela slow
 wonelay slowly

For special (and rare) emphasis, usually spoken, the adverb can come before the verb.

ex: Nae lamia ghomy zae.
 You slew mightily it. (You slew it mightily)

Or, for emphasis:
Nae ghomy lamia zae.
You mightily slew it.

Sentence construction:

Subject - verb - object is the most common sentence.

ex: Tai chewedu a mepom.
 He searches the room.

Object - verb - subject can be used, omitting the preposition normally used in English.

ex: Lavit ouvehia deshrad'rouva
 Roads covered shadow-heavy (Roads covered [by] heavy
 shadow)

Idioms

siit	yes
tret	no
terse	welcome
main	center
hoin	right (direction)
foin	left
randirga	thank you
sriathiga	hello
shrietaka	by the light! (expletive)
srikaviga	goodbye (lit: light be with you)
hoitre	right
nyxeme	wrong

Relations

mikys	friend
vasmiq	husband
vesmiq	wife
kyral	stone elf (male)
kyrel	stone elf (female)
kyraelt	stone elves (like men and women)
amyr	father
emyr	mother
amik	brother
emik	sister
y'amyr	grandfather
y'emyr	grandmother
ye'amyr	great-grandfather
ye'emyr	great-grandmother
nakyr	child
pankyr	adult

Stone Elven stuff

assivenn	House (ruling house)
tiroiquon	ruling council
aymroin	Elder
zermys	Mage (ritual)
elentari	Stonewood
aymmys	Arch-mage (ritual level 9)
zergyt	commander (military)
aymgyt	general

roin	sir
tiran	gentle-elf (male)
tiren	gentle-elf (female)

Classes

games	templar
kirmes	scholar
sriehza	healer
iksmys	earth caster
xeksmys	necromancer
srimys	celestial caster
kirsrieza	mental healer
goban	rogue

Monsters

torog	goblin
ye'torog	hobgoblin
nazog	orc
vielnog	kobold
zulog	troll
gytulog	war troll
nulog	ogre
naxes	skeleton
mysxes	death lord
gytxes	death knight
toxex	zombie
romysxes	liche
uhozal	lizardman
bankyr	fey
-gyt	warrior
-mys	caster
-roin	ruler
-og	goblinoid/trolloid <type>
-xes	undead <type>

Days

cercep	day
pecep	Monday
hwecep	Tuesday
thecep	Wednesday
shecep	Thursday
khecep	Friday
rhecep	Saturday
zecep	Sunday

Magic

srifor	celestial
iksfor	earth

sriforym	celestial magic
iksforym	earth magic
naur	fire
hawys	air
tuho	water
fourym	magic
kazmysreg	ritual magic

Numbers:

Note: Stone elves calculate in base 8.

un	zero
pun	one
hwun	two
thun	three
shun	four
khun	five
rhun	six
zun	seven
pu'zun	eight
put'pu'zun	sixty-four
yepun	first
yehwun	second
yethun	third

Other stuff

elain	silver
foryne	spell
siren	spirit
rodal	sword
tuho	water
fignen	wine
tassenc	food
sri	gold
ayretwe	scroll
ayuho	potion
bahoin	poison
bahewys	gas globe
laciban	weapon
teprar	armor
hepran	shield

Glossary

a a a a	A A A A
i	a
pankyr	adult
pafer	after
pan	age
hawys	air
losl	all
touwela	always
de	and
aymmys	arch-mage (ritual level 9)
teprar	armor
ose	as
oge	at
b b b b	B B B B
bain	bad
yitleg	battle
renfo	before
kaza	being (person)
loin	black
kyrhon	blood
regund	blue
amik	brother
weln	brown
bitan	but
tak	by
c c c c	C C C C
-mys	caster
srifor	celestial
srimys	celestial caster
sriforym	celestial magic
main	center
nakyr	child
tiroen	citizen
zergyt	commander (military)
fael	Creation (time of the curse)
haar	curse
d d d d	D D D D
baina	dark
cercep	day
bain	death darkness
gytxes	death knight
mysxes	death lord
oshmed	dough
e e e e	E E E E
iksfor	earth
iksmys	earth caster
iksforym	earth magic
bron	east
pu'un	eight

belara	elaborate
aymroin	Elder
sixen	emotion
sixena	emotional (derogatory)
sixenay	emotionally (hasty, without thought)
mequka	equal
zait'losl	everything (lit: all things)
bani	evil
shrietaka	expletive (lit: by the light!)
f f f f	F F F F
amyr	father
bankyr	fey
gitle	fight
naur	fire
yepun	first
kwun	five
tassenc	food
deif	for
shun	four
khecep	Friday
mikys	friend
lec	from
g g g g	G G G G
bahewys	gas globe
aymgyt	general
tiren	gentle-elf (female)
tiran	gentle-elf (male)
torog	goblin
-og	goblinoid/trolloid
sri	gold
assripa	good
srikaviga	goodbye (lit: light be with you)
regmonrev	government
y'amyr	grandfather
y'emyr	grandmother
ye'amyr	great-grandfather
ye'emyr	great-grandmother
marg	green
h h h h	H H H H
nached	hand
apen	happiness
apena	happy
tai	he
sriehza	healer (lit: light/life giver)
dovun	heart
rouva	heavy
ikofof	heavy

sriathiga	hello (Lit: light greet you)
houc	here
ye'torog	hobgoblin
intereg	honor
assivenn	House (ruling house)
divenn	house
gomm	how
vasmiq	husband
sai	I (masc)
i i i i	I I I I
is	if
nid	in
syrena	interesting
j j j j	J J J J
pujsy	just
k k k k	K K K K
vielnog	kobold
l l l l	L L L L
guanel	language
quon	law
ye'nilm	least
foin	left
nilm	less
y'nilm	lesser
kirlac	library (lit: knowledge-place)
romysxes	liche
srie	light life
komwys	light
komm	like
uhozal	lizardman
regamen	logic
douv	love
douvza	lover
m m m m	M M M M
zermys	mage (ritual)
fourym	magic
couna	many
dai	me (masc)
romym	memory
kirsrieza	mental healer
ghom	might/strength
ghomy	mightily
ghoma	mighty/strong
kyr	mind
pecep	Monday
y'coun	more
sryba	mortal
ye'coun	most

emyr	mother
counay	much
fyn	music
n n n n	N N N N
xeksmys	necromancer
losnys	never
eva	new
recha	next
tret	no
pianys	no longer
roi	noble/proud
dron	north
nys	not
zanys	nothing/no one
nwalma	now
o o o o	O O O O
hov	of
nulog	ogre
pana	old
ro	on
pun	one
kyxen	orc
nazog	orc
hyr	other
hyrt	others
p p p p	P P P P
banen	pain/hurt
puhovouna	part (lit: one of many)
keill	peace
nalace	place
bahoin	poison
sibleka	possible
siblekay	possibly/maybe
ayuh	potion
q q q q	Q Q Q Q
cita	quick
citey	quickly
cit	quickness/speed
r r r r	R R R R
millon	red
hoitre	right
hoin	right (direction)
kazmysreg	ritual magic
lavi	road
goban	rogue
mepom	room
-roin	ruler
tiroiquon	ruling council
s s s s	S S S S
meda	sad

rhecep	Saturday
kirmes	scholar
ayretwe	scroll
yewhun	second
zun	seven
deshrad	shadow
hepran	shield
oshmeday	silly (lit: doughy)
elain	silver
percy	since
roin	sir
emik	sister
rhan	six
put'u'un	sixty-four
naxes	skeleton
kyrven	skill
wonela	slow
wonelay	slowly
wonel	slowness
it	some
dson	south
foryne	spell
siren	spirit
elenn	stone
kyrel	stone elf (female)
kyral	stone elf (male)
kyraelt	stone elves (like men and women)
elentari	Stonewood
haric	strict
zecep	Sunday
rodal	sword
t t t t	T T T T
catien	Talent
sraef	Task (life-task)
taef	task
games	templar
randirga	thank you
hic	that
a	the
quala	then
henc	there
regoz	therefore
ha	this
kir	thought
thun	three
shecep	Thursday
pial	time
ost	to
kais	to be
cafaelus	to create

axefaelus	to destroy
bainis	to die
fus	to do/make
xysnadus	to feel (emotion)
gitlus	to fight
costus	to go
athis	to greet
zos	to him
douvus	to love
lis	to make music
dos	to me (masc)
flisris	to purify
sriehis	to shine to heal (lit: to give light/life)
randis	to thank
kiris	to think
gos	to you (masc)
yet	too
yagent	travels
zulog	troll
hwecep	Tuesday
hwun	two
u u u u	U U U U
xesrien	undead
-xes	undead <type>
nuqan	until
pur	upon

v v v v	V V V V
w w w w	W W W W
gytulog	war troll
-gyt	warrior
atur	water
tuho	water
xynda	weak
laciban	weapon
thecep	Wednesday
terse	welcome
bson	west
guo	what
guan	when
gui	where
chit	white
guai	who
guor	why
vesmiq	wife
fignen	wine
vitif	with
yassripa	wonderful
atar	wood
nyxeme	wrong
x x x x	X X X X
y y y y	Y Y Y Y
paner	year
jeul	yellow
siit	yes
nai	you (masc)
gai	you (masc, d. object)
napa	young
z z z z	Z Z Z Z
un	zero
toxex	zombie

