Chapter the Third:
Nations of Mythosa

Herein lies the compilation of data on a multitude of nations of Mythosa; the countries found in Ryh'ardha, Arsaenea, the Ocean Kingdoms, and the Outremer are covered here. Those readers wishing to know more about the lands of Yara-Kai and the Eastern Reaches should refer to the bibliography for volumes detailing these regions.

The information is organized as follows:

CAPITAL, GOVERNMENT, CURRENT RULER: Self-explanatory
POPULATION: The estimated population of Malden, Sylvari, and Runir
ETHOS: The philosophical view of the nation as a whole; Law, Chaos, or Equilibrium
CLIMATE: Prevailing climatic conditions in the country
PRIMARY RESOURCES: The main resources of the nation, based on the following:

Food - any sort, from agricultural to seafood
Timber - ship construction, building materials, etc.
Gems - all kinds, from diamonds to garnets
Precious metals - platinum, gold, silver, copper, and the alloy electrum
Useful metals - base and alloys; iron, steel, brass, etc.
Spices - mainly for food preservation, some for taste enhancement
Cloth - silk, wool, linen, cotton, etc.
Wine, Ivory, Furs - self-explanatory

It will be noted if the area is known for some unique item

CURRENCY: The metal standard of the nation, plus the terminology used by the citizenry in describing gold, silver, and copper. The numbers code to the following:

I: Talent, Moon, Common
II: Crown, Royal, Noble
III: Dinar, Ramar, Kepak
IV: Kopak, Sheka, Drakdar
V: Paara, Sorek, Gaffa
VI: Star, Moon, Cup
VII: Not applicable

Platinum is a rarity, and is known only as platinum. Electrum is not commonly used, and has no name of its own.

PRIMARY LANGUAGES: The tongues spoken most by the citizenry
RELIGIONS: The predominant religions of the nation; includes state-doctrine and forbidden faiths
FOREIGN RELATIONS: Allies, enemies, and the like
DESCRIPTION: A detailed account of the nation, government, cities, etc.

AL'SHARAQ

Capital	Czaran
Population	40,000 Humans
	2,500 Elves (drakari)
Government	Theocracy
Ruler	'The Black Priest'
Ethos	Chaos
Climate	Arid/Subtropical
Resources	Gems
	Precious metals
	Spices
	Useful metals
Currency	Silver, VII
Languages	Adanese
	Drakdriel
Religions	Aadu (state doctrine)
	Dios
	All other gods forbidden
Relations	No true allies
	Limited trade with Khazrantia and Xuhan Tao

The nation of Al'Sharaq is a desolate place, almost a desert. The massive land ridge known as Northrise, which forms the country's western border, prevents the Great Barrier Desert from spreading into the interior of the realm. However, conditions still are not much better than the neighbouring wasteland. Most of the citizens live in towns and villages at the base of the Varghani Mountains. Here they make their livelihood, as the mountains are full of gems and ores. Through trade with the darklings (dark elves) who dwell in Darkrealm caverns with entrances in the Varghanis, the nation brings in rare subterranean spices, some of which are rumoured to be used in narcotics. Were it not for the elemental abundance of these peaks, though, Al'Sharaq probably would not exist.

The leader of the country is a being known only as the 'Black Priest,' a name derived from the black robes this religious leader is always seen wearing. From his (or her, or its) spiritual palace in Czaran, the doctrine of Sharaqi law is administered. It should be noted that the 'Black Priest' has been in power for over a hundred years, and if not a Sylvari (or a Drakari), then they are either a long-lived human, something much worse, or the 'Black Priest' is just a title given to the current ruler.

Czaran is the capital city of Al'Sharak and the northernmost city in all of Ryh'ardha. It is a city of evil and terror, for the Black Priest and his adepts rule harshly, and it is not an uncommon event for a person walking down a street to be seized by temple guards and sacrificed for no reason. Some commerce exists through this city, however, as a precarious trade route has recently been created. The trail circumnavigates the desert, rounding it along the edge of the Savageland jungles. This route connects Al'Sharaq with Xuhan Tao, a Yara-Kain country, of which easterners know very little (though it is said to be as evil as Al'Sharaq).

The city of Elsheba is in the far south of the country, and theocratic rule was most lax here, being distant from the throne. The citizenry enjoyed a relatively open market with Shesada and the Khazrantian city of Kazaradad. However, in 3401 GY, when the city tried to declare its sucession from Al'Sharaq and join with Khazrantia, war erupted. A great deal of destruction was wrought upon Elsheba, as well as Kazaradad. Kazaradad has since been rebuilt, but Elsheba is now little more than a ruin. A small town has emerged outside the city, inhabited by the refugess of the city.

Muslikem is a ruined city in northern Al'Sharaq. The city was once a proud, shining gem of Ryh'ardha. When the Black Priest and his cult seized power in 3189 AY, Muslikem refused to fall under Czaran's rule, and declared itself an independent city- state. The new king, in retaliation, summoned a daemonic horde, which destroyed the city and slew all the citizens.

The Order of the Flaming Pyramid is a gargantuan monastery located in the east, in the foothills of the Varghanis. The largest citadel in the known world, the Order is home to an organization of religious fanatics, trained in the art of assassination as well as prayer. The Order is the backbone of Sharaqi security, and agents are said to be found all over the world, as far

away as Ambia, and even Gaelaran. Acceptance to the Order is a coveted privelage, for though there is severe training for those who wish to join, and the majority of applicants die during the instruction, those who succeed are feared and respected the world over. It has been reported that the Scarlet Guard of Ambia (disbanded in 3350 GY by Empress Dalbright and now existing underground) was trained by the Order.

Aq'Khan Keep, in southeastern Al'Sharaq, is home to the majority of Sharaqi military. Few threats come from the desert or the jungle that acolytes and border patrols can't handle. Aq'Khan is actually a collection of small castles, and houses at any given time about 10,000 soldiers. It is this factor that very much unnerves the Shesadans, whose army at its best numbers around 4,000! It is obvious that Al'Sharaq has designs on Shesada, and would invade were it not for the alliance between the emirate and Khazrantia. However, it is known that one of the Order's main priorities is to break this allegiance, opening the way for conquest of Shesada. Afterwards, possibly, they'd have sufficient power to take Khazrantia, then Haran, then...

HYKARASHA

Capital	Nylsorca
Population	125,000 Humans
	Unknown of other races
Government	Anarchy
Ruler	No central ruling power
Ethos	Varies with faction
Climate	Subtropical/Tropical
Resources	Food
	Warfare
Currency	Gold, IV
Languages	Aerladese
	Jardon
	Various by race
Religions	Boltus
	Mannanor
	Various by faith
Relations	Enemies with Rhijad

But for a small piece of land north of Eljardon Bay, Hykarasha would be an island. As it is, the country consists of the Hykarashan peninsula, and the land north of the Dali-Rann river, between the Marasinian Mountains and Eljardon Bay. It is from this strip of land in the west of the nation that Hykarasha gets most of its foodstuffs, the region being quite fertile. The peninsula is rather sparse as far as good soil goes, and what good land exists is usually the scene of conflict (explained later), so it is unable to be farmed.

Hykarasha has the potential of being a powerful nation, were it not for the fact that for the past 330 years, the country has been torn asunder by civil war. In 3157 AY, the ruler of the pashate, Masarupe IV, last of a ruling dynasty emerged from the Age of Darkness, was slain by an unknown assassin's dagger. The pasha had no heirs, and the closet relative fit to rule was a third cousin who didn't even live in the country. Rumours and legends tell of heirs to the throne living in foreign lands, but such tales have no basis in truth.

During this time, there existed in Hykarasha seven powerful noble houses, known as the Seven Hykarashan Houses, or simply, the Seven Houses. After Masarupe's death, each House felt that it was the one whose son should sit on the throne in Nylsorca. Disagreement and political conflict quickly turned into open warfare between the Houses, which continues to this day.

At any given time in the war, there have been from three to seven factions fighting for the throne; besides the Houses, other groups have entered and left the wars, for reasons of their own (displaced lords seeking a new country, mercenaries seeking battle for its own sake, etc.).

Of the original Seven Houses, five yet exist. Houses Surrae and Seltros were eradicated in 3199 AY and 3205 AY, respectively. House Anleah exiled itself in 3206 AY, to the Ramalan city-state of Damaristan (later moving to Sindal). Fearing destruction as the other two Houses, Anleah declared that it would return once the wars were over. House Amehni followed Anleah's lead in 3422 AY and exiled itself to Rael-Gahr. Two Houses are still in conflict, as named above. The last House, Delshea, is part of the Rhijadi Triumvirate, and no longer dwells in Hykarasha (see Rhijad for more information).

Nylsorca is an ancient city, former (and future) capital of Hykarasha, and former capital of the Marasinian Empire. This metropolis has become like a city-state during the last 300 years, cutting itself off from the warring Houses. After the fighting intensified, the lesser nobles banded together in this city, and formed a militia to prevent the wars from despoiling the city and the fertile fields of the western part of the country. They also forced the Houses out from the city, and forbade them entry until the wars ceased. While not powerful enough to end the warfare themselves, the Nylsorcans are strong enough to keep the west from becoming a barren battleground, as the rest of the nation has become.

Yzagar is the current seat of House Monteago, and home to what is left of Hykarasha's once glorious navy. While Monteago suffers in its land campaigns, it controls the coasts of the nation.

Taresk, on the east coast, is a heavily fortified city, protected from both the harsh wind and waves, and from naval attacks out of Yzagar. House Agrar controls this city, and wages its campaigns from here.

Though warfare has raged through the country for decades, a fragile peace has recently come to Hykarasha. In 3438 GY, Houses Agrar and Monteago joined forces, and, along with the Nylsorcans, ousted all remaining factions from the country. Currently, the Nylsorcans control the northern portion of the nation, the Houses having the south. Hykarasha is no stable triumvirate like its neighbour Rhijad, however. Tensions between the Houses have been mounting steadily, talk in Nylsorca is to retake the rest of Hykarasha, and powerful third parties are looking towards the nation. It appears that the civil war is not over, but just at a brief cease-fire...

KHAZRANTIA

Capital	Varghani
Population	800,000 Humans (mainland)
	5,000 Humans (colony)
	3,000 Sylvari
	4,000 Runir
Government	Imperial Monarchy
Ruler	Maharaja Hassim Al'Qedar
Ethos	Neutral
Climate	Arid/Subtropical/Temperate
Resources	Cloth
	Food
	Gems
	Spices
Currency	Silver, III
Languages	Adanese
Religions	Joreb
	Mannanor
Relations	Allied with Shesada
	Enemies with Al'Sharaq

The Royal Khanate of Khazrantia is a large empire located in western Ryh'ardha. One of the three remaining Great Empires, the nation is about half the size it was during the Imperial Age. It remains, however, the most powerful nation on the Ryh'ardhan continent.

The capital city of Varghani is found at the mouth of the Red River. The city is filled with plazas, minarets, etc. The ships of the Royal Navy are built here, from Abd'Ghani logs floated down the river. About half the armada is stationed here, the rest assigned to other coastal cities and patrol duty. Varghani prospers greatly from trade with the city-states to the north, and commerce from Alaslantya, Talismarr, and beyond.

Port Keslan, on the south coast, is a small city, but well known for the spices it brings forth from the hills to the west. Spice merchants are commonplace here, and the city is more than a little affluent.

The western city of Kazaradad is the conduit for trade between Khazrantia and Shesada. A town of modest means, its citizens enjoyed a comfortable life until 3401 GY, when a dispute over Elsheba developed into a small war between the Khanate and Al'Sharaq. While the fighting centered around Elsheba, during the battle a

small regiment of Sharaqi troops broke through Khazrantian lines and seized the town. After two weeks of raiding, raping, and pillaging, the Sharaqi soldiers were finally driven from Kazaradad. The city has since been re-built, but its citizenry harbour a burning hatred for Al'Sharaq; more so than most in the region.

Islakeem, in the west, is a city-state, given its independence by the throne, who saw more prudence in a self-governing city, working with Varghani, rather than a subservant one, dictated to from across the entire Khanate. The city trades with Shesada and Great Barrier Desert nomads, and Yara-Kain junks are not an uncommon sight in Islakeem's harbours.

Syrana, in central Khazrantia, is a major logging town, whose goods are shipped south and east, to Port Kesland and Varghani respectively. The city is in charge of maintenance of the Abd'Ghani, and runs the logging operations in the eastern forest.

Khazrantia has a small colony in the Outremer, secured many years ago. In ages past, the Khanate exploited the region for its natural resources. Now, however, the colony is no longer as prosperous as it used to be, and Khazrantia is considering leaving the distant Outremer. The only remaining city they occupy is Juxtan, which has increasingly been left to Sorcalian jurisdiction.

The Royal Dungeons of Gharad were located on the Akbar-Alisk island, off Khazrantia's southwest coast. The Dungeons were the horror of many, as the throne sent all its criminals here, from mere burglars to mass murderers, rapists, and Chaos cultists. Rather than execute them themselves, the Khazrantians let the malefactors kill each other in the caves that comprise the Dungeons. Also located on the island were the cities of Akbar and Alisk, two areas destroyed by Khazrantia during the Imperial Wars. Though scavenged, some industrious adventurers used to occasionally find something of value here, though often they didn't make it out of the ruins alive.

The Dungeons are referred to in the past tense because in 3417 GY a major earthquake struck western Khazrantia. The quake and the tsunamis it spawned caused massive damage to Islakeem and Port Keslan (though they since have been restored), but the island was submerged (causing the deaths of untold prisoners and guards). Though the ruins lie under only ten feet of water, they are obviously unusable now. Khazrantian ships patrol the area, however, to keep would-be adventure seekers from trying their luck in the submarine necropolis.

RHIJAD

Capital	Caros, Akar'qeleb, and Elstanidad
Population	40,000 Humans
Government	Oligarchy
Ruler	Rhijadi Triumvirate
Ethos	Neutrality
Climate	Subtropical
Resources	N/A
Currency	Silver, IV
Languages	Jardon
Religions	N/A
Relations	Enemies with Hykarasha

The nation of Rhijad is found in central Ryh'ardha, between Bwanika Bay and Eljardon Bay. The northwest border of the nation is formed by Lake Apharos, and the northeast by the Dali-Raan River. A small island is found off the nation's south coast, but Rhijad makes no claim to it.

The governing power of Rhijad is known as the Rhijadi Triumvirate. The origins of this confederacy lie in the Hykarashan civil war. Originally, Rhijad did not exist, but was part of Hykarasha. Around 3223 AY, three of the contending factions were completely located in what is now Rhijad. These contingents consisted of House Delshea (one of Hykarasha's Seven Houses), the famous Warlords of Kh'ia mercenary company, and a group known as the Marasinian Loyalists, a band of nobles who trace their lineage to the ancient (and defunct) Marasinian Empire, and strive to see its return. Rather than destroy each other in the senseless fighting, the three groups agreed to a truce and a mutual settlement of the area. Crushing the forces of other factions that were in Rhijad (whose main armies were in Hykarasha), the

three announced the formation of the new nation, and its secession from Hykarasha. This met with disapproval from the other blocs, and they tried to invade Rhijad to prevent its loss. The Triumvirate, however, was united, while the rest of the factions had trouble from fighting each other, much less organizing to stop the secession. Facing a superior force in the new country, the warring contingents cut their losses and returned to Hykarasha to continue their struggles.

The three ruling powers of Rhijad each center in a different city-state in the northeast of the nation. Akar'qeleb is the seat of House Delshea, Caros is the home of the Marasinian Loyalists, and Elstanidad is inhabited by the Warlords of Kh'ia. Each city has become as a city-state, giving the nation three capitals rather than one. Naturally, each faction would wipe the other two out if it could, and make its metropolis the capital, but a fine balance of power exists between the three, so an uneasy peace has been maintained. Warfare, if occurring at all, is not on the open battlefield, but in the darkness and alleyways; assassins and spies combat rather than swordsmen and cavalry.

Two other cities can be found in Rhijad besides the capitals; these are Kozara and Urekal, both port cities. The towns are almost city-states unto themselves, as the Triumvirate worries more about their own holdings than the southern cities. The two ports are inlets for trade, however, and the Three do not forget their importance completely.

There are two major islands off Rhijad's coasts. One is known as Pirate's Isle, the other is nameless. Pirate's Isle is so named because it is supposed to be a sanctuary for buccaneers, cutthroats, and other undesirables. The scourge of many nations, most would like it to be destroyed, its inhabitants put to the torch or hung by the yardarm. However, Hykarasha is in no position to eradicate the rogues, and Rhijad refuses; considering the fact that the Triumvirate refers to the island's pirates as 'privateers,' it is recognized that they pay the island not to harry their vessels. And since the isle is in Rhijadi territorial waters, an attack by another kingdom would be an act of war, and no one wants to face the Warlords, especially when they are backed by the finances of House Delshea and the fanaticism of the Marasinian Loyalists.

The other island was home to a cult known as the Brotherhood of the Horned Shadow, who dwelt in the city-state of New Sahibistd. The Brotherhood was very reclusive, and allowed no one onto their island, save a few ships for trade. It is known that a pre-Imperial ruin, of a citadel or a city, was also on the island, but the cultists would not allow exploration, and their patrols were quite effective in enforcing their law. This held true even after 3350, when the cult tried to conquer the realms using their infernal summonings. However, in 3403, the nation of Talismarr attacked and invaded the island. Much to their surprise, they found no human or animal life on the island, and the ruins the Brotherhood so closely guarded were *gone*.

SHESADA

Capital	Shesada
Population	15,000 Humans
	3,000 Runir
Government	Monarchy
Ruler	Emir Abin Hassad
Ethos	Neutrality
Climate	Arid
Resources	Food
	Spices
Currency	Gold, III
Languages	Adanese
Religions	Aegar (Runir)
	Joreb
Relations	Allied with Khazrantia
	Enemies with Al'Sharaq

The Emirate of Shesada is a small country located in the far west of Ryh'ardha, to the northwest of Khazrantia and southwest of Al'Sharaq. Though it is small, it is a wealthy country, due to its bountiful river valley, which provides more than enough food for the citizenry, allowing a great deal of export. Through the Runir of the Shesadan mountains, the Emirate gains rare subterranean spices, which are prized and sought throughout the northern and southern nations. These mountains also protect the country from being absorbed by the Great Barrier Desert.

Shesada has two major cities, Shesada (the capital, named for the nation) and Khazrahelm, a dwarven city located in the mountains. Half the population dwells in the opulent capital city, the rest in farms near the River of Life. Khazrahelm maintains good relations with the Shesadans, and with their help they've constructed a large dam inside the mountain caverns. The River of Life starts deep with the peaks, and the dam is designed to trap the River, re-routing the waters to other caves and reservoirs. The dam was built in 3250 AY, as a device to force Khazrantia to ally with the country. While Shesada is wealthy, it has a tiny army, and would easily be conquered by Al'Sharaq. However, with an ally of the power of Khazrantia, the Shesadans figured they would be safe from aggression by their eastern neighbour. The River of Life is the only thing that keeps the desert from invading the Khanate, for the Drybed Run is too small to stop the sands. Therefore, Shesada told Khazrantia that if they did not agree to protect the nation, the dwarves would close the dam, and in a matter of a few years, the country would start to fall to the desolation of the Great Barrier Desert. Taking the dam would prove very difficult, as it is deep in heavily defended Runir territory. Reluctantly, Khazrantia agreed.

ZHUNTARI

Capital	Ghaalwana
Population	40,000 Humans
Government	Anarchy (tribal)
Ruler	Zullah Wotambi
Ethos	Neutrality
Climate	Subtropical/Tropical
Resources	Food
	Furs
	Ivory
Currency	N/A, VII
Languages	Bwanikaner
	Jardon
Religions	Beast Gods (tribal totems)
Relations	Allied with Alsyria
	Enemies with Ubangi tribes

The 'nation' of Zhuntari is really a collection of assorted tribes, dedicated to various beast gods. The main three tribes are the Yamola, Zumuli, and Ahanati. Most of the time, these tribes mind to their own business, and only unite in times of trouble.

The city of Ghaalwana, in the south, is a city-state which trades with the various 'civilized' nations of Ryh'ardha. Though small, it is the only major settlement in Zhuntari.

Jungle's Edge, in northern Zhuntari, is located on the fringe of the Savagelands (hence the name). The primitive village is somewhat 'modernized', as it is the starting point for most expeditions into the Savagelands, and explorers bring much of their modern culture when they arrive.

The Nations of Arsaenea

AELOREA

Capital	Aelor
Population	80,000 Humans
	15,000 Sylvari
	3,000 Runir
Government	Hierarchical Theocracy
Ruler	High Reichepriest
	Maximillian Zyncrest
Ethos	Neutrality
Climate	Temperate
Resources	Food
	Timber
Currency	Silver, II
Languages	Gaelarese
	Eastenspeak
Religions	Iberis (state-doctrine)
	Joreb
	All others forbidden
Relations	Enemies with Loran
	Allied with Gaelaran
	Neutral-to-friendly relations with the Vargrossean city-states

The 'Holy Reiche' is found in eastern Arsaenea, bounded by the Maranvian Sea in the south, the Grey Wasteland to the west, and the Dwarf Mountains in the north. One of the largest nations in Mythosa, many fear that it will try to grow larger, as the maniacal ruling priest commands a great many loyal religious adepts ('fanatics,' according to most) who wish to 'spread the word of knowledge' to the 'barbarians outside [their] borders.' Loran, to the east,

constantly prepares for an invasion, as they are Aelorea's weakest neighbour. The theocracy is known for such military excursions, which they claim are Holy Wars.

The capital city of Aelor, whose name is derived from the country it leads, is found on the southern coast of Aelorea, and is a major crossroads for commerce and travel. Fortunately for citizens, and visitors, the high priest does not dwell here, and has delegated authority for the political control of the nation to a seneschal who dwells here. Being more lenient than his lord, the seneschal allows much to occur in the city which is against the strict religious code of the nation, but which is necessary to keep the city (and, subsequently, the country) surviving.

Eastfaire, on the west edge of Aelorea, is the sister-city of Westfaire, in Ambia. The two cities control most trade through Vargros.

Maldan, in the northwest, is on the coast of the once- beautiful Bardela Lake. Trade and travel to central and northern Arsaenea takes place through this city. Like the capital, Maldan is not ruled under the restrictive dogma implemented by the state-religion.

The Temple of the Enlightened Faith is a very misleading description of this holy building. A large cathedral, smaller only than the churches of Law and Celestial Harmony, it was at one time dedicated to a great many deities, most neutral, some lawful. However, when the religious hierarchy was adopted in 2987 GY, the Temple became the ruling center of the High Priest and his inner circle, and all gods but the official state deity were forbidden. Though the 'official' god has changed throughout the years, the policies have not. Currently, the government demands worship only of Iberis, god of knowledge. It is through their twisted representation of this being that they justify their holy wars on other nations. However, though Iberis is supposed to be the only god honored by Aeloreans, the priesthood quietly accepts the worship of Joreb, god of agriculture, due to the vast number of farmers and such dwelling in the central plains of the nation. Were the theocrats to officially denounce and forbid Joreb worship, the citizens close to the earth would overpower the smaller orders of the hierarchy.

Though Aelorea has been known for its repressiveness in the past, when Reichepriest Zyncrest took control (following the mysterious death of Luxar Sorshan, the previous ruler), the young, ambitious cleric announced a 'New Era' for Aelorea, and eased former strictures governing the nation. Aelorean trade now flourishes, and an informal alliance was made with the Imperium of Gaelaran. The Reiche has been given more acceptance in southeastern Arsaenea; the followers of the All-Knowing may be found freely traversing the Vargrossean Valley, the Imperium, eastern Zarlev, and even eastern Ambia. Loran, however, remains distrustful, and somewhat apprenhensive about the Aelorean-Gaelarian alliance. Aelorea (which has still not repealed the laws of the *Inquisitus Magius*) has also declared that all Sorcalians are a threat to the freedom of all gods-fearing nations, and if they catch any Sorcalians within their 'region of jurisdication' (which they designate as Aelorea, the Valley, and Gaelaran), they will be brought back to the Temple and '...shown the True Light of Iberis...' A euphemism? More than likely...

AGAROS

Capital	Dragaport
Population	50,000 Humans
	2,000 Sylvari
	1,000 Runir
Government	Oligarchy
Ruler	Five member council
Ethos	Neutrality
Climate	Temperate
Resources	Food (seafood)
	Gems
	Timber
Currency	Silver, I
Languages	Gaelarese (variant)
Religions	Boltus
	Mannanor
Relations	Allied with Zeldora
	Enmity towards Ambia

Agaros lies on the coast of a subcontinental peninsula in the northwest of Arsaenea. It is rather isolated from the mainland, since its only land connection is covered by the barren Ashen

Peaks. This, combined with the deadly reef in the southern end of the Llaran Sea, gives Agaros a favourable natural defense against invasion. Fish and other edible sea-creatures abound along the coast; this, plus mining expeditions to the Ashen Peaks and logging in Coastwood, provide the nation with a modest economy.

Dragaport, Agaros' capital city, is one of the world's largest and busiest ports. Besides boasting the 'World's Largest Tavern,' the city serves as a crossroads for surrounding lands, and as a common stop-over for ships headed for the markets of Zeldora. Heavily fortified, Dragaport's sea-walls have stood since the pre-Imperial years, when the empires squabbled over who controlled what on the peninsula. The city was independent then, and during the Age of Darkness, gained considerable influence over the rest of the peninsula.

Port Akall, on the west coast, is Agaros' lifeline to Talismarr, Rhijad, and other western nations. Though some trading is done through here with Ambia, it is not generally on good terms with the Empire.

Allson, another seaport, has never been very prosperous. It used to be mysteriously given large government funds to subsidize its shops and docks. No one knew why the ruling council chose to keep paying for Allson's businesses, since Dragaport and Port Akall are much more prosperous. The rumour was that the town has something to do with the evil Chaos demigod Daagor, and that a shrine or temple to the fish-god was near, or even under, the town. Rumour also had it that if the town where to cease, Daagor would be displeased, and his minions would ravage Agaros. The rumours proved true in 3419 GY when the government finally stopped its subsidy of Allson. Soon after, the demigod Daagor arose from the depths off the coast and destroyed the town, then proceeded to ravage the countryside. Most of the nation was affected, even, to some extent, Dragaport. Eventually, a group of Agarossean warriors and magi drove Daagor back into a magically sealed crypt at the base of the Ashen Peaks. Unfortunately, Daagor's rampage virtually destroyed the Agarossean army, most of its logging mills and fishing boats, and a great deal of its populace. The nation is currently rebuilding itself, with financial assistance from Zeldora and military aid from the Warlords of Kh'ia.

Recela Keep is a large, cliffside fortress, built during the later 3200's (GY). It's primary purpose was to warn against an Ambian naval assault, in case the Empire had designs on Agaros. It stills serves this purpose, but is now less a sentry than it is a training grounds for naval soldiers. During the attack by Daagor, Recela Keep relatively untouched, as its power had been weakened by the time the Agarosseans forced it south (but many of the men the keep housed died fighting the demigod).

Raldan Cove, and the town of Port Baneda, are said to be the 'Scourge of Ambia.' Reports from the Empire state that the Agarossean government, using the port as a channel for royal funds, supports the use of pirating against ships of Ambian origin. Supposedly, Agaros is keeping control of the Llaran Sea by preventing passage of Imperial galleys and merchant caravels. Though the ruling council denies this, it is apparent that Agaros has the upper hand in the Sea, and pirate ships never seem to attack vessels of the galleon banner as much as they do ships of the lion banner. Raldan Cove is also a large center for the gem- mining of the Ashen Peaks.

AMBIA

Capital	Elgarth
Population	3,000,000 Humans
	30,000 Sylvari
	15,000 Runir
Government	Imperial Monarchy
Ruler	Empress Gabrielle Vondarne
Ethos	Lawful w/Neutral tendencies
Climate	emperate/Subarctic
Resources	Coth
	Food
	Gems
	Precious metals
	Timber
Currency	Silver, II
Languages	Gaelarese
	Islander (Llaran peninsula)
Religions	Aegar
	Boltus
	Mannanor
	Sylvanna
Relations	Unfriendly towards Nordica

Ambia is the largest nation in known Mythosa. A massive empire, it is one of three remaining imperial powers from the ancient times when only five countries ruled Arsaenea and Ryh'ardha. It spans an immense area of the southern continent, from the Llaran Peninsula in the west to the Vargrossean Valley in the east, and from the Ashen Peaks in the north to the Wilderland in the south.

While the empire is one nation, it is divided into four archduchies; the Llaran Archduchy, encompassing the peninsula; the Vidhr Archduchy, found in the north, between the Vidhrriver and the Rushying Waters; the Anor Archduchy, in the southwest of Ambia, and the Vargros Archduchy, in the southeast. Each of these subdivisions are further divided into duchies, which in turn are divided into counties and marches, which are then divided into baronies. All of this basically just creates a large royal bureaucracy, and a lot of minor nobility, who parade their petty titles in front of the commoners.

The capital of the empire is found in Elgarth, a city built on a plateau. Upper Elgarth is the location of upper-class citizens, the Imperial Palace, and other noble or royal establishments. Lower Elgarth, at the base of the waterfall of the river which flows through the city, houses the middle-class, merchants, shoppes, docks, etc.

Red Xyra, a city in the east on the Rushyng Waters, is known for its ruby mines, found in the hilly eastern Vidhrforet. Druid's Keep, a moderately-sized citadel which is the headquarters for western Arsaenean Druids, keeps a watchful eye on Xyran miners, making sure they do not needlessly destroy the forest in their quest for gems. Strip-mining is prohibited, and the throne obeys this stricture; half the empire is forest, and it would be to Ambia's disadvantage to anger the Druids.

Aladalos, located at the junction of the Vidhrriver, Rushying Waters, and Lacaro River, was at one time the Imperial capital. It was later moved to Elgarth, which the emperor found easier to defend. The Royal Summer Palace is still here, though, and the empress ofttimes spends the warm months in this slightly cooler region.

Westfaire is a crossroads for commerce entering eastern Ambia. With its Aelorean counterpart Eastfaire, they control a great deal of traffic through the Vargrossean Valley.

The Incompleat City is an enigma. Construction started in 3294 GY, and continued until 3296 GY, when workers started to mysteriously disappear, and strange occurrences began to plague the builders. Also strange, the emperor immediately called off construction, and issued a royal edict that the area was forbidden to enter. No one knows why, but it is speculated that something very evil, and very powerful (a threat to the throne) resides near the city, and it would have been disturbed if the city were completed.

Eldan Falls is a town located on a plateau, where the Lacaro drops down to the Ambian plains. It is often used as a resort by nobility during the summer.

Flameport is one of Ambia's two major ports. Its name is derived from the fact that it was burned to the ground during a clash with Nordicans. It

was rebuilt, and has been militarily strengthened, to prevent a recurrence of this.

T'narraw had the potential of being a good port, but the undersea crags of the Ashen Peaks prevent large ships from docking. The watery peaks do provide an excellent fishing area, and T'narraw prides itself on having the best seafood in Arsaenea.

Stalis, on Ambia's west coast, is a rather large port, the gateway to the Island Kingdoms and Ryh'ardha. A portion of the Ambian navy is stationed here, and is used to keep pirates and buccaneers out of the Southron Ocean.

The Temple of the Waves is a massive cathedral dedicated primarily to Mannanor, and secondarily to other sea-associated gods, such as Boltus. Most every seaman travelling near will stop here for the blessing of the High Priest.

Citadel Bayatta, located at the tip of the Llaran Peninsula, was built to thwart any attempted naval invasion of the Llaran Sea region. The bulk of the Ambian Royal Navy is stationed here, as is the Royal Ambian Air Fleet (which consists of five airships). Air Fleet training is done here, so as to prevent major damage in case of an accident (the water serves as a cushion to the valuable craft).

The Necropolis was once a great city, pride of western Arsaenea. The metropolis, whose original name is lost to history, was destroyed by a vengeful, evil mage, who lived here during the days of the Inquisitus Magius. He was put on trial, found guilty, and executed. Unknown to his judges, however, the wizard (an archmage, in fact) had prepared for his death, to live on as a liche. After his execution, his body was buried in the family crypt, where it lay dormant, until the Sorcalians restored the magical equilibrium. Once the akasa began to flow, he awoke, rose an army of the dead, and subsequently seized the city, slaying all those who failed to escape. The unfortunates were turned into undead to serve his army. Since that day, the city is avoided by most (other than the insane, the senseless, and adventurers), and it is said that the evil sorcerer still dwells in his city of death.

GAELARAN

Capital	Varehna
Population	500,000 Humans
	2,000 Sylvari
	1,000 Runir
Government	Imperial Monarchy
Ruler	Emperor Alaros Treldyn III
Ethos	Neutrality
Climate	Arctic-Subarctic/Temperate
Resources	Cloth
	Food
	Furs
	Ivory
Currency	Silver, II
Languages	Gaelarese
	Eastenspeak
Religions	None predominant
Relations	Enemies with Ambia and Zarlev
	Allied with Aelorea
	Unfriendly with Vargrossean Valley

Situated in the southeast of Arsaenea is the High Imperium of Gaelaran, one of the three remaining Great Empires. The nation is bordered on the west by the Jrani River, on the south by the Stone Curtain mountains, the north by the Maranvian Sea, and on the east by the Wild Plains.

Today's Gaelaran was the result of a bloodless civil war. The Imperium as a whole occupied part of Arsaenea and a great mass of the Eastern Reaches. However the former Emperor had gone quite mad, and conditions rapidly deteriorated in his nation; his edicts weren't even keeping the raiding barbarian clans of the Wild Plains out of the nation. Disgusted by this turn of events, the emperor's highest general, Alaros Treldyn, left the capital (located in the far east) with his followers, and journeyed to Varehna, the largest city in the western part of the realm. Upon arriving, he announced that he was the new emperor of Gaelaran, and all the lands west of the Athkava River (which runs in the middle of the nation) were under his rule. The eastern lands, he declared, were no longer part of the Imperium, and they could fall to the barbarians or nations seeking to expand. Needless to say, this angered the insane ruler, who declared war on his former general. However, most of the army and citizenry of the east moved west, and

so no battles have took place. The Gaelarians recognized Treldyn as their new leader, and left the east to rot. The old capital, emperor, and a few loyal nobles were left, but as the barbarian clans slowly enveloped the lands, eastern Gaelaran becoming no more.

The capital of Gaelaran is Varhena, located at the mouth of the Jrani, on the Maranvian Sea. Here, Emperor Treldyn keeps a tight watch on his neighbours, fearful that they might try to seize the Imperium (though Treldyn is not insane, he is just as greedy and tyrannical as any ruler).

Nr'aan, at the base of the Stone Curtains, is home to human and Runir miners alike. Though a relatively small town, it is extremely prosperous, as the gem-mining is quite good in this part of the range.

Blaron is a city located in central Gaelaran. Built on the agricultural trade, the majority of the nation's food comes through here.

Eaelar, Highfront, and Kharak Keep are three citadels found on the Jrani River. The primary purpose of the castles is to prevent a land invasion; though they don't fear a Zarlevite attack, it was probable that Aelorea could sweep through the Vargrossean city-states, and launch a combination land-naval assault on the Imperium; these fortresses were the first line of defense in such a situation. However, due to recent relations with Aelorea, such a scenario seems unlikely. Of course, in geopolitics, one's staunch ally today can become one's worst enemy tomorrow, so there is no reason to disband the castles. Additionally, the stronghold of Eaelar also serves as a defense against the apallyons of the Yulsar fens.

As of late, Gaelaran has become a center of enigma and controversy. With the passing of Alaros Treldyn II in 3420 GY, sovereignship went to his son, Alaros Treldyn III. There should be nothing unusual in this customary monarchical passage of power, but for the following observations: it is said that Treldyn III bears an unnatural resemblance to his dead father, and he was kept in the palace (away from public eyes) until the day of his succession. Furthermore, the body of Treldyn II was immediately immolated; it is Gaelarian custom to place the body on display for the imperial citizenry for ten days, then to put it in the Imperial Mausoleum. However, Treldyn III stated that his father insisted on cremation, and it is treason to question the will of the Emperor. Other peculiarities are said to surround Alaros: he refuses to hold court during sunnydays or when snow falls, he demands all Gaelarese men be beardless and women have shoulder-length hair, and weekly orders the sacrifice of a cow in the Imperial throne room to some unnamed deity. Of course, Gaelaran is far removed from the main of the realms, so these may just be rumours...

GOTHMOOR

Capital	Ral'Ghast
Population	70,000 Humans
Government	Autocracy
Ruler	Overlord Zeldros Doombringer
Ethos	Chaos
Climate	Subtropical/Temperate
Resources	Food
	Timber
Currency	'Blood Gold,' VII
Languages	Aerladese
	Darktongue
Religions	Aadu
	Skelexor (state-doctrine)
	Tehmorix
	All others forbidden
Relations	No allies
	Very little trade

Very few nations in Arsaenea or Ryh'ardha can be labelled as 'evil.' Gothmoor is one of the few. The scourge of the lands, this country is an organized force of darkness, whose sole purpose is to overthrow the rest of the civilized lands. Creatures of Chaos and darkness dwell in its Eastern Mountains, Broken Crag Canyon, and Xoltawood. Continual raids into other lands force Gothmoor's neighbours to be ever-vigilant. It is even purported that Zeldros Doombringer, the vile leader of this nation, is not completely human; what else he is, few care to speculate, but

3450 GY marked his (?) *127th* year as the Gothic sovereign...

The capital of this abomination is Ral'Ghast, a scum-ridden city built around the twisted architectures of the Temple of Madness (dedicated to Skelexor) and Kaarzak Keep, the central governmental building. The dreaded Black Horsemen, a feared contingent of elite, evil Chaos warriors, are trained here, and can be called out to serve the will of Doombringer.

Darkwood Keep, in the southern part of Gothmoor, is another Chaotic fortress, designed as a front-line castle for the erratic attacks against Kaermyr. The tales of the torture chambers beneath the keep, and the fates of those imprisoned there, are enough to chill the blood of the most hardened mercenary.

Gothmoor has very little trade with outside nations, but those who have been brave (or foolhardy) enough to conduct business with the Goths are usually paid in what has been dubbed 'blood gold.' The coins, crafted of pure gold, are mixed with some other substance, a red material, whose implementation creates a marbling effect in the coins, which is rather pleasant to look at, in spite of their Gothic origin. What the red material is, however, is left to speculation. Most say it is the blood of captives, or the ichor of daemons. Due to their rarity in the other countries, blood gold coins may be valuable to the holder, if a collector can be found.

LORAN

Capital	Vaarnya
Population	35,000 Humans
	5,000 Sylvari
	2,000 Runir
Government	Republic
Ruler	Highlord Andaran Keldar
Ethos	Law
Climate	Temperate
Resources	Gems
	Food
Currency	Gold, II
Languages	Gaelarese
	Eastenspeak
Religions	Aegar (dwarves)
	Aeryandril
	Lasandra
	Sylvanna (elves)
Relations	Enemies with Aelorea

The nation of Loran is an archipelago of six large islands off the coast of Arsaenea, just to the east of the Maranvian Sea. Aeons ago, the isles were a part of the mainland, but the ancient cataclysm wrought by the Others created the Sea and present-day Loran. The islands are known as Kazdor (the largest), Relesor, Raal, Mar'Quel, Owinga, and Merran.

The largest island, Kazdor, is home to the majority of Loran's Runir population. The isle is rich in gems, and human miners as well as the dwarves reap its bounty. The port city of Gemston is found here.

Relesor is found to the west of Kazdor. On this island can be found the capital city of Vaarnya. Besides being the head of the state, the city is a bustling port, serving ships from southern Arsaenea and the Eastern Reaches as well.

Raal is south of Kazdor, and is full of fertile farming land. Though Loran reaps a plentiful harvest of fish from the sea around it, this island provides the nation with plenty of agricultural food.

The island of Mar'Quel, to the far south, is the home of most of Loran's Sylvari. The isle is mostly wooded, with a forest that is believed to have once been a part of the Yulsar woodland.

The elves here keep in close contact with the Sylvan Isles.

Owinga, to the east of the island cluster, is home to the Loranian military forces. The whole of the isle is used for military training, naval exercises off the coast, etc. Though they are a peaceful people, Loranians must be ready at any moment to stave off the aggressions of nations like Aelorea ('holy' wars) or Gaelaran ('expansion'). Owinga is also home to the famed Lorani navy, which has become the finest armada in the known realms (mainly because the Republic is constantly skirmishing with the Holy Reiche). In recent years, this navy has increased its 'Dreadnaught' fleet by 30 ships to a total of 45 (Dreadnaughts are huge, floating fortress-like ships; they are steam-powered and carry a complement of 25 sailors, 60 marine soldiers, and a large amount of catapults and ballistae; some of the newer vessels are even being equipped with bombards). Though the cost of this put a great strain on the economy of the nation, Loran wants to be ready to defend itself in the event the Aelorean-Gaelarian alliance results in a military conflict.

Merran, the smallest island, is found in the northeast of the archipelago. Highlord Keldar has ordered this island off-limits to all citizens, and with good reason. Until 3321 GY, this place was just like any other in Loran. However, in the winter of that year, a powerful mage dwelling on the isle accidentally unleashed a being of great evil and great power. The mage was killed, and the beast (possibly a daemon) took great pleasure in torturing, raping, and slaughtering the peaceful common folk of the island. Few escaped with their lives. Fortunately, the creature seemed to be confined to the isle, possibly due to the surrounding waters; even its powers could not take it farther. It has been 129 years since this happened, but people have gone to the island, adventurers, thrill-seekers, ship-wrecked crews, etc., during this time, and not one has returned. Accordingly, Loranians avoid this part of their otherwise idyllic nation.

NORDICA

Capital	Vanira
Population	50,000 Humans
Government	Anarchy
Ruler	Jarl Heftar Sjoran
Ethos	Neutrality
Climate	Subarctic/Arctic
Resources	Furs
	Gems
	Ivory
	Useful metals
Currency	Silver, VII
Languages	Gaelarese
Religions	Aegar
Relations	Enemies with Ambia

Windswept and perennially snow-covered, the 'nation' of Nordica is really just a collection of large clans of hardy warriors whose sole purpose is to raid, fight, and throw wild, drunken parties. The climate of the region toughens the men (and women), which in turn sends them looking for other places to conquer; actually, conquer is not an appropriate word, for the Noridcans have no designs on other lands. The crews of the feared dragonships are content to raid merchant fleets, the coasts of Ambia, and occasionally, Ilmara and the Outremic colonies (except for Sorcalia; the Nordicans have a deep fear of offending the Council of Nine). Besides being fearsome raiders, the Nordicans are master seamen, and their forays have taken them as far as Alaslantya (though their superstitous natures have prevented them from landing on the ancient isle), Ryh'ardhan nations, Talismarr, Agaros, and, if you believe their half- drunken hearthside tales, Hykarasha and northern Arsaenea.

The capital of Nordica is Vanira, a large hall surrounded by a ramshackle city. The Jarls that rule reside here, until such time as someone disputes their power, in which case a personal combat ensues. The winner either takes power or retains it, and the loser is free to continue his life as it was (combat is not to the death; the Nordican philosophy is that if one is better in battle than the other, and proves it, his opponent respects that, and is in turn not looked down upon by others). Vanira is a major purchaser of spirits from various nations, and, in Nordica, wine merchants are looked upon with almost as much honour as fellow raiders.

Heldar's Hall and Vykingheim are two large fortress-halls. Though not as large as Vanira, both are chief rallying-points for the warrior clans. In 3411 GY, Heldar's Hall was the site of a record-setting event. Gunthar Ramshorn, a great Nordic warrior, set the record for the most steins of ale consumed in one sitting: 287. His still-preserved body is on display in a shrine in the Hall.

ZARLEV

Capital	Mascova
Population	75,000 Humans
	20,000 Runir
Government	Militocracy
Ruler	Czarr Crezdre Aramov
Ethos	Neutrality
Climate	Subarctic/Arctic
Resources	Furs
	Gems
	Precious metals
Currency	Silver, II
Languages	Gaelarese
	Eastenspeak
Religions	Aegar
	Ramm
Relations	Enemies with Gaelaran and Aelorea

This hardy nation is located in the far south of Arsaenea, surrounded on three sides by the Stone Curtain Mountains. The frosty region has bred a strong race of warrior humans, and is also home to a large number of Runir.

Mascova is the capital of Zarlev, located in the northeast, at the junction of the Urnska and Jrani rivers and the Maranvian Sea. It is a large city, and does abundant trade with Gaelaran and southern Aelorea. The Czarr rules from a mighty palace here, which just overlooks the rivers, almost daring Aelorea to attack.

Urnsk, in the north, is a major mining city. About half of the Zarlevite dwarves dwell here, plying their trade in the mountains to the west.

Tetrigrad is located in east-central Zarlev. The farms of this region are bountiful, and most agricultural needs of the people are administered through this city.

The city of Kelov, often called the sister city of Urnsk, is another major mining town. Dwarves here outnumber the humans, but both live in harmony, reaping the precious gifts of the Stone Curtain.

St. Ivor's Shrine is a large monastery-fortress in southern Zarlev, cradled in a small valley. The shrine is dedicated to Saint Ivor Mikalayach, a great hero of Zarlevite history, who successfully defended Tetrigrad with a handful of men during the War of the Crystal Sceptre (a holy war waged by Aelorea against southern Arsaenea in 3297 GY). Though he was slain in the combat, his small army held off the invading fanatics until reinforcements arrived. His body was interred here; afterwards, a militant order of monks dedicated to his precepts built a stronghold in his honour. It is now the training center for the military of Zarlev.

ZELDORA

Capital	Mercancity
Population	30,000 Humans
	2,000 Sylvari
	1,000 Runir
Government	Syndicracy
Ruler	Seven market leaders
Ethos	Neutrality
Climate	Temperate
Resources	N/A
Currency	Silver/Gold, I - VI
Languages	Adanese
	Aerladese
	Gaelarese
	Islander
	Jardon
	Runic
	Sylvadriel
Religions	Fortana
Relations	Allied with Agaros
	Enemies with Gothmoor
	Mecca for international trade

Though it is one of Mythosa's smallest nations, Zeldora is probably the richest. Trade from all over the globe passes through here, most handled by the wealthy merchants of the island. Almost anything can be bought and sold here, from mundane items to exotic spices, slaves (slavery is illegal in Zeldora, but the sale of slaves to and by

foreigners is perfectly acceptable), and rare magical tomes. Various narcotics can be obtained here as well, but it is illegal to traffic in these, so the underground of Zeldoran mercantilism handles drugs. Obviously, many less desirable elements of Mythosan society covet the wealth of this island, and it is for that reason that Zeldoran coffers employ the finest mercenaries in Arsaenea and Ryh'ardha. The small, elite army of Zeldora is finer than those of many larger nations.

The capital of the nation is Mercancity, which is also a major trading city. The massive harbour is always full of ships flying various flags, and the streets are filled with shoppes and markets.

The city of Sevasolta is divided into two parts; the north being on the island portion of Zeldora, and the south being on the mainland. The commerce and trade here is even greater than in Mercancity, and the strait between island and mainland is constantly flooded with ships, and a floating city of sorts is emerging between the two halves.

The Nations of the Ocean Kingdoms and the Outremer

ILMARA

Capital	Amansyr
Population	35,000 Humans
Government	Monarchy
Ruler	Prince Sakaln Himmal
Ethos	Law
Climate	Subarctic-Arctic
Resources	Furs
	Gems
	Ivory
	Precious metals
	Timber
Currency	Silver, VI
Languages	Gaelarese
	Islander
	Outtalk
Religions	Aegar
	Beldarus
Relations	Friendly with Sorcalia

The nation of Ilmara, centrally located in the known Outremer, is the first 'new' nation of the past few hundred years. It is also the first independent nation of the Outremer. Located to the north of a mother lode of metal and gem bearing mountains, and situated just to the east of an untamed, vast wealth of woodland resources, Ilmara, if it takes dominance over the continent, should prove to be a major force to be reckoned with in the future. The sages of Stalis now rank Ilmara as the second wealthiest nation in the known realms (Zeldora still being number one).

The capital city of Amansyr is located in a beauteous valley, north of the Outremic mountains, and south of a bountiful wood. The city is not nearly as opulent as those of Arsaenea or Ryh'ardha, but it is slowly growing. The Prince of Ilmara governs from here (the title 'King' being cast down in remembrance of the evils of the Ambian king against whom they fought), in a castle that is more for defense than royal luxury. A small port here allows shipping to the east, along the Lyrebrook to the Outremic Sea.

The port of Belatros is, at this time, the only other major Ilmaran city. While Amansyr handles commerce to the east (Arsaenea), Belatros covers trade to the north, being the Island Kingdoms and Ryh'ardha. The city is also known for its lumbering, as it has virtually unlimited access to the Outremic Woods.

SORCALIA

Capital	Arcania
Population	60,000 Humans
	4,000 Sylvari
Government	Magocracy
Ruler	The Council of Nine
Ethos	Neutrality
Climate	Temperate
Resources	Wine
Currency	Silver, V
Languages	Islander
Religions	Iberis
	Kabala
Relations	Magical hub of Mythosa

A mecca for all that is magical, the island of Sorcalia rises out of the sea in the far west of Mythosa. The isle serves as a beacon for mystical knowledge, and all are welcome here who quest for enlightenment, be they good, evil,

or otherwise. The Council of Nine, a cabal of extremely powerful archmagi, make sure that their doctrine of equality is abided by, and woe to he who dareth to oppose the will of the Council.

The capital city of Sorcalia is a small port called Arcania. The Tower of the Council may be found here, but only a small part actually houses the living and working area of the Nine. Most of the building is devoted to the administrative portion of Sorcalian government. A castellan, appointed by the Council, actually handles most all of the governmental detail; the archmagi rarely make their existence known, except in times when the security of Sorcalia is gravely threatened (such as Ambia's planned violation of colonial territories during the Ilmaran Revolution). Most of the time, the Council is absorbed in its own devices; what these are is not known (though it is speculated that half of the members are not even on this plane of existence at any given time).

The Universaetie di Magius is a massive collegium of sorcery, located on the west coast of the island. All magickal disciplines (except necromancy and daemonology) are taught here, and the college attracts students from all over Arsaenea and Ryh'ardha, and even some from as far away as Yara-Kai and the Eastern Reaches.

The city-state of Spyre, located in the far north, is THE city for magick. It is so named for all the various wizard towers which dominate the sky above the city. The magical metropolis is governed by a Lord Mayor, a powerful archmage, whose doctrine is independent of the Council, though he or she usually rules in the same manner as the Nine.

In light of recent events in Aelorea, the Council has denounced the ReichePriest Zyncrest as a "...liar, cheat, and threat to all civilized peoples on the continent of Arsaenea..." Rumour has it that the Council has secretly offered a bounty of 50,000 gold pieces for the death of Zyncrest.

TALISMARR

Capital	Lor Elesna
Population	40,000 Humans
Government	Monarchy
Ruler	Lord Andros Oratan
Ethos	Law
Climate	Temperate
Resources	Food
	Wine
Currency	Silver, II
Languages	Islander
	Aerladese
Religions	Amallya (state-doctrine)
	Boltus
	Mannanor
Relations	Enmity towards Ambia

The nation of Talismarr is a small island located to the northwest of Arsaenea. For decades it has been plagued by invasion and strife, and only in recent years has the isle been free of foreign oppression.

The capital city is a large metropolis known as Lor Elesna. The magnificent Royal Palace is found here, as is the Temple of the Just, the second largest church dedicated to Law (the Cathedral being first). Lor Elesna is an active port, and frequently trades with nations from Rhijad to Agaros.

The port of Tal Marda handles western Arsaenean trade. The city recently suffered a massive assault by an armada of unknown origin; the fleet silently sailed in, taking the guard by surprise, and besieged the port. Reinforcements from Alkang Keep finally drove the sea-borne attackers away; however, no invader bodies were found - alive or dead - so no form of interrogation could be made. A divination in Lor Elesna at the Temple of the Just, performed by a high-ranking priest, proved unsuccessful, as the cleric went mad while conducting the ceremony, and began screaming 'Hyi, Hyi, the red destroyer seeks the grail!' He then collapsed, dead. Nobody knows who (or what) the Red Destroyer is, or what grail he (or it) seeks.

The citadel of Alkang Keep is a fortress located in central Talismarr, at the base of a small mountain range. It was built in 2771 GY as a defense against goblinoid raids from the

mountains. After the evil forces were destroyed, the keep remained as a training ground and military liaison for Lor Elesna and Tal Marda. Also, the famous Vineyards of Talismarr are found here, and a portion of the castle is devoted to turning the grapes of this garden into the much-prized Alkang Wine.

In 3403 GY, Talismarr successfully invaded the island off the west coast of Rhijad, which was formerly home to the engimatic 'Brotherhood of the Horned Shadow.' Ths island was mysteriously uninhabited by any human or animal life, and the closely guarded ruins were *gone*. Talismarran officials are currently investigating the entire situation before allowing migration to their new acquisition.

Other Places of Note

RADIMAN CONFEDERATION

The Radiman Confederation is a region in central Arsaenea consisting of self-sufficient city-states and baronies. At one time the area was a nation (Radima) ruled by a single sovereign. The lord mayors and barons decided, however, that they would prefer autonomous rule for each of their holdings, rather than a central governing body. Thus did they dissolve the national government. However, the states maintained a loose alliance for purposes of military and economic benefit.

The port city of Pralos is the seat of the Viktorus barony. It was previously the capital of Radima, and now serves the largest member of the Confederation (the barony covers most of the southern portion of the region). The city is not very large, and the primary purpose is to house the meetings of the various states.

Zayira and Ralaport are the two southern cities. They are controlled by the Baron Viktorus. Neither city is spectacular, just serving as points of commerce through the south to the city-states of the north. The cities are sometimes frequented by pilgrims travelling to the Church.

The Church of Celestial Harmony is a famous temple located in the southeast of the region. The temple is the second largest building in the known world, being the size of a small city. Here, honour is paid to the various gods of the Equilibrium, and the High Priests administer holy doctrine to the various sub-temples throughout the northern and southern continents. The Church works with the Confederation on some issues, and this clout gives considerable influence to the states' relations with neighbouring regions.

The city-state of Darmaer is located in the center of the domain, and is the main conduit to the markets of Zeldora. The power of the city was built on the lucrative lumber business of western Havenwood, but the deforestation is being curbed by influence of the Sylvari of the woodland.

Kelsha, Araelan, and Rel Eldara are major city-states in the northern portion of the nation. The former two are large ports, and do great business with northern Arsaenea and eastern Ryh'ardha. Rel Eldara is close to the Druids and elves of Havenwood, and as such has a much better relationship with them. The city-state is often the loudest voice at confederate meetings where the woodlands east of Silvrebrook are concerned.

Vanguard Keep is a large fortress built and staffed by the Confederation members. The keep was constructed as a defense against Gothmoor, and to protect caravans from raids by that country.

REMNANTS OF RAMALA

The far northern tip of Arsaenea (north of Xoltawood) used to be a kingdom known as Ramala. However, in 3386 GY, a revolution took place which brought down the central government. The former Hykarashan houses of Amehni and Anleah cast down the current king, Emillzar Hensan, and placed Gareth Anleah on the throne. Soon after his coronation, however, House Amehni began to question the rule of King Anleah. Eventually, this questioning led to hostility, and the nobility of Ramala became divided into two camps, one loyal to House Amehni, the other to House Anleah. The Church of Law intervened, as they wanted to keep an internal conflict from occuring, not just for the sake of the people or to keep Ramala from becoming another Hykarasha, but because a

divided nation might not be able to withstand an invasion from Gothmoor. Unfortunately, the Goths took it upon themselves to attack the nation, most likely attempting to take advantage of the schism in the Ramalan government. The Church turned its attention to Gothmoor, and was unable to enforce their will on the two sides.

Though the forces of Law were able to turn back the Gothic assailants, by the time their battle was over, Ramala was in the throes of civil war. The Church had suffered considerable losses during their conflict; as such, they were unable to intervene. They watched helplessly as the nation was torn asunder.

After three years of war, the cities of Damaristan and Al'Askar grew tired of the fighting, and declared independance from Ramala. They mustered sizable militias to oust the troops of Ahmeni and Anleah from their cities, and prevented them from returning. They also thwarted any attempts by the Houses to move farther north than Sindal.

With little left to fight over, the two Houses declared a truce. House Ahmeni retreated to Rael-gahr, and House Anleah to Sindal (having been disallowed from returning to Damaristan). The southern portion of the nation is now in a state of semi-syndicracy; Conn Teuteros, the current "King", rules the region, but only as far as the two Houses allow him

Rael-gahr is the former capital of this land, and is the secondary force against the evils of Gothmoor. The East Wall is a famous landmark of the city, a large defended collection of connected towers, designed to stop any force from Xoltawood. Future plans call for the construction of such a wall completely across the north of the chaotic wood, spanning the entire border.

Sindal is a city famous for its cloth. The weavers here are second to none in their skill, and Sindalese silk is prized across the globe.

Damaristan is a port on the western coast. The city ports do a great deal of business with Hykarashan factions.

There is a sign in Al'Askar that says 'Point of No Return.' This is in reference to the fact that the city is the northernmost on Arsaenea, and the last civilization before the Sea of Eternity. Occasionally, ships will set sail from the city docks to explore the vast ocean to the north; few ever return.

The Cathedral of Law is an immense church in the south of Ramala, second in size only to the Church of Celestial Harmony. The Gods of Law are venerated here, and the forces of the Cathedral are the primary stopping power against the evils of Gothmoor.

The ruins of Hassar can be found here as well. The site used to be a great city, perhaps a capital, of the ancient Hassites. Though the original tribe is gone, this venerable city remains.

VARGHANI CITY-STATES

Located to the east of Khazrantia, across the Red River, is a loose collection of city-states sprawling across the south central wilds of Ryh'ardha. These states are Ramadahd, Al'Qadima, Kharaja, Neverlight, Khemal, and Oasys.

Ramadahd is a farming city, located to the west of the Amedinawood. The city ekes out a modest harvest from the lands surrounding it, and does some logging from the eastern forest. The southern port of Sakhir falls under its jurisdiction as well. Sakhir provides a fair amount of sea trading for the city-state.

Al'Qadima thrives on agriculture, as the land around it is quite fertile, due to the Red River. The city is built on high land, so as to avoid flooding when the river jumps its banks.

Kharaja is the easternmost of the city-states, lying at the mouth of the Zarr River. The city is the gateway to western Ryh'ardha for overland trade. The Fellowship of the Sun is also situated here; it is a large adventurers' guild, and caters to the needs of enterprising groups who care to see what Ryh'ardha has to offer. The Fellowship has a branch guild in the Vargrossean city-state of

Labyrinth City. Kharaja also rules over the cities of Elmani, Port Apharos, and Al'Kazarr.

Port Apharos and Al'Kazarr are located on the coast of Lake Apharos. The two ports serve as trading centers and travellers' rest stops.

The city of Elmani is a very old settlement. Most of the residents and shops are found in ancient buildings whose dates of construction are unknown. It is said that the structures were present when the first human settlers arrived in the region.

Neverlight is so named for the fact that the city is completely underground. Years ago, an immense cavern, complete with a lake in its center, was discovered by a wandering band of nomads. Using it as an occasional camp, others learned of the cave, and eventually an entire city emerged (or submerged) in the grotto. The location provides an excellent protection against invaders and sandstorms, and light is provided by numerous fluorescent plants and permanent magical illumination spells.

Oasys, the 'Jewel of the Desert,' is a large city built around an immense oasis. The city is a haven for miles around, and trade routes have been established with Khemal and Kharaja.

Khemal is a rather non-descript city. It is situated on a plateau south of the Burning Sands. Khemal's ruler is cruel and strict, but his reign is tolerated, since Khemal is a valuable link in the central Ryh'ardhan trade routes.

VARGROSSEAN CITY-STATES

In the south central part of Arsaenea one finds the city-states of the Vargrossean Valley. Named for the ancient nation that used to exist here, the valley is a large region bounded by the Stone Curtain mountains and the Maranvian Sea. Five city-states can be found here; they are Mount Carsus, Labyrinth City, Harmound, Maar, and Ayrie.

Mount Carsus is an unusual city; it is built on lavic islands in the middle of an extinct volcano. Instead of streets, the city has canals and streams, and sloops and dinghies ply where carts and horses would. The city is easily defended from the outside, but some believe that the volcano is not quite extinct, but dormant. If the latter is the case, it would truly be catastrophic for the inhabitants.

Labyrinth City is built over the ruins of a massive minotaur metropolis. While the bullmen where wiped out aeons ago, the mazes still exist for many levels under the city, attracting monsters and adventurers alike. The city-state has recently opened a branch guild of the famed Fellowship of the Sun, allowing Arsaenean adventurers to benefit from the Ryh'ardhan guild.

Harmound is an agricultural city, farming around it being prosperous. The city is on good relations with both Westfaire and Eastfaire; this is viewed with disdain by the rest of the states, who view its relationship with Ambia and Aelorea as detrimental to the rest of the valley.

Maar is the only state on the coast, and thus enjoys much prosperity as being the main inlet of sea-borne goods to the valley. The city has a strong defensive nation, built to fend off attacks of Aelorea's 'Inquisition Fleets.'

The city of Ayrie is built into the sides of mountains in the Stone Curtain. The metropolis is easily defended, since would-be invaders must climb sheer, steep cliffsides to reach the city. The inhabitants are keen to things of the air, and are ardent followers of Boltus. They've developed a number of interesting items in their lofty heights, both magical and mundane. Two examples of these are magical rings which enable to wearer to survive a fall of any height (in case someone lost their step on the walkways), and personal gliders: animal skins stretched over a wooden frame, which are used for flight. An Ayran grasps the frame, and leaps off the city walls. The gliders keep the flyer aloft in the air currents. These items are used as much for surveillance and security of the city as they are for recreation.

WYVERN ISLE
Found to the east of northern Arsaenea, this island is claimed by no nation, nor is it a nation unto itself. There is a town, Runa, which is populated mainly by Runir, with some humans (mainly sailors). The whole of the region is unexplored, as the dwarves concern themselves with the western hills, and the humans go no farther than the edges of town.

SYLVAN ISLES
An archipelago to the east of Arsaenea, the Sylvan Isles are the ancient homeland to the Sylvari. Before the Age of Darkness, before the Imperial Age, even before the meetings between mankind and the Saurians and the Others, the collective elven nation has been centered on these islands.

The isles are heavily wooded, and full of mystery: no one but a true Sylvari may land on the islands, or come within five lenars of them. The legendary Elven Longships, the fastest craft in the world, make sure no one violates these territorial rights. All that is known to non-elves is that the islands are the epitome of Sylvari civilization: great forest cities, woods full of game and wondrous flora, and countless other marvels. It is small wonder that elves the world over seek to return here before their death.
From an unknown location, the High Elven King Lorlander rules over the isles. This name is assumed by each new High King, as it was the name of the first, way back in 0 SY. Even though the peoples of Kaermyr swear allegiance to him, he does not impose his will beyond the island of Elshay.

Elshay is an exception to the rule: other races are allowed to land upon it. This island is the closest to Arsaenea, and is less a Sylvan Isle than it is a buffer zone between the continent and the archipelago. Though under complete Sylvari rule, Elshay appears to be just like any other land in Arsaenea.

In 3369, a huge armada comprised of Drakari warriros, magi, assassins, and priests invaded the Isles. Utilizing magickal amulets that allowed them to circumvent the effects of the sun, the dark elves devasted the Isles before being routed at the Battle of Elvastar (the name of one of the islands). The great barbarian hero Og was instrumental in the darklings' defeat, but he himself was slain in the conflict. For more information, consult Ralan Vesteri's informative treatise, *Eternal Beauty and Infinite Evil: The Second Sylvari-Drakari War*.

PIRATE'S ISLE
This island is located to the east of Rhijad. A vile place, the island is home to cutthroats, pirates, and buccaneers. In the center of the place a settlement has emerged, appropriately named 'Leechtowne,' where all matter of vices may be satisfied, and where discord is the law. An unwritten 'code of honour' exists between the inhabitants, preventing a total collapse of the town.

HELGARD
Helgard is found in the extreme southwest of Arsaenea. Bounded by the river Ulfram, it is a place feared by even the mighty Nordicans. The name 'Helgard' is a Nordic word, meaning 'Gateway to the Netherworld.' Why they have named it that, beyond the fact that no one who crosses to the river, or lands on the Skesgart shore ever returns, is a mystery.

To look at Helgard is to think you've found a paradise in this land of icy climes. Gazing across the river, one sees lush, green fields, flowers in full bloom, mighty oaks and maples in full glory, even the occasional boar or stag. Many speculate that it is a gateway to the heavens, and no one returns because they have found paradise, and have no wish to return. Others claim this is an illusion, which beckons fools and the foolhardy into an eternal damnation.

Though it is said no one has ever emerged from Helgard, there is one man who has. The infamous Zewdye the Mad (known only as 'Zewdye' before he entered), accompanied by an entourage of men, Sylvari, and Runir, journeyed across the river and deep into the region (at least from the point of view of those observing him). About three months later, a wild-eyed, frenzied-

looking man stumbled into a Nordican village not far from the Ulfram. He was muttering things like '...the Eyes! The Eyes!...,' '...His red hand reaches out for me...for you!,' and '...they walked! They walked! They shouldn't even be crawling...' Soon after, the Archmage recovered and returned to Arsaenea, not recalling anything that happened; however, some speculate he still retains memories of his journey, as his personality has changed a great deal since his return.

Atlas of the Known Lands Of Mythosa

I: Western Ryh'ardha

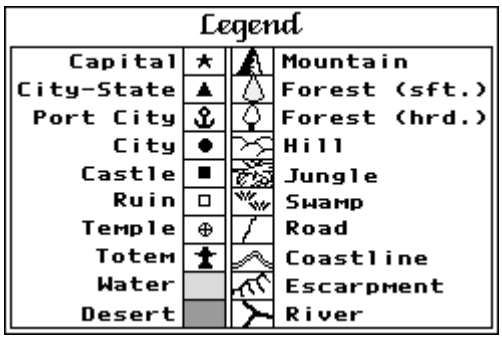
II: Eastern Ryh'ardha/Northern Arsaenea

III: Southern Arsaenea

IV: Outremer/Ocean Kingdoms

V: The World of Mythosa

Map Index



Map Scale
Individual Maps: 1 inch (2.5 cm) = 60 lenars
World Map: 1 inch (2.5 cm) = 120 lenars

Map Index

I: Western Ryh'ardha

RIVERS AND LAKES

1) Drybed Run
2) Lake Apharos
3) Red River
4) River of Life
5) Zarr River

CITIES (*: Captial, #: City-state)

6) Al'Kazarr
7) Al'Qadima#
8) Czaran*
9) Elmani
10) Elsheba
11) Ghaalwana*
12) Islakeem#
13) Jungle's Edge
14) Kazaradad
15) Kharaja#
16) Khemal#
17) Kozara
18) Neverlight#
19) New Sahibistd#
20) Oasys#
21) Port Apharos
22) Port Keslan
23) Ramadahd#
24) Sakhir
25) Shesada*
26) Syrana
27) Varghani*

OTHER PLACES OF NOTE

28) Alaslantyan ruin
29) Alaslantyan ruin
30) Akbar
31) Alisk
32) Aq'khan Keep
33) Forbidden Ruins
34) Muslikem
35) Order of the Flaming Pyramid
36) Royal Dungeons of Gharad
37) Tomb of the God-Kings
38) Yamola Totem
39) Zumuli Totem

II: Eastern Ryh'ardha/ Northern Arsaenea

RIVERS AND LAKES

1) Blackrun river
2) Dali-Raan
3) Merriwynd River
4) Silvrebrook

CITIES (*: Captial, #: City-state)

5) Akar'qeleb#
6) Al'Askar#
7) Allson
8) Araelan#
9) Caros#
10) Damaristan#
11) Darmaer#
12) Delandril-Runheim
13) Dragaport*
14) Elstanidad#
15) Gnostica
16) Kelsha#
17) Khalar
18) Leechtowne
19) Lor Elesna*
20) Mercancity*
21) Nylsorca*
22) Port Afkall
23) Pralos
24) Rael-gahr
25) Rel Eldara#
26) Runa
27) Sevasolta North
28) Sevasolta South
29) Sindal
30) Tal Marda
31) Urekal
32) Yzagar
33) Zayira

OTHER PLACES OF NOTE

34) Alkang Keep
35) Broken Crag Canyon
36) Caer Celtos
37) Cathedral of Law
38) Darkwood Keep
39) Fens of the Serpent
40) Hassar

41) Ral'ghast
42) Ruin
43) Ruin
44) Ahanati totem

III: Southern Arsaenea

RIVERS AND LAKES
1) Bardela Lake
2) East River
3) Jrani River
4) Lacaro River
5) Rushyng Waters
6) Urnska River
7) Vidhrrivre
8) Ysirean River

CITIES (*: Captial, #: City-state)
9) Aelor*
10) Aladalos
11) Ayrie#
12) Blaron
13) Eastfaire
14) Eldan Falls
15) Elgarth*
16) Flameport
17) Harmound#
18) Kelov
19) Labyrinth City#
20) Maar#
21) Maldan
22) Mascova*
23) Mount Carsus#
24) Nr'aan
25) Ralaport
26) Red Xyra
27) Tetrigrad
28) T'narraw
29) Urnsk
30) Vaarnya*
31) Vanira*
32) Varehna*
33) Westfaire

OTHER PLACES OF NOTE
34) Black City of Wizardry
35) Church of Celestial Harmony
36) Druid's Keep
37) Ealar
38) Heldar's Hall
39) Highfront
40) The Incompleat City
41) Kazdor (Lorani island)
42) Kharak Keep
43) Mar'Quel (Lorani island)
44) Merran (Lorani island)
45) Owinga (Lorani island)
46) Port Baneda
47) Raal (Lorani island)
48) Raldan Cove
49) Recela Keep
50) Relesor (Lorani island)
51) Saint Ivor's Shrine
52) Temple of the Enlightened Faith
53) Temple of the Waves
54) Vykingheim
55) Yulsar Fens

IV: Outremer/Ocean Kingdoms

RIVERS AND LAKES
1) Black River
2) Border River
3) Lyrebrook
4) Ulfram River

CITIES (*: Captial, #: City-state)
5) Amansyr*
6) Arcania*
7) Belatros
8) Cantrip
9) Juxtan
10) Spyre#
11) Stalis

OTHER PLACES OF NOTE
12) Citadel Bayetta
13) The Necropolis
14) Alaslantyan ruin
15) Universaetie di Magius
16) Vigil Keep

Heraldry of Mythosa

Being a collection of the escutcheons and crests of the nations,
city-states, and dominant powers of Mythosa

City-State of Araelan

House Agrar

Al'Sharaq

Holy Reiche of Aelorea

City-State of Kelsha

City-State of Al'Qadima

Agaros

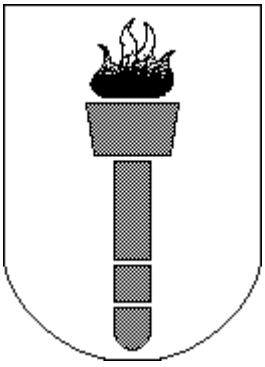
City-State of Darmaer

Empire of Ambia

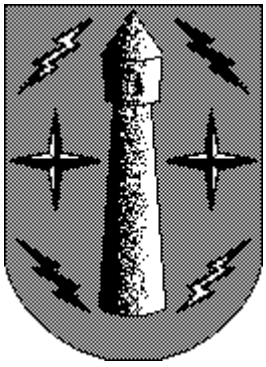
House Monteago

Brotherhood of the Azure Lion

Imperium of Gaelaran

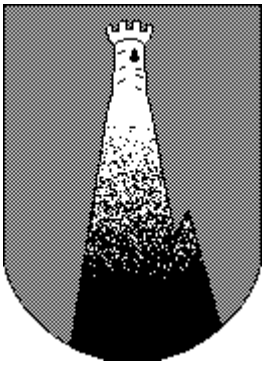


House Amehni

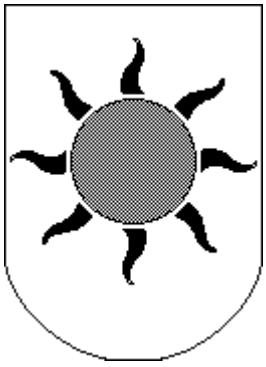


Council of Nine

Gothmoor



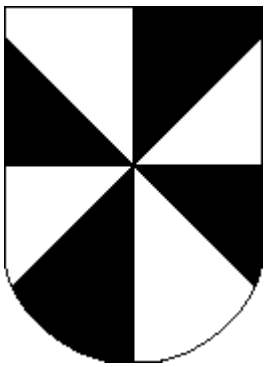
City-State of Ayrie



Fellowship of the Sun

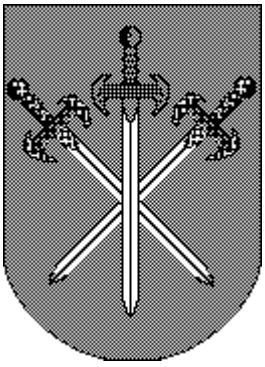
City-State of Khemal

City-State of Harmound



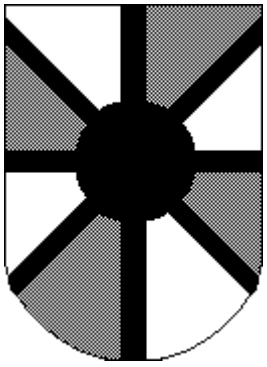
Grand Pashate of Hykarasha

City-State of Rel Eldara

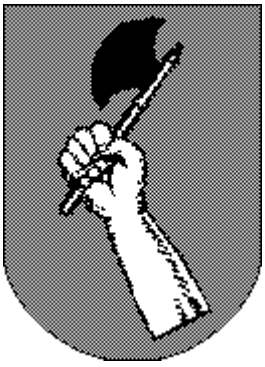


House Delshea

Ilmara



City-State of Kharaja



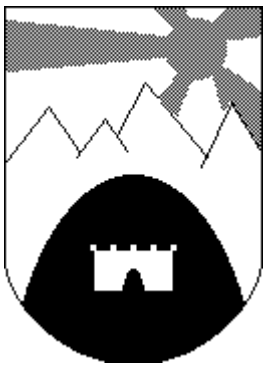
House Seltros

City-State of Islakeem

Khanate of Khazrantia

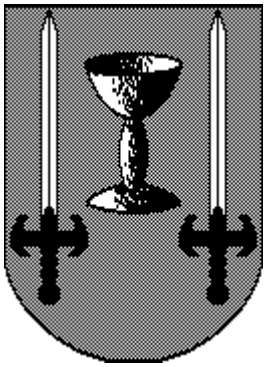
City-State of Labyrinth City

Marasinian Loyalists



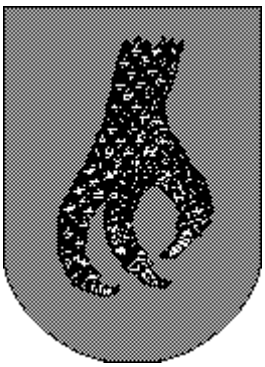
City-State of Neverlight

Lorani Republic



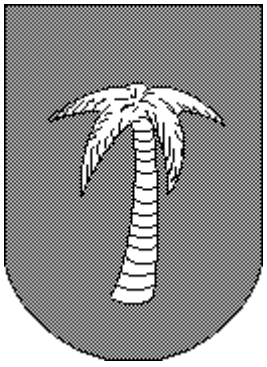
House Anleah

Nordica



City-State of Maar

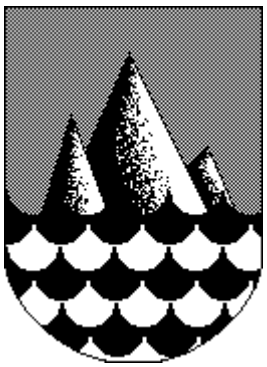
City-State of Mount Carsus



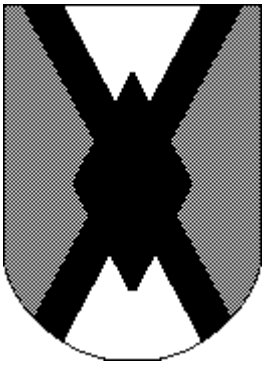
City-State of Oasys

Order of the Flaming Pyramid

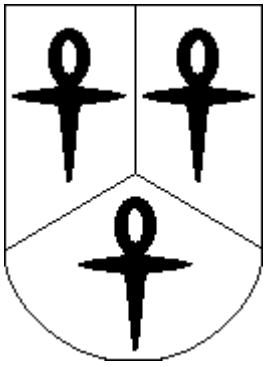
City-State of Damaristan



Emirate of Shesada



Radiman Confederation

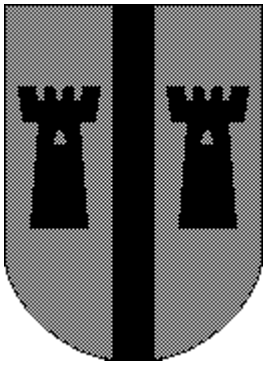


Rhijadi Triumvirate

Sorcalia

City-State of Ramadahd

Scarlet Guard

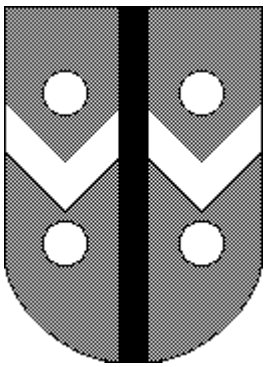


House Surrae

Talismarr

Zeldora

Warlords of Kh'ia



Zhuntari

Zarlev

For more detailed information on the various coats-of-arms, the reader is referred to Delaterio's *Crests, Coats, and Colours.*