

B EING A LIST OF WORLD SECRETS AND ADVENTURE HOOKS NOT INCLUDED IN THE TRAVELER'S GUIDE TO CYRUS

A free PDF extra revealing secret information and providing adventure hooks for the World of Cyrus.

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Hello Game Masters!

To those of you not currently filling the role of Game Master, or those who want to retain some mystery about certain things in Cyrus, **BE WARNED!** This extra isn't going to pull any punches. This is your spoiler warning, loud and clear. The following section will be written directly to the Game Master with lots of adventure hooks and secrets about areas mentioned in the Traveler's Guide to Cyrus (Found on page 206 of the Silvervine Games Core Rulebook and Cyrus Worldbook). A basic knowledge of Cyrus will be required to get the most out of this section and the writing here will tie directly into those sections they mirror in the Traveler's Guide. These adventure hooks **WILL** reveal information that the players may not want to know beforehand. We will code the information in case anyone reads this looking for inspiration, but this may not stop casual readers from knowing more than they bargained for. We aren't talking "make you go insane things that should not be known by mortal men" type of knowledge (well, maybe in Anacandra) but we are talking about things that might be hard to keep out of game. Ok, enough warnings. On to the goods!

Section Coding

The adventures hooks and secrets section will be laid out in the same order as the Traveler's Guide to Cyrus, loosely following the journey of the Brothers Cornelius around Ithis, Clave, Pero, and Cirro. The adventure hooks and information will be delineated by bullet points and will have a Hook Name and Hook Type preceding the information contained therein. It will look something like this:

The various types of hooks are:

- ❖ *General* - A hook that does not reveal any real secret information.
- ❖ *Secret* - A hook that reveals some information players should not see.
- ❖ **VERY SECRET** - There are very big secrets revealed in this section.

Miscellaneous Section

❖ **Forbidden Antreu Languages** - *Secret* - There are a few languages in Cyrus that are not able to be easily translated, and thus are not easily available to the races. There are varied reasons for this. The language of High Animalia is reserved solely for the Animalia people who are born with the capacity to learn it. Other races, even lower level Celestials, would have no ability to learn it. Extensive study of the language might reveal some bits and pieces, but non-Animalia races tend to forget the words they have heard in the language. Elemental and Creature Tongue can be learned by people, but it takes patience and a great deal of intelligence. The language of the Elementals is a language deeply rooted within the spectrum of natural magic. In order to mimic the rustlings of wind, bubblings of water, and cracklings of fire, one must change their way of understanding the world. Creature tongue is much the same way, but touching the blood of dragons to the tongue is said to convey the understanding to speak with animals. Godelven is an interesting language, and few are allowed by the Archai to speak or know it. Godelven is a mix of Archaic Elven and words stolen from the book of magic written on pages made from leaves from the tree of life, so say the Taesian mystics. There is magic in the language, and it is as close to the concept of "first word" magic as you can get. While one cannot say "tree" in Godelven and cause a tree to sprout up, the speaker feels that such power is just barely out of reach. The Archai locked this language away, much in the way they protect the language of High Animalia. Those who do manage to pierce the deep and universal protections upon the Godelven language often go mad. Those who regain their sanity find themselves possessed of great knowledge. Should a player wish to learn one of these languages, a quest might be a good way to go. Elemental might be learned from an elemental who will take a player under their tutelage, appearing from time

to time to teach something new. High Animalia and Godelven should only be granted if there is a **BIG** reason, but hey, this is the characters' story, right?

- ❖ **What's That In The Sky?** - *Secret* - Floating Islands are a topic not much covered in the main book. While they exist and are visible to the naked eye, only those who travel by airship ever get to go to them. If more of them had stable orbits that could be charted, they might be more visited. Without these stable orbits, they often become lost in the skies. This makes them great havens for people who don't want to be easily found. That means pirates— airship pirates to be exact. A word-of-mouth network, comprised of code-words and hand signs, exists amongst airship pirates to tell other pirates where certain islands can currently be found. These islands are homes to ramshackle airdocks full of black markets where forbidden things can be found and fenced. For a fun adventure, have your group end up on one unknowingly. For a terrifying adventure, have them end up on one of the Island Holdings of Absalom (a Perosian Human Slave Trader from Mahlla' Feer), where they will be captured as slaves if they don't look like they are there to buy them. Absalom has an interesting way of tracking his islands, despite their lack of standard orbits. He possesses a Sagacitem-Via table, a relic of the Godelves. A map can be placed onto the table and a single manna spent to activate the magic. The table redraws the map to make it accurate, moving drawings of floating islands to their proper place. The map must be somewhat well drawn in order for the magic to work - a dot with a name and no other reference wouldn't work. There are many who want to know how Absalom charts his islands, and I bet they'll pay good coin to find out.
- ❖ **How Did The Islands Come To Be** - **VERY SECRET** - Ok, huge secret here. The people of Cyrus know that the Islands were once part of the land of Cyrus. What they don't know is that they were from the lands and people before the known time. These were mostly Celestials and precursors to the races today. I'm not going to spill the whole story (that'll come later), but what you can know now is this: There were once many, many, many celestials before the races were really established. They warred for some reason lost to history, and this war scarred the land. Tacos sent the steel Archai, Masamune, down to end it. He did. Masamune slammed a spear, made for only the Archai, into the ground with a (literally) earth shattering force. This destroyed most of the Celestials and shattered the land, the sheer power throwing chunks of it into the air where it stuck. Yup, no magnets, just sheer archangel fury. The dust and smaller chunks (with a few isolated large chunks) flew up to make the rings of Cyrus, a fact also unknown to the people.

Judarin

- ❖ **Clanwars** - *General* - The PCs get involved, unwittingly, in a feud between two clans. One clan has “claimed” the PCs, but they accidentally went into a shop owned by another clan, who switched their clan badge. This started a Hatfield/McCoy type of feud that is threatening to erupt into vicious street fighting. Thanks to Dwarven bureaucracy, a trial interrupts this, but the PCs are placed in the “judging” spot along with members of other clans. The wrong choice might make the PCs very unwelcome. This is a good way for smooth-talking PCs to use their skills to maneuver the intricate and nuanced Dwarven courts, as well as a way for some of the less smooth PCs to make some new, recurring enemies.
- ❖ **Lull-a-bye** - *General* - Judarin lull is more feared by sailors than any cannon of Judarin. Smuggling into Judarin is hard, but makes a great adventure hook. Here are some challenges the PCS might face if they are trying to smuggle something in. If they try to quickly move their cargo, they may face the Militia, who are bored enough to cause some trouble. They could have a man on the inside who will help, but if a rival clan member notices this, mischief could ensue. And if a band of pirates actually decides to try to invade the docks under false flags? Well, things would certainly get more interesting!
- ❖ **Hot Potato** - *General* - Judarin is second only to Rumi when it comes to mechanist developments. While restrictions keep these experiments from getting out of control, a mechanist in town needs a rare and illegal mineral in order to complete his work. He has had it smuggled in, but it is sitting in dock and he fears it may be discovered. The PCs track it down, but be warned...a rival

inventor also wants this mineral and knows of its location. Did I mention that it is extremely volatile? What should be an easy delivery mission could turn into a race against time with life and limb at stake.

Southern Dwarvenlands

- ❖ **But All I Wanted Was A Hot Bath** - *General* - In the Southern Dwarvenlands, in a random city known for its famous hot springs, all the water has stopped flowing. The Dwarves find that there was a cave-in which cut off an underground stream. A group was sent down to clear it, but they have not returned after a week. It is assumed that the group encountered Goblins underground and succumbed to them. The Game Master might opt to post a bounty for an easy hook, or they might make getting the hot springs vital to something the group needs (like water from the mystic spring) for the campaign.
- ❖ **Hunting Royals** - *Secret* - The Thane's hunt is an important Dwarven Ceremony. If not completed successfully, the Thane's right to rule can be called into question. This is exactly what Baron Donnerblat, Dwarven noble, wants. Working with Anacandran spies, he hopes to cause enough confusion to sneak Anacandran textiles into the lands. The Anacandran spies, ninja-like and possessed of great magic, are tracking the beast, ready to kill it. The Dwarven secret police, the Nachtaugen, have caught wind of this and hired the PCs to apprehend the spies. The spies are undead but intelligent, perhaps Death Spectres (per the spell). If the spies kill the beast before the thane can, then they will decide killing the thane would be fun as well.
- ❖ **Trade Secrets** - *General* - Everyone outside of Northbridge wants to learn the siege suit technology found there. It really isn't a secret, but the dwarves don't really want to share the plans because of the great power it would spread to those of short lives (and patience). A fun super-thief adventure could be to break into Northbridge and gain some secret, or gather a complete set of the plans. The players could go about this multiple ways - hiding as part of a tour of ambassadors, straight sneaking in, using a sewer entrance, trying to find magic to turn themselves into dwarves (if they aren't), etc. My advice is to let the players brainstorm a bit and make up the details of the adventure based on their ideas. Games like this really shine when the players feel like their actions have huge impact. A prime draw of super-thief movies is the thieves outsmarting the establishment, so go with what the players come up with, throw in some hindrances, and roll with it. Don't be afraid to make it complicated, but let the players get out of some scrapes.

Steel Spine Tunnel

- ❖ **Aziz, Light!** - *General* - In the Twilight inn, light has been blocked from the light shaft. The owner of the inn needs someone to go outside and unblock it. This requires travel to one end of the tunnel (or finding a side tunnel that leads up to the outside) and finding the light collecting mirrors. A wyvern (or other suitable beast) has nested here and is blocking the light. Pretty straightforward, this one would work well for a quick one session adventure. For an added challenge, remember that there are Goblins and Orcs who live in the side caves.
- ❖ **Side Paths Galore** - *General* - Side caves provide many opportunities for great adventure hooks. A cave-in might block part of the main tunnel and force a party in to a side cave. A cave creature might have found its way into the main tunnel and be searching for a quick meal. The party may receive a reliable map that leads to the Highwayman's treasure. The party may be hired to search for a gullible noble following a "reliable" map. There are a lot of opportunities for small, dungeon-crawling adventures in here.
- ❖ **Stand and Deliver!** - *Secret* - The Highwayman was a rogue Knauss (mechanist automata) from the time of the Godwars. He supported a small village of refugees by stealing from well off travelers in the Time of Devastations. Much of his loot was stored inside the side caves, and indeed exists there to this day. He accessed the cave using a Jade ring spell, and many maps are actually accurate. They just don't take into account the fact that the cavern is completely sealed off by rock. Many have been mere feet away from a trove of treasure, only to turn around because they thought it was a dead end. To the naked eye, and even intense investigations, there is nothing. There are no secret doors, no code words. Actual reliable maps lead right to one of the many

caves of treasure and end. Throw in some hints; magic might get them in (the Stone Bread spell has many uses), or feel free to watch them squirm.

- ❖ **The Marble Ruins** - *General* - Built long ago, during the Godwars, the marble ruins were once a place where Maingthian cultists practiced stealing the magic from Dryadic elementals. The trees that grow here now are their twisted bones, capable of calling forth huge elementals to protect them from dark magics, something they can't always distinguish from benign or helpful magics. They might be reasoned with, or their suffering might be put to an end. It might also be possible for the PCs to release the Dryadic elementals by freely granting a pint of their own blood for each tree. This could result in the Dryadic Elementals becoming Dryadic mortals who think they are the PCs.

Feylands

- ❖ **Faery Circles** - *General* - The Feylands are a strange place, full of odd and unusual elements. A great way to get the group into experiencing these things is to give the party a ride on the Ithisian train, only to have it break down. A group might also be travelling with a caravan through the Feylands, only to find themselves elsewhere when they wake up from the night's sleep. When it comes to the fey, all bets are off, but be careful not to piss off the players. Changing the rules of the world on the players can challenge a party that is too complacent, but will piss people off if they think the Game Master is outright cheating. Knowing that the Feylands are a place odd in the world gives a little leeway, but the GM must be careful to stay consistent in the weirdness he allows.
- ❖ **A Grimm Fairy Tale** - *General* - Small children accidentally call a faery lord by reading an incantation from a faery tale in a book. He took them and the group is sent to find them. Maybe the faery lord stole the children to be servants to his court. Perhaps he took them to lure a band of adventurers to his court to work for him. It is even possible that he only took the children as compensation for being called from his realm, and that he may take some other form of payment in exchange for them. Be careful when dealing with faery lords.
- ❖ **Pathways** - *General* - In order to get an object the group requires, they must step beyond the veil and into the spirit lands. The only way that they know is through the lands of faery, which means entreating with a faery lord. The lord may help the party by giving information or magical items. However, a faery Lord rarely gives help freely, and often the price for such aid is decided after the help is given.

Unassociated Agricultural Lands

- ❖ **Those Old Magic Ways** - *Secret* - The little rituals the people undertake really do help keep the crop-growing season going year round. The Ring theory is crap, and most astronomers/astrologists know it. Most rituals are benign, but there are some cults scattered in these sparsely populated lands that practice darker rites. The players might be called upon to root out a cult with very dark roots. Perhaps some locals have turned up missing, thought to be sacrifices to a fertility spirit. Maybe some cattle have been found, mutilated in a ritualistic manner. The PCs must stop the cult... but what if the rituals actually *are* doing more good than harm?
- ❖ **Unknown Faces** - *General* - There are a lot of problems in a land like the Unagalan. With very little central organization, the Shadow riders can't be everywhere. They also are fairly distinguishable and have a hard time going undercover, but they are smart. They need help from people whose faces are unknown. One way the Shadow Riders could use adventurers like the players is to have them move cattle from one town to the next, as bait for a cattle-rustling ring. The players might even join such a ring in order to gather information for the Riders. This might be a good way to let your heroes pretend to be the bad guys for a while .

- ❖ **Heir To The Throne** - **VERY SECRET** - The person harrying Delmar is actually the one and only Corvis Delmar. After the War of Venture, he and J'yre escaped the explosion of a floating island by using the Jade Ring spell, concurrent to the release of magic back into the world. This screwed the spell up and they found themselves hurled into the future, where Corvis has renounced his previous thievish ways and sought to right many of the wrongs of the company that bears his name.
- ❖ **Evolution, Reversed** - **Secret** - Those who might purchase the two bird-derived mounts of Keirson Adeles might find themselves the target of Aruna attacks. Keirson Adeles is actually an escaped Aruna. His "magic" is the genetic restructuring of ancestral traits found in the birds. The Aruna were familiar with his work and might track down those who make use of his mounts.

Whytegaard

- ❖ **Knight Errant** - *General* - Whytegaard needs help tracking down a rogue knight who managed to get into the order to steal some of their fighting secrets. As a quick one-shot story, the knight could be someone who was previously rejected from training and who is stealing the fighting style out of spite. As a longer campaign-based story, perhaps he works for an enemy army that hopes to conquer Whytegaard with its own style.
- ❖ **You Meet In A Tavern** - *General* - The players meet 3 Whytegaard Kilted Honorguard members in a bar. After one of them thinks that a PC has insulted his mother's combat boots, a fight ensues. This is normal for the WKH. After the PC's win (or at least survive for several rounds), the captain of the honorgaurd puts an end to the fight. He tells the player characters that his squad has been tracking a smuggler and requests aid "Because you fight so damn bloody well, almost as well as my grandma. I would've had her here if she weren't busy knitting me a sweater." While cantankerous, the WKH members are appreciative and thankful for the help. Tracking the smuggler could mean the PCs putting on their investigating hats and doing a lot of thinking, but when they finally find the smugglers, the WKH aren't interested in talk and are ready to bash some heads in.
- ❖ **Let Sleeping Corpses Lie** - **Secret** - Fearmas is a bad, bad place. Legend says that a world-ending ritual might be performed here if enough fell magics of sufficient power are gathered. Whytegaard is always hesitant about letting others get to the area, and won't usually send people in alone. Some artifact might be held here, or this might be the only place that an artifact could be destroyed. The group would need to sneak past Whytegaard barriers/troops and get inside, then have to deal with the spirits of the dead, demons, imps, and others who roam there. Should the players need to go to one of Cyrus's hells for some reason, this is a great gateway. An ambitious Game Master could have the players step through a gate into the hellish spirit world and encounter a whole city of the dead in Fearmas.

Magus Keep

- ❖ **A Great Place To Visit** - *General* - There are many secrets that can be explored in Magus Keep. The labyrinthine tunnels (created by Minotaur) may be home to hidden relics or strange beasts. They are rarely visited but hold many secrets. This is a great place to hook into published adventures or other plot hooks.
- ❖ **Academic Orders** - *General* - Magus Keep is an excellent place to visit when in need of good information, though it must usually be bribed or bartered for if the PCs don't want to join the academic orders. Magus keep is certainly not a school of magic. Think more like Oxford with a grounding in the arcane. It is not en-vogue to study magic if you are a professor, but studying the history of it is. That doesn't prevent a lot of the more bohemian residents of the campus from studying magic in clubs, but they usually require funding to make the treks into the archives to get info for PCs or mercenaries.
- ❖ **Beating The Rap** - **Secret** - Magus Keep is also a great place to put a forbidden object that must be acquired. In many of the towers and forbidden areas, items of great power are locked away. While practicing magic isn't particularly noble, according to the rules of scholarship, it is done by many here. This means they've acquired a lot of "fun" items and are fond of keeping this fact

hidden. Though one might think the university guards are no match for real warriors, they are captained by a being of incredible power. Maxia, a full spirit summon whose spirit was trapped in the time of the Godwars and released by a Clavian scholar, found herself accompanying him to Magus Keep. There she gained an honorary title as captain of the guard, then proceeded to fight every guardsman and woman until it was accepted that she was the true captain. Under her leadership, the guard has become an efficient and deadly force. She is kept in a perpetual summoned state by an artifact she acquired.

Dwarvenhome

- ❖ **Lair of The White Snake** - *General* - A district in Dwarvenhome is being plagued by the attacks of giant albino cave snake that is travelling through the canal system. It escapes somewhere that the town guard cannot find. The snake possesses a level of intelligence and has managed to manipulate a secret door in one portion of the tunnels, hiding its lair in the sealed off area.
- ❖ **Frigging Escort Missions** - *General* - The Dwarvenhome Surveyors Union is in need of armed escorts for its distance markers. While this might be a boring job that takes up a few in-game weeks, it might also be a harried race to protect a Dwarven NPC who mindlessly continues moving along his course, counting off the steps while being attacked by a cave worm, nest of Orcs, or other creatures. Want to prevent the players from merely picking the NPC up and running with him? Tell them they won't get paid if the surveyor doesn't complete his job.
- ❖ **Forever Is A Very Long Time** - **VERY SECRET** - While in Dwarvenhome, an enterprising and adventurous airship captain, Bixby the Orcish, has docked. He is on a layover before heading to the skies in search of a floating island that he believes contains an incredible treasure. Bixby is as close to Godelven as they come. He encountered the elemental lords in a game of chance and tricked them out of their 4 crowns, or so the fairy tales say. They, however, tricked him and cursed him to walk the earth, forgetting all of his memories every 80 years. Some say that Bixby was actually pure of heart and this was the elemental lords' way of helping him escape the curse of the Godelves. The treasure he seeks can be any Macguffin you want.

Icelands

- ❖ **Pure Snow, Dabbed With Blood**- *General* - Bloodcursed creatures, creatures cursed by the blood that Maingth dripped into the world as he fought Elos, can be found everywhere in the snowy Icelands. This is where most Icelandic Army squads go when they go out – hunting to rid the snow of these horrors. While they do hunt the seals, bears, and other fur-bearing creatures found here, they truly seek to destroy the furless Bloodcursed creatures, like Qiqirn. Some grow huge and menacing, some are mere pests - all are hairless and suffer in the cold, never dying from it. Any PCs travelling through the Icelands by foot may encounter these creatures, or they may be sent by someone with less-than-noble intentions to capture one.
- ❖ **The Icelands Job** - *General* -Want a fun adventure? Put something the players need in the Museum of Adamah. Theft, diplomacy, and a multitude of other ways will be mulled over while trying to figure out how to get it out. I ran a convention game of this once. Their solution? Trigger a distraction and get the guards to run out secret GTFO tunnels with the most prized artifacts. This is a great one to throw clues at the players and see what sticks. The players may come up with a variety of clever solutions, so a good GM will try to adapt to whatever the players throw at her, and should let the players take this adventure wherever they lead it.
- ❖ **Shapes In the Ice** - *General* - An Ice Elemental has been trapped inside the ice of Icenglade's Ice Dome by a terrible Demon. He seeks to attract travelers who see the dome from afar by modifying the frost and shapes into writing and images. None so far have taken this seriously, and the elemental has very little control. A PC might notice this and feel curious, though. This could trigger a long climb up to the outside of the dome, where the Ice elemental will be close enough to converse with the PCs. If so, he will ask them to shatter the pane of ice holding him. The guards probably won't be too fond of letting the PCs up there. If freed, the

elemental will convey a favor, teach a free spell, grant some information, teleport the PCs, etc. However, PCs giving such aid must contend with the guards (and probably the local magistrates).

- ❖ **Protectors, cursed** - *Secret* - After the first blood cursed creatures were found, the Icelanders and their Dwarven allies built the G'lem. Sadly, many of these automations fell. The bloodcursed dripped their blood into the fiery magical hearts that animated the G'lem and they became corrupted. A settlement might hire adventurers to help fight off a G'lem that has been attacking at night. If the PCs do take on this task, it should be noted that at one time the G'lem were given life to defend the Icelanders, and killing one is no occasion for a victory party. The life of the G'lem may be experienced by the PCs upon the killing blow. It should be also noted that if one of the G'lem's sworn enemies, such as a wyvern, were to show up, it might send the G'lem into a rampage.

The Wastes

- ❖ Everything here is dangerous.
- ❖ Nothing here is as it seems.
- ❖ **Wastewalkers** - *General* - Wastewalkers, guides for the wastes, are specially trained only in the fact that they have attempted to live in the wastes for some time and have survived. Many are said to be mad, and few are without touches of "oddness". This isn't the tolerable oddness of the feytouched though. No, this is something that hints at darker thoughts and deeds. Always be wary of a wastewalker guide, for they may have their own agendas. If the PCs make use of such a guide, the GM should make every attempt to create suspicion towards him, whether he is up to something or not.
- ❖ **Accurate Maps?** - *Secret* - So, what is it that is preventing accurate maps of the wastes being made - A cabal of Arcanists or a secret branch of Whytegaard? Both, actually. Whytegaard has a completely accurate copy of a map of the Wastes. It is called the Chalice of Arun, and through it they can scry through the wails and screams of the dead that plague magical viewing here. What they see makes them feel that any non-Whytegaard expedition should be stopped at once, thus they honorably entreat with any who would attempt to enter the wastes, providing they feel the group might actually make it back alive. The Inner Circle (see Crow for more on them) also obscures any map it finds with accurate information. This is due to their desire of the power of the Godelves. While the Inner Circle is often too bogged down by in-fighting and bureaucracy to explore the wastes in a safe way (and of course, no way is safe!), they do not want other foolhardy individuals to get there ahead of them and claim anything for themselves.
- ❖ **Temple Obsidian** - *General* - The black temple is absolutely forbidden. Home to demons of great power that were trapped by the energies released when Maingth fell, to trespass here might release them. (Forbidden just means high level, right?) If your high-level PCs decide to make a go at it, these demons will try to escape from the temple, whether it is out a door or inside of a PC! If a demon finds a way to hide inside a player character, the player may not even know it. For added fun, let the player know and have her act as the demon!
- ❖ **The Seven Below** - **VERY SECRET** - The Dark Cairns is an underground city, buried deep in the rock. Some say Godelves survived here, though the site has been rarely visited and rumors about it are everywhere. It is true that Godelves do still exist here, though their power is highly diminished and their forms are horrid. A group of 7, though lacking in their once great magical power, have chained a dragon in a cave and use its magic to somewhat stave off the curse, making them like bastardized Dragonelves. They command a great city of Orcs who do their bidding, seeking out magic that might reverse the effects and let them loose. The players may encounter this army without meeting any of the 7, though if they do meet them, they most likely won't recognize the Godelves for what they are. Alternately, spurred on by rumors of the Godelves, the PCs may actually go below specifically to look for them.

- ❖ **AC/DC/FC - *Secret*** - Warbase 423, a Godelven mechanist outpost has been visited by Captain Aurelius Winterhaven, who plans a return trip to try to discover the source of power held within the lower levels. A good low-level plot hook, Winterhaven uses all mechanical crews on his airship, but these cannot breach the defenses of the base. Thus, he hires the PCs. At the lowest level they find an ancient and immortal Feychylde hooked into a power battery. The Feychylde is being drained of its powerful and innate magical essence to fuel the base. Winterhaven wanted the power supply, but did not know what it was. He is horrified if the PCs tell him and demands they humanely free the Feychylde at once. Most players will probably think Winterhaven is out to betray them; he is an NPC and plot-giver after all. Making this not the case can change the player's expectations of your game.

Frontier Strip

- ❖ **Hunting Party - *General*** - People still fear Ogrendum. Usually bigoted people who can't see past looks. Sadly, these people in Cyrus like to hunt. Rumors of a hunting party that is looking to bag and tag an Ogre might be heard. The PCs might want to stop them to prevent Ogrish tensions in the area.
- ❖ **Praxis = Bad - *General*** - The Praxians are bad news. Almost as bad as Anacandra. Many plots in the world might revolve around them and their desire to acquire the temple stone from Drendamere keep. They are said to be linked to the Inner Circle. While the Ogrendum barely tolerate the Praxians, the Taeosian Clerics want to put a stop to them now. They have been known to hire PCs as well as sending their own numbers in to spy on and subvert them. Perhaps today, they send your PCs.
- ❖ **The First Rule Of... - *General*** - Ogrendum like to fight. While some are great philosophers, philosophy, to some, is purely martial. Adventurers traveling through the Frontier might be challenged by an incredibly powerful Ogrendum just because the Ogrendum wishes to test himself against the strong fighters he has heard about. Of course, if one defeats an Ogrendum honorably, he gains a trusted friend for life.
- ❖ **Tag, You're It - *General*** - The Ogrendum don't like the Praxis mission and only barely tolerate it. Many will get close and huck a stone at the walls. In Ogrendum cultures, this is analogous to teenagers playing pranks. The Praxians are great necromancers, and their undead dogs might get the scent of one of these young Ogrendum and chase it back, causing terror in villages along the way as it stops to snack. The PCs could work to defend such a village, fight to protect a young Ogrendum, or be hired by the Praxians to put an end to such pranks. For an added challenge, the PCs must work for whichever side they choose without exacerbating the tension between Praxis and the Ogrendum.

Anacandra

- ❖ Everything here is dangerous.
- ❖ **Forbidden Names - *Secret*** - Anacandra is a highly Cthulonic/Lovecraftian place, and many elder horrors are worshipped. Legends say that Anacandrans started as human slaves who embraced their roles under the Godelves. Travelling away, they were stopped by Icelandic armies who recognized them by their tattoos of rank amongst Godelven slaves. Though the Icelanders would not kill their fellow humans, they would not let them infect the southern lands with their evil. The Anacandrans were saved by a mage amongst them who called out a forbidden name, killing most of the Icelanders but opening a window to a horrid realm. Since then, the Anacandrans have been rooted to that place, slaves to a new power with a window beyond this world. They have gained much starry wisdom in exchange for their servitude. This slavery to the entity from beyond the rift made their time under the Godelves seem like holy Taeosian tutelage. Because of this, some Anacandrans secretly hire outsiders to hunt for clues to what these forbidden names and barbarous tongues might be, so that they can, like the mage who trapped them here, command the elder horrors and rise above the others.
- ❖ **Waiting for Redemption - *General*** - An Anacandran named Vascilly, an arch necromancer and noble, is trying new teleportation magics that are definitely forbidden. Using strange physical connections in the spirit worlds, his magic moves places together

instead of moving one through places. This might cause an adventuring party to find themselves in a city, witness the strange reddening of the sky and rearranging of the world, only to find themselves trapped in Anacandra with Vascilly, who wonders how these strange creatures followed them. He puts much stock in fate and may wish to keep them in Anacandra to discover what fate brought them to him. Vascilly is incredibly cordial and polite, seeing himself and Anacandra not as evil, just amoral.

- ❖ **Where The Bad Things Sleep** - *Secret* - The catacombs beneath Anacandra are a great place for adventures. They connect to the first city of Anacandra, which was built to contain horrors that could not be eliminated or dealt with. In one chamber, built to resemble a graveyard, one finds the Bellringer. Looking as a small child with a large bell whose sound torments the dead, the Bellringer was once a celestial who died in the war of the celestials. In Anacandra, even death may die and the Bellringer's corpse was used to feed a thing from beyond the rift. He returned, bound to the place and unable to leave. He desperately wants out and will try to trick any visitors into releasing him.

Rumi

- ❖ Rumi is a great place to visit and sell off or acquire new technology. It is also a great place to go to find out how something might work.
- ❖ **Spying time** - *General* - Many in Rumi would love to know the secrets of Dwarven siege suit technology. Many in Rumi would love to know the secrets of the neighbors working next to them. Spies, especially ones with fresh faces, are well paid here. The PCs could be working for a Rumi experimenter who wants info from any of the above mentioned targets, or they could be sent into Rumi as a counter-espionage team to uncover spies in the city. A morally ambiguous party might even be serving several masters, playing them against each other.
- ❖ **A Bear of a Tale** - *Secret* - Silas, the Bearblooded innkeeper in Rumi, had the fortune/misfortune of eating berries from "The Branch" found in the Adamah museum. Gaining incredible size and incredibly longevity, he has been around many, many years, the berries affecting a bearblooded different than a human. He sees his role as protecting the people who are looking for new technologies, as they will lead the world into a new era. This is why he proactively looks for trouble outside of Rumi by hiring militia to deal with problems.
- ❖ **Troubleshooting** - *General* - Rumi's inventors are always coming up with new technology. Often, this technology makes the world a little better. Sometimes, this technology... runs off on its own, threatening to destroy Rumi or the lands around it. The PCs could be hired by an inventor who doesn't want his failings to be reported to the militia. Some run-away piece of machinery either runs off on a swath of destruction or turns up missing but armed and ready to explode at any time. Alternately, an inventor could hire the PCs to "test" out a perfectly functioning but highly dangerous piece of equipment.

Row

- ❖ **A Little Extra Insurance** - *General* - Marcellus Insurance is a great "easy" plot hook. An investor may only be able to get his venture insured if he hires protection for it. Obviously, this is an easy hook into the party. Along the way, this could lead to more deep and elaborate story hooks. If you need a quick reason to get your party into something, have them meet an investor with insurance who needs the kind of help that only itinerate problem solvers, i.e. adventurers, can solve.
- ❖ **The Policy Of Truth** - *Secret* - Gaston Marcellus is more than just a shrewd businessman; he is also a primary member of the Inner Circle, the group of Arcanists and other Mages who manipulate magic and search out ancient artifacts to increase their power. While once a purely evil group, their motives today are fairly ambiguous. Many of their efforts have helped power new innovation, but many are said to have caused much strife. This secret organization is very hard to root out, for each member acts independently and employs unique magical methods of communicating with other members. Marcellus is amongst the more noble of the group and often works against the more ruthless within it. He might hire adventurers for a secret attack against

another member. If you want to give your party a sponsor, he might be a good choice - having the group fight on his dime and take jobs against his rivals. Of course, he can also be developed into an out for his own ends NPC, turning on the party when they learn too much.

- ❖ **Crime Pays - General** - The Paschal Mafia and Gestard School of Cunning are definite enemies. While neither can be considered "noble" thieves, Gestard is definitely the lesser evil. Players might get involved in a turf war, or find that the simple job they took was really a double/triple cross looking to setup some patsies. Members of one organization might steal from the players' characters, triggering a chase and catch scenario which gets them recruited by the other group. A great after-school special style of story arc could center around the characters' protecting a kid from the influence of the local gang that tries to draw him in. A PC group could even, in the style of Akira Kurosawa and Dashiell Hammett, be employed by both gangs, playing the two against each other.
- ❖ **Ill Met in Belcraft - General** - With the riches that Belcraft holds, it should come as no surprise that crime is also a problem here. While the gangs and the Paschal Mafia control the organized crime, there is plenty of room for crimes of the more petty variety. In the more impoverished areas of Belcraft, thieves can hide with little chance of being caught. PCs could be drawn in on either side of the law - as deputy law enforcement or as petty thieves themselves. A party of thieves could even campaign here, slowly getting the attention of the organized gangs and even the Mafia. This could be good or bad for the PCs.
- ❖ **Obligatory Love Story - Secret** - Ok, fine. Here is your Romeo and Juliet story. Princess Emma does in fact have a lover in the Crow Army, but his station and rank are far too low for her to marry. The princess often walks through the city outside the castle, dressed in her gardening clothes and asks for cuttings and flowers from the gardens of the city. To her mind, this connects the commoners to the royal family and the royal family to the commoners. Joseph Eteran, a rising soldier in the Crow Griffon Scout Core, saw her and took her for a castle worker. Following her back to the castle he struck up a conversation, she never revealing her identity. Since then they have had many trysts, with her identity being revealed to him. Her father, King Pennar, secretly approves of this merger (feeling love outranks nobility) and has been impressed by Eteran's military service. He has risen in the ranks and may one day be granted the nobility needed to marry, unless other Nobles who seek the princess's hand for political gain enact their efforts to keep Captain Eteran away. There are several ways the PCs can get involved in this, from being hired by a rival Nobelman to uncover this love affair or being paid or commanded by the caring king to cover Princess Emma's tracks.
- ❖ **Secret Aeries - Secret** - The Griffon Corps is definitely the pride of the Crow army, and many wish to learn where the Griffons are raised. This is a closely guarded secret and Crow has taken efforts to seed false information that it is on a floating island, something easily believable due to the Griffon's ability to fly. In fact it is in a secluded area south of Kirsha tower. High cliffs here surround a small forest. Thought of as a long dormant volcano, the heavy forests outside of this provide great protection and Crow has let wild monstrous beasts breed here with abandon. Having the griffons, and small airships, they can land in the protected area without issue. Those who do discover the secret are put to harsh punishment - often they are not seen again.
- ❖ **Obligatory Horror Story - Secret** - Springheel Jack has been an urban legend of Quill since its inception. There are in-fact 2 Springheel Jacks. The first was a vigilante, almost a Cyrusian superhero. In 1683 a small boy, whose name is lost to history, was witness to a ritual by judges who were also members of the Inner Circle. Seeing the boy, they cut his tongue and made him part of the ritual to remove their binding to the Stone of Judgment. They left him for dead but he was saved by something... Strange fever dreams plagued him until he woke in a hospital ward. Years later, tracing his steps and following clues from his fever dreams, he found a place in the sewers he could setup a base. Developing strange boots that let him leap incredible distances, and metal claws that were like extensions of his own fingers, he set about to bring the judges to justice, though he was not the killer. He merely wanted to see them brought before non-corrupt judges. The true killer is still unknown. Today the remains of his gear wait inside the hidden base, ready for a new person to take up the mantle if corruption rears its head. The other Springheel Jack is, in fact, a creature who haunts the dungeons. It sleeps for many years, but can smell the blood of the guilty. When one escapes

from the confines of the dungeon, his gray nose pulls him from the depths of sleep, his long body drags him out of the cave which is his bed, and he dons the black robe which hides his grotesque form. Devouring his meal of the guilty person's soul, he walks a few more nights, finding the unpunished and then returns to his slumber.

Andred

- ❖ **Misunderstood Mages** - *General* - Andred is a country locked in almost constant depression and recession. The land is wild and the monsters are prevalent among the fields and forests. Farms exist in many places, but whether the crops will be sufficient is always a gamble. The plants that the Orcs seeded were strong with blight and make it hard to grow things, yet one of the major forces keeping Andred in such a state is their superstitions. When Druids from the Westlands try to use their magic to heal the land, they are often driven out by the superstitious people. The PCs may stumble upon such villagers trying to harm such a Druid. Or, if your party is magically-based, they may be hired by a noble to try to heal the land, only to find themselves at the receiving end of an angry mob!
- ❖ **Tzigani River Blues** - *General* - The Tzigani river people of Andred are truly looked down upon. Having most in common with the fictional descriptions of Gypsies, the Tzigani actually have a connection to Taeos deeper than many know. Eschewing the formal ways of Taeosian worship, they have a more natural connection and sometimes communicate directly with elementals. An adventure may begin by travelling down one of the rivers on a flat wooden riverboat. The captain, being a Tzigani, may be arrested at one of the towns he stops in for supplies - the sheriff there looking for more conscripts for the Asher's law program and mining work. This is a great way to play up a moral issue, the fight between corruption out of necessity and the will of the people.
- ❖ **I Shot A Man In Andred, Just to Watch Him Die** - *General* - Suudervayn is a very grim place. Set a person with necessary information inside and have the group plan a jailbreak, or have the character of a player who will be absent for a few sessions (after talking it over with the player) be captured and placed in the Suudervayn. The Suudervayn is neither a happy nor noble place, but instead a corrupt warren of guards and prisoners. All the worst stories you heard about prison are true here, and the innocent who get sent here are turned into cold and hard felons or succumb to death. The suicide rate in Suudervayn is the highest anywhere in Ithis. The warden Burkson Mercale, is bribable, but requires exorbitant bribe and will often turn on his benefactors. And even if the party secretly makes its way into the prison, they must face the worst of the worst inmates inside...
- ❖ **Andred's Retribution** - *General* - Abolition. Many nobles seek it and not all of Andred is behind the law. Few truly know what goes on, but those who do turn a blind eye or they are brave and fight fiercely. Nobles might hire adventurers to uncover evidence that the program is being used erroneously by a duke, or they might request help in removing an opponent who marshals against them. The nobles fighting against Asher's law realize that their opponents will not keep to "civil" means, and so they will not either.
- ❖ **The Tower in Time** - **VERY SECRET** - Not described in the traveler's guide section, since it is little more than a decrepit tower overlooking a small train station, Bandrah tower was once a signal tower that was the end point of the line of towers starting at Kirsha tower. Attacked by Orcs during the frontier wars, a mage working out of Bandrah released a massive spell and destroyed much of the land surrounding the tower. Bandrah was a tower of Elvish design, and pulled in the magic storing it, creating a strange doorway. Bandrah is in fact a place where one can step through to other worlds with ease. Analogues of it are said to exist on every single inhabited planet in this or other worlds, an anchor point if you will. The actual look in another place may be vastly different. Obviously, the uses of such a tower in your game are endless.

The Westlands

- ❖ **Wide, Wild, Westlands** - *General* - The Westlands are vast, and if you need a place to put something that doesn't seem to fit elsewhere, there is enough room in the Westlands for it to be. Minor royalty (that acts bigger than it is), dungeon

sites, rampaging monsters, secret bases, etc. We've left this area vague on purpose for just that reason. Conflicts in the Westlands are also a great adventure hook. Want warring countries but don't want to affect the world at large? This is a great place. Focus on the plight of innocent forest dwellers and you've got a great human interest hook.

- ❖ **Shameless Plug** - *General* - Hey, you know what can make a great site to put in the Westlands? Monte Cook's Dungeonday.com. John used the first couple of levels as a mid-range point in a long-running playtest campaign. The story was deep enough that it could be run easily. The only advice we have is to not be strict to all the encounters if you decide to Silvervine it up. Silvervine combats are more epic than filler, so you only need a few per session to get a great action feel.
- ❖ **Here there be . . .** - **VERY SECRET** - The Valley of Statues was in fact carved by Dragons, but it isn't what the cult thinks it is. The Dragons hid in the valley, watching the people who fled by from their perches. They carved the great statues with their bare claws and controlled fire bursts. Something of interest does exist behind the statues, a cave structure that is home to a single dragon egg. The last dragon to leave the valley (removing the magic that hid it) left behind a child, guarded by mechanical and magical beasts and dangerous traps. Yeah, the troubles are many, but having an ACTUAL dragon mount is a hell of a thing.
- ❖ **The Power Behind the Ring** - **Secret** - The Mafia. Cold, unfeeling, and in reality, ruled by the cat. Yup. Louis Angione is the human puppet for Barthamalus, an Animus cat. Barthamalus is a criminal genius, but has trouble being taken seriously. When he met up with Louis (a natural psychic and full of personality) they formed a partnership that skyrocketed them into the ranks of criminal fame. Barthamalus calls the shots, and Louis has no jealousy or character flaw that makes him feel used. The two have a symbiotic partnership that prevents them being played against each other. However, the secret is unknown to all but the top lieutenants in the mafia. Should it be revealed, trouble could occur.
- ❖ **It's Always Sunny in the Westlands** - **Secret** - Thesian is a great place to introduce summoning into the world, but many go from Thesian and teach individual pupils. Kelas is actually a Sunelf, a secluded tribe of elves who live in the Sunsleep jungle. They are a displaced group of ancient elves, one step removed from Godelves in terms of power, but spared by the Archai because of their innocence and fealty. Kelas is not actually a summon, as the Cyrus World Book suggests.
- ❖ **I Choose You, Sliepnir!** - *General* - Speaking of summoning, the art of creating summons and controlling them is a highly respected and sacred art. It is no surprise, then, that the practice of summoning beings to fight in underground arenas, as well as the wagering on such fights, is frowned upon. The PCs are hired by some local mages who feel that the use of summons in such a way could cause a disastrous backlash on the magic of the Westlands. The mages want the fights stopped. The Paschal Mafia has other ideas.

Sesshia Sands

- ❖ **Tribal Power** - **Secret** - The Sesshia aren't savage barbarians, but noble, Native-American style warrior tribes. Taking many cues from the Ogrendum, and containing the people of many races, the Sesshia are more in tune with nature and magic than anything else. The Sesshia are Animancy experts and summoners to boot, learning long ago from the Sunelves who they traveled across the desert to trade with. Many of the beasts they control are actually summons, and many of their spirits grant them power willingly.
- ❖ **The Gate** - **Secret** - The Darking gate is a bad place, and the Sesshia who inhabited here are twisted by the foul energies. While this is not where Maingth will return, it is a part of a Godelven experiment at teleportation to places far off-Cyrus. Where the gate opens, none really know.
- ❖ **Sleeping Beneath The Sand** - **Secret** - The desert is devoid of life because a great celestial sleeps under it. One day this celestial may awaken and devour other lands as it once did this one. Perhaps the PCs encounter an evil cult devoted to this Celestial. Or perhaps a cult devoted to keeping the Celestial from awakening attack the party to stop them from discovering the desert's secret. Either cult should be made up of heretical outcasts from the other tribes.

- ❖ **Airship Down!** -*General*- A good way to get the party into the middle of the desert is to have an Airship crash. Perhaps an Airship crashed here and the PCs are sent, again, by Airship, to find the survivors. Of course, the survivors have left the wreckage and have either been captured or rescued by some tribe. Alternately, the PCs could be crewmembers of the downed airship!
- ❖ **Birth Of An Elven Nation** - **VERY SECRET** - The Sunsleep jungle theory is true. In fact, this is where Sunelves come from. The Godelves researchers came with their young children. While the children were playing on the coast, the Godelves peered into the domains of the Archai with their gate. The Archai destroyed the gate, but the Godelves repented and Galen saved them from total destruction. He confined them to their outpost on one of the moons of Cyrus, granted them eternal life, and bade them watch over teleportation powers, ensuring that none would revive the Godelves race or teleportation technologies. Should they prove faithful, Galen will not destroy the Sunelves, their children whom were granted reprieve, but this is a perpetual blackmail. The Godelves researchers are not allowed to contact their children for any reason, though they long to do so. The entire Sun Elven people are unknowing hostages, a constant test of the Godelves researchers' fidelity to their word.

The Oaken Grove & Wildermeet

- ❖ **Elven Armadas** - *General* - Yes, the Oaken Grove is an idyllic natural area. No, it isn't defenseless. The Elven Army is strong and well skilled. Having many white/silver airships which patrol the skies and land on their floating continent holdings, the Elven army will provide aid to any who ask it. They are wary of seeming too much like a conquering force, thus their efforts are always subtle and cautious. If a country refuses their aid in destroying an Orc nest or great beast, they will leave and allow entire populations to perish. Harsh, but necessary for their own survival.
- ❖ **Elven Borders** - *Secret* - Seriously, don't pass the border if you aren't an elf. A lot of the elves have twitchy bow fingers. There have been a slight few instances where non-elves were allowed inside. In one playtest game, Orcs from the wastes found portal gates inside caves within the Oaken Grove and were able to overtake two elven cities. The Elves allowed some adventurers inside to track down the source of the Orcs power. Thanks to the adventurers, none outside of the Oaken Grove knew there was ever an Orc attack. Recreate this scenario, or one of similar importance, if you want non elves to check out the Oaken Grove. Remember, at your table it is your game, so eliminate or play up the xenophobia as you want.
- ❖ **Elf/Orc Wars** - *General* - Orcs and elves have always been at odds, largely due to the fact that Orcs come from the cursed blood of the Godelves. Elves have a cultural hatred of their green skinned quasi-cousins. Though they will tolerate the civilized Orcs who live in cities or other areas, the majority of Orcs in the wild are fell and primal. These Orcs hate the elves in turn, seeing them as a target for their rage even if they don't understand why. Some say Taeos cursed the Godelves so that the other elven tribes would always have a reminder of what their kind beget. Orcs constantly seek to pierce elven borders and wreak havoc on the Elven lands, and though the Elves cover up any such incursion it is known to have happened.

Northern Clave

- ❖ **The Walls Of The Imperial City** - *General* - The Walls of Clave are embedded with the tears of a goddess Celestial and thus absorb magic. It is said that the emperor can draw upon the magic of the walls in times of need, as in the battle of The Hundred Thousand Arrows. Legends tell of the emperor creating a ball of light as bright as daylight to shine over the battlefield for three days giving his army the advantage over the upstart would-be usurper, Tomiko Kershun the Bloodthirsty.
- ❖ **I Need Clavian Steel** - *General* - Northern Clave is known for its fine swords, made by some of the greatest sword smiths in all of Cyrus. One such sword smith, Gendo Izu, has gone into hiding, living as a fisherman in a peasant village. He made swords for the emperor decades ago and was privy to many state secrets. Now, the PCs have been hired, ostensibly, to talk the man into creating one last sword. However, the PCs are followed by spies, hired by their own employer, who wish to track Izu down and get him to reveal his state secrets by any means necessary.

- ❖ **Finding a Master** - *General* - Tza Wan is a great place for adventurers to go if they want to learn magic. Perhaps a character wants to learn the techniques of Clavian Cultivation. A pilgrimage to Northern Clave, to the temples of Tzu Wan, might be a way to tie the PCs to Clave for a time. While in Clave, fighting types who prove themselves worthy might hone their skills with some training at Tei Jwei. Mechanically-minded craftsmen may seek to learn the secrets of Kuan Yin. In other words, if your PCs want to learn their trade, Northern Clave has some of the best teachers.

What We Know About The Aruna

- ❖ **A Stranger Among Us** - *Secret* - There are those amongst the Aruna who escape, seeking to live freer lives elsewhere. There are also agents of the Aruna living amongst the people, seeking to learn as much as they can and target worthy individuals. Perhaps the PCs have gotten the attention of such agents. They might be followed by shadowy figures, or they might be approached by a somewhat creepy, but jovial, potential employer. The only ones who might recognize these agents for who they really are would be the escaped former prisoners of the Aruna.
- ❖ **From the Remains of the Nephillim** - *VERY SECRET* - Ecclesium is like H.R. Geiger's nightmares, covered in a nice sheath of horror-hiding metal. The power source beneath the city is actually one of the giant Nephillim, huge and half-dead. The Aruna tech is as alien as it is advanced. They have thinking machines that power their calculations, and while they know how to operate and reconfigure them, much of the technology lays beyond their understanding. The Aruna constantly work to learn the secrets of their tech, coming close to and surpassing modern levels of science, biology, and physics. However, in a strange twist, the Aruna don't value such things overall. If a scientist is not also combat-capable, they are second class.

Southern Clave

- ❖ **Look Who's Coming to Dinner** - *General* - In the Tan Ji Jun region there are tales of half-human creatures with Orcish visages. The PCs, sent to find a missing surveying party, are told by their employers that these creatures may have taken the surveyors. Stopping at an inn run by local, seemingly-normal Clavians, the party discover that all is not what it seems. The surveyors had actually stopped at the inn and were eaten by these locals, who have made a pact with Oni of the area. These peasants have powers beyond their normal race, but are tied to the inn.
- ❖ **Bad Blood** - *General* - The PCs pick the wrong day to travel into Banzo. While stopping on a routine supply trip, the PCs witness an attack on the town - Ninja sent by Hakuai. Several complications could come up: the party could be framed for an assassination, a ninja might see the PCs witness her and mark them for death, or the PCs could jump in and protect the town, not knowing that Banzo has already sent another squad of ninja to attack Hanzo.

Northern Pero

- ❖ **Personal Worth** - *Secret* - Starreach is a great vacation spot, peaceful and quiet. It is also a great spot to go for more information on artifacts and other magical entities. The Starkindlers are all about worth though, and won't just give up information. The Starkindlers have certain tests, seeking warriors of fate. Most fail the minute they walk within the Starkindlers presence. If you want to use this hook, have the starkindlers give tests that match some piece of the characters' builds. It is a great chance to give out some nifty magical items while making the characters feel like they have earned them.
- ❖ **All We Want To Do Is Eat Your Brains** - *Secret* - Mordano is a great plot hook to recreate. This is Cyrus's built in zombie-apocalypse scenario. Mordano did actually escape from the fire that destroyed Starreach and he is searching out another piece of the Kendari Shard (a black rock from another world). Mordano is an Anacandran, and has replaced his heart with a piece of the Kendari shard. He can only be killed by destroying his heart, a phylactery which is split in two pieces. Half is held at his estate in

Anacandra and the other is being transported far away. Thankfully, the Starkindlers know where. This can be stretched over 3 or 4 adventures with a final zombie combat using Heroes in Mass Combat.

- ❖ **Working in the Coal Mine** - *General* - The Silvergale mines are invested in by many countries and companies who send workers on contract. Subjects of Andred's Asher Law (see Andred section for more details) are also sent here, but are usually glad of it. While the work is back-breaking, it is much more pleasant than Suudervayn. An adventure might center around the players' being hired to break out a slave who is being sent to Silvergale to mine.
- ❖ **Cave Bears** - *General* - There is a recent Milofods listing in the Agafia forest. Travelers should beware of the dangers around Mill. Close to one of Guhevi Sturmhold's (Bearblooded) logging operations, a cave was discovered. Inside the cave, explorers found great six-legged bears of enormous size. Termed "Ursagualin" by local a Goblin tribe, these great monster bears proceeded to destroy the logging camp. The company placed a bounty and cleared the area of workers, losing money ever since.
- ❖ **Shadows of A Once Land** - *Secret* - The Ghost Plague is actually a haunting by an entire village that was farther into the forest. When a great demon living in the burning land espied them, he drew lava into his form and engulfed the village. All died, most going insane beforehand. Their spirits were pulled deep into a crevice in the lands, only escaping when the demon sleeps. They tried to warn Ierrick, but could not communicate with the living. A few ghosts still remain and might plead help from those who are sensitive enough to understand them.
- ❖ **Knights Fight Dragons** - *Secret* - The Saladim temple at star lake is a site of many religious pilgrimages. Have a player who is playing a paladinic or religious character? Give them a dream about the holy fountain at Saladim stopping for some reason. The fountain will indeed stop once the character arrives, surely a sign of something, but what? The temple guardians might blame the character or they might see it as a sign. Why has it really stopped though? Well, a great Mannanon sea serpent has been given life by the celestial, Chaos, and is choking the pipe that extends deep beneath the island. Can the character call the creature up to do holy battle? Can some form of magic or technology get them underwater?
- ❖ **Pandegaarum, Be Warned** - **VERY SECRET** - Oh Pandegaarum, you are such a dungeon crawl, but a dungeon crawl with possibility. Pandegaarum coliseum was built by dragons overtop of an ancient tomb. The tomb was no ordinary tomb though; it was the tomb of an Archai whose name has slipped from history, kind of. Named Chaos, this Archai was Maingth's right hand, possibly even the Loki figure who tempted Maingth down the path of evil. Rather than letting the races deal with him, Masamune stepped in himself and severed Chaos in two. Entombing the larger portion inside a cave, the smaller portion got away. It may not be possible to truly kill an Archai though, and the entombed Chaos called out to many creatures, whom he corrupts in form and spirit, creating great and terrible monsters. The dragons, when they were still around, built the coliseum to contain the fell magic. The stone of the actual coliseum call out to warriors when the halls fill to capacity, drawing them there to clear the blight, just as they called the sculptor to make warning to those who would come after. If the tale of the sculptor seems sad, don't worry. Upon his death a dragon returned from its seclusion and drew his spirit into the sky, reuniting him with his family in a spiritual paradise of their creation, or so the inscriptions on the lowest levels say...

A nimalia Cities/Desert Cities

❖ **Animalia Borders** - *General* - Travelling past Elven borders of the Oaken Grove might seem a horrible thing for a non-elf to do, but travelling past the white barrier would be even worse. Elves might shoot you with exquisitely crafted arrows or swords, but the spirits which guard the white barrier will do things beyond the ken of mortal men. Why all this secrecy and a forbidden land? For the Animalia, it is less about seclusion from a world which hated them, and more about a place safe from the rigors of the world. The Archai considered the crash of Tenagalia so horrific that they made Myrrh one of the most protected places within all of Cyrus.

- ❖ **Brainwashing?** - *Secret* - Dryst is truly peaceful. While the singing of a song that calms the minds and hearts of people might seem like ripe lead-in for a mind control adventure hook, there is really nothing going on here. If you want to drop some epic in, stage an attack on Dryst while the players are here. Bands of Animalia will jump to the defense of the city, and the song of peace will be replaced by a drum beat of ever increasing tempo. The song of war will echo in the hearts of the people, and the attackers will never know what hit them. Beware, the song of war would not be sung unless the attackers were of such sufficient force to necessitate it.
- ❖ **Our Apologies** - **VERY SECRET** - Myrrh. Yea, it really is that secret. You'll get nothing more from us, but have fun watching the Animalia characters whisper about it to each other.
- ❖ **The City by the Sea of Green Leaves** - **VERY SECRET** - Ferridas - There are lots of opportunities for adventure here. Imagine it as a small jungle packed with ruins and beasts. Untold treasures lie out in the jungle, but the monsters here are of such ferocity that only the strongest should face them. The Shadowman is another story all together, and the reason for all of the region's strangeness. The Shadowman is actually the smaller part of Chaos (see Adventure hooks for Pandegaarum Coliseum) that escaped. Without the mind of Chaos, it acts on instinct and whimsy. It can topple the paling, quite easily in fact; it just doesn't know it. It can speak, though it rarely does. Someone would have to say something incredibly interesting to it in order to get it to engage in conversation. Even then, it isn't guaranteed that the strange morphic energies latent in its form wouldn't seal the skin of the mouth, grant a new appendage, or transform the character into something else entirely before they were done speaking. The PCs could try to fight it off, but that would prove both dangerous and futile. This would be a good opportunity to have the players come up with creative, non-violent solutions to deal with the Shadowman.
- ❖ **City by a Sea of Sand** - *General* - The desert cities are rife with political intrigue and adventure. Many factions vie for control, and these are great places to set any kind of Arabian Nights types of adventures. The northern city of Mahlla' Feer is vibrant and lush, with the desert to one side reminding people that life succumbs to death quickly. Mahlla' Feer is also a jumping point to multiple floating islands adventures. Perhaps one kingdom on an island is ready to revolt. A group might always get involved with the slave trade of the Island Holdings of Absalom (See Adventure Hooks, Misc section), either on the profiting end or profited from end. Also, the multitude of beliefs makes for a great hook to bring in hidden gods (celestials) or beings from other worlds.
- ❖ **The Desert's Last Teardrop** - *Secret* - Scharr-esred is a practically a fortress with only one real weakness- the water pumps. If something were to happen to these pumps, Scharr-esred would dry out and die. So, when the pumps do stop working, *someone* (hint, hint) needs to travel underground to find out why. Getting to the entrance of the underground cavern system will not be easy, because the PCs must travel across the tribal lands of a Lizardblooded clan that does not take kindly to strangers. And even if the PCs *do* manage to get underground, they must contend with the cult that seeks to destroy the desert city by choking off its water.
- ❖ **Here There Be Lizards** - **VERY SECRET** - The Lizard-blooded in the Deep Deserts were created by dragons to guard sites in the desert. Some were sent to find ruins of Tenagalia. One of these lost ruins was the Temple of Ages, which holds a deep secret which will be explored later. Many demons and spiritual creatures exist in the Desert, and at its heart may rest the doorway to reach wherever the dragons have gone to. The Lizardblooded have not found this doorway, but they do not welcome aid from travelers who have not proven themselves.
- ❖ **The Edges of the World are Inhospitable** - *Secret* - The Burning Lands are harsh and uninhabitable, but a few people do mine here. Occasionally, a mining group gets trapped, and a rescue team must be sent to save them. Perhaps the PCs could join such a team. Even further north, the Wind-swept wastes contain next to nothing, but are a great place to put mysteries. Build up the desolation. There may, in fact, be a temple hiding in the Tacheran Gulch.

Cirro

- ❖ **The New World** - *General* -Tarlus, gateway to Cirro. Imagine it as a Spanish run colony in the new world during the age of exploration. While it provides safety and security to the people seeking profit, greed and crime abound. Non-natives are usually given preference and natives are treated with mixed feelings. Obviously, PCs entering this land can find many opportunities, from shipping freight to clearing the jungle of its more dangerous beasts. However, for those more concerned with righting wrongs than making money, native villages are always in need of protection.
- ❖ **Light My Fire**- *General* - Fire is constant in Tarlus, but rarely are the causes natural. Setting a fire or having a mage cast a well-placed lightning strike to create one are great ways to get rid of the competition. The extreme danger of these activities in a very burnable city makes Arson a crime punishable by death. As firefighters are always needed, the PCs could easily find work putting out fires. More scientific or inquisitive-minded PCs could act as fire investigators, uncovering some plot from an unscrupulous local merchant. More greedy characters might find themselves working for these merchants as arsonists!
- ❖ **Paint it Black** - *General* -The Gasarian Black Bands are always hiring honorable recruits. Unless a recruit has a previous reputation for honorable actions, the Black Bands assign new recruits to menial tasks onboard city walls, guarding unwanted supplies, etc. During this rote work, new recruits are covertly tested by some means. Should they pass, they are given more high paying and necessary work. Requests for Black Band members to fight pirates or for protection from beasts always outpace the number of soldiers available.
- ❖ **Strange Magic**- *Secret* - Magic is definitely not unknown to the natives, but much of their magic is akin to Animancy, learned from the many spirits and magical beings who inhabit the jungles. Creatures here are not always what they seem and changing form is said to be popular amongst the natives. Of course, any PC who is unfamiliar with the area will not know this, and will thus not know that the elderly villager they just talked to may actually be a powerful nature spirit, or that that creature they've been hunting is actually a local, leading them away from some sacred spot.
- ❖ **Children of Garhadi**- *Secret* - Some say the Celestial Coatl Garhadi, who is as powerful as he is mysterious, enchants all native creatures with some inborn magic. Snakes are particularly abundant and their forms are incredibly diverse. Multi-headed snakes, the Coatl (snakes with wings), many-armed monkeys, birds which grow to incredible size, and other incredible creatures are called the children of Garhadi.
- ❖ **A Long, Strange Trip**- **VERY SECRET** - The portation circles which exist here are the remnants of Godelven teleportation technology. They are a failed experiment though, and little actually works of them. Regular magics that deal with transportation are extended in some way (Game Masters, play this up based on story elements. Perhaps a portation circle will breach magical barriers or extend the range.), but truly powerful magics might have a person crossing over into other worlds, like Earth or Iona.