

Stone Elf (Kyralia) Package

Note: Because of their unique history, there can be only one original homeland for Stone Elves (Kyralia) on Tyrra. However, they have had several millenia to expand across Tyrra, and many Kyralian communities may well be thousands of years old.

* NERO National Plot Committee)

Outline

1. Behavior
2. Abilities
3. Physical Appearance
4. Community
5. Migrations
6. History

1. Behavior

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

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

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

2. Abilities

Stone Elves have powerful minds and as such have unusual mental abilities. They can detect the emotions and surface thoughts on a willing person, simply by touching that person's head and "viewing" their mind. Most elves don't enjoy doing this as by doing so they open their own mind to the person they are viewing. This ability weakens the Elf, making it impossible to do more than twice a day. Even twice in one day causes even the most well-trained Elf to find it hard to concentrate until they have slept.

The other unusual trait is the ability to heal mental anguish in a sentient being. This ability causes a strain on the Elf's mind that is incomparable to anything known to other races. The Elf has to have been trained how to do this; otherwise the results could be grave. Fortunately, this is something that is normally a part of every Kyralia's education as a youth. The most renowned case of a problem, is that of T'Sarron Tissabae Dire, who upon his first attempt at healing someone, fell into a coma for 50 years. No one, including T'Sarron, has any idea what happened during those years.

To heal mental anguish, the Stone Elf enters the mind of the other. He/she talks to the person and makes them face their problem. When the problem is clearly in view, the Elf takes the problem onto them, leaving the person with only the

memory of the problem and none of the pain. The Stone Elf then takes on the anguish that the other person felt, but usually in a exaggerated manner (3 times worse than the other person). The Elf is always helpless after doing this and is unable to do more than sit and cry or scream or whatever the other person was feeling for the span of no less than one hour. It is usually a good idea to restrain an Elf after they do this, as most people are so suicidal that need to be healed in this extreme manner. Persons with some Stone Elf blood are sometimes adept at this, but feel the effects for 3 times as long as those who have taken on the traits of a Stone Elf.

3. Physical Appearance

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

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

4. Community

The community itself is set above ground, having been in the trees where it remains hidden from view. There are outposts and trap-alarms at various points around the community so the Elves can monitor passage through the forest. Paths go through the forest for the ease of travelers, but they do not come close to the community. Any traveler who gets too close to the community will be led away by the scouts who will make noises in the opposite direction. If a traveler is persistent, a small pack of the dire wolves (raised by House Dire) will be sent to chase the wayward traveler back to the path.

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

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

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

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

There are no real laws in the Stonewood, as they are unnecessary. They respect the beliefs of other cultures, though their beliefs sometimes conflict. The most surprising difference is probably their belief on Necromancy. They find nothing

wrong with its use, as all things exist in duality. The only part of Necromancy they do not deal with is the animating of undead. They are aware that Necromancy is illegal outside of the Stonewood, so they do not cast it, to honor the beliefs of the Kingdom.

If a member of the community feels that he/she has been seriously wronged by another member, that Elf may go to the High Council and demand Rite of Vengeance. The High Council will meet in private and decide if the crime was of a nature serious enough to deem this necessary. If it is found to be so, the community is gathered for the rite.

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

5. Migrations

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

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

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

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

6. History

Before recorded time (over 5000 years ago), the Kyralia were a violent race which seemed to always be in the clutches of some sort of strife. One Stone Elf, Rumil Sauros, realized that if they did not change their ways, they would soon kill themselves off. He began to preach the ways of peace and soon had gotten quite a following. Many of the Elves disagreed strongly with him and formed a group of their own. The violent group left the Stonewood Forest and headed north, to start a new culture apart from the peace-loving Elves. They are rumored to have become the Wild Elves (Amani).

The group that remained began the long process of disciplining their minds-removing the emotions that would have surely killed them. They formed a government of elders, led by Rumil Sauros, and began to rebuild their society, a process which lasted almost 2,000 years.

By the time the world was run by savage Humans, they were well-established in their ways. About 500 years ago, a group of Barbarians found the calm race with their finely crafted gems and well-made garments, and made the mistake of assuming that they were weak. When the Barbarians attempted to take control of the Kyralia, they were surprised to find themselves suddenly on the receiving end of many poisons and much magic. Needless to say, with the element of surprise and the force of their attack, the Kyralia killed most of the barbarians, taking few casualties themselves.

The Kyralia became aware of the growing Human Kingdom of Evendarr shortly after its founding, but remained aloof from its affairs until early in Evendarr's 2nd century of existence. When first Baron Deneb Warwyck - and after his death, his son Baron Roland Warwyck - began to push northward towards the fringes of Kyralian territory, a Council was called. After much discussion, it was concluded that this Human group was too large to contest with, and that a negotiated arrangement should be sought. And so in Y.R. 232 of the Evendarr calendar, a treaty was entered into with the Kingdom: The Ancestral Land Rights Treaty. Kyralia has been a part of Evendarr ever since.

The Kyralia fought their next great battle in the (Evendarr) year 514 Y.R., when the pirate Keegan Byrne was in the process of claiming all the land he could in what is now known as Capulus. The Elves were ill-prepared to fight such a force as that of Keegan's, and the battle was long and hard. Many Elves died in that battle before they could turn their armies away. After the losses faced in that battle, the Kyralia decided to move the entire community into the relative safety of the trees, where they could not be easily spotted.

They had little dealings with Humans after this and it was not until much later that they made trade agreements with the Capulans.

The Stonewood Forest is not considered part of the Kingdom by the Kyralia, but is separate. However, the Kyralia have always honored the Ancestral Land Rights Treaty and do not plan otherwise.

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

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

That the Ancestral Lands of the People of the Stonewood Forest, Who shall be called Stone Elves among the Folk of Evendarr, shall be Consituted in Whole as a Shire in the Barony Warwyck & shall not be Divided or Reduced from a Single Desmesne within its Greater Boundaries, & Which Shire shall Consist of the Current Boundaries of the Stonewood Forest as Marked upon the Maps of the Barony Warwyck, the Dutchy of Rotaria, & the Kingdom of Evendarr plus an Area of Land Which shall be Established by Markers of the King and Queen, That the Stone Elves shall Enjoy Full Hunting, Gaming, and Fishing Rights within Their Lands Which shall Entail unto them as a Freehold Known as the Stonewook

Forest & the Buffering Lands surrounding, & Which is Known to the Stone Elves as Their Ancestral Home,

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

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

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

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

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

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

By My Hand & Seal
Anne Rotari, Dutchess of Rotaria

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

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

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

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