

THE MYTHOSA CHRONICLE

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Since the Marasinians attempted to wipe them out in 450 AR, the Sylvari have been understandably paranoid since their return to the shores of Ryh'ardha. Marasinia has long since disappeared into history, but there are still those who would finish what they started, such as the Maraadans.

To provide some degree of protection for themselves, the Sylvari have established *Ansilrendir* in a number of cities. The castle-like *Ansilrendir* are elven "embassies" of a sort, places of refuge and familiarity in lands that are still rather foreign and dangerous. They also provide a contact point for those who wish to establish formal relations with the elves (and specifically Tyr Aegas), though this is a secondary purpose.

Architecturally, the *Ansilrendir* have a layout similar to human fortresses, but with ornamentation and decoration that is distinctly elven. This design is necessary due to the *Ansilrendir*'s defensive nature as well as the constraints imposed by its placement in a large city.

Ansilrendir may be found in Aranmor, Ilmara, Lhyrna, Spyre, Stalis, and Zeldora.

Services

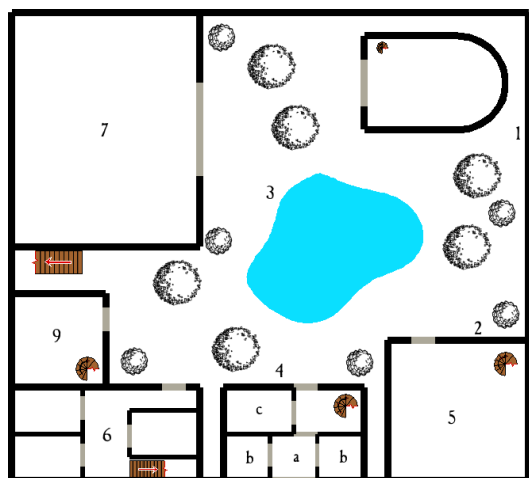
Ansilrendir offer a number of services to Sylvari, free of charge, though those who stay in the embassy for a time are expected to provide their skills to its occupants in exchange. Those who are

merely visiting generally make a donation of some type. The services available vary from embassy to embassy, though each has rooms in which elves may stay, a small shrine for their spiritual needs, a vault for goods they wish to have protected, and healing services. The *Ansilrendir* also have a small building solely used as a destination for teleportation spells. Note that stabling is *not* available in the *Ansilrendir*, so this must be arranged elsewhere in the city.



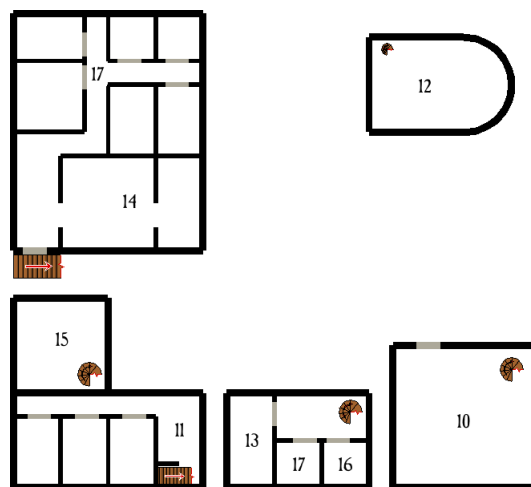
Defenses

The walls of an *Ansilrendir* are generally quite tall, usually 15-20 feet high. Magical defenses are employed at the tops of the walls and any entrances. Eight to ten guards from the elite *Order of the Silver Falcon* are on duty at all times, with a like amount in reserve. Each *Ansilrendir* has a hidden escape route as well, though this is a highly guarded secret and will never be revealed unless absolutely necessary (i.e.; such as if the *Ansilrendir* needs to be abandoned).



First Floor

1. Wall
2. Watchtower
3. Courtyard: Very well kept, always wooded with a small pond
4. Reception Building: Anyone wishing entrance or contact with the Sylvari comes here first. This is the furthest that any non-elf may go into a Ansilrendir (including half-elves). Consists of a foyer (a), two meeting rooms (b), and an administrative room (c).
5. (Watchtower) Silver Falcon Barracks
6. Guest Chambers
7. Great Hall: Decorated with elven-themed banners and tapestries. Meals are served here for the Ansilrendir staff; visiting Sylvari may take advantage of this as well. Also used for special occasions, such as Sylvari celebrations.
8. Shrine: A small, non-denominational shrine. Contains idols of and items associated with Lyranis, Allyreth, Kalthira, and Sindyrin.
9. Storage



Second Floor

10. (Watchtower) Silver Falcon Barracks
11. Guest Chambers
12. Cleric's Chambers: Used by the embassy cleric; if no permanent cleric is present, it is used as another guest chamber if needed
13. Elda'ral's Chambers: *Elda'ral* literally means "light of the distance"; the Elda'ral is the head of the Ansilrendir and is usually an accomplished fighter or wizard.
14. Kitchen/Larder
15. Storage
16. Teleportation Chamber
17. Staff Chambers: Rooms for the various support staff – assistants of the Elda'ral, cooks, groundskeeper, etc.

Third Floor

18. (Watchtower) Silver Falcon Captain's Quarters (not shown)

» Kingdoms of Mythosa »
Kingdom Quotes

Aelorea

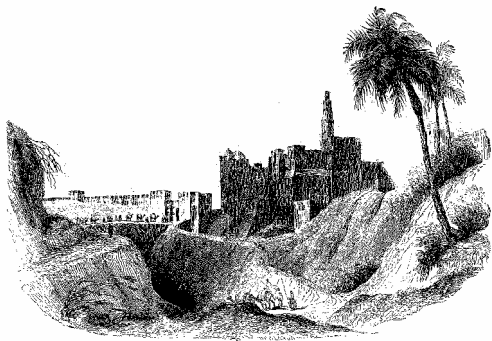
“Oppressive? Tyrannical? Bah! Aelorea is neither - despite what those outside our dominion would have you think. One cannot live a pure life without order and discipline – but I wouldn’t expect them to know that, wallowing in their decadence and wanton behavior, trafficking with dark powers... Years of immoral behavior have blinded them to the truth. Fortunately, in time, we will save them from themselves.”

- *Seeker Karath the Younger, Lesser Inquisitor, Aelorean army*

Al’Sharaq

“The third daemon raised its standard, and a cloud of dust rose in the north. The dark horde rode into the kingdoms of the east, sweeping away the golden defenders like chaff from wheat. When they had finished, a full third of the world belonged to them.”

- *The Ia’hotep Scriptures, Chapter 7, Verses 5-7*



Gothmoor

“The cursed hordes of Maledicium must surely have had a hand in creating this place of howling winds, venomous mists, and unholy temples. The Living Dead hold free reign throughout this realm, where dark wings carry aloft darker riders, and the grey skies forever hold back the light of the sun.”

- *Heradas the Vanquisher, renowned vampyre hunter (deceased 689 AR)*

Maar

“Accuse most cities of being controlled by guilds of thieves and assassins, and their rulers will vehemently deny such charges. Not so with Maar, which not only acknowledges its dark side, but seems to be proud of it.”

- *Ander Zalos, Saren mercenary*

Shesada

“They say that in Shesada, the streets are paved with gold. They aren’t, of course, but Shesada is rich enough that it could probably do it...”

- *Lyrus Kalheart, caravan guard for House Venora*

“Better a Shesadan slave than an Ilmaran lord.”

- *Common saying*

Spÿre

“In the city-state of Spÿre, with its many towers rising majestically over the Havenwood forest, good and evil are paid no heed; magic is the only dogma.”

- *Excerpt from the volume “Cities of Ryb’ardha”*

Syrhaat

“Those in other lands may scoff at our matriarchy, but consider the other great empires of history – Khemsa, Marasinia, Satar, Ambia...whither have they gone? Lost, but for entries in sages’ journals and unknown faces stamped into ancient, worn coins. We watched them rise and fall, while our realm endured. The women of Syrhaat are its secret, the reason it has outlived all the ‘great’ kingdoms ruled by men...”

- *Vala Arikôsh, Exarch of Labaru*

Talek Pharos

“The only certainty about this city is the fact that no one knows much about it. One of the oldest cities of man, to be sure. Countless warlords have laid siege to the place, for it is rumored that the ancient mysteries and treasures of Xolta-Moras may be found within. Each who tries, however, does little more than add his bones to the many that already lay scattered outside the city’s walls.”

- *Antolius Casanella, Talismarran sage and historian*

Ulthia

“The greatest threat to human freedom comes not from any dark cult or orcish horde, but from this ancient, decadent, and avaricious empire...”

- *Baranus of Sarenland, sage and philosopher*

Zeldora

“Ah, sweet Zeldora! Sindalese silks, Uhntari ivory, Shesadan rubies...if someone wants it and it can be sold, it will be found here. Just remember that the bazaar isn't the only place to find items for sale...though it is certainly a safer place to spend your money.”

- *Jerran Alincour, Lhyrnan gem merchant*

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