

Lands of Lyrion Campaign Setting

Recommended for use with **Microlite20** and **Microlite20 Expert Rules**. By Al Krombach.

Setting Overview

The Lands of Lyrion comprises a geographic area roughly similar to our own earthly Mediterranean region. The climate is similar as well. The Lands of Lyrion are known locally as “The Three Seas”, for the major bodies of water, the seas of Eeshi, Deloord, and Pelkior. The region is something a crossroads for a great continent to the north of powerful warring nations, a wild southern continent filled with dark jungles, trackless deserts, and lost civilizations, and a mysterious western continent, known only by its exotic trade goods and occasional mercenary bands.

Due to its location, the Three Seas has seen the rise and fall of dozens of great kingdoms and empires, and the ruins of cities, roads, aqueducts, and temples dot the entire area in profusion. Contemporary populations are mostly gathered around seven great city-states, though the city-state Lyrion has, just in the last twenty years, begun some imperialistic expansion that threatens the whole region.

In terms of tone, the setting can be described as “Dark Fantasy”, intended to evoke the grim, earthy worlds of Moorcock, Leiber, Howard, and Burroughs. Wizards are haughty and dangerous, priests are cunning and mysterious, thieves are deceitful and treacherous, and warriors live for the battlefield, for glory, prestige, and power, and the desire to take or carve their own kingdom.

Races

The world of the Lands of Lyrion can harbor whatever races the GM desires, but the region itself is profoundly humanocentric, with no great population centers of any race other than Lizardmen. Lizardmen are the remnants of a fallen civilization that once dominated the area and they are commonplace in all urban areas. Dwarves and half-elves are less common, but not so rare as to elicit any unusual attention for themselves. See **Microlite20 Expert Rules** for game statistics for Half-elves and Lizardmen.

Deities

There are five major deities in the Three Seas region, though countless minor godlings and demons are also worshipped. The deities are: **Mythra** (god of strength, wisdom and nobility; symbol is a fiery sun), **Kronus** (god of the underworld and of good or bad fortune; symbol is a black disc), **Lansril** (goddess of fertility, mysteries and oracles; symbol is a crescent moon, “horns up”), **Phrygios** (god of trickery, knowledge and magic, symbol is a cross over a circle), and **Belara** (goddess of seas and storms; symbol is a silver octopus).

Mythra is usually depicted as a muscular, white-bearded man with a sword point down in one hand and a book in the other. His worship is popular among rulers and warriors. He is sometimes known as the “Radiant King”. **Kronus** is usually depicted as a bald, obsidian-skinned man wearing a silver toga with a black spear in one hand. He is sometimes referred to as “Old Night”. **Lansril** is usually depicted as a beautiful, porcelain-skinned woman with long black hair and all-black eyes with stars in them. She is often called the “Dark Lady”. **Phrygios** is usually depicted as a handsome youth with a crown of laurels on his head and a mischievous look on his face. He is sometimes known as the “Lord of Wine”. **Belara** is usually depicted as a voluptuous, nude woman with a fierce visage and clutching a handful of bones and seaweed in one hand and a jagged silver lightning bolt in the other. She is often called the “Lady of Storms”.

Worshippers of these deities can be of any alignment, and fluctuations of alignment amongst the higher ranking clergy often result in dramatic changes in temple doctrines and reforms.

The Seven City-States

Lyrion: Lyrion is the largest of the seven city-states. It is ruled by nine Sorcerer-Kings, savage tyrants who rose to power in the city only a century ago. They have somehow extended their natural lives and are rumored to perform dark rites to some great demon-lord, possibly involving human sacrifice on a tragic scale. Once ruled by a senate of citizens, the city has been refashioned into a military power, with a large, well-organized army, and a large, well-equipped navy. Both are supported by cadres of sorcerers, many trained by the dark kings themselves. So far Lyrion has brought Neethra and Pazzix under its sway, and has been conducting a naval siege against Ontandis for four years now.

Neethra: Also called the “City of Thieves”, Neethra is a sprawling hive of dark alleys, sullen tenements, and rowdy taverns. It is also a great trade center, and nearly anything can be bought or sold here for the right price. The city is infamous for its pleasure district, known across the Three Seas as the “Night Garden”. As with the trade district, anything (or anyone) can be bought or sold here for the right price. It is currently ruled by the Lyrian admiral Hjorm, though he is seldom in the city.

Hasturl: Also called the “City of Heroes”, Hasturl was once the cultural center of the Three Seas, with the finest army in the region, until it was crushed at the Battle of Bog Hill by the army of the sorcerer-kings. Since then, the city-state has withdrawn its affairs and forces exclusively to its own Isle of Eramor, and its old King, Narvvo IV, is reportedly senile and fading fast. The city resembles a massive fortress, with several tiers of blue roof-tiled buildings surrounding the soaring Heron Palace in the center.

Pazzix: Pazzix is the most ancient city of the region, with a history dating as far back as the old Lizard Empire, and still supports a large population of lizardmen to this day. The center of the city is dominated by six massive pyramids of black obsidian, the origin of which still baffles historians, as they apparently predate even the lizard empire. The city is a hypnotizing mish-mash of different architectural styles; all draped in ivies and jungle vines, and countless fountains dot the cities numerous courtyards. Pazzix is now ruled by a Lyrian Sorcerer-General named Yg’rioz. It is known for producing the finest medicines and poisons in the region.

Ontandis: Ontandis is known as the “City under Siege” as it has been under a naval blockade by the forces of Lyrion for four years now. Nonetheless, the city remains defiant, and travel to and from the city is not impossible if one knows the secret ways. The city is built upon a mountainside facing the Sea of Deloord, and is famous for being the home of the largest school of wizardry in the region. Its ruler, the Iron Baron, was once a freebooter who wrested the throne from a cabal of priests who had terrorized the city for decades.

Mythrior: Mythrior, the Holy City, is home to the greatest temple of Mythra in the Three Seas, and its greatest spiritual leader, the Rose Prophet, a man who stumbled out of the Satrapan Desert forty years ago blessed with the words of Mythra himself, written on a dozen scrolls of handmade parchment. The Holy Scrolls are one the most important religious relics in the region, and many of Mythra’s faithful make pilgrimages to the Holy City to gaze upon them and set roses at the gates of the Prophet’s palace.

Yng Yoon: Little is known of the “City of Mysteries”. It is ruled by twin sister-queens who are rumored to be the most powerful Illusionists ever to walk the face of the world. Though the city has no standing army, an invading force from Lyrion was lost with no survivors, a feat attributed to the queens. Despite its mysterious populace, the city is an important trade center, the gateway for caravans traveling to and from the western lands.

The Map: the included map of the region is divided into 100-mile hexes.

