

WAR Culture Package

The Gandielian Cyclopes

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This is a WAR Cultural package for a PC-able race of Cyclopes. There are 2 types of Cyclopes living in the Valley. The first are the Gandielian Cyclopes themselves, the second is a special type of Cyclopes called "The Stone-kin." The Stone-kin are NOT PC-able, and a small section on them is included in this document.

The Cyclopes are a race of three-eyed, gray-skinned humanoids that live in the Gandiel Valley.

Post-Shattering:

Since The Shattering the Gandielian Cyclopes, once an isolated and slightly xenophobic group, have now begun to venture in to the outside world for a variety of reasons. One was to ascertain the new geographic location they found themselves in. Another was to establish trade ties in order to ensure their survival. They have since discovered they reside in an area on Kalaria, hidden deep within the Ra'Shana Mountains in a lush pastoral valley. The Gandielian Cyclopes are also dealing with the psychological ramifications of the Stone-kin Awakening, returning some Cyclopes to their ancestral form and granting some Cyclopes unique abilities.

Society:

Gandielian society is patriarchal, and each of the 12 Gandielian towns is governed by a single town Elder. Each Elder is named by his predecessor. In cases where an Elder dies before naming such a predecessor, the other Elders will meet and decide who will join them as Elder. The Elders meet at the beginning of every month on the shores of Crystal Lake to discuss matters at hand. The Lead Elder is chosen by a vote of all Elders. The Lead Elder has the final say in most matters, and acts as the leader for the Cyclopes as a whole. Each Elder has any number of advisors, who hold no special title. The Cyclopes also have a loose system of Trade-Guilds who operate in each town. There are guilds for smiths, miners, gem-cutters and jewelers, and artisans. Farming is a very important profession as well, and there are many farms that stretch through-out the Valley. Each town has a militia, called "The Defenders" who are responsible for keeping the town and surrounding area safe from any danger. The Elders will typically consult with the head of "The Defenders" of his town, as well as the Guild leaders when making decisions which affect the town as a whole. All of the Cyclopes follow the lead of the Elder and any and all decisions he makes are final and not argued with. All Cyclopes are active members of society, each, once of age, performing some duty to their towns. Females are allowed in each of the Guilds, as well as being "Defenders" if they wish it. All positions of authority within the Guilds as well as "The Defenders" are held by males, however. All Cyclopes work during the

daylight hours at their various professions, the evening and night is for family and friends. All Cyclopes are craftsmen of some type, all taking great pride in creating things.

Law:

Crime is rare, however, when a crime is committed, it is the responsibility of the Elder to listen to both sides of the situation, and determine who is in the right and who is in the wrong. The Elder also determines punishment if the accused is found guilty. Most criminals are shunned by the other Cyclopes, as it is shameful to commit a crime against one of your race. The Cyclopes have laws against theft, assault, murder, slavery, Necromancy, and the like, however, there are no laws against the use of Despair. Each Elder keeps a book of all crimes and punishments for his own town. This book is passed down from Elder to Elder, and is known as The Book of Punishment.

Professions:

All Cyclopes take up at least one craftsman skill, including smithing, gem-cutter, jeweler, miner, stone-carving, or crystal-making. Crystal-making is the art of working Gandielian Crystal, a crystal of unique and special properties that only the Cyclopes can fully unlock.

Personality:

Cyclopes since The Shattering have become a somewhat curious race, though very protective of their homes and homeland. When first met, most of the other races find Cyclopes to be somewhat aloof. This is not the case, however. Cyclopes have always been mistrustful of almost every other race for a very long time, though this is now changing. They will be guarded when first meeting others, but once they learn to trust others, they open up quite a bit, and show how warm and loving they can be. Once you have friended a Cyclops, assuming you do nothing to betray that trust, you will always have someone at your back, as they are very protective of their friends, just as they are of their family.

Appearance:

Gandielian Cyclopes appear as Humans with some distinctive differences. Their skin is usually covered in grey splotches, to being completely grey. The most distinctive difference, of course, is the existence of the third eye in the center of their foreheads. They prefer to wear simple clothing, as the hard work which they all perform demands they wear. Also due to work, they seldom wear jewelry of any type, but when they do- for festivals, weddings, etc...- they are always of worked gemstones set in precious metals.

Language:

Cyclopes speak the Common tongue of Ghaia.

Birth:

Cyclopes women always ever give birth to one child at a time, and typically only have 2 children at most. Female family members and friends oversee the birthing process, and also make sure that the mother-to-be is receiving the proper care. Mothers-to-be take herbal concoctions which are supposed to make the baby stronger and the birthing process easier. Within a week of the birth, a celebration is held, in honor of the new-born Cyclops. It is during this celebration that the Naming of the child takes place.

Marriage:

Cyclopes males choose which female they wish to court with once they reach adult-hood. They must obtain permission from the town Elder to start the courtship ritual. In cases where a Cyclopes male wishes to court a female of another town, that male must obtain permission from both Elders. Once he has obtained permission, the male must take a hand-crafted gift to his intended mate, and state his intentions of courtship. The female then has the option of refusing or accepting the courting. If the female refuses the courting, then the male is free to choose another potential mate- again needing to receive permission from the Elder. Sometimes, though uncommon, a Cyclopes male will choose to court another male. This is allowed, and follows the same ritual as if courting a female.

After the declaration of intent to court has been accepted by the intended, then a period of no less than 6 months follows, during which the suitor and the intended spend the evening hours with each other and their families, getting to know one another better. It is not uncommon for the suitor to continue creating hand-made gifts for the intended. After 6 months has gone by, the intended determines if they are ready to marry, or if more time is needed. The maximum amount of time of courtship allowed is one year from the day of the declaration of intent to court is performed. On that day, the intended must either agree to marry the suitor, or break the courtship. If the intended agrees to marry the suitor, then the wedding preparations are made, and the wedding is held, typically on a weekend. The ceremony is presided over by the intended's Elder, and the entire town is invited. A great feast is prepared, and after the ceremony- consisting of making vows of love, respect, and monogamy- a grand party of eating, drinking, and dancing is shared by all. It is not uncommon to have multiple marriages at the same time, as the Cyclopes have tight-knit communities. There is no divorce in the Cyclopes society. If one mate out-lives the other, they typically do not re-marry, unless they are young.

Death:

Death is seen as a matter of fact in Cyclopes life. All living things must die. There is a memorial service for the recently departed, typically 2 days after the death. As with most of the Cyclopes festivals and celebrations, the town as a whole has an open invitation to the service. Tales are told of the dead, and any present may say a few words in memory of the deceased. At the end of the ceremony, the dead is buried in the ground, so their essence can become part of

Ghaia once more. There is no set period of mourning, but the surviving mate typically returns to their profession within 2 weeks after the burial.

Cyclops Aging:

<u>Age</u>	<u>Stage</u>	<u>Human Equivalent</u>
0-2	Infant	0-2
3-6	Toddler	3-5
7-15	Child	6-8
16-35	Youth	9-11
36-45	Adolescent	12-14
46-50	Puberty	15-20
51-100	Young Adult	21-30
101-150	Mature	31-40
151-200	Middle Aged	41-60
201-250	Old	61-90
251 +	Venerable	91 +

Interracial Relations:

Previous to The Shattering, the Cyclopes were a very closed and private culture, trusting no other race. Since The Shattering, however, this is changing. They are leaving their Valley on a more regular basis, many of the young seeking to become adventurers, or trade their wares in the outside world. The race that they get along with the easiest, due to similar work ethics, and their affinity for stone, gems and metals, is the Dwarves. Cyclopes can and will make friends of other races, however, but this process can be long and always involves trust- which is crucial to all Cyclopes. Currently, there are no racial prejudices against any of the Humanoid Races.

Family:

Family is very important to the Cyclopes, in this case family meaning not only the nuclear family, but also the extended family of friends and townsfolk. They believe in the adage that “it takes a village”. Typically, the children will follow in their parent’s line of work, the sons taking up the father’s profession, the daughters taking up the mother’s profession.

Leisure:

Cyclopes are hard-working, and take great pride in their duties and professions. The evening is time for family for friends, and any number of families often dines together every night. They typically do not work on Sundays, though this isn’t always the case. On Saturdays of weddings, most Cyclopes will help out in some way with the ceremony, thus usually also not working on those days.

The Stone-kin:

At the time of The Shattering, certain Cyclopes were changed into the Stone-kin. The Stone-kin males grew rock hard skin, encrusted with various gemstones, as well as Gandielian Crystal. The Stone-kin females were imbued with the power to shape and alter stone, metal, and gemstones simply with their force of will. The Stone-kin are powerful, and are typically part of “The Defenders”. The Stone-kin have never been seen outside of the Valley.

The Gandiel Valley

The Valley the Cyclopes live within is roughly 40 miles in diameter, and is surrounded and protected on all sides by the treacherous mountains. No safe paths have yet been found into the Valley, however since The Shattering, Cyclopes have been seen in the world outside of their home. There are several small rivers which flow down from the mountains into the Valley, each of them ending in Crystal Lake, which lies in the Valley’s center. No above-ground river flows from the Valley to the outside world. Within the Valley lie 12 towns and villages of various sizes. All of the buildings in each of these towns are made of stone. At the center of the Valley, surrounding Crystal Lake is a series of buildings set aside for special purposes, such as meetings, festivals, etc... It is said that during The Shattering, as the Stone-kin were Awakened, that the Valley was shaped into its present form. The Stone-kin raised mountains to the East and Northwest, cutting the Valley off from the rest of the world, as well as shaping the mountains to fit in the circular Valley, and diverting the wide rivers that once flowed through it. Prior to the Shattering, the Gandiel Valley was located in Southern Emuria, in the Wincrag Mountains. During the Shattering, however, it was trans-located to its new area, and remains hidden from all others.

Gandielian Towns:

Cherryrock- this is the largest of the Gandielian towns and is near the center of the valley, on the west side of Crystal Lake. Forges are found in great numbers here, and this is main producer of weapons and arms, as well as Gandielian Crystal in the Valley.

Slaton- this small village lies near the Southern mountains and produces the most slate of all of the towns. It also produces a small amount of copper.

Appleton- the largest of the agricultural towns, Appleton is the home of vast orchards- not just apples, but many different types of tree-bearing fruit. The trees here, as throughout the entire Valley, grow much larger, and likewise produce much larger fruit, than those of most of the lands outside of the Valley.

Ballock- this medium sized town is named after a long-dead Gandielian Elder who, it is written, led a successful war against Stone Giants who lived in the Mountains to the south, and who single-handedly killed the Stone Giant Chieftain.

Porter's Field- once just the farm of a single family of Cyclopes, this area has grown in to large agricultural area, second only in size to Appleton in the farming communities.

Riverside- this large town lies just south of the Gandiel Falls on the bank of the Gandiel River. Mills of all types are the chief industry here, utilizing the great power of the river where it enters into the Valley.

Berylstar- this small mining town is uniquely named in Gandielian culture- it is the only one of the towns to be named for people outside of the Gandiels themselves. It is named after Aegyrrn and Galina Berylstar- of the Berylstar Clan of Gypsies- who befriended the Cyclopes when the Emperor Cornelius was conquering much of Emuria.

Basil- this small agricultural town lies in the northwest of the Valley. Its main crop is corn.

Blendon- this medium sized town lies on an island splitting the Gandiel River at about its mid-point from Riverside to Crystal Lake. Milling of various types occurs here, as well as farming on the outlying banks across the river in each direction. Potatoes are the main crop raised here.

Ironton- this small mining community located near the Northern mountains produces the majority of all of the iron mined in the Valley. They supply most of the other towns' forges with iron for weapons, armor, and other wares.

Hammer's Fall- this large mining town lies in the western part of the Southern mountains. Its named was changed to Hammer's Fall when the Gandielian Cyclopes here rose up successfully in a coup against Corneilius' Army, who wore blue tunics with a golden hammer. It was shortly after this victory that the Emperor left the Gandiel Valley in defeat. Hammer's Fall is the chief producer of gold in the Valley.

Silverton- this medium-sized mining town is in the western part of the Northern mountains and is the chief producer of silver in the Valley.

Geographical Interests:

The Crystal Valley- the Crystal Valley is the name given to an area north of the Gandiel Valley proper, resting between two mountains. There, spires of a very hard and jagged crystal grow out of the ground and mountains. These spires make travelling and working here very dangerous, as the crystal cuts into the skin very easily. It is here that the bulk

of Gandielian Crystal is harvested and taken to the various Crystal-makers throughout the Gandiel Valley.

Crystal Lake- this Lake was created during the Shattering, as the Gandiel Valley and surrounding mountains were being reshaped. It is almost perfectly circular, and lies in the exact middle of the Gandiel Valley. The water is pure, always cool, and always ripples with small waves, which reflect the sunlight like thousands of crystals, thus giving it its name.

The Statue- In the center of Crystal Lake rests a flat circular stone platform, only 6 inches thick. No one knows how it floats upon the water without sinking. Standing on the platform is a statue composed of a many different types of stone and gemstones. The Statue is a 50' tall Cyclops-looking figure, standing, peering into the distance. It is said that the statue will change the direction of where it is looking.

The Ebon Flow- the Ebon Flow was created during the Shattering. It is located in the southern mountains, and is in a large, subterranean cavern. The Flow itself is a river of thick liquid rock, entering the cavern from a large hole in the Eastern wall, flowing through the cavern splitting it in half, and exiting into the floor at the base of the Western wall. Though the Flow is liquid, it is only warm to the touch, and portions can be taken from the river. It then cools to the touch, and becomes rock of various types, based on how it is worked and cooled while it is liquid.

The Singing Mines- these mines are not different than any other Gandielian mine save for one thing- humming can be heard throughout them at any time of day or night, and at all locations within the mine. Burrowing into the Eastern mountains, this large chain of mines produces gold and silver ore, as well as various gemstones. Though these mines have existed for years before the Shattering, it is only after that momentous change that the mines began to sing. There doesn't seem to be any rhyme or reason for the varying levels of loudness of the humming- one day in a particular area in the mine, the humming might be very low, while the next day it might be loud enough that you can't hear the person you're standing with.

The Gandiel Falls- the Gandiel Falls are in the Northeastern mountains, and are a series of 3 waterfalls of magnificent beauty. Elevated almost 1000 feet, the river rushes into the Valley, falling first 200', then another 300', and finally for over 400'. The Gandiel River then continues on to the Crystal Lake, and is the largest source of water within the Valley. The Falls are very dangerous though, as the sharp rocks of the mountains surrounding the Falls, as well as in the pools between the falls form a harrowing death trap for anything unfortunate enough to get caught up in the current.

Gandielian NPCs of Note:

Turog Stonefist- Elder of Cherryrock and Lead Elder of the Cyclopes. He was the Lead Elder before the Shattering, and has continued on in that capacity since the Shattering. He is Stone-kin, as is his wife. Turog knows that even though diplomatic relations have failed the Cyclopes in the past, that they will need to forge allies in this new, post-Shattering world. He is encrusted with Gandielian Crystal through his Obsidian skin. Smaller clusters of Diamond and Ruby adorn his body as well. As formidable as he appears physically, his trust can be earned by outsiders. He is more serious than most Cyclopes, but after his daily duties are finished, he is very playful around his friends and family.

Danar Stonefist- Wife of Turog and the un-official head of the Stone-kin woman. Danar and Turog have been married for almost a century and a half, and yet it seems the honeymoon has never stopped for them. She is very loving of Turog and their 2 children and grandchildren. She is very protective of the Cyclopes, and when The Shattering occurred and she was transformed into Stone-kin, this protectiveness grew even more. It was Danar who organized “The Defenders” who guard the Valley from unfriendly beings.

History:

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The Cyclopes of the Gandiel Valley weathered The Shattering very well, compared to most others. With the awakening of the Stone-kin, the Valley was reshaped, and transported to a new location protected by surrounding mountains. Turog and the other Elders meet regularly and more often than they ever have before. They have been slow to adapting to the new way of life, though- learning new skills, new fighting styles and new magic is something they have not adjusted quickly to. Several scouting parties have been sent out from the Valley, however, though they have yet made contact with any of the other races- so far they have been observing and figuring out who potential allies are. Turog and the Elders plan on shifting this in the upcoming year- intending to reach out to potential friends and allies.