

CYRADON GAZETTEER

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INTRODUCTION

When **Cyradon** was published, **ICE** deliberately left a number of open plot threads. One reason was that there just wasn't enough space to put everything in the book that we wanted to. A second, and very important reason, was that we wanted to allow for Game Masters (GMs) to more fully flesh out portions of the world as they see fit.

However, with the release of the PDF version of the product, a number of fans have asked us for additional information, so that as they continue running their campaigns, they can make sure that they stay as near to official canon as possible while waiting on future products. The entire purpose of this document is to answer some of the questions that a GM may have regarding upcoming canon and how things all tie together.

Therefore, if you are a player in a Cyradon campaign, go away. Do not read any further! Scram! Scoot! Back behind the white line! Feel free to supply any more terms or phrases with the same or similar meaning.

If you happen to be a GM, then this product is for you. It will answer a large number of your questions and perhaps give you ideas for future campaigns.

In any case, I hope that you enjoy this product and find it useful.

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THE ANCIENT PAST

Mithra is currently at the very end of the Third Age, known as the Age of Emperors. While the events of the first two ages do not have a direct impact up to the current age, they have heavily influenced things to such a degree that several points of those early eras need to be expanded upon slightly.

DRAGONS

Dragons were the first intelligent race upon Mithra. They were and are creatures of incredible power and strength. Until the end of the First Age, they were also the absolute rulers of the world. Dragons live for many thousands of years, but are not immortal. They can also enter a magical sleep during which they do not age.

Up until the end of the First Age, Dragons had no need to be subtle or devious. Moril was the first Dragon to show such traits, but was not the last. She bred her armies in secret and had them ready before any of the other Dragons or the Saena even knew what she was up to. She was the leader of the Dragons in the war against the Saena.

Not all Dragons are evil, just as not all Dragons breathe fire. A number of Dragons actually sided with the Saena against their brethren and a few of these are still around.

SAENA

The Saena are the Great Beasts of the earth, air, and sea; they are not related to the Dragons. The Saena are spirit creatures that have taken physical form. They most often selected the form of giant animals or magical creatures. At first they co-existed with the Dragons, but that all changed because of Moril and her plans. Working with those Dragons who were not evil, the Saena were able to defeat and destroy Moril and many of her followers.

Like the Dragons, the Saena can use a magical sleep to greatly extend their lives. This allowed them to survive just as a few dragons have done.

Towards the end of the war between the Mithrans and the Saena at the waning of the Age of Saena, it was decided that only a few Saena and no Mithrans would stay on Mithra. Those Saena who stayed behind went into the magical sleep, waiting for the reappearance of those Dragons who had sided with Moril and escaped into hiding.

The Saena also wove a number of spells and alarms that would alert them should a Dragon come within range.

MITHRANS

The Mithrans were the first true humanoid race on Mithra. They rose rapidly into civilization with help from the Saena, and were friends with the Saena for a long time. The Saena even taught them their magics and languages.

Over time, things slowly changed. A few Mithrans had been influenced by the Dragons still remaining on Mithra, corrupted into believing that they should be as great as the Saena themselves. This corruption was extremely slow and subtle, taking thousands of years to fester and boil to the surface. And when it did, there was war.





THE SAENA-MITHRAN WAR

This war last for an untold number of centuries, and it altered the face of Mithra, splitting the largest continent into smaller land masses known as the Shatterings. However, there was another side effect of the war that was not discovered until very near the end, and it was actually what prompted both sides to begin the talks that led to both the Mithrans and the Saena leaving Mithra forever.

Both sides used very powerful magics. The release of so much magical energy altered the balance of the world's equilibrium and the processes of evolution were also altered. New creatures were appearing and surviving where they might not have before. New races were developing at a faster rate. Where it might have once taken hundreds of thousands or even millions of years for a new species to evolve, it was now taking only a few thousand.

Even more startling was the discovery that some races were experiencing what could only be called a de-evolution process. Both the Mithrans and the Saena discovered that some of their populations were becoming more increasingly savage, as if they were regressing back to an earlier evolutionary form. Those so affected then seemed to be starting down different evolutionary paths, and they were also affected by the speedier evolutionary processes.

Upon this discovery, the Saena and the Mithrans, who were both essentially good at heart, decided that for the world to regain its equilibrium, they had to leave Mithra forever. It was agreed that a few Saena would stay behind to deal with any remaining evil Dragons, and that the Mithrans would build temples and other repositories of

knowledge, to help aid those that came after. Such repositories were meant to foster the best aspects of civilization for newly evolving races. They were extremely durable to withstand the ravages of time and hidden in locations throughout Mithra waiting to be found.

Around the time of the first appearance of the Cyrads, the worst of the side effects from the Saena-Mithran war had passed. While evolution was still much faster than normal, the de-evolutions had apparently ceased.

CYRADS

After the exodus of the Saena and the Mithrans, the Cyrads were the first of the newly emerging races to reach civilization. They discovered many of the ancient Mithran repositories and put them to good use advancing their civilization and moving across the globe.

For a time they ruled the world. This was when they built the Royal Roads. Then the Cyrads started noticing how many other races were slowly but surely appearing. Having been influenced by the ancient Mithran texts, the Cyrads started pulling back to a small continent that had been christened Cyradon. They chose this location because they had discovered, deep below the earth, centered upon a powerful nexus point, a Mithran repository larger than any they had discovered before. Not only did it provide yet further enlightenment - it taught them how to create portals to places beyond Mithra - but it also convinced them that they themselves should leave Mithra for the younger races.

And so the Cyrads left Mithra forever, or so they thought.

THE AGE OF EMPERORS

This section will take a specific look at some of the past events of this age to explain more fully some of the things going on or that have gone on in the background that may have effects upon your campaigns.

THE BLACK DRAGON

Not all of Moril's followers were destroyed. A number of them escaped and went into hiding, including Moril's own child, who was born shortly before the war with the Saena. If this Dragon has a name, it has never revealed it; it goes solely by the epitaph of the Black Dragon.

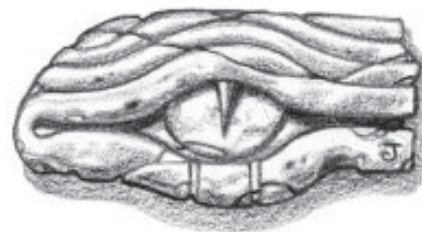
The Black Dragon chose to hide in a deep cave under a string of mountains next to what became known as the Madairian Forest.

In 21283 AE, the Black Dragon awoke and set out to learn what had changed during his long sleep. He used stealth to leave Cyradon, to keep his lair safe from the Saena, not knowing that most of the Saena had long ago left Mithra. After exploring a number of different lands, and terrorizing countless thousands, the Black Dragon set off one of the alarm spells left behind by the remaining Saena.

The Saena attacked the Black Dragon but he managed to elude them numerous times. He finally went back into hiding nearly 150 years after he awoke. The remaining Saena knew that he disappeared into the Shatterings, but were unable to pinpoint the location of his refuge.

Several of the Saena hid themselves in various locations among the Shatterings to wait for the Black Dragon to once again emerge. One Saena went into its magical sleep under the region of Cyradon that will become known as Ischea.

Knowing that he could not move openly, at least for the time being, the Black Dragon used magic to summon nearby wyverns. There were only a few wyverns still in existence, and those few became the Black Dragon's messengers and guards.





The majority of the Nagah, originally created by Moril, had been unaffected by the magics released in the Saena-Mithran wards. The few Nagah that re-evolved had formed two tribes.

In ancient times, Moril used obsidian totems carved in the shape of a dragon's head to communicate with her minions. These totems were magical, and Moril made sure that as her Nagah flourished, they could continue to create these totems.

The Black Dragon knew of the totems and used them to contact the Nagah. The Black Dragon used the totems to convince the Nagah that he was their god and that he had finally returned to them to lead them to greatness. Of all of the tribes of Nagah living within the Madairian Forest, only those two tribes who had been affected by the magics released during the Saena-Mithran wars did not respond to the words of the Black Dragon.

One of these tribes had heard the call of the Black Dragon through the totems, but recognized it for the trick and decided that it would be best if they were to leave the Madairian Forest. This tribe set off to the north. This tribe eventually turned east, into the mountains, and there they discovered the ancient Mithran city of Evefalim. They became the Nagazi.

The second tribe, calling themselves the Nagarl, believed that the Black Dragon was an evil god who wanted to lead them to destruction. They decided to ignore the evil god and continue on as they always had. For them, this meant continuing the seemingly never-ending tribal warfare between themselves and the Nagah, who also warred amongst themselves even more than they warred against the Nagarl.

In 21,750 AE a Cyrad explorer ventured into the Madairian Forest and discovered the tribes of Nagah living there. The explorer found that the Nagah were exceedingly cannibalistic and savage. This also alerted the Nagah to the presence of another race on Cyradon and, prompted by their god, the Nagah began waging an undeclared and highly uncoordinated war against the Cyrads in addition to their normal inter-tribal warfare.

This war continued for several centuries, and the Cyrads began working on measures to contain the Nagah without hurting them too much. This included inviting the Aoifar to found a colony in the southwestern grasslands of Cyradon. This allowed the Cyrads to focus more of their time and energy upon the huge repository of knowledge that they had discovered in a hidden chamber deep beneath Belynar.

Fortunately, the Black Dragon could never get the various tribes of Nagah to fully unite under a single leader. Petty jealousies and rivalries worked against his efforts, and this enabled the other races to contain the Nagah.

Eventually, in 23,700 AE, the Nagarl, tired of the constant fighting with the Nagah, migrated north, out of the Madairian Forest. They settled upon the southern shores of the Bay of Malan in a tiny village that would eventually become the first of the five city-states of the Nagarl.

For centuries, the tribal squabbling of the Nagah had prevented them from working together. The Black Dragon had been unable to become more actively involved due to fear of the Saena and potential reprisals from the increasingly more powerful Cyrads. Then suddenly the Cyrads were gone.

The Black Dragon took advantage of their absence. He used the techniques taught to him by his mother, Moril. However, instead of creating a new race, the Black Dragon decided to make a few alterations to the existing Nagah. Eventually the Black Dragon succeeded in creating a new type of Nagah, one that was more deadly and powerful than the normal Nagah and that would obey him completely.





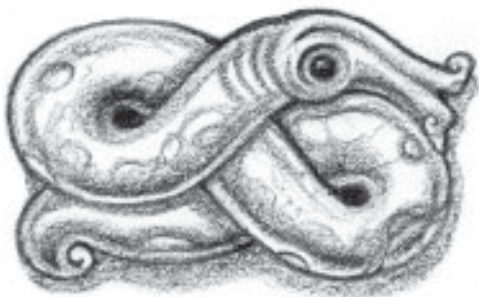
Unfortunately, the Black Dragon could only create one at a time, and it took nearly a century for him to create each one. As he finished creating each of this new elite force, the Morgahz, the Black Dragon placed them in an enchanted sleep where they would wait until he was ready to unleash them. By the year 26,967 AE (1650 IR), the Black Dragon had two dozen Morgahz ready to go. Since that time, they have been slowly spreading out and conquering or destroying the various Nagah tribes, with all of the survivors being pooled into a single tribe under the direct control of the Black Dragon. However, this is a long and slow process and it will take several more decades before it is fully accomplished.

Once the Black Dragon has full control over a consolidated nation of Nagah, he will have his elite forces begin training them and preparing them so that the Black Dragon can conquer all of Cyradon, and then later on perhaps the rest of the world.

THE SAENA OF CYRADON

The Saena of Cyradon slept beneath Ischea, unaware of the Black Dragon and the Nagah, and oblivious of the Raesha and the Narsi. The Saena's lifeforce was sustained by one of the major ley lines that flowed from the Belynar nexus. Its sleep was deep and dreamless.

Then the Devastation came, tainting the central highlands and transforming much of Cyradon into a place of magical chaos. The Devastation poisoned the ley lines of Cyradon, and poisoned the the Saena that slept below Ischea. Instead of a dreamless sleep, the Saena was trapped in a world of nightmares. Before long, the tormented dreams began to spread to the Raesha who dwelt in Ischea. Months of nightmares took their toll, and some of the Raesha fled, seeking refuge in other elvish lands. Upon leaving Ischea, the memories of the nightmares faded, to be replaced by the certainty that Ischea was an unwholesome place of madness and evil. The Raesha who remained were gradually ensnared in the the Saena's nightmarish world and trapped there. Concerned over the fate of Ischea, other elvish kingdoms sent scouting parties to unravel the mystery of the lost kingdom. No one returned, and Ischea was place out of bounds.



Some of the Saena's nightmares became reality—the hideous monsters that haunted its dreams took corporeal form and roamed unchecked in the Devastation. These creatures are almost impossible to kill permanently, since once slain, they are “redreamed” and take corporeal form again. The creation of the Veil exacerbated the situation, weakening the ley lines and preventing them, and the Saena from healing. The weakened ley lines also severed the Saena's tenuous links with others of its kind, leaving them unaware of their brethren's plight.

Even the landscape of Ischea slowly changed, becoming more marshy and tropical. It seems to be totally unaffected by the local climate and weather patterns.

Unknown to those trapped within the Saena nightmare, there is a way out, but to reach it, they must travel the length of the nightmare realm and pass into the darkest parts of the Saena's mind, the place where its nightmare creatures come from, to reach the exit to the mortal world.

The Ritual of Estrousal has had an affect on the Saena and the trapped Ischeans. The nightmares have begun to ease and the ley lines have begun to heal. To save Ischea and the Saena however, will require radical action—brave adventurers will have to enter the nightmare world and confront the creatures that roam there.



THE RISE OF THE THEOCRACY OF ASUT

In the year 25,515 AE (198 IR), a young herder witnessed his family being slaughtered by Tarahiri soldiers. The young boy's name was Asut.

By the year 25,530 AE (213 IR), Asut was full grown and had become a warrior priest serving Memra. He led the first true assaults against the Tarahiri forces occupying his homelands. Asut's successes quickly encouraged others to join his rebellion and soon the entire region was embroiled in conflict.

In the year 25,545 AE (228 IR), Tarahiri began sending additional legions to the southlands to quell this rebellion. All attempts to stop Asut failed and his rebellion soon grew into a full fledged religious crusade for the Orsai to win their freedom from Tarahiri. Eventually, even legionnaires began defecting and joining the Orsai. As time passed, whole legions began joined the Orsai cause. By 25,567 AE (250 IR), Tarahiri had lost all lands south of the Great Desert.

By 25,709 AE (392 IR), the last remnants of the Tarahiri Empire were overthrown and only the city of Tarahir remained, now ruled by a Guild and Merchants Council. The Great Desert and its surrounding lands were filled with many small kingdoms and fiefs, each independent from the other.



In the year 25,754 AE (437 IR), a conclave of Memraic priests met in a holy city of Asut, in the middle of the Great Desert. This conclave was held because many of the priests had been perceiving portents and omens for several years, and they held the conclave to determine the meanings of these signs. Before the year was out, the priests had come to believe that the Orsai were meant to form a single nation, spanning the Great Desert and its surrounding areas.

In the year 25,800 AE (483 IR), the last of the outlying Orsai tribes was brought under the control of the ruling council of priests and the Theocracy of Asut was officially formed. For the next several centuries, the Theocracy expanded its borders southward. In 26,240 AE (923 IR), the Theocracy encountered the Mablung Dwarves, who they promptly attempted to assimilate. It took 50 years of constant warfare against the Mablung for the Orsai of the Theocracy to realize that they would never be able to conquer the Mablung or their tree-demon allies of the Western Jungle. The Theocracy sued for peace with the Mablung and turned its expansionist attitudes towards the north.



By 26,381 AE (1064 IR), the Theocracy of Asut expanded far enough north to annex the city of Tarahir, which agreed to pay tribute to the Theocracy to keep them from burning Tarahir to the ground. When the Theocracy tried to expand into the Treaty Kingdoms in 26,495 AE (1178 IR), they were stopped by the combined forces of the Treaty Kingdoms and the Skaldi.

In 26,665 AE (1348 IR), the first tribes and caravans of Gryx begin filtering out of the Juras Mountains. They were a peaceful folk who quickly integrated into the existing societies over the next few centuries, including those of the Treaty Kingdoms, Tarahir, and the Theocracy.

Since its inception, the Theocracy of Asut had always tolerated religions other than the worship of Memra, even though Memraic faith had always been the official religion of the nation. This changed in 26,720 AE (1403 IR) with the famed Revelation of Memra. A young scholar, Skirahl, claimed to have visions sent to him by Memra. Other priests also received omens about the coming of this scholar and oracle. Through the visions, Skirahl claimed that Memra has shown him the future path that the Theocracy must take. Skirahl was a skilled speaker, and thanks to the omens and portents received by the other priests, was able to convince the Theocracy that his visions were true and that the other religions were as wicked as some of the most conservative priests had thought they were. By the year 26,767 AE (1450 IR), the Theocracy began a doctrine of religious intolerance, forbidding all other religions from public worship. And in the year 26,817 AE (1500 IR), the Theocracy also changed Tarahir's status from that of a protectorate to a colonized city, and begin purging the city of all religions other than the Theocracy's brand of Memraic worship.

Unknown to the Theocracy, the entirety of the Revelation of Memra was a fake. Skirahl was not a young scholar. He was a very powerful mage; a mage who had mastered dark magics that allowed him to drain the life force of others in order to rejuvenate himself. There is no telling how old he actually is, but there are creatures and beings that live in the shadows between the worlds that claim that it was Skirahl who incited Asut into rebellion against the Tarahiri Empire centuries before. As powerful as Skirahl is, he hates taking direct action, and much prefers to use another person's fears and prejudices against his foes.

The Second Revelation of Memra was revealed in 26,887 AE (1570 IR). The ruling priests of the Theocracy declared that Memra had decreed a ban against all magic, thus making it illegal to know and cast spells. This new crime was punishable by death and all known wizards, sorcerers, and mages within the Theocracy were captured and burned at the stake. Many were surprised that alchemists were not included in this ban against wizardry, but so long as they were not spell users, the alchemists were left alone. Those in the upper echelons of the Theocracy believed that the alchemists were spared only because of the young High Prelate's life long friendship with an aging alchemist. The old man, Skirahl, had always been like a favored uncle to the High Prelate when he was a child.



THE GRYXIAN MIGRATIONS & TOTEM POLES

Until a few hundred years ago the Gryx lived a semi-nomadic life among the Eastern Steppes of Anias. Each tribe or clan of Gryx had their own lands through which they would periodically migrate, moving with the seasons or due to other omens as sent to them by their gods.

Unknown to the Gryx, at the end of the First Age, a dragon follower of Moril, had hidden itself on the steppes. This dragon then went into a magical sleep that lasted well into the Third Age. Upon awakening, the dragon made covert forays into the outer world, to learn what had happened since it chose to slumber. It learned well and quickly, and then returned to its hiding place to make plans.

One of its plans was to create its own army, just as Moril had in the First Age. However, the dragon wanted to get rid of the Gryx first, so that he could have the steppes all to himself. Therefore, he had to devise a plan to get rid of the Gryx.

The dragon secretly observed and studied the Gryx so that he could devise a subtle plan to eliminate the Gryx. The Gryx had always been a very religious race, closely tied to their gods. The dragon decided to use this to his advantage. He researched powerful and complex spells and used the spells to craft a number of magical items.

First he scattered the magical items around the Eastern Steppes. These items were disguised to look like natural rocks or other objects found on the steppes. He carefully placed them around every place that the Gryx had one of their semi-permanent camps.

During the course of the next few decades, the ban against wizardry slowly lapsed. The ban itself was still in place, but very few paid any real attention to it, especially with rebellion growing in Tarahir. Then early in 26,958 AE (1641 IR), the son of a prominent member of the ruling priests was found slaughtered and all the evidence pointed to the culprit being a Gryx, and this was just the beginning. All over the Theocracy, reports started coming from many different towns and villages; reports claiming that the Gryx in that area were gaining demonic powers and going on killing sprees. A few had been captured, but those few were quickly consumed from the inside out by jet black flames. Before the year was out, the Theocracy had declared that all Gryx were demon-spawn. The Theocracy declared that all their lands and properties were forfeit and now belonged to the church. Lynch mobs, spurred on by those who feared or hated the Gryx, killed thousands as they tried to flee. Thousands more escaped to the north, to Tarahir which was already in rebellion against the Theocracy.

Things got even worse in 26,965 AE (1648 IR), when the Theocracy not only began enforcing the ban against wizardry again, but claimed that the Gryx were evil mages and sorcerers. The ban became so strict that the Theocracy ended up slaughtering many Gherek Scouts, the most elite order of the Orsai scouts. Many of the Gherek Scouts also fled north to escape the fate that awaited them.

In 26,970 AE (1653 IR), the Theocracy decided that the only way to prevail against the rebellion and against the demon-spawned Gryx and the evil mages whom they were positive populated the northlands was to begin a full scale invasion. They all had to be destroyed before they could destroy the glory of the Theocracy of Asut, a sentiment that the official barber of the ruling council, a middle aged man by the name of Skirahl, could not agree with more.

Along with the decision to invade the northlands to wipe out these evil influences forever, it was also decided that very bit of their works would be destroyed as well, especially the evil looking totem poles that the Gryx were always erecting. Rather than items of warding as the Gryx had always maintained, the Theocracy was coming to believe that they were objects of idolatrous worship.

In the 30 years since they began attacking Tarahir in earnest, the Theocracy has taken every chance it could to destroy the Gyxian totems where ever they find them.



The magical items had a dual trigger. The trigger was worship of the Gyxian gods mixed with fear. The dragon then summoned and released a few minor demons into the wilderness near these villages and campgrounds. When the demons attacked, the local Gryx would begin to fear. They would then pray to their gods for guidance in dealing with the demons. This triggered the magical items that the dragon had crafted. The items started with only a single Gryx, and would then slowly increase in strength to include others. The magical items induced dreams and nightmares of madness, born out of a target's greatest fears. A secondary effect of the items was for the dreams to also include hints that they were being brought upon the Gryx because they had angered the gods. The more the Gryx prayed, the stronger the hints and clues became. The dreams also indicated that the gods were not only angry, but were cursing the Gryx and abandoning them.



However, these dreams also attracted the attention of the gods. Unable, due to their very nature, to interfere directly or physically, the gods began altering the dreams that the dragon sent. The gods of the Gryx wanted to help their people, but discovered that any direct help that they tried to give always ended up making things worse for the Gryx, as any help that they were able to give only set the Gryx to worshipping them more, which increased the effects of the magical items causing this.



Reluctantly, the gods decided that their best way that they could help the Gryx was by encouraging them to do exactly what the dragon wanted, and by appearing to abandon the Gryx altogether. However, the gods were not without their own tricks as well.

As the gods began sending their omens and divine dreams to the Gryx, they reinforced that the Gryx should leave the steppes and that their homelands were not safe for them to remain. They also sent dreams that instructed the Gryx in how to build the totem poles.

Due to the nature of mortals, dreams and visions are always received in abstract, symbolic imagery, so it is often difficult for the sender of a vision or dream to be precise. After many failures, the gods were finally able to teach the Gryx a special method of creating the totem poles. Once they learned the right way, the totem pole dreams changed from making them to dreams of them being planted every time that they Gryx stopped. The dreams also tried to tell the Gryx to plant the totem poles along ley lines and nexus points, but the only thing that came across the dreams was that the totem poles had to always face the homeland, and that they should be planted whenever the Gryx would stay more than a single night in a location.

Unknown to the Gryx, the totem poles are very powerful magical artifacts, but only when used with other totem poles and only when those poles are planted along ley lines or nexus points. Those that are planted on nexus points and ley lines tap into the ambient mana of those locations and channel it to create what amounts to a web of energy that restricts the dragon to the Eastern Steppes. This totem mana web also prevents the dragon's minions from traveling into western Anias, but it does not restrict them from going in other directions.

The dragon has not tried to leave the Eastern Steppes, so he does not realize that he is trapped. However, he does know that there is something preventing his minions from traveling to the west. He has even tried to send them west in ships along the coast, and while they can travel the oceans, they have not been able to make a landing anywhere on Anias that they have tried. However, these minions have been able to make landings within the Shatterings. In fact, they recently raided one of the Nagaral cities on Cyradon.

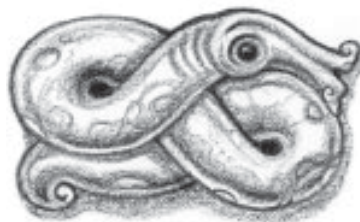
Unfortunately for Anias, as the Theocracy of Asut expands their power and influence, conquering other nations, they are making a point of destroying all Gryxian totem poles that they find. Eventually, the Theocracy will move east towards the Steppes and destroy all of the totems, or at least all of the ones tapping into nexus points and ley lines. This will shatter the web that prevents the dragon and his minions from invading the rest of Anias. When that happens, war between the dragon and the unwitting Theocracy will be inevitable.

THE NARSI & THE DEVASTATION

Power and arrogance corrupted many of the Narsi. This is not to say that the Narsi were evil; for the most part, they weren't. One group of Narsi strictly opposed the games, but they were the minority.

This small group spent most of their time studying the repository left by the Mithrans long ago and shunned the games and the constant experiments upon creatures to improve them. Through their studies, they were able to learn much of the Mithrans and about the portals, and more importantly, they learned what had happened to the Cyrads, though they did not share all of this information with their brethren.

Shortly before the Narsi were to perform the ritual upon the Shival Elves, several members of this small sect learned that the ritual would give the Shival the wings they craved but at a terrible price. The ritual would warp the minds of the Shival and lead to madness.



Having failed to convince their brethren of this fact, this sect took it upon themselves to see what they could do to stop the ritual indirectly. They first sent messages to the Desnians warning them about both the supposed and true nature of the rituals. The Desnians believed them about the supposed nature of the ritual, but not the true nature. All they could see was that the Shival were going to gain wings and become more powerful overall. They also considered the improving of their own forms to be an abomination, and they became determined to stop the ritual.

Those Narsi belonging to the small sect sought additional aid. Since they could not stop their brethren from performing the ritual, they decided that they would appeal to the Cyrads, asking them to return and convince their brethren to stop. Thus, just two weeks before the ritual was to take place, all 50 members of this small sect traveled deep within Belynar to a hidden chamber known only to them. Within this chamber, they activated the portal found there, the portal that led not to other places on Mithra, but to other worlds and dimensions. They used this portal to go after the Cyrads.



It took the Narsi sect nearly a week to find the Cyrads in their new home, and when they finally did, the Cyrads could not believe that anybody would be as foolish as the members of the Narsi sect were describing. It took the Cyrads over a month of discussion and debate to decide to send an envoy back to Mithra to check things out for themselves. Unfortunately, by then it was too late.

The Narsi had gone ahead with the ritual, and it had been interrupted by the Desnians. The ritual had been corrupted and the central highlands were magically blasted into wastelands, those Shival who were not killed outright were changed into the Schirae, many others living within the highlands who were not killed were also changed into creatures and monsters.

When the Cyrad envoy arrived, he and the small team he brought with him began examining what happened, and also decided to take a better look at the world. As a precaution, the Cyrads cast a series of spells that would prevent anybody but themselves from operating the portals, effectively shutting them down.



THE RETURN OF THE CYRADS

The Cyrads who returned to Mithra just a few short weeks after the Devastation discovered that the nexus under Belynar had been damaged by the Devastation, and that they could no longer use the portal buried deep within Belynar to return back to their home. They were trapped on Mithra, for the time being at least. The Cyrads then moved to the Dwarven city of Blackflame for a few decades. They needed to make tools and items to help them in their quest to restore the nexus under Belynar. They also decided to learn more about what was happening in Cyradon and the rest of Mithra. The Cyrads used magical disguises and other ruses to keep themselves from being recognized, and each of them took turns exploring the world and finding out what had changed since the Cyrads, as a group, had left Mithra.

During the course of the last five centuries, the Cyrads have been subtly influencing events as they learned more about Mithra in general and the problems with the Devastation. This influence was directed to saving lives and to healing the damage wrought by the Devastation, and damage that was later compounded by the Veil, the barrier around Cyradon, created by the Arali. Some examples of this influence include the following:

- Disguised as one of the Rhona, they influenced and aided in the creation of the Ritual of Estrousal. The ritual was specifically designed, unbeknownst to the Rhona, so that it requires a cooperative effort among multiple races to have strong effect. The more races involved, the stronger the effect.
- One of the Cyrads, disguised as an Arali Elf, convinced several other Arali that the Veil was hurting the land, and aiding the Devastation to spread by drawing off too much of the magical energy from ley lines and nexus points, preventing the land of the Devastation from healing, a fact that the Cyrads had realized, but the Arali had not. One of the Arali that the Cyrads had convinced, a Bard, gave his own life to destroy the Veil. The Cyrads had not meant for the Bard to give his life, but to find another way, and they are saddened at how the events played out.
- They created hidden chambers within the entry tunnel to Belynar and filled them with supplies for the refugees so that they could survive.
- During the winter before the arrival of the refugees in Belynar, the Cyrads caused the Royal Roads to fluctuate. A fluctuation strong enough that others would be able to detect it, and come to investigate.
- A disguised Cyrad among the Mablung Dwarves helped to influence the Dwarven decision that they should re-colonize Blackflame.



- During the war between the Theocracy of Asut and Tarahir, the Cyrads watched events, and disguised as an aide to the commander of Tarahir forces, influenced the decision that resulted in the selection of Grayson to lead the refugees away from the city.
- Again, disguised as aides, they influenced the direction that Grayson took the refugees as they fled Tarahir.
- Disguised as a young human mage among the refugees, a Cyrad pointed out the Royal Road portal to Grayson, and this Cyrad is also the one who activated it. This was done through a spell previously cast that would activate the Royal Road once he was within a certain distance of it.
- Another Cyrad, sent dreams to the Nagazi, telling them of new friends to south who needed their aid, prompting the Nagazi to travel to Belynar. Some of these dreams were interpreted as to be coming from the 7 Sages. Some of the Nagazi also received dreams from the 7 Sages as well, dreams that reinforced and complimented the dreams sent by the Cyrads.
- A Cyrad among the Janieal Arali influenced the decision to send the party of scholars to check the fluctuation of the Royal Road in Belynar that they detected.
- The Cyrads used a combination of spells to make sure that nobody who knew how to operate the Royal Roads would be able to actually pass through them. If a person who knows how to operate the Royal Roads tries to use one, they are returned, unharmed, to their starting point.
- The Cyrads also placed other spells on the Royal Roads so that they would allow any who were seeking to escape the Theocracy of Asut, and happened to find one of the Royal Roads, to automatically activate the Road, allowing them to travel to Belynar, and only to Belynar. These spells also prevent any Royal Road from being used to go anywhere but Belynar for any reason.
- The Cyrads have also used their magics to hide the Mithran repository and the second portal from those within Belynar.

The Cyrads are not totally altruistic in nature. They have their own goals and their own agendas, and the subtle influencing that they are doing is meant to aid them in the accomplishment of those goals. Their primary goal is to restore the nexus under Belynar to full power and health, so that they can use it to get home. A secondary goal is to make sure that Belynar does not get repopulated by a people who will make the same sort of mistakes as the Narsi did. To this end, they determined that the best way to accomplish both goals was to make sure that Belynar was repopulated by people of many different races, so that no one race or group could gain control of the city, the nexus beneath it, or the Mithran repository.

While the Cyrads have no connection with the wars taking place on Anias, they have decided to use them to their advantage by selecting people who have suffered under a tyrannical regime; they believe that this will reduce the chance of a similar government being set up in Belynar. The Cyrads have also been working, in disguise, to bolster support of Grayson, who they see as a perfect leader, having chosen him themselves many years before.

