



Eradorian High Council



Date: Day 112, 1223, Cycle 2

Subject: Annual Vir'Con assessment of potential threats.

Authority: This report is sanctioned pursuant to High Council order HC-347K, and determined to have a clearance level of CLASSIFIED. Unauthorized use or possession of this report will result in charges of treason, imprisonment, and potentially, execution, according to the *Official Secrets Act* of 1195.

Background: Many groups and individuals existing on Erador are in positions to positively or negatively affect the course of life on our world. The individual governments of the moons Minos, and Cirrus are responsible for their own security, but the High Council provides oversight into their affairs, according to the secession agreements we have with them.

While physical security is managed by the *Guardian Forces*, under the command of General Callus, and to a lesser extent by the *Tribal Guard*, under Major Talek, intelligence concerns have always fallen to the *Vir'Con*. Of course, most, if not all of the *Vir'Con* members also belong to one of the other two organizations.

Commander Vince Harkness, of the *First Air Wing*, has historically (for the last twelve years, anyway) prepared this report. What follows (transcribed from his report), is his assessment of the condition and current threat from each of these groups or individuals, as the case may be.

(Transcription of report, dated Day 111, 1223, Cycle 2 - by Commander Vince Harkness)

Greetings and Salutations:

As I have, in previous reports to the Council; I want to break this report into individual sections, each dealing with a particular group or individuals, so that it's easier to follow, as some of them naturally could belong to multiple groups, and therefore it might become confusing. By focusing on a specific group or individual, things may be more clear. I'll first give the common knowledge understanding (or what the Eradorian *people* think), and then I'll tell you my impressions, and outline the significance of each group from a potential threat perspective.

I'll start with the obvious: my own organization.

The Vir'Con Brotherhood:



The origins of the Vir'Con are shrouded in mystery, and depending on who you ask, the answer could be more baffling than your question. Early writings in the *Book of the Ancients* allude to a group of assassins that operated around the turn of the century, but there's no direct mention of the name *Vir'Con* within those texts: just presumptions and suppositions, and none of them based on evidence. There are some things we know for sure, however.

Vir'Con translates to "*Hand of Vengeance*" in Old Eradorian, and the rumor is, this group of cutthroats will accept a contract (whether for theft of an item, or the death of an enemy) with a majority vote of the *Founder's Council*—supposedly the five elder members of the Brotherhood.

My assessment:

Obviously, as a *member* of the Vir'Con, I am sworn to a level of secrecy that not even you wise Councilors are privy to, and because of that, I cannot elucidate on matters of internal secrecy within my organization, so you'll have to be content with that explanation. I assure you, however, that the Vir'Con operate for the good of Erador, as we do in providing you with these intelligence briefings and reports.

The Na'Geena:



In the early days, before Nu'reen (new-reen) created the three Na'Geena swords, they were just another tribe of Erador: no better, no worse, but they did have the ability to tame Griffins, and no one can explain that. If the Griffins could talk, we might know. But for whatever reason (maybe it was fallout from *Thane* taking the *Mark of Yang*, which is a much older story), the Na'Geena have been masters of Griffins ever since.

Griffins are sworn enemies of Dragons, but we'll discuss that next. The important thing to remember is Griffin claws (and beaks) are the only natural things that can penetrate Draggonhide. The Na'Geena use the claws of fallen Griffins to fashion axes, but Griffins don't die that often, so the supply is running low.

Na'Geena is an Old-Eradorian word: it means "*The Shield*". And so they have been for countless years; the first line of defense between humans and Dragons. Fierce warriors trained to kill from a young age. They have no fear, and defeat is not a word they understand.

The Dragons give them plenty of room.

My assessment:

The Na'Geena pose no threat; in fact, they are the single most effective deterrent keeping the Dragons at bay, and the staunchest allies we could hope for, if only someone knew where to find them, because they keep to themselves. This has led to them being viewed in much the same way as the Vir'Con: as a myth.

The Griffins:



The Griffins are old; some believe as old as the Draggons, who are the youngest *immortal* race. But the Nazmari swear they didn't create them, which raises the question—who did? In any case, Griffins are *not* immortal, they live normal lives, but their lifespans are many times that of humans. The Griffin your great-grandfather rode into battle, could one day be yours. Griffins are not considered *possessions*, like a horse or a pet might be, but members of the family.

Griffins are fickle, and they only respond to the Na'Geena's commands. Nu'reen seems to think the symbiotic relationship between the Griffins and Na'Geena, serves some purpose that even the Nazmari don't understand, and that's saying a lot. Maybe someday we'll know.

In the meantime, there are only three things you need to know, to understand Griffins: their claws are one of three things that can pierce Draggonhide, and they will fight to the death to protect the Na'Geena warriors that ride them. Lastly, if a Griffin is subjected to flame of any kind, they revert to the primordial form of a *Feenix*, and they become very difficult to manage, even for the Na'Geena.

My assessment:

As in the case of the Na'Geena, Griffins are not considered a threat, as long as they are under the control of their riders and they don't come into contact with fire, and even then, there are no reports of them attacking anyone but Draggons.

The Immortal Races:

- The First Race - The K'Pa



You know that the Eradorian multiverse is ruled by four Immortal races: we all learned that in primary school, but maybe you're not familiar with them, or perhaps you've forgotten.

The K'Pa, pronounced *ka-pah*, are the oldest of the four races, and they never let anyone forget it. Not because they're stronger than the others, because they're not (with certain exceptions); they just like to flaunt their superiority, claiming that age is the immutable determiner of wisdom. They also control the neutral dimension: our dimension, where everything is, or *isn't*, based on the Orphic currents.

The K'Pa don't even know how old they are, which is a sad thing, because they have the longest memories; Nu'reen in particular. But knowledge is a two-edged sword, and while memories can enlighten and enhance a specific situation, it can also cast darkness upon it; there are things the K'Pa know that should never be known by anyone.

My assessment:

The K'Pa are mysterious and solitary, and they only communicate with certain people. With one obvious exception (discussed in the section covering individuals), they appear to be benevolent. I don't feel that they are a threat to humans in any way, but only time will tell.

- The Second Race - The D’jinn



Of the three magical races, the D’jinn (pronounced *jin* - the D is silent) control the negative dimension, and the powers associated with it: there’s no name for them, everyone calls them *dark magic*. They mostly deal with elementals and things from *the void*. D’jinn are masters of the elements, especially the dark elements, and they can bend nature to their will.

The D’jinn’s war with the Fae’rie ended millions of years ago, but they both still harbor resentment. The K’pa don’t have an opinion on their dispute, and they never took sides, but Nu’reen has stated several times she thought the whole thing was silly, and they wasted several million years killing each other for no reason. The immortal *Council of Elders* has forced a truce between them for now, so maybe the fighting is over—you never know, with the D’jinn.

My assessment:

D’jinn are not a concern to us. They inhabit the negative dimension, so we would probably never have occasion to come into contact with them.

- The Third Race - The Fae'rie



Fae'rie is pronounced like it's spelled. Simple and straightforward, like the race it names. The Fae'rie are genuinely pure at heart, wishing no ill toward anyone. There was *one* situation, years ago; but that issue was caused by *Dimensional Death Syndrome*, and the Fae'rie in question can't be held responsible for her actions—so the Elder Council has said.

Fae'rie occupy the positive dimension: the vibratory rate of their power syncing most closely with it. They control the elements of *Spirit* and *Light* better than any other race, but their grasp of what they consider the *mundane* elements: *Earth*, *Fire*, *Water*, and *Air*, are all inferior; which is not to say, non-existent.

The Fae'rie are reclusive, rarely showing themselves. They also don't subscribe to most, if not all, of the K'Pa laws, which sets the two races on edge, but not nearly enough to matter.

My assessment:

Like the D'jinn, Fae'rie are not a concern for us. They are compassionate, and they inhabit the positive dimension, so we would probably never have occasion to come into contact with them.

- The Fourth Race - The Draggons



There's a common misconception, that Draggons are *immune* to magic; that's not the case. They are *resistant* to most forms, but they can still be injured by a Sorceress powerful enough to crack that veneer of protection, of which there are several, and every Draggon knows who they are—and they give them a wide berth. Not because they're afraid, but because they're smart.

Draggons can learn magic too, and many have, but the thing that makes them dangerous is their fighting skill. Draggons may be the fourth race, but in real-time, that only makes them several-million-years younger than the Fae'rie. They've had all that time to hone their craft, and the edge of a Draggon's dagger, or sword, is not where you want to find yourself. If you catch one in humanoid form they can be injured with normal blades, but they are so fast you may never have the chance.

Draggons and D'jinn are not on speaking terms. Nu'reen has tried many times to broker peace between them, but the Draggon's greater susceptibility to *dark magic* stands in the way, fomenting distrust between the two races.

My assessment:

We know Draggons are dangerous, but because of our longstanding peace with them, I don't feel they are a particular threat at this time.

Important Individuals:

(Rather than assess these Individuals for independent threat, because no one knows what they may be thinking or planning, except them, I will sum them up at the end with a blanket statement.)

Nu'reen:

Nu'reen is K'Pa, and the oldest of the immortals; followed closely by Ji'yael (jee-yale), her twin sister (we'll discuss her next). Nu'reen, seems to be mostly benevolent, and potentially helpful to humans. It's difficult to say for certain, because, as I explained, she only speaks with a limited number of people, all of whom call her "The Oracle". The Na'Geena seem to be of particular interest to her; for what reason, I can't say.

Ji'yael:

Nu'reen's sister. She is well known and feared by the *false gods*, and presumably their teacher, although we can't be sure. She may or may not be as powerful, but what she might lack in that area is certainly made up for in cunning and divisiveness. She is known by some as "The Prophet".

Zaril, Kavan, Mordus, and Faran:

The gods; or, as some suspect, *false gods*. Nothing is known of the origins of this group; we only know about the turmoil they create by pitting their followers against each other.

Darkonus:

The current King of the Draggons. No one has seen a Draggon in the last eighty years, since we have been at peace with them, except for the occasional accidental encounter in the wilds by hunting parties. They mostly stay secluded in their stronghold at an extinct volcano in the Sawtooth mountain range named *Krasus Cauldron* (which they call *Vyr's Maw*).

My assessment:

As a group, these individuals *could* pose the most significant threat to Erador, and human existence as a whole, but we have them under continuous surveillance, so if anything were to change, we would know.

I submit this report for your benefit and enlightenment.

Commander Vince Harkness
First Air Wing
Vir'Con Brotherhood

(end transcription)

The Prophet - Book One - False Gods

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