

The Kyrael

by

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Translated by:

Ellie

A Short Introduction

The Kyrael are fascinating creatures, but perhaps it is because I am biased as I am one myself. We have been here since the beginning known as The First Born of The Nameless, and we shall be here long after The Second Born have passed with their fleeting lives. It is our duty to protect and serve The Nameless and all their works, past and present. While my brethren have recorded all there is to know about Kyrae and her inhabitants, it seems we have yet to record ourselves in all the time we have existed.

Without The Nameless, there would be no Kyrae and no Kyrael. We would also have no Naerae, Crystal Children, or Naeon, Crystal Born. The Naerae and the Naeon are who we refer to as The Second Born. There has been some dispute of whether or not the Kyrael are an earlier form of Naeon or that the Kyrael are the perfect harmony of Naerae and Naeon fused together or that we are completely different entities. What is indisputable, is that the Kyrael came before The Second Born shortly after the creation of Kyrae.

In order to better understand the Kyrael, one must understand the history of Kyrae and know of The Nameless before understanding our biology, behavior, and customs. I have inscribed in my notes various tidbits of information and have tried to organize them on such short notice to be overviewed by The Council.

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The Nameless

The Nameless are two deities who were born in nothingness. Through our collective minds, it is our understanding The Nameless were souls from a world filled will individuals much like our Second Born. Mortal. How they came to be is up for debate, much like many discussions among us, but our general cosmology is fairly consistent.

Two new deities were born among the stars. They were nameless and they were bestial. Great were their size and both were reflections of one another. Seven horns, seven eyes, and seven wings upon their bodies. One of light and one of shadow. Both who had crystals covering them like decorations.

It was The First to decide to make something of the crystals that grew from their bodies and aligned them in a row. There were seven. Each with its own size, its own color, its own power. The First felt something was missing and so The Second gathered the remaining crystals and fused them together to create an even larger crystal than the ones before. It was given the name, Ky. It shone bright and it was warm. The Second placed it in the middle of the seven lined up crystals and soon they took orbit around Ky, glowing and active. The First touched each of the seven crystals giving each a more spherical shape. The Nameless gave breath to the seven crystal orbs and life began. They were pleased and they named their creation, Kyrae. The Children of Ky. This was the birth of our solar system.

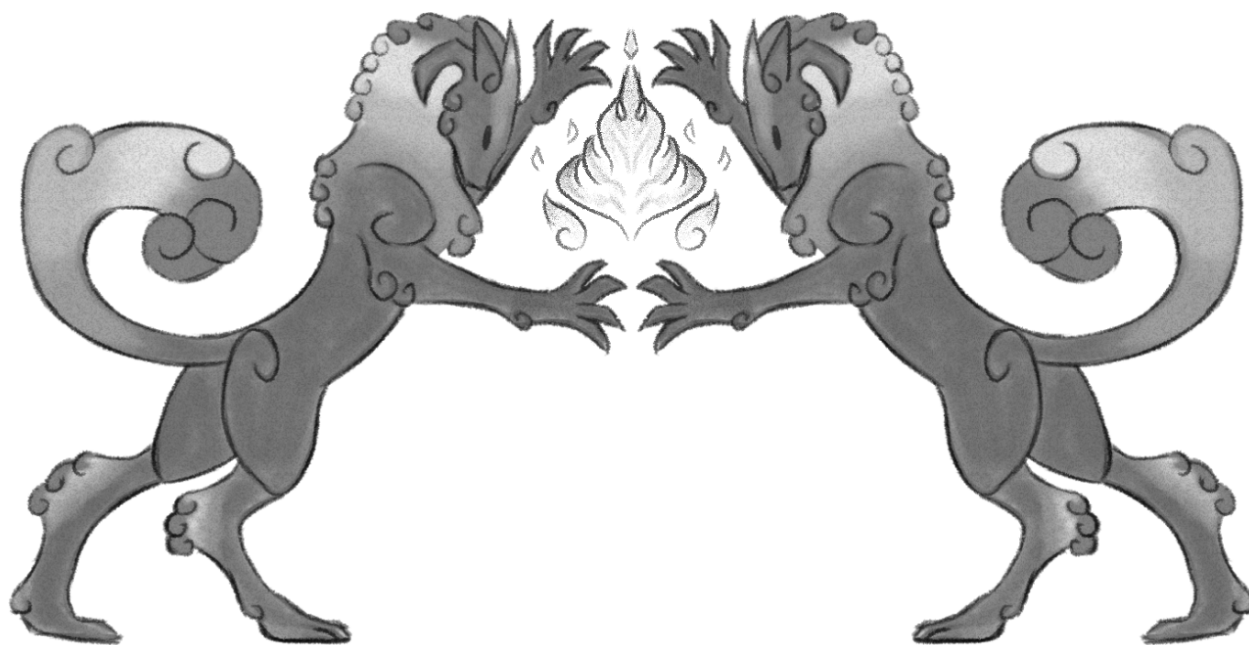
Unbeknownst to them, there were those that wished them dead. They were found by the enemy and were attacked. Blood and Tears was spilled onto the newly formed planets creating the seas and life. Claws gashing into the planets that would scar the landscape, even to this day. More enemies came and more had died by the claws of The Nameless.* The Second had created a barrier around Kyrae to prevent more damage to it.

To aid their defenses, the Kyrael were born by the breath of The First. With the Kyrael made in their image fighting by their side, the enemy was held off until a new enemy came. His name was Braeliha and he was different from all the others. He knew The Nameless. The Kyrael were instructed to protect all of Kyrae with their lives. This was our duty. In an attempt at a last-ditch effort The First and The Second gathered and used all the remaining energy they had to

defeat the enemy by creating a seal around Kyrae. Victory went to The Nameless but not without loss.

The Nameless began to fade into nothingness. In their last moments, they made the decision to be reborn as mortals to nurse their wounds as they entrusted Kyrae to their children. In time, we learned both of them are reborn as Naerae roughly around the same time. Curiously, The First can never remember their past lives and The Second always remembers.

* There's some speculation that The Nameless absorbed their enemies' energies but we are uncertain. The Second is stubborn in divulging details and those who fought did not speak of it.



What are the Kyrael

Kyrael are fragments of The First's memories, virtues, ethics, morals, on so on. Memories intact enough to manifest into physical form through the breath of The First. We are uncertain if this was intended upon our creation but it is what it is. There are the occasional contradictions and overzealousness among us. One Kyrael could be the embodiment of Justice, another of Cruelty, Bravery and Fear and Cowardice. I, Aeomn, am the embodiment of Knowledge and heavily influenced by a dear friend and young apprentice, Kylaeo, the embodiment of Curiosity and by another Kyrael who is the embodiment of Discovery.

While we understand what we are, we are giving the blessing of self-identity. We are able to think for ourselves, name ourselves, but know our duties. And even though we have been born directly from The First, The Kyrael are not omnipotent nor omniscient. We must come to one

another to grow and learn. The Kyrael do this by being in close proximity to share their memories of origin with one another as well as other information.

Unfortunately, we cannot pass on memories gained from one Kyrael to another. I cannot pass on memories of Curiosity to a Kyrael of Hope, nor can I pass memories of Hope to Kylaero. I can only share memories of Knowledge.

Our priorities are aligned with The First's, but as mentioned, refracted and reflected based upon which memories of origin we have access to based on which Kyriael we have interacted with. Even the most well-traveled Kyrael, like myself, cannot gain the memories locked into The Second Born or the seven planets of Kyrae. It is through these means that allow us to better balance ourselves. We must connect with one another or there is no growth or the single embodiment consumes us. It is a shame we cannot do this with The Second Born. It would save us a lot of trouble with miscommunication not to mention time.

With each of us holding a fragment of The First, our priorities and our abilities change. A Kyrael's priority will depend on their memories of origin, as well as their past experiences. When connecting through the absorption of other memories, a priority shift will happen. A Kyrael of Justice without influence can become overzealous without direction. If Justice meets with Morality and Patience, Justice will become more balanced. There are some rare cases where two extremes without balance will meet, again, using Justice, Justice with Paranoia would end up messy for the both of them and everyone around.

It is not uncommon for new Kyrael to arise and old ones pass on over time. We refresh and update ourselves through this method. Almost as though we mimic the reincarnation of The Nameless. Another unintentional side effect perhaps. Regrettably, we have no control when this happens. It is, however, an interesting and curious means of population control which will be discussed later.

Briefly mentioned, but bears expansion; The Second Born were born from the spilled blood of the Nameless. They were unintentional creations but never-the-less under our protection as The Nameless would have wanted. There has been some evidence that the personalities and traits The Second Born develop, primarily the Naerae, inhibit memories, names, places, memories of those The Nameless knew in past lives, and so forth, in a much more fragmented state than ours. A single word or thought for example could linger in the back of a Naerae's mind that eventually influences what they do in life. They are akin to cousins to us in this regard, but this is debated on a constant basis. Some are too proud to admit the possibility. The Kyrael study them to make an effort of piecing together the truth of The Nameless. To learn from the past to protect our future with the growing threat of Braeliha. We would be fools to ignore them.

The seven planets of Kyrae also harbor memories but we are unable to access them. Each planet has an entrance deep into itself where there is a large crystal floating and spinning. There is a sense among us this area is not for us or anyone to belong in. It is subtle but each area has a sense of longing, almost melancholy. There is an ongoing theory that the reincarnation of The

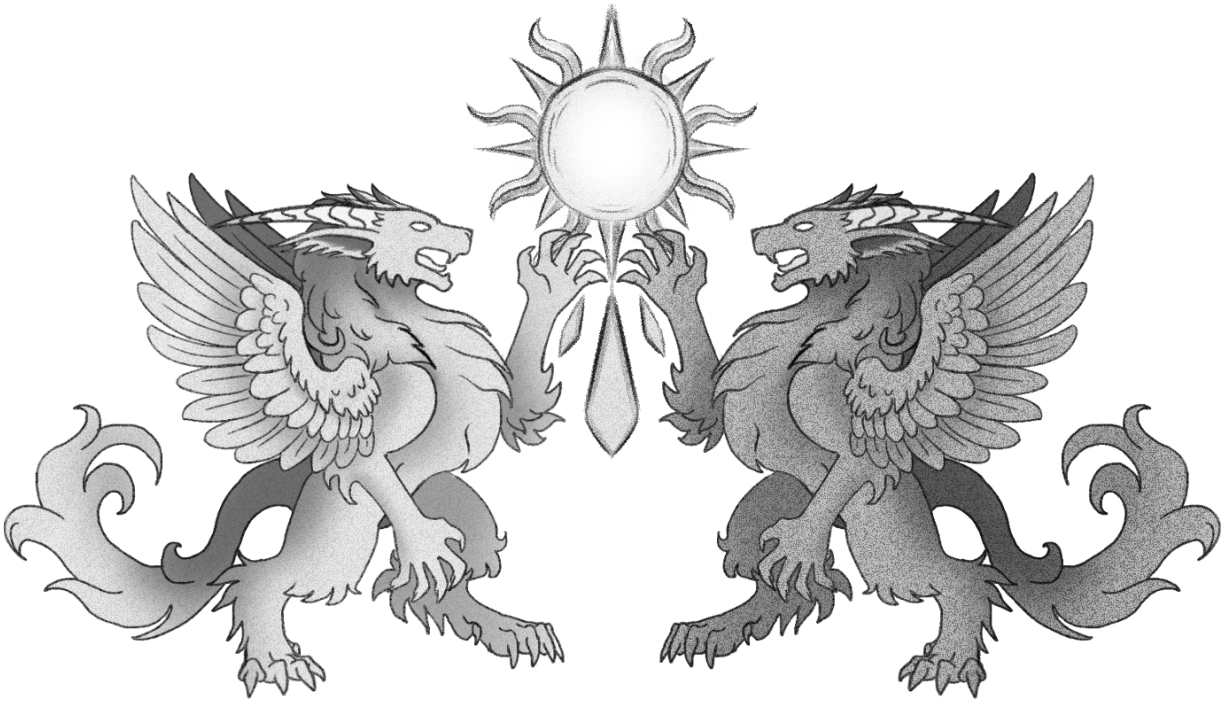
First is able to access them if we are not nor any of The Second Born. It has been more than several generations without The First reborn in mortal form so we are unable to confirm this. A worrisome problem on its own.

The Second, however, has been very consistent in his cycles. We have asked him to see if he is able to see what the cores hold but like us, he is unable to get near the cores after a certain point. The Second can sense what the cores hold but he refuses to tell us. I am particularly excited and eager for The First to rebirth to solve this perplexing mystery. I must know!

The Kyrael try to preserve order as best we can, but also try to leave it up to The Second Born to figure things out. The only exception is in the case of major authority figures, with sway over entire regions of the world, whose actions or a violent successor could result in a chain reaction of chaos across the planet, and even spread to other planets. The Naerae call them, “Vae”. There are few cases where we will intervene directly, however, having learned long ago that over involvement leads to bad things more often than not. We only intervene directly when the position of a just ruler of something the size of a continent or planet is threatened, but rarely take action to remove an unjust ruler if he did not rise to power by a chaotic means such as open rebellion, an overt military coup, and so forth.

With all that said, The Kyrael all have three key pieces agreed on, no matter what other philosophies they follow;

- Civility among each other.
- The Second Born decide things for themselves.
- Maintaining existence is more important than either of the above two.



Physiology

Kyrael used to only have one form but with time there are now seven forms. In the story of The Great Beast, the Naerae grouped us into seven names: Shadow Pact, Fire Tribe, Lightning Tribe, Light Clan, Water Clan, Earth Tribe and the Air Clan. I listed these in order of the planets rather than the order of appearance. Each “tribe” has called a particular planet home and has adapted if not absorbed the primary element exuding from the planet itself.

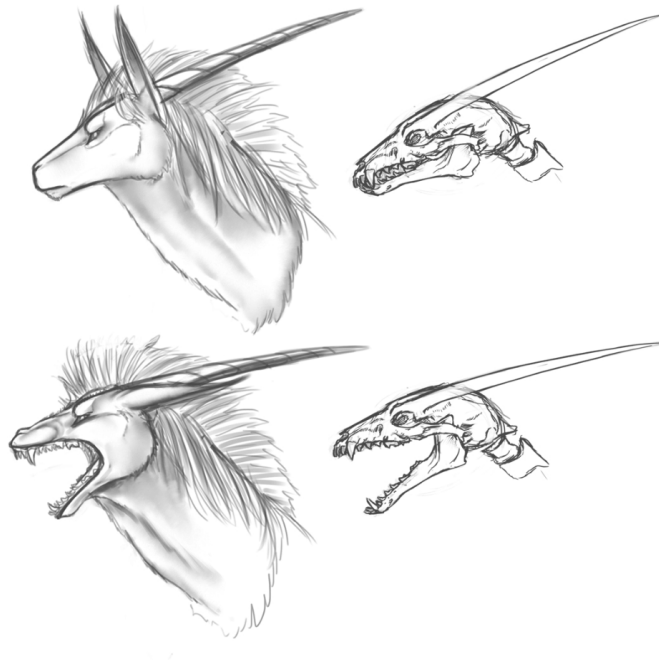
The Planets in order with their respective Kyrael and elements are as follows:

Railam (rye - lahm)	Atraum (ah-trahm)	Shadow
Diaerwaei (dare - way)	Nius (nye - us)	Fire
Amahnis (Ah - mah - nis)	Fulras (foo - rah)	Astra
Olokoss (O - loh - kahs)	Furi (fury)	Light
Atukaru (ah - to - kah - ru)	Mier (mirror)	Water
Hyavien (yah - veen)	Taer (tahr)	Earth
Kahsylar (kah - sil - arr)	Kori (koh -ree)	Air

The Anatomy

There are consistencies among the various Kyrael physiology. The Kyrael will have at least one pair of horns which will always be metallic or pearlescent. A thick mane and long tails on a quadrupedal body with the ability to stand upright - the Mier being the exception to the rule. Each Kyrael is either wholly or partially iridescent.

The skull is about the same in each Kyrael give or take. For reference, I have drawn up a Furi skull. All Kyrael will have an elongated muzzle with 20 teeth in the upper jaw of six incisors, two canines, eight premolars, and four molars, and 22 teeth in the lower jaw consisting of six incisors, two canines, eight premolars, and six molars canines and molars. Canines will vary in length but always the longest with the Taer.



The horns are hollow that grow over a bony core extruding from the skull that will grow in length. Only the Kori shed their antlers on an annual basis. The other six Kyrael variations keep their horns all their life. At this time, we lack the technology to deduce the material that makes the horn shiny and strong but lightweight.

The ears are flexible and able to rotate. The Mier lack the same style of ears as the other six but their ear fins still have mobility. Kyrael have acute hearing as well as smell. They all have four digits on our forelegs and a retractable thumb that also acts as a dewclaw. Kyrael are able to rotate their wrists and use their paws as hands.



The Seven Kyrael Forms

The Atraum



The Atraum are of the Shadow element and are the smallest of the Kyrael. They typically range from 3 feet to the shoulder to 3 and a half feet. They have typically four smooth, ivory-like horns that are of a silver metallic hue. While all the other winged Kyrael sport feathered wings, the Atraum are mostly a thin membrane wing like that of a Serocin but still has some light feathering on the dorsal side. Their iridescent fur color ranges from black to dark and deep blues and purples. Their eyes will glow either a golden or bright violet colors commonly.

They are curious and love mind games and puzzles, much like the abilities seen with Shadow blooded. Atraum are independent but not unfriendly. They do however make a habit of teasing and tricking Naerae any chance they get. Atraum enjoy fruit and will grow their own arboretums and barter with other Atraum or even the local Naerae with it.

The Nius



The Nius are of the Fire element and their personalities will show it regardless of what fragment they're spawned from. The smallest is around 4 and a half feet to the shoulder. It's very strange to see a Nius alone. They have bright golden or reddish eyes. Their coats are smooth and short haired and their manes are thick. One will find that they range in many variations of warm colors resembling a regular fire: red, yellows, oranges, reddish-browns, rust, etc. Their horns are either gold, brass, copper, or bronze with a long pair and a smaller pair both with ridges.

Given their leaner bodies, they are faster than their Earth counterpart, the Taer, and very agile. The fine lady I have drawn does not appear to be lean as she has a number of years of experience in fighting. She's a bit more muscled. Also quite bored. When they're not running or lounging, they enjoy social activities like grooming or going to market to find new things to try. Like sweets. They have the biggest sweet tooth.

They are found in packs and very family oriented. To offend one is to offend them all. Thankfully, it is very difficult to do so and they are quite hospitable. They can be quite lazy at times but they are very reliable. If one gives you their word, never doubt them for a second. Nius are incredibly fond of any kind of food and none of the Kyrael, save the Taer, can match their appetite. Spicy food is too hot for them. How ironic.

The Fulras



My apprentice, Kylaeo, is a Fulras. He's only a young thing and looks nothing like this specimen I've drawn. They are yellow to golden-brown with bright blue iridescent markings and their manes are dark blue with bright blue tips, but there are variations. Like all Kyrael, gold eyes are common but Fulras will also see bright cool colors like blue, greens, and rarely purples. They have six horns; two pairs straight and one pair curved. The style of horns can vary between ridged, smooth, spiraled, and so forth. Fulras are the largest of the Kyrae. They are of the Astra element. Raw energy. It is condensed into lightning and these Kyrae are able to absorb it and unleash it. It's never a dull moment with them.

They enjoy flying in the lightning storms of Amahnis or what ever planet they may be on. They make great lightning rods. Fulras are very adventurous and are well known among the Kyrael to hide among the Naerae, right next to the Furi. They are full of energy and love to take on new experiences. Because of this, they are independent. They are particularly fond of foods with cream in it.

The Furi



Clearly the best of the Kyrael and it is definitely not because I am a Furi myself. Furi are of the Light element. The Furi are one of the average sized Kyrael of 5 feet to the shoulder. The Furi are the only Kyrael to have a dimorphism between the genders. Females often take on fur color and patterns that match the dawn; blues, purples, oranges, reds. Males, like myself, take on colors and patterns of the night sky; dark blues and purples, some greens and bright blues and pinks can show up, and white or silver glimmering flecks. There are on occasion anywhere in between colorations but typically Furi have colors and patterns that match the sky. They sport a pair of golden or silver horns that are long and straight. They have the sleekest tail. The Mier don't count given they lack any fur to begin with.

The Furi are the most promiscuous of the seven, though it's mostly because we're more honest about it than the others. We enjoy mingling with the Naerae and watching them up close. It's quite difficult to be around them in our normal bodies so we almost always take a Naerae form. I prefer the Saenavryl as they are the most common. Like the Atraum, the Furi are also of the mind and prefer intellectual things and individualistic. I believe the most common food I've seen Furi prefer is some kind of cheese.

The Mier



The Mier are of the Water element. While almost always underwater, they do have the ability to breath on land. It's just very difficult for them to move outside of water. In water, they agile and nimble. They are about the size of a Furi. Their skin is smooth to the touch with a line of scales down their underside to the tail. The Mier have a pair of ivory smooth straight horns that point forward. They are a light pearlescent of off white or cream colors. They perhaps have the most variety in their body and eye colors. The most common are in the blue range but this does not account for markings which are also varied. The fin membranes are translucent. There are a few Mier with fins that resemble wings.

They work very closely to the locals of Atukaru like the Yaen'qu and the Yaen'quar who, like them, are primarily waterfolk. Mier are often ingrained into Yaen'qu society as active council members or advisors, but like the rest of the Kyrael take a hands off approach. They are very opinionated and can go off on tangents if asked a question. Be advised. One would have never had guessed, but they really enjoy bread with honey, jam, or butter. Some even like it with all three. They were always the odd ones.

The Taer



The Taer are of the Earth element and also one of the wingless Kyrael. They are stocky and built for power with two large protruding canines. Taer are the second largest Kyrael and are about 5 and a half feet to 6 and a feet in height. They have a pair of short straight horns and a pair of curved horns of a brass, bronze, or copper hue. Golden eyes as typical, but can also be seen with brown, green, and hazel. Their body is darker than the mane and tail and are very earthy colors with striped or spotted markings. The tips of the fur have a nice, subtle glitter effect to them so while they sound a bit dull, they are quite enchanting. The mane and tail are usually of a cream color or a light brown. It is always lighter than the body.

They are quiet most of the time and are fantastic listeners. Get them speaking and they'll never shut up. They keep to themselves and have a large enough gathering one could call them a clan. I can only think of four separate groups of Taer on Hyavien. They prefer organization and rules more than the rest of the Kyrael, but they're not so bad. Taer love pomegranates and vegetables. It's always amusing when a Taer eats a large amount of pomegranates and a Naerae passerby sees them and runs away from a confused Taer. Never gets old.

The Kori



These Kyrael are pompous and full of bastards and of the Air element. Faedaelarka is the exception as is her silent guard, Fell. They are covered in thick, long fur due to their frozen home of Kahsylar and are about 5 feet like the Furi and Mier. They have long winters and short summers. They are the only Kyrael to have antlers and four wings. Their antlers are velveteen and will shed once a year. They are very dramatic about it. Their fur colors are silvery, white, or soft blues and purples. Their eyes can range from gold, bright blues, greens, and rarely browns.

The Kori love to fancy themselves up with beads and braids. Some will even dye their feathers to make them more personalized. They enjoy being social not just with themselves, but also the Naerae. The Kori have no issues with being in their regular form and it is very odd for them to shapeshift. There's usually a reason why. Kori love balls and soirées as it gives them another excuse for dressing themselves up more than usual. They probably enjoy meat the most out of the seven Kyrael.

Other Information



Mating and Offspring

Mating is different for each of the seven Kyrael and unique to them. What is consistent among us is that we have a week out of the year to meet up in a set location. It is not strictly a sexual gathering. For the Furi it is on Olokoss on the continent of Furael Dohnda to the west. Some choose to be monogamous and others have no commitments. There are a few Kyrael who choose to have a Naerae or another Kyrael partner or none at all and only join for the social activities and meeting family and for the food. Celebrations and rituals are held as is dancing. The rest is only known to Kyrael.

Half-breeds, while not unheard of, are incredibly few and far between. The most famous of them was a Chaerae-Nius mix named Faenyae who journeyed with a young Chaerae boy named

Ekrinus of the Graekyridrae Lineage and a Yaen'qu boy named, Xenosthraxan. The three compatriots helped restore balance to the Diaerwaei Throne by rescuing the Vae Naerufaen from the clutches of the deranged Chaerae, Naerok. Note to self, encourage the natives to have simpler names.

While the first of us were born directly by The First, the second generation onwards have all been born organically. We are considered warm-blooded mammals after all. Kyrael give live birth to their young and each birth is to be celebrated. We do enjoy our festivities. Young Kyrael stay within the original location where they were conceived, Furael Dohnda for example, until they are of the age of seven. For the Naerae age counterpart, this would be the adolescent years reaching adulthood.



It is considered a rite of passage where the young Kyrael must take on a mentor and explore the world around them once they leave nest as it were. In current times, it's becoming more common for Kyrael to go outside their home planet and find a different mentor. Unfortunately, this is much more difficult for the Mier in their natural forms and must stay in a shifted form during this period. Even I am

mentoring outside my clan. An interesting and fulfilling experience.

Kyrael only gain full use of their abilities when they reach about the age of 12. Usually when the child leaves their initial home, they are only able to use a weak version of their element. Kylaeo, my apprentice, for example can generate sparks and short range bolts but not much else. Shapeshift doesn't become available to them until they reach adulthood.

Housing

The Kyrael are perhaps peculiar in the regard of housing. We have no desire to build them as a whole but will happily take any abandoned enclosure and make it ours. We may do this subconsciously thinking that if we were to do so, we'd tarnish The Nameless' work. We haven't quite figured it out. If it was the case I'm sure we'd have been more opposed to the Naerae and the Naeon distorting the earth but we are generally apathetic to it. The Kori are the only Kyrael interested in making a den of some sort. There are a group of Naerae who find their sole duty into building homes for the various Kyrael. A sense of pride it seems. You will find no Kyrael opposing them and happily move in. Except the Kori. They'll always have something to say first.

Kyrael will decorate their homes in finer things in life. Silks, jewels, furs, unique handmade objects, books, and so forth. We have a tendency to become hoarders. We have high appreciation for the arts and will encourage and tutor Naerae ourselves to master their craft. All we ask for in compensation is one of their works. A poem, a blade, woodwork. It gets a little more difficult with Naeon breeders.

Clothing

Kyrael are not always without clothes. Amongst ourselves it is viewed as unnecessary but there are a few who enjoy it for the sake of enjoyment. The Kori most of all. Each Kyrael has their own fashion sense and will generally follow the locals lead to make it easier to blend in. Wings make it a bit difficult with blouses but if we shapeshift to a Naerae, we can wear one just fine.



Gate Keepers



We Kyrael have many abilities but one that bears mentioning is Gatekeeping. A minor few Kyrael will be chosen to maintain gates at key locations on a particular planet to allow travel between planets. Each gate only has one destination and there has been rigorous testing to ensure safety and reliability. As long as the traveler can reach the gate's location, they are able to go that gate's destination. Each planet has a gate to the other 6. The Kyrael have been making efforts to find more locations but for now we and the Naerae must make due with rudimentary travel methods.

The gates themselves used to only be a tear in the fabric of space and difficult to maintain. Our engineers and scientists have constructed a platform that keeps these ley lines stable and open without much effort on the Kyraels' part. Older models are simple and resemble a ring with some engravings on it. Newer models are much more elegant or superfluous.

Shapeshifting

Shapeshifting has been mentioned several times. Kyrael are the only known species to have this particular ability and it is rather difficult to explain the process without having done it yourself. It is most peculiar that this ability only showed itself when The Second Born arrived. Perhaps through the collective whole wanting to understand our cousins up close while still keeping our distance. Also peculiar is that we can only take the form of a Naerae.

We are able to make alterations to our form but we almost always stick with the same form. As mentioned previously, I take the form of a Saenavryl. The Saenavryl, like us, reflect the seven elements of Kyrae and have seven variations. I chose the Light variation. I quite like their style. We can alter our hair color, skin color, height, weight, and so forth. Eyes are more difficult but more skilled Kyrael can attempt it. It is perhaps the only thing that really gives us away as Kyrael, but only to those looking for it.



The process is quick and painless. Close your eyes and take a deep breath as though you're meditating and imagine yourself as another. That is how easy it is for us. We can still feel our bodies shift and parts being absorbed, for a lack of a better word, into us like our horns and wings. No real scientific explanation for this other than, "The Nameless did it".

A stylized, cursive signature that reads "Leomn". The letter 'L' is large and ornate, with a circular flourish at the top. The letters 'e', 'o', 'm', and 'n' are written in a fluid, connected cursive style. A long, horizontal, slightly wavy line underlines the entire signature.



Notes to later expand on:

- ★ Food Gathering and Hunting
- ★ Bioluminesce in the Atraum
- ★ Daily Life
- ★ Typical Architecture designs and locations
- ★ Expand on courtship rituals
- ★ Maybe expand on Gate Keeping and customs (rules and regulations of what can and cannot go through)
- ★ Politics among the Kyrael (eg - The ruling Vae(? I can't remember what position I kept her as - go through notes) happens to be a Kori named Faedaelarka) How do they handle it and interact with it with their hands off approach
- ★ Art/Art Styles?