

Addition to the Birth of Aradea (as documented in Origin)

At some point in an age unknown, Tharos created three great serpents to help him explore the vast underground depths, to shape and mold the stone itself in order to please their maker. These Wyrms were given the gift of grimfire, a fiery breath that melted even the hardest granite and raw metals. The three Wyrms walked on four feet, had long necks and large serpent-like heads with crowns that made them appear truly majestic. They had wings, but were unable to fly. However, the wings helped them tremendously to leap long distances and waft across the air without crashing down. The color of these magnificent creatures was silvery grey, for that was the color most pleasing to Tharos' eyes, and he was indeed very proud of his children. But it was Tharos himself who later banished the Wyrms deeper to the core of the world, for it quickly became apparent that these great silver serpents were a constant threat to other smaller races that appeared in Everdeep - not least of all the Darfins, who also attained the affection of their maker. The names of the three Wyrms were Aurangar, Grivethil and Thelessar, and it is said that they still dwell in the lowest levels of Everdeep, working on the foundations of Aradea. Born from fire, the Wyrms are at home by the great rivers and lakes of molten rock. There they continue to fulfill the task given by their master and father, Immortal Tharos, who smiles at them devotedly from his home in the Welkin.