

Myrah: The Grey World

AI conceptions:



Myrah (pronounced “MY-rah,” with the first syllable rhyming with “my” and the second with “rah” as in “hurrah”) is the home world of [William Davenport](#), often referred to as the “grey world” due to its

pervasive gloom and oppressive atmosphere. It serves as the starting point for William's story, a planet marked by environmental degradation, rigid social hierarchies, and a corrupted magical system that has shaped its history and society for over a millennium. Once a vibrant and wild place, Myrah has devolved into a dystopian realm where magic is wielded by an elite few to maintain control, contrasting sharply with the freer, more diverse worlds William encounters in his travels.

Geography and Environment

Myrah's landscape is dominated by a monotonous, dreary palette of grays, reflecting its nickname as the grey world. The skies are perpetually overcast with overlapping layers of clouds, smog, and dust, caused by a planetary magical barrier that conflicts with the ozone layer, trapping pollutants and preventing natural atmospheric circulation. This results in a polluted, shadowed environment with scant forests, grimy cities littered with debris, and sickly grey trees that struggle to thrive. The sun feels less warm here compared to other worlds, contributing to hollow, uninspiring seasons: cloudy and grey summers, misty or cloudy falls, cold and dark winters, and springs that barely combat the overarching sense of hopelessness.

Geographically, the planet features rivers, mountains, and forests, but much of the arable land is covered by urban sprawl. Cities like the capital Thallius are densely built, with decent-sized buildings including over-20-story apartment complexes. However, urban areas are enclosed by meter-thick walls and protective magic bubbles to segregate inhabitants. Beyond the cities lie dangerous, sparsely populated regions such as high cliffs, rough mountain trails, sparse dry deserts, and deserted islands in the Eastern Sea, which serve as hideouts for outlaws and limit surveillance. Phenomena like fire showers—bursts in the night sky from space dust or magical generator discharges—are common but unremarkable.

Society and Culture

Myrah is an authoritarian oligarchy governed by a magical aristocracy, characterized by secret police, citizen restraints, political backstabbing, and widespread repression. Society is strictly stratified by magical aptitude and birth status as seen in the next section.

Non-magi are the majority and second-class citizens on Myrah. They are restricted by checkpoints that limit free movement, required to pay homage to the elites, and confined outside city walls. They live in the cities within proximity to magi areas but are separated by illusions or barriers. Revolts by repressed workers—often involving property damage or assaults on elites—are brutally suppressed through street killings, arrests, torture, public executions, or exile to the [Trans-Herridan Wall](#), a virtual death sentence. The economy and government are controlled by the magi, who reserve luxuries and resources for themselves, fostering a culture of rivalry, suspicion, and conformity. Institutions like the magic academy in Thallius enforce rigid routines: dawn practices, inspections, classes, exams, and punishments such as flogging or solitary confinement for infractions.

Daily life is monotonous and surveilled, with global enchantments monitoring magi activity. Social interactions, especially in elite circles, revolve around information-gathering for advantage, and non-elites like William often feel out of place, yearning for the freedom beyond the walls despite faded

memories of their origins.

Magi Tiers and State Optimization

The social stratification of Myrah is an engineered bureaucratic architecture designed by the central magi leadership to optimize “management efficiency” and codify human utility. Operating with the absolute totalitarian precision of a corporate command state, the regime treats magical aptitude as a raw state asset and blood purity as a metric for systemic loyalty. Because the leadership operates under perpetual paranoia—driven by the foundational regime maxim that *“magi cannot trust other magi”*—the entire tier system functions as an internal containment strategy to keep secret power heavily compartmentalized, surveilled, and under absolute state control.

* **First Rank (“The Management”)**: Comprising individuals where both parents are from established magi family lines *and* the individual possesses an elite natural aptitude for arcana. Functioning as the executive board of the state apparatus, they hold the highest social status and absolute access to primary directorate roles. However, this executive core suffers from severe systemic vulnerabilities, including the highest rates of sterility and dwindling family sizes caused by generations of insular inbreeding and cumulative arcana pollution.

* **Second Rank (“Administrative Oversight”)**: A consolidated tier designated for individuals who possess a blood connection to the elite but lack full operational utility. This rank encompasses two distinct sub-classes: purebloods who exhibit weak, limited, or completely absent natural aptitude, and half-bloods born of at least one magi parent. Deemed “not as trusted” as the First Rank due to their diluted blood or lack of operational power, they are heavily monitored but heavily utilized. They leverage their baseline “pureblood” social prestige or lineage tokens to fill privileged administrative, state oversight, and mid-level bureaucratic positions, serving as the regulatory machinery rather than handling active arcana deployment.

* **Third Rank (“Industrial Maintenance Staff”)**: Individuals born to two non-magi parents who naturally exhibit strong talent for arcana (“the gift”). Viewed by the state as volatile but necessary biological resources, they are systematically harvested (“kidnapped”) by the regime at a young age (typically 4–5) and forcibly inducted into the state machine. While they form the increasingly massive backbone of operational, working magi tasked with sustaining the empire following the First Rank's fertility collapse, they are viewed with intense paranoia. Because the regime operates on the rule that magi cannot trust other magi, these individuals are treated strictly as the “maintenance staff” of state industry—highly productive, but kept under brutal surveillance to ensure their secret power never threatens core management.

* **Fourth Rank (“The Citizens” / Non-Magi)**: The non-gifted, non-magi lower class who comprise the vast majority of the population. Bureaucratically designated (prejoratively) as “non-magi” with zero magic blood or arcane potential, they are viewed with utter disgust and contempt by the ruling elite. They possess no systemic rank or authority and exist solely as the baseline labor force to execute the manual mandates of the state.

Terminology note: In state documentation and objective party narration, the terms “tier” and “class” are utilized interchangeably to map logistical utility. In-world, individuals are strictly addressed by official state *rank* (“Third Rank Davenport,” “honored Second Rank Voss”). “Pureblood” remains a heavily

gatekept prestige label used to enforce ideological hierarchy, applying strictly to First Rank executives and the pureblood subset of the Second Rank.

History and Revolutionary Mythos

Ancient Myrah was once a young, wild planet, free of its current atmospheric gloom, where latent arcana in nearly a third of the population shaped early civilizations. In the pre-revolutionary era, the magi possessed no sovereignty. They were either rogue freelancers or they functioned as conscripted assets working strictly at the behest of non-magi kings and warlords. After enduring centuries of fighting endless, meat-grinder wars to satisfy the whims of non-magi, a global collective of magi orchestrated a unified, planet-wide uprising.

This era ended over a thousand years ago with the **Arcanian Revolution**, an event the modern state weaponizes as its foundational narrative. The magical elite seized total power not merely to conquer, but to completely re-engineer The State into a hyper-efficient, highly disciplined command system designed to ensure the absolute survival of their people for all time.

To administer this perpetual emergency state, the revolutionaries established the **Grand Magi Council**, routinely referred to in-world as the **Triumvirate**. To this day, three supreme Grand Magi of immaculate pureblood descent sit as bureaucratic equals to run every facet of global governance.

Over the centuries, this optimization project stagnated and corrupted, leading to the collapse, rot, or outright liquidation of many foundational magical families. Operational magi powers have significantly decayed; while elites a century ago could cast spells purely through intent without tools or words, modern magi are heavily dependent on staves, wands, or rigid vocal incantations. To bolster their dwindling operational numbers in the wake of the First Rank's fertility collapse and weakening bloodlines, the Triumvirate intensified the aggressive state harvesting ("kidnapping") of gifted non-magi children. This has perpetuated a rigid, lopsided system that brutally stifles technological and magical innovation to protect a supreme executive council whose control is absolute, but increasingly fragile.

Magic and Technology

Magic, known as "[arcana](#)," is central to Myrah's identity but has become stagnant, cluttered, and "burned out" from overuse and rigid structures. It is latent in about a third of the population, primarily genetic, though some can be taught. Spells are invoked through sacred words (incantations) and tools like staves, making magic unwieldy and predictable—opponents can hear spells beforehand. Unauthorized magic, such as casting without a staff, is punished severely. A global enchantment network detects arcane abilities for recruitment and surveillance, though it falters in non-arcane areas. Arcana on Myrah feels active with shifts, reflections, and living essences (e.g., monsters emit eddies), but it is polluted and less tranquil compared to other worlds.

Technology is mundane and limited, relying on steam or coal engines for automobiles and heavy gas lights for illumination. Scientific study is restricted by the elites, who fear it could disrupt their magical dominance and social order. This contrasts with Myrah's magical infrastructure, like city-protecting

bubbles and barriers against space debris.

Outside the Wall

Outside the wall, life is incredibly difficult. The entire planet has been polluted by the megacities but very small patches of green sprout up. A rebellion group exists and is ironically mostly kept alive by seemingly inadvertent 'drops' of supplies. The ruling class needs a scapegoat to maintain their hyper-vigilant security and keeping a permanent lowest-class population alive in the wildlands makes this easy.



The people here have to use magic for survival on this dead world like everyone else, but they try to be more deliberate and have a better understanding of how the arcana needs to flow in both directions.

Myrah represents a cautionary tale of power's corruption, where a once-vibrant world has been reduced to a grey, oppressive prison that drives William's journey to escape, learn, and ultimately return to dismantle its aristocracy. Its bleakness is frequently contrasted with the cleaner, freer, or wilder environments of other dimensions, underscoring themes of freedom, nostalgia, and reform.

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