

The Calledar Chronicles
Part 1 – Setting the Stage
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The *compromise* between the Calledar and Gryth required that the both give up some of their resources. The loss hurt both lands, but it allowed them to experience a time of peace.

The peace ended when there was a *convergence* of omens and signs coming together in Gryth. The religious fanatics there overthrew the King and went back to war with Calledar.

The zealots were led by Aldoreth Teshkaht, thought by many to be a *demagogue* because he was so skillful at playing on the fears and concerns of the common folk.

Teshkaht was *diligent* in removing all of his opponents. He alone would speak for Those Who Wait, and he said the gods wanted war.

Many of the Grythians did not agree with the steps their new leader was taking, but they were nothing more than *conformists*, acting to protect themselves by copying what was going on around them.

The breaking of the peace was a *deleterious* event that created hardships for people in both countries.

Condescending laws were put into place to make life much more difficult for those who did not worship Those Who Wait. People outside the faith were treated as lesser, stupider beings.

The decrees from Teshkaht caused the culture in the land to *digress*, and it became less than what it was. Even so, Grythians converted to the worship of Those Who Wait in record numbers.

Teshkaht knew that his hold on power in Gryth was *conditional*. He had to make sure his people stayed at war with their neighbors, that no one was able to rise against him, and That Those Who Wait received the appropriate sacrifices.

Part of the reason Teshkaht could control the masses was the large *congregation* of zealots that followed him, and would do anything to support his rule.