

Cyruth

A town nestled at the base of the Krakana Mountains on Montari. It used to be known as Ostia when it was founded, but the recent growth and development experienced by the region has seen the area develop into a fledgling nation of sorts. Since then, the nation itself has taken the name Ostia, and the town - now more resembling a city - has been renamed to Cyruth.

Cyruth is largely composed of wolves from the old world country known as Loupe-Garrin, and is the capital city of Ostia. The town sprung up shortly after the calamity, largely due to the large portion of an old temple that was transported there, partially embedded into the mountain side. In the months since the Collapse, it has grown into a thriving place thanks to the hard work of its residents. Recently, it took in several Nabatan survivors from the Collapse, and as such its culture has expanded in new ways.

Excerpt from Kayde's Notes:

Ostia may not really be a proper home to me, since I can't really choose to settle until I've taken care of my own problems, but it is home to several people I care about. Maybe once I'm done with the things I need to do... I could possibly see myself living quite happily there with Gareth. Though, it doesn't have to be Ostia of course. Possibly somewhere that Gareth would feel more comfortable, with more Nabatans.

Valefor's Archive / Locations / Ostia

It's... funny. I've spent relatively few days in Ostia, all things considered, really only a few quick stops here and there. But I feel a fondness for it that I never thought I could feel for a place so reminiscent of Loupe-Garrin. The residents here work hard to support each other, the leadership cares about their people, the food at the inns is superb.... I don't think I would call Ostia home, but at the very least, I feel welcome there, and I'm glad that so many people from the old world who had lost everything are getting a chance to rebuild here. I look forward to returning here and telling our acquaintances about all the things we've seen since our last visit.

Revision #1

Created 2025-12-28 03:24:55 UTC by Syrin

Updated 2025-12-28 03:25:59 UTC by Syrin