

WAR Culture Package
The Miydrandan Dark Elves
Last Updated 1/20/16

Post-Shattering:

The Shattering dealt a mighty blow to the Miydrandan Dark Elves, as the earth around them literally shifted, heaved, and changed. Tunnels collapsed during the onslaught and entire Collectives were swallowed by the earthquakes that followed the magical backlash. These Collectives included: Cil-Gariand, Gloamwen, Nimrath, Parion, and Remiet. The biggest loss was that of Tinadriethiel, the ruling Collective where the Queen Mother resided. Nearly all the Collectives were cut off from one another in the days immediately following The Shattering. Not all knowledge vanished from those Collectives tragically lost, because the Miydrandan paid close attention to the prophecies and visions regarding The Shattering and many artifacts and lore books were moved to safety before The Shattering took place. But, many of the Miydrandan and Greater/Lesser Noble Clans that resided in those Collectives that fell were left to their fates, seen as a purification and cleansing of sorts.

However, the Fall of Tinadriethiel proved a strange and unexpected occurrence, for it was seen in the prophecies and visions that Tinadriethiel would survive The Shattering relatively unscathed. Most of Greater Noble Clan Amadriela were in Tinadriethiel when it fell, including the Queen Mother. The destruction of Tinadriethiel was complete and very few Miydrandan were pulled from that rubble which was accessible. It is believed the Queen Mother did not survive, though no direct evidence of this has surfaced. In the days following The Shattering, all prophets and seers who foresaw the safe survival of Tinadriethiel were executed. In the midst of trying to survive, the Miydrandan whisper in dark shadows that perhaps the prophets and seers were not wrong. Perhaps Tinadriethiel was supposed to survive, but magic was added to the already unstable magics in order to purposefully bring down Tinadriethiel. It is also feasible the visions of the prophets and seers were somehow tampered with and changed. The Queen Mother did, after all, have many powerful adversaries.

In the aftermath of The Shattering, the Miydrandan have faced numerous obstacles in rebuilding. Reconnecting the tunnels between the various Mades is a slow, agonizing process, since many of the slaves were left to their fates when The Shattering occurred. Three Collectives, overseen by three Greater Noble Clans, rose in the aftermath of The Shattering to claim power: Aaradoria (Greater Noble Clan Aaradoria), Delithrandra (Greater Noble Clan Gwindra), and Yimener (Greater Noble Clan Zaobeth). Aaradoria, the weakest of the three new powers, lacks numbers. However, they are in a strong position, for many of the “darker” elements of the Under Realm have found their way here. Somehow, their connections with the Ever Dawn have continued and they are one of the few still viable sources of slaves and goods. Their trade in secrets and knowledge put them in the running to soon control all of the Under Realm. Delithrandra, known throughout Miydrandan history, seized power through force of arms and several of the Collectives quickly aligned with it. The rise of Yimener is perhaps the greatest surprise, but their use of wild magic to greater an army of Undead from the occupying force of Greater Noble Clan Threlia and their vast knowledge of Elemental and Necromantic magics places them in a strong position of power.

Most of the Miydrandan standing army has been dispersed, but have realigned within the three collectives and have sworn fealty to the Greater Nobles Clans of Gwindra, Zaobeth, or

Aaradoria. The Tarandok, mostly wiped out during The Shattering, have taken refuge within the Greater Noble Clans. Sociopathic killers, they have found honored places as guards and mercenaries, though their loyalty remains in question.

Slaves remain few and far between. For the first time, Miydrandan have to do daily tasks that slaves once performed. Slaves are no longer routinely put to death, as their value has increased beyond measure. Therefore, the Miydrandan are continually working on methods to keep slaves in check that do not cause permanent physical/mental damage that would prevent them from completing their assigned duties.

Society:

The Vi'ni (the term used by Miydrandan Elves to describe themselves) of Miydranda (my-id-ran-dah) live by the idea of obtaining whatever it is they seek through deception and treachery. The most important aspect of Miydrandan culture is slavery, and slaves can be assigned to virtually any task that involves even the slightest manual labor. Though beneath the ground, very few Vi'ni do mining of any kind, preferring to enslave Dark Races to do the work, such as Dwarves. They believe this leads them open to more noble aspects such as Warfare and Magical Studies, which they believe other races incapable of. Due to these beliefs most Vi'ni excel at whatever pursuits they choose to follow.

Though age is an important factor in following their studies, early admittance into one of the training facilities, where every Vi'ni is expected to train, is allowable. After their training they are expected to either join a guild, the army, or, if from the Noble clans, expected to return and help in the running of the clan. Each guild and training hall guards its various secrets and requirements for entrance and graduation.

Treachery and deception is often the way of life for Vi'ni, and is often encouraged. Though there are Noble clans in Vi'ni Society, there is a strict dictatorship ruled by the Divinitan. Noble clans must tread carefully, for any dissent or treachery to the Divinitan class is immediately crushed. Since the beginning of the Vi'ni culture, enforcement of a caste system has been issued. The classes of the caste system are as follows:

Borsin- slaves, servants, & farmers

Garalant- common workers

Shangus- artisans (members of lesser guilds or those of no guild affiliation), & soldiers

Narilis- Sultanic servants

Galiden- guildmembers

Valindak- Nobility (higher and lesser belong to the same caste)

Protectorates (Three) – Noble and political title

Divinitan- rulers

The Borsin are unmovable. They cannot escape their class regardless of what happens. Only a Divinitan can appoint the Narilis, but the Garalant and Shangus allow free movement between them. The Valindak is accessible only through lifelong military service. The Divinitan is totally inaccessible except through birth.

Young Vi'ni are born into a class and their mobility within the Garalant, Shangus, and Narilis is both upward and downward. Membership into the Galiden class is through selection based on accomplishments while attending one of the various Vi'ni training facilities. The Borsin

and Divinitan are closed with no access except through birth, or in the case of Borsin, banishment or punishment. The Valindak are those Noble clans that follow the Divinitan. It has been known that when one of the Valindak clans is getting too powerful, the Divinitan crushes them. The Valindak do change, when lesser clans exchange warfare and the upper clan is destroyed, but only then. The Protectorates, of which there are three, answer to no one but the Queen Mother and one another. When the Queen Mother is absent, they oversee the scattered Collectives. The Divinitan encourages this warfare, for it keeps the eyes of the Nobles clans from the Divinitan seat.

The Vi'ni society is a patriarchal one in which females defer to the will of males in most instances. Inheritance follows the male line, from father to son, and females are not permitted to own property of their own. In most cases males hold all positions, although in rare cases females are permitted the honor through special appointment.

Settlement Types:

Made (“Quarter”, pronounced MAH-day)- A Greater Noble Clan rules each Made, of which there can be several within each Collective. These areas can differ in size, and since The Shattering they are the primary judicial and legislative power within the Made and Collective. The Lesser Noble Clans fall under the leadership of the Greater Noble Clan within each of these locations. Mades will contain marketplaces, shops, guildhalls, clans, etc....

Collective- This is the name for Vi'ni cities, which contain several Mades. Usually the Greater Noble Clans are in the center of their separate Mades and the Lesser Noble Clans surround them at various points. Depending on the size of the Collective, there will usually be several marketplaces (selling everything from spices to weapons, and since The Shattering this does include slaves). Greater Guilds are usually near the Greater Noble Clans and the Lesser Guilds are spread out throughout the various Mades wherever there is room. Since The Shattering the Collectives and Greater Noble Clans are law unto themselves and oversee the running of their Mades and Collectives in whatever manner they see fit.

Twilight Hold- Areas set up outside of a Collective, usually for farms and moving goods between the various cities.

Tor'ara- Although not permanent areas, these caverns, always outside Collective walls are where Nobles, Commoners, and Guild members go to buy their slaves. Slavers keep their slaves throughout the cavern until the official day the auction begins. It takes great stealth and subterfuge to find the exact area of an auction. It is rumored that the largest slave auction contained well over 400 slaves and lasted more than a week. Many Tor'ara were destroyed in The Shattering and have been slow to rebuild/find slaves for auction.

Secret Societies:

The Broken Blade- This band of Humans operates within the Miydrandan culture as a secretive force of slavers. The level of their involvement in activities outside the Sultanate is unknown, and the names of members are a closely guarded secret.

Their symbol is an upside down “V” with one leg longer than the other. This longer leg is crossed with a short line so that it resembles a sword with a broken tip.

The Crimson Star- This secret group is composed of assassins of the highest order. They are thought to be under the direction of the Sultan, but this is unconfirmed. Their calling card is a red star that is left somewhere on the body of their victims.

Seekers of Lore- This cadre of sages is elusive in their membership and their purpose. Its name will occasionally be linked to certain movements within the society of Miydranda, but these never seem to follow any pattern. Most have given up hope of ever finding out who or what the members are about, and the Seekers are the least known group by far. Their name is never mentioned more than in passing, and always very speculatively.

Government:

The Shattering forced the Miydrandan to abandon their previously conceived notions of nobility and rulers. The Sultan/Queen Mother is no longer the figure head, as no one knows if anyone of either royal family survived. Instead, Generals in each surviving Collective have risen to oversee the survival of their Collective. Their word is law and they are fierce in their dealings. While the Generals technically answer to the Greater Noble Clans, there have been a number of incidents involving disagreements.

Noble Titles:

Greater Noble Clan- Each Made is run by a Greater Noble Clan. The entire clan will hold authority, and even the lowliest member can exact judgment upon the commoners. Each clan is run by a Clan Father or Patriarch that is typically the clan’s eldest male, and this position of great power and authority is second only to the Sultan. Only the Sultan can grant a clan the title of Greater Noble Clan. Each Greater Noble Clan is responsible for the defense and prosperity of his own Made. The clan also holds the ultimate military, judicial, and legislative power within his settlement, second only to that of The Sultan.

Greater Guild Master- These Masters oversee their own guild. A Greater Guild receives its’ recognition from the Sultan and although not autonomous, a Greater Guild receives respect equal to that of a Greater Noble Clan. A Greater Guild Master receives the same respect as a Patriarch Greater Noble Clan. They are appointed from within the guild itself, not even the Sultan knowing the procedure.

High Secretary- Oversees the daily business of the Vi’ni Empire and is responsible for the List of Alinas. (Killed during The Shattering)

High Advisor- Controls all military matters and coordinates troops in times of War. Typically, during times of war, there are two High Advisors – one to oversee domestic defenses and the other to deal with external threats. (Killed during The Shattering – suspected)

Common Titles:

Lesser Noble Clan- A Greater Noble Clan rules Each Made. Many Makes are extremely large, so the Lesser Noble Clans oversee the day-to-day operations of their particular Ward, and tend to matters such as repairing damaged infrastructure, waste disposal, water supplies, and other such tedious tasks. A Greater Noble Clansman appoints these Lesser Clans.

Dralar- A slaver who has achieved recognition for his or her ability to obtain the numbers and kinds of slaves needed is known as a Dralar. This is a position of respect that carries little to no real authority within the structure of the Made.

Military Titles:

The military titles are typical of a standard army (general, captain, soldier). However, due to The Shattering, many Collectives have gathered their own forces and awarded them their own titles of respect and command.

Normal Units:

Cavalry- Units mounted atop spiders and basilisks, usually are able to command some form of magic. Are experts with thrown weapons and spears.

Archers- Units in which half use crossbows and the other half use long bows.

Infantry- The rank and file units, these warriors are armed with swords or scimitars and shields.

Javelineers- Units armed with javelins and shields.

Slingers- Units armed with slings, shields, hatchets, and wear leather armor.

Special Units: (all follow the normal ranking system)

Tre'kor- These Vi'ni are ferocious in battle and attack using two-edged weapons. Their style of fighting is renowned and all others in the army fear them. They are completely merciless in their tactics.

Shadow Walkers- Newer to the Miydrandan fighting units, Shadow Walkers appeared shortly after the Dark Weave Magics were uncovered. Capable of walking the shadows, much like the Erlunn Wind Walkers, they have a mighty foe to be reckoned with.

Marinot- Comprised entirely of defensive Mages, they are mainly found in Collectives, using their magic when they can if a Collective is attacked.

Creain- These units specialize in flanking maneuvers of all kinds and are prepared for any kind of strategic encounter. They will often act as scouts and messengers for the main force of the Queen Mother's Army, and on the battlefield they specialize in lightning-fast maneuvers and skirmish-style combat.

Ro'urs- A specialized fighting force, which attacks with a steel sort of cage, with spikes in front of it; they use it to impale the enemy's forces. Also trained in close Made combat after the cage is used.

Belors- The healers of the Vi'ni army. They will only heal and to not actually participate in battle.

Celeste- The Wizards, Necromancers, and Nature Mages of the army.

Galors- These are those who are skilled in tactical maneuvers from behind. They use their stealth and abilities to move among the enemy during a battle, slaying whomever they can, although their specialty is finding high-ranking enemy officers and eliminating them. Many do not see them coming until their blade slices through their throat.

Personality:

Vi'ni are not a lazy people; they see everything as a challenge. Due to their longevity, they usually tend to see things in a different light, literally, than other races. Vi'ni, though usually treacherous, will often have a few select friends, whom they remain loyal to. Still, betrayal is not uncommon, even among friends. Slavery is encouraged amongst the Vi'ni and many own at least one slave. Although Vi'ni are usually treacherous, they do have a system of honor, as they see it. Once their word is given, they will not break it, even until their Final Death. It is very difficult to obtain a Vi'ni's "word" and one must be careful when seeking it. The phrasing of the promise must be exact. For example, Jojo gives his word that he will not kill his enemy Rara. Jojo will not kill Rara no matter what the circumstances are, but Jojo will not see it as breaking his word if he hires an assassin to kill Rara. There is usually a time limit placed on a promise, though not always.

Vi'ni combat is very organized and each individual will kill an enemy through any means. They have no sense of honor in battle as other races define it - it is kill or be killed. Vi'ni enjoy torturing their prey whenever possible.

Vi'ni will typically remain in the Under Realm unless running from the law, acting as part of an Ever Dawn raiding party, or they disagree with the Vi'ni beliefs. This last occurrence is extreme, and those that leave for this reason are generally hunted and slain or returned to work in the mines. In a few cases, Vi'ni who wish to test their combat skills or follow scholarly pursuits that cannot be obtained in the Under Realm will also go above surface. In the case of disagreeing with Vi'ni beliefs or running from the law, the transgressor will become known as the "nokoraise" (noe-koe-rye-say), an ancient word meaning cursed. A band of soldiers known as a "motabear" (moe-tah-bee-are) will be sent after the nokoraise by the appropriate Narilis, Galiden, Valindak, or Divinitan. In addition, the family of the nokoraise will almost always be persecuted for his or her transgressions against the culture. This persecution generally results in imprisonment or death.

The common Vi'ni is quick to anger, although they will most often contain their feelings and remain calm at all times. When personal insult is claimed, however, a Vi'ni will remember and seek vengeance until the hour of their permanent death.

Miydrandan and the Concept of Honor and Gifts:

Honor is one of the most important aspects to a Miydrandan. What an individual does reflects upon their clan. If you offer offense to one, you offer offense to all. There are many ways to restore honor, including gifts, duels, banishment, etc. In regards to honor dueling, this may go as far as the participants agree upon. Typically, it goes to the drawing of first blood, however, it can go to resurrection.

Gifts- It is rude to deny something offered or to accept gifts with only one hand. It is also rude to not respond to receiving a gift by giving one in return. Gifts are most often exchanged after returning from long travels.

Tea- Tea is very common and is used both in formal events and casual meetings. Green tea powder (Matcha) is mixed with hot water in a small cup or bowl and served directly from this container. Sweets and confectionaries usually accompany the drink, as no sugar is added. The host will commonly drink first, followed by their guests. Beginning to eat or drink before the host is considered rude.

Bowing- Handshakes are not common in Miydranda, for a variety of reasons, including the possibility of contact poisons. Making eye contact with a person of higher status is also considered socially improper. Handshakes aren't common among the drae and making eye contact with a person of higher status can be considered socially wrong. There are several meanings/types of bows. Hands must be visible at all times and never in one's pocket, pouch, etc., in order to indicate no harm intended. When bowing to a group of individuals, one bow is sufficient.

- Greeting (formal): eyes on counterpart, bow to approximately 60 degrees with hands and weapons at side (non-threatening)
- Greeting (informal): slight bow of the head, arms at sides, weapons pointed downwards, eyes on person
- Apologetic: bow to 45 degree angle, hands to the side, and eyes on other persons feet

Appearance:

Miydrandan Dark Elves are black-skinned, with silver or white hair and the pointed ears of all Elven-kind. They typically dress in black, though this is not always the case, and will always be well-groomed.

Language:

When the Vi'ni entered into the Dyllarian lands, most of their culture was abandoned, though many of the original traditions remained. The vernacular Vi'ni language eventually died out, but some have since attempted to rekindle it. Quite a few speak Common.

Sayings :

Those who watch their backs meet death from the front. – Means worrying too much about what you can't see will cause you to not see what is truly worrisome.

A journey of a thousand miles begins with a single step. – Typically means not to put things off, to get them done, and to meet them head on with courage.

To live without honor is to live another day. – Do what you have to do to accomplish your goals.

May the dark welcome you to her embrace. – A typical greeting among Vi'ni, this particular saying is one of many among this mysterious race with a double meaning. The first is a pleasant greeting, wishing the person a long life in the Under Realm. The second is a warning that any traitorous behavior will result in combat.

Terms :

A Vi'ni knows that he or she is living underground, but since they believe they are superior to all others and are the one true race, they do not refer to themselves as beneath anything.

Dark Race – Any non-Vi'ni race, as in Dwarves, Trolls, Goblins, Elves, Amironian, or Khala.

Under Realm – The collective tunnels, caverns, and other underground regions of Ghaia.

Twilight's End – A series of underground corridors and caverns that contain small Vi'ni settlements, usually beyond the boundaries of the cities.

Ever Dawn – The above ground Realm.

Vi'ni – The name that the Drae call themselves. These people are esteemed and proud of their heritage, and do not consider themselves to be of Elven ancestry.

Drae – Originally a term for those of Elven blood that were race-changed into Vi'ni in ages past to help support the waning populace of Karellia, this word has taken on a broader meaning within the Dyllarian sub-culture. This word is for those that are outcasts from Vi'ni society, and Ever Dawn raids are always instructed to hunt down and exterminate any Drae that they find. Even when another goal is their primary focus, this will be the raiding party's secondary aim. A Vi'ni that is called Drae will be very offended.

Dark Elves – The name given to the Vi'ni by people of other (mostly Ever Dawn) cultures. Most Vi'ni find this term distasteful, although not all of them will take offense to it.

Birth (Tajo):

Vi'ni births are a time of great celebration if it is a male child. Female births are usually quiet affairs. Vi'ni couples typically raise one child at a time, and subsequent births will only take place after the current child's Name Day. The Name Day occurs when the Vi'ni child reaches puberty, there is a naming feast held. During this feast the child is given its official name and is allowed to use the family's surname. Vi'ni females take great pride when they are with child as it is a mark of great desirability and high esteem to be pregnant. They do not hide

themselves and continue with their various tasks as normal, and many of them wear more provocative clothing when with child than when they are not. It is said that a Vi'ni female in battle, while with child, is a ferocious and fearful enemy.

Marriage (Kekkon):

Vi'ni marriages are all arranged among the males of the society. The male chooses his wife from his class most commonly or (very rarely) from a lower class. A groom always receives a dowry from the bride's family. Many times marriage is arranged to align Noble Clans or guilds, so a good marriage arrangement is seen as a sign of power and prestige. There is always a feast that lasts at least a week, even among the common classes, and among upper classes it is seen as a mark of esteem to hold spectacular feasts and celebrations, often lasting more than one month.

The ceremony itself is a treaty of sorts between the bride and the groom's family or guild. Usually the groom's family chooses someone of a different clan to speak the words. Monogamy is the societal standard, but adultery is not unheard of.

Death (Shinanai):

When a Vi'ni dies a funeral is held at which his closest friends and family speak. A Vi'ni is not buried, which is seen as a great insult, but burned. Friends and family usually speak before the body is burned, no doubt due to the officious smell of the body. The reading of the deceased's will is then performed. This can be a competitive affair, and any family members who feel that they were wrongly overlooked will often issue duels to the more fortunate recipients. Female burials receive much less attention because they own no property.

A Vi'ni life span averages about 500 years. Although there are cases of longer life spans these are rare cases and anything past 800 is extremely rare.

Miydrandan Aging:

<u>Age</u>	<u>Stage</u>	<u>Human Equivalent</u>
0-3	Infant	0-2
4-7	Toddler	3-5
8-20	Child	6-8
21-70	Youth	9-11
71-90	Adolescent	12-14
91-100	Puberty	15-20
101-200	Young Adult	21-30
201-300	Mature	31-40
301-400	Middle Aged	41-60
401-500	Old	61-90
501 +	Venerable	91 +

Interracial Relations:

The Vi'ni have enslaved their enemies from the beginning of their independence. Slaves are viewed as spoils of war and a necessity to the very existence of the race. Therefore, Vi'ni have a tendency to view all races as potential slaves and work with another race only when it will benefit them. These alliances are readily broken when they become inconvenient. As a result of this common cultural practice, individual Vi'ni have little or no respect for other races. They

outright dislike Dwarves and Elves, and when forced to deal with them will often provoke a fight.

When more slaves are needed for the various tasks of the Under Realm it is not uncommon to stage an Ever Dawn raiding party, which sometimes take months of planning. Vi'ni do not go to the surface unprepared or without forethought.

Family:

Since The Shattering, the Vi'ni live in both a patriarchal and matriarchal society, depending on which Collective it is, due in large part to the back and forth of the rulers over the past several decades. Vi'ni families can be constructed as either nuclear or extended, and diversity between the clans is encouraged so that no one family can rise above the rest.

The following is a list of the notable Vi'ni clans and a brief description of each. It is by no means complete, as there are other countless Lesser and Greater Noble Clans within the society as well.

Names:

A Vi'ni will usually go by their personal name in most instances, though a Vi'ni formal name generally consists of 4 parts, the personal name, secondary clan name, primary clan name, personal guild/trade name.

Personal name- This is the first name of a Vi'ni, it is the name given to them by their parents at their Name Day.

Secondary clan name- This is the clan name of the secondary parent.

Primary clan name- This is the primary parent's clan name.

Personal Guild/Trade name- If the Vi'ni has joined a guild or has a particular trade; they will usually have a name that associates them to that particular sector.

Male Names-

The following are a sampling of common Vi'ni personal names: Dinen, Bella, Aldwyn, Cingas, Rhilaldon, K'let, Caeloth, Adaen, Miriawyr, K'vin, Resion, Nilscire, Leriath, Drie, Mirialith, Kededriwyn, Caleli, Yoakith, Altonvyr, Drak, Aloran, Eirath, Brilikin, Qer'rard, Sardeus, Kae'kath, S'vor, Val'imar, Miriawyr, Risliet, Esain, Khienn, Thien, Leglawyn, Laroawyn, Urintir

Female Names-

The following are a sampling of common Vi'ni personal names: Aggripina, Nys'tye, Llyla, Ninoic, Ocoreve, Qilin, Amiwyn, Tumeka, L'yalet, Preassi, Aidana, Lea'lian, Paedia, Zirelle, Nar'Jhana, Lisriel, Miraria, Nyddiasa, Ibilaeri, J'raedia, Olaenna, Rhiannon, Taneldaiel, Naella, Liswen, Kareawien, Ceralia, Peide

Leisure:

All Vi’ni enjoy festivals and music. Many Vi’ni are able to play at least one musical instrument, and it is not uncommon for them to be proficient in several. Festivals are usually a grand affair, with music, special magical affects, and both Under Realm and Surface Realm delicacies.

Miydrandan often practice their combat prowess and enjoy games of strategy above all. Numerous training facilities abound in Vi’ni cities where citizens may go test their battle prowess in both Magic and Weapons.

Other games Vi’nienjoy include: gem games, card games, chess, and upon occasion games of dice.

The Draku is a popular spectator sport in the Collectives in which the Vi’ni watch slaves battle each other or various types of creatures. Almost all Vi’ni strongholds have an arena for Draku competitions. Occasionally upstanding Vi’ni males will enter an annual Valindak Draku. This version is not to the death as are the other Draku competitions, and the contestants compete for rewards.

Settlements:

The Miydrandans are not a numerous people, but they are extremely motivated as compared to most of the other long-lived races of Ghaia. They reproduce at a limited rate due to strict practices of marriage and the harsh living conditions of the Under Realm. These factors combined with their overall “survival of the fittest” attitude means the unnatural death total is very high among the Miydrandans. NOTE: the population numbers are Pre-Shattering and exact numbers Post-Shattering remain unknown.

Name	Established	Pre-Shattering Population (approx)
Kuroiude	330	7, 000
Gloamwen	335	Fallen
Uniraswen	334	1, 900
Elirith	334	850
Theleven	335	2, 750
Tinadriethiel	215	Fallen
Nimrath	405	Fallen
Remiet	352	Fallen
Yimener	365	1, 500
Delithrandra	344	6, 600
Aaradoria	392	3, 400
Meradoyok	555	2, 950
Cil-Gariand	570	Fallen
Helten	519	600
Parion	498	Fallen
Ansavaru	400	350

Aadoria (Air-a-doria)- Matriarchal- Primarily a Collective where a Vi’ni can go to find some privacy, this is the Collective to visit. The many taverns and hostels have overseen

more than one shady deal, including assassinations of higher members of the political structure. Since The Shattering, Greater Noble Clan Aaradoria has seized power, elevating itself as one of the primary power players in Miydrandan Post-Shattering society.

Greater Noble Clans:

Aaradoria (Air-a-doria)- Named for the Collective it oversees, Aaradoria, it controls the ordered chaos found in this Collective. Little occurs in the Under Realm that clan Aaradoria does not know. It is rumored to have connections with an Ever Dawn mercenary order comprised of Humans. While it is the weakest of the new regime population-wise, competing with Yimener and Gwindra (and their Collectives), they still retain significant power. This is in large part to their continued connections to the Ever Dawn, making them one of the only sources of slaves and goods from the Ever Dawn.

Akanatra (A-ka-na-tra)- Once a lesser clan of Miydrandan society, they have risen to the status of Greater Noble Clan in 604, through much diligence, hardwork, and great services rendered to the Miydrandan Peoples. This clan is known for its abilities of disguise, both magical and natural, and aptitude for subterfuge. Since The Shattering, they have become the eyes and ears of Greater Noble Clan Aadoria, taking care of anyone who challenges or threatens their rise to power.

Aligned with Greater Noble Clan Aaradoria/Aadoria: Theliven, Meradoyok

Ansavaru (An-saw-va-roo)- Neither Patriarchal or Matriarchal- This is not a true Collective, but should be mentioned as an area of note. This is an area where mercenaries, brigands, assassins, and those running from Vi'ni law will go, either for hire or anonymity. Since The Shattering, Ansavaru has become a haven for displaced clan members, swelling the "population" greatly.

Cil-Gariand (Sil-Gar-iaand) (Destroyed) - This Collective was destroyed in The Shattering. This Collective was mainly a craft city. Anything one could ever wish for was here and this was the one Vi'ni Collective where those from Ever Dawn can come to find certain things, though this is not a common practice since the reclaiming of the throne. Many markets line the streets and beautiful creations of raw materials abound.

Greater Noble Clans:

Abalithiel (A-bah-lith-iel)- Presided over what was Cil-Gariand, once a small, seldom visited Collective. Through tactical enterprises, it had made Cil-Gariand what it was: a city known for its fine craftsmen and bazaars. Most clan members of Abalithiel were destroyed in The Shattering, the rest have scattered throughout the Under Realm.

Delithrandra (Del-ith-ran-dra)- Patriarchal- The second largest Collective of the Vi'ni Under Realm, this area makes its money mostly off of the superb schools of training. Many Vi'ni come from the other Collectives to gain the elite education and training found here. Thanks to High Magics and the uncovering of Dark Weave magics in the year leading up to The Shattering, the Collective was mostly protected from the chaos

caused by the Wild Magic. However, several parts of the Collective received damage and rebuilding is slow going, as is fortification of the Collective. Due to the schools, Delithrandra rose as a major Collective Post-Shattering, with the clan Gwindra quickly proclaiming itself as a leader in the Under Realm.

Greater Noble Clans:

Gwindra (Ga-wind-ra)- When Kuroiude fell, it took many years to restore. During these years, Gwindra seized the opportunity to make Delithrandra a center for training and learning. Using its own coffers, many centers for this purpose were erected in Delithrandra. Seizing control and requiring the fealty of other Collectives and clans was a simple process- thanks in large part to the presence of the schools, knowledge, and sheer force of surviving numbers.

Olarellan (Oh-lar-el-an)- Not as prestigious as Gwindra, though donated the use of its many slaves for the building of the training and learning facilities in Delithrandra. Many Masters of the learning facilities originate from Olarellan. Since The Shattering, Olarellan have risen even further in stature in Miydrandan society, as they continue to contribute great and significant knowledge to the Miydrandan. They have become known as the “Ki-in del-Kar” or the “Keepers of Knowledge.”

Eteinia (Et-enia)- Once the ruler of the Collective of Gloamwen, it’s known for its scholarly pursuits, the translations of Ancient texts, and the restoration of damaged books. Those that survived The Shattering have taken up residence in Delithrandra, granted sanctuary due to their immense knowledge.

Aligned with Greater Noble Clan Gwindra/Delithrandra: Elirith, Kuroiude

Elirith (El-i-rith)- Patriarchal- While Elirith struggled over the past several decades, due in large part to the various mines of precious gems that stopped producing, since The Shattering it has started to rebuild. Still a minor Collective in the grand scheme, new veins of mundane gems and unusual gems have been uncovered. The unique gem veins are magical in nature and experiments have begun in Delithrandra to see what uses they have.

Greater Noble Clans:

Jeraleni (Jhar-ah-lani)- Controls the Elirith Collective, once renowned for its mining of precious gems, this clan is once again rising in esteem and respect. Now clan Jeranlani is comprised of the most experienced and creative of gem cutters and jewelry designers.

Gloamwen (Glow-am-win) (Destroyed)- Destroyed during The Shattering, this Collective nicknamed the “Collective of Artifacts”, had the largest library, one of the few open to any Vi’ni that wished to study. Quite a few of the more ancient and magical texts were removed, as were quite a few of the artifacts. However, many of the artifacts remained stored and magically protected. Not all of the magical protectives held, releasing powerful and bizarre magics in to the ruined Collective. Few have ventured in to due to the absolute destruction visited upon the Collective, and the artifacts remain entombed there, with Wild Magic swirling about.

Greater Noble Clans:

Harania(Ha-rah-knee-ah)- Reigns in the Collective of Gloamwen, it contains large numbers of Nature Mages. Graenim Trenison is of this clan. Most clan members survived The Shattering, but Harania no longer exists as a formal Greater Noble Clan, its clan members integrating in to other Lesser and Greater Noble Clans.

Helten (Hel-ten)- Matriarchal- This Collective has a river running through it, which gained fame as having Healing properties at certain times of the year. While this small Collective survived The Shattering, it was abandoned when Greater Noble Clan Zaobeth of Yimener forced Asirecia (The Greater Noble Clan that once oversaw Helten) to relocate to Yimener.

Kuroiude (Cure-i-ood)- Patriarchal- The second Collective founded, it was sacked by the Dwarves in 408. Since then, it has slowly rebuilt to its former splendor and is once again a powerful seat of political power and learning. After the Shattering, Kuroiude aligned with Delithrandra, pledging fealty to clan Gwindra. Delithrandra welcomed the alignment, for the knowledge of Olendang and Unaliclya, but also for the protection Vebriidith could provide against the Undead Army of Yimener and the threat it poses. However, competition and backstabbing has arisen between the intellectual minded clans of both Collectives.

Greater Noble Clans:

Olendang- Slow to recover after the sacking of Kuroiude, it is becoming once again a powerful entity in the Under Realm, known for its magical enchantments of weapons and armor. After swearing fealty to Delithrandra, they have begun to branch out in to other areas of magical enchantments, putting them in to direct competition with those clans in Delithrandra.

Unaliclya (Yoon-ah-lick-el-ya)- Managed to survive the fall of Kuroiude relatively unscathed. A merchant clan that deals in all oddities from both Ever Dawn and the Under Realm. Many of Unaliclya's ties to the Ever Dawn were severed during The Shattering, making their usefulness dwindle.

Vebriidith(Veb-rih-dith)- Presides over the Collective of Kuroiude. Renowned for its' mages Necromantic abilities, the winner of the Age of Wonder contest in 355 reigns from this clan. Much pressure has been placed on this clan to discover a means of quelling, or at least protecting, the clans loyal to Delithrandra from the Undead Army of Yimener.

Meradoyok (Mer-a-do-yook)- Matriarchal- This Collective found an unsuspected vein of emeralds, one of the rarest gems to be mined in this area of the Under Realm. Since The Shattering it has aligned with Aaradoria, for Aaradoria is able to move the emeralds for sale in the Ever Dawn and other parts of the Under Realm.

Greater Noble Clans:

Kaani (Kay-on-ee)- Rules in Meradoyok, one of its members, Dinen Kaani was responsible for finding the veins of emeralds for which Meradoyok is celebrated for. A shrewd clan, it views its new alignment as a means of profit.

Nimrath (Destroyed)- The smallest of the Collectives, much of the populace was lost in the freeing of the throne. As a result of the rampant loyalty to the Queen Mother, many of the local guilds have fallen into disgrace. Rumor has it that Nimrath was magically destroyed at the exact same time as The Shattering occurred. By who is unknown, but their loyalty to the Queen Mother made them a target with the fall of Tinadriethiel.

Parion (Destoryed)- This Collective was renowned for its remarkable weapons and armor. Completely destroyed during The Shattering, it is rumored that the armor became magically enhanced and walks the ruined Collective, attacking and destroying anyone that attempts to enter.

Remiet (Rem-i-et) (Destroyed)- Once one of the largest Vi'ni settlements, The Shattering collapsed the cavern it resided in, killing nearly everyone. Bodies litter the entire Collective, their corpses giving off powerful, poisonous gases.

Theliven (Thee-live-en)- Matriarchal- Largest producing Collective of iron and copper in the Under Realm, it survived The Shattering relatively unscathed. A smaller Collective, Miemeth has since aligned Theliven with Aardoria, primarily for protection against Yimener and Delithrandra.

Greater Noble Clans:

Miemeth (My-meth)- Governs the Collective of Theliven, this clan controls the vast amount of iron and copper mining and production. Also regulates the unusually large number of slaves in Theliven.

Tinadriethiel (Tin-a-dree-thee-el)- Once the Primary Collective of the Under Realm, noted for its excellent training schools, closed libraries, and the strongest Greater Noble Clans in the Under Realm, this political seat was utterly destroyed during The Shattering. Treachery is believed to have been involved, since the seers proclaimed Tinadriethiel's survival. All of the clans which that took safe haven there during The Shattering fell and the knowledge contained within the schools/training facilities was buried under tons of rubble. While it is thought the Queen Mother was killed in the destruction of the city, this remains unconfirmed.

Greater Noble Clans:

Amadriela (Am-a-dree-lay)- The original ruling Noble Clan of the Miydrandan and founded by the joining of the Noble Clans in the marriage of Eleviel Lagithranda and Elnina Miydeswer. They remain the ruling family until the assassination of Elnina VI. Quailen was the last Queen Mother, who formed an alliance with the treacherous Humans of Stonegate.

Anithien (A-knee-the-en)- Greater Noble Clan in Tinadriethiel, this family is renowned for the ability of its Mages and Healers. The first Master of Magda Arcana, Tarang, was of this clan.

Gilmavie (Ga-lil-ma-vee)- Once a Greater Noble Clan, they betrayed Elnina I in the Wurm War and were executed for their treasonous acts against the Crown.

Amiwyn, a newborn child of the clan, was allowed to live and was later adopted into the Greater Noble clan Amadriela.

Lómithrandra (Low-myth-ran-dra)- Greater Noble Clan in Tinadriethiel, fighters of great ability and prowess hail from this clan. Despite the shame brought upon this clan during the Wyrms War, this clan still has many in Tisservale. Other clans regularly seek the expertise offered by Lómithrandra.

Nilmathien (Nil-may-thee-in)- Located in fdriethiel, it is known for its fine warriors and large standing army. Many of this clan's warriors valiantly fell in the Battle of Bones, defending Reisen Krackor to the last.

Thrélia- Governed in Tinadriethiel, it is unique in the fact that its large standing army was comprised entirely of females. Most of this clan was created as Undead during The Shattering by Greater Noble Clan Zaobeth in Yimener.

Yimener (Yeem-i-nar)- Matriarchal- A small collective, although its Healing and Necromancy Guilds are celebrated for the number of new and creative spells they produce. Many Greater Noble Clans and Lesser Clans sought safe haven in Yimener before The Shattering. In the months before The Shattering, amid rumors of betrayal and opposition, the Queen Mother sent a significant force to secure Yimener. This force, comprised of soldiers from Greater Noble Clan Thrélia, occupied the Collective to ensure its loyalty. However, Zaobeth was prepared for the occupation. Using the magics released during The Shattering, Zaobeth cast dark and ancient magics that had awakened, transforming the Threlian occupiers into an Undead army of unbelievable magnitude and numbers. Since The Shattering, Zaobeth has risen to control a significant portion of the Under Realm. No one dares challenge them or their army of Undead. As of 614 Yemineer is ruled by Valindak Dralar Takon Zaobeth.

Greater Noble Clans:

Zaobeth (Zow-beth)- Strongest clan in Yimener, it produces some of the most creative Necromantic and Chaotic spells and High Magic rituals in the Under Realm. Since The Shattering, it has become one of three primary ruling clans of the Under Realm, thanks in large part to its standing army of Undead.

Asirecia (A-sear-e-see-ah)- Governs over the Collective of Helten, it contains the greatest numbers of Healers in the Under Realm Collectives. Thought of as weak by some, for their non-combative ways, the love of the common people serves as their protection.

Aligned with Greater Noble Clan Zaobeth/Yimener: Helten

History:

The following is the Vi'ni history; from the time they left Karellia and entered into the Southern Mountains.

The Settling (180 to 345) – Time when the Vi'ni enter the Dyllarian Under Realm and undergo a

major reorientation of their culture.

The Age of Wonder (345 to 401) – During this time many great works of art, both magical and non- magical, are created.

Era of Despair (401-517) – Epic Wars and a failing government contributed to the depression of the economy which characterized this period in Vi’ni history

The Resurgence (517- present) – In which the Kingdom has made alliances and solidified its borders within Dyllaria.

The table below shows the major wars in the history of Miydranda:

Years	War	Enemy	Major Battles
253-278	War of the Wyrms	Wyrms	Darkridge (257), Murky Depths (268), Destruction (277)
401-420	Dark Wars	Dwarves	Caverns End (402), Fall of Kuroiude (408), Dark Plain (412), Leaver’s Jump (414), Twilights End (417), Faint Eve (420), Bones (420)
437-502	War of Shadow	Death Elementals	Mossy Springs (442), Forced Resolve (501)
517	Throne War	-	Freeing of the Throne (517)
586-592	Druagan’s Folly	Dark Dwarves	Fallen Foe (586) Vespur’s Ridge (588), Ebony Crest (590), Dappled Gully (591), Amber’s Mist (592)

The following table outlines the history of succession to the throne of the Vi’ni:

Ruler	Reign	Notes
Elnina I	185-252	Killed in the Wym Wars by Teriopslaralkin
Elnina II	253-354	Cause of death – unknown
Elnina III	393-501	Sacrificed herself in the War of Shadows
Elnina IV	502-503	Killed by a High magic backlash
Elnina VI	503-517	Executed in 517 for treasonous acts against the Vi’ni Nation
Quailen	517- 517	Banished after challenging the rightful rule of Alexi Krackor
Alexi Krackor	517-579	Assassinated by Ves’piyook, a traitor who follows Quailen
Targan Krackor	580-607	Defeated in a successful rebellion spearheaded by members of the Zau’afin family
Elnina VII (Quailen)	607 - 613	Thought to have been killed during The Shattering

180

Disgusted with the rulership of the Noble Clans in Karellia, a rebel group of 1,000 Vi'ni led by Elevel Lagithranda and Elnina Miydeswer speak openly against several policies and are banished from their homeland. Swearing to never follow the paths their brethren have chosen, the two small clans make their way to the lands of Dyllaria. Vowing to leave past traditions and their heritage behind, the Vi'nidenounce their Karellia roots by changing their language and ignoring all history of their former realm. Having been turned away by the hateful Forest Elves, Elevel and Elnina settle their people temporarily within the Great Southern Forest. These lands are not to their liking and while there the Vi'ni continue to search desperately for a new Under Realm.

183

After suffering the climates of Dyllarian weather and the inhospitality of the unmerciful Elves, Elevel Lagithranda discovers a set of interconnecting tunnels underneath the Southern Mountains and leads his people into the relative safety of the Under Realm. Settling in a large cavern, they slowly begin to rebuild. For the next five years they live a meager existence.

185

Despite their seemingly common focus, the restless Vi'ni continue to separate themselves along clan lines under the leadership of Elevel and Elnina. After years of discussion and careful deliberation on the topic, Elevel Lagithranda weds Elnina Miydeswer in a bonding that unites the two Noble Clans. This union has been in the making since before the Vi'ni left Karellia, and it is agreed that it is to the benefit of all. Elnina has one daughter from a previous marriage, whose husband died in the trek. Elevel and Elnina quickly set about solidifying their positions as rulers. Their first order of business under the new noble rule is the Edict of Purification, which officially enters all Elves into the List of Alinas. This list is used to keep track of all people that are to be killed on site. Among these are the **Drae** as well as any great enemies of the Vi'ni. The Kingdom of Miydranda (my-id-ran-dah) is born.

192

The Vi'ni Empire, as the settlement comes to be called, quickly grows in numbers. Elves, Orcs, Ogres, Goblins, and other Dark Races are captured from the surface or in the tunnels and are put into slavery for their own protection. Elevel officially recognizes Elnina's daughter, 55 year old Amilolite as successor, on the Vi'ni feast day of October 31, the Ancestor's Celebration. It is seen as a good sign. For the occasion, all the artisans of the Vi'ni gather and create a magnificent Hishdaidoyok Naru, a tiara of diamonds, and present it to Elnina. The magnificent symbol of ruler ship and art intertwines both magic and force, quickly becoming the symbol for ultimate power among the Vi'ni.

215

Elevel and Elnina set up a government structure with their clan, Amadriela, as the head. Three other Noble Clans- Anithien, Lómithranda, and Glilmavie- gain official Greater Noble Clan titles. Elevel and Elnina claim the title of Sultan and Sultana. They officially proclaim the city as Tinadriethiel.

219

Meetings with the Dark Dwarves, names unknown (never recorded for they were not considered particularly important), succeed in a sort of uneasy trade agreement for raw materials and goods, especially gems.

222

The city, which has grown by leaps and bounds due to the dedication of the Vi'ni, opens its first magic school. This great place of learning and study is known as the Magda Arcana, and encompasses both Elemental and Healing Magic. The Master of Magda Arcana, Tarang, is chosen from clan Anithien. This day, June 2, becomes known as Freedom's Chosen, to express their accomplishments to this date.

223

Not to be outdone, the warriors open a school of their own, Tisservale, led by Aragon Nestreel, of no proper Noble Clan. The school lacks in prestige among the scholarly Vi'ni until called upon in the War of the Wyrms in 240.

230

Eleviel is killed by Basilisks while scouting tunnels to the south of Tinadriethiel. Elnina takes full control of the new Vi'ni Nation.

240

While scouting the same tunnels where Eleviel permanently died, the Vi'ni come upon a fearsome subterranean Wurm. The beast is a ferocious predator that attacks and kills many stout warriors before it is destroyed. Vi'ni scholars note the description of the Wurm in their learned tomes as a "great beast of gargantuan size with a crushing, beak-like maw, and barbed tentacles about its head." These scholars give it the name Hakaorite, a term that means "grave weaver" in the ancient Vi'ni tongue.

242-245

Vi'ni explorers recover a long sword of considerable power while exploring some ancient tombs within the Under Realm. This relic is offered as a gift from some members of one of the Greater Noble Clans for Amilolite's birthing day. Amilolite names the sentient sword Silver Breath, or "Ginkahaido" in the ancient tongue. Under the guidance of Silver Breath, she quickly becomes one of the most fabled of the Vi'ni warriors, passing even Aragon Nestreel, and becomes head of Tisservale, to the infinite pleasure of her mother.

251

Clan Gilimavie finds a small group of the Hakaorites living very near to the outer rim of the Vi'ni-settled realms. Elnina orders the clan to send a direct assault against the Wyrms, who seem to be nomadic and have no apparent permanent residence. During the attack, the Vi'ni war party finds and destroys the largest Wurm found to this date. The Wurm is so large that its skin is grotesquely bulbous and pale. After slaying the creature at the cost of many lives, the carcass is inspected by Vi'ni scholars. Within the Wurm's belly is found the remains of countless creatures and subterranean fungi, including many of its own kind. Horrified by this abomination, Elnina declares that any of these Wyrms that are found are to be killed.

252

Outraged by the betrayal of clan Glilmavie, Elnina orders them killed. The orders are carried out and only a babe is allowed to live. The babe is brought to the home of Elnina, Palace Evenshrel, and given to the servants to raise. While visiting the far reaches of Twilight Hold in a year-end tour of her kingdom, Queen Elnina and her party are set upon by a pair of Hakaorites and totally annihilated.

253

Amilolite resolutely takes control of the throne, accepting Silver Breath and the Hishdaidoyok Naru, in the wake of her mother's death and Aragon retakes control of Tisservale. She takes the official title of Queen Elnina II. She declares what officially becomes the War of the Wyrms. Tisservale, which has grown more quickly over the years than Magda Arcana, is suddenly called upon to protect against major assaults by the Wyrms. Magda Arcana is wholly unprepared in the arts of defensive and offensive magic, having been primarily for scholarly pursuits, and is slow to come to the call of Elnina II.

256

Refusing the recommendations of the Greater Noble Clans Anithien and Lómithrandra, Elnina II grants the Lesser Noble Clans of Thrélia and Nilmathien Greater Noble Clan titles, both of who have sorely needed standing armies of decent proportions. Elnina II also appoints Aragon of Lómithrandra and Lómyng, of a common clan, as Generals of the entire Vi'ni army.

257

Elnina II, following the advice of Aragon and Lómyng, disregards the defensive position and allows them to lead a full on attack against the growing insurgence of the Hakaorites. The Wyrms have grown more cunning and have proven to be a worthy enemy. The Vi'nimeet the Wyrms in a fearful battle 20 miles from Tinadriethiel in an underground area of ridges- which has come to be known as the Battle of Darkridge. In this battle, Vi'ni scholars identify different types of Wyrms, and the Hakaorites appear to use some semblance of battle tactics in fighting against the Sultanic Army. Aragon is killed in the assault and Lómyng proves not to have the battle prowess first thought. The Vi'niare pushed back by the Wyrms' newly unleashed breath of darkness, which instantly kills anyone touched by it. After the battle. Elnina II executes Lómyng and takes control of the army herself, refusing to appoint a male commander. Elnina II calls upon the resources of Magda Arcana to discover a way to repel the Wyrms' breath attacks.

265

The Vi'ni face considerable setbacks and defeats against the Wyrms.

266

Elnina II begins to face censure at the hands of the other Greater Noble Clans for the losses and her young age. At this time Tarang discovers a magical shield, which will prevent against the Wyrms' devastating breath attacks. Elnina II gives a moving speech calling upon the help of all Vi'ni, common and Noble, to help in the oncoming battle. She regains support of the Common Noble Clans.

268

Led by Elnina II and Silver Breath, the warriors meet the Wyrms in the Battle of Murky Depths. The magical shield created by Tarang holds true, and the Vi'ni warriors and casters fight ferociously. In a two-pronged tunnel attack, the Vi'ni use the cloudy waters of the caverns 24 miles from the main city to camouflage half of the main force. Elnina II herself defeats one of the largest Wyrms in battle, which captivated many. She emerges victorious. The Vi'ni kill all surviving Wyrms and return to the city amid great celebration.

275

Regaining full support of all Noble Clans for her victory at the Battle of Murky Depths, Elnina II continues to lead decisive victories against the Wyrms.

277

A young common fighter, Calendra, on her own, discovers the Wyrms hatching grounds. She immediately returns and reports her findings to Elnina II. With Calendra at her side, Elnina II leads the Vi'ni army against the Hatching Grounds, where they destroy what Wyrms are there and all of the eggs. In an unprecedented appointment, Elnina II promotes Calendra to head of Tisservale.

278

After the destruction of their eggs and their leader, the Wyrms are easily defeated in the following skirmishes, until they are suspected to be extinct or to have fled the area. The War of the Wyrms comes to an official end and a statue of Elnina II is erected in the center of Tinadriethiel.

279-280

Tarang dies of natural causes in his sleep and his secrets of the magical shield, to the sadness of many, die with him. Elnina II appoints Fylith of clan Anithien as head of Magda Arcana. The Noble Clans begin to feel nervous at appointments of women in so many previously held male positions. For the centennial of the clans' leaving their old homeland, a feast and many contests of skill and wit are held. The day is officially named The Founding and the celebrations last over two months. It begins with a ceremonial Leaving in which all of the Vi'ni leave their homes to stay within temporary dwellings in the numerous Twilight Holds. The people do not return to their homes again until the end of the celebration. After the celebrations are completed, Elnina II makes an official decree that she will not wed and adopts the girl-child of clan Gilmavie, who had been serving in the Palace since the disgrace of that clan. She also declares that The Founding will become a regular celebration to be held on every centennial of their trek to their new home.

281

Elnina II officially recognizes the girl-child as Amiwyn Amadriela, amidst protests from the Noble Clans, Lesser and Greater alike.

285

Uneasiness continues through the next decade at Elnina II's choice of a successor. Meanwhile, Amiwyn follows in her new mother's footsteps, excelling at the art of weaponry, and enters Tisservale.

295

Due to overcrowding of the continually growing Vi'ni Nation, Elnina II decrees that a new city be founded in the halls of the Wyrms, 24 miles away.

298

After much scouting and reports, building finally begins on the new city. The city planners draw outlines of a magnificent city, complete with a fighting center and separate training facilities for the Elemental and Healing Magic.

301

As building continues, well over 1,000 Vi'ni travel to the new city to help speed the work. A new class appears who call themselves the Galiden, comprised of merchants who are able to get almost anything needed for the building of the city. More slaves are necessary to complete construction and the Galiden quickly become wealthy with Ever Dawn raids against the evil surface Elves.

315

The Earth Hall is completed, called Magda Earth, following the traditions of Magda Arcana. It is itself a show of great beauty, using the stalagmites and stalactites in the surrounding area, and the building itself comprised of white marble with a complete garden of unusual flowers from the Ever Dawn Realm. Its sister school for those students of Necromancy, Blood Magic, and Hexing, Na'a'shabaern is also completed. It is composed of black marble. No one who is not studying at Na'a'shabaern is permitted entrance past the courtyard, which is filled with swirling green mists to allow for privacy during meetings.

317

Not to be outdone, the Elemental Hall is completed shortly after Magda Earth and Na'a'shabaern. The Hall is named Twilight's Haven and is a large dome shaped building with a light spell of purple radiance imbued in the black marble itself. The ceiling of the dome is a magnificently carved and painted mural of the stars, done by Praleveth, who later becomes the founder of the new Artisans Guild, Qutilaron.

322

Although the Fighter's Hall is yet incomplete, Elnina II decides to move Noble Clans into the new city. Amid much scandal and outright dissent, she chooses three Lesser Noble Clans to take control of the city, seeing the need for new blood in the ruling clans. She appoints clans Olendang, Unaliclya, and Vebridith, knowing that she can maintain full control of them, and raises them to Greater Noble Clans.

323

The newly appointed Greater Noble Clans move to the yet unnamed city to oversee its completion. Elnina II creates the position of High Advisor and appoints Goldven Asilorenite to the post. It is the first male that she appoints to a position of any power within her reign, and does much to quiet the Noble Clans.

330

The construction of the Fighter's Hall, called Hall of the Dark Sun, is finally completed. Queen Elnina II attends the naming of the new city, Kuroiude. While there Goldven Asilorenite, who had acted of his own accord, tries to assassinate Queen Elnina II. The Vi'ni Nation is thrown into turmoil as Elnina II executes Goldven and appoints Reisen Krackor as her new advisor, a man known for his fighting prowess during the Wyrms Wars and a respected swordsman. This placates the Vi'ni Noble Clans for the time being.

337

Many flock to the grand city of Kuroiude, and the first official Assassin's Training Hall is opened, Spa'linarae. The entrance and promotion requirements for the guild are strict secrets that are kept from the public. No one knows who the Master of the Hall is and speculations abound.

341

Amiwyn gives births to triplets, naming them Celalil, Tiriili, and Kintrez. Refusing to name the father, though many suspect her advisor Reisen Krackor, dissent once again runs rampant among the Noble Clans. Queen Elnina II is furious and banishes her daughter to Tisservale along with her offspring.

342

Both cities continue to grow and in the city of Kuroiude, the various schools (each of which is also a guild) vie for greater power. Word comes to Elnina II that spies and assassins abound within the Palace and puts Reisen Krackor in charge of routing out the villains. Using any means necessary, Reisen interrogates commoners and Nobles alike. Uneasiness reigns supreme as tensions build in the mother city of Tinadriethiel at the treatment of Nobles. Despite his severe interrogations, no traitors to the throne are found.

343

To try and quell the rumblings of the Noble Clans, Common and Noble alike, Elnina II begins to send groups of Vi'ni out to begin new settlements in all directions. Over 20,000 Vi'ni spread out in all directions to begin the new settlements. Two Lesser Noble Clans are granted the title of Greater Noble Clan for each of the four new settlements: clans Olarellan and Gwindra to the North, Adracien and Miemeth to the East, Aaradoria and Waerith to the South, and Jeranlani and Abalithiel to the West.

345

Still fearing an overthrow of the throne, Elnina II institutes a distraction: a 10-year competition to all for the creation of new and wondrous magical items and works of art. The prize: her hand in marriage. Immediately the two cities burst into a creative frenzy, knowing the power that could arise from such a commitment.

346-347

The contest inspires many new creations and works of art. This time of Vi'ni renaissance has been come to be known as The Age of Wonder. Elnina II sends Reisen Krackor to help

oversee the building of the armies in the newly established cities of Elirith, Uniraswen, Theliven, and Gloamwen.

348

Reisen sends word that the new cities are growing steadily and construction of the cities is going amazingly fast. Even more amazing is the number of pregnant females he has seen. Many smaller Dark Keeps spring along the tunnels and routes to the various Collectives.

350

While expanding Kuroiude looking for silver veins, the Vi'ni encounter Dwarves roaming the tunnels. A Dwarf named Goldentongue, sent by the Dwarven King, arrives and speaks with Elnina II. She deems it appropriate to allow the Dwarves to remain in the tunnels, and a tentative trade agreement is reached.

351-353

Protest arises from the Greater Noble Clans of all Collectives at the Elnina II's decision to allow Dwarves to roam the tunnels. Greater Clan Lómithrandra speaks most violently against the trade agreement.

354

Despite protests from all corners, Elnina II graciously invites the Dwarven King, Balinor I, to visit the main Collective of the Vi'ni. Just before the visit, during a banquet at the festival of Yakimbra, Elnina II becomes very ill and dies during the night. The death is unexplained and many suspect poison, with the Greater Clan of Lómithrandra responsible.

Tiriili, although only a child, is chosen through private means as the daughter to ascend the throne and accept the Hishdaidoyok Naru and Silver Breath. Reisen Krackor is recalled to Tinadriethiel as Tiriili's Ward until she is of age to assume the throne. All trade with the Dwarves is suspended, to the pleasure of all Noble Clans.

355

Reisen announces the winner of the contest is Greater Clan Vebridith, a surprise victory. This clan, known for its Necromantic Arts, created a silver locket, The Locket of Wakemaro (Undead), that when dirt was placed inside and then opened; the dirt that hit the ground would form into a Greater Undead of the Locket's controller's choice. Even more wondrous was the fact that any that controlled the Locket controlled the Undead. The only drawback was only one Greater Undead could exist at any one time. Since Elnina II was no longer alive to give her hand in marriage, Reisen promises Celalil, a promising Wizard, in her stead when she comes of age.

363

Tiriili chooses to receive tutelage from the Necromancers at Magda Arcana. Unable to use Silver Breath, it is placed in the sacred chambers below Palace Evenshrel. During this year, Kintrez also enters Magda Arcana to study the Elemental Arts.

367

Under the leadership of Reisen, the Vi'ni Nation rises to new heights. He encourages more Ever Dawn raids against the Dark Races of Amironian, Khala, and especially Elves.

Efforts of trade expand between all the cities and even the lowest Vi'ni obtains a comfortable living.

369

Reisen expands the Vi'ni cities even further and encourages entrance in the Vi'ni army, which grows considerably over the next 8 years.

371

While the cities expand to the South, the Vi'ni encounter a portal of strange Dark Energies. Reisen goes to investigate, leaving Tiriili to run the Vi'ni Empire. Reisen takes a small army with him and several Tre'lir Celeste to investigate. It is discovered that the Dark Energy Pool is actually an Emergence to the Plane of Winter. Reisen orders it closed and the Celeste make the attempt and fail. Suddenly beings stream forth from the Emergence and attack. The battle between the Elementals and Reisen's command is fierce and Reisen orders a withdrawal to better regroup. He orders the cavern with the Emergence to be sealed and never disturbed again. The enclosure appears to succeed.

375

Rumors spread throughout the realm of the possibility of more Emergences from the Elemental Plane of Winter. Reisen sends several infantry units to investigate. The rumors prove later to be false.

379

Reisen continues his careful rule and Tiriili excels at her Necromantic studies at Magda Arcana.

383

Tiriili exits from Magda Arcana, and appears to be content with leaving Reisen to run the everyday affairs of the Vi'ni Empire, which allows her more time for her dark practices.

384

After two years of Necromantic Rituals and other dark practices, Tiriili emerges from Palace Evenshrel with a gift for Reisen that she has created for his Name Day. The new creations appeared to be small, ferret like creatures, with gray glowing eyes. The creatures, which Tiriili calls Lorkas, appear to be brother and sister, and although they cannot speak; when Reisen was presented with the male he could hear the Lorka inside his mind.

Tiriili presented Reisen with a valuable asset. Apparently, not only can the Lorka and he communicate, but his Lorka can telepathically communicate with Tiriili's Lorka. Reisen quickly realizes the tactical advantage of having such creatures and their ability of long distance communication.

385

The Elven King, Pylarius III, is wounded in an assassination attempt. The Vi'ni assassin indicates that the Dwarven King Thorin III has had something to do with it, and the Erlunn demand an explanation. The King denies any knowledge of the Vi'ni or his attempt, and the matter is settled.

389

For the past several years, Dwarves continually move farther and farther in the Vi'ni tunnels. Fearing war, the Dwarves request negotiations with the Vi'ni. The Homeland Pact, as the agreement comes to be called, allows the Dwarves to temporarily occupy the southwestern part of the mountains.

392 - 395

Dwarves slowly begin to occupy the Vi'ni Under Realm, struggling in the unfamiliar territory. Tiriili is crowned Queen Elnina III and accepts the Hishdaidoyok Naru from Reisen Krackor.

398

At the invitation of the Dwarves of Stonevale Deep, a small contingent of Vi'ni travel to the mine, to teach the Dwarves specialty mining techniques. Thanks to the newly acquired techniques, a Dwarf uncovers a vein of the purest silver in all the Under Realm. Since the small community of Dwarves is struggling, the Vi'ni graciously leave the miners to their vein.

401

Vi'ni miners are falsely accused of mining silver mines past the boundary of the Homeland Pact. This information reaches Queen Elnina III slightly before the Dwarves declare what comes to be named the Dark Wars.

402

Elnina III, wishing to settle the situation before an attack is unavoidable, travels with a large army to attempt to meet with the Dwarves. She leaves the most capable Reisen Krackor in charge of the Vi'ni Empire in her stead. While traveling, word reaches Elnina III through her Lorka that the Dwarves have ignored the request for a peace meeting, and have engaged Reisen and a small contingent of the Vi'ni Sultanic Army.

The Dwarves heavily outnumber the Vi'ni and force them back despite the superior fighting skills of the Sultanic Army. Even as Reisen strategically withdraws from the cavern, a Galor manages to extinguish the treacherous Dwarven King. This becomes known as the Battle of Cavern's End.

406

Queen Elnina III, preferring her Necromantic practices to the tactics of battle, leaves Reisen Krackor in charge of the Vi'ni defense. Whispers begin among Vi'ni society about the complications that may arise. The Vi'ni continue small strategic skirmishes against the Dwarves.

408

In a surprise attack, the Dwarves manage to sack the Collective of Kuroiude. Many noble Vi'ni fall to the unrelenting slaughter of the Dwarven King. Severely outnumbered by the Dwarves, the Vi'ni hold their position, but alas, finally retreat.

411

Reisen Krackor, along with his grandson, Alexi Krackor, rallies the Vi'ni nation. Through brilliant strategy and planning they begin to mount victories against the treacherous Dwarves.

414

During the next several years, Reisen and Alexi achieve military victory in the Battles of Dark Plain and Lever's Jump. The Vi'ni Army manages to expunge the Dwarves from the Southern Mountains. Reisen directs the Collectives of Parion, Ansavaru, and Meradoyok.

417

Elnina III, after reportedly receiving a group of Humans in her court, directs Reisen and Alexi to press the offensive and take the battle to the Dwarves in an above ground attack. The Vi'ni catch the Dwarves in a gorge, in what has come to be known as the Battle of Twilight's End. Superior strategy and combative maneuvering succeeds in a slaughtering of the Dwarves. The Vi'ni army pushes through, and Reisen, dressed as a common soldier, meets the Dwarven King in battle and in a stunning display of combative superiority, hands the Dwarven King his final death. The Vi'ni mercifully kill the remaining Dwarves.

418

Reisen and Alexi return to the Under Realm to cheering celebrations. They are much loved by the people. Elnina III insists the Dwarves will return again, and preparations begin. Elnina III uses her sisters to open a portal to the Plane of Water, and the Treaty of Aquanius is signed with the Water Elementals, who agree to help in the war. Rebuilding begins on the Collective of Kuroiude.

420

The Dwarves, despite their lack of intelligence, prove worthy adversaries in the battles to come. Once again, after receiving a group of Humans, Elnina III orders Reisen and Alexi, despite their warnings, to engage the Dwarves above ground. The Vi'ni and a contingent of Water Elementals attack the Dwarves in the Battle of Murky Waters, at the head of the Shadowgate River. Although heavily outnumbered by the Dwarves, the battle goes well, until suddenly, Elves join the Dwarves in the battle. Knowing how the battle will go, Reisen insists Alexi returns to the Under Realm. Reisen himself tries to withdraw, but the bloodthirsty Dwarves continue to engage. Reisen and the remaining 200 Vi'ni stand against well over 1,000 Dwarves in the final battle, The Battle of Bones, which lasted for over two weeks. In the end, the valiant Vi'ni are over run and Reisen falls to Elven Archers; though he lives to see the death of the deceitful Elven prince. The area the Battle of Bones took place in becomes known as the Valley of Bones. No one knows what became of his Lorka.

421

The Vi'ni homeland is thrown into chaos at the death of Reisen Krackor and the incompetence of Elnina III that caused the death of many honorable Vi'ni. Uprisings are seen throughout the Empire, and two factions are formed: the Visionaries and the Traditionalists, with the Traditionalists supporting Elnina III. The leaders of the Visionaries are as of yet unknown. Alexi steps forward, at the urge of the various Greater Noble Clans, and takes his grandfather's

place at Elnina III's side as High Advisor. Many statues and monuments are erected in honor of Reisen.

426

Alexi Krackor continues in his grandfather's footsteps, expanding trade between the Vi'ni Collectives and training up the Sultanic Vi'ni Army for any future attacks. The Visionaries and Traditionalists rage a silent, but deadly war in Twilight's End.

434

Alexi's capabilities are put to the test soon after assuming control of the Army. The Emergence to the Plane of Winter is opened once again, by a group of escaped slaves. The slaves are never recovered. Winter Elementals pour forth from the Emergence and set about attacking Vi'ni Collectives. Elnina III declares war on the Winter Elementals. The Visionaries are astounded at yet another potentially devastating war being declared so soon after the Dark Wars.

442

The war goes surprisingly well for the Vi'ni until the Battle of Mossy Springs. At this point the Winter Elementals use their most feared weapon: **Panthergasts**. The **Panthergasts** ravage the Vi'ni soldiers. A retreat is necessary, and the loss of life is staggering. More uprising against Elnina III's tyrannical rule are evident, and Elnina III orders the Visionaries hunted down.

452

Battles continue to go badly for the Vi'ni. Many die in battle. The **Panthergasts** are unmerciful killing creatures. Vi'nibegin fleeing the Collectives and times are hard. The times become known as the Era of Despair.

466

More Emergences begin to appear throughout the Under Realm, and the Vi'ni wizard and Necromancers work day and night to find a way to close them. Word spreads of Elnina III's continued incompetence.

475

The Era of Despair continues and worsens. The Vi'ni population and army, after the Dark War, are slowly dwindling. Knowing the Winter Elementals are simply using the Under Realm as a hunting ground, Elnina III and Alexi desperately seek a solution fearing extinction of the Vi'ni race. The Visionaries see this as an opportunity to seize power from the Traditionalists; rumors spread of failed attempts at an overthrow.

482

The answer to the Winter Elementals comes from a surprising source: Gloamwen. The head librarian, Graenim Trenison, uncovers in an ancient text the rudimentary designs for a class of magic. The magic was once a part of Vi'ni heritage, but when the Vi'ni entered the Under Realm, it was eventually forgotten. The magic was known as Ghaian Magic, and was extremely powerful against Elementals. Knowing what to look for now, Graenim Trenison quickly

uncovers various Ghaian Spells in other ancient texts, once thought of as incomprehensible ramblings. Graenim sends word to Elnina III of the possible solution. She immediately sends him several hundred young Vi'ni to take part in the training.

500

After many more devastating defeats and near full out rebellion within the Vi'ni Empire, reportedly instigated by the Visionaries, Elnina III sends word to Graenim to prepare his mages for the next battle. Graenim replies that the new Wardens are not ready, that the learning process of a new magic is slow. Elnina III again sends word that the Wardens will participate in the upcoming battle and that Alexi Krackor will oversee the strategy. Graenim finally agrees.

501

Alexi Krackor leads most of the Sultanic Vi'ni Army, along with all of the new Wardens, against the original Emergence, in the Battle of Forced Resolve. Although the Vi'ni Army is still a force to be feared, both Alexi and Elnina III know this is a last stand for the Vi'ni. The battle begins- a three-pronged assault on the cavern of the Emergence. Many fall, and the warriors of Greater Noble Clan Thrélia receive massive casualties. Elnina III directs the magical attacks against the Elementals. Alexi and Elnina III cannot retain communication in the ensuing chaos of battle, and the result is Elnina III breaking from the original strategy to the detriment of all. Despite all attempts to hold their ground, the Vi'ni defenders are forced back. It is at this crucial moment that Alexi suddenly charges into the midst of the Winter Elementals screaming a cry of war that resounds through the cavern. His troops bravely rally and follow their leader once again into battle. The Vi'ni fight as never before, as if enraged, following their beloved general without hesitation. They finally begin to push the Winter Elementals back. Elnina III finally maneuvers into position, near the Emergence, along with the Celeste. While the Wardens begin to use their Magic to close the Emergence, Elnina and the rest of the Celeste battle valiantly to hold the Winter Elementals at bay. The Winter Elementals, understanding the extent of Magic being cast on the Emergence, turn their full attention on Elnina III and her forces of Celeste. Taking a final stand with the Necromancers of clan Lomyngas, Elnina III falls in battle protecting the Wardens. The time she and the Necromancers gave the Wardens was enough: the Emergence to the Plane of Winter was closed. It takes the Vi'ni Army two days more to end the battle in the cavern with the Winter Elementals. Amidst their victory, they return Elnina III to Tinadriethiel for proper burning.

502

The Greater Noble Clans and Alexi Krackor, now a veteran hero, force their hand and Celalil is given the Hishdaidoyok Naru and crowned Queen Mother Elnina IV. Elnina IV orders the rest of the Planar Emergences closed, and though the job is difficult, Targan's battle prowess is more than successful.

503

Elnina IV takes her permanent death in a freak High Magic backlash. The Vi'ni Nation is stunned. The Visionaries push for a male appointment, but the Traditionalist party is still too strong to openly oppose. Kintrez, the last remaining blood sister mysteriously disappears after the death of Elnina IV. Her daughter, Amiolyn, is crowned Queen Mother Elnina VI, in a quiet ceremony.

505

Elnina VI decrees that Traders of all races shall be allowed to enter any Collective in a skewed attempt to boost the Vi'ni economy. At this news many of the Greater Noble Clans are rumored to have joined with the Visionaries, but a capable leader of the dissidents has yet to step forth. Small rebellions are put down in Tinadriethiel and Delithrandra.

507

Elnina VI decrees an experiment to be performed on Iietoki Gozen Elves, despite the pleading of Alexi and Targan. One hundred Iietoki Gozen Elves are to receive the New Lineage High Magic and changed in to Vi'ni at the centers in Delithrandra. She claims this will help replace the heavy loss of Vi'ni lives in the past 100 years. At this announcement many Greater and Lesser Noble Clans join with the Visionaries. The Traditionalist support is dwindling.

508

In Delithrandra a major rebellion of several thousand Vi'ni commoners occurs. They tear down the statues erected in honor of Elnina IV and execute the transformed Iietoki Gozen Elves. Elnina VI orders the rebellion put down, and the mostly unarmed rebels are killed on sight. This day has come to be known as the Rebellion of Kanshinso Ketz (True Blood).

512

Elnina VI, despite public rebuke from Greater Noble Clans Nilmathien and Lómithrandra, raises the taxes on vendors for all the Collectives. Qer'rard, the High Secretary, urges Elnina VI to stay out of the public's view. Several other small rebellions instigated by the still unknown Visionaries, rocks Delithrandra and Tinadriethiel.

517

Elnina VI, for a reason that no Vi'ni can fathom, declares all of the slaves in the Under Realm free. The Visionaries move into full rebellion against the Sultanic Clan Amadriela and Houses Lomithrandra and Nilmathien emerge as the leaders of the Visionaries. Greater Noble Clans Lomithrandra and Nilmathien rage a full-out war against the Noble Clan Amadriela and the Traditionalist supporters. Many of the Greater Noble Clans, which once supported the Traditionalist view, become disenchanted with Elnina VI rulings and side with the Visionaries. Many of the Lesser Noble Clans side with Elnina VI, seeing the opportunity to seize power from the Greater Noble Clans. All over the various Collectives Lesser Noble Clans are extinguished. Elnina VI retreats to the fortified Palace Evenshrel, along with her most trusted General Alexi Krackor. In a turnabout of events, Alexi Krackor emerges as the true leader of the Visionaries, and drags the treacherous Queen Mother from the protection of the Palace, where he executes her to the cheering of thousands of Vi'ni. After the execution of Queen Mother Elnina VI, the crowd tears her body limb from limb. Alexi Krackor, in a moving speech, convinces the Vi'ni nation that the time is ripe for a new rule and appoints himself to the position. The Vi'ni support him and those that do not are labeled traitors and executed on sight. Having the full support and love of the Vi'ni Sultanic Army, the fate of the coup is quickly sealed. Kintrez's other daughter, Quailen, makes a weak bid for the throne, and is driven Northward by the newly united Vi'ni Nation. Several hundred Drae opt to go with her and barely escape with their lives. The new Sultan of the Vi'ni Nation, Alexi Krackor, immediately revokes all decrees initiated by Elnina

VI. Sultan Alexi seizes Silver Breath, but the Hishdaidoyok Naru (diamond tiara) was lost in the Freeing of the Throne.

518-530

Sultan Alexi Krackor instigates many new changes into Vi'ni Society. He declares that matriarchy that has ruled over the Vi'ni nation for hundreds of years is too corrupt to be allowed to continue and decree's that no female shall be permitted in a position of power. Although some protest results from this decision, it is quickly silenced, and a form of patriarchy slowly emerges. Along with the backing of the Vi'ni Sultanic Army, a dictatorship with Sultan Alexi at the head becomes obvious. With the economy once again flourishing and Alexi's encouragement of frequent Ever Dawn Raids, dissent and complaints are few and far between. No one dares to go against a ruler that the common people and guilds support. This time is known as The Resurgence.

540

Sultan Alexi Krackor proclaims that the discarding of the true Vi'ni culture from the time of The Settling is ridiculous and puerile. He claims that the Vi'ni should be proud of their ancient heritage. He sets many of the Greater Noble Clans, especially Greater Noble Clan Eteinia and the Collective of Gloamwen, into researching the Vi'ni's forgotten culture. He decides to retain Qer'rard as High Secretary and appoints his son, Targan Krackor, as High Advisor.

545

A re-education program is started in Gloamwen on ancient Vi'ni culture and traditions, including language, art, music, and magic. Their ancestors enthrall the Vi'ni Nation and suddenly the trend turns from leaving their heritage behind to an almost frenzied thirst for knowledge.

550-555

The economy continues to grow and expand with the gentle guide of Sultan Alexi Krackor. Trade expands throughout the various Collectives and Ever Dawn races are permitted to trade once again in the Under Realm. Rumor has it that Sultan Alexi Krackor meets on numerous occasions with the leader of a mercenary band, although little more is known.

560

Sultan Alexi Krackor sets an official trade agreement with the Dark Dwarves, called the Under Pact, in which tax free trade shall exist between the two races.

570

In a decision to propagate his empire, at the advice of High Secretary Qer'rard, Sultan Alexi sends emissaries to the far reaches of his Empire to find a suitable bride, and yet none are to his liking.

575

A young Vi'ni female and a large entourage enters Tinadriethiel under the name Ves'piyook, and claims to be of Noble Blood from Karellia, visiting the almost unheard of

brethren to the South to gain permission to study ancient Arcane Arts in the great library in Gloamwen. Sultan Alexi Krackor becomes enthralled with the majestic deceiver and grants her permission. Sultan Alexi Krackor pursues the young Vi'ni to the point of obsession. Many now believe that the imposter used a powerful Alchemical Substance to entrance the Sultan.

579

To the sorrow of the entire Vi'ni Nation, Ves'piyook and her guard assassinate Sultan Alexi Krackor while visiting Palace Evenshrel. All of the traitors escape, save one – a young Vi'ni male named Trentay. After much persuasion Trentay reveals that the assassination was planned and instigated by none other than the traitorous Vi'ni, Quailen, and her pitiful followers in the North.

580

Targan Krackor valiantly steps forward to fill the void of ruler-ship left behind by his father. He orders many statues erected, by the request of the people, of his father throughout the Vi'ni realm. The burning of Sultan Alexi Krackor has the largest attendance of any Vi'ni burning in the history of the Miydranda. Sultan Targan Krackor officially enters Quailen and all of the Northern Vi'ni into the List of Alinas. He keeps his father's High Secretary and promotes Drie of Greater Noble Clan Nilmathien, to High Advisor.

583

During a routine trade settlement, the Dark Dwarves, led by Druagan Broadblade, attack the Vi'ni of Greater Noble Clan Unaliclya. The Noble Clan manages to hold off the surprise attack, actually using the magical items for sale in their defense. Sultan Targan Krackor declares war on the Dark Dwarves.

586

The first major battle of Druagan's Folly occurs in the tunnels outside of Aaradoria. The Vi'ni, led by High Advisor Drie, are fleet of foot and comprised of deadly shadows that sweep through the meager Dark Dwarven army. It is rumored that High Advisor Drie killed 20 of the Dark Dwarves himself. When the Battle of Fallen Foe is over, only 20 Vi'ni are injured, none killed, and over 300 Dark Dwarves are slain.

587-591

The battles continue to go well for the Vi'ni, who easily outwit the lesser intelligent Dark Dwarves time and time again in the Battles of Vespur's Ridge, Ebony Crest, and Dappled Gully.

592

In a wretched scheme devised by the evil and sinister Druagan Broadblade, the Dark Dwarves manage to sneak into the outskirts of Aaradoria and kill several hundred young Vi'ni who were practicing battle maneuvers in the tunnels. Outraged by this injustice, High Advisor Drie leads a massive chase of the Dark Dwarves throughout the Under Realm, lasting several weeks. The Vi'ni and Dark Dwarves finally clash in the final battle of the War of Druagan's Folly, Amber Mists. Taking place in a large cavern, the Vi'ni, left with the low ground, take up a defensive position. The battle lasts for well over a week, with the Dark Dwarves taking heavy casualties, despite their superior positioning, when the Warden Celeste counterattacks with a new

Ghaian Spell, which devastates the Dark Dwarves. Amber, the female Vi'ni of Greater Clan Harania, researches and masters the ability to create acid and in turn teaches the rest of her fellow Wardens. The effect of the acid is devastating, and by the middle of the second week the Dark Dwarves flee. The Vi'ni pursue and finish the remains of the Dark Dwarves in the shadowy darkness of the Under Realm tunnels. High Advisor Drie easily overcomes Druagan Broadblade and slices his body into pieces- one for each of the young Vi'ni killed in the Aaradorian tunnels. The pieces of Druagan are displayed in the main Clan House of Aaradoria for all to see.

594

High Sultan Targan is approached by a representative of a creature named Telicaf. He wearily receives the visitor. No one is sure of what occurs during the negotiations, but at the end of a three-day meeting the High Sultan Targan announces that the Vi'ni Nation will help Telicaf and his growing army, simply called The Horde. He says that in exchange for the Vi'ni providing slaves and bodies for creation, The Horde will take care of the Vi'ni's most hated enemies, the Green Mountain Vi'ni. Unable to travel in the light for long periods of time to search out their enemies, Sultan Targan seizes the opportunity to be rid of Quailen and her people for good, especially when the Vi'ni will not have to directly participate in any actual fighting.

595-597

Many Ever Dawn raids are organized and carried out by the Vi'ni of all Collectives, although stealthily enough not to draw over attention to themselves. Hundreds upon hundreds of slaves are filtered through the tunnels of the Under Realm for The Horde. All types of Dark Races, including Humans, Dark Dwarves, Elves, Amironian, and Khala are imprisoned and given to Telicaf for his purposes.

598-601

Telicaf and The Horde prove true to their word, and in a stunning display of skill and determination easily crush the treacherous Northern Vi'ni. The supposed "Queen Mother" Quailen's remains are not recovered from the massacre within the Ebon Vale, but nevertheless every Vi'ni found is killed in a quick and brutal manner suitable to their vile ilk. Slaves are still captured from Ever Dawn, especially in the aftermath of key battles. Several Dark Races holding the title of Knight and with a Golden Lion as their emblem are taken, much to the pleasure of Telicaf. Meanwhile, study continues in the Ancient Traditions and language and many Vi'ni begin to strictly follow the old ways. Toward the end of the year 600 and into 601 the tides turn in the favor of the Dark Races, and Telicaf's Horde begins to dwindle to the point that he controls only key strategic points, such as the Ever Dawn city known as Mythamber.

602-603

Humans begin to appear infrequently at the Imperial Court. To the alarm of many, rumors abound that the Sultan has some dealings with members of this Dark Race.

604

Lesser Noble Clan Akanatra triumphantly returns from their duties in the Ever Dawn. Secretly placed in the sunlit world by Queen Mother Elnina I, they have patiently waited the

many long years until the time was auspicious. Given word by Sultan Targan Krackor, a devastating attack was carried out by Lesser Noble Clan Akanatra upon the most hated enemies of the Miydrandan: the Elves. Turned away from their lighter skinned counterparts hundreds of years ago and slighted constantly by the Elves throughout their long and distinguished history, the Miydrandan were finally able to adequately revenge themselves against the Elves and their allies. For services rendered, Lesser Noble Clan Akanatra is awarded full recognition as a Greater Noble Clan.

605-609

After the success of the attack carried out on the Erlunn Elves, the Dark Elves face a series of political and social upheaval in the recesses of the Under Realm. High Sultan Targan Krackor faces a defeat at the hands of a well-armed and highly trained group of adventurers, organized and led by Kurai Zau'afin. In the aftermath of Krackor's defeat, the world of the Miydrandans is plunged in to chaos. Quailen leaves her position in Stonegate to reclaim her rightful heritage as Queen Mother of the Miydrandan Peoples. Upon her return to the capitol of Tinadriethiel she experiences considerable resistance, but a number of the Greater Noble Clans and Lesser Noble Clans come to her assistance and order is bloodily returned. The fighting and intrigue continue for quite some time throughout the various Collectives. Eventually, Quailen's forces secure most of the major Collectives. Executions are carried out in the capitol city for weeks, which becomes known as "Kinvay-Quintak" or "Queen's Cleansing." Quailen assumes her rightful title of Queen Mother Elnina VII.

Order does not quickly return. Intrigue runs rampant throughout the darkened quarters of the Collective. Many profess loyalty to the Queen Mother, but plots against her continue. Many Dark Elves remember the glory of the Krackor family and their strategic genius. They are not pleased by the former's inglorious fall and bide their time as they plan their revenge. A number of the Greater Noble Clans believe their blood would better serve in the position currently held by Quailen. Even as enemies lurk in those Collectives that overwhelmingly claim loyalty to the Queen Mother, a number of Collectives remain in all-out rebellion. The Queen Mother patiently bides her time as her enemies vie for power, tenuously retaining her position of power. In order to strengthen her position, Queen Mother Elnina VII promotes a number of loyal Lesser Noble Clans to Greater, as well as creating a number of Lesser and Greater Noble Clans, something rarely done and never in the current numbers. Among them are those of the Zau'afin family, ardent supporters of the Queen Mother, who are now known as Greater Noble Clan Zau'afin Miydeswer of the Collective of Delithrandra.

610-611

In addition to the political strife, a new (or perhaps old) threat emerges from the depths. In unprecedented attacks, both of the smaller Collectives of Nimrath and Ansavaru are slaughtered to the last. In addition, several of the Makes of larger Collectives were also attacked by this unknown force. Those who successfully resurrected afterward, say that the attacks came very quickly and that the Collective was plunged into a darkness that not even Vi'ni eyes could penetrate. Immediately following the darkness, came the attack. Rumors have taken hold of the return of an ancient foe, the dreaded Hakaorite, from the time of the War of the Wyrms. Most Vi'ni, however, do not believe this to be the case, but that some other foe is responsible.

612

As the Seers and Prophets of the Under Realm foretold The Shattering, the Miydrandan were prepared. No one, however, was prepared for the true chaos that erupted – especially the fall of Tinadriethiel and the presumed death of the Queen Mother. In months leading up to The Shattering strange magics began to awake, including Dark Weave Magics that had not been seen for several centuries. Shadow Walkers roam the corridors of the Under Realm once again, delivering swift and terrible justice where they see fit. It is also believed that the Tarandok, nearly wiped out in The Shattering, have signed on as ruthless guards for one of the Greater Noble Clans that has seized power. Large groups of Miydrandan refugees continue to disappear, swallowed by an unknown darkness that rises from the deepest depths. Rumors abound that it is in fact the Hakaorite, but no one knows. Whispers that a refuge exists in the Ever Dawn for displaced Miydrandan is located in the area known as Varingard, which survived The Shattering unscathed.

613

The year 613 was one of uncertainty and hope for the Miydrandan people. Throughout the course of the year, survivors found refuge amongst the surviving clans and, when necessary, in the Ever Dawn in the Kingdom of Lorne Barony of Rage Hollow. Confirmed by different sources that the Queen Mother was, in fact, betrayed by one of the Clans it is verified that she is dead. War nearly comes to the Miydrandan when Gaylor Castel Nilmathien Ba'nat declared himself Sultan, but in fact it was a ruse to root out subjects that were not loyal to the Queen Mother. Gaining the respect of many for his actions, he becomes part of the Protectorate, along with Valindak Ralake Gwindra Delithrandra, head of Greater Noble Clan Delithrandra and Valindak Silethiel Theliven Aaradoria. Each now hold the title of Divinitan and Protectorate, and rule the Miydrandan together. Castel, whom resides primarily in Yemineer, surrounded by Undead, is believed to have significant ties to the Ever Dawn. Many hope this will increase the flow of goods from there to the Under Realm, which has gone without since The Shattering wiped out many of their passages to the Ever Dawn, as well as their trade connections. Ralake is well known and beloved amongst the people as a hero of the War of the Wyrms, where he fought alongside Queen Elnina II at the Battle of Darkridge. Silethiel known for her loyalty to the deceased Queen Mother – to the point she fled the Sultanic rulership of Krackor and lived in the Ever Dawn for many years. It is a historic moment for the Miydrandan – never before have there been three rulers, willing to work together. Together, they begin the excruciatingly slow process of rebuilding and scuttlebutt has it that a reclamation of Tinadriethiel is in the works. Rumors abound that the Queen Mother, while deceased, has not yet walked with Death and remains within some sort of watery vortex, where all those killed during The Shattering were caught and some continue to be caught. Some wonder – will they work to restore her as their “loyalty” proclaims or will they betray one another and seek power for themselves, perchance at the destruction of an already weakened culture?

614

Since The Shattering, the Miydrandan have worked diligently to map and locate all the remaining collectives. Yimener, despite its small living population, continues to make headway. Improving trade amongst the Collectives and Everdawn, it also cleared and began the steps to fully reestablish Helten. Yeminer also led an incursion in to the Fortress of Kaas. Unsuccessful, Vaughn of Yeminer took his Final Walk to save his kindred. Yeminer also lost Vinrak, a Knight of the city, who fell protecting Protectorate Castel from an attack by a rogue Shadow Knight.

Thanks to the three Protectorates and their Collectives, the Queen Mother was successfully returned to the Realm of the Living. Her “death,” was brought about by the influences of The Curator. As her spirit remained in the Dead Sea “bubble” it was able to be returned so long as it was not released to Walk with Death. The Queen Mother quickly reestablished ties with her Ever Dawn connections. Unrest continues within the Miydrandan Collectives, despite the Queen Mother’s efforts to move the Collectives forward. Many believe that Ta’kon, advisor to Protectorate Castel and Valindak of Yeminer, is an embodiment of The Curator – though there is no direct evidence to support this. Unrest continues between several of the greater Collectives.

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The Queen Mother continued to solidify her power and under her leadership the Miydrandan slowly begin to work together. Rumors of a secret Collective in the South abound, but there is nothing to substantiate the rumors.