

## **Trefolk – Through the Ages - a brief History.**

*Taken from a Letter by Nanak Sil Vanur to the Summit Ambassador (47<sup>th</sup> Day of the Trefolkian Month of Theth / Cythian month of Remembrance)*

*Tsiridia!*

*Five blessings, five greetings (The Ancient greeting of The Akiun).  
May your years be longer than those of an Ardakon.  
I greet you with all the hope and exuberance of the dawn of this, the Ninth Age!*

*Our beloved Borrealla, The Queen, has not had time to inform me of the extent of your knowledge of our People. Forgive me if I write that which you already know.*

*Trefolk's most recent years, the dawn of this Ninth Age - the Age of Glimmering Swords; the Queen's ascension to the throne, and the rise of the New Empire are but the latest chapters in the history books. We will discuss much of this when I arrive, Ambassador. However, to fully understand the Present, it is important to review the crucible that was the Past. Thus, as instructed by the Borrealla, it is my duty and privilege to present to you, a brief overview of the preceding eight Ages.*

*As a point of departure, then, let us start, at the first proclamation of Official Date Time (O.D.T.).  
The year Zero ODT, marked the year in which the Wizards united our beloved planet Cythe under the First Emperor Poilontis Delieth (some 1700 years ago)..*

*When the Emperor was crowned, the die was cast for Trefolk to become the catalyst and the crucible for the radical changes that would come upon our world.*

*Having said this, the roots of these events lie even farther back in history. We know, for example, that Trefolkians are the Children of two root races that each have their origins deep in the mists of time. They cohabited, intermarried and eventually their offspring, a unique combination of the best of both biological worlds, populated the forest belt of the third Landmass of Yar. The Tree Folk evolved a culture over thousands of years, and became technologically more advanced than most.*

*It is not recorded when Trefolkians discovered the Jibe. However, the earliest known account romanticizes what happened when a Trefolkian Segurat (A Segurat would translate, roughly, to what you would call a Sequestered Priest, although there are many more duties performed by a Segurat. Female: Segurai; plural: Segurim), who according to the tale spent nine years in meditation, focused his mind and quite literally split a stone pillar in half.*

*It is interesting to note firstly that this account occurred around 20 000 B.O.D.T. The reason for its value as a notable event, is that this date coincides with the first recorded event (Source: Asde Fahdian Mystic Calendar, Oraculous Fable – most recently collected into a National Treasure of Compendia) when a Wizard is mentioned.*

*I don't need to tell you that the exact age of the Wizards has never been fathomed. They are thus, at the very least, 21 000 years old. Considering that the Average Tefolkian rarely ages beyond four hundred, this is quite a feat.*

### ***The Age of Forging (21000 BODT – 16100 BODT).***

*Let us then take this event as the first milestone in the evolution of the Trefolkian Spirit, and the First Age; the Age of Forging (For ease of reference, an 'Age' would incorporate a number of 'Times'). Segurim (Segurat and Segurai) who retreated to the mountains to study the Jibe and its properties, were the pioneers of Trefolkian culture. They developed medicine, discovered the empathic connection with the forest, and were thus the Fathers of the Trefolkian Way (Naturally many legends and stories abound).*

*Yet, at this time, Trefolk was still divided against itself. In short, chaos reigned supreme. This meant that the Segurim had to learn to defend themselves if they were ever to be left alone. With the addition of the fighting aspect, the title changed.*

*And so was born Akiun. The Way of the Warrior. Those who mastered this art learned how to use their life seeds to bend the light and become invisible. They developed techniques that accessed the unique Trefolkian genetic makeup. The tufts of hair that grow on the backs of Trefolkians (Shikai), they found, could be hardened at will into deadly spikes, for example.*

*They were the ones who invented the Change (A most astounding metamorphosis of appearance and ability, the Change allows an Akiun to transform into a super-warrior; adepts are afforded the speeds and agilities of clawed hands and feet, the flexibility of monkeys, the silence of a cat, and the senses of an Ulutloy; a truly fearsome entity).*

*However, before Trefolk was united under her very first Ruler (Title: Borrealla – meaning ‘Tree with roots to cage fury, and bough to carry the Sky’ / Great Tree / Leader), mention must be made of the fact that in 15100 B.O.D.T Akiun was being taught by the Aki-Segur (Those Segurim who adopted Akiun and still dedicated themselves to religion) to certain select individuals. Many would enter the school, but few would endure the harshness of the training. Fewer still were those who rose to become Masters of the Art.*

*While the adepts were being trained, their respective clans would war against each other in blood feuds. Many a throat was slit over something as trivial as gold or Logdum.*

*It was the enlightened Aki-Segur Calm – Water – Beneath – Silver - Moonlight who discovered the Five Tribes of Trefolk – the roots of the warring clans.*

*Slowly chieftains and clansmen realized they were fighting their brothers, and peace ensued as each sought out his fellow tribesmen. However, no sooner had the five Tribes of Oberon, Anacus, Inicus, Rosacron and Thailor been formalised than they set about fighting each other once more. This time, though, the battles were fiercer.*

### ***The Age of Warring Tribes (16000 BODT – 13600 BODT)***

*Notwithstanding this, the Age of Warring Tribes gave future generations the basis for the Dominai – the sub-provinces or geographical divisions of Trefolk that can still be seen on maps today.*

### ***The Age of The Clasp (13700 BODT – 11800 BODT)***

*The Age of Warring Tribes gave way to the Age of the Clasp. So-called because of the way Chieftains would greet each other, the Age of the Clasp was one in which the first signs of civilisation began to emerge.*

*The Borrealla of each Tribe formed the foundation of the Council of Chiefs.*

*Bear in mind that these last two sentences cover many many years and took much gold and Logdum.*

*The Council of Chiefs (With their sub-chiefs, warlords, Heads of Families etc), though they did not know it then, would lead to the four Royal Houses of Lezaria, Elaria, Panzachea and Fromen. More on why four and not five is to follow.*

*The Royal Houses, only emerged after the Age of Pillars.*

### ***The Age of Pillars (12000 BODT – 7900 BODT)***

*Ambassador, the name ‘Age of Pillars’ takes its name from the First Trefolkian Temple in which Pillars of Solid Kuornedan Iron-Oak were used to support a roof of Fakothian proportions. This Temple of Gethras was watched over by a sect of Segurim known as The Order of the Falling Leaf. The city which grew up around the temple also housed the Gethrasian Library, the greatest library of all Trefolkian History. Sadly, only the ruins of the Temple, the Library and the city remain, having been devastated by wars long ago.*

*The leaders of this Age were seen to be Pillars that held up Society and religion, and these Leaders were given the Title ‘Maple Templari’*

*The Templari were the elected leaders from given Dominai (The title Templari is still used today). One Templari per Dominai (District / Territory) was elected to lead the people. If the Dominai prospered, so did the Templari. However, selection of the Templari depended on his or her ability to constantly outsmart usurpers and ensure the prosperity of the clans / families / tribes within their Dominai.*

*Administration reached an all-time high when all the Dominai were grouped under four Chi – Dominai (Superior / Governing / Ultimate Dominai).*

*Thus from this rose the four Royal Houses who still carry the Chi – Dominai, and this marked the Age of Chi – Dominai.*

### ***The Age of Chi-Dominai (8000 BODT – 4800 BODT).***

*Such organisation brought wealth and prosperity and so, quite naturally, the four houses then warred with each other for many years.*

*(The creation of four Chi – Dominai has no logical source. All of my research suggests there should have been five Chi – Dominai. For a good while I was at a loss to the reason, until I stumbled upon a romantic fable. This story tells of the intermarriage of two of the Original – now lost – Five, resulting in four.)*

*All the while, silently and undisturbed for the greater part, the Segurim and Aki-Segur trained their disciples. Occasionally the Chi – Dominai would enlist their services, but they were generally allowed the luxury of being able to flourish in their own time, sequestered in areas where access was prohibitive. (Incidentally, the sequestered Segurim are reported to have built the Gate of the Moons on the Path of Fire and Ice; the ancient road leading into Ardaka).*

### ***The Age of Learning (5000 BODT – 1000 BODT)***

*The age of the Chi – Dominai gave way to the Age of Learning. Of particular interest is the Timeaon Time.*

*During this period the Chi – Dominai turned their attentions beyond the borders of present day Trefolk and began raiding the countries to the North and South of Trefolk. Their efforts, aided extensively by the now recognised superior abilities of the Aki-Segur were greatly rewarded and their conquests apparently knew no limits. It was at this juncture that the Aki-Segur first called themselves Akiun. Since then, Akiun dedicate themselves to spiritual evolution, but do not perform religious duties.*

*The prosperity and advancements of this Age led to great learning and discovery. It was during this time that the concept of Time was formalised (Hence the name ‘Timeaon’). This came about as a result of the discovery of Moonshadow Stones.*

*The legend of Moonshadow is that many millennia ago, even before the Age of Forging, a piece of the Throne of Gethras (Gethras = the Trefolkian Warrior God) fell from the Great Paradise of Treboryean (Treboryean is translated by different religious sects as meaning several different things; Land of the Departed / Great Hall of Warriors / Peace of the Ancestors / Union with All / One with the Jibe / Ultimate Peace etc) fell from the sky in a great show of fire. Its fall was so fierce that it is said to have ‘turned a mountain on its head’. In other words, a great depression was formed.*

*Regardless of whether the stories are true or not, Moonshadow stones are mined in this depression within the Kuornedan Mountains. Moonshadow Stones glow with the light of the moons, and the stones have the ability to increase or decrease their radiance with the passing of the hours. These stones are incorporated into devices Trefolkians know as Crystal Markers. You have no doubt heard the expression ‘of the Mark’, or even ‘of the Stone’, when Cythians refer to the time (Example: Ten of the Stone).*

*This system of time-keeping has proven to be far more reliable than the mechanical Time-pieces of Guinyen, or the Shadow Chasers of Asde Fahd.*

*The Timeaon Time gave rise to several other times, but the most noteworthy is the Time of Kings.*

*The Chi-Dominai elected kings and queens over the Age to serve as a unifier for the Royal Houses, the Tribes, Templari, Chi-Dominai, Dominai and Sub-Dominai. For a while this worked extremely well, and contributed even further to advances during the Age of Learning.*

*However, the luxuries made the Chi – Dominai fat and careless. Wanting to enjoy their spoils they let their guard slip and this was a fatal and deeply consequential mistake.*

*Somewhere around 1000 BODT Leththalmor of Lezaria came to the throne of Trefolk as King. He launched successful campaigns into the six countries adjoining Trefolk – Asde Fahd, Tun Leenen, Guinyen (North), Handorland, Bushde Muoll and Feyle Grewla (South).*

*However, in his old age he failed to produce an heir. Apparently he grew soft and remorseful and, in an attempt to broker peace between the six countries he had previously raided, he was assassinated by his own aid. This act was an attempt by the House of Fremon to seize the Throne. It did not succeed, for this event was all the other countries needed. Seizing the opportunity Trefolk's enemies invaded and enslaved her. For two hundred years Trefolk fell under a yoke of slavery.*

### ***The Time of Shackles (900 BODT – 700 BODT).***

*These years of slavery mark another milestone in Trefolk's history; The Time of Shackles (Falling within the Age of Dynsties).*

*During his years in power, Lethtalmor declared the (now) Lost City of Chellath to be his capital. Inhabitants were able to reach it only by air, being in a valley where no land access was possible without considerable risk. City dwellers of Chellath used the Ulutloys and Kaana birds as means of flying in, out and around the city.*

*When Lethtalmor was killed the inhabitants simply disappeared. To this day the disappearance of the people of Chellath remains one of Trefolk's unsolved mysteries. At least that is what the people are told. For various reasons that I believe you understand, Ambassador, the truth about the disappearance of the people of the city of Chellath must remain a mystery to the greater populace. This is the Queen's directive.*

*During the Time of Shackles, a man came to the City of Chellath. There, in a secret chamber he inscribed the Prophecy as it was told to him by the Mart, Muriq of the Clama. An extract follows:*

... The People of the Forest shall heed the call,  
And one shall rise from their number  
To claim the birthright royal  
And shake the people from their slumber.

When the wise man acts without  
From the confines of his Tower;  
When the song birthright blade  
Foretells return of power;  
When the Blood Moons come  
Heralded is the new Queen's hour.

No sibling shall she know,  
But spurn she will know well;  
The daughter of kings shall rise  
And thus shall sound the knell ...

*This is not the whole prophecy. Indeed, this is the best available extract. Its entirety I shall bring with me when I arrive.*

*The identity of the man who inscribed the prophecy will become apparent when I recount the full tale to you in person. He remained in the abandoned city for many years. A visionary, he held out for the fulfillment of the prophecy.*

*At the same time, the people of Trefolk were enduring their slavery. Tun Leenen and Guiynen were by far the most evil of the oppressors. Their leaders were constantly vying for supremacy over Trefolk, and her well-established mines of Logdum, Gold, and precious stones. Eventually it was Tun Leenen who had the final say, and held primary sway over the captives. This rift between Tun Leenen and Guiynen was systematically exploited by the other four countries to the extent that eventually Trefolk's captors' attention drifted from their slaves...*

*In a small Square (Loosely translated: 'Sequester' – a monastery) secluded even from the knowledge of the Tun Leenen and Guiynen rulers, a baby was born. His hair was fiery red with a streak of*

white that split the red in two. Prophets proclaimed that he would be the one to free Trefolk and the colour of his hair, they said, was symbolic of the division and war he would bring. Consequently he was raised as a sequestered Aki-Segurat, and he spent the first part of his life preparing for his destiny.

The man, Grinka of Elaria launched strategic guerilla attacks on the oppressors, striking primarily at food supply chains that kept the enemy's armies on their feet. This meant the annexing forces were considerably weakened without a single battle having been fought.

Slowly, and with surgical precision Grinka whittled away at the might of the enemy. In the space of twenty years he weakened them to the point where their power was little more than hollow, fear-based threats.

Until then Tun Leenen had imposed strict segregational laws on the Trefolkians. They were not allowed to associate with Tun Leenens at all unless it was in a manner of subservience. Tun Leenen, as an act of "good will" decided to relax certain of these laws. It was the kind of gesture a strong man would make to his enemies when he is weak and vulnerable, not wanting to show it, hoping to bluff. This was the sign Grinka needed.

By this stage he had a well trained army of Akiun warriors, ready to do his bidding.

In a daring but decisive act, he sent a detachment of warriors to the Guiynen capital of Orgch (Now Jerog). There they threw suspicion on the heads of state of Tun Leenen by assassinating the Guiynenian leader in typical Tun Leenen fashion – he was stripped naked and impaled on the tusk of a Mellamoth (The Tun Leenen crest still bears this animal). At the same time a small portion of Grinka's army attacked the main Tun Leenen garrison, with Guiynenian battle-colours. The battle lasted two weeks, the end of which heralded the above-mentioned assassination. This battle was a strategic masterpiece.

The Tun Leenens won the battle (Grinka's army made a big show of retreating, and running away), thinking if they could defeat a Guiynenian force they had little to fear from Grinka. It gave them enormous confidence in their military superiority. To them this meant that they were beyond fear of attack from Trefolk and thus when their leader was killed (Retaliation from Guiynen) they felt confident that removing most of their forces from Trefolk to fight Guiynen, would be sound.

With full-scale war brewing with Guiynen, this is precisely what the Tun Leenens did, leaving only a small token force in Trefolk to maintain order. To them, Grinka was no more than a schoolboy reactionary. He was not worth their attention and certainly not worth their time.

The Tun Leenen army exited Trefolk with great pomp and ceremony, returning to Tun Leenen as heroes. It was the last time this would happen.

Within two days of having left Trefolk, Grinka's army massacred the remaining Tun Leenens. Soldiers, men, women and children. No Tun Leenen was left alive. Grinka seized power and a third force, one that he had stationed ahead of the exiting Tun Leenen army attacked the column of soldiers and reduced their numbers by fully a third.

This was all Guiynen needed, they invaded Tun Leenen within a week. In the space of sixty days - one month - the Tun Leenen Empire fell.

### **The Age of Dynasties (900 BODT – 100 ODT).**

Grinka's rule was established and it was a peaceful reign, ushering in the Age of Dynasties.

Guiynen dared not attack Grinka's army for their fear of the Warriors had been instilled in the massacre of the Tun Leenen army. Handorland, Bushde Muoll and Feyle Grewla had many problems of their own and so were not interested in conquest. Having said this, though, the threat of war was always on Trefolk's borders, kept in check only by Grinka's statesmanship.

Grinka ensured that Akiun was taught across Trefolk and the Segurim were given wide acclaim. His third Entwined (wife) bore him a son.

They named him Sharsaddox.

You asked a little while ago why this name was so prevalent in the literature I have previously sent you on Trefolkian history? Here follows your answer.

Sharsaddox of Elaria, the Razored Fist, He of the Iron Hand, many are his titles. The reason for this though is that, shortly after his coronation he launched a massive campaign on the six countries bordering Trefolk. It is said that when Sharsaddox was growing up, a group of six men were sent to assassinate the heir apparent. These six men were from an alliance formed by Trefolk's neighbours. Sharsaddox defeated his attackers cunningly, but in the fight, a dear friend of his was lost. He vowed that

*no countryman of his would ever live in fear of the loss of a loved one through violence, and took the fight to the enemy.*

*Because Grinka died young at the age of three hundred, Sharsaddox suspected he had been poisoned. This was confirmed when Sharsaddox's head of Secret Operations revealed that a conspiracy had indeed been responsible for the death of Grinka. However, the ringleaders were never caught. As revenge Sharsaddox attacked and annexed each of the six adjoining countries. With brutal force he massacred any resistance. He was an unstoppable machine.*

*In later years, during Sharsaddox's campaigns a young, charismatic Aki-Segurat came to be his constant companion, best friend, and right hand man. His name? As you have by now guessed, yes, Jin Kal Non – He of the Pure Heart. He was a gentle person, but deeply patriotic. He single handedly butchered the personal bodyguard of the Kalgarian Summit rule because they refused Sharsaddox entry to their talks even though they had invited him. This is still a sensitive topic in those circles as I'm sure you are aware.*

*Now it was shortly after this event that Jin Kal Non discovered the Cavern of Spitting Birds. The report of the details of the Cavern, I believe is already in your possession so I shall not venture into this topic here. However, I am sure that the discovery of the Cavern interests you.*

*While on a trip into the mountains Jin Kal Non came across a tear in the ground. Upon entering it he discovered that it was a tunnel that led deep into the earth; that it was the shell of a dead Mart and housed a vast resource, one that Sharsaddox used to his great advantage later in his reign.*

*Somewhere in the cavern, Jin Kal Non found a way into the city of Chellath. Here he found the prophecy where it had been hidden for many years. The discovery of the cavern and its contents led to the creation of the branch of Secret Operations known as Saptre. They created the Sword that Sharsaddox would use as his weapon of choice and his scepter. It was called the Song of Elaria and was the sole cause of many a death. (It is to be noted that though the outside of the Shell of a Mart is stone, the inside contains layers upon layers of Mart-Metal. Coupled with the Jibe, this substance is magical, to say the least (I expect you and I shall dwell upon the virtues of Mart-Metal for many hours when the time comes to discuss this. You will find our most recent discoveries most intriguing).*

*Until that day Sharsaddox's rule over his empire had been fraught with uprisings and rebellions. But Saptre and the Cavern of Spitting Birds finally put an end to this and Sharsaddox reigned in peace. Today the sword is never far from the Queen. Her right to rule by it has been questioned, fatally, only once, and as such it remains a reminder to the Queen that it is both a symbol of peace and a weapon of war.*

*Sharsaddox's rule brought untold prosperity to his provinces, which were ultimately allowed their freedom from slavery, but it was conditional to allegiance to the Trefolkian Emperor. The status of the provinces, as independent countries, was almost what it had been before Sharsaddox conquered them. The only difference was that he, and he alone, was the undisputed, unequalled ruler. The secret of his success was that Saptre and their resources were never an official organization. Operating from behind the scenes entirely they ensured that troublemakers were taken care of before they had a chance to rally support. They ruled silent but supreme, unusually loyal to Sharsaddox. And this, I hear you say is an impossible situation: a peaceful ruler who held the reins of his kingdom with an iron fist. Not so, for one must always remember that the hand of Destiny smoothes even the roughest of edges on the fabric of life. Some things, my friend, are not for us to question why.*

*Peace and prosperity came to Trefolk and her sister provinces. Sharsaddox had a son whose name was Clavius, and it grieved the Emperor greatly when his son refused to rule the empire. The circumstances surrounding this event are documented in my volume on the History of the House of Elaria 1697 O.D.T, which I believe you have read. A sad story indeed, although I must admit that most of the research for this book was based on an ancient text compiled by Sharsaddox's own historian.*

*Fearing a rebellion by the provinces, Sharsaddox announced that Jin Kal Non would succeed him as Emperor.*

*In the transition phase the provinces naturally thought they could seize power. However, it failed dismally at the battle of Bo'Voria. Saptre was stronger than ever, having agents in all areas of society. Jin Kal Non flattened the upstarts, personally killing over a hundred of them. It seems that there were two distinct sides to this ruler. On the one hand he was a calm, peaceful, dignified Aki-Segurat turned statesman, and on the other a bloodthirsty maniac. That, however, is purely my opinion and not a documented fact and should not be taken as such, I implore you.*

*The Battle of Bo'Voria, however was where the Song of Elaria was lost (The Sword will only recognise a descendant of the Royal House of Elaria – the rightful ruler and Jin Kal Non was not of this house). This was the fulfillment of the first part of the prophecy. Oracles saw this as a disaster, but the Empire, under the guidance of Jin Kal Non went from strength to strength. Jin Kal Non, in addition to cementing the Trefolkian culture, forged a strong bond between the Trefolkian people and the mighty Ardakon race. Jin Kal Non was a personal friend to the Legendary Likoth Fakoth.*

*You have no doubt heard much of this creature. As large as a mountain range, Likoth Fakoth was the leader of the Ardakons who were the undisputed Keepers of Wisdom across the ages. Not once did they fight. They never had to. When one has a reptilian leader as big as a mountain range that can breathe fire like it came from the depths of Dranaga (Trefolkian Religion's realm of the damned, the eternally condemned, evil and home of the Demon-king Fargk) itself, one does not tempt fate. It has been said that one of the mighty Likoth Fakoth's thinnest scales was three meters thick.*

*The organization called Saptre, meaning Children of the Forest in the Old Language, is a story in itself. However, suffice to say that Saptre was the true force behind both Sharsaddox and Jin Kal Non's reigns. They were a collection of the finest minds Trefolk had ever known and their resourcefulness was unbounded. Their influence exists to this day, even though they were once disbanded. I do believe there have been rumors that the reason why Saptre is so strong and influential is because the organization is, in fact, a religious order dedicated to protecting the Forest (An ancient order of the True Aki-Segurat, perhaps). Consequently they embrace anything that is of importance to protecting the Forest, its creatures and folk. It is not surprising, therefore that they have their fingers in virtually every pie in existence. Little more is known about these dedicated people other than that they are zealous to the point of death.*

*We once touched on the topic of the apparent discrepancies within the Code of the Akiun. It is true that the Akiun hold life and the maxim of 'Harm none' in high regard, but their beliefs owe allegiance to the Universal principle of Balance. By way of explanation, herewith an enlightening text from the Aki – Bar (Akiun Code)*

*'...Day and night flow into each other,  
Rivers run, and mountains rise.  
Today's teaching is tomorrow's (heresy).  
My Sword shall obey the Balance,  
My Arm shall guide the errant...'*

*The queen's elite bodyguard carry the following engraving on their blades:*

*'That we may meet again as friends.'*

*Violence / Killing, is seen by the Akiun more as a mercy, than as cruelty. The Ancient Aki-Segurim taught that the Akiun are entrusted with the preservation of Life, and sometimes to preserve one, another must be taken. The Akiun believe in more than one life, but one soul with many lives.*

### ***The Time of Transition (0 ODT – 100 ODT)***

*The next chapter in Trefolk's history smacks of intrigue and conflicting detail. The Time of Transition, during which the Wizards unified the planet, declared O.D.T, and crowned the first Emperor was a period that was not really well documented at all, I'm afraid. The reason for this is not known exactly, but it seems to have been connected to the fact that the people feared a tyrannical rule by the new Emperor.*

*Jin Kal Non's seemingly curious actions during that time of his reign would be a fair inference of such a state of affairs, I feel. For it was in the period of Transition that he sealed up the Cavern of Spitting Birds, sequestering the key somewhere in the Lost City of Chellath. Saptre was disbanded, the Ardakons disappeared and there was talk that Jin Kal Non had gone mad. However, before anybody could act on the rumors the Wizards made a dramatic entrance into world politics (Officially, that is). With great magic they took the planet by storm, already having the most notable reputation in the world. With their appearance on center stage, all feuds, wars and conflict came to an almost immediate and seemingly simultaneous halt. To the greater populace of Cythe this fact spoke of great magic, and the Wizards,*

*without having performed a single wonder, were ascribed an even greater status than that they possessed before their emphatic emergence into the world of planetary rule.*

*The transition from a planet with many countries to a country with many provinces was accomplished in the space of barely three months. The ripple effect it created was probably the biggest shockwave experienced by the Jibe since the Legendary Solar Gale, and its influence is still felt to this day. (This may possibly have sown the seeds of disaster. By this I mean that the formation of the Planetary Empire carried within it the genes of its own demise).*

*Personally I feel that the time taken for the transition to have occurred, has been either romanticized as a result of somebody's awe-inspired view of the Wizards as a marvel, or was indeed the result of many years of preparation prior to the crowning of the Emperor. I know you would be inclined to believe the latter account, Ambassador, being a man who is one of the best authorities on the Wizards.*

*However, lest I digress, allow me to continue.*

*The Wizards set up the first Emperor, supreme ruler of planet Cythe. Theoretically nothing changed, for each province had the right to self-determination, and Kings, Chiefs and the like were allowed to continue their reign or rule. Practically speaking, however, everything changed. Each country became a province. Each government became a "Provincialate" or a Council of Elders. Kingdoms were no longer allowed to war with each other. Mortal enemies were now suddenly bosom friends and neighbors. This was not received well, and most of the wars resumed shortly after the coronation. However, as you know, the Wizards foresaw this and had already created a sizeable army, which they set up as the Imperial Guard. Their sleek red uniforms became a common sight in towns and cities everywhere.*

*Peace was enforced.*

*Of course the wars then retreated underground, and that was seemingly quite fine by all accounts. The Wizards controlled the underground too...*

*Over the years the Imperial Guard came to be known as an honorable profession (even now, in some quarters). They acted with the greatest fairness where law and order was concerned. Many tales of heroic peacekeeping battles in which the Guards were portrayed as gallant warriors of peace and justice, filled the taverns. The result was that many young folk applied for recruitment.*

*This had the effect of reducing the amount of possible rebellious upstarts and contributed greatly to the peace the Emperor desired for his empire.*

*So it came to be that through charm and magic the Wizards effectively transformed the planet into a unified, peaceful Empire.*

### ***The Age of Silents (100 ODT – Recent Past / Last 50 years)***

*This brings us to the year 0 O.D.T, well, actually, closer to 100 O.D.T to be precise. Planetary politics now fade into the foreground as we focus on Trefolk.*

*The Warrior people were given a directive by the Emperor: they were to become peace loving citizens and use their considerable knowledge of medicine and healing to contribute to the greater good of the planet. The Imperial Guard would take over the duty of protecting them, so Akiun was no longer necessary and was outlawed. Knowledge of the Jibe and its uses were best left in the hands of the Weavers. People of great learning and knowledge fell silent (Hence the name of the Age), keeping their secrets to themselves.*

*I have introduced the terms 'Weaver' and 'Wyrder' here now, Ambassador, as I do not think you are aware of the classification system Trefolkians use to describe the different categories of people who use the Jibe.*

*Weavers are those who can control the Jibe at will, without effort or incantation. Such are the Wizards. Wyrders (Pronounced Weirders) on the other hand are those who use incantations in the Ancient Tongue to set up the necessary vibration for accessing the Jibe. Such are the Sages.*

*Within each division there is a hierarchy from ten to one. Level one is the most advanced level. The Wizards are level one Weavers, for example (Subdivisions include Warlocks, Sorcerers, Witches and the like). Their power extends to include even the control of the elements earth, metal, water, wood and fire.*

*It is vitally important to note, Ambassador that the Path of Weaving is not an easy one. It begins with the cultivation of the Life Seed to a point where one can control one's mind in totality, achieving a state known as the 'Hollow of the Circle'*

*It is also important to note that the Path of Weaving is taught only after an Akiun Adept has ascended the ranks (See below for the Akiun 'Levels and Trials') and attains the level of Master. Then, and only then, is the Initiate's Life Seed capable of containing the earliest lessons of Weaving. Once the Initiate has passed the First Trial of Weaving, they are entered as a level ten Weaver.*

*Naturally, you can well understand that most people choose to follow the Path of Wyrding, in which the development of Martial Skill, and the Paranormal abilities of the Akiun (The Change, the Shades, The Circle of Five) is not essential. Wyders devote their time to the study of the Ancient Tongue, the Catalytic Use of Magical Substances, and the Art of Rune-Carving.*

*By way of demonstration, try the following for your own amusement: Take a pinch of crushed Vergunny, one of the hairs of your head, a drop of blueberry wine; mix these together in your right hand. Holding the palm of your right hand upwards, say the following incantation whilst moving your left hand in a circle over the right: 'Ghen eon mir yer-kot Mithra!'*

*You will feel pleasantly inebriated for a few minutes.*

*This then, is how Wyrding works. The crushed herb acts as a catalyst to bind the Jibe (Invoked through the act of moving your hands – referred to as Rune Carving) to the intention behind the words. Indeed, the Ancient Tongue is filled with Power still. For this reason, it is taught only to Wyrders.*

*As a last note of distinction between Weaving and Wyrding, it is worth considering that the power wielded by a tenth level Weaver, is comparable to that of a fifth level Wyrd.*

*Finally, there are the Alchemists, the charlatans, those who profess knowledge and use of the Jibe through the use of trickery and falsehood. They are viewed with contempt by Weavers and Wyrders alike and are usually found travelling with minstrels and nomadic clans.*

*To continue then, Trefolk was given a directive. They were to be the Guardians of all Green Life. That is to say they were to be the healers. The Imperial Guard would be responsible for safety and security and therefore Akiun was no longer required (The Akiun were removed and the Segurim came to the fore – our modern day church). As mentioned, it was outlawed. Under cover of the honor of being recognized as the planet's leaders in healing and medicine, Trefolkians were stripped of the one thing that defined their heritage. Naturally there was resistance but the Imperial Guard far outnumbered the Warriors, and so, despite their superior skill, they were killed. This is also a point of controversy, and several mysteries surround these particular battles. One of these is that after each battle the bodies of the Akiun Warriors were never found; none received a proper burial. Again, you know the truth regarding this particularly grisly matter. I shall say no more of it until we meet.*

*Akiun Masters, their secrets, their way of life and the foundation of Trefolkian culture of which they had been the guardians, were all systematically hunted down, until finally in 500 O.D.T they surrendered their weapons, and ultimately their lives.*

*It is not known who inspired the first Green Council of the Trefolkian Elders. Some say it was Saptre, others say it was the Wizards. However, the first Green Council of Elders marks another major turning point in Trefolkian culture, ushering the Time of Mirrors.*

*It was with the Green Council that Trefolkians went from being a race of fearsome warriors to a people filled with fear, superstition and hypocrisy – mere reflections of their former selves; hence the name.*

*Trefolkians were given strict codes and customs. They instilled ridiculous ideas into their children and so a new culture was forced on us.*

*Thieves, murderers, extortionists and quite literally, heathens, filled the ranks of the honorable. Our way of life became populated by adulterous socialites bent on furthering their own greed and corruption. Only now have we begun to recover from this and reinstate our old, true values; and this marks the dawn of a new Age. If I were to ever have the privilege of naming it, I would like to call it the Age of Elaria.*

*As you know, the Queen is not one to tolerate pettiness in her court. Refusing to don her Royal Vestments she conducts her court in Warrior's garb, the recovered Song of Elaria by her side. Ever barefoot she refuses to wear shoes, maintaining that she is not old, and shoes are a sign of age.*

*She personally purged the Royal Council of several traitorous subversives recently.*

*I shall be arriving in a few days' time, Ambassador, as I have several pressing items of business that require my attention. I trust that I have furnished you with sufficient food for thought until then. In addition, I realize that you will take a few days' rest after your own journey.*

*Upon my arrival I shall present to you the details of the queen's rise to the Throne.*

*Provided for you below is a quick reference of the Ages and Times prior to the dawn of the Ninth Age.*

*Until we meet, may the Shadows carry only healing sleep, and may the creatures of the night ease your mind.*

*Nanak Sil Vanur*

*Royal Narrative Historian of the House of Elaria.*

Reference to the Ages and Times:

1. The Age of Forging (21000 BODT – 16100 BODT).
2. The Age of Warring Tribes (16000 BODT – 13600 BODT)
3. The Age of The Clasp (13700 BODT – 11800 BODT)
4. The Age of Pillars (12000 BODT – 7900 BODT)
5. The Age of Chi-Dominai (8000 BODT – 4800 BODT).
6. The Age of Learning (5000 BODT – 1000 BODT)
  - The Timeon Time (5000 BODT – 4000 BODT)
  - The Time of Kings (2000 BODT – 1000 BODT)
7. The Age of Dynasties (900 BODT – 100 ODT).
  - The Time of Shackles (900 BODT – 700 BODT).
  - The Time of Transition (0 ODT – 100 ODT)
8. The Age of Silents (100 ODT – Recent Past / Last 50 years)
  - The Time of Mirrors.