Millenia after the first Neranoids were designed by Nn, the species has settled into numerous villages, each composed of Neranoids that can only control one element. The original Neranoids existed as leaders of these tribes for centuries, deeply connected to Nn and heavily influenced by him. One by one, they began to fall away from the Nn’s influence.

The Earth leader became a recluse, rumored to be communicating with a slowly awakening Relnor deep within the earth. The Water leader, similarly, began conversing with an awakening Mezo, and continues to lead his people to reclaim the ancient Water Elemental ruins. The Wind leader disappeared to the north, and was never seen again. The Lightning leader went insane as communication with the ancient Neran thinker deep within the northern pass caves assumed psychic control of him. Finally, the Fire leader relinquished control of the various Fire Neranoid villages amongst the plains, and quietly trains Neranoid warriors in a single village.

Decades before Nueka’s story, the Lightning Neranoids stumbled upon a cave in a northern mountain pass that contained an ancient Neran thinker queen. The Neran establishes psychic control over a few of the Neranoids, and now indirectly leads their civilization. Their disparate villages were abandoned as technology was rapidly rediscovered, and a single massive city rose in the north, with factories and internment camps surrounding it. They seek revenge upon Nn, and are dead set on conquering all the other tribes to forcefully unite them. The Earth, Wind, and Fire Neranoids exist quietly in villages, but the former two quickly rose up to resist Lightning’s expansion. The latter are too spread out to organize effectively, and as Lightning expands, each village surrenders quickly. Water is focused on revitalizing Elemental civilization, and is hesitant to aid Earth and Wind in the resistance effort.