**Queen’s Mimicry**

Music Inspiration:

Artist: Radiohead

Song: Decks Dark

Queen lays against a rock, all of her body but the top of her head and one eye covered in sediment. Black ash from Ziuth’s reign. Her perception of time has warped with the extended period of hibernation. Slowly, over thousands of years, she becomes aware of an object in the sky--The Mothership. All at once, the air begins to clear. Strange beings flit around her for what seem like seconds, then are gone. A few cracks have formed in her stone coffin. She attempts to move, but the effort required is intense.

Time suddenly slows as a deep boom resounds. The horizon grows red with flame. Queen’s rock is uprooted and thrown miles through the air by the oncoming shockwave. Queen is shocked back to the present time by her impact with the ground, and it comes with excruciating pain. Her body is torn asunder. For a year, she lies in pieces, staring at the sky. Her sense of time returns slowly, and she begins the process of piecing her body together.

In northern Nithran, human settlements quickly form. Small villages of tents and a few wooden buildings dot the forests. Queen has repaired herself enough to walk, but stays hidden. She has seen the strange creatures inhabiting the land contend with Elementals. She watches the humans for a few generations, her sense of time still heavily warped from eons of hibernation. Slowly, over years, she forms dirt into the visage of a woman. Holding each particle in place with what little power she has, the facade is rough at first but becomes more convincing with each day she works.

Music Inspiration:

Artist: Radiohead

Song: Desert Island Disk

Eventually, she is able to join the settlement. Her obsession with her disguise has gone so far as to replicate human speech and mannerisms, and her sense of time has slowed to that of a human. After a few decades, she forgets her disguise is even a disguise. Queen takes the role of a skilled architect, able to coordinate humans to build larger and sturdier wooden shelters. The people of her village love her, and she reciprocates. As years pass, Queen unconsciously modifies her disguise to match the age she should show. Growing older, though, she begins to recognize the habits of controlling her disguise.

Music Inspiration:

Artist: Radiohead

Song: Ful Stop

One day, as Queen wakes from an afternoon rest, she notices something off about the reflection of her face in her water bowl. Something’s shaped wrong. Picking at it, her disguise shimmers and re-aligns. Queen is shocked for a moment, but the memories come back. Suddenly conscious about having to control the disguise, it shimmers again and drops completely. Her polished black rock form is revealed as a villager enters the shelter. They scream and begin to run at the sight of an Elemental. Queen turns and reaches out to them. A spike of crystal shoots from the ground and impales the villager vertically, killing them instantly.

Queen runs eastward as the village erupts into yells behind her. She tries to cry but can’t. The act has left her, and she is present as an Elemental once more. She continues running long after she escapes her pursuers. Further and further east, until she hits the sea. She turns north and runs into the icy wastes. Days fly by as she treks mindlessly onwards. Eventually she arrives in the northeast continent, half-finished being shaped to look like Europe. Human settlements are much more stalwart here, with large walls to protect from wandering Elementals.

Once more, Queen observes and begins to mimic the humans. This time, she stays cognizant of her status as an Elemental. She seeks to understand more fully how humans operate, and perhaps fulfill her vision of a towering, glittering metropolis.