BOOKS OF AEIRN

Aeirn I: Ascendant Immortal

A world whose gods are dead, but which is not free of their old influence, Aeirn has been scarred by the ascent of new wielders of power. Dually scarred by the rise of magic and rarer technology. On this scene appears a child of paradoxical origin or nature whose coming was foreseen as was its destiny. What was not foreseen was that it would have a twin... Tainted by a blind sighted bid for power, motivated by the knowledge that this child would thwart his bid, a Powerful religious and political figure acts to destroy Vaiel at the outset. And at every turn possible... Vaiel and Vaielien, caught up in this intrigue, learn much about themselves and this destiny. More and more, each comes to question and resist what to them is only machination, in hopes of salvaging their own integrity.

Vaiel, Vaielien, Lutori, Acivda, the Heirarch, and the Shadowyn

Aeirn II: Shard Heir

Having achieved a state of grace, the wholeness of self so difficult to such a paradoxical entity, an unexpected problem comes to the fore. Due to the extreme circumstances of their upbringing as Vaiel and Vaielien, a formidable urge to pursue a life untainted and unmolested by the schemes of others, the wholeness is once more fractured. The incarnation of this desire manifests itself on a part of the world profoundly unlikely to impose a great and all powerful destiny upon her, as the abandoned child, Ashley. For many long years, this assumption proved accurate. Then something snagged the attention of withered shreds of a malignant soul. Drawn to the seeming helplessness of the shard of Vael that called herself Ashley, Khreastus converges.

Ashley, Khraig, Khreastus, and Vael

Aeirn III: Lone Absolution

Orphaned, and plagued by nightmarish memories of having been sold into slavery to some dark magus, Aerial is confronted with a choice that compels her to seek out her unknown kin, her lost brother, and... something else. Somewhere within her burns a nameless desire. A purpose, the likes of which she has no conception of how to pursue. Aided by the older, and much displaced mate of Ashley, she leaves behind the simple life in which she had sought refuge from her horrifying childhood. Following the pull of her purpose, she is lead across the wilds of Aeirn towards the embrace of death, and the destiny which neither her mother, nor any other aspect of Vael, had yet embraced.

Aerial, Khraig, Seand, Harbain, and...

Aeirn IV: Shattered Mist

Still on her quest, Aerial enlists the aid of a consumate theif and bounty hunter, to locate the one being she believes is capable of locating her mother for her. They find Vaiel in the East, studying the arts of assassination under her former touter. Drawn into this venture, Vaiel learns of the withdrawal of her counterpart, the continued ascent of Initiates, and the repercussions this is beginning to have on life. Once again, she begins to question what is to come. When the confrontation with Khreastus’ shattered soul comes, they are all suddenly forced to realize the responsibilities their destiny’s demand of them.

Vaiel, Aerial, Chae, (and Khreastus & Ashley...?)

North Isles, Corind : Morning

The eve of Myrenight (1299/1300), the winter solstice. The commemeration of the death of an old year and the birth of the new, is held on this, the longest night of the year. Myrenight is a grim and frightening event in a land too familiar with the faces of paradox. It is met with almost fierce celebration, by a people bred on the memory of a mid‑winter's night on which the world almost met its end in the wake of an awakening and absolute paradox. A celebration which is ultimately dominated by the presence of the Church of Corind, and its self‑appointed Heirarch, as a testimony of its resuragance. However, the rest of the world had long ago witnessed the coming of various formidable magical arts. The abuse of magic, in all out war, contributed to the most significant scarring of the world, resulting in a tear in the fabric of this reality. The Rift is manifest and bound to Aeirn, as potentially dangerous as an anti‑matter universe should it ever become unbound. Due to the unique placing of the sun in the constellation, as the closest star in the constellation, even the inhabitants of its worlds are able to see the whole group as a day‑time constellation at the apex of a revolution, and a night‑time constellation (without Archeus) at the other extreme of the year. The constellation has only been evident for the past two‑thousand years or so, close to the time which in legend, the god Theastus ascended beyond into the universe to protect Aeirn. Believing it to be the physical manifestation of this act, the constellation was named Theastus, the Guardian, by mortal‑kind.

On the eve of this winter's solstice, unexpected twins are born to Aloe and Jheric just barely nine months after their wedding. A Daughter, Vaiel, and a son Vaielien, in that order. Unfortunately, this event is witnessed by the Heirarch of the Caerinate, who is visiting to deliver the papal decree that no female child shall be allowed to obtain the title of firstborn and heir in Corindish society, lest the entire family be stripped of all rank and punished by the Church. The Heirarch demands that, as a part of the royal family, the House of Jheric Tranellyan Corind, comply with the dictates of the Church and expose the infant Vaiel to the winter night, to set an example to the people of Corind. Powerless against the Church, Aloe complies, while secretly arranging for her mid‑wife to deliver the babe into compassionate hands. Originally disturbed by the multiple birth, Lutori and Acivda see this to mean that Vaiel is the child chosen to become the first Initiate, as she is accidentally delivered into their hands by the woeful mid‑wife. Unknown to all, the Heirarch has placed a geis upon Vaiel and her brother to inhibit the potential power they possess from manifesting. Thus do they grow up entirely unaware of their true nature.

Daelwyn, Seat of the Royal House of North Isles Corind. Lutori and Acivda arive inconspicuously by ship at the harbor. They assume the roles of travellers, find a moderately reputable inn, choosen more for its proximity to the castle than any other qualities, await news or omens, and reflect on the evnets which brought them both there. The Hierarch also arrives expecting the hospitality of the Royal House of Tholmiand L'lyrn Corind, for the duration of the celebrations. The House itslef is in somewhat of a stir as the wife of the king's favorite son goes into labor with their first child, during which she and her mate reminesce about the events leading up to this glorious and terible event, as they dread too the edict of the Church regarding the birth of heirs...

The king himself spends some time in anticipation of a grandchild, reflecting on the doubts and fears that nearly threatened to prevent his son's marrige, gives the Heirarch an audience in which the resurgance of the Church is discussed, regarding the recent disposition of the High King, and the many harsh edicts being imposed, though the Heirarch effortlessly defends and justifies each action and dissuades the king's brooding fears. The Heirarch pays a visit to the expectant mother, and contemplates the potential outcome of the child's birth and his own fears regarding the indications regarding this particular child. The visit brings neither of the impending parents any comfort, but much distress. The labor begins to go into complications and the physicians dismiss all but those deemed absolutely necessary.

Preparations for the evening celebrations fill both castle and city with an uncommon amount of hectic activity, and benevolent chaos. Amongst themselves, Lutori and Acivda discuss the dificulty of appraoching the predicted child of omen within such close proximity to the Heirarch, being wary of initiation a confrontation at such a delicate time. Unsure of the true power of the Heirarch, they shy away from attempting to approach too close, if that would even be sanely possible. For the two of them, and the father to be, the night becomes a long and tense vigil. Before beginning the ritual celebrations, the Heirarch takes pains to remind the king of the church's most admant edict, and pointedly illustrates how important it is that the royal house be seen to be obeying the higher authority of the church. The stage set, when the child is born, the worst holds fast, and the Heirarch leans a silent pressure on them all, forcing the issue... and all are equaly stunned at the second child's arival, though it clinches the fate of the first. following a heated confrontation, and elsewhere, a moment of immortal panic, the edict is formally obeyed, though discretely rebelled against. The girl, the firstborn, is given into a nurses care, to be delivered from its decreed fate into the hands of fate... in this case, literally by accident, delivered into the hands of Lutori and Acivda. Awed by the immense and formless resolution of fate, they take the act as omen and decree, and dissappear into the night, to escort the child to its harsh and demanding future...

Things to be revealed through conversations, hinted at through reflections and confrontations. Over the centuries Acivda, the LoreBringer, and Lutori, the RiftWarder, became as Gods in the way they guided and watched the races of Aeirn. However, they were not the only ones to find immortality and eventually Ascendance in the magic arts. Far in the East, a cold Mage of Necromancy, Rynhark (DeathBringer, as he is often referred to) appeared and came into godlike power and reveled in the secrets of Death. He was soon followed by a young, talented Demonologist and Warlock, Khiertok, the SoulStealer, who was the nucleus of the Deamon‑an in Edau. Though, none know the evil god whom he himself had served. Further implications of the awakening of alien gods' interests are given grave consideration. It is believed that such a malign god could not have been of Aeirn. They also reflect on the chaos caused back when Khiertok, the SoulStealer, rose out of Edau‑Terinth to acquire an unholy following, from which he created the Cairntyrin cult. This cult became his unholy worshippers. The counterpoint arguement involves some of these sentiments and digressions, which reveal some of the history. Not all users of magic were quite as powerful or as corrupt as those, other schools of magic, that had sprung up over the course of the years included the Myrecyrn, which formed for the purpose of opposing the Cairntyrin cult in its advance. The Lutori‑an, which broke from the Na‑Acivda as the growth of rift magic began to mature on its own. The Ny‑Mira formed for its own reasons, oblivious to the attempt by The Necralin to conquer Edau. The most benign, and technically the first to do so, the Aeirnthanes broke from the way of Acivda to begin their own faith long before any other. The Necralin, who broke from the Na‑Acivda in conjunction with the beginning of the Alin ‑ Corind War, did so to perfect their distorted uses of Acivda's lore. This was where Rynhark arose from. Another splinter group, the Myrescryers, broke from the Aeirnthanes after the Rift opened, paving a way into planes of limbo and ascension or decension.

Among their discusion, they will reflect some on the things which led them to this point, somewhat with questioning and reminescent awe. The Demigods had eventually decided to oversee the initiation of new Gods on Aeirn, to protect and guide the people of Aeirn, in payment for their part in the death of the true Gods of Aeirn. They chose their disciple, Acivda, to lead the way to finding and guiding the best possible candidates, they gave Aeirnholme to him and Lutori and bid them to guard against the rising of new Dark gods, such as DeathBringer and SoulStealer. Lutori and Acivda began searching for initiates, and between them, they began to find clues as to the identity of their Initiates. Until they were distracted as DeathBringer entered into the unending Edau wars, in a bid to take over the entire continent. Pausing in his search for the Initiates, Lutori sought out DeathBringer in Edau where they met in an unresolving battle. In the next few years, Acivda disappeared without a trace, not to be seen again until after Lutori returned to Aeirnholme in 1287 AA and began to pour through the Gods' Prophesies.

The King and Jheric: A conversation in which the implications of an Alin attack are briefly considered, along with the most likely form it might take, a decisive sweep to flood the Isles and a relentless march overland.

Lutori and Acivda reflect on: Lutori found a prophesy foretelling the birth of the new Initiate, and implemented the necessary elements, beginning the task of finding, identifying and protecting the infant. Further research revealed that the Initiate would be descended from the lines of Acivda and Lutori. The child would reputedly emerge under the influence of the Adversary, the next abberant Initiate. Together, Lutori and Acivda searched for the child in hopes of saving it from that Influence. And quietly, in the background, Alin has been quietly gearing up for war with Corind, over ancestral hatred, and hopes of taking the Corindish lands.

Aloe and Jheric reflect on their mutual experiences, unaware of another hand behind much of it: Lutori's observation of the meeting of Jheric and Aloe, his generations removed grand‑son and Acivda's even more distant grand‑daughter, and witnessed their predestined relationship, as it eventually grew together and they fell in love. (But, as the prophesy warned, a dark cloud loomed over Corind. The Church of Corind, the Caerinate, had become very powerful and is instituting oppressive and covertly corrupt reforms, usurping the rights of much of the population. At the time, Acivda had had reservation about Lutori's meddling in the lives of mortals. The valiant actions of Jheric, in the face of the oppressive church, saved the life of Aloe and freed the way for their future, as Aloe accepted Jheric's proposal to wed. Due to the dangerous atmosphere in Corind at the time, Lutori had contrived to isolate Aloe and Jheric within the Rift to ensure the safe conception of the promised Initiate, away from the influence of the Adversary mentioned in the prophesy. Upon seeing the newborn twins, the Heirarch placed a geis upon Vaiel and her brother to inhibit the potential power they possess from manifesting. Then decreeing that the edict be followed before dawn...

The Hierarch also arrives expecting the hospitality of the Royal House of Tholmiand L'lyrn Corind, for the duration of the celebrations. The House itslef is in somewhat of a stir as the wife of the king's favorite son goes into labor with their first child, during which she and her mate reminesce about the events leading up to this glorious and terible event, as they dread too the edict of the Church regarding the birth of heirs...

Humanity developed, in its fashion, oblivious to the events that would one day dictate the course of life on Aeirn. Populating the vast continents and raising their empires or humble kingdoms, Humanity was generally at peace with it's environment. Humanity was awed by the construction of the fortress called Aeirnholme, which was to be the home of their Gods. The Demigods were born on Aeirnholme, off‑spring of chosen humans and the Gods. According to legend on Aeirn, Gods would come down in the guise of men, to be with the people, bringing wisdom and guidance to aid the growth of humanity as peers. In fact, the Gods lived on Aeirn in physical form while teaching and guiding the races, in Aeirnholme, on an island of the same name at the head of the Great Maedrienne Causeway Isles, with their disciples and favored humans, and their children, the Demigods. All of Aeirn knew that Gods walked among them, and they were worshiped as family. When the Gods would tell the people that they, their world, and even the heavens around them had been created by another, greater Being, the people fervently denied it, claiming that no god could be greater than the Living Gods of Aeirn. But the Gods knew better, and said nothing. They knew that in time, the people of Aeirn would know the corruption that had afflicted so many other worlds of Man. When they, themselves, were living no more.

The Gods tried not to interfere with the course of events on Aeirn, however the increasing incidence of war finally compelled them to take action. The Gods began to direct the races in setting the borders to their lands, and maintaining peace until turbulent periods subsided, like maintaining peace between polar nations and their more temperate neighbors throughout the course of an Ice Age. The Gods interceded again when dragons were discovered, or rather encountered in the jungles of Edau and the forests of Aeria, in order to calm the resulting panic that spread throughout the world, with the Dragon Pact. However, little did anyone know that the cause of the Gods' down fall would not be anything the Gods said or did themselves, but rather an unfortunate, unnoticed accident...

The Demigod, Khreatus, who was known to be the most inquisitive and skeptical of the Gods' children began to dabble with the arcane, prying into secrets to which even the Gods' themselves had only limited access to, attempting to steal into the secret ways of the Universe. Unfortunately, he was driven mad as a result, unable to cope with what was revealed to him. Khreatus, paranoid of reproach, began to fear the Gods, and his heart became cold as his soul filled with hatred and evil. Before long, he began to turn against the Gods' Fellowship. Khreatus began to make demands of the Gods, taunting them, testing them, his mind twisting everything out of proportion. The Gods attempted to heal Khreatus' mind but failed, without knowing it. Alone and unnoticed, twisted Khreatus began to plot in secret, acting as if he were normal.

Fate was sealed when Khreatus began subverting the minds of his siblings, who being more vulnerable than the Gods, could be mistakenly led to see the Gods as he did. In secret, he spoke aside to his brothers with great contempt for the Gods, and convinced them that their parents were corrupt with evil and should be destroyed. Unaware of the events surrounding Khreatus, the God, Theastus, sacrificed himself to provide eternal guardianship over Aeirn following premonitions of coming disaster. Stunned by this, the Gods withdrew back to Aeirnholme and began writing the Prophesies. The absence of the Gods from the world encouraged certain elements of the population to defy the tradition established by the Gods at the time of their withdrawal. The Gods' reaction was as unexpected as it was inscrutable. Shocking the world, and adding fuel to Khreatus' fire, the Gods exiled an entire town's population to Deori, Aeirn's sister world, the first people to ever go there. For blasphemy, it was believed.

However, short generations afterward, a Plague swept from the East, and began decimating the population of the world, causing the world to go into a Dark Age which enshrouded it throughout the cataclysm. All Great Works were secreted away by the last remnants of the enlightenment era. In time, technology in the North disappeared completely. The Age of Intolerance soon began, famous for the horrors and persecutions imposed by church, having grown powerful in the absence of the Gods' watchful ministrations, and state, which was at the church's mercy as society drowned beneath waves of prejudice never imagined by the ancestors of the races, escorting Aeirn into the Cataclysm. Capping off the general disastrous state to which Aeirn had fallen, was The Hundred Year Night, believed to have been caused by debris from an exploded planet blocking out the sun's light for a century. The survivors of the freeze united near the equator, at which point Theastus finally crumpled under the strain of protecting Aeirn from the debris blotting out the sun, satisfied by at least keeping as many alive as he did. The Survivors began to repopulate their lands, sending Representatives to beseech the distracted Gods' aid, from Aeirnholme. Unfortunately, the Demigods had finally been swayed by Khreatus, misunderstanding why the Gods allowed the disasters to occur, and they join him in his plotting. Having committed themselves, they soon agreed on a plan and rose up and smote their sires who, strangely, did not resist. The Representatives learn of this treachery, and quickly spread tidings of doom to the four winds.

When the Demigods realized that the Gods had not resisted for fear of causing the world to shatter in their wake, they turned against their brother and punished him, tearing him out of the fabric of reality itself and destroying him utterly. The Cataclysm occurred, beginning the Aeirnian Ascendancy, year 0. Right away, the balance of the world shifted, as greater disasters loomed on the horizons that before were monitored by the Gods. The Dragon Pact, made by the Gods had been ended by their deaths allowing the dragons to begin rampaging. Theastus regained sentience finally, after recovering from the strain of protecting the world, but could not resume his godhood. He was able, however, to reinstate the Dragon Pact as a representative of the Gods.

Having punished Khreatus in their grief, the demigods purged Aeirnholme of all life and banished themselves from the world, staying isolated from humanity. This became known as the Purging of Aeirnholme. After its purging, Aeirnholme remained inviolate, until the day that a human child was left abandoned by a dying, shipwrecked mother on its shores. Feeling pity for the only survivor of the wreck, the Demigods came down and took the child and raised him. This child, raised by powerful immortals, was endlessly exposed to miraculous feats of power and witness to the great Mysteries, and eventually learned how such things were done. The Training of Acivda was unintentional but has become the event which shaped the world to come. When he was of age, the Demigods sent him out into the world, where Acivda began teaching in the lands of Aeirn, to become known as LoreBringer, for he possessed knowledge hitherto undreamt of and he willingly taught it to any with an aptitude who came to him. From this, did magic lore take hold in the world, and thus did the Demigods return to their Exile.

After seventy‑three years with his disciples, and the loss of his wife, Acivda left the Schools he created and subjected himself to the torture and infamy of what is now known as The Testing of Acivda, by the Demigods. The continuing cooling trend, following the upheaval on Aeirn, caused an Ice age to engulf the North. Immediately, the northern Alin started warring against the Corindish nations to the south to escape the freezing wastes that were taking over the pole. In this time of chaos, rose up a rare leader, Lutori Corind, who united the kingdoms of Corind to push back the Alineuth attack. Acivda , the LoreBringer, came north and befriended the High King of Corind, Lutori Corind, and aided him in the defense of his Kingdoms.

But, the Northern Barbarians surprised them all, as powerful mages rose up from among the Alin and countered Acivda. The strain of this meeting brought about the Crisis the Gods had feared to cause: The world began to shatter! The Rift splintered open from where the destruction of the Evil Demigod by his brothers had weakened the fabric of reality. The Rift slowly splintered its way across and through the planet, ponderously shattering the world. By the time it reached the attention of the combatants in the north, it had grown too strong to abate. Facing this new threat, both sides quickly ended their dispute and tried to halt the Rift in its slow, fatal advance.

One of Acivda’s attempts to thwart the Rift had a most definitely unexpected result: Lutori exploded into nothingness! Or to be more precise, he exploded into Rift like substance. To this day few people have even been able to conceive of what he must have gone through. All that most people have realized, is that somehow Lutori had some innate link to the Rift ‑ some resonant quality. Because of this, he found a way to bind the substance of the Rift to himself ‑ his soul, and mastered it. Unfortunately, he could not reverse the effects of what had already occurred. In some strange way, he had actually bound the Rift into the world as he had bound it to himself! He learned, though, that he could shift the Rift anywhere and through anything on Aeirn without reversing the Rift manifestation. Further, he learned that whatever was displaced by the Rift translated within it until the Rift moved from that spot, returning it to its natural place in the condition it assumed within the Rift.

Over the centuries Acivda, the LoreBringer, and Lutori, the RiftWarder, became as Gods in the way they guided and watched the races of Aeirn. However, they were not the only ones to find immortality and eventually godhood in the magic arts. Far in the East, a cold Mage of Necromancy, Rynhark/DeathBringer appeared and came into godlike power as he reveled in the secrets of Death. He was soon followed by a young, talented Demonologist/Warlock, Khiertok, the SoulStealer, who formed the Deamon‑an in Edau. The world held its collective breath when Khiertok, the SoulStealer rose out of Edau‑Terinth to acquire an unholy following, from which he created the Cairntyrin cult. Other schools of magic, that have sprung up over the course of the years are the Myrecyrn, which formed for the purpose of opposing the Cairntyrin cult in its advance. The Lutori‑an, which broke from the Na‑Acivda as the growth of rift magic began to mature on its own. The Ny‑Mira formed for its own reasons, oblivious to the attempt by The Necralin to conquer Edau. The first to do so, the Aeirnthanes broke from the way of Acivda to begin their own faith. The Necralin, who broke from the Na‑Acivda in conjunction with the beginning of the Alin ‑ Corind War; and the Myrescryers, who broke from the Aeirnthanes after the Rift opened.

The Demigods eventually decided that it is their purpose to oversee the initiation of new Gods for Aeirn, to protect and guide the people of Aeirn, since they are responsible for the death of the true Gods of Aeirn. Choosing their disciple, Acivda, to lead the way to finding and guiding the best possible candidates, they give Aeirnholme to him and Lutori and bid them to guard against the rising of new Dark gods, such as DeathBringer and SoulStealer. Lutori and Acivda began searching for initiates, and between them, the gods of Light begin to find clues as to the identity of their Initiates. DeathBringer enters into the Edau war, in a bid to take over the entire continent. Pausing in his search for the Initiates, Lutori seeks out DeathBringer in Edau where they meet in an unresolved battle. In the next few years, Acivda disappears without a trace, not to be seen again until after Lutori returns to Aeirnholme in 1287 AA and begins to pour through the Gods' Prophesies.

1288 Lutori finds a prophesy foretelling the birth of the new Initiate, and implements the necessary elements, beginning the task of finding, identifying and protecting the infant. Further research reveals that the Initiate will be descended from the lines of Acivda and Lutori. This one will emerge under the influence of the Adversary, the next dark Initiate. Together, Lutori and Acivda search for the child in hopes of saving it from the Dark Influence. And quietly, in the background, Alin has been quietly gearing up for war with Corind, over ancestral hatred, and hopes of taking the Corindish lands.

1288‑97 Lutori observes the meeting of Jheric and Aloe, his generations removed grand‑son and Acivda's even more distant grand‑daughter, and is witness to their predestined relationship, as it eventually grows together and they fall in love. But, as the prophesy warned, a dark cloud looms over Corind. The Church of Corind, the Caerinate, has become very powerful and is instituting oppressive and corrupt reforms, usurping the rights of much of the population. At this time, Acivda resurfaces from his reclusion, demanding an explanation for Lutori's meddling in the lives of mortals.

1297‑98 The valiant actions of Jheric, in the face of the oppressive church, save the life of Aloe and free the way for their future, as Aloe accepts Jheric's proposal to wed.

1299 Due to the dangerous atmosphere in Corind at this time, Lutori isolates Aloe and Jheric within the Rift to ensure the safe conception of the Initiate, away from the influence of the Adversary mentioned in the prophesy.

1300 On the eve of the winter's solstice, unexpected twins are born to Aloe and Jheric just barely nine months after their wedding. A Daughter, Vaiel, and a son Vaielien, in that order. Unfortunately, this event is witnessed by the Heirarch of the Caerinate, who is visiting to deliver the papal decree that no female child shall be allowed to obtain the title of firstborn and heir in Corindish society, lest the entire family be stripped of all rank and punished by the Church. The Heirarch demands that, as a royal family, the House of Jheric Tranellyan Corind, comply with the dictates of the Church and expose the infant Vaiel to the winter night, to set an example to the people of Corind. Powerless against the Church, Aloe complies, while secretly arranging for her mid‑wife to deliver the babe into compassionate hands. Originally disturbed by the multiple birth, Lutori and Acivda see this to mean that Vaiel is the child chosen to become the first Initiate, as she is accidentally delivered into their hands by the woeful mid‑wife. Unknown to all, the Heirarch has placed a geis upon Vaiel and her brother to inhibit the potential power they possess from manifesting. Thus do they grow up entirely unaware of their true nature.

1300‑06 Vaiel and Vaielien grow up unaware of the other's existence in their separate worlds, Vaiel in the incredible world of miracles and magic as Lutori and Acivda train her as an Initiate, and Vaielien in the heady world of politics and power of the more human nature. In truth, their training is very parallel, as Lutori was the progenitor of the Corindish Royal Line and raised Vaiel in much the same manner as her great grandfather, seven generations before her. The way Vaielien was assuredly being raised by his own father and grandfather. And despite the geis placed by the Heirarch, Vaielien proved to possess Riftsync and was initiated by the Lutori‑an, and trained the things that Vaiel was learning from the Master of the Rift himself.

1306‑12 As they grow, they both begin to see the way the world really is, as they, in their natural innocence try to be a part of other peoples' lives only to encounter the vast differences between themselves and normal people. Even this early, they have gained subliminal contact with each other as their innate nature tries to fight off the effects of the inhibiting geis that is upon them. Also over this time, the Church is festering like a cancer in Corind. Lutori and Acivda are called away from Aeirnholme, where they are raising Vaiel, at which times the geis falls on Vaiel more powerfully without the influence of of those two to negate it. Vaiel begins to chaff under the conservative influence of her caretaker...Vaielien begins to rebel against the inequity of Corindish society and begins to fight the wishes of the Church and Throne in order to find an acceptable path in life.

1313 Lutori and Acivda become aware of the geis placed upon Vaiel. The Heirarch consults with his spies and sets his plans into motion

1315 Alin is gearing up for war with Corind, hoping to take advantage of the moral decline inspired by the Caerinate's reforms.

1316 The Heirarch's plans are coming to a close and his power is growing to rival that of Acivda. In fact their battle, resulting from Acivda's attempt to thwart the Heirarch is a draw, serving only to reveal that the Heirarch is none other that the prophesied Adversary.

1318 Vaielien returns home from the Seate, a more tame‑seeming and mature individual. His thoughts turn to the changes in the land that had been his home before he'd been sent away, to the people that once knew joy and contentment under the gentle rule of his Grandfather, and the death‑like state the Church had brought to this once proud nation. Awakening in the true union of their one soul, Vaiel and Vaielien finally understand what they are, Riftchilde, a single entity heir to both male and female gender, the True representation of the Soul. Only Aloe and the mid‑wife realize who Vaiel is at first, but eventually the Adversary becomes aware of her presence and denounces the House of Jheric Tranellyan Corind for blasphemy. Trouble within the castle occupies them, as a desperate attempt to find and stop a hidden assassin before he finishes what Deyrni started. This finally succeeds as a long trusted captain under the king is revealed to be a dopple‑ganger and the assassin.