

Pryori History

(1800 BC)~2500:

-The early stages of the [Pryori Dominion](#); during this time, the civilization worships the Aurora, and through this focused meditation connects with the [Norn](#)

-The Norn eventually reach back, and a symbiosis begins to form, in which trained Northflame priests are bonded with Norn spirits; these "[Witches](#)" use a combination of knowledge and connection with the supernatural to alter reality at their whim in many regards

(1800-1300) ~2500-2000:

-The Pryori Dominion advances rapidly in technology, infrastructure, and magic—their spread south from the isle that would one day be known as [Lisidion](#) first involves peaceful interaction, but over time, turns more and more towards colonization and assimilation.

-This causes some growing discord within the Dominion, among both humans and Norn, who are connected to those Witches cultivated among other civilizations (largely in the predecessor nations to [Lifáraen](#))

-Eventually, rebellion breaks out, which over time turns into a true and terrible civil war within the Dominion and against those nations it threatens to consume

(1200 BC)~1900:

-[Lodin Volsyr](#) and [Vani Taalesin](#) are born

(1150 BC)~1850:

-The Dominion launches an operation to control its unruly citizens through magic; however, the device does not account for the resonance that occurs between the spirits and minds of its targets, which triggers and uncontrolled catatonia of all life in Kheld, and begins spreading across the planet.

-The Death of [Nheo](#); the entity ignites itself into an equivalent of a coronal mass ejection; this unexpected even damages the satellite array that acts as a relay for the device, and ends the engine's effect.

-[Kor](#) is devastated by the loss of its only friend, and shatters; the pieces that tries to follow Nheo intermingle with other spirits over the next few decades, and form the basis of the [Tarnished](#) lineages: **Coin** (Hope/Bargaining), **Chain** (Yearning/Dwelling), **Shroud** (Fear/Panic), **Mask** (Denial/Abandon), **Ring** (Shock/Numbness), **Key** (Determination/Acceptance), **Mirror** (Loneliness/Isolation), **Adze** (Rage/Retaliation), **Grail** (Confusion/Helplessness), **Shears** (Rest/Surrender), **Spade** (Guilt/Shame), **Song** (Despair/Sorrow), and finally **Crown** (Control).

(1100 BC)~-1800:

-The Revenge of **Corrigan**; [Tarengbeth](#) is built as a haven for the loyalist Witches and Tarnished; [Orë the Tarnished Crown](#) begins their eternal vigil below the fortress.

-Those Pryori that are allowed to survive the devastation are forced to join other nations, most moving to Lifáraen.

-[Thorus the Tarnished Ring](#) is captured and killed by the remaining leaders of the Pryori Dominion, conveying the message of Corrigan; he is unable to pass on his Tarnish, permanently reducing the host's number to eleven.

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