

Hidden History of D'ni  
on Terra - Research  
and Theories







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Research and Theories

Contributions by:

The Puzzlers: UberThend, Dudemom, DeAn



## THE PUZZLERS

EVENT - 'We the D'ni' - Puzzlers Presentation Series #2

DATE - Saturday, February 23rd

TIME - 09:00 AM to 11:00 AM KI Time (Seating at 08:30), w/10-minute Intermission (Between Parts 1 & 2)

PLACE - Thend's Hood (Public)

FORMAT - Lecture (Not Q&A)

HOST - The Puzzlers

SPEAKERS - UberThend & Dudemom

FOOTNOTERS - UberThend & DeAn

TOPICS to be COVERED - D'ni on the Surface, The Called, a look at the larger picture, & what's REALLY been going on

This is an informational Presentation of Facts & Theories on In-Cavern elements that affect us to this day, and related topics, hosted by The Puzzlers and based upon some of their areas of research

### INTRODUCTION

We... are THE PUZZLERS

Welcome to 'We the D'ni', Puzzlers Presentation Series #2

Before we begin, I'd first like to run over a few of things - such as who we are, our procedures, & what you need to know about this Presentation...

The Puzzlers began shortly after the unfortunate events of what we refer to as 'Scars'...

'The Puzzlers' is just the term used to describe this loose gathering of folks here who are attempting to look at Uru as a puzzle...

Using Cyan's instructions on how to do this - through their games, books, etc - as a guide (as much as they CAN reveal anyways, given their presumed NDA with the DRC)...

And looking at Uru (and a variety of other matters) the same way, a Puzzle to be solved, clues all around us, pieces to be put together...

We've been searching out facts, following up theories, and looking for the bigger picture...

Our primary goal - to 'solve' Uru and the puzzles around us and put what we learn into action...

Drawing upon all resources possible, and coming together so that we will be prepared, and can play active, not passive roles in our shared future...

To empower the Cavern, the Community, and to give back, informally and somewhat more formally, such as this Presentation today

A few things that need to be added here...

It is asked that you keep an open mind considering the material presented...

At the same time, it is encouraged that you cultivate a critical eye in viewing this and things of this nature...

Additionally, we in no way intend to detract from anyone else's interpretations of Uru, but only wish to build upon knowledge as a whole...

This Presentation is for informational purposes only, take it as you will - one must always seek their own truth

Okay, onto the Format -

Dudemom headed up the research on this Presentation's topic and will be the Speaker...

Along with what she'll be saying, Footnoters will be adding comments throughout, such as supporting facts, resources, & quotes...

The Footnoters this morning will be DeAn & myself...

Also, there'll be a 10-minute Intermission halfway through...

Finally, I will present some brief closing comments following the Presentation

Also, as the content presented here is inclusive, there will be no Q&A afterwards (though a discussion of any ideas may take place, if you so wish, and the Puzzlers will be on-hand for that)

So, without further ado - Dudemom, the stage is yours...

## EXODUS

On the D'ni homeworld of Gaternay, Ri'nerref, who penned the Book of Earth, was one of the Ronay's greatest Age Writers...

- 1) "...Ri'nerref) quickly became one of the finest Writers that the Ronay had ever seen. Certain records go as far as stating that Ri'nerref was "unsurpassed in skill" by any other Writer of the day." - King Ri'nerref Journal (w/ Memoirs of Ailesh)
- 2) "It was written by Grand Master Ri'nerref himself, Aitrus, perhaps the greatest of the ancient Writers." - Telanis, Book of Ti'ana

After it was discovered Gaternay was to become environmentally uninhabitable, Ri'nerref led the D'ni to Earth and became their first King...

- 1) "...Ri'nerref managed to attract a few thousand Ronay and convince them to follow him in the ways that he felt important and to the Age that he had written." - King Ri'nerref Journal
- 2) "Obviously, those who followed Ri'nerref to D'ni already respected him enough to separate themselves from their family and friends, and thus, records point to very few debates or disagreements within the society under Ri'nerref" - King Ri'nerref Journal

However, this 'Great Writer', while tackling Writing an Age that just happened to be habitable both below AND above ground, somehow presumably 'overlooked' the D'ni's necessity to breathe...



- 1) "Things continued running along relatively smoothly for this growing, fledgling society until it was determined that the fresh-air surface ventilation caves that Ri'nerref had written for the underground cavern would soon be inadequate for their growing numbers (some theorized that Ri'nerref did this intentionally)." - Old drcsite.org
- 2) "The Guild of Miners did not yet have the advances of more modern D'ni tunneling technology, but with a great deal of help from a large number of volunteers, wider, larger tunnels (but still small by today's standards) to the surface were created, and great fans installed to circulate the cooler, fresh air from caverns closer to the surface." - Old drcsite.org

The vent construction resulted in some D'ni, who by the way had previously dropped everything in order to follow Ri'nerref and his beliefs, deciding to stay on the Surface...

- 1) "There are remnants of guild discussions in some of the oldest documents that would lead one to believe that a number of D'ni disappeared during this expansion of the ventilation system." - Old drcsite.org
- 2) "It should be noted that numerous records point to a small group of D'ni disappearing upon completion of the fans. It is most often assumed that they remained on the surface of Earth to live." - King Ri'nerref Journal

It can be concluded that these events were not accidental, but planned by Ri'nerref, for he knew what his race was capable of (which was the main reason Ri'nerref originally decided to break from the Ronay), knew he would not be around forever, and so logically would have to plan for the future...

- 1) "Around 73 BE (Before Earth), Ri'nerref was asked by the Grand Master to write a Descriptive Book to a questionable Age... at least in the eyes of Ri'nerref. He perceived the Age being used to house an uncivilized race that could be used for the purposes of the Ronay. Thus, Ri'nerref refused to carry out the command from his Grand Master and, after much debating, was apparently dismissed from the Guild of Writers." - King Ri'nerref Journal
- 2) "Ri'nerref had long known the state of Garternay and from the time of his dismissal had apparently been working on an Age that he felt would be a good place to live for those who wished to follow him." - King Ri'nerref Journal

## RI'NEREF'S PLAN

Ri'nerref foresaw the potential of the D'ni, like the Ronay before them, to be cruel and even xenophobic towards Ahrotahntee (or other-worlders) - both of which turned out to be major recurring issues throughout most of D'ni history in one form or another...

- 1) "You argue that those races we have knowledge of, on those Ages to which we have linked, behave morally. I agree. But they do so because we have made it our business to encourage them to do so. Their morality is not innate, but taught. And we, the D'ni, were the ones who taught it to them. So much we have known for thousands of years..." "Without D'ni influence and D'ni Guidance, those ages would, without a shred of doubt, be nasty little backwaters, peopled by savages!" - Veovis, Book of Ti'ana
- 2) "Imagine then, up there on the surface. If there are people living up there, then they have developed now for several thousand years without any moral guidance. They will, most certainly, be savages, little more than animals, subservient to their most basic needs. And we have seen, all of us on many Ages, how wild animals behave!" - Veovis, Book of Ti'ana

While Ri'nerref may not have held to those views, he was ultimately responsible for this Age that the D'ni were not merely visiting but had actually settled in, and so the intentionally-problematic ventilation of the Cavern provided him the perfect excuse to send a band to the Surface as a preemptive measure against any threat the D'ni might eventually pose to the indigenous population...

- 1) "Guilds that have been established to please Yahvo and not themselves..." (taken from Ri'neref's speech on the first Day of the Circle) - King Ri'neref Journal
- 2) "Shomat often spoke publicly of the need for Ages to serve the D'ni. This was a first for the society and a direct contradiction to what the Guilds taught: the D'ni were to "serve" the Ages" - King Shomat Journal

His plan was not one of subjugation, but of observation and, more importantly, cultivation, to encourage and structure human evolution and society to become closer to the more-advanced D'ni civilization for the day the two cultures might actually officially meet...

- 1) "The idea is that the D'ni were on the surface (of Earth) 10,000 years ago, interacting with people on the surface before there were cities, even." - Rand Miller, Uru Complete Chronicles Prima Guide
- 2) "They sought the rules not because the other cultures were savages, but because our own culture could not be trusted to deal with them honorably." (from "How They Came: A Detailed Look at What Started the Mee-Dis War" by Jamen) - King Ishek Journal

### D'NI ON THE SURFACE

To best serve this mission, the D'ni 'escapees', who were small in number relative to the Surface population, would necessarily have to spread far and wide and seek out those areas where they could maximize their influence over time, first settling somewhat near the Cavern in the American Southwest around 7500 BC, then moving outwards to the more advanced Sumerian region and other places...

- 1) "Geographically, the entire area is roughly in the region of Eddy County, New Mexico, in the United States of America." - D'ni city, Mystlore
- 2) "And they described this city, this 'Uru' that they had underground, and so the Sumerians took on that meaning for that city, that gathering place. And Ur, which is one of the earliest cities, is derivative of 'Uru'." - Rand Miller, Uru Complete Chronicles Prima Guide

The time period before the D'ni arrived on Earth, 10500 BC through 7500 BC, the Surface population consisted mainly of nomadic hunter-gatherers or rudimentary communities...

- 1) "The Paleo-Indians moved as nomadic bands across the landscape in response to the rhythm of the seasons and the availability of resources." The Paleo Indians, Desert USA, Jay W. Sharp
- 2) "In Mesopotamia the climatic conditions and location of the Fertile Crescent enabled the population to change from a food gathering to a food producing culture." - Mesopotamia, The International History Project, Robert Guisepl

The time period after the D'ni arrived on Earth, from around 7500 BC on, technological advances began appearing on the surface in the areas of metal working, animal domestication, stonework, and advanced farming techniques such as irrigation, which in turn led to organized communities/cities...

- 1) "We can trace a six- to seven-thousand-year transition from small, nomadic bands of hunters and gatherers to at least semi-settled hamlets of hunters, gatherers, rudimentary agriculturists, and traders." - The Desert Archaic Indians, Spiritual Quests, Jay W. Sharp
- 2) "In the Middle East, by 7000 BC, agricultural techniques had developed so that larger groups of people could be supported and towns and cities began to develop." - The First Towns: Seedbeds Of Civilization, The International History Project, R. A. Guisepl

The influence of the D'ni on the Surface population is evident in the Hopi Creation legend of the Ant People which has come from an oral history that has been passed down for many centuries - it is not unthinkable that the Ant People refer to Bahro...

- 1) "The world was endless space in which only the Creator existed and had no time, no shape and no life except in the mind of the Creator. Sotuknang (the Creator's 'nephew') was charged by the Creator to go to the world that was to first host life... Sotuknang gave the humans speech and gave them instructions to respect their Creator and to live in harmony with him. The people spread and multiplied and lived for many years in harmony but eventually they began to divide and focus on their differences rather than their similarities. Only a few people remembered their Creator. Sotuknang appeared before these people and told them he and the Creator would have to destroy this world and that these few who still remembered the Creator must travel across the land following a cloud and a star to find refuge."
- 2) "These people left the areas they had lived in and finally gathered together in one place whereupon, Sotuknang appeared and opened a huge ant mound and told these people to go down into it to live with the ants while he destroyed the world with fire. He also told them to learn from the ants while they were there. The ants cared for the people and even though the supply of food ran low, the ants continued to feed the people and kept tightening their own belts..." - Creation Stories from Around the World, The Four Creations, Oswald White Bear & Naomi Fredericks
- 1) "He (Sotuknang) admonished the people to remember their creator and the ants that had hosted them. Again the people spread over the earth and forgot their creator, except for a few. Sotuknang appeared before these people and sent them to live with the ants while he destroyed this world. Instead of fire, he destroyed the world with ice. During this time, the people lived with the ants. Sotuknang called the people up from their refuge and introduced them to the third world he had made. Again, he admonished them to remember their creator and again the people forgot except for a few."
- 2) "He sent them on their way to search for new homes for their respective clans. The Hopi trekked far and wide and finally settled in the arid lands between the Colorado River and the Rio Grande River. They chose that place so that the hardship of their life would always remind them of their dependence on, and link, to their Creator. - Creation Stories from Around the World, The Four Creations, Oswald White Bear & Naomi Fredericks

Between 3500 BC and 3100 BC the Sumerian culture rapidly advanced to include the development of writing, large cities with elaborate structures and technology such as metallurgy...

- 1) "...a mysterious group of people, speaking a language unrelated to any other human language we know of, began to live in cities, which were ruled by some sort of monarch, and began to write. These were the Sumerians, and around 3000 BC they began to form large city-states in southern Mesopotamia that controlled areas of several hundred square miles." - Mesopotamia, The Sumerians, Richard Hooker
- 2) "Between 3500 B.C. and 3100 B.C. the foundations were laid for a type of economy and social order markedly different from anything previously known. This far more complex culture, based on large urban centers rather than simple villages, is what we associate with civilization." (New Light on the Most Ancient East, Gordon Childe) - Ancient Sumeria, The International History Project, R. A. Guisepi

There were also many other, less substantiated but still notable, examples of 'Uru' throughout different areas of the world (though it should be mentioned that in some of these cases the area of origin of the D'ni-like race involved is presumed to be a zone more westward than the American Southwest)...

- 1) "The name 'Uru' appears throughout the ancient world wherever the megaliths were erected. In New Zealand the early Maori believed the white-skinned Patupaiareh sailed there from the "land of Uru" to the west. The name Uru is commonplace in Maori culture. The early Polynesians

called themselves 'Urukehu', meaning "descendants of the first chiefs", who came from a land that lay to the west of New Zealand. 'Uru' meant 'west' to the Maoris. They called the Otago coast 'Araiteuru'. 'Uluru' (Ayers Rock) in Central Australia, known to the Maoris as a passed down tradition of their earlier Polynesian forefathers" - Gods of The South-Culture Founders Of The Stone-Age, Rex Gilroy

- 2) "To the Peruvians and Mayans 'Uru', the "Great West Land", was the "Land of Origin of all Mankind", the land of their ancestors; a mighty culture-bearing white race that had once come among them, providing them with their ruling class and giving them their architecture. This is supported by the similarity between certain Uruan Serpent and eagle altars and pyramidal forms, as well as other early Uruan cultural features found within Australia, and those of the Amerindian cultures." - Gods of The South-Culture Founders Of The Stone-Age, Rex Gilroy

## THE 'CALL'

Genetically, it's interesting to note that blue eyes in humans only began through a genetic 'mutation' around the time the first D'ni made it to the Surface - in more recent times, D'ni eyes were noted later as 'pale', but that was only after millennia of living underground...

- 1) "The mutation occurred between 6,000 and 10,000 years ago, so before then, there were no blue eyes. "Originally, we all had brown eyes," said Hans Eiberg from the Department of Cellular and Molecular Medicine at the University of Copenhagen." - Genetic mutation makes those brown eyes blue, Jeanna Bryner, MSNBC
- 2) "From this we can conclude that all blue-eyed individuals are linked to the same ancestor. They have all inherited the same switch at exactly the same spot in their DNA," said Eiberg." - Blue Eyes: A Mutation Appeared 10,000 Years Ago!, Stefan Anitel, Softepedia

Also, that a single individual, in this extreme case Genghis Khan (who lived almost 1,000 years ago), apparently can account for the genetic lineage of 8% of the world's present male population - the D'ni, however, were on the Earth for about 10,000 years, and there were more than one of them...

- 1) "An international group of geneticists studying Y-chromosome data have found that nearly 8 percent of the men living in the region of the former Mongol empire carry y-chromosomes that are nearly identical." - Hillary Mayell, National Geographic News
- 2) "That translates to 0.5 percent of the male population in the world, or roughly 16 million descendants living today." - Hillary Mayell, National Geographic News

Given the wide-ranging travels made by the D'ni upon leaving the Cavern, the number of them, the lower amount of humans that were around in those days compared to now, and the resulting profound generational effect the D'ni would have from integrating with the human population throughout their tenure on Earth, it is logical to conceive that the 'Call' is more than just an arbitrary something that many have simply felt, but based instead in an actual genetic legacy passed down to us - simply put, We ARE D'ni...

- 1) "And since we've seen that humans and D'ni can produce viable offspring (as with Aitrus and Anna conceiving Gehn), does this imply that the earliest humans had some D'ni blood in them? "Perhaps, perhaps," laughs Ryan (Miller)." - Uru Complete Chronicles Prima Guide
- 2) "We're also playing on the idea that everyone feels this 'call' to go down to D'ni. And that provides us with the opportunity to say that everyone could have some D'ni blood in them. So we can all feel a little bit D'ni and kind of get into that." - Ryan Miller, Uru Complete Chronicles Prima Guide

The 'Call' itself, and how we are 'drawn' to the Cavern and all things D'ni due to it, may seem somewhat more mysterious, but less so when considered from certain resonant and quantumly theoretical perspectives...

- 1) "The (morphogenetic) fields organizing the activity of the nervous system are likewise inherited through morphic resonance, conveying a collective, instinctive memory. Each individual both draws upon and contributes to the collective memory of the species. This means that new patterns of behaviour can spread more rapidly than would otherwise be possible. - MORPHIC FIELDS AND MORPHIC RESONANCE, An Introduction, Rupert Sheldrake
- 2) "The morphic fields of social groups connect together members of the group even when they are many miles apart, and provide channels of communication through which organisms can stay in touch at a distance..." "The morphic fields of mental activity are not confined to the insides of our heads. They extend far beyond our brain though intention and attention." - MORPHIC FIELDS AND MORPHIC RESONANCE, An Introduction, Rupert Sheldrake

Thus, as knowledge of the Cavern had been extremely limited previously, it was only until an expedition was made, and then subsequently charged to Cyan to bring into general mass consciousness with the Myst games, that people truly became aware of D'ni on a wide scale and, through the simple act of observation, the 'Call' was perceived...

- 1) "The City of D'ni, The Art, and D'ni's Ages were rediscovered by a human, John "Fightin' Branch" Loftin, in 1987..." "Elias Zandi, a friend of Loftin, founded the D'ni Restoration Foundation, with hopes of restoring the D'ni cavern." - D'ni, Wikipedia
- 2) "Myst and its sequels have sold over 12 million copies and held the title of best-selling computer game of all time throughout much of the 1990s..." - Myst (video game), Wikipedia

## IN CONCLUSION

Ri'neref was a man deliberate in actions and with his character deeply rooted in his ideals. The catalyst of being charged to Write an Age that, on principle, he disagreed with encouraged the opposite reaction in him, and he wrote the Book of Earth, an Age that would intentionally encompass all he believed in...

Seeing the way his people acted and interacted with the power they held, he consciously wrote obstacles and lessons into his Age, as well as took into consideration, through his experience, what pitfalls might develop along the way, for both the D'ni and the Age itself...

Knowing the D'ni may not remain underground forever, and not wishing for Earth and its population to possibly become simply yet another Age the D'ni looked down upon and/or used, Ri'neref took it upon himself to engineer conditions that would raise the human race beyond being merely 'savages', as the D'ni might see them, but closer to equals of the D'ni, both developmentally and literally...

The push to reach the Surface in the last days of the D'ni Empire may even have been part of his plan, figuring that after 10,000 years the D'ni themselves might be similarly prepared but, as it turned out, Ri'neref's concerns were realized and the D'ni ultimately proved themselves unworthy...

With the Empire all but gone, that one facet of those difficulties faded and the lessons began anew, in the form of Yeessa, and the Journey of humility set forth by Ri'neref continued with us, and countless others just like us all around the world. So, even with the possibility of the Cavern once again becoming lost to us, the questions remain - Will we prove ourselves worthy of our heritage? Have we learned? Will we find a way?

## AFTERWORD

Our Community is facing its greatest challenge, and we have a lot to lose...

The decisions we make now will crucially affect our mutual future...

We are an incredibly unique collection of intelligent, creative, inquisitive, like-minded individuals...

And we ARE a family...

Continue to explore...

Keep in contact...

And whatever comes, wherever we go - let's face it together... ;)

Thank you









