

The Creation (0-2)

The Creation is the event when Vanam created the first two creation deities, Nemesia and Durio. These two formed their First Generation Deities to help control and develop the world, and these First Gen Deities filled the world with Second Generation Deities, in addition to mortal creatures and humanoids. It took 2 years of creating before the most intelligent mortals started developing society.

The Kazar Democracy (242-450)

In the early ages of Atrigeia, it was Nemesia's intention to keep magic out of the hands of the mortal creatures. She wanted natural magic to flow through the world, unblocked by mortals pulling on it. With no real magic available to them, the smarter of Kasumi's creations started developing magic of their own, in the form of technological advances.

At first, technology was very slow to progress. Many societies and tribes around the continent were limited by the harsh geography of the land, with the most thriving civilizations existing either on the coastlands or in the deep jungles. However, that was all about to change. One tribe, the Kazar Tribe of elves and men, discovered a natural metal vein in the South Western part of Durica. This metal, they realized, had capabilities of harnessing the natural life magic flowing through the world. This metal was named Kazarite, and the great scientists of Kazar started using it to build incredible devices and technology that, rather than being magical themselves, are powered by the flow of magic, similar to how water wheels and windmills function. This extremely rapid development resulted in the Kazar becoming the most powerful and influential society, being run democratically.

With their newly powered transportation methods, they spread their influence all throughout the continent, and soon everyone was benefiting from the new technology. But nothing good lasts forever.

The Second Creation (241)

Eventually, an elf scientist named Paeris, working at the Auracle Institute of Technology, got a little too ambitious for his own good. He stole a ton of Kazarite from the reserves, and used it all to build a giant machine to channel all of the life magic around, into himself. This was actually effective, and Paeris became the first magical mortal in Astrigeia! But he didn't stop here. He had a taste of power, and he vied for more. He increased the power of the machine, and sucked up all of the magic in the entire South Western region, ascending to god-like status. However, in the process, his machine was destroyed, along with the rest of Kazar being devastatingly obliterated. Where Kazar used to be now lay a haunted wasteland, engulfed in a thick, white fog, the residue of the destroyed Kazarite. This fog granted the region its new name, The White Barrens.

Nemesia and Durio were astonished, but intended to quickly put an end to it. But they underestimated Paeris. In a grand, but tragic, battle of gods, Paeris managed to strike down both Nemesia *and* Durio. They say third times the charm...Paeris could feel the omnipotent creation magic from the two deities, and attempted to absorb it all. Unfortunately for him, this time he had gotten too cocky. The magic of the two creation deities was too much for his powerful, yet mortal, body to handle. Paeris exploded in a burst of magic that spread around the world, infusing itself in the world and creatures residing on it.

With Nemesia and Durio gone, Asha and Hedera decided to embrace the new magic-infused world. This plunged the world of Astrigeia into a new age, one that was dictated not just by technology and science, but by magic too.

The Violet Age (242-400)

Newly imbued with magic, Astrigeia soared into a new age where people had to learn how to live with their new powers. At the authorization of Hedera and Asha, the deities of Astrigeia started interacting with the mortal creatures. Three main societies rose up from the ashes...The first was The Kingdom of A'bunadh, an elven kingdom located in the Kajimaji jungles, who centered their nation around protecting nature and worshiping Kasumi. The second was the civilization of Actinaria, a large, deep sea

society located deep in the Lamina Ocean. Actinaria worshiped Feri, devoting their lives to protecting the seas alongside her and Ether. Finally, The Kingdom of the Moon. Originating in the Eastern Region of Durica, the democratic civilization of Zigzag started worshiping Ziga, the dragon god of magic, resulting in the creation of the Church of Ziga. In appreciation, Ziga started teaching them how to control and hone their powers. Zigzag soon became the most powerful civilization, with the other two coming in a close second.

One priest of the Church of Ziga, Violet Moon, was quite a natural at channeling her magic, and soon used her strength to take control and rise to power. But, rather than having selfish intent, Violet wanted to usher in a new era where magic could combine with technology to improve society as a whole, inspired by the archaic Kazarite powered machines of Kazar. She conquered various civilizations in her close vicinity, and through tribute and tax implementations, funded developments in technology. Soon enough, her kingdom, the Kingdom of the Moon, was thriving in both tech and magic, the two working in tandem.

This era was known as the Violet Era. Violet later married an elf merchant from West Durica named Rhys, and together they had a son, Philoden. After Rhys and Violet died, the kingdom was passed down to Philoden, and that was the start of the decline. As generations of the Moon Dynasty passed, it became clear that the Violet Age was coming to an end. Rulers became less and less motivated to continue Violet's legacy, and more and more power hungry, desiring only to expand their kingdom. Finally, King Echeveria, the 5th generation of the Moon Dynasty, had enough, and rallied the troops of the kingdom. He empowered them with magic, and swiftly began a new conquest. Unlike Violet, who desired to keep her kingdom small and manageable, Echeveria wanted to go big. He brutally tore down civilization after civilization, kingdom after kingdom. The Violet Age was over, and thus began the period of time known as the Eclipse.

The Eclipse (400-430)

King Echeveria managed to conquer more than half the continent, his reign spanning from the Eastern coast, over the Gyomi Mt. Range, across the Glass Desert, all the way to the outskirts of the White Barrens. He only reached as far North as the Kajimaji jungles, as the native Kajimaji tribes under the Kingdom of A'bunadh had too much mastery over their surroundings for Echeveria to break through.

Echeveria's rule was a dark time for Durica, hence the name "The Eclipse." The development of technology came to a halt. Echeveria's massive army of magically enhanced warriors held no remorse, and both he and they used fear to keep their iron grip over the massive kingdom. But as the saying goes, the bigger they are, the harder they fall. Though the residents of the kingdom were isolated from the outside, a rebellion group known as The Peacocks managed to form an alliance with the Kingdom of A'bunadh through a series of convoluted communications by way of wolf, turtle, and bird. After much planning and waiting, the Peacocks struck when they saw their window of opportunity. Echeveria had pulled his troops East to prepare for a conquest across the seas to the island known as Diaemus Island. Slowly but surely, the Peacocks took back many cities, grappling control of land up to the city of Ashengate, by Ether's Cove. Echeveria tried his best to redeploy his troops, but he was losing control of his own capitol, Echensville, to a special ops unit of The Peacocks operating from inside the city. This unit was led by one Hazel Deratus, a warlock who drew her power from Crysta, the kraken god of the seas. Hazel and her allies overthrew Echeveria, and took the kingdom for themselves, renaming the capital Crystalline in honor of the god. In one fell swoop, The Peacocks disbanded and Hazel returned all of the kingdoms under Echeveria's rule back to independence, save for what used to be the Kingdom of the Moon under Violet. Hazel's new kingdom, of which she was a well loved and benevolent leader, was called the Kingdom of Deratus, and constituted all land east of Ether's Cove. The Eclipse was finally over, and Durica entered a new, peaceful era, The Pavos Age.

At this time, The Kingdom of Deratus was the largest kingdom in Durica. They continued their alliance with the Kingdom of A'bunadh, establishing trade between the two regions. A new kingdom, the Kingdom of Icenwalk, rose in the Snowdrop Expanse,

an icy region in Northern Durica. The White Barrens remained empty still...no one dared explore it, for fear of what may lurk in the white fog.

The Pavos Age (431-519)

The Pavos Age was the first peaceful era the continent had experienced in a long time. Technology started to develop again, more small towns and tribes settled in the Glass Desert (only those who were resourceful and in-touch with desert nature).

Mercury's Dread (519-540)

3 Generations passed...and The Pavos age came to a screeching halt. Unbeknownst to anybody, a small underground civilization holed up in a small cape on the far Western Coast of Durica, led by Mercury Delta, was rising. The Mercurians believed that technology was a false power, and only those naturally endowed with magic deserved to hold power, politically and socially. The Mercurians were originally runaways from the Kingdom of the Moon during the Peacock Rebellion. After 3 generations, the Mercurians finalized plans to infiltrate the biggest kingdom, Deratus, and take control. They traveled across Lake Kajimaji (now named Lake Lily), avoiding the Kajimaji jungles, through the Gyomi Mt. Range, and made their way to Ashengate.

It was here that they put their plans into motion. The plan was to start channeling a magical storm in Ashengate, to draw over the Queen's Guard. Meanwhile, another group will sneak around the south and reach Crystalline, storming the castle and securing victory. Ironically enough, a very similar plan to the one the Peacocks had for toppling King Echeveria.

The plan was going well at the beginning...but in a tragic twist of fate, the magical storm grew too powerful and wild to control, and it exploded, incinerating everyone in the vicinity. This happened before the Mercurians had reached the castle, and King Kudzu and Queen Dahlia took their Daughter, Princess Ivy, into hiding. The kingdom's forces were weakened, many being casualties in the magical storm. But the few that were left were regrouped and returned to the castle, arriving just in time to quickly suppress the invading Mercurians. With half the kingdom in devastation, the next 20 years were spent attempting to rebuild. When Princess Ivy turned 21, she took the throne. Having

spent the last 20 years observing how the kingdom was run, she was determined to make some major changes.

Ivy's Respite (540-544)

Understanding the near collapse of the kingdom, Ivy decided to split Deratus into 3 regions, Dera, Esoria, and Atropa. The idea was to keep the kingdom just as strong, and yet make it more manageable. The Atropa region was the area wrecked with devastation after Mercury's Dread, but Ivy decided to embrace the darkness instead of trying to reverse it. She enlisted a childhood friend of hers, Nightshade Calamus, as the first general of the new Ivy Guard, and the leading general of Atropa. Nightshade was a necromancer, so she figured she'd be perfect ruling over such a haunting region. Nightshade transformed Atropa in just a few years, turning a region drenched in gloom into a region sparkling with gloom.

Next, she appointed the Royal Priest, Hawthorn, to rule over Esoria as the second Ivy Guard general. Esoria was home to many more spiritual inhabitants, so Hawthorn's clerical connection with the Lion god Ako made her capable of being a strong ruler for them.

Finally, though she herself would rule Dera, she needed someone to be her stand-in when she was away, as Ivy planned on traveling often between the regions. She organized a tournament, which she called Ivy's Garden, and invited anyone in the kingdom who wished to join. The competitors would be tested against each other in battles of wit, strength, determination, and more. The final round was the Blood Dome, where the final round of competitors would battle to the death to prove themselves worthy. The winner of the Blood Dome, and thus the entire Ivy's Garden, was one Venus Trapp, a vampire wizard. And so, Venus became Ivy's third general, and the ruler of Dera directly under the Queen herself. Venus was actually the first vampire to venture off Diaemus Island. Once she became the ruler of Dera, the island became a sub-region of Deratus, and the vampires have integrated themselves into the kingdom and society.

In just a few more short years, Ivy managed to rebuild her kingdom, and even better, strengthen it. She continued her alliances with the Kingdom of A'bunadh.

Through mostly virtue, and maybe a little bit of brutality, Ivy proved herself to be a powerful and respected leader, making life so much better for her subjects.

The Rise of the Seas