

Ciretose: An Overview

Ciretose is an Earth-sized continental planet on the Material plane inhabited by many sentient lifeforms. It goes through cycles of natural disasters and growth and is subject to the conflux of other energetic universal patterns causing the strengthening and weakening of magic practice results. The following is a “brief” history of Ciretose as best as scholars have gathered. Some early civilizations with their approximate locations will be mentioned, the primary function of this history lesson is to acquaint the reader with historical periods leading up to the present date of 5,160 RJ (Renui Javrah, or Javrah’s Ascension).

There is much dispute over the oldest “known” information on Ciretose. With the energy of the mystics returning to the world, we are regaining access to the clairvoyant arts with what we believe to be increasingly accurate margins. This is the history of the universe as we understand it.

The Creation of Space-time by our best readings appears to be about 24.9 Trillion years ago with the appearance of the first star 2 Trillion years ago. Most galaxies seem to have formed around 173.3 Billion years ago, and is also the time many planets started to form. Ciretose formed some 2.4 Billion years ago, but life did not start until about 200 million years ago with some odd reptiles, crazy plants, and aquatic life. This is called the Primal Age.

The Elven Age started 16.7 Million years ago. The elves were the offspring of gods that have since left the planet, though they were still around at this time. In the proceeding millennia, the gods, and thus the elves, were fractured into groups as the gods sought to control more resources. The Elves began to evolve, notably quicker during ages of high mystical energy, creating the many species of elves today, but also having their lifespans shortened. Thus they became mortal and began reproducing further perpetuating the effect.

By 1.4 Billion years ago the Elves on many accounts were servants to relentless undying masters, often thinking of themselves as slaves. They weren’t the only slaves, as dwarves were around by this age, dubbed the Age of Enslavement. Soon the unrest led to many revolutions and many gods left Ciretose. Those that remained waged war, leading with an iron fist to control their rebellious populations. This might be why elves are still reclusive to this day. During this age the Elves experimented with the creation of new life and many species were created.

The Age of Empires: 348.3k BJ The last god on Ciretose was dethroned (killed). This age saw a few mystical cycles and the heights of civilization appeared to have no bounds during this age.

The Last Mystical Era: ~90.3k BJ It has a dark twist creating the Dark Elves of Zala’t hul and opening Shadow Gates below Ciretose’s Surface, many still not found to this day.

The Age of Man: ~38.7k BJ years ago with mystical energy at a low point the lesser humanoid ended the rule of Elves, Dwarves, and Naga through cunning and the use of numbers. After many brutal wars, the Age of Man began. The long-lived ones were so hurt by this age they never recovered.

The Enlightened Era: ~12.8k BJ years ago. This marks a change in social structure where humans align with the planet creating prosperity modeled after the Gods of old. This model is still talked about in present times. After Altea's fall, these tenants are split across many cultures arguing over who is correct.

The Fall of Altea: 7,740 BJ Phaerun's betrayal of Man and ascension to immortal Shadow Diety led to a major reshaping of the planet through the creation of the Altean Ocean. Luckily Phaerun was banished within the century.

The Drought: 5,220 BJ The last Mystics of the Enlightened Era, and their descendant, fade to history. The wellspring of eternity runs dry and life becomes mundane, led by the body instead of the mind. It is not as if we stopped practicing. The practice simply stopped manifesting results. For thousands of years to come, people would have to rely on the labors of their hands, and a magician's only hope of any magic was in battery storage.

The Age of Heroes: 52 BJ Mysticism is seen to return to the world here, but only in the gifted. This age is filled with epic tales of battle describing heroes of might and power, and only the occasional magic user, often criticized for not fighting like a warrior. This also begins the slow incursion of Phaerun into the material plane.

Javrah's Ascension: 0 RJ Year of our Lord, Javrah, beloved of Serana. This divine manifestation left behind a grandiose amount of evidence and is considered the last Major Divine Event on Ciretose, thus year 0. The event we so visible the Xuan Dynasty of East Euronion took it as a sign to begin their Empire under the divine rule of the sun Goddess Serana, for which they use the initials RS instead of RJ.

The Darkest Age: 79 RJ After the defeat of Phaerun a Golden Age began for the people of Javrah, lit by a fervor that would span generations and see conquest across most of the Altean coastline, only being stopped by the violence of the Misty Isles and the military power of the Alteans. A new threat soon became very real to them, the Devils from the rift left behind in Javrah's wake had created a city nest to the radioactive portal.

The Renaissance: 4,440 RJ As the mystical arts make their return to the world of Ciretose at large many cultures far removed from the events in Javrah begin to return to old practices uncovered from the last Mystical Era, and the revival of the Altean Mystic Academies.

The Middle Ages: 4, 620 RJ An Age of Empires and Politics where only some mystical energy existed in the rarely talented. Iron weapons and armor were popular and low-tech land warfare was being mastered.

The Enlightenment: 4,872 RJ An age of growth and expansion sparked by the remastery of Ancient Enlightened Era magics, and an increased interest in power source propagations.

The Industrial Age 5,160 RJ, Present. Many factions have solved their energy crisis by this point and we live in a world of ease and comfort by comparison, but not so long ago the world was devoid of magic and I hypothesize this is the start of a new long age where magic will be in growth for thousands of years to come.

An over-simplification to say the least. The rest of this book is a compilation of information on every region of Ciretose. Enjoy.

World Spanning Culture

The gods of old.

Pantheism.

Found in the Free Cities of Asaron, the many cultures of Euronion, in the deep understandings of the Alteans, and even the exotic cultures of Eripta. The pantheons are all diverse convergences from an early originator myth brought by the Nerubar about the Titans, named for their size, and then expanded to call the Nerubar gods of Ciretose.

The Nerubar, a class of Celestial, traveled creation to help along the process of life, having claimed to know Aethos. When they created the Elves they told them many stories of the universe but never taught them how to reach the stars themselves. Instead saying lines like, "When you are ready you will get there."

The Nerubar created the Celestial Elves and in nearly 15 Million years the only recorded funerals were those of their children, and murders. The immediate descendants of the Nerubar lived extraordinarily long lives but were not immortal, surviving tens of thousands of years. These descendants carried fragments of the Nerubar's knowledge and power, shaping the early civilizations of Ciretose.

In the beginning, there was Aethos, the cosmic creator. Aethos had ascended beyond the bounds of its parent universe, leaving behind the structure of its birth to find itself in an endless void. Alone and detached, Aethos sparked creation with thought, setting into motion all of known space. This act of expansion was not only the birth of a new universe but also the means by which celestial entities like Aethos reproduced. In this way, Aethos' earliest children became the

very foundations upon which stars were built. It is said that we are all children of the universe because, in its infancy, Aethos' essence permeated all.

Luminis, the Cosmic Titan of Light, was the first to be born—a radiant and creative force, the embodiment of light itself. The birth of Luminis cast a shadow, and from that shadow emerged Nocturna, the Cosmic Titan of Shadows. Where Luminis was a beacon of energy and creation, Nocturna was a thinker, preferring the shelter of darkness to experiment and reflect in the cold. Though siblings by birth, their natures were immediately at odds. Yet, even in their opposition, their unique strengths were complementary.

Nocturna, left to her own thoughts, began to experiment. In her solitude, she produced Hydrogen, the first building block of matter. Some of this Hydrogen escaped her grasp and drifted into the void. Luminis, ever the busy creator, stumbled upon this lost Hydrogen and used it to create Helium, a new element that burned with light and energy. When Nocturna discovered what had happened, she accused Luminis of theft and appealed to Aethos for judgment.

To resolve the conflict, Aethos intervened, and from the tension between the siblings, Zephyra was born. Zephyra, the Cosmic Titan of Gases, was whimsical and diplomatic, embodying a voice of reason and balance. With a lighthearted touch, Zephyra mediated between Luminis and Nocturna. After careful deliberation, Zephyra concluded that Luminis had not stolen the Hydrogen but had instead found it innocently, unaware of its origin. As a compromise, Zephyra brokered a deal between the siblings: they would work together, using their unique talents to create more elements and expand the universe.

With this agreement in place, Luminis quickly progressed, turning the early elements into powerful batteries known as stars. When the first star was inspected by Aethos, its creation gave rise to Pyroclast, the Cosmic Titan of Plasma. Pyroclast was the lighter of suns, a fiery and volatile presence whose energy fueled the cosmos.

While Luminis was consumed with the forging of stars, Nocturna continued her experiments, driven by a sense of loneliness. Her siblings were vastly different from her in temperament. Luminis was a relentless creator, always busy with her tasks, while Zephyra, though often a companion, was a wanderer who flitted between her siblings and the vast expanse of the universe. Left to her own devices, Nocturna delved deeper into the mysteries of creation, seeking a material that could house consciousness. It was during these experiments that she realized the initial spark of the soul within herself and her siblings originated from Aethos. Each of them carried a fragment of Aethos' energy—a spark of infinite potential.

It was during this time that Nocturna encountered Pyroclast. The volatile heat of Pyroclast, combined with the pressure exerted by Zephyra's influence, led to the formation of new elements. Upon inspection by Aethos, these new creations birthed Aquanara, the Cosmic Titan of Liquids, formed from Mercury. Soon after, Terrakon, the Cosmic Titan of Solids, emerged, born of Carbon.

With the birth of Aquanara and Terrakon six Cosmic Titans were complete. Each brought their unique perspective and abilities to bear on the mysteries of consciousness and existence. With infinite lives and unparalleled insight, the Titans quickly unraveled the fabric of reality. They understood the intricate universe and sought to improve their understanding of it. Together, the Titans recognized Aethos as the spark of souls, the progenitor of their existence.

But Aethos was far from done. Three more Titans were on the way: Chronos, the Titan of Time; Empyros, the Titan of Emotion; and Arcanos, the Titan of Thought. Chronos embodied the flow of time, a construct created to give structure to the universe's expansion. Empyros represented raw emotional energy, the driving force behind creativity, conflict, and growth. Arcanos, born of Aethos' curiosity and intellect, became the steward of ideas and knowledge, ensuring that the universe's infinite potential could be explored and understood.

Chronos was created when Nocturna asked Aethos about the constructs of time. Aethos was unbalanced by the question, as the answer caused a great deal of introspection and revisiting of worlds now fading from memory—the universe before. This pulled on the fabric of the instinctively created web of time, unseen until now, for nothing could have happened if not for time. Aethos, recognizing that there were aspects of creation it had not consciously created but were subconscious by-products of other laws necessary to function, was fascinated. This sparked new emotions not yet felt in this universe. From this revelation, Empyros was born.

Arcanos appeared after Aethos gained true mastery over its new creation and grew tired of studying it. Instead, Aethos wanted to experience creation. Before dispersing itself into the fabric of the universe to drift through the energy of everything made, it condensed all of its thoughts in one last act of creation. This time, it consciously created Arcanos, the Titan of Knowledge, representative of intelligence and pure reason, a master of all emotions, things, and ideas. An embodiment of evolution.

Aethos wasted no time visiting the Titans and their children before dispersing itself among the stars. "My energy will feed new life on the planets. When I stop managing everything, soon the universe will become vibrant, and I will be forever content within my creation. Go forth and foster life." Aethos' children, the Cosmic Titans, embraced their roles as stewards of the universe, shaping it to their desires and ensuring it flourishes with the vibrancy of life, in respect to Aethos, the creator. Aethos is now ever-present, only manifesting in natural events, which is everything, but never exercising their will.

When Arcanos was born, he was far younger than his siblings, but having deliberate powers as opposed to the early spontaneous creations made him almost immeasurable in potential from the start. He became more powerful than any other Titan in one-on-one combat, capable of exploiting weaknesses and covering up his own vulnerabilities. After some time, the others stopped arguing with Arcanos. He truly seemed to know everything and was very helpful, though difficult to persuade, landing him the title of First King, the one who solves all problems. After establishing authority they begin to populate the universe.

All but Arcanos are born within the arbitrary time of each other, noting only before and afters. Arcanos marks the beginning of Galaxies with only a few prototypes having come before him. Prototypes of galaxies, life, and all things in between. In this unlimited expansion of ideas many other Lesser Titans are formed, some before Arcanos. These lineages are covered in a series of books named the "Compendium of Divine Archetypes on Ciretose: A Study of Gods Across Cultures"

Here is an excerpt:

Compendium of Divine Archetypes on Ciretose: A Study of Gods Across Cultures

Preface

The study of gods, Titans, and cosmic forces on Ciretose is as much an exploration of myth as it is a reflection of the planet's cultural evolution. Over 200 million years, fragmented oral traditions, ancient ruins, and the diverse perspectives of countless civilizations have given rise to a complex tapestry of divine archetypes. These figures are remembered under countless names, linked through shared traits and themes, yet divided by regional interpretations.

This compendium seeks to catalog the known gods and godlike figures from across Ciretose's cultures, providing insights into their domains, epithets, and historical significance. These deities often mirror the Nerubar and their children, whose original identities are now obscured in the mists of antiquity. In modern interpretations, many "gods" are revealed to be the immortal angels, countless in number, birthed by the Titans and remembered as divine intermediaries. Among these, the children of Empyros, embodying the Seven Vices and Virtues, hold particular prominence.

Pantheon Overview

1. The Creator Archetype: The Spark of Existence

- **Luminis (Light)**
 - **Names Across Cultures:** Elthiren (Elven Lands), Ar'Vahlis (Dwarven Halls), Solaeis (Free Cities).
 - **Domain:** Light, Creation, Hope.
 - **Description:** Luminis is often depicted as the source of all light and life. Myths describe her as the first Titan, tasked by Aethos to create stars. Her name varies widely, but her association with illumination and guidance is universal.
- **Nocturna (Shadow)**
 - **Names Across Cultures:** Thramnos (Dwarves), Selmara (Misty Isles), Ushvara (Free Cities).

- **Domain:** Secrets, Reflection, Night.
- **Description:** Nocturna represents the balance to Luminis. Often misunderstood, she governs introspection and hidden truths. Her worship varies from reverence in Euronias's shadowed jungles to suspicion in Javrahite-dominated regions.

2. Mediators of Balance

- **Zephyra (Air and Harmony)**
 - **Names Across Cultures:** The Whispering Gale (Misty Isles), Vehralin (Elven Traditions), Tyloras (Barcillo).
 - **Domain:** Wind, Diplomacy, Balance.
 - **Description:** Zephyra's myths often cast her as a peacemaker between warring forces, reflecting her role in resolving disputes among the Titans. Wind-sculpted ruins in Asanoran often bear her symbols.
- **Aquanara (Water and Flow)**
 - **Names Across Cultures:** Na'linith (Merantila), Selphira (Altian Myths), Morrash (Euronias's Western Archipelagos).
 - **Domain:** Oceans, Change, Purity.
 - **Description:** The goddess of rivers and tides, Aquanara's shrines often lie at coastal hubs. Her dual nature—calm and tempestuous—is tied to the cycle of life.

3. Emotional and Temporal Deities

- **Chronos (Time)**
 - **Names Across Cultures:** Khronar (Dwarven Engineers), Valendreth (High Elves), The Eternal Spiral (Erpitan Trolls).
 - **Domain:** Time, Order, Inevitability.
 - **Description:** Chronos' temples often feature intricate clocks and star maps. His worshipers view time as sacred, emphasizing preparation and legacy.
- **Empyros (Emotion)**
 - **Names Across Cultures:** Ashar (Desert Realms), Miriloth (Korean-Inspired Coastlines), Vharn (Free Cities).
 - **Domain:** Passion, Creativity, Conflict.
 - **Description:** Empyros' legacy is defined by his Seven Angels of Emotion—the Vices and Virtues. These second-tier celestial beings embody love, wrath, pride, humility, and other core emotions that shape mortal lives. Worshipers of Empyros often dedicate themselves to a particular emotional ideal.

4. Physical Forces and the Material World

- **Terrakon (Earth)**
 - **Names Across Cultures:** Molvar (Dwarves), The Unmoving One (Asanoran Free Tribes), Korrundra (Euronias).
 - **Domain:** Mountains, Strength, Endurance.

- **Description:** Revered in mining towns and among builders, Terrakon is considered the unyielding foundation of the world. Myths of his battles with Pyroclast are common in northern Asanoran folklore.
 - **Pyroclast (Fire)**
 - **Names Across Cultures:** Kaldros (Volcanic Isles), Thyrvaal (Misty Isles), The Flamebinder (Javrahite Cosmology).
 - **Domain:** Energy, Creation through Destruction, Passion.
 - **Description:** Pyroclast is a dual-natured figure, symbolizing both destruction and the spark of innovation. His worship is prominent in regions reliant on volcanic soil.
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Angelic Legions and Second-Tier Divinity

The Titans did not rule alone but were surrounded by countless immortal children, referred to by mortals as angels or lesser gods. These beings were as diverse in form and function as the Titans themselves, serving as intermediaries between their creators and the mortal world.

The Angels of Empyros: The Seven Layers of Emotion

- **The Seven Vices:** Pride, Wrath, Envy, Greed, Lust, Gluttony, Sloth.
- **The Seven Virtues:** Humility, Patience, Kindness, Generosity, Chastity, Temperance, Diligence.
- **Description:** These angels influence mortals by amplifying their emotional resonance. Their presence can be a blessing or a curse, depending on the balance they uphold. Stories of individuals embodying these traits to an extreme often trace their ancestry to these celestial figures.

Other Angelic Hosts

- **The Windcallers** (Zephyra's Children): Whispering beings tied to diplomacy and travel, often depicted as ethereal winged forms.
 - **The Tidemakers** (Aquanara's Children): Serpentine figures responsible for oceanic currents and storms, influencing seafarers.
 - **The Flameborn** (Pyroclast's Children): Fiery spirits that inspire innovation and destruction, often revered by craftsmen and warriors.
 - **The Stoneguard** (Terrakon's Children): Towering figures of unyielding strength, serving as protectors of sacred sites and mountain fortresses.
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Cultural Interpretations

The Free Cities of Asanoran

- The Free Cities often blend aspects of Emotion to describe the energies of the universe and their place within it.
- Javrahites adapt the Titans into their faith, considering them subservient to Javrah's divine plan. This syncretic approach has caused friction with purist factions.

Elven and Dwarven Traditions

- The **High Elves** view Luminis as a creator of celestial order, emphasizing enlightenment and the pursuit of beauty.
- **Dwarves**, in contrast, focus on Terrakon and Chronos, embodying endurance, craftsmanship, and the steady march of progress.

Euronia's Monster Clans

- Reverence for primal forces dominates, with Tharos (War/Thunder) and Aquanara holding sway over their spiritual practices.
- Sylveris (Starlight and Song) serves as a beacon of hope for outcast tribes seeking unity against shadow incursions.

The Misty Isles

- Their druidic traditions elevate Zephyra (Air) and Aquanara (Water) as embodiments of harmony, with festivals tied to seasonal tides and winds.
- Nocturna's influence persists through folktales, casting her as a protective figure guiding lost souls.

New Altea

- As the most technologically advanced culture, New Altea's relationship with divine archetypes is philosophical rather than religious. They see gods as metaphors for human potential.
- The introduction of flying ships has sparked new interpretations of Zephyra as a symbol of exploration and ambition.

Key Discoveries in Ancient Ruins

1. **The Elven Tablets of Valen'Aenir** (Discovered 1,200 Years Ago)
 - These tablets, inscribed in star glyphs, reference the Nerubar's children by their original titles (e.g., "The Luminary" for Luminis, "The Weaver of Shadows" for Nocturna).
 - They highlight a cosmological event tied to the creation of the Altian Sea.
2. **The Dwarven Stone Codices of Korrundal** (Rediscovered 400 Years Ago)
 - Engraved in ancient Dwarven script, these codices describe Terrakon's "shaping of the earth" and Pyroclast's battles to temper it.

- They contain early diagrams of what scholars believe to be magitech-powered weapons inspired by Pyroclast's essence.

3. **The Euronian Song-Vaults**

- Hidden beneath the great sea cliffs of Euronian, these vaults hold hymns to Sylveris and Aegiron, written in languages now extinct. The music, when performed, is said to invoke visions of their realms.

End excerpt.

The gods of Ciretose, remembered under countless names and forms, reflect not only the planet's deep history but also its people's enduring connection to their celestial origins. The legions of angels or the Lesser Titans create the lines between mortal belief and cosmic truth. The ongoing study of these myths—through ancient ruins, oral traditions, and modern interpretation—continues to shape Ciretose's spiritual and cultural evolution.