

0-THE WORLD BEGINS

- While the exact circumstances of the world's creation, as well as the precise date of said creation, are still debated, there is a general sense of agreement about the world's history from a scientific perspective, give or take around a century.
- Each country has a generally accepted prime creation story.

500-ANCIENT CIVILIZATION LIKELY BEGINS

- The first evidence of sentient life that didn't originate within the Void was found in ruins within Crellton Empire land, specifically the harsh land that was geographically a part of the current-day Warring Plains.
 - Current theory postulates that life was influenced greatly by the inhabitants of the Runic City, a cornerstone discovery in developing modern magical technology

940-ANCIENT CIVILIZATION LIKELY ENDS IN WAR, SPLINTERING INTO 5 NATIONS

- The geological changes in the environment between the modern-day Crellton Empire and the Warring Plains suggests that an impossibly destructive war occurred within the ancient civilization, but five leaders (or five groups with distinct enough symbology) dispersed their respective peoples throughout Lataxia.

1020-TWO NATIONS GO TO WAR, ONE DEVOURS THE OTHER

- Historically speaking, there is no debate that the five groups created from the Ancient War skirmishes with one another, and two of them fought around the main landmass of the modern-day Warring Plains, and eventually, they became one nation after what was likely a long war.

1540-HOLY FAMILY ARCANAE OF RETTERIANCIEL EMERGES AS LEADERS

- While the Kingdom of Rette suggests that the Holy Family extends back to the world's beginning, there is no scientifically verified evidence of Retterianciels before around 1500. What isn't debatable among historians is the fact that the family indisputably took power in the Easternmost nation of the early world.

1625-CRELLTON EMPIRE ESTABLISHED

- The political turmoil of the nation directly north of the modern-day Warring Plains is resolved in a miniature war that ends in the establishment of the Crellton Empire and begins the county's obsession with meritocratic rule.

1715-PIRION ALLIANCE PACT SIGNED

- The remaining nation (which had actually splintered into 13 smaller countries by this time) united itself with a treaty of common interests, forcing two of the potential members to assimilate into Rette and Crellton land. The final 11 countries form the Pirion Alliance.

1800-RETTERIANCIEL NAME SHORTENED TO RETTER

- As minor as it may seem now, this change, instigated by the ruler at the time, actually caused multiple riots and threatened to rupture the Kingdom of Retterianciel into civil war. By 1801, the issues had all died down, and in historical terms, this was the point at which the world transitioned from the old to the new.

1920-RUNIC CITY DISCOVERED

- The miraculous discovery of an almost completely preserved example of ancient technology and civilization was found in a deep underground cavern.
- The technology was especially important in this finding, leading to a globally deepened understanding of the combination of magic and machinery.

2225-GREAT RUNIC WAR BEGINS

- Despite a globally recognized agreement to study and distribute the contents of the Runic City and the subsequent findings to everyone on a public level, heated competition began to escalate to skirmishes about the ancient technology, and this finally sparked war involving all three countries.
- This brutal war unfortunately incorporated the ancient and devastating technologies of the runic city as they were being understood by each respective power.

2536-THE SKYLARC COMPANY IS ESTABLISHED

- Amidst the rapid research and development using Runic technologies as a base, a small group of entrepreneurs and scientists from across the Pirion Alliance and the Crellton Empire established a multi-purpose agency with the goal of using Runic technology to improve all aspects of the current world.
- Has branched-out over the next millennia as a significant part of the economic and socio-political landscape of all three “civilized powers” of the modern Lataxia.

2755-GREAT RUNIC WAR ENDS

- As the real capability of the Runic City and its technologies was dawning upon each nation, it was understood that such power could not possibly do Lataxia any good, at least if it was continued to be abused, which led to the Runic Study Treaty and the end of the Runic War.
- The creation of Macra-Crystals also occurred during this year.

2800-WARRING PLAINS DECLARED INDEPENDENT COUNTRY

- Up until this point, although there was proof of the old world nation growing in population in the area, the Warring Plains were seen as inhospitable land, but had no real political clout, until a summit between the other three countries was crashed by representatives that offered significant evidence of the Warring Plains' development as an independent country.

3244-RETT name SHORTENED TO RETTE

3499-VOID WAR BEGINS

- Crellton's interests in gaining a deeper understanding of the Void surrounding Lataxia led to the development of Alpha Station, a giant mechanical structure built to withstand the strange pressures of the Void and allow researchers to study its properties from a closer distance. This project garnered considerable attention from zealots in Rette that interpreted the attempts to leave Lataxia as a blasphemous declaration that violated the human rights of anyone sent into the Void.
- With the Pirion Alliance caught in-between, trying to remain bi-partisan in the issues and attempting to act as mediator, the

shortest war in Lataxia's existence began between the Crellton Empire and the Kingdom of Rette.

3512-VOID war ENDS

- The conflict ended with the launch of Void Station Alpha from the Void Elevator in the Delvai Mountains, with the multitudes of reports from the unharmed people on-board dissuading a majority of the concerns with the project.

3619-current year