

## Verthaca: 418 to 436 PD

On March 27th, 418 PD the world would change forever. Up until that day, magic had been abundant in the realm, for magic was a result of one's ability to affect the world through sheer willpower alone. Anyone was capable of magic, it was only those with the proper mental capacity that could wield it expertly. However, that soon would change and become referred to as pre-Quake Magic. For on that fateful day, every individual that was alive would be able to tell you where and when they felt the ground shook. Tremors so large and profound, all of Verthaca felt the ground shake eighteen years ago. Since that day, magic as they knew it rapidly disappeared, and within three to four years was completely gone. Scholars have managed to pinpoint the loss of magic to the quakes felt that March day but are perplexed as to why it ceased the very essence of magic itself.

With the same speed of magical decay, the world changed. Countries that depended on magic to survive and thrive found themselves scrambling. Farmers that unknowingly relied on magic to bring bountiful harvests, found their crop yields lower than ever. Tensions rose across Verthaca, and though there are rumoured stories of heroes having saved the world, the world did not seem saved.

In time, the peoples of Verthaca adapted and moved on into their new ways of life, and ancient magics once thought lost were re-discovered and re-introduced into the realms.

The following is a timeline that details some of the major and specific events, largely within the Empire, that occurred between 418 PD (When Team P ended) and 436 PD (When Team P1.5 takes place)

Year	Events
<b>March 27 418 PD</b>	The Quake. All across Verthaca every single individual felt the ground shake beneath them. Scholars have pinpointed that this single event is what caused magic as formerly known to disappear. As to what caused The Quake, scholars are perplexed.
<b>October 419</b>	Carndrum, Tallavcarriga suffers a devastating blow. Magic within ruins deep inside the mountains fade away. Large portions of the mountain itself collapse, destroying large chunks of the city proper. Large scale efforts from across the Fallen Empire are made to dig the city out.
<b>April 20th 420</b>	Blaze it.
<b>June 420</b>	The Sky Father Comet passes over Gichimashkode
<b>July 421</b>	The last use of magical staff is recorded in Fornland. Healing magic disappears until White Magic resurfaces.
<b>August 423</b>	The Fallen Empire convenes for their vote every seven years. No Emperor is declared, however the Crown Prince of Saloreat becomes the closest anyone ever has been
<b>August 423</b>	The Crown Prince of Saloreat inexplicably dies, leaving behind a five year old son as the heir to the throne
<b>September 423</b>	Magic is removed from the curriculum in Cennaire Academy, part of the Bronntanas na Déithe Complex in Portashan, Ankeadtir, for the first time since it's conception
<b>April 424</b>	The Volur Academy in Reginfell removes magic from it's curriculum and enrollment becomes extremely limited. Formal magic training is now non-existent in Verthaca
<b>January 426</b>	The Veil in Huegmuen that keeps the corruption of Gawajii at bay drops completely for 3 days. In those 3 days, the corruption spreads quickly and many people lose their lives or homes. A purple haired figure appears from nowhere and helps the Volur re-establish a new Veil. This is seen as the first occurrence of Spiritual Magic, otherwise known as Faith or White Magic.
<b>October 426</b>	Ancestral Magics, a closely guarded secret among Ainvi, becomes predominant in the Great Plains, for the first time in centuries

<b>April 427</b>	Tallavcarriga attempts to steal the Ancestral Magics from the Ainvi through their secret tunnel to the Great Plains. The soldiers that Tallavcarriga sent fail to return home.
<b>October 427</b>	The Queen of Craincrath and her two children are ambushed on the road home to Deiremore. The Queen and the elder child are found brutally murdered the following morning. The younger child is missing, presumed dead.
<b>June 428</b>	The first mages begin to readily practice Traditional Magic, otherwise known as Reason or Black Magic, in Portashan through the discovery of an ancient Dreki text that outlines how the first mages discovered magic. The text appears seemingly out of nowhere and is considered a priceless artifact. The Acolytes hold a monopoly on magic for six months
<b>December 428</b>	A second, identical and equally old and priceless text detailing Traditional Magic appears in Reginfell, ending the Acolyte monopoly.
<b>April 429</b>	The people of Adaawe and Ballenoc come at odds as the former accuses the latter of expanding its border limits.
<b>July 429</b>	King of Craincrath's brother makes a bid for power as the current king currently has no heir.
<b>January 430</b>	King of Craincrath marries a Princess of Kuenbeg
<b>August 430</b>	The vote for a new Dragon Emperor fails as usual
<b>October 430</b>	Crop harvests reach lowest point in years
<b>May 431</b>	Cultalun war drums sound off as the country seeks to reignite their long-standing rivalry with Morthir. Tensions rise along the border
<b>September 431</b>	Cennaire Academy begins a new school year where magic is a mandatory part of the curriculum again for the first time in eight years. Only students with the potential to practice magic are admitted, regardless if they currently practice or not.
<b>November 431</b>	Jarl of Eikthyr imposes stricter laws upon his lands as food becomes more and more scarce. Similar, but less harsh laws soon follow in the rest of Fornland. Tensions begin to rise among the rural folk as more is demanded from the cities
<b>April 432</b>	The Volur Academy in Reginfell reintroduces magic as a mandatory aspect of their curriculum with the beginning of their new school year.
<b>February 432</b>	Crown Princess of Craincrath returns home.
<b>June 432</b>	The Sky Father Comet passes over Gichimashkode

<b>December 432</b>	Clontradail Council is brutally murdered in the middle of night across the city. Faction lines are formed within the Muirfeurian capital, beginning a power struggle that lasts until the present day.
<b>433 PD</b>	With the return of readily practiced magics, the mages of Kiltch resist the Acolytes hold over magic instruction and surmount an insurrection as they begin to delve and discover the Dark Arts. The insurrection is swiftly dealt with by the Acolytes. Magic in Kiltch is now heavily relegated with a heavy Church presence.
<b>August 435</b>	Tensions heighten in Tallavcarriga as the Carndrum royalty have begun to funnel money into establishing a greater foothold in the Great Plains. Talks of rebellion begin to form among the peasantry
<b>February 436</b>	Craincrath tensions rise as support for King's brother has strengthened over the past 7 years. The king's brother secures alliances with several generals in the military. Civil war seems likely.
<b>September 436</b>	Present Day