

The history of the Allag Empire and its conflict with Meracydia

Meracydia



The races of men first discovered Meracydia during the height of the Second Astral Era, when priest-kings began sending envoys around the world to find new places to proselytize the worship of their great Gods to.

Yet the long journey to the distant southern continent had left the priests and their expeditions disoriented, their ships beyond repair... and thus they became stranded, beginning small civilisations of their own, guided by piety.

Yet in time, more expeditions arrived in search for the original expedition, and became stranded anew — thus, the populations grew.

The broods of Bahamut and Tiamat lived happily and peacefully upon this lush and primal continent at that time, having been there for some 4000 years at that point.

They feasted upon the great and exotic beasts that roamed its primordial grasslands and jungles, and bred and raised their Broods in isolated contentment.

Yet they took little interest in these small new arrivals — they were too troublesome and thin to bother preying upon, and as they caused no harm to their Broods, Bahamut and Tiamat decided to ignore them.

Likewise, the men, in awe of the dragons, revered them as Gods, and avoided angering them.

Yet in time, the priest-kings came to war with each other back upon the continents of the north, and soon word of these factional disputes reached Meracydia's shores — and so the settlers, too, dutifully divided into factions, and began to war with each other in the name of their Gods.

Yet, so distant and isolated from the influence of their priest-kings, these peoples began to grow weary of their warfare, and question its wisdom and purpose.

Thus did they unanimously agree to a proposal to turn to the great "dragon god", Bahamut, to intercede — begging him use his wisdom to settle their conflicts.

Bahamut, intrigued by the fleeting and strange ways of men, contemplated, then agreed, presiding over their disputes as impartial arbitrator.

Through this, the competing factions came to a peace settlement, and learned to coexist throughout the continent of Meracydia, while accepting and respecting Bahamut and Tiamat's rules and boundaries for the domains of their broods where men were not to tread or interfere.

Located far from the epicenter of the Third Calamity in Eorzea and surrounded by insulating oceans, the isolated Meracydia suffered only withering droughts and searing heat waves from the Third Calamity, and while its populations suffered terribly, they endured — mercifully being spared the nigh-complete destruction from the firestorms that swept over the Three Great Continents and most of the rest of the world.

The founding of Allag

Over one hundred years after the Calamity of Fire in Eorzea, fleeting plant life had recovered and again begun to cover the surface in shallow green carpets, and water once again fell in life-giving rains to replenish the empty basins that once held great rivers, lakes, and oceans.

Gradually becoming aware of this, the angry and embittered survivors of the Third Calamity cautiously emerged from their generations of underground planning — no longer trusting in men

or gods, and now believing that only through faith in one's own mind and intelligence could there be strength and salvation.

In this, the Third Astral Era, a great flourishing of the human mind took hold among the few that had survived the flames.

As the gods were deemed to be figments not worth worshiping, these people believed that it was most sensible to devote their energy instead to worshiping the glory of themselves — celebrating a life of study, inquiry, philosophy, and education.

Through this stubborn belief, an incredible civilization of brilliance and progress rose to power.

Avowed to never again give in to the petty squabbles that had destroyed the civilisations of the past, the descendants of the Third Calamity's survivors renounced ideas of nations and borders, and instead swore to unify together under the pursuit of only knowledge and self-betterment — bestowing upon their civilisation the title of Allag, meaning something like "Knowledge" and "Enlightenment" in their Third Astral Era language.

Needing a basic system of order and decision-making in order to function and delegate tasks and labor, the people of Allag agreed unanimously to an elected system of representative leaders in order to coordinate the society.

As well, they relented from their initial pacifistic ideals after facing the reality of needing to defend themselves from the encroaching threats of other survivors from other regions that had emerged from their own hiding places in the wake of the receding heat.

Thus did they agree on the formation of the Allagan Self-Defense Force, a basic military sworn to only ever defend, never conquer or attack.

Allagan prejudice

Note that when Allag was first founded in the wake of the Third Umbral Era, after the heat of the Third Calamity had faded and the surface of the Star became habitable again, the Allagans were initially a mixture of all different races — a banding together of any and all descendants of the Calamity's survivors that wished to create a more enlightened society, free of the petty whims of men and the superstitious control of priests.

It was not until after Emperor Xande — a Hyur — came to power and formed the Allagan Empire, and Allag began to slowly but steadily conquer most of the known world, that a sense of Hyuran pride and superiority began to take hold within Allagan society.

This was exacerbated by Xande (in his initial life) staffing his advisors and government positions almost exclusively with hand-picked Hyuran loyalists who, although legitimately-brilliant minds, seemed to appeal to a certain prejudice that Xande had against non-Hyuran races.

Interestingly, this is another of the abrupt changes that seemed to come over Xande after he was made a Commander of the Allagan Self-Defense Force — he seemed, almost overnight, to change from an enlightened man that respected all peoples, into a disdainful bigot that barely-disguised his apparent disgust for any of the races of Allag that displayed animalistic features or other "abnormalities" compared to the Hyuran form.

As Emperor Xande led Allag to glory, and his identity, beliefs, and preferences quickly became a cult-of-personality for the excited populace, the people also apparently began to adopt his prejudices — which, again, was easy for the Hyurs of Allag to do, given that it was one of their own whose brilliance and vision had single-handedly led the way for Allag's rise to power.

Thus, by the time of Xande's death and the age of the High Allagan Empire, Allagan society already had an undercurrent of prejudice against non-Hyuran races.

And by the time of the Late Allagan Empire, as the people all-but-worshiped the might of the resurrected Emperor Xande, Allag had transitioned to outright-deporting large quantities of any non-Hyuran races into outlying territories, as the ruling Hyurs of Allag no longer wished to share their capital city or Eorzean territory with the "lesser" races such as Miquo'te or Lalafell.

The Au Ra, meanwhile, were apparently not encountered until Allag expanded eastward into what is today Othard, and they were immediately treated as lesser peoples to be either ignored or subjugated, depending on what was more convenient in a given situation — paid little attention overall, and holding little influence or place in Allagan records.

By the time of no later than the final conquest of Meracydia, the Allagan Empire had transitioned to outright-enslaving non-Hyuran races, defining them by law as lesser peoples with lesser rights within the society, converting those not outright-expelled to distant lands into servants and retainers.

Xande

Centuries later, a young man named Xande had risen to prominence as not just an effective orator and effective leader within Allag's representative democracy, but also a skilled and

intelligent soldier, serving faithfully in the Defense Force, believing it his civic duty to not just guide his nation, but also protect it.

Xande believed staunchly in the ideals of Allag's founding, and was an affable man well-liked by all, eventually being elected to hold the title of Commander in the Defense Force, granting him great influence over its modest army.

Yet, shortly after this achievement, Xande seemed to suddenly change — whilst always a well-educated man, he almost overnight seemed to become truly brilliant, presenting feverish innovations of ideals and schematics for creations and developments that boggled and awed the minds of his fellow scholars.

And so, too, did his demeanor change — from a pleasant and likeable man, to someone aloof, haughty, arrogant, and impatient, seeming irritated with every question from a confused scholar as if it came from a child, and annoyed every time that someone doubted one of his new ideas or schematics.

The Allagan Empire begins

Yet, none could deny the swift progress with which Xande's innovations began to develop Allag's previously-gradual and modest society, and soon the people forgot their concerns about his changed nature, and instead celebrated the brilliant advancements that Xande's visionary mind was bringing their society.

Mechanics, engineering, chemistry, biology, sociology — under Xande's guidance and education, all these topics and more exploded in breadth and depth within Allagan culture, transforming the nation within a few decades into something nearly-unrecognizable, spurred by the bounty of crystals and natural resources to be found in the pristine and beautiful environment around Silvertear Lake that was their homeland.

Yet over time, Xande began to noticeably-chafe against the restriction caused to his ambitions by Allag's democratic system and shared military command — until his popularity and influence finally became so great that the people willingly-accepted his suggestion to make things "more efficient" by granting him centralised power... as Emperor of Allag, forming the Allagan Empire.

Thus empowered, Xande's next act was to have the laws rewritten to give the Emperor highest authority over the standing Allagan Self-Defense Force.

And after that, he changed its title to a new purpose — the Allagan Expansionary Force, telling his people in a great speech that the Allagans, as the greatest and most brilliant people in all the world, deserved far more than the small area of land that they held — they deserved to rule, to propagate, to spread their superior enlightenment to all corners of the Star.

To effect this, Xande was known to have created a simple command that he oft-repeated in his addresses to his people:

"Go forth. Conquer. Rule.

No lands must remain beyond our grasp. Seize that which our inherent superiority rightly grants us."

Blinded by excitement for all that they had achieved in so short a time, the youth of Allag rose up in resounding cheers of support... and the elders, fearful of the consequences of disagreeing, reluctantly followed along.

Thus, under Emperor Xande's unfailingly-brilliant leadership, Allag conquered most of the Three Great Continents, bringing most of the known world under the control of Allag's might.

With these vast resources under its control and a sprawling populace of brilliant, unfathomably-educated scientists and citizens, Allag innovated again and again, culminating in grand developments in technology, biology, and aetherochemistry — making it all but unstoppable.

The Crystal Tower

Yet for all their massive advancements in quality-of-life and comfort, Allag could not conquer the inevitable enemy of mortals: aging and death.

Growing decrepit and past his hundredth year, a frustrated Xande was finally able to succeed in directing the Allagans to create his crowning concept — the Crystal Tower, the greatest technological achievement ever recorded in Hydaelyn's history, so complex that even many Allagans lacked a full understanding of its wonders.

Image

The Crystal Tower was miraculous, and brought prosperity and pride to Allag, representing the very greatest of its founding ideals: a place of peace and enlightenment open to all men and women to conduct research and gain knowledge and education.

Yet it was not finished.

Xande's original vision had called for the Crystal Tower to be a source of unlimited power — one that could supply the entire civilisation over the entire surface of the world with energy, without relying on crude and limited fuel sources such as tides and consumable crystals.

But the aging Xande, and his best scientists, could not find a technology capable of providing a conduit for what he wished for — the infinite energy of the Sun.

Announcing to the Allagan people that he had determined that the resources that they needed to make the Crystal Tower even greater lay on the southern continent of Meracydia, one of the few places that Allag had never ventured to, Xande received resounding approval for the invasion of Meracydia.

Yet for the first time, the people of Allag tasted bitter defeat — attempting to fight a protracted war over a distant ocean against an entrenched local population, as well as two powerful broods of Dragons, proved beyond even Allag's capabilities.

Allag was soundly defeated, and forced to withdraw — infuriating Xande, and demoralising the Allag people, bruising their pride significantly.

Xande died soon after, his bitter final breaths being to lament his inability to have his dreams and wishes fulfilled.

The flourishing High Allagan Empire

Yet even after Allag finished mourning the loss of Xande, Allagan technology continued to rapidly proliferate, for his great innovations had taken deep root in Allag society over the century of his reign, and produced an abiding love of knowledge and research.

As the centuries passed, this led to extremely advanced science and technology, including rudimentary genetic engineering, and basic cloning, as well as the launching of artificial satellites for reconnaissance and communication.

It was during this time period that modern scholars believe Allag developed the revolutionary automaton known as Omega, and used it to put a permanent end to threat of Primal Summonings within Allag's conquered territories, by putting the beings in perpetual stasis, preventing both the threat of their attacks and the ability to Summon them.

Image

The unstoppable power of Omega led Allag's rebellious territories to give up in complete and total despair, finally ending all resistance to Allagan rule everywhere on Hydaelyn — except Meracydia, which proved intractable to even these innovations.

Deemed no longer necessary, Omega was deactivated and placed into storage.

At this point, the Allagan people believed that they had mastered nearly everything — they no longer knew scarcity or hardship, and had all of their health, exercise, food, drink, and survival needs trivially-met by their advanced technology.

Yet, with no challenges left to overcome after well over a thousand years of glorious progress and development, the people of Allag became aimless and confused, and began to slowly descend into an aversion to work and effort, an obsession with pleasure and greed, a loss of intellectual motivation, and a high suicide rate, as well as struggling with gradually-increasing infertility problems.



Amon

It was at this time that a brilliant aetherochemist known as Amon was born, and became deeply-troubled by the state of societal decline that he observed around him.

While Allag's advanced technology was in no danger of faltering, even if the entire society lost interest in trying, Amon refused to allow their great civilisation to decay so, believing that Allag's pride and brilliance was always its greatest feature.

Obsessing over the complex problem, yet lacking the social or political experience or education to analyse the problem holistically, Amon became obsessed with resolving it himself, using the tools that he knew how to use — science and aetherochemistry.

And Amon's ultimate conclusion was that what Allag needed was the glorious leadership that brought it into existence in the first place — Emperor Xande!

So powerful was Amon's conviction that he refused to allow even Xande's death many centuries earlier be a deterrent — he vowed that he would simply overcome death itself.

Proposing his ambitious plans to the High Allagan Council, Amon finally persuaded the initially-sceptical leadership of Allag to relent and approve his vast proposal.

Throwing himself furiously into his work and research, while overseeing sprawling teams consisting of hundreds of Allag's most brilliant scientists and innovators, Amon himself inadvertently partially-reinvigorated Allagan society just by the curiosity of what the sudden, ambitious work within the Crystal Tower and its surroundings offices and towers might consist of — and motivating thousands more citizens to apply to contribute their minds and hands to the cause.

Through these efforts, Amon and his teams perfected one amazing innovation after another, granting the Allagans immunity to the ravages of time and age, full control over the genetic outcome of their offspring, perfect bodies without any need for exercise, and more.

Yet still, he could not produce his promise of true immortality — Amon's beautiful, never-aging subjects still eventually died of natural causes, to his immense frustration.

And his goal of resurrection of the dead also infuriatingly-eluded him.

Thus did Amon turn his aethero-chemical research to increasingly-bizarre and exotic directions, eventually producing grotesquely-modified Hyuran bodies that were truly immortal... yet in the process, swelling them to monstrous sizes and heights, with bulging musculature and hauntingly-changed faces.

Unsurprisingly, few Allagans were interested in such a "blessing", and so it was reserved instead as a "gift" given to Allag's most disobedient criminals — the various rebel and resistance factions that had begun to creep into existence following the news of Amon's unnatural innovations, which many citizens felt crossed lines that even Allagans were never meant to cross.

Phlegethon

One such Allagan given this treatment against his will was Phlegethon — formerly one of the most influential Allagan Resistance leaders, he was betrayed by agents of the Allagan Empire and, after being convicted in his public trial, brought before Amon for "treatment".

Amon "blessed" Phlegethon with a towering, gigantic body and innate control over massive aetherial powers... yet also modified the man's mind, robbing him of free will and making him an unflinchingly-passionate and loyal servant of the Allagan government.

Phlegethon was then banished to the bowels of the Crystal Tower, within the defensive maze of horrors known as the Labyrinth of Allag that Amon had ordered the construction of in order to keep "rabble" from sneaking in and disrupting the efforts of his sprawling research teams.

There, Phlegethon served as a stark warning against any who would dare defy Allag's authorities — as well as a nigh-unstoppable foe for any who dared try to cross his threshold, wiping out entire raiding parties of rebel forces with but a single one of his catastrophic Flare spells.



Amon, remade



As the decades wore on, the resurrection of the dead continued to elude Amon, even as he felt his own unaging body begin to slow down and approach its natural end.

Frustrated and unwilling to die without seeing his goals met, Amon used his immortality treatment upon himself, warping his flesh and body into a grotesque monstrosity like his other subjects, and causing him to begin dressing himself in an elaborate cloak, mask, and hat to disguise his changed features.

Yet Amon hardly cared — the covering of his features was simply for the benefit of the weaker-willed citizens that he was forced to work with.

Unei and Doga

In his obsessive quest to resurrect Xande from death, Amon needed to be sure that his techniques would work, before he could risk calling for the exhumation of the corpse of Allag's sacred and beloved first Emperor from within the crystalline Tomb of Xande.

As such, Amon sought out Xande's descendants — believing that testing upon others with similar blood as Xande would be a good way of experimenting with the techniques before risking an attempt upon the actual emperor.



Thus were the then-current living heirs of Xande's bloodline, Unei and Doga, invited by Amon to help with his research — and they, caught up in the same excitement as the rest of Allagan society about Amon's ambitious proposals, were eager to assist..

Yet what they discovered within his laboratories were nightmares, as Amon — obsessed with his goals — experimented ruthlessly and without boundaries upon the two young royals... and no one else dared interfere with the work of the visionary Amon... no matter what darkness was occurring within his amoral facilities.

When at last the original Unei and Doga expired after being subjected to Amon's merciless investigations and experimental techniques, an unconcerned — and unmoved — Amon simply cloned them, and resumed where he left off.



Their nature as cloned, artificial life-forms caused them to naturally lack Soul aether, but for Amon, this was actually quite a useful feature — it allowed him to gain vast quantities of data on experimental techniques of resurrecting individuals by dragging their Soul aether back from the Lifestream, and infusing it into a cloned body.

Thus, again, and again, and again were the tormented souls of the original Unei and Doga dragged back into yet another set of cloned bodies, and their nightmares within Amon's laboratories resumed.



Eventually, it became inefficient to wait for a set of clones to expire before creating a new "set", so Amon soon set up a facility to mass-produce Unei and Doga clones, that he might always have another pair waiting to continue on, after he inevitably went "too far" yet again, and "expired" another set.

After some months, Amon had scores of pre-grown Unei and Doga clones waiting in stasis chambers, to be activated at a moment's notice whenever Amon would need them for his continued experimentation.

Emperor Xande, reborn

And, at last, after a century of hard work, through a combination of all of these efforts, Amon finally made a great advancement in the ability to resurrect the dead — while he still found it vexingly difficult to ever resurrect his "test subjects" directly, he made great strides by instead cloning the deceased first, and then forcing a soul back into the cloned body.

For reasons that eluded even Amon's knowledge, this method of resurrection worked, while others did not.

Thus convinced that he had finally achieved his needed means, Amon at last embarked to finally achieve his original goal as well — the revitalization of Allag through the resurrection of Emperor Xande.

Image

Amon exhumed the long-dead Xande's corpse, and from it, obtained the genetic material that he needed.

With this, he cloned Xande — and, not wishing to see any possible mishaps occur, he gave the cloned body his immortality treatment, swelling it to gargantuan proportions and giving it great strength and endurance.

Thus did he hope to ensure the great Emperor protection against defiant elements that might refuse to kneel to him.

Then Amon called Xande's soul back into his body — and a shocked and bewildered Xande awoke anew.

Yet Xande quickly recovered from his surprise, and expressed great approval of Amon's work.



The fate of Unei and Doga

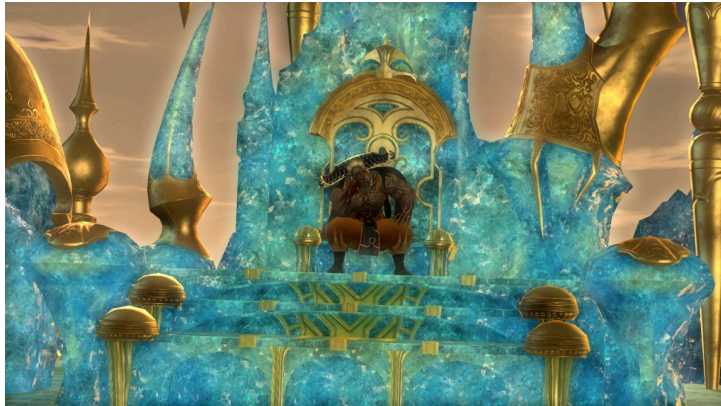
When at last Amon succeeded in reviving Xande, he immediately deemed the remaining "unused" Unei and Doga clones to no longer have purpose.

After infusing Unei and Doga's resurrected souls into one last set of clones, Amon then had no further souls to drag into the remaining dozens of unused clones — and thus did Amon, ever cold and practical, simply convert them all into soulless, forcibly neuro-programmed bioweapons, their mental tissues conditioned to instinctively function as elite Imperial guards, shock troops, and assassins.



The once-again resurrected souls of the true Unei and Doga could only watch this happen silently — powerless to stop their own bodies from being used as dark tools and living weapons, for with the successful resurrection of Xande, Amon's fame had become absolute, and his power and authority unquestionable.

The war in Meracydia



Retaking his throne within the Crystal Tower, Xande declared Amon the Chief Scientist of all of Allag, and gave Amon leave to do anything and everything that he pleased with Allag's vast resources.

Yet upon learning that the Allagans had still never found a way to harvest the true power of the Crystal Tower, and that Meracydia still eluded conquest, Xande's mind was immediately set to purpose.

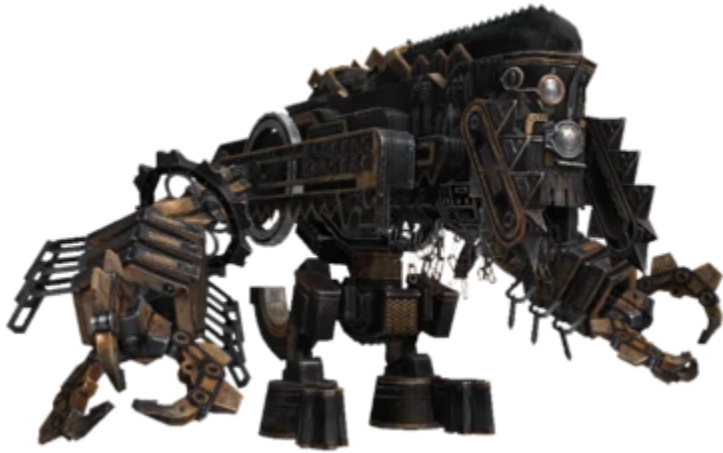
At first, Xande hoped that Allag's technological innovations in the many intervening centuries since his death would be sufficient to conquer Meracydia.

They were not.

The initial landing of Allag's forces shocked and surprised the men and dragons of Meracydia at first, who had thought Allag defeated soundly many centuries earlier, and had barely remembered the invaders's existence.

Yet Bahamut and Tiamat soon rallied the combined might of their shared Broods and all of the various tribes of Men of Meracydia, and the Allagans were again halted in their efforts and beaten back, the invasion stalled firmly and unable to push further forward.

Exasperated and infuriated, Xande threw Allag into a state of total war, ordering all societal resources to be devoted to the development of weapons capable of taking Meracydia, placing Amon in charge of coordinating the efforts at the highest level.



Under this initiative, after decades of furious innovation, Allag had fully-converted all units of its army to be made up largely of Clockwork Automatons, Autonomous Nodes, and an endless array of horrifying Chimerical Bio-Weapons, with only modest contingents of living Hyurans to guide, oversee, and deploy the horrors.

These were then deployed ruthlessly against Meracydia, and any time one of these tools seemed to be unable to make further inroads, the Allagan scientists simply innovated even better and deadlier versions.

Eventually, this onslaught proved too much for even the dragons of the First Brood, and in a decisive battle that raged over half the continent of Meracydia, Bahamut was finally struck down by a horrifying combined swarm of Clockworks, Nodes, and all manner of unfeeling, unthinking Chimerical bio-weapons.

Tiamat was horrified, and fled the battlefield in grief and confusion, spiraling into a deep and abiding existential despair.

The various other races of Meracydia, meanwhile, fled in horror, retreating into their various nations's borders as Allag's forces began to triumphantly sweep across the continent.

The Warring Triad

Image

Yet within several months, most of these Gods were no more — having warred among themselves for access to the thick reserves of Bahamut's aether saturating the continent's atmosphere until only three remained: Sephirot, Sophia, and Zurvan.

Thus swelled to power of terrifying proportions, these three deities temporarily accepted the entreaties of their individual peoples, and united to drive Allag's forces all the way out of Meracydia — undoing all of Allag's gains on the continent, and pushing the forces all the way to the northern shore where they had first begun.

As soon as the invaders were quelled, however, this "Warring Triad" immediately turned upon each other again, vying once more for control of the aether of Meracydia.

The salvation of the Men of Meracydia

Yet there, cowering within their own territories, did something strange occur: an order of benevolent robed sages arrived upon the shores of the continent on a journey from distant lands to offer succor and guidance to the beleaguered peoples of Meracydia, and at the behest of these hooded and masked sages, the Meracydians began to pray fervently and passionately to the Gods that they believed in for deliverance.

You see, while most of the peoples of the Three Great Continents had abandoned the worship of gods after the bitter disaster of the Third Calamity of Fire, the races of Meracydia were the descendants of men from the Second Astral Era theocracies — and, having not been made extinct by the Third Calamity, their modest civilisations still believed in the worship of their Gods, although their form and identities had changed dramatically over the intervening millennia.

Thus did the massive aether released across the continent by Bahamut's catastrophic death suddenly begin to respond to these desperate, collective prayers, and provide fuel for something previously-unknown to the Meracydians: the arrival of their Gods in the flesh.

Thus was Xande suddenly stymied by yet another obstacle in his infuriatingly-vexing attempts to make Meracydia his domain: rampaging Primals — or "eikons", as the Allag language referred to them — sweeping across the continent, tempering massive swathes of Allag's Hyuran commanders and soldiers, and outright-destroying any artificial forces that were immune to conversion.

While the total number of these Primals summoned is not known precisely, the records of Allag suggest no less than 20 different "Gods" were invoked in the weeks and months following Bahamut's death, as the benevolent sages continued to travel the continent and guide the lost and struggling people in the art of making their prayers reality.

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Upon receiving reports of the total loss of Meracydian territories, Xande's impatience and rage knew no limits, and he began to publicly-execute one scientist per day, promising that the killings would not stop until someone found a solution.

It was at this point that an innocuous and previously-unknown young scientist came forth, kneeling proudly before Xande, and reminded the Emperor of the great machine Omega that had been used to put an end to all Primals of the Three Great Continents centuries earlier, before being placed back into stasis and slumber.

Intrigued, Xande ordered the young scientist to head the investigation into these records, and placed Amon in charge of seeing them carried out.

Thus was Omega revived from its storage chambers, and shipped to Meracydia, where it once more was used to engage Primals.

And so the surprised Warring Triad again set aside their conflict long enough to engage the invaders of their domain.

Yet these aether-gorged and prayer-soaked Primals were far more fearsome than anything that the Omega device had ever had to face in the Three Great Continents, and it took the combined efforts of both Omega and the rest of the Allagan Empire's vast forces of machines and bio-weapons to weaken the combined power of the Warring Triad enough for Omega to finally bind them in stasis.

Kaliyas



Kaliyas is one such weapons deployed to Meracydia. The product of an intense collaboration between both the mechanical and biological departments of Allagan Imperial science, the chimero-clockwork creations called Kaliya were modeled, designed, and perfected within the elite halls of the Aetherochemical Research Facility upon Azys Lla.

The purpose of the Kaliya model was simple: to create an autonomous weapon that could oppose the vexing problem of the twin Dragon broods that held nigh-unbreakable domain over Meracydia.

In perfecting this design, Allag's scientists ensured that the bio-mechanical Kaliyas were durable enough to withstand direct attacks from the Dragons's razor-sharp fangs and talons, and that the metals of the frame and machinery were also of such heat-resistant alloys that they could endure even the white-hot flames produced by Dragon-breath.

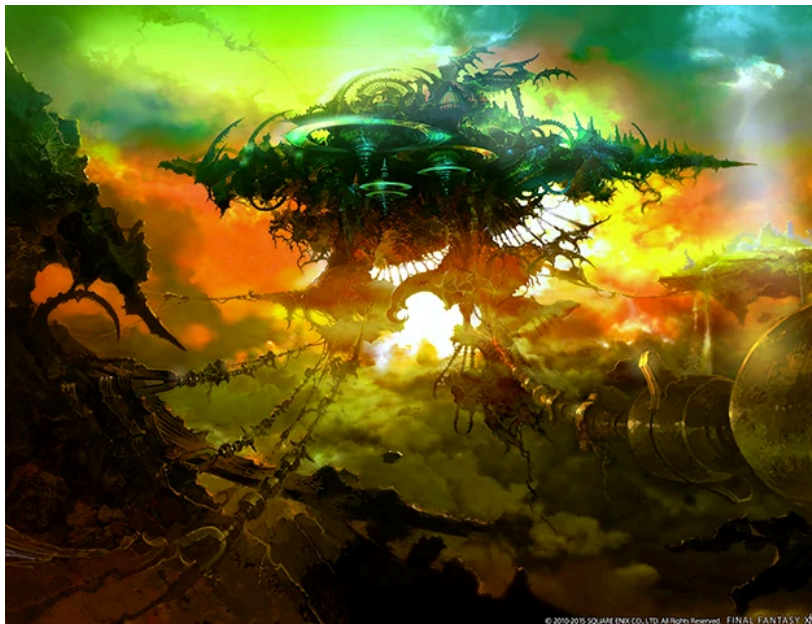
The result was nothing short of nightmarish, as legions of Kaliyas were eventually mass-produced and deployed upon Meracydia, where they managed to terrify even the Dragons of the Bahamut and Tiamat Broods.

Deep into Meracydia marched columns of impervious metallic monstrosities that could shrug off every attack that a Dragonkin attempted to make, respond by gripping the confused attacker in metallic claws with lightning-quick precision, and then conclude the encounter by tearing the struggling Dragon apart using three deadly heads full of jaws and teeth designed to mercilessly rend through the flesh and hide of even the toughest and eldest Dragonkin.

These "Gods" thus bound, in an eternal state between existing and not existing, the races of Meracydia suddenly found with shock that their prayers no longer worked to summon their Gods... and so they descended into total despair, believing that they had been abandoned and forsaken by their deities.



Azys Lla



Amon, meanwhile, had been working on calculations of his own, and was developing a promising idea that excited him greatly.

He presented a proposal to Xande to create a vast installation called Azys Lla, where the power of these captured Eikons could be put to use as a theoretically-limitless energy source, creating

a research facility in which Allagan scientists and researchers could gather and produce even greater innovations than ever before, unconstrained by limits of energy and fuel.

After gaining from Amon the assurance that such a facility would certainly produce great strides forward in weapons and military capability as well, Xande hastily approved.

Image

Thus was the material for Azys Lla torn from the very land of the Star itself, displacing entire territories of people, and set aloft in the skies above the Allagan Empire.

At its center was built the Aetherochemical Research Facility, and within its depths were imprisoned the Warring Triad as a perpetual energy source.

Yet Amon's theories proved imperfect — without worshipers to fuel them, the Warring Triad went dormant, and began to weaken and fade, even in stasis.

Thus, Amon had vast sections of Meracydia — and all of the peoples within them — carved up and added to the bulk of Azys Lla as "living research sections", in which Meracydian races were held captive and observed and experimented upon. This would be codenamed the Delta Quadrant in Azys Lla.

Amon believed that doing so "in their natural environment" would provide the most useful results.

From this, Amon came to a realization: the Primals in stasis required a continual source of believers and worshipers to keep them corporeal, and thus, emitting power.

Thus did Amon swiftly receive approval from Emperor Xande to deploy Allagan forces to Meracydia to capture vast numbers of Meracydian races that worshiped any of the imprisoned Warring Triad, and then imprisoned these living people in stasis as well — kept immortal, unable to live or die, while subjected to "just the perfect amount of suffering" to ensure that their unconscious minds would cry out in prayer for eternity.

The salvation of the Meracydian Dragons

Yet the mysterious sages that had come to guide Meracydia to deliverance and freedom would not be so easily thwarted.

Abandoning the other races of Meracydia, the sages approached the last faction, that they had previously avoided contact with — the Dragons of the Brood of Bahamut and Tiamat.

After initial hostility to their proposals, the grieving Tiamat was finally persuaded to listen to their entreaties, and the sages convinced her that they knew of ancient rituals that could resurrect dead Dragons — so long as their rich aether still remained in the land.

Distraught and furious, Tiamat at last led a massive procession of millions of Dragons of both Bahamut and Tiamat's Broods to the vast, crystallized crater in which Bahamut's life-energy still lingered, a thick miasma of powerful aether permeating the area for miles around.

There, Tiamat obeyed the sages's instructions, crying out fervently for Bahamut to return to her, before giving in to her desperation and beginning to simply pray through wracking sobs, her entreaties initially filled with grief and hope, but soon turning to thoughts of rage, anger, and vengeance, at last begging her mate to return and put a permanent end to the Men that had wrought all of this suffering.

And then... Bahamut responded to her pleas, and was reborn from his own aether.



...and yet, he was not: the creature before her was a twisted shade of her former lover.

Aye, he looked identical, but there was no wisdom, no love, no warmth, no compassion — only seething rage and pure violence.

Indeed, he seemed to barely even recognise or care for her, and left without so much as contact or greeting...

Tiamat instantly understood what she had done, instantly understood the depths of her foolish desperation and irrational hope.

She whirled upon the sages, fury filling her heart — and found they had vanished into thin air, nowhere to be seen...

Thus did Meracydia come under the terrifying grip of Primal Bahamut, a creature obsessed with nothing but destruction and violence, barely capable of even communicating, and seeking absolute obedience from any and all living upon the land.

Worse, his very presence radiated into the Dragons of Tiamat's Brood and Bahamut's former Brood, twisting them into crazed, passionate servants that blindly revered the "reborn" Great Wyrms.

When Allag's forces refused to bow to Primal Bahamut's power and authority, he immediately annihilated them — again undoing all of Allag's gains on Meracydia, and again pushing them all the way back to the northern shore.

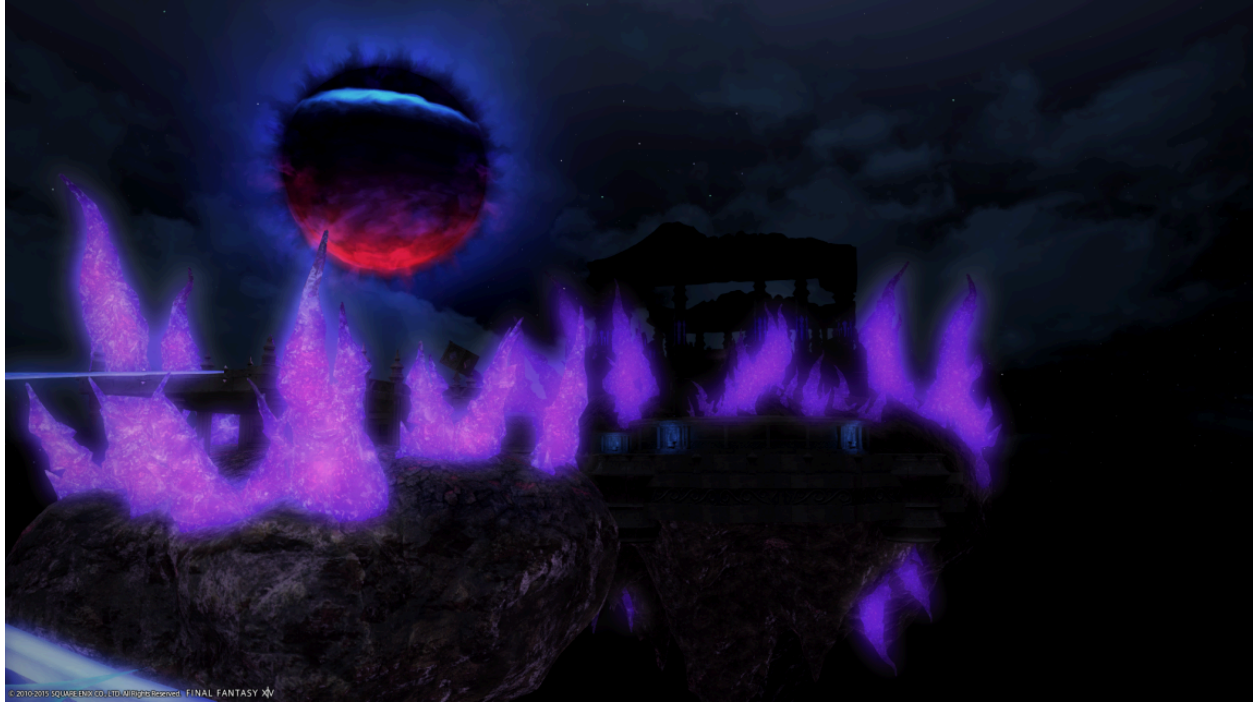
Xande was again vexed and furious, but before public executions could begin, Amon had already stepped in, proposing the might of Azys Lla might be able to research a solution.

Thus, more and more advanced bio-weapons and machines were created... yet none could stand against the power of a Primal summoned by over a million praying dragons from the raw aether of a slain First Brood Wyrms, and continually fueled by the crazed worship of millions of Dragonkin.

Growing impatient and enraged, Emperor Xande demanded results be achieved soon — or else.

Thus did Allagan scientists, working around the clock, use the power of the Warring Triad to begin exploring the existences beyond our own, methodically tearing open gaps into the Aetherial Rift and seeing what lay beyond, hoping that some substance or material from beyond this world might be able to provide a solution.

A pact with the Void



Eventually, one team discovered the existence of an entire realm of Voidsent, and so dubbed it "the Void" — creatures previously known only as strange and inexplicable phenomena, but now understood to exist in their own world beyond our own.

Intrigued, Emperor Xande, being an experienced ruler, immediately demanded an audience with the ruler of the Void.

Confused, the Voidsent bound before Xande reluctantly departed, then finally brought forth the visage of the Cloud of Darkness — when Xande asked if she was the ruler of the Void, she merely stated that she was the most powerful, and thus all bowed to her wishes there.



Understanding such a statement intimately, Xande began parley with her, asking what she would demand in exchange for joining her "people" to the might of the Allagan Empire.

The Cloud said she wished for nothing save access for her "people" to "explore" Xande's world, and Xande — believing himself having achieved a great negotiating bargain — swiftly agreed to her terms.

Thus did Allag's technology turn to creating portable Voidgate Generators, attuned to the Void's place in the Aetherial Rift, and capable of allowing any lay soldiers to open a Voidgate at any location of their choosing.

From these Voidgates poured endless swarms of corrupted Voidsent souls — possessing the corpses of anyone killed on the battlefields in Meracydia, and simply fleeing back to the Void if their possessed body was destroyed... only to return again a short time later in a new corpse.

Synthetic Voidsent



Additionally, research in Azys Lla proceeded aggressively on the production of Synthetic Voidsent.

Amon believed "natural Voidsent" an unstable liability, and foresaw problems coming from soldiers that needed to be negotiated with.

Thus, in violation of Xande's contract with the Cloud of Darkness, Allagan researchers began capturing Voidsent and imprisoning them in stasis, where they were studied, dissected, examined, tested, and exploited to extract the secrets of their genetic and aetherial composition.

From this, the Voidsent were then cloned... and then the results of these cloning experiments were used to innovate new Chimera bio-weapons with aetherial and genetic compositions mimicking the inhabitants of the Void, rather than the biology of natural living creatures.

Void Armaments

While Synthetic Voidsent proved to be effective shock-troopers that could be mass-produced easily, their development consistently ran into the obstacle that they were limited to merely mimicking the capabilities of their template Voidsent, and in a much weaker manner.

In other words: at its fall, Allag still had not managed to perfect the process of synthesising Voidsent to the point of being able to imbue them with the same fearsome command of aether that true Voidsent possess.

As such, Synthetic Voidsent ended up being, in practice, more like a way to accelerate and diversify Chimeric Bio-Weapon development, rather than the original intention of finding a way to mass-produce true Voidsent.

Yet Late Allag's scientific minds were vast and legion, and for any and every subject of investigation, as soon as one pathway of research met a dead end, there were already a score of researchers exploring an alternative solution.

Thus came the proposal of Void Armaments.

The reasoning behind the idea was as such: Voidsent soldiers suffered at least four major limitations.

For one, the stronger the Voidsent's corrupted spirit, the more immense an expenditure of energy was required to bring it across the Aetherial Rift and into the world of this Star.

For two, once here, the Voidsent's corrupt spirit then further required a host to possess and shape into its own preferred form before the Voidsent could begin interacting meaningfully with the physical realm, thus necessitating the additional expense of a steady supply of host bodies to support these Voidal troops.

For three, the more powerful the spirit, the more powerful was the host required: it had long been proved to be simply physically-impossible to summon, for example, a high-ranking Void Lord or Queen into the body of a mere beast or soldier's corpse — the being possessed needed to be commensurate in power to the Voidsent possessing it, or the material vessel would rapidly be consumed and deteriorated.

And for fourth, even should the above three obstacles be overcome, the Allagans had learned early on that the effectiveness of a binding ritual was proportional to the strength of the Voidsent — while lesser vermin could easily be kept in line indefinitely with the power of aetherochemical formulae, greater beings would rapidly erode and break free from such insurance-mechanisms, rendering them unstable and dangerous allies, given Voidsents's chaotic natures and penchant for changing their loyalties on a whim if a more tempting opportunity appeared.



And hence came the proposal of Void Armaments: a refinement of the Allagan goal of creating true "artificial Voidsent".

The principle behind Void Armaments was as such:

First, a Synthetic Voidsent body would be created using Allagan genetic engineering and cloning techniques inside the growth medium of a culturing cylinder.

In this way, the Allagans could create a body specifically-matched to the needs of the target Voidsent, rather than wasting time and energy trying to find a suitable matching host vessel in a preexisting form already occurring naturally somewhere on the Star — the scientific team proposing Void Armaments reasoned that such searching was far too much unnecessary effort when Allag already had the power to custom-design flesh and life.

Second, the body would then be enhanced using Allagan cybernetic grafts and technologies — allowing for more expedient development than trying to make a fully-biological vessel that could actually sustain containment of the unnatural and corrupted aethers of advanced Voidsent.

Third, this synthetic vessel — being custom-designed by Allag's scientists — could be bound and controlled using the same Allagan neurolink technology that effectively bound the will and nervous systems of even Dragons, and thus no longer relying on primitive and unreliable aetherological binding rituals to certainly and precisely control the behavior of a summoned Voidsent.

Fourth, the Armament would be designed with Voidgate generators built into its bio-synthetic chassis, and the target Voidsent would then be pulled across the Rift directly into this vessel — reducing the amount of energy expenditure required, due to the exacting precision with which the operation could be targeted, and also dramatically-reducing the size of the Gate needed.

Fifth, while containing the target Voidsent, the synthetic bio-mechanical vessel would continuously record a template of the target Voidsent's mental and aetherological patterns — essentially, "cloning" the Voidsent's very spirit and identity.

By doing all of this, the total resource expenditure required to use a given Voidsent's power would be dramatically reduced: there would be no need to expend the energy required to keep the target Voidsent permanently in this realm, nor would there be the perpetual security burden of monitoring it for signs of disobedience or escape from its bonds.

Instead, once the Voidsent had possessed the Armament long enough for its template patterns to be fully-recorded, it could then be released or banished back to the Void at the Allagans's whim, and the powerful artificial vessel would be able to use its recorded aetherological waveform data to continue to wield the Voidsent's now-duplicated aetherial qualities — yet "completely safely" , without any risk of rebellious behavior as would be encountered with a true Voidsent.

Recovered Allagan records suggest that the Void Armaments were an innovation that occurred extremely late into the Allagan Empire — so late that they may not have even been used during the conquest of Meracydia, and if they were, it would have been only at the very end.

Thus, the research and development of these weapons seems to have been ultimately intended to target disobedient Allagan territories that were attempting to break away during and after the final conquest of Meracydia.

The last known Allagan record of Void Armament development was recovered from the weapons development databases of Azys Lla.

In this database, there are files containing official reports to the Allagan Imperial government wherein it is recorded that the first successful test of a Void Armament, referred to as "Diablo Armament", was successfully used to capture a Diablo-class Voidsent from one of the highest echelons of Voidal hierarchy.

Apparently, the custom-designed synthetic bio-vessel successfully contained the Void Lord's spirit, and the Void Lord was successfully bound, imprisoned, and Neurolinked, with the Armament responding to all testing commands and exercises as-intended.

The Armament was then apparently deployed to Meracydia for field testing, in order to provide a "strongly-suited environment" in which the Armament could begin capturing and recording the Void Lord's aetherial and psychological pattern data.

Apparently, this process also completed successfully, and once "sufficient waveform data" was captured, the Armament was returned to Allag, where the Void Lord was apparently promptly "flushed" from the Armament and, presumably, returned back to the Void.

The researchers then apparently received Late Allagan Imperial government approval to enter "the next phase of testing" — deploying the now fully-artificial "Voidsent" possessing the Void Armament (ie, recorded and mimicked aetherial data copying the Void Lord's soul and mental aether-patterns) upon the populations of rebellious Allagan territories.

The last entry states that, by request of the Imperial leadership, the Diablo Armament was to be first tested upon a series of disobedient territories located in what is now modern-day Southern Ilsabard.

There are no further known Allagan records mentioning Void Armaments, and based on the date of the last entry in the Azys Lla databases, modern-day researchers of Allag currently believe that this field testing may very well have never taken place — instead being prevented or interrupted by the onset of the Fourth Calamity.

As such, there is no known evidence or data to suggest with certainty exactly what became of "Diablo Armament"... or any other Void Armaments that may have been created in the waning days of the Late Allagan Empire.

The conquest of Meracydia

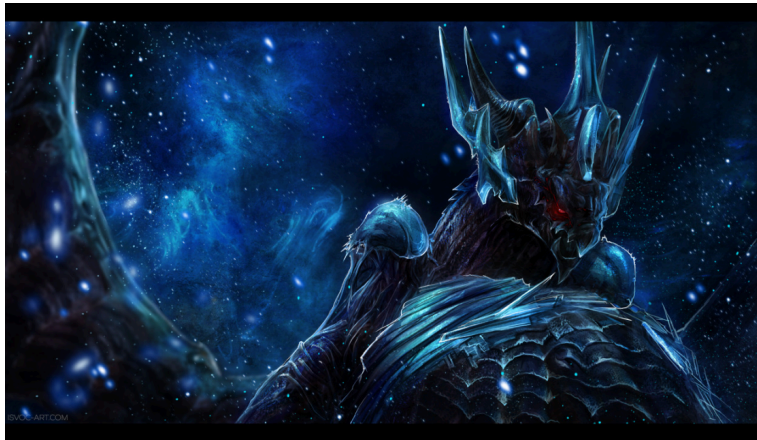
Thus was Meracydia overwhelmed by an endless tide of Voidsent-possessed and -twisted corpses, Synthetic Voidsent armies, horrifyingly-advanced Chimeric Bio-Weapons, and endless numbers of automaton Clockworks and Nodes.

Even the furious Primal Bahamut could only kill so quickly, and eventually, this teeming swarm of horrors had killed its way across most of the Dragons of Meracydia, and was crawling and

swarming upon the Primal's body, gouging out chunks of his artificial flesh faster than it could be regenerated by the ambient aether.

Weakened, but still far from dying, it was then that Primal Bahamut finally fell: with no Dragons left to hinder its advance or risk damaging it prematurely, Omega was at last deployed by the Allagan forces, and fought against the great Primal Dragon in a climactic battle that raged across Meracydia and destroyed vast swathes of its once-pristine landscape.

At last, Omega succeeded in activating its control mechanisms against Primal Bahamut, binding the enraged Primal in stasis.



Then, Amon's grand epiphany that had begun in Azys Lla with the Warring Triad was now achieved: the stasis-frozen Primal Bahamut was fitted with Neurolinks, paralysing the nerve centers of his artificially-woven brain and rendering him incapable of action, or defiance of the Allagans's wishes.

Next, broken, scattered, terrified, and defeated, the Dragons of Meracydia proved easy prey for the Allagan Empire's armies, who fanned out and captured thousands upon thousands of Meracydian Dragons, imprisoning them in stasis as well.



Tomb of Xande



The Tomb of Xande was located in a cavern in Mor Dhona that was exposed during the catastrophic detonations of the Battle of Silvertear Skies in 1562 6AE.

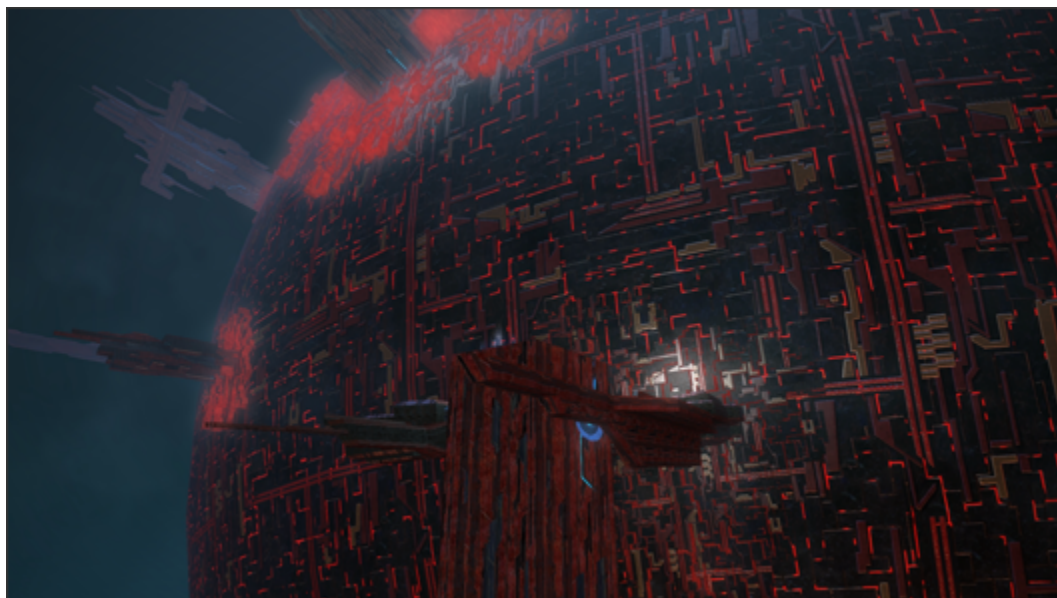
When the first Emperor Xande died, the early Allagans revered him so much that they entombed his body in a shrine of crystal.

This crystalline sarcophagus preserved his body remarkably well, which is how Amon was able to obtain the genetic material necessary to clone him centuries later.

The Seventh Calamity collapsed the ground of Mor Dhona, however — and whilst this upheaval revealed the Crystal Tower, it also ironically crushed the Tomb of Xande that had endured for 4000 years until then.

Dalamud

Primal Bahamut and his fellow Meracydian Dragons were then shipped, "alive", back to Eorzea, where they were all bound within a vast sphere constructed around Primal Bahamut's body as its core, which was filled with unfathomably complicated and advanced technologies — a much more advanced version of the stasis chambers of the Aetherochemical Research Facility.



Then, this vessel — Dalamud — was launched into orbit around Eorzea's Moon, Menphina, using precise and elaborate Allagan scientific calculations.

The launch succeed, and Dalamud began gathering the infinite solar energy from Hydaelyn's Sun — then channeling it into Primal Bahamut, sustained by the thousands of eternally-tortured Meracydian Dragons bound forever within.

Primal Bahamut then helplessly channeled his rage into a futile assault on his specially-designed stasis chamber — thus putting the energy of the Sun into a powerful, concentrated form, far stronger than the waves of aether that naturally, weakly spread over the surface of Hydaelyn via propagation through the emptiness of space.

And with this, Amon at last achieved Xande's dreams of a millennia prior — a tool that could harvest the infinite power of the Sun, and channel into the resonating receiver upon the earth below, the Crystal Tower.

Thus did Allag both wipe out its last enemies, and also achieve a source of infinite energy.

Late Allagan technology



Now unopposed by any nations or lands and unreliable on fuel sources, Allag's societal and technological progress somehow exploded even further than ever before, allowing them to produce Advanced Vessels capable of soaring the skies, bombarding any who dared resist, and eventually sending exploratory and expeditionary forces into the emptiness beyond Hydaelyn's surface, on missions to explore the stars beyond.

The fate of Tiamat



After such achievements, the grieving Tiamat proved easy prey — she refused to abandon her children to conquest by the Allagans, but when the invaders began spreading unopposed across Meracydia, her attempt to oppose them was both brief and futile.

Captured and bound in stasis, Tiamat was shipped to Azys Lla, where she was placed by Amon in a special quadrant dedicated to the study of Dragons, hoping to perfect their use as living weapons and biological fuel sources.

There, she was examined and experimented upon extensively for decades.

The fate of Meracydia



Most of Meracydia was rendered an inhospitable wasteland in the course of its centuries of conflict with the Allagan Empire, and the eventual scorched-earth and total-war policies.

Once-verdant plains and vast jungles filled with all manner of wondrous and primordial plants and beasts were turned into barren wastelands in the course of Allag's bombardments and the terrible weapons they unleashed, and few races or inhabitants survived.

Only a handful of Tiamat or Bahamut's Broods managed to evade capture by the Allagans, cowering in secluded corners of the continent.

Even today, in the Seventh Astral Era, portions of Meracydia remain uninhabitable, so tainted and corrupted were they by Allag's chemical, biological, and aetherological atrocities.

The areas of Meracydia that can be populated are today filled with xenophobic, primitive cultures that have never forgotten the coming of the outside world to their lands, and violently attack on-sight any travelers unfortunate enough to land on the continent.

The Meracydian Dragons likewise hold no love of Men, and if a traveler manages to escape the wrath of the Men of Meracydia, then they are likely to be torn apart by still-vengeful and paranoid Dragons lurking deeper inside the continent.

Likewise, the peace between Man and Dragon upon Meracydia was forever shattered by these incidents, the two peoples never again trusting each other, and to this day they war violently whenever they encounter each other in the few areas of the continent still capable of sustaining life.

The Late Allagan Empire

As for Allag...

Xande realised that he had finally achieved everything.

Allag was all-powerful, and ruled every single piece of land on the entire Star.

And soon, even the stars beyond would come under Allag's control, as its expeditionary fleets departed into the skies.

Allagans knew immortality, lack of aging, perfect science, and lack of reliance or need on anything.

They even controlled the power of the Sun itself, and the shining Crystal Tower provided free and infinite energy to all citizens in all corners of the Star.

Xande's despair



At this point, Xande realised he no longer any purpose to aspire to — he had conquered all challenges known to man, even death itself.

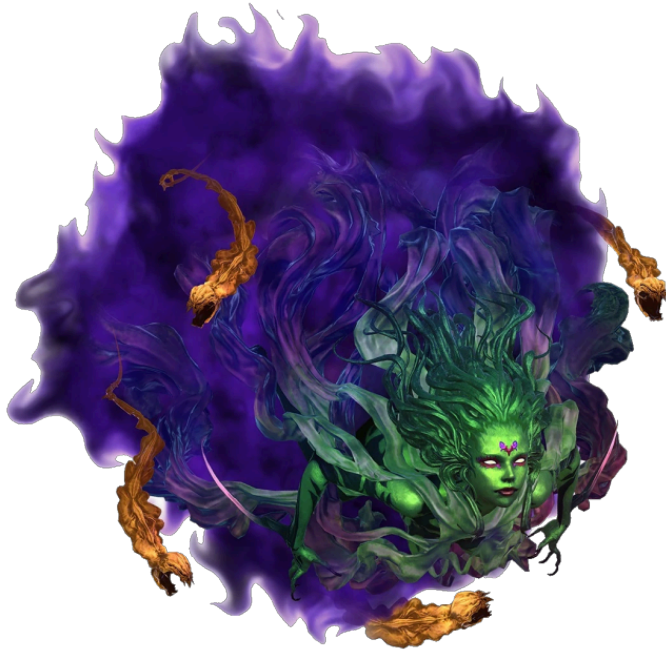
Thus, after thinking long and hard in isolation within his throne atop the Crystal Tower, Xande came to a realisation: having created and obtained all things that a man might create or obtain, he had only one achievement left undone: destruction and loss.

Having become like a god, and mastered existence, Xande believed the next great achievement was to end existence — for what man before him had ever done that? Clearly, none!

Indeed, if the ultimate fate of overcoming all challenges in life was not the reward of happiness, but instead the punishment of eternal boredom and lack of purpose or satisfaction... then what was the point of existing at all?

Xande reasoned there was none — that purpose was an illusion, and existence, actually a curse.

The pact of annihilation



Thus did Xande again open parley with the Cloud of Darkness, this time asking her if she had the power to unmake existence.

She promised that she did — if Xande allowed her into his world, she would consume all, and render it naught but an empty Void.

Satisfied that this would be his greatest and mercifully-final achievement, Xande made a blood-pact with the Cloud of Darkness, swearing that he would open a Voidgate vast enough to bring her into this world, in exchange for her promise to allow him to witness the unmaking of all things.

Thus did Xande order Amon to this purpose.

Amon's emptiness

Amon had likewise fallen into deep despair: he, too, had achieved every last innovation that there seemed to be to achieve.

Left with no research left to research, and no developments left to develop, the disturbingly-brilliant scientist had lost interest in living... yet his self-granted immortality and undying body prevented him from being able to find the release of death, even by attempted suicide.

Thus, when Amon learned of Xande's plans, Amon eagerly committed himself to the cause.

A spreading faction of nihilistic Allagans, equally devoid of purpose, began to obsessively support the work of Xande and Amon, while an opposing revolutionary faction gained power and influence of a size that had not been seen daring to rise in defiance of the Emperor for centuries — for, indeed, their very existence was at stake, making them willing to risk any punishment or weapon... for what did they have to lose?

Civil war broke out across Allag, and the rebel faction quickly began gaining a disturbing (to Xande) number of members with each passing day, even as the Emperor's forces deployed all of their most fearsome machines, bio-weapons, synthetic voidsent, Neurolinked Dragons, transformed prisoners, and other vast and varied horrors to suppress the movements. This includes the fearsome General Odin, and the unpredictable General Garuda and her Iksalion squadrons.

Thus, Xande and Amon, losing patience with their existence and disinterested in achieving an inevitable — but also dull, tedious, and predictable — victory in the civil war, chose to accelerate the timetable of their once-meticulous plan far beyond reason or safety.

Locking themselves inside the Crystal Tower and activating all of the defenses of the Labyrinth of Allag, Xande, Amon, and their vast numbers of loyalists proved unreachable by the desperate rebel movements, and were thus free to continue and enact their nihilistic plans.

The disaster of Earth

Amon had calculated the scale of Voidgate required to allow the Cloud of Darkness to pass through, and it was nigh-inconceivably vast.

Forced to activate their plans far before he had finished proper research or preparations, every draw of power from Dalamud proved insufficient, and so at Xande's impatient behest, the draw was continually increased — even as it pushed vastly beyond safety limits.

Yet Xande demanded results, and Amon — tired of existing, and tired of thinking — simply gave in to a sudden onset of capricious whim, and initiated an unlimited power draw, desiring to simply see what would happen: either the Voidgate would open, or the entire world would likely end for a different reason.

Either way, he would be satisfied! Ha ha ha ha ha!

The sudden, unrestrained draw proved far too much for even the Crystal Tower to contain, and the surge of energy quickly overwhelmed the Crystal Tower's maximum capacity to contain, and then bled out into the surrounding land — triggering a massive groundquake.

Thus began the Fourth Calamity of Earth.

The silence of Azys Lla



The sudden collapse of the Crystal Tower down deep beneath the earth abruptly ended the distribution of power to all of the Allagan society's machines and structures.

Thus, anything that somehow managed to survive the unending tremors and upheavals of the Calamity of Earth soon still proved all-but-useless — clockworks, airships, machinery, appliances, security doors...

...And the floating facilities of Azys Lla was no different.

In turn, the researchers trapped upon these airborne islands at the time of the sudden loss of power throughout the Empire suddenly found themselves without the ability to travel back down to the surface.

Likewise, no shipments could reach them now... and thus, they could not receive replenishments of their basic supplies, such as food and drink, since ideas such as wasting space and energy within the research islands on such antiquated concepts as agriculture or hydroprocessing had never even been considered.

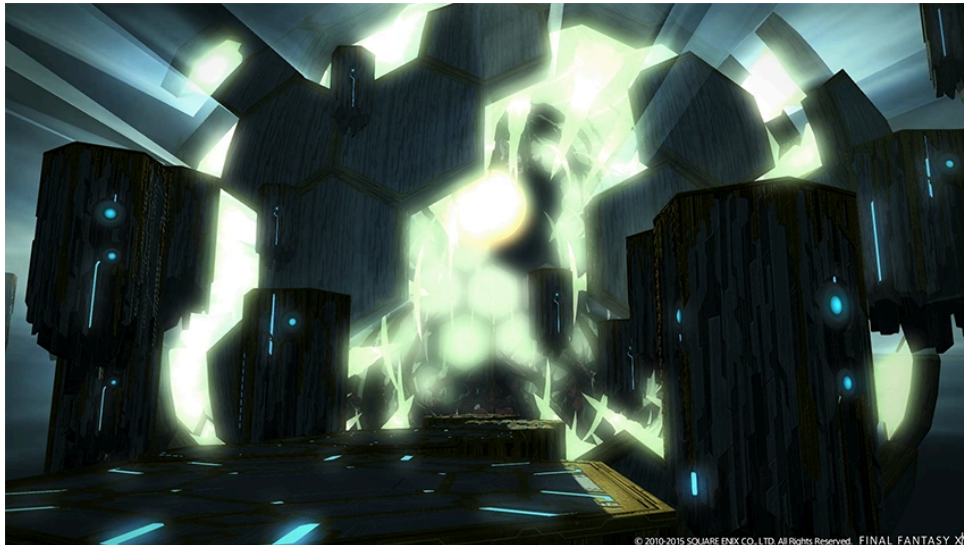
Furthermore, the research facilities at Azys Lla were the Allagan government's most top-secret weapons and technology-development laboratories — even should rescue have somehow been possible, few indeed amongst the surviving populations of Allagan commonfolk even knew that Azys Lla existed.

Perhaps worst of all, the sudden loss of power had also affected the various containment measures of the research facilities — resulting in swarms of loosed bioweapons and chimaeras suddenly rampaging across the aerial islands.



As such, the elite researchers of Azys Lla slowly suffered inevitable and grisly ends — barricading themselves in their facilities to try to survive against hordes of uncontrolled chimaera, whilst slowly starving from a lack of supplies, and with no way off the floating islands except by leaping to their dooms to the land some hundreds of malms below.

The core aspects of the Aetherochemical Research Facility itself, however, remained powered — its brilliant designers having foresaw the possibility of machinery failure or other temporary power interruptions, and thus taking steps to ensure that the Warring Triad would not be loosed by a potential shutdown.



As such, upon the loss of power from the Crystal Tower, the Aetherochemical Research Facility immediately switched to emergency backup generation systems — or, in other words, began re-routing all power generated by the Warring Triad and their imprisoned servants into a self-maintaining loop.

Thus, even as the rest of Azys Lla went haywire, and then eventually fell into dormancy, the Warring Triad continued to slumber, and their collective thousands of imprisoned servants continued to sustain them by praying within their eternal and tortured stasis.



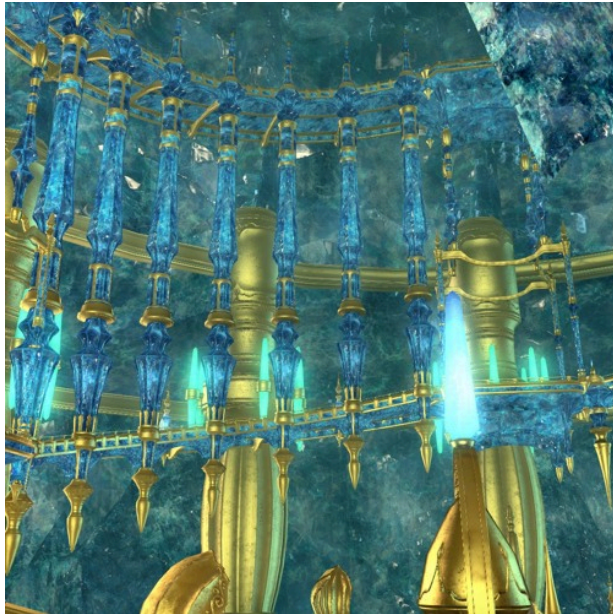
4000 years later, the unearthing of the Crystal Tower by the Seventh Calamity would serve to suddenly begin distributing power to the dormant Azys Lla once again — and thus would its facilities reboot and reawaken.

And it would be a testament to the unfathomably-advanced state of Allagan technology that even 4000 years of stasis would fail to damage the machinery sufficiently to prevent it from returning to nearly full operational functionality within hours of the Crystal Tower's reexposure to the surface.



Although, the facilities would remain eerily empty, stalked only by the descended generations of loosed and immortal chimaera... as their researchers and staff had long ago perished, and few on the surface world even knew of Azys Lla's existence.

Waiting for eternity



Yet as the nigh-indestructible Crystal Tower plummeted deep down into the collapsing earth, Amon, Xande, and their loyalists seethed with frustration — No! They had been so close... so close to achieving the end of all things!!

Refusing to allowing their plans to end unfulfilled, Amon invoked the power of the Crystal Tower to weave a powerful aetherochemical magick, placing all within the tower into a state of eternal stasis.

Thus preserved, Amon hoped they could slumber away eternity without enduring the agony of awareness of their existence... yet still awaken some day, when pre-programmed sensors determined that the environment outside had reached a point where their plans could be resumed... and they could finally delight in the final joy of watching all existence washed away before their eager and nihilistic gazes.

Other Notes:

Glasya Labolas



The general of Xande's loyalist armies at the end of the Late Allagan Empire.

He had long ago been given Amon's immortality treatment, that he might better serve as the unstoppable soldier he aspired to be.

Feeling it was sworn duty, he followed the loyalists into the Crystal Tower, swearing to stand in his Emperor's defense to his final breath.

Scylla



Scylla was a rival of Amon in the scientific fields, a master of aethero-chemical magicks.

She had always opposed Amon's research proposals, including opposition to the plan to resurrect the long-dead Emperor Xande.

Yet, she suffered the flaw of vanity and insecurity.

Desiring youth and immortality, she at last agreed to allow Amon to perform his new age-stopping treatment upon her.

However, at the behest of the resurrected Emperor, Scylla was not rewarded for her opposition to his resurrection — instead, while helpless and sedated, she was transformed into a horrifying chimeric beast, and left to guard the bottom levels of the Crystal Tower.

Knowing that she feared hounds more than anything else after being attacked by a loose pack as a child, Amon took great amusement in fusing many yapping, independent heads to her warped body.

The Ultima Weapon



One of hundreds, if not thousands, of rapidly-innovated devices that proliferated during the High Allagan and Late Allagan eras of the Empire.

For reasons unclear, the Allagans always deactivated Omega after each activation, then put the machine into deep stasis and storage.

Yet, realizing that they still had occasional need for the ability to destroy Primals and keep them in stasis, they reverse-engineered a more modest version of Omega's capabilities, one that they apparently felt no need to keep under such tight lockdown when not in use.

These various Weapons were then deployed to deal with the more minor Primals that were occasionally summoned by the desperate peoples of Allag's occupied territories upon the Three Great Continents.

