Vrusk Timeline

38,000,000 pF: Vitsa-K’ar, the vrusk homeworld, emerges from a million-year ice age, and crustacean-like ovoviviparous vertebrates evolve from saltwater species that had been limited to warm rifts on the ocean floor during the longevous glacial period.

100,000 pF (PL 0): Five species of the Vrik genus now inhabit Vitsa-K’ar, evolving separately based on their respective biomes’ selection pressures. The Vrik afarensis, Vrik centauri, Vrik v’zz’kizt, Vrik drowensis, and Vrik vrusk species proliferate for tens of thousands of years, to some degree interbreeding when coming into mutual contact.

10,000 pF (PL 0): The species Vrik vrusk, arguably an amalgam of the ancestral species, has homogenized across the two continents on Vitsa-K’ar, and it is at this time that the seven major rivers of the planet begin to see the rise of horticulture and simple agriculture, with each independently forging their respective, unique societal structures. Two of these are hive-oriented cultures; the other five are staunchly individualistic. Thousands of hives slowly arise along these major riverbanks.

6,000 Pf (PL 1): The first machine using inanimate power—the water wheel—is invented in the hive settlement of Riverstween, to be followed soon thereafter by the incorporation of the plow to the bruteroach, the first domesticated draught animal. The Orthohive culture centered in Riverstween soon thereafter comes into contact with its rival hive civilization, the K’arzut culture, and the two remain interconnected by a political-military network.

4,000 pF (PL1 & 2): A down-the-line trade network is established across the planet’s two continents and nearby islands.

2,500 pF (PL 2): Seven decentralized civilizations have combined into three rival mega-hive states: the Vrik Hierarchy, the Vitsa-K’ar Singularity, and the Collective of the True. A handful of rogue nation-states remain on the outskirts of the most remote and/or hostile peripheries of the planet. Colonization efforts are few and largely unsuccessful during this period. By contrast, most internal schisms are characteristically put down with swift efficiency during the zenith of this autocratic, collectivist age.

1,500 pF (PL 3): Colonization efforts are now enhanced and bolstered by a plethora of new military technologies and bureaucratic innovations. Though tradition prevails throughout all three aging mega-hives, the spirit of entrepreneurship threatens to directly challenge all established thought if it cannot be contained within it like previous attempts, which were corralled by each hive into powerless monastic orders with only vestigial, nostalgic authority.

1,000 pF / 500 VC (PL 3 & 4): The formula for gunpowder is devised, and immediately weaponized by the hive-state formerly known as the Vrik Hierarchy, now redubbed the Hivemind of Great Vrik. Their rivals—the Vitsa-K’ar Singularity, and the Collective of the True—occupy territories of comparable scope across the two continents and surrounding archipelagos, and are initially overpowered by the gunpowder-bearing Hivemind. This common threat rationalizes an alliance between the Singularity and the Collective. Under the Charter of the Singular Collective, ratified on the 500th year of the vrusk calendar, a strong defensive is mounted against the Hivemind’s incursions into previously uncontested hinterlands and beyond. Gunpowder technology—mainly limited to cannon and other large-scale siege engines—quickly proliferates throughout the planet, and the alliance under the Singular Collective ushers a decisive defeat of the Hivemind’s offensive.

900 pF / 600 VC (PL 4): During this period of planetary civil war, gunpowder technology has become miniaturized and specialized, yielding flintlocks, muskets, and rudimentary grenades. The arms race is centered around naval technology as the determining metric of military dominance, though ground troops and vehicles have also become strategic on the two massive continents’ inland regions.