

# Overview

## Origin and inspiration

The origin and inspiration for Pax Dei's lore come from a variety of sources, drawing upon elements of history, mythology, literature, and the developers' own imaginations.

## Past and future

The game follows the principle that the past belongs to the developers, while the future is created by the players. The game provides a detailed background, allowing players to create their own stories and reputations based on their actions and interactions within the game world.

## The world

The name of the world in Pax Dei depends on one's perspective. It is known by different names such as Earth, Creation, Duenu, and Rex Mundi's Deception. The main region during the [Alpha stage](#) is called Gallia, divided into several heartland provinces like Merrie and Kerys.

## Magic

Magic in Pax Dei is a fundamental aspect of the game, with various forms such as Divine, Demonic, Druidic, and Shamanic magic. Each type of magic originates from different sources and has different effects on the elements of creation and the natural world.

## Names and origins

Names play an essential role in the game, reflecting the history and significance of various locations and characters. Players can name their [own creations](#), such as farms, villages, towns, and castles, adding to the game's richness and complexity.

## Discovering lore

Players can uncover the history and lore of Pax Dei through various means, such as [exploring](#) old structures, reading books, examining item and NPC names, and paying attention to visual cues within the game [world](#).

## Current state of affairs

The world of Pax Dei has been without divine emissaries for nearly a century. The great kingdoms have crumbled, and the forces of darkness are encroaching upon the lands. Players are called upon to rebuild, rediscover lost wisdom, and stand against the darkness in order to restore the world to its former glory.

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