

in: Lore, Characters, Duviri

Dominus Thrax









I am the king, and the king's word is LAW! Everybody knows that! Everybody!

-Dominus Thrax

Dominus Thrax is the mad child-king of the kingdom of <u>Duviri</u>, ruling with a literal iron fist. Due to his uncontrollable emotions, Thrax is able to warp the fabric of reality within Duviri, and can reverse time by slamming his fist onto his throne, effectively trapping his domain in an endlessly repeating time loop of a single





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General

As king of Duviri, Dominus Thrax has complete power over the very land, and commands armies of <u>Dax</u>, as well as the fearsome <u>Orowyrms</u>. Despite being the high sovereign, he often acts spoiled and immature, with his capricious emotions manifesting and causing havoc throughout his domain.

Often acting without thinking, Thrax views everyone beneath him as his personal plaything, and resorts to using threats of death and violence to enforce his law. He demands constant tribute from his citizens, and will often send the Dax to forcibly collect their taxes.

Due to his near-omnipotent power in Duviri, Thrax has formed numerous entities from just his thought and emotion alone, whether deliberately or inadvertently. Such creatures include:

- **Liminus**: Believed to be the personified nightmares of Thrax that take on the form of ancestral spirits. Can often be found within Duviri's caves and tunnels.
- Thrax Centurions/Legates: Skeletal entities that vaguely resemble ancestral Grineer. They are currently used by the Dominus as brutish enforcers, often employed to protect royal chests or the entrance to the King's Palace.

Unlike the other inhabitants of Duviri, who appear to be hollow and made of green and gold metal, Thrax appears to be the only fully human-like entity in Duviri, besides the rifter. He wears an almost Dax-like armor with blue and white accents, a blue mask presenting a human face, most-likely imitating blue Orokin skin, and an elongated



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 okin physiology. His left hand
 olay healthy human-like skin.





Instead of a normal day-night cycle, the realm of Duviri takes on the characteristics of the Dominus' ever-changing emotional state. As a creature of emotion, his moods (known as **Mood Spirals** or simply **Spirals**) affect the landscape, certain points of interest, color palette of the sky and land, and more. Each Spiral is led by a



different courtier of Thrax, who will guide the player through their mission. The moods that can appear are **Joy**, **Anger**, **Envy**, **Sorrow**, and **Fear**. Each lasts for **120** minutes (**2 hours**).

- Joy Don't be fooled by the softness of Duviri during this Spiral. During the Joy Spiral, enemies are imbued with Void Damage, causing their attacks to take new form; from devastating waves of Void energy to health leeching pulses on impact.
- Anger Skies of crimson engulf Duviri during this Spiral. During the Anger Spiral, enemies are imbued with Heat Damage, causing their attacks to take new form; from molten fireballs that explode on impact to trails of flames left behind by charging enemies.
- **Envy** The green gaze of envy watches you from the sky. During the Envy Spiral, enemies are imbued with Toxin Damage, causing their attacks to take new form; from acid-goo projectiles that splash on impact to acid geysers.
- Sorrow Duviri's bleak state leaves a shiver that reaches deep in the bone. During
 the Sorrow Spiral, enemies are imbued with Cold Damage, causing their attacks to
 take new form; from ice spikes erupting from the ground to frozen areas of a
 chilling aura.
- **Fear** Duviri is enveloped in the uncertainty of what lies next. During the Fear Spiral, enemies are imbued with Electricity Damage, causing their attacks to take new form; from continuous beams of electricity arcs to teleportation maneuvers.

Lore & History

Tales of Duviri

Dominus Thrax, along with the rest of Duviri, was originally created as a storybook aracter in the "<u>Tales of Duviri</u>" book, written by <u>Euleria Entrati</u>. He was written as an control their emotions.



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its former self. The kingdom

richin



<u>Archarbor</u> was out of sight, and then on again, unable to number the lands over which she flew. All islands with the banner of Dominus Thrax. However, most were consumed by the <u>Void</u>, and some were removed by Thrax himself, whether out of fear from mysterious phenomena, or from punishing insolent and defiant citizens.

Albrecht's Notes

The Orokin scientist <u>Albrecht Entrati</u> had once entered the Kingdom of Duviri in one of his Void excursions. During Albrecht's stay in the kingdom, he took on the role of a teacher, educating Thrax on <u>threats beyond the borders</u>, which perhaps would have inspired the Child-King to take action against islands seemingly haunted by Void energies.

The Duviri Paradox

Ruling Duviri with an iron fist, Dominus Thrax views others within Duviri as his toys and actors in a violent fairy tale, using his time-reversal ability to undo deaths in the story he is trying to tell. He treats the <u>Drifter</u> as his personal plaything and a character to be executed in his dramas, and is insulted by their attempts to leave Duviri. Insulted by the Drifter's attempts to leave Duviri, he has them executed in a continuous time loop, causing the Drifter to become apathetic and forget having created Duviri in the first place.

One day, the Drifter receives assistance from outside the Void and with the help of Teshin is able to fight back in Duviri. As the Drifter discovers parts of a toy figurine whose paradoxical nature may help them escape, Dominus Thrax increases his search for them and eventually has Teshin captured and killed.

An enraged Drifter possesses an <u>Orowyrm</u> and assaults Dominus Thrax's throne, reclaiming all the pieces of the toy figurine. The toy takes the form of Thrax himself and the Drifter realizes that Duviri and its inhabitants were created from a storybook through <u>Conceptual Embodiment</u> from their own anxieties after the <u>Zariman Ten Zero</u>'s Void jump accident. As Thrax quickly snatches the figurine, the Drifter takes a seat on the throne and uses its power to reverse time once more, resurrecting Teshin but returning the throne to Thrax, which the Drifter deems to be a fair trade. Now aware of truth behind Duviri, Thrax no longer has any hold over the Drifter and they are able



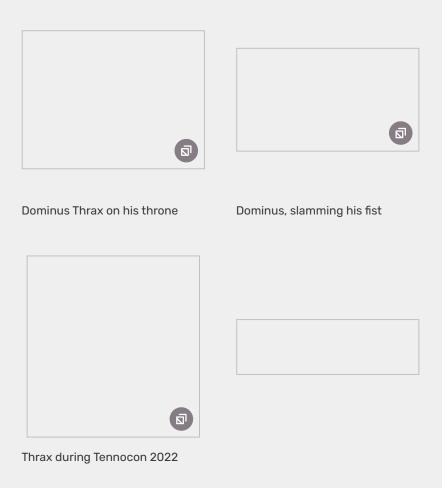
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- A blue mask similar to the one Thrax wears can be seen hanging off a tree inside the Zariman Ten Zero.
- His favorite kaithe breed is the **Histornam**.
- Based on his concept art, Thrax's armor may have been originally designed as a life-support system, used to supply the Dominus with nutrients or oxygen.
- A large statue of the Dominus can be seen floating in the air near Lonesome
 Outlook, and changes pose based on the current Mood Spiral.
- He is referred to as the "Child King", as well as the "Mad King" in a Duviri press release for Devstream 168 on the Digital Extremes website.^[1]

Gallery

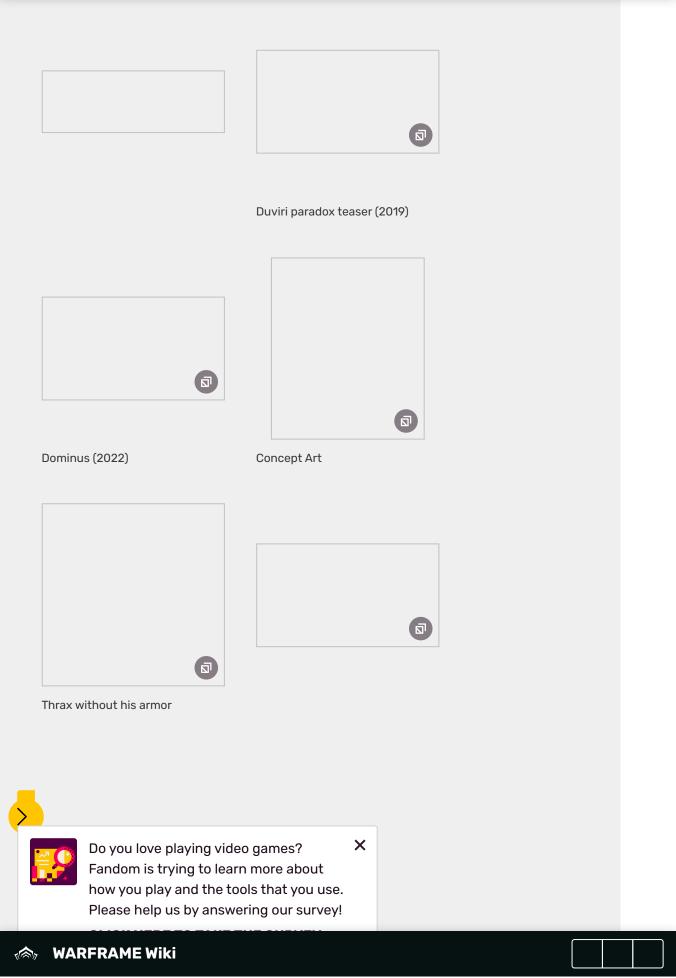




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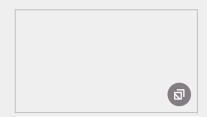
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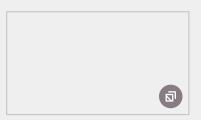






Duviri





One of the numerous statues of the Dominus found in Duviri

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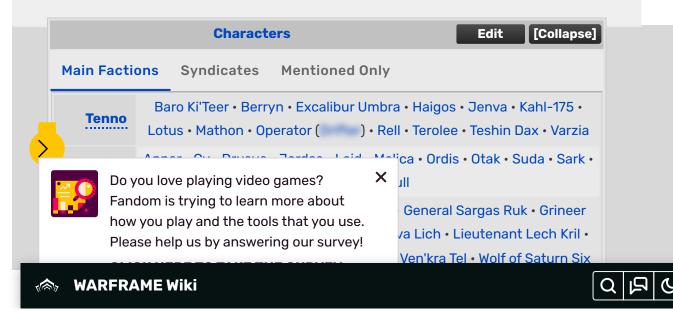




Dominus Thrax figurine

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