

Book 1

Once upon an age, the great Devine created all that are known and all that are unknown. In this, it has been the unconscious journey of all creations to seek their creator within places, within persons, and within things. In the all that are known, The Realm existed. All those that were born within The Realm will age, but will not die. Death only occurs within The Realm when a life is forcefully forfeited.

The great Devine is the great Devine over all planets, all planes, and all realms. In the infinite wisdom that one could only hope to understand, the great Devine placed a steward over The Realm. It is unknown if stewards were placed over all realms, planes, and planets, but it is known that The Realm's steward tended to the assignment well. In addition to providing the knowledge of magics and healing arts, the steward even made knowledge of the great Devine available to the creatures of The Realm. As one could imagine, creatures within The Realm took joy in knowing the presence of the great Devine and would ritualistically offer praises and worship to the great Devine. This practice occurred for a thousand years. Until one day...

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One day, a simple creature – so simple that its name no longer resides within all that are known – decided to give praise and worship to the steward. The reasoning behind this small action resides within the unknown, but the impact was significant.

The steward sensed the worship, and felt it. It felt like nothing the steward had ever known. It was exhilarating, intoxicating, and... addictive. What was once unknown to the steward became passionate purpose within what the steward knew. And so, for hundreds of years, the steward encouraged many creatures within The Realm to praise and worship Zel, the steward of the great Devine.

Devout followers of the great Devine interpreted this practice as heresy against the great Devine. The worship of Zel grew massive divisions across The Realm which birthed a new known called "war". The war tactics & knowledge possessed by Zel was unrivaled by any creature within The Realm. Through war, Zel was systematically removing all creatures that worshipped the great Devine from The Realm.

The breakpoint of the war occurred about 100 years ago. The strongest opposition to Zel's legion were magic users that followed the great Devine. And so, Zel expanded the war into an astral plane where only magic users could access. Zel's fiendish plan was to trap the opposing magic users within that plane of existence.

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This historic battle is called "Zel's Door" because of what transpired. Zel was using two magic orbs to sustain an astral plane as a final battleground. Amid the gruesome battle, Gundul the Dark Wizard, gave the order to seize the orbs. When one of the orbs was captured - the unthinkable happened.

The astral plane imploded causing three significant events to occur. Eighty percent of the magic users within the astral plane died instantly. The implosion then caused a reverb effect that linked to any magic user that was within The Realm at the time of the implosion. This link caused all magic users within The Realm to either die instantly or to gradually become insane. And lastly, Zel and Zel's legion became trapped inside this splinter astral plane, where this underworld is now referred to as the Gates of Zel.

- Gundul the Dark Wizard

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