

Far Realm entity subjects an infinite (in the multiversal sense, not the Far Realm sense) multidimensional temporal bubble, later known as the Astral, to its understanding.

Newly formed multiverse seethes in the entity's thoughts, which as a whole constitute what is now known as Chaos.

Perhaps due to some last attention given by the entity before departing, a particular aspect of Chaos, later known as Law, separates itself and begins growing in power.

Law outgrows all other aspects of chaos. For a brief moment, Law becomes more powerful than all of the remaining Chaos combined and attempts to enforce three laws on the entirety of the Astral.

Chaos intervenes, changing, but not dissolving, the last law, Center-of-All. The violent interactions between Chaos and Law birth the idea of Neutrality.

The last direct interaction between Law and Chaos occurs at the apex of Neutrality, but a balance of all three sides creates a stalemate.

The stalemate causes harmonics of creation, which pierce through the Astral, compressing parts of it into the Ethereal, until they finally stop in the Inner Planes.

The crest of these oscillations of creation becomes the Positive Energy Plane, while the trough becomes the Negative Energy Plane.

The shock of creation causes the three Ethics to bubble with lesser ideas, each belonging to one of the three sides from which it coalesced.

At least four of those at the apex of Neutrality ride the wave down, settling at the Lagrangian like space between the opposing Energy Planes and forming the Elemental Planes.

Interaction between the six primary Inner Planes begins the slow formation of Quasi- and Para- Elemental Planes in a circular fashion, as per the Unity-of-Rings.

The combined forces of the Unity-of-Rings and the Rule-of-Threes forces the Ordial Plane into being, connecting the dense Inner Planes with the Outer Planes, bypassing everything in-between.

Parts of the elements leave residue in the Astral. The densest of these, Earth, also leaves an infinitely long three dimensional streak at the apex of Neutrality.

The Spire pushes away the remaining creational potential, as per the (Lack-of-)Center-of-All, preventing any future 'magic' in the area.

The strain of creation breaks Neutrality into three, as per the Rule-of-Three, on the Moral axis.

The three Ethics grab for the remaining, though infinite, elemental material. Chaos grabs bits of it all, Law selects according to its method, and the tri-aspected Neutrality holds on to what it can.

The Astral and its denser Ethereal counterpart repel each other. The resulting space, later known as the Material Plane, is filled with a seemingly random mixture of elemental residue.

The conflicting Morals begin leaking toward the two opposing Ethics, creating a ring around Neutrality, as per the Unity-of-Rings.

The lesser ideas fully coalesce into Aspects and begin shaping the newly formed Outer Planes. The two most powerful of these, Good and Evil, are formed from the two opposing Moral planes.

Some of the aspects break into smaller wholes, gaining more definition at a cost to direct influence.

Evil chooses a different strategy, projecting its power into the Elements to create proto-life, which can only produce offspring much weaker than itself through reproduction.

At the behest of Neutrality, Good, Law, and Chaos follow Evil's lead, creating their own proto-life.

Life differs in that through corporeal interaction, it funnels Belief into its creators, allowing them to directly influence the Physical.

The proto-life created by Evil takes the form of Baernaloths, which begin to fight and rape everything around.

The proto-life of Good, infinitely curious about its surroundings, explores the extent of the multiverse.

The proto-life of Law, possibly the Aphanacts, attempts to instill order unto Chaos.

The proto-life of Neutrality, the kamarels, keep to themselves.

The proto-life created by Chaos is diverse beyond imagining, mating not only with itself but also the proto-life of Good and Evil.

Chaos' first mating with Good and Evil results in the Pelion and Obyriths, among others.

The majority of purely Chaotic offspring becomes quickly diluted, dying out in the harshness of the infant multiverse.

The first (as far as anyone can tell) generation of Chaotic proto-life, the Lords of Chaos, strike a bargain with the Lawful proto-life, mechanical Primus-like beings of great foresight.

The result is the creation of the Spawning Stone, which infuses some law into Chaotic life but ensures its survival in the long-run. It also dilutes Law, giving it enough ingenuity to survive.

Due to the Chaotic influence, future generations of Lawful life become not only weaker, but also liable to slip on the Moral axis. Thus, the purely Lawful descendents become Aphanacts, while the Lawful Good become Archons and the Lawful Evil become the Ancient Baatorians.

The Pelions explore the extent of the known multiverse, and begin creating shortcuts. The Infinite Staircase is created at this time. Yggdrasil also grows.

The Pelions pierce the boundaries of the multiverse, accessing the Far Realm. Holes begin to tear throughout the fabric of the multiverse, creating portals and color pools between planes and, in some rare places, to the Far Realm itself.

The largest portal to the Far Realm, located at Pelion itself, grows out of control. In an attempt to close it off, Pelion is turned into a desert. The Pelions touched by the Far Realm become LeShay and migrate to the Prime. There, they embrace nature and help create the Elves.

Sigil is either discovered or made.

Meanwhile, smaller Aspect fragments, later called Deities, trickle into the Material Plane.

The lawful Deities attempt to gather the available Elements on the Material Plane into a single place to create order, abandoning the rest of the plane to the Phlogiston (empty space between Astral and Ethereal).

The chaotic Deities intervene, smashing the single Prime into numerous fragments, most of which crystalize into a Crystal Spheres, which develop a surprisingly powerful self-protecting sentience (Uberdeities).

The Deities attempt to create life by copying the greater aspects. Not having enough power to fuel proto-life, the Deities seek help. The helpful Good proto-life offers its aid.

Good proto-life creates the Aasimon by infusing some of its offspring with the power of the Positive Energy Plane. It then gives the Aasimon to the Good Deities as assistants and advisors.

The Deities accept these gifts, and then create their own life, fueling it with Positive Energy. Due to this method, however, free will emerges.

Due to free will, the various Prime life does not always fuel its creators with belief. The deities begin organizing pantheons and otherwise vying for belief to fuel their continued corporeal abilities.

That belief which is not directed at any particular deity accumulates on the Outer Planes, which slowly change according to the beliefs of the very creatures which were inspired by them. After death, mortals are survived by their beliefs, or souls, which also travel to the Outer Planes.

The Baernaloths kill a deity of disease upon Oinos, capturing its essence in its preserved spine and using its life force to evolve the Hordelings, the most powerful of NE petitioner, into the Yugoloth race.

Apomps slips into Chaos and creates the Gehreleths from Yugoloth bodies, and is thus banished to Carceri.

Seeing the results of alignment slips, the Baernaloths help the future General of Gehenna create an artifact to separate the alignment of creatures. To do so, they create the Obelisks which funnel the emotions naturally trapped by the waste into energy.

The leftover alignments are funneled back into the waste, which spawns larvae, a mix of mortal soul and leftover alignment.

Proto-life of all alignments feels itself weakening, so it leaves behind small groups of individuals, allowing the rest to retreat into hibernation. The secret of fueling Outsiders with mortal souls is learned, thus ending the gradually weakening generations.

Good proto-life creates the Guardinals, bound to Elysium, to guard the upper planes. Then they depart.

Surviving Pelions create the Eladrin, fueled by mortal souls bound for Arborea, and depart on the Infinite Staircase.

Primus, a Lawful Proto-life of one of the first generations, binds his Modron children to the mortal spirits of Mechanus. The rest of the Lawful proto-life departs.

Archons bind themselves to Mount Celestia.

Chaos Lords bind their Slaadi children to Limbo.

The Ancient Baatorians discover a hole into the Far Realm and are changed into what is currently known as Baatorians. They bind themselves to Baator and then retreat underground, no longer worried about multiversal affairs.

The Demented, the remaining active Baernaloths, play the Obyriths off of the Baatezu, which they had created from the Larvae, and then stab them in the back with the Tanar'ri they taught them to create from larvae. The Tanar'ri bind themselves to the Abyss and replace the Obyriths.