

The History of Esperian (very brief)

Book 1

The Infinite Chaos of the Far Realm gives birth to a world that exists beyond the rest of the multi-verse

The life that spawns in this world is similar to the rest the planes but twisted in slight ways. Ages pass before the consciousness of the Far Realm becomes aware of what it has created within its self.

The first creatures that came into being on the planet became smarter and stronger. They eventually understand how they were created and what may happen if the Far Realm leaks into their realm. But, they discover they are completely cut off from any other plane.

Many creatures, seeking greater power, found ways to reach into other planes. Those that have appointed themselves the gods of Esperian started a war to seal themselves of again.

Eventually they are successful, but now others outside of Esperian know of this alternate dimension that exists outside of the multi-verse.

Book 2

On the world of Krynn a group of planar travelers (Nervier and Gillip) from Esperian flee a one of the increasing common skirmishes to protect their world. And in so doing stumble upon another group of planar travelers with some very important information, and great resources.

Together the group travels to Sigil in attempt to petition the pantheon and keep Esperian safe from outside influences. But, by this time the Far Realm has found a way into its own creation and consumes Sigil and many of the outer planes in the process.

The group flees Sigil with as many people that they can take to Esperian, and set up shop there.

Book3

Over the last 200 years an amazingly powerful Lich (Fells) has been spending all of his resources to protect Esperian from the outside pantheons and their influence. He does this as much out of his own aspirations of divine power, as he does it for protecting his world.

When the group from Sigil transports millions of refugees as well as a huge portion of their city to a new planet the magic ramifications rip a large hole in the grip that Fellis has on the world. But, to salvage what he has already done, he must take even more drastic measures to maintain his power. Fellis, in desperation, taps into the Life Stream of this world draws upon that power to undo the damage that was done.

Eventually finding a way stop Fellis the group from Esperian separate him the life stream, just as new life is completely ceasing to flow. In the end Fellis willingly leaves the life stream which he had become dependent upon, and dies.

Book 4

Then the War of the Gods unfolds.

The battle waged on for over 1,000 years. Nearly every last plane and dimension had their part to play, either fighting for or against the gods. All of the sides began blur quickly. There was no longer good and evil, only law and chaos.

The gods feared the change more than any other group, as need of their presence dwindled away to nothing. Arcane magic evolved to a point of duplicating every aspect of divine magic. Souls were no longer going where they were told and created their own societies after death. Worshipers saw their deities for what they truly were, simply very powerful being, that drew power from your

worship, and they were just as messed up as you. The gods were relegated to a status any mortal could potentially achieve as their worshipers dwindled away.

Technology advanced for the survivors of the God War, and eventually decided to leave behind the blasted lands of the Esperian in search of a new place.

They would not stand defeated. Nearly all of the denizens of the upper and lower planes allied together in final strike. And so the second God War happened.

Nearly 2 millennia now the mortal had known peace. It ended abruptly.

The war stretched out across the cosmos (planets not planar) and decimated several worlds.

One man trained from childhood showed as their only salvation. He was able to pick apart every single enemy plan and lead them to devastation.

The treaty was signed! No records show what exactly he did or who he established the treaty with, but they did not follow. So all the mortals of the cosmos fled further away from their home world finally free from the gods.

Current Events

- The Odin Royal family is stepping down from their position so that a Democracy can take their place. This is a very noble act on their part, but unfortunately the military, which has now obtained more independence and power, does not like the democracy that is forming. The commander in charge, Krevguss, has expressed open hostilities to the royal family and the senators in charge.
- Heinessen is suffering the most, with the loss of a majority of its trade due to the confusion, and would like to make threats, but does not have the authority to do so. They are blamed for the increase in terrorist bombing on the Odin military.
- The ancient God Plague appears to have resurfaced, followed by a series of attacks by unknown assailants. The Queen of the Empire, Lady Coralie, has gone pulled away from the public eye, which is very unlike her. She has believed to contracted the God Plague on Itica when the new ship crashed there. Military and science crews have been swarming the place ever since.
- Phezzan has been pushing its self into every ones affairs recently, as well as making many ties with Freya.
- Iserlohn has become neglected and partially stranded with the confusion going on back home, making it an easier target.
- Dagon has been getting a lot of bad press for their practice of the old ways, but may be the best place for information in light of recent events.

Planet	Nationality	Race	Trade	Climate	History
Heinessen	Free Planets	Dwarf, Giant, Litorian	Luxury goods	Desert	Broke away from the Empire nearly 500 years ago, to create a free planet. Is slowly dealing with it's own political instability.
Phezzan	Independent	Human, Mixture	Services	Tropical	Started off as a prosperous border planet of the empire, now even more wealthy due to the cross traffic between free planets and Empire.
Dagon	Neutral	Mojh, Dracha, Mixture	Education	Cold, Ice Planet	Not all the people separated themselves from the Esperian of old. Some still follow the old way, if not in belief but in practice.
Iserlohn	Empire	Human, Elf Descent	Military	Artificial Planet	Not actually a planet, Iserlohn is a planet sized war base, owned and operated by the Empire to own and protect one of the two interstellar by ways.
Sirius	Empire	Verrick	None	Toxic	Once the first home after the scattering, is now refuge only to those unwanted by the rest of the Empire. Was destroyed over 900 years ago by an unknown assailant.
Odin	Empire	Human, Elfe Descent	Various, Very Rich	Forests and Oceans	The most beautiful of all the systems in the known verse, and home of the Empire.
Freya	Succeeded Empire System	Human, Litorian	Technology	Controlled	A planet that is nearly completely covered by man made building and industry.