

TALES OF THE GROVE

CHRONICLES OF THE PLANES, VOL. I



GROVE GAMING

Tales of the Grove

Chronicles of the Planes

Volume 1



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Dedication

To my brother Jeff,

The seeds of *Tales of the Grove* were planted in the worlds you introduced me to. You were the one who showed me that imagination knows no bounds, that stories can shape entire universes, and that camaraderie can turn the simplest of games into the grandest of adventures.

Without your guidance and inspiration, this work would not exist. Thank you for teaching me the magic of creation, the joy of exploration, and the enduring power of storytelling.

This is for you, the first Grove Master.



Preface

To my family, friends, fellow adventurers, and those who journey through the planes of *Tales of the Grove*:

This book is a labor of passion forged from countless decades of imagination, creativity, and collaboration. I hope these pages will inspire you to explore the depths of these realms, uncover their mysteries, and create your own stories within this vast Universe. Whether you are a Grove Master guiding others or a player forging your path, this is your invitation to discover the unknown and embrace the adventure.



Thank you for being a part of this journey ~ **GranPapaTang**

Prologue

‘Ah, 732 FE—what a year it’s been. GranPapaTang’s seen a lot in his time, but even I feel the weight of this moment pressing down on the universe. It’s like the Grove itself is holding its breath, waiting for the storm that’s brewing across the planes.

The Abyssal Moon, that cursed thing, hangs heavy in the sky. You can feel it, even in the deepest roots of the Grove. The shadows are growing bolder, creeping into places they don’t belong. The creatures from the Abyssal Plane—well, they’ve never been friendly, but now they’re downright vicious. It’s not just the beasts; it’s the air, the earth, everything. The balance is off. I’ve spent years protecting the Grove, but this... this feels different. Bigger.



The Celestial Summit, they're up there, just watching. I don't know if they're too proud or too scared to step in. Either way, their light is dimming, and it's not going unnoticed. The gods—they're pulling back. You can feel it in the air, like a storm that's passed, leaving the land scorched. Even the Ethereal Guardians are struggling to keep the veil intact. I've seen spirits wander where they shouldn't, lost in a haze of corruption. Poor souls, I wonder if they know how far gone they are.

The mages? They're scrambling. The Arcane Nexus is going wild—storms of raw magic tearing through the realms. I've seen those storms with my own eyes, seen them twist reality until you can't tell up from down, time from space. The scholars are trying to contain it, but it's like trying to plug a dam with leaves. The distortions have spread far beyond the Gravitonic and Ethereal Planes. Time itself is out of joint.



I've seen this coming. I've been around long enough to know when the Universe is about to crack. 732 FE is the tipping point. The Fated Epoch is heading toward its final struggle, and all the realms feel it. The old alliances are forming again, and new heroes are stepping forward. I've lived long enough to know one thing: when creation and destruction collide, it's not the gods who decide the fate of the Universe—it's the ones like us. Mortals. Fighters. Dreamers.

So, here we are, on the edge of something big. I don't know what's coming next, but I know this: I'll be standing right here, in the Grove, ready for whatever comes our way. The Universe may be breaking apart at the seams, but it's not the first time, and it won't be the last.'

Introduction

The Universe of *Tales of the Grove* is a vast, intricate web of realms and forces, each with its own history, secrets, and dangers. *Chronicles of the Planes* seeks to guide adventurers, scholars, and dreamers through this ever-expanding cosmos. Beyond the familiar lands of the Prime Plane lies an endless expanse of worlds—some shaped by the hands of gods, others torn apart by forces older than time itself.

At the heart of this cosmic network is the Grove, an ancient sanctuary where the roots of creation intertwine with streams of raw magic. From the Abyssal Moon that casts shadows over the night to the swirling arcane storms in the Arcane Nexus, the planes reflect the ongoing battle between creation and destruction. Each realm carries its own story, a fragment of a greater narrative that stretches back to the dawn of time.



Chronicles of the Planes invites you to step beyond the familiar and into the unknown. Explore the Ether, where life and death blur into one. Journey into the Abyss, where darkness seeks to swallow the light. Ascend to the Celestial Summit, where the gods themselves once ruled with divine might. As you venture deeper into these realms, you will uncover lost histories, forgotten magic, and powers that shape the fate of all existence.

The year is 732 FE, and the Universe stands at the edge of an epochal shift. The threads of fate pull tighter as heroes rise, alliances are forged, and ancient forces stir. What lies ahead is unknown,

but one thing is certain: every choice made in this time of chaos will echo across the planes for ages to come.



The cosmos is calling—will you answer?

Graviton - The Blade of Righteousness:

Hark ye seekers of truth, attend closely, for these words may weigh heavy upon thy heart. I am Graviton, the Blade of Righteousness, sworn holy paladin of the Gravitonic Realm, where the sands of time do twist and coil in restless measure. My years are beyond mortal reckoning, and my vigil is eternal. I stand as a friend to the Grove, yet as a sentinel to the greater realms, bearing witness to the tides of fate as they rise to their dreadful crescendo.



These Chronicles are no mere tales to amuse idle minds. They are a reckoning—a grim testament to the forces that shape our existence. Within these pages, thou shalt find the story of Creation and its perilous aftermath, the ceaseless clash of primordial powers, and the fragile

balance that holds the Universe together. But heed this warning, dear reader: this balance is no eternal thing. It wavers even now, and the Fated Epoch approaches—not as a predestined moment, but as a looming storm fraught with uncertainty.

The Fated Epoch is no prophecy fulfilled; it is the dark culmination of countless choices, of roads walked and abandoned, of ambition, folly, and desperation. It is no certainty, but rather a fragile thread pulled taut by the hands of mortals and divine alike. Yet, in this uncertainty lies its dread, for its outcome is unwritten and its toll unfathomable. I see its signs with growing clarity: the Abyss stirs, its shadows encroaching; the planes tremble beneath the weight of corruption; and the sacred Grove stands perilously close to the edge of ruination.

Let not the silence of the gods fool thee, nor the false hope that the cosmos shall correct its course unbidden. The Fated Epoch shall demand blood—a river of it. Whole kingdoms shall crumble, their people scattered as leaves before a storm. Mortals and gods alike shall perish, their names consigned to the whispering void. No realm shall escape unscathed. The air itself shall tremble with the cries of the fallen, and the stars shall dim beneath the Abyssal shroud.



Yet amidst this dread, there is still a flicker of hope—faint, fragile, but unyielding. For the choices made in the coming days, the courage summoned in the face of oblivion, may yet turn the tide. Thou who readest these words art no idle observer. Thou art a thread in this tapestry, and thy deeds may shape the outcome of this great and terrible age. I beseech thee, dear reader, let these Chronicles be thy guide, not as a comfort but as a call to arms. Within these pages, thou shalt find the accounts of heroes who stood firm against the shadow, and of those who faltered, whose ambition became the harbinger of ruin. Learn from their triumphs and their failures, for the sands of time grow short, and each choice may yet tip the scales.

Know this: the Fated Epoch is a crucible, a test that none shall escape unmarked. The Grove, that sacred sanctuary, may endure, but only if its roots hold fast against the coming tempest. Creation and Destruction, those eternal twins, draw their blades not as distant forces, but as shadows that shall fall upon thy very soul. Prepare thyself, for the time of reckoning draweth nigh, and the price of survival shall be steep indeed.



Thus, I lay before thee these *Chronicles of the Planes*, not as mere history, but as a dire warning. May they steel thy resolve, for the hour grows late, and the wheel of fate turns ever faster toward the abyss.

~ **Graviton: The Blade of Righteousness - Holy Paladin of the Gravitonic Realm - Watcher of Time's Flow - Friend of the Grove - Bearer of the Eternal Vigil**

Chapter 1

Introduction of Pre-Existence

Before time began, the Universe was not yet bound by the rules of Creation, Magic, or Nature. What existed before this moment is a matter of endless speculation and debate among the most outstanding scholars, gods, and mystics. Theories abound, each offering a different vision of the Pre-Temporal Void—the unknowable state that preceded the birth of time and the formation of the planes.



Some believe in Eternal Chaos, a swirling sea of raw potential where Creation and Destruction coincide in a paradoxical state of timelessness. Others suggest that the Void was not empty but instead housed the vast consciousness of a powerful, ancient being whose dreams sparked the formation of the Universe. Known as the Void Consciousness, this entity's thoughts gave rise to the Primordial Forces—Creation, Destruction, Magic, Nature, and Time—setting the stage for all that followed.

Other scholars propose the Great Singularity, where all of existence was compressed into a single point of infinite potential, waiting for time to burst forth and unravel its mysteries. In this view, the birth of Time was when this singularity expanded into the Universe, giving form to the planes and the forces that govern them. A more somber theory, known as the Infinite Silence Hypothesis, posits that before time, there was nothing—absolute silence and Void. In this case, existence is a fleeting anomaly destined to return to this state.



Theories such as the Primordial Dream suggest reality itself is a dreamlike state, constantly shifting and changing, while the Cycle of Pre-Existence posits that our Universe is but one in a long line of iterations, each born from the collapse of the last.

All these theories share the understanding that the birth of time changed everything. The Primordial Forces merged and began to shape the Universe, giving rise to the first planes of existence. Time allowed these forces to interact, evolve, and create structure where there had once been only formless potential.



From the Elemental Plane, where the raw forces of Nature first came into being, to the Celestial Summit, where divine order was established, and the Plane of Arcana, which brought Magic into the Universe, the birth of Time allowed the great tapestry of realms to unfold. And yet, as the Universe expanded, so too did the forces of chaos and Destruction embodied by the dark and twisted Abyssal Realm. The Ethereal Plane, acting as the bridge between the physical and spiritual worlds, ensured the cycle of life, death, and rebirth, while the Prime Plane, home to the Grove Realm, became a life sanctuary.

This chronology traces the origins of the Universe from its primordial beginnings through the rise of time, Magic, and the planes of existence. It explores the moments that shaped the realms and set the stage for the cosmic conflicts, alliances, and discoveries that define *Tales of the Grove*.

Chapter 2

Introduction to the Universe

The Great Separation



The Universe of *Tales of the Grove* is an intricately woven tapestry of planes, realms, and forces, each influencing the delicate balance of existence. At the heart of this Universe are the **Six Planes of Existence**, born from the shattering event known as the **Great Separation**. This cataclysmic event fractured the primordial chaos, giving rise to the distinct planes that now define the structure of reality.

Each of the **Six Planes**—the **Prime Plane**, **Elemental Plane**, **Celestial Plane**, **Abyssal Plane**, **Plane of Arcana**, and **Ethereal Plane**—exists with its respective realms, powers, and purpose. They are bound by a common thread: the **Primordial Forces** of **Creation**, **Destruction**, **Time**, **Magic**, and **Nature**. These forces were released into the cosmos during the Great Separation, shaping the Universe and defining the cosmic balance that governs all life and death.

The Universe itself is not static; it constantly evolves, molded by the struggles between these Primordial Forces. From the flourishing civilizations of the **Prime Plane** to the chaotic, ever-changing Nature of the **Abyssal Depths**, each realm plays its part in the more significant story of cosmic order and chaos.

The **Great Separation** did not just create the Universe—it established the fundamental tension that defines existence. Creation and Destruction are eternally locked in a battle for supremacy, while Time weaves the threads of destiny, Magic bends reality, and Nature binds all things together. This eternal dance has given rise to epochs of light and darkness, periods of prosperity and devastation.

As the Universe enters the **Fated Epoch**, this tension is at its breaking point. Forces from every plane gather, vying for control, and the fate of existence itself hangs in the balance. This Universe is on the edge of transformation, where even the most minor actions could tip the scales toward renewal or oblivion.



Creation and the Primordial Forces

Before time, space, or form, the Universe existed as a boundless sea of potential—an infinite chaos where nothing had shape, but everything was possible. This was the domain of the **Primordial Forces**, the raw energies that would later mold the Universe. Five distinct forces emerged from this chaos: **Creation**, **Destruction**, **Time**, **Magic**, and **Nature**. Together, they shaped the Universe and all its realms.

The first and most potent force to act was **Creation**. From the moment of the **Great Separation**, Creation began to breathe life and form into the cosmos. Stars ignited, worlds took shape, and life bloomed across the realms. Creation is responsible for the birth of the **Prime Plane**, where mortals flourish, and the natural cycles of life begin. But Creation's power is not unchecked. Its growth, if left unbalanced, would result in overabundance and stagnation. To counter this, another force rose—**Destruction**.



Destruction is not merely an agent of ruin; it is the necessary counterpart to Creation. As Creation brings life, Destruction ensures the natural cycle of decay, death, and renewal. Without Destruction, the Universe would become overgrown and stagnant, with nothing making way for the new. The **Abyssal Plane** embodies Destruction's power, where chaos reigns, and the boundaries of reality are torn apart. Destruction ensures that nothing remains permanent, allowing life to be constantly renewed.

But for Creation and Destruction to have meaning, there needed to be structure—an order to the chaos. This is where **Time** comes into play. **Time** was the third force to emerge, giving shape to the flow of events and the progression of life. Time governs the rise and fall of civilizations, the aging of stars, and the endless cycle of birth and death. Without Time, there

would be no past or future—just an eternal present. It is in the **Ethereal Plane** where Time's influence is most deeply felt, as it guides souls from life to death and beyond.

Next, **Magic** came into being, born from the **Arcane Nexus**. Magic is the force that allows for the bending and shaping of reality itself. While Creation and Destruction work through natural laws, Magic defies them. Magic allows mortals, gods, and beings of power to transcend the boundaries of time and space, enabling them to wield forces far beyond their natural means. The **Plane of Arcana** is the heart of Magic's power, where spells, incantations, and ancient arcane secrets are kept.



Finally, **Nature** arose to keep all things in harmony. Nature governs the cycles of growth, decay, and renewal. It ensures that Creation and Destruction work together rather than in opposition. Nature is the force that maintains balance between all things, from the turning of

seasons to the ebb and flow of the ocean tides. In the **Elemental Plane**, Nature's power is most evident, where fire, water, earth, and air constantly shift and shape the physical world.

These Primordial Forces, while distinct, are bound together in an eternal dance. They cannot exist without each other, as each force tempers the others. **Creation** builds, but **Destruction** ensures that what is built can be unmade. **Time** gives structure, but **Magic** allows the laws of reality to be bent. **Nature** keeps all in balance, ensuring that the Universe does not fall into chaos or stagnation. This delicate interplay defines the very nature of existence, with the forces locked in an eternal struggle that shapes every realm, plane, and creature within the Universe.



Chapter 3

The First Epoch: Birth of Magic

The **First Epoch** marked the dawn of Magic in the Universe—a transformative era when mortals, gods, and arcane beings alike discovered the limitless potential of the arcane. Magic, born from the **Arcane Nexus**, had always existed, but until this epoch, it was a dormant force, untapped and unshaped. During the First Epoch, Magic began to flow freely, and the Universe was forever changed.



At the center of this epoch was the formation of the **Arcane Nexus**, a focal point of raw, untamed magical energy. The Nexus served as the heart of all Magic, its power radiating outward to touch every plane and realm. Those who could harness its energy—be they mortal or divine—became capable of reshaping reality itself. Entire civilizations rose around the study and mastery of Magic, and the **Plane of Arcana** became the epicenter of magical knowledge.

The rise of Magic began humbly with the discovery of minor spells and simple enchantments. But as mortals and gods alike delved deeper into the mysteries of the Nexus, the possibilities seemed endless. **The First Mages**, pioneers of the arcane arts, emerged as influential figures who unlocked the secrets of Magic, wielding it to shape the world around them. These early sorcerers and wizards were revered, feared, and sought after by kings and empires, as their mastery of Magic allowed them to alter the fabric of existence.

Civilizations across the **Prime Plane** and beyond began to center their cultures around the study and control of Magic. Towering citadels dedicated to arcane knowledge were built, with entire cities governed by councils of powerful mages. The **Arcane Towers** and the **Mystic Library** became places of immense power and influence, where ancient spells and magical artifacts were safeguarded and studied.

Yet, with great power came great peril. The **Arcane Nexus**, while a source of limitless potential, was also a source of great danger. By its very nature, Magic defies the laws of reality, and those who sought to master it often found themselves consumed by its chaotic force. Some of the First Mages, driven by ambition, sought to control the Nexus, believing they could wield its raw power for their own ends.



This greed and overreach led to the first **Arcane Conflicts**—catastrophic battles between rival factions of mages, each seeking dominion over the Nexus. Entire cities were laid to waste as magical forces clashed, and spells of unimaginable power tore through the very fabric of reality. The **Arcane Wars** saw the rise and fall of great empires, as the unchecked use of Magic led to devastating consequences. The balance between Creation and Destruction, already delicate, began to wobble dangerously.

The First Epoch was an era of significant advancement and discovery and a time of great loss. The potential of Magic was limitless, but so too were the dangers it posed. For every civilization that flourished using Magic, there was another that was brought to ruin by it. The end of the First Epoch came not with a single event, but with a growing realization: Magic, while a force of Creation, could also be a force of Destruction. The mages of the First Epoch learned this lesson the hard way, as the Arcane Nexus, once thought to be the key to limitless power, became a source of chaos that threatened to unravel the very Universe it had helped shape.

The **First Epoch: Birth of Magic** set the stage for the epochs that would follow. It was a time of unparalleled potential and devastating consequences, a reminder that the forces of the Universe, no matter how powerful, must be treated with respect and caution. As the First Epoch ended, the Universe entered a new era, one where divine beings would seek to impose order on the chaos of Magic.



Chapter 4

The Second Epoch: Age of Divine Rule

As the chaotic power of Magic began to reshape the Universe during the First Epoch, the gods of the **Celestial Summit** saw the need for balance. The Second Epoch, known as the **Age of Divine Rule**, emerged as a response to the unchecked rise of arcane power and the ensuing conflicts. It was a time when divine beings asserted their authority over the realms, imposing order, justice, and divine law.



The gods had always existed, watching over the Universe, but during this epoch, they took an active role in shaping its destiny. The **Celestial Plane**, home to the gods and their divine courts, became the center of power. From their thrones in the **Celestial Summit**, the gods ruled over the Universe, ensuring that Magic, time, and Nature remained in harmony. Mortals turned to the gods for guidance, protection, and favor, building vast temples in their honor and establishing priesthoods dedicated to their worship.



The gods did not seek to destroy Magic; instead, they sought to control and channel it. Magic was a tool of Creation, but in the wrong hands, it could lead to chaos and Destruction. The gods, particularly those aligned with the forces of **Creation** and **Nature**, aimed to bring order to the realms and stabilize the Universe. The Second Epoch saw the establishment of divine laws that governed the use of Magic, ensuring that its power was not misused. Divine institutions, led by priests, clerics, and paladins, spread throughout the realms, acting as the gods' enforcers.

However, with the rise of divine authority came new tensions. The gods, though powerful, were not unified in purpose. Rivalries and disputes over domains, worshippers, and influence began to surface, and soon, the Universe found itself on the brink of a new kind of war—one fought not by mortals, but by the gods themselves. This period of conflict, known as the **Divine Wars**, would become the defining struggle of the Second Epoch.

The Divine Wars



The **Divine Wars** were cosmic battles fought between rival gods, each seeking to expand their influence over the realms. What began as a series of minor disputes escalated into a full-scale conflict that reverberated across every plane of existence. At the heart of the war was a fundamental disagreement: how best to control the Universe and its growing instability. Some

gods, aligned with the forces of **Creation**, sought to foster growth, life, and order, while others, aligned with **Destruction**, sought to tear down the old to make way for the new.



The **Celestial Summit**, once a symbol of unity and power, became a battlefield as gods turned on one another. Celestial armies clashed in the heavens, with their battles sending shockwaves across the Universe. Mortals, though powerless in comparison to the gods, were not spared. Kingdoms rose and fell as they aligned themselves with different gods, and the once stable Universe was thrown into chaos once more.

One of the most destructive events of the Divine Wars was the **Shattering of the Arcane Towers**, a cataclysmic battle between two of the most powerful gods, each representing opposing forces of Magic. This event not only devastated the **Plane of Arcana**, but it also caused a ripple effect through the arcane flows, destabilizing Magic across the realms. Spells

that had once been reliable became volatile, magical artifacts malfunctioned, and entire regions were consumed by arcane storms.



The **Prime Plane** suffered greatly during this time, as gods and their armies battled for control over mortal civilizations. Temples that once served as places of worship were transformed into fortresses, where priests and clerics defended their divine patrons' interests. Mortal champions were chosen by the gods to fight in these conflicts, their fates intertwined with the divine agendas they served.

But the Divine Wars did not bring about the resolution that any god sought. Instead, they brought devastation and chaos on a scale the Universe had never seen. The gods, realizing the damage they had caused, began to withdraw from direct interference in mortal affairs. The era of divine rule ended with a fragile peace, one where the gods, though still worshiped, became distant figures, leaving mortals to forge their own paths.

The Aftermath of Divine Rule

The Second Epoch ended not with a definitive victory, but with a mutual understanding that even the gods could not control the forces they had unleashed. The **Celestial Summit** remained, but its influence over the Universe was forever diminished. Mortals, once reliant on divine intervention, were left to rebuild their shattered kingdoms and find new ways to harness the powers of Magic and Creation. The gods, now weary from their battles, became more withdrawn, watching over the realms from afar.

The Divine Wars left scars that would shape the future of the Universe. Many realms remained unstable, their magical and natural balances disrupted. The **Abyssal Plane**, long a realm of chaos and Destruction, began to grow in power as the divine presence weakened. The stage was set for the next great conflict—the rise of the **Abyssal Plane** and the dark forces that sought to unmake the Universe.



Chapter 5

Rise of the Abyssal Plane



In the wake of the **Divine Wars** and the weakening of the gods' influence, a new and darker power began to emerge—the **Abyssal Plane**. While the forces of **Creation** and **Destruction** had always existed in balance, the chaos left in the aftermath of the divine conflict provided fertile ground for Destruction to grow unchecked. The Abyssal Plane, long a realm of shadows and entropy, began to swell with power, its dark energies seeping into the weakened fabric of the Universe.

The Abyssal Plane was not merely a place—it was the embodiment of Destruction, chaos, and corruption. It represented the Universe’s inevitable decay, where the forces of **Destruction** thrived. For eons, the Abyss had been held at bay by the divine order of the **Celestial Plane**, but now, with the gods in retreat and the realms in disarray, the Abyss found its opportunity to strike.

The **Abyssal Warlords**, dark entities born from the Abyss itself, rose to prominence, each one more twisted and powerful than the last. These warlords sought to unmake the Universe, not out of hatred or malice, but as an extension of their Nature—Destruction was their purpose, and they would see it through. They rallied legions of abyssal creatures, shadowed horrors that fed on chaos and despair, and prepared for their invasion of the realms.

The first sign of the Abyssal Plane’s rise came with the opening of **Abyssal Rifts**—dark, swirling portals that appeared without warning in various realms. These rifts served as gateways for the Abyssal forces, allowing them to invade the Prime Plane and beyond. The **Abyssal Incursions** began quietly at first, with small, corrupted creatures slipping through these rifts and causing localized Destruction. But as more rifts opened, the true scale of the invasion became clear.



The Abyssal Incursions

The **Abyssal Incursions** were a series of devastating invasions launched by the warlords of the Abyssal Plane. These incursions targeted the most vulnerable realms, where the aftermath of the Divine Wars had left civilizations weakened and Magic unstable. Entire cities were reduced to ash as the abyssal legions spread like a plague, leaving ruin in their wake. The once-thriving lands of the **Prime Plane**, the elemental forces of the **Elemental Plane**, and even the **Plane of Arcana** found themselves under siege.

These incursions were not simply physical invasions; they were also spiritual. The abyssal forces brought with them the power of corruption—an insidious magic that could twist the hearts and minds of even the most steadfast beings. **Corrupted Mages**, once powerful practitioners of Magic, were turned into dark agents of Destruction, wielding arcane power twisted by the Abyss. Even divine beings were not immune to this corruption, with some gods and their celestial hosts succumbing to the dark influence.



The **Prime Plane**, home to mortals, became the primary battleground in these incursions. Entire kingdoms fell as the Abyssal warlords marched their legions across the land. The once-strong walls of cities crumbled under the relentless assault, and forests turned to wastelands as corruption spread through the natural world. Even time itself seemed to bend in the presence of the Abyss, as the forces of Destruction warped reality.

The Corruption of Souls



Perhaps the most sinister aspect of the Abyssal Plane's rise was its ability to corrupt the very essence of life—souls. Through the power of the Abyss, the warlords developed the ability to ensnare souls, dragging them into the Abyssal Plane, where they were twisted and broken, becoming shadows of their former selves. The **Corruption of Souls** was not just a physical or mental transformation; it was a spiritual one, with souls being transformed into vessels of Destruction.

These corrupted souls, known as **Shadowspawn**, were bound to the will of the Abyssal warlords. They became mindless agents of chaos, spreading darkness wherever they went. Some of these souls had once been heroes, warriors, or even divine beings, but under the influence of the Abyss, they lost their former identities and became instruments of Destruction.

Their presence sowed fear among the living, as they represented the ultimate loss—not just of life, but of spirit.



The **Ethereal Plane**, where souls pass between life and death, was particularly vulnerable to this corruption. The **Ethereal Guardians**, tasked with protecting the flow of souls, fought desperately to contain the spread of corruption, but the Abyssal influence was strong. The once-sacred cycle of life and death was disrupted, with souls being stolen from the **Ethereal Plane** and dragged into the Abyss, where they would suffer an eternity of torment.

A New Dark Age

The rise of the Abyssal Plane marked the beginning of a new dark age for the Universe. The gods, still weakened from the Divine Wars, were unable to stop the spread of Destruction. Mortals, left to fend for themselves, found their kingdoms and cities crumbling as the abyssal legions marched across the realms. Even the **Arcane Nexus**, the source of all Magic, began to destabilize under the weight of the Abyssal incursions.

The forces of Creation, Destruction, Time, Magic, and Nature were now at odds more than ever. The Abyssal warlords, once content to dwell in the darkness, now sought to engulf the entire Universe in shadow. The balance that had been maintained for so long was now on the verge of collapse.

But even in this dark time, there was hope. Heroes, both mortal and divine, began to rise—champions who would stand against the forces of the Abyss and seek to restore balance. These champions, though few, would become the Universe's last line of defense against the all-consuming darkness of the Abyssal Plane.

The stage was set for the final struggle—the **Fated Epoch**—where the Universe’s fate would be decided.



Chapter 6

The Ethereal Plane's Struggle

The **Ethereal Plane** is the gateway between life and death, a realm where the souls of the dead pass before reaching their final destination. It is a place of peace, where time flows gently, and the boundaries between the physical and spiritual worlds blur. But as the **Abyssal Plane** rose to power, this sacred realm became one of the first to feel the full weight of its corruption. The **Ethereal Plane's Struggle** was not just a battle for territory—it was a battle for the fate of every soul in existence.



At the heart of the Ethereal Plane are the **Ethereal Guardians**, ancient beings tasked with maintaining the balance between life and death. For ages, they have safeguarded the flow of souls, guiding them from the mortal realms to the afterlife. But the rise of the **Abyssal Incursions** shattered the fragile peace of the Ethereal Plane. Dark rifts began to appear, linking the Ethereal Plane to the **Abyssal Depths**, and with them came the corrupting influence of the Abyss.

The **War of Souls** erupted as the Guardians fought to contain the spread of corruption, but the Abyssal forces were relentless. The souls that passed through the Ethereal Plane began to disappear, dragged into the Abyss by shadowy tendrils of Destruction. Some souls, once pure and untainted, were transformed into **Shadowspawn**, twisted beings enslaved to the will of the Abyss. This corruption threatened the very cycle of life and death, with souls being torn from their natural path and trapped in eternal torment.



The War of Souls

The **War of Souls** was a conflict unlike any other, for it was not fought with swords or Magic, but with the very essence of life itself. The Abyssal forces, led by the dark warlords of the Abyssal Plane, sought to consume the souls of the dead, turning them into weapons of Destruction. The **Ethereal Guardians**, once serene and watchful protectors, were forced into a war they were unprepared for. Their sacred charge—to protect the flow of souls—became a desperate battle to prevent the total corruption of the Ethereal Plane.

The **Abyssal Warlords** understood that by corrupting the flow of souls, they could destabilize the very foundation of the Universe. Without souls passing from life to death, the balance of the cosmos would collapse, and the Abyss would be free to spread its influence unchecked. The War of Souls became a struggle for the control of the afterlife itself, with the Guardians standing as the last line of defense against the darkness.



As the war raged on, the Ethereal Plane itself began to warp and twist under the strain. The once peaceful **Echo Valley**, where the echoes of the past mingled with the whispers of the future, became a battlefield where the dead and the corrupted clashed in spectral combat. The **Spirit Wood**, a realm where the souls of the departed found rest, was tainted by Abyssal corruption, its once vibrant trees blackened and withered. Even the **Dreamscape**, where souls could find solace and reflection, was turned into a nightmare of endless torment for those caught in the Abyss's grasp.

Despite the strength of the Ethereal Guardians, the war took a heavy toll. Many were lost, their essences torn apart by the Abyssal forces. Souls that had once passed peacefully into the afterlife were now trapped in a limbo; their destinies uncertain. The Guardians, now reduced in number, fought a losing battle, their sacred realm teetering on the edge of collapse.

Corruption of the Soul Cycle

Perhaps the most devastating consequence of the **Abyssal Incursions** into the Ethereal Plane was the **corruption of the soul cycle** itself. For eons, the souls of the dead had passed through the Ethereal Plane, where they would be judged and either sent to rest or returned to the cycle of life through reincarnation. But with the Abyssal influence corrupting this sacred process, the natural order was thrown into chaos.



Souls that should have passed on to their eternal rest were instead pulled into the Abyss, where they were twisted and transformed into beings of pure Destruction. Others, who should have been reborn into the world, were trapped in a liminal space, unable to continue their journey. This disruption sent shockwaves through the **Prime Plane** and beyond, as the dead could no longer find peace, and the living began to fear that death would bring not rest, but endless torment.

The **Ethereal Guardians**, once able to guide the flow of souls with ease, found themselves overwhelmed by the corruption. They sought help from the gods of the **Celestial Summit**, but the divine beings were preoccupied with their own struggles, weakened by the aftermath of the Divine Wars and the growing power of the Abyssal warlords. Mortals, too, noticed the disruption of the soul cycle, as spirits that should have moved on remained trapped in the mortal realm, haunting the living and spreading fear.



The **Plane of Arcana**, too, felt the effects of the corrupted soul cycle. Magical practitioners who relied on the flow of souls for their spells and rituals found their power waning, as the very fabric of Magic was disrupted by the Abyssal incursion. Ancient spells that had been used to communicate with the dead or summon spirits became dangerous and unpredictable, as the souls they called forth were often tainted by the Abyss's dark influence.

The Struggle for Balance

Though the War of Souls seemed unwinnable, the Ethereal Guardians refused to surrender. Their very existence was tied to the balance of life and death, and they knew that if the Ethereal Plane fell, the entire Universe would soon follow. Desperate for aid, they sought out ancient allies, calling upon the few remaining gods who still had the strength to intervene. These gods,

once removed from the struggles of the Universe, reluctantly agreed to lend their power, knowing that the fate of all Creation hung in the balance.

In the final days of the **War of Souls**, the **Ethereal Guardians** launched a desperate counteroffensive. Using their remaining strength, they closed many of the rifts that had allowed the Abyssal forces to invade, sealing them off from the Ethereal Plane. Though many souls had been lost, and much of the Ethereal Plane had been corrupted, the Guardians managed to restore some measure of balance, preventing the complete collapse of the soul cycle.



The **Ethereal Plane**, though damaged, survived. But the scars of the War of Souls remained. Many of the souls lost to the Abyss could never be recovered, and the balance of life and death was forever altered. The Ethereal Guardians, once serene and confident, were now battle-hardened and weary, their ranks diminished by the toll of war. Though the immediate threat

had passed, they knew that the Abyss would never truly rest. The struggle for the fate of souls would continue, as the Universe moved toward the final, climactic conflict of the **Fated Epoch**.



Chapter 7

Arcane Ascendancy

The **Arcane Ascendancy** was a critical turning point in the history of the Universe, a period when Magic reached heights of power previously thought impossible. The ascendancy was the result of mages, scholars, and arcane entities pushing the boundaries of Magic, drawing ever deeper from the wellspring of the **Arcane Nexus**. This era was both a golden age of magical discovery and a time of great instability, as the forces of Creation and Destruction became entangled in the unpredictable Nature of arcane power.



The **Arcane Nexus**, the source of all Magic, had always been a powerful but dangerous force. However, as the Universe matured and the knowledge of Magic deepened, those who wielded it sought to transcend the limitations of reality itself. Ancient spells, once thought too dangerous to use, were reawakened, and new magical disciplines were created to push the boundaries of what was possible. The result was the **Arcane Ascendancy**, a surge in magical potency that shook the very foundations of the cosmos.

The Surge of Arcane Power

During the Arcane Ascendancy, magic users across the realms began to unlock secrets hidden deep within the Arcane Nexus. New schools of Magic emerged, and ancient magical artifacts, once sealed away for fear of their power, were rediscovered and wielded. Mortals, who had



long been bound by the natural limits of their existence, found themselves capable of bending time, space, and the very laws of physics. With this newfound power, entire cities were lifted into the sky, mountains were moved, and the flow of time itself was altered in localized pockets of reality.

However, as the arcane power grew, so too did its dangers. The Nexus, though vast, was not infinite, and the sheer magnitude of the Magic being drawn from it began to destabilize the balance between the planes. **Arcane Tempests**, storms of raw magical energy, began to rage across the Universe, leaving chaos and Destruction in their wake. Spells that had once been controlled became volatile, often producing unintended consequences. The very fabric of reality began to tear as arcane power surged beyond the control of even the most skilled mages.



The **Plane of Arcana**, the heart of Magic, became a focal point of both great discovery and immense danger. It was here that the most powerful mages gathered to test the limits of their abilities, and it was here that the first true signs of instability appeared. The once stable **Arcane Towers**, which housed the greatest repositories of magical knowledge, began to crumble under the weight of the ascendant Magic. Magical anomalies became commonplace, with time loops, spatial distortions, and reality-bending phenomena spreading throughout the plane.

The Temporal Fracture

One of the most significant and dangerous consequences of the Arcane Ascendancy was the **Temporal Fracture**. As mages sought to manipulate time itself, they inadvertently caused a rift in the flow of time, creating fractures that spread across the **Gravitonic** and **Ethereal Planes**. Time, once a constant, became fluid and unpredictable. In some areas, centuries passed in moments, while in others, time slowed to a crawl.



The **Temporal Fracture** caused widespread chaos, as beings from different eras found themselves trapped in the wrong time, and entire regions became frozen in temporal stasis. The Gravitonic Plane, where time and gravity are linked, became a warping labyrinth of time loops and gravitational anomalies. The Ethereal Plane, responsible for guiding souls between life and

death, saw the natural progression of the soul cycle disrupted, with souls becoming lost in the flow of time.



The mages who had caused the Temporal Fracture worked desperately to repair the damage, but time itself had become an unpredictable force, and their efforts only served to deepen the instability. The fractures spread, creating **Arcane Time Rifts** that connected realms and eras in ways that were never intended.

Unintended Consequences

As the **Arcane Ascendancy** reached its peak, the consequences of such unchecked power became clear. Entire realms were thrown into chaos as Magic spiraled beyond control. Elemental forces were destabilized, with firestorms raging uncontrollably, oceans rising and falling with no warning, and the earth splitting apart without reason. Even the **Prime Plane** felt the effects as mortals struggled to contain the arcane phenomena tearing their world apart.

But the most dangerous consequence of the Arcane Ascendancy was the attention it drew from the **Abyssal Plane**. The Abyssal warlords, long seeking a way to disrupt the balance of the Universe, saw the instability created by the arcane surge as an opportunity to invade. The weakening of the fabric between planes made it easier for them to tear open rifts, allowing their dark forces to spread further into the mortal and magical realms.

The very power that mages had sought to control now threatened to unmake the Universe. Magic, once a tool of Creation and wonder, had become a force of chaos and Destruction, with even the most skilled practitioners unable to reign it in.

The End of Arcane Ascendance



The Arcane Ascendance ended in a slow, inevitable collapse. As the instability of the Nexus grew, many of the most powerful mages were consumed by their own Magic, their bodies and minds unable to handle the strain of such immense power. The Arcane Towers, once symbols of magical mastery, were left in ruins, their knowledge lost to time. Entire regions of the **Plane of Arcana** were left in flux, trapped in a state of magical chaos. The surviving mages, realizing the danger they had unleashed, began to withdraw from their reckless experimentation, seeking instead to stabilize the Nexus and repair the damage they had caused. Though the worst of the Arcane Tempests had passed, the Universe would never fully recover from the scars left by the Arcane Ascendance. The instability created during this period would continue to haunt the cosmos, setting the stage for the final conflict of the **Fated Epoch**.

Though Magic remained a powerful force in the Universe, it was now seen as a double-edged sword—a tool of Creation but also of Destruction, with the potential to tear apart the very fabric of reality.



Chapter 8

The Fated Epoch: The Final Struggle

The **Fated Epoch** marks the ultimate confrontation in the Universe—a battle that will determine the fate of all existence. It is the culmination of eons of cosmic tension between the forces of **Creation** and **Destruction**, where every realm and plane stand at a tipping point. As the influence of the gods weakens and the Abyssal forces rise, the Universe enters a period of inevitable conflict that will decide whether reality continues, is remade, or collapses into chaos.

The **Fated Epoch** began as the **Arcane Ascendancy** destabilized the cosmic balance, and the **Abyssal Plane** grew stronger, sensing the weakening barriers between realms. Dark forces rallied under the banner of **Destruction**, and corrupted souls, Abyssal warlords, and shadowy horrors began their march across the Universe. The gods of the **Celestial Summit**, once the protectors of order, struggled to contain the Abyssal threat, while the mortal realms, scarred by the arcane tempests and the corruption of the soul cycle, teetered on the brink of collapse.

This final epoch is not merely the result of mortal or divine actions—it is the result of cosmic forces that have long been building toward this inevitable clash. The **Plane of Arcana**, torn apart by the instability of Magic, became a battleground, with arcane entities and mortals alike caught in the chaos of uncontrolled magical power. The **Ethereal Plane**, weakened by the **War of Souls**, became a target for the Abyssal warlords, who sought to corrupt the soul cycle entirely. Even the **Prime Plane**, the heart of mortal life, found itself under siege, as the boundaries between realms began to dissolve.



The Cosmic Convergence

At the heart of the Fated Epoch is the **Cosmic Convergence**—a phenomenon where the boundaries between the six planes of existence begin to blur, bringing the Universe to the brink of total collapse. Time, space, Magic, and reality itself are distorted as the forces of Creation and Destruction battle for dominance. The convergence manifests as **Planar Rifts**, gateways between realms that allow for the crossing of armies, heroes, and horrors alike.

These rifts, created by the surge of Magic from the Arcane Nexus and the dark influence of the Abyssal warlords, act as portals that connect not just the mortal and magical realms but the very essence of Creation and Destruction. Entire armies from the **Abyssal Depths** march through these rifts, invading the **Prime Plane**, the **Celestial Summit**, and beyond. The **Ethereal Plane**, already weakened by the corruption of souls, becomes a dangerous battleground where time and death themselves are unraveled.



Arcane Tempests, once confined to the **Plane of Arcana**, spread through the rifts, creating chaotic storms of magical energy that tear apart the fabric of reality. These storms bend time, merge planes, and unleash the full destructive power of unchecked Magic. Even the gods, though powerful, find themselves vulnerable as their divine realms are infiltrated by Abyssal forces, and their own power begins to falter.

Creation vs. Destruction

At the core of the Fated Epoch is the eternal struggle between **Creation** and **Destruction**. Creation, embodied by the gods of the **Celestial Plane** and the natural cycles of life, has always sought to build, grow, and maintain order. Destruction, represented by the Abyssal warlords

and the forces of chaos, seeks to unmake the Universe, returning it to the primordial state of entropy and darkness.

The Universe has always relied on the delicate balance between these two forces, but as the Fated Epoch begins, that balance is thrown into disarray. The gods, weakened by the aftermath of the **Divine Wars** and the growing instability of the Arcane Nexus, find themselves struggling to maintain control. Their once unified power is fractured, and their ability to influence the mortal realms is limited. Meanwhile, the Abyssal warlords, led by dark entities of immense power, sense an opportunity to tip the scales in favor of Destruction.

The Abyssal Behemoth, a towering entity of pure Destruction, emerges as one of the leading forces of the Abyss, leaving devastation in its wake as it marches through the realms. Entire worlds are consumed by its presence, as it spreads chaos and corruption with every step. The **Celestial Guardians**, divine beings of Creation, fight desperately to contain the behemoth's advance, but even their power is not enough to stop the tide of Destruction.



On the other side, **mortal champions** rise to defend their realms. These heroes, drawn from every plane, are the last hope for Creation. They are chosen not by the gods but by fate itself—beings of great power and potential who must stand against the forces of Destruction in a final battle for the Universe’s survival.

The Final Confrontation

The final confrontation of the Fated Epoch takes place in the heart of the **Prime Plane**, where the rifts between realms converge in a massive **Nexus Point**. This point is the center of the cosmic struggle, where the forces of Creation and Destruction meet in a battle that will determine the fate of all existence. The skies above crack with the power of the Arcane Tempests, and the ground below trembles as Abyssal forces clash with mortal armies and celestial beings.



The Arcane Nexus, once a source of Magic and knowledge, has become a volatile force, threatening to tear apart the very fabric of reality. The **Plane of Arcana** is in chaos, with spells unraveling and magical artifacts becoming unpredictable. The Nexus is the key to the final confrontation—whoever controls it will gain the power to reshape the Universe. Both the Abyssal warlords and the celestial gods seek to harness this power, but doing so risks total annihilation.

As the battle rages, the **Ethereal Plane** is caught in the crossfire. Souls that have yet to pass beyond are drawn into the conflict, their fates uncertain. The cycle of life and death is disrupted once more as the Abyssal forces seek to claim the souls of the dead while the Ethereal Guardians fight to protect them.

The final moments of the Fated Epoch hinge on a single question: will the Universe be reborn, or will it fall into eternal darkness? The answer lies not with the gods or the Abyssal warlords but with the mortal heroes who stand at the center of the conflict. Their actions, their choices, and their sacrifices will determine the outcome of the final battle.

The Dawn of a New Era

As the dust settles and the cosmic forces withdraw, the Universe stands on the edge of a new era. Whether it is a time of Creation and renewal or one of Destruction and decay depends on the outcome of the final confrontation. The **Fated Epoch** will forever be remembered as the ultimate test of the Universe's resilience—an epoch where the balance between Creation and Destruction was decided, and the future of all realms was shaped.



If they survive, the gods will have to reckon with their weakened influence, while the Abyssal warlords, if victorious, will reshape the Universe in their dark image. The mortal realms, though scarred, will endure, for the Universe has always found hope through the strength of mortals.

The **Fated Epoch** is not just the end of a cycle—it is the beginning of whatever comes next.

‘The cosmos stands at the edge of renewal or ruin, its fate unwritten. Creation and Destruction collide, but neither gods nor primordial forces will determine the outcome—it will be mortals who tip the balance. Heroes rise, alliances form, and decisions are made, yet the echoes of this moment will ripple far beyond what even the wisest can foresee.



What role will you play in this eternal struggle? The realms wait for those daring enough to forge their own path, and the Universe itself holds its breath for what comes next. This is your story now.’

~ Unknown Monk

Epilogue



“Well, kiddo, it seems we made it to the end of the line. The Universe, she’s a tricky one. I’ve seen realms rise and fall, watched mighty gods bicker like cubs, and faced horrors that could turn even an old soul like me pale. But here we are, standing at the edge of everything, staring down the unknown.

You know, it wasn’t always like this. I used to think it was all about power, about bending the Grove to your will. But the truth is, it’s about balance. Creation and Destruction, they’re two sides of the same coin. You can’t have one without the other. I’ve spent a lifetime—three lifetimes, really—learning that lesson. It’s what kept me going through the chaos, through the Abyss, and beyond.

Now, the Universe? She’s not done with us yet. There’s always another adventure waiting, another cycle to tend to, another lesson to learn. But if there’s one thing I know for sure, it’s this: the Grove, the Prime Plane, all of it—it’s worth fighting for. It’s worth living for. And as long as there’s breath in this old orangutan’s chest, I’ll keep swinging through the trees, watching over the realms, and protecting the balance.

So, don’t lose heart, young one. The story’s never truly over. It’s just beginning.”

— **Gran Papa Tang**, Keeper of the Grove



Glossary of Terms

Abyssal Behemoth

A towering entity of pure Destruction, representing the unstoppable force of the Abyssal Plane. It consumes entire worlds and spreads chaos with its presence.

Abyssal Depths

A realm within the Abyssal Plane that embodies the destructive forces of chaos and entropy. It is home to dark entities and serves as the heart of the Abyssal warlords' power.

Abyssal Incursions

Invasions launched by forces from the Abyssal Plane, marked by the opening of Abyssal Rifts. These incursions bring chaos, corruption, and Destruction to the realms they invade.

Abyssal Moon

A celestial phenomenon linked to the Abyssal Plane. It casts a corrupting influence over the realms, signaling the rise of Destruction.

Abyssal Rifts

Dark portals created by the Abyssal warlords, connecting the Abyssal Plane to other realms. These rifts allow Abyssal forces to invade and spread corruption.

Abyssal Warlords

Dark and powerful entities born from the Abyssal Plane. They lead the forces of Destruction and seek to unmake the Universe.

Arcane Nexus

The central source of all Magic in the Universe. It radiates raw magical energy, influencing every plane and realm.

Arcane Tempests

Uncontrolled storms of raw magical energy caused by the destabilization of the Arcane Nexus. They warp reality and cause widespread chaos across the planes.

Arcane Time Rifts

Temporal anomalies created by the Temporal Fracture. They connect realms and eras unpredictably, causing disruptions across the planes.

Arcane Towers

Structures within the Plane of Arcana that house ancient magical knowledge. They were destabilized and partially destroyed during the Arcane Ascendance.

Astral Glades

A serene sub-realm within the Ethereal Plane where the souls of the departed once rested in peace before the Abyssal corruption began.

Celestial Guardians

Divine beings aligned with the forces of Creation, tasked with defending the Celestial Plane and maintaining the balance of the Universe.

Celestial Summit

The highest realm within the Celestial Plane, home to the gods and their courts. It serves as the seat of divine power.

Cosmic Convergence

A phenomenon during the Fated Epoch where the boundaries between all planes blur, leading to widespread instability and conflict.

Creation

One of the Primordial Forces, representing life, growth, and order. It is counterbalanced by Destruction.

Cycle of Pre-Existence

A theory that suggests the Universe undergoes endless cycles of collapse and rebirth, with each iteration shaped by different forces.

Destruction

One of the Primordial Forces, embodying decay, chaos, and renewal through annihilation. It counterbalances Creation.

Divine Wars

Cosmic battles among gods, fought during the Second Epoch, which led to widespread devastation across the Universe.

Echo Valley

A region in the Ethereal Plane where echoes of the past and whispers of the future intertwine. It became a battlefield during the War of Souls.

Elemental Plane

One of the six planes of existence, where the raw forces of Nature—fire, water, earth, and air—constantly shift and shape the physical world.

Elysian Gardens

A realm within the Celestial Plane, known for its lush beauty and divine tranquility, now dimmed by the weakening of the gods.

Ethereal Guardians

Ancient beings responsible for protecting the flow of souls through the Ethereal Plane and ensuring the balance between life and death.

Ethereal Plane

A realm that serves as the bridge between life and death. It is where souls pass through on their journey to rest or reincarnation.

Fated Epoch

The current age of cosmic conflict, where the balance between Creation and Destruction will be decided. It marks the climax of the Universe's struggles.

Gravitonic Plane

A realm where gravity and time intertwine. It has been destabilized by temporal anomalies and Arcane Tempests.

Great Separation

The cataclysmic event that fractured primordial chaos, giving rise to the six planes of existence and establishing the cosmic order.

Infinite Silence Hypothesis

A theory that before time, there was only absolute silence and Void, with existence being a fleeting anomaly.

Mystic Library

A legendary repository of magical knowledge located in the Plane of Arcana. It houses ancient spells, scrolls, and artifacts.

Plane of Arcana

A magical realm central to the Universe's arcane energies. It serves as the focal point of the Arcane Nexus.

Plane of Arcana: Temporal Effects

Time distortions unique to the Plane of Arcana caused by the Temporal Fracture, which often trap mages in endless loops.

Prime Plane

The central realm of mortal existence, home to the Grove Realm and the natural cycles of life.

Primordial Dream

A theory suggesting that reality is a dreamlike state constantly shifting and changing, linked to the Primordial Forces.

Primordial Forces

The five foundational energies—Creation, Destruction, Time, Magic, and Nature—that govern the Universe.

Shadowspawn

Corrupted souls enslaved to the will of the Abyssal warlords. They act as agents of chaos and Destruction.

Soul Cycle

The natural flow of souls through life, death, and reincarnation, maintained by the Ethereal Plane. It is threatened by Abyssal corruption.

Spirit Wood

A region within the Ethereal Plane where souls once found solace. It has been corrupted by the Abyss, its trees blackened and withered.

Storm Plains

A sub-realm of the Elemental Plane, known for its chaotic storms of lightning and wind. These storms intensified during the Arcane Tempests.

Temporal Fracture

A rift in the flow of time caused by arcane experimentation, leading to widespread temporal anomalies and chaos.

The Arcane Wars

Conflicts during the First Epoch where factions of mages fought for control of the Arcane Nexus, causing widespread destruction.

The Grove

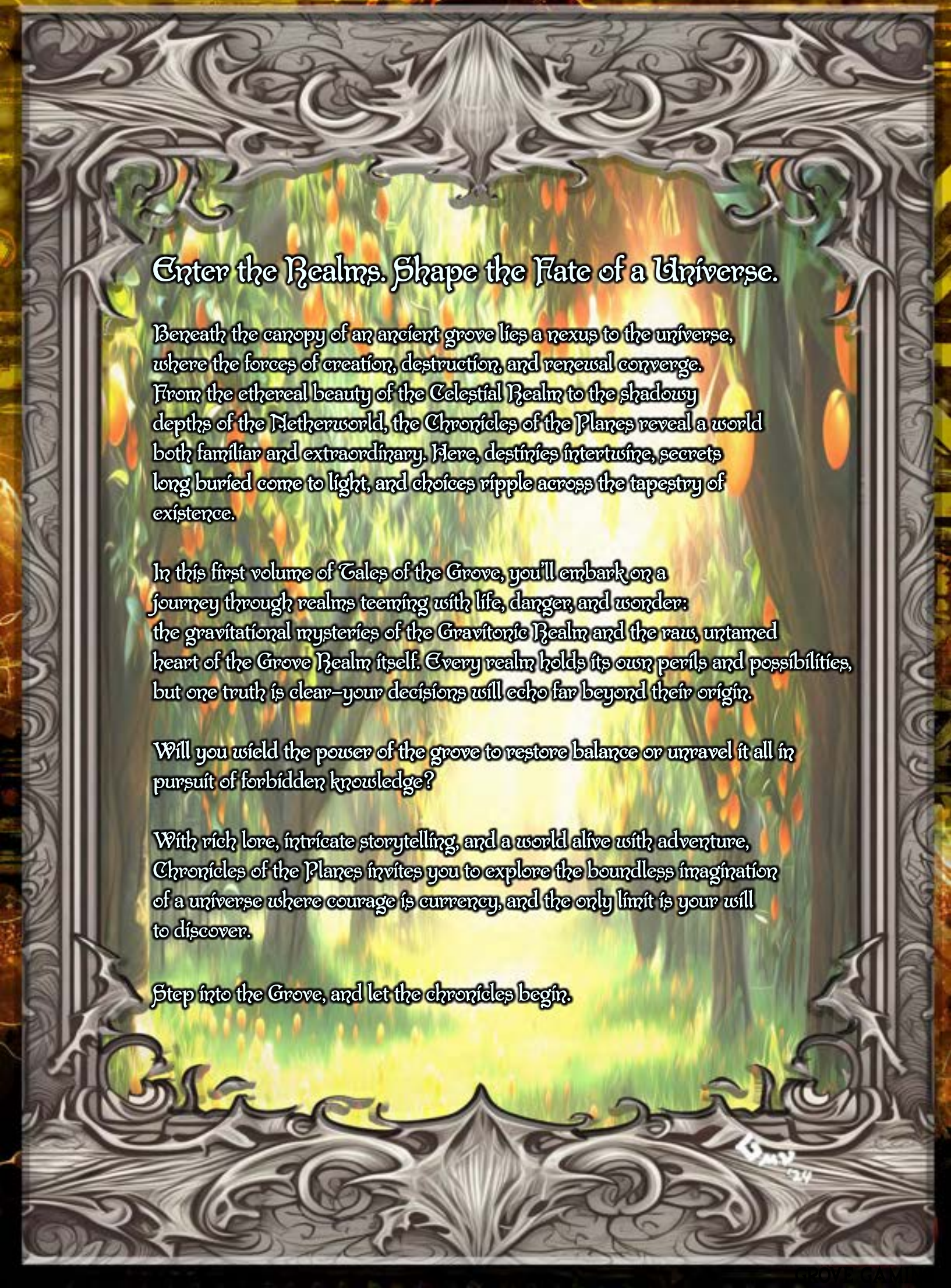
An ancient sanctuary within the Prime Plane where the roots of Creation intertwine with raw magic. It represents balance and life.

Void Consciousness

A speculative entity believed to have existed before time, whose dreams may have sparked the formation of the Universe.

Void Realms

A collective term for unknown or unexplored areas of the Abyssal Plane, believed to house even darker and more dangerous forces.



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