

THE
INDOMINIUM

Gospel of Ezenarax

*Received and Transcribed
by
Brycelon*

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I

PROVENANCE

1 ¹When time was but a whisper and the heavens were still young, the Elder Gods did form the planes of existence, raise the walls between them, and populate life throughout them. ²A realm for the Gods, a realm for the Celestials, a realm for the Mortals, and others beyond. ³Thus, the Gods forged existence from formless chaos, reveled in their work, and enjoyed a balance that lasted millennia. ⁴Eons passed and life flourished across the vast expanse of their creation, reaching every corner of the realms, even the ones shrouded in darkness.

2 ¹From the unfathomable depths of existence rose an evil being, Arachus, Lord of the Demonic Realm. ²As the epochs waned, Arachus exploited the design of the Elder Gods and tore a hole in the mystical wall separating his realm from the realm of the mortals. ³Seeking to fuel his power through the suffering of living beings, Arachus unleashed his army of demons upon the Mortal Realm through the tear he had opened, which had appeared on the planet Deymar. ⁴The Elder Gods, who work in mysterious and unexplainable ways, saw Arachus's defiance and sent a powerful magical sword to Deymar to aid the Mortals in sealing the tear between the realms and slaying the Dark Lord. ⁵The sword, having crashed down from the heavens and brimming with divine, psychedelic energy, became known as "Indominucanus" or "The Psychedelic Sword from Outer Space."

3 ¹The Deymarian Hero, King Emendelles, with the aid of The Psychedelic Sword from Outer Space, drove the demon forces back to their foul origin, until Arachus alone remained on Deymar. ²Atop the peak of Berongotta, Emendelles alongside his band of Deymar's mightiest heroes, including his brother Arathor the Archwizard, battled Arachus in a terrible duel of unprecedented power and destruction, and many lives were tragically lost in the fray. ³They battled unwaveringly for three days, and at dusk on the third day, Emendelles plunged the Psychedelic Sword into the chest of Arachus, killing him and ridding the Mortal Realm of the Demon's evil forever, or so he thought. ⁴The Demon Lord Arachus, knowing his battle was lost due to the meddling of the Gods, had not perished but had merely feigned his death. ⁵As Emendelles plunged his mighty blade into Arachus' chest, the demon broke off the tip of the blade inside his body. ⁶Arachus then used his dark magic, in tandem with the immense power of the shard inside him, to pour his soul into the severed tip of the weapon, creating a cursed phylactery. ⁷Thus, the demon abandoned his body, leaving it behind for all to assume dead. ⁸Shortly after the battle ceased, the Hero King's brother, Arathor, inspected the husk of Arachus's body and discovered the shard. ⁹Upon picking it up, the fiendish soul of Arachus immediately coursed through Arathor, bending his body and mind to Arachus's will, destroying Arathor's soul in the process. ¹⁰Arachus, now dwelling in the body of Arathor, posed as the mage and hid amongst the mortals until he could covertly escape and regain his strength. ¹¹Emendelles stood valiantly atop the peak of Berongotta and, with the power of the sword, sealed the tear between the realms. ¹²Additionally, Emendelles placed an enchantment on the walls between the

realms to forbid the physical travel of bodies between them.

4 ¹With his new identity, Arachus, stranded in the mortal realm, infiltrated the capital and attempted to steal the Psychedelic Sword from Emendelles. ²However, over time, Emedelles had become blessed by the sword with true sight, and knew it was not truly his brother Arathor that attempted to rob him. ³Emendelles easily stopped the theft with his newfound power, granted to him by the sword, but was unable to strike down his brother's possessed body. ⁴Emendelles cursed Arachus to be hunted relentlessly until another could deliver the justice he was too heartbroken to enact himself. ⁵After Arachus's first failed attempt to steal the sword, it was hidden away, its location known only to a select few.

II

THE CRYSTAL MOUNTAIN

1 ¹In the Realm of the Celestials, eons in the past, there sprung a great and mysterious mountain. ²A phantasmal disembodied peak that peacefully floated through the cosmos. ³Atop the mountain, like the jewels of an encrusted crown gleaming in the sun, shone monolithic crystals of pink and cerulean hues, teeming with mystical energy. ⁴At the bottom of the mountain magical waters faded out of existence into unknown places, forming an ethereal ring at its base. ⁵This Mountain was known as “Ulenn Ashan-damestan” or “The Crystal Mountain”.

2 ¹At a time lost to history this mountain came to be inhabited by a race of celestial beings called The Athriel; a humble race of humanoid creatures with slender, pale faces and shining white eyes. ²Above all else the Athriel valued peace: peace among their people, peace within their lives, and peace for all beings, whenever it could be achieved. ³Under the leadership of The Elder, an ancient and powerful spirit bound to a magical statue, the society of the Athriel flourished, and the denizens of the mountain lived unnaturally long and fulfilling lives. ⁴In their prosperity, the Athriel were free to study the mountain's crystals and create a new and extraordinary power. ⁵From the depths of the mountain, a wellspring of mystical water known as “Elanian,” or “The Soul Fountain,” was drawn forth.

3 ¹The Athriel created a ritual, called Ethetisen, in which they could spread the peace and prosperity they experienced in abundance to the rest of existence. ²During Ethetisen, the Athriel would drink from the soul fountain and enter a deep slumber that lasted many years. ³As they drank, their souls would fragment and astrally project into the bodies of other creatures conceived at that exact moment across all of existence, inhabiting those beings for their entire lifetimes. ⁴The spirits of the Athriel carried their innate goodness and attunement to the code into the other worlds they were born into. ⁵Their inherent magic could heal the sick, conjure creations from nothing, restore things that had broken, and at times bring joy to joyless places through music or wonder. ⁶While the Athriel maintained their magical connection to the code during their projection, they could not retain any memory of their lives on the mountain before being reborn into their otherworldly forms. ⁷When the final creature that their fragmented soul was inhabiting would perish, the Athriel would awaken in their original body on the mountain. ⁸In awakening from their trance, their mortal memories would become one with their celestial form, with each gained experience and insight forever becoming a part of who they were. ⁹With this magic, the Athriel spread goodness and prosperity across all of existence for thousands of years, aiding countless beings time and time again, throughout countless worlds and realms.

III

CASPIAN SINGER THE FIRST

1 ¹On the eve of Edunidine, as dusk fell over the Crystal Mountain, an Athriel was born. ²Cessian and Nerelt Singer welcomed their firstborn son, Caspian, into the world.

2 ¹From birth, Caspian possessed unique qualities: a natural talent for music, a strong attunement to the natural code, and the ability to dreamwalk. ²As he grew, he worked to develop these abilities. ³He mastered the lute, deepened his understanding of the magic of the code, and spent much of his time in the realm of dreams.

3 ¹It was in the realm of dreams that Caspian was visited by an elder dreamwalker named Demlaudicus, who began teaching him the secrets of existence. ²Across years of meetings in the dream realm, their bond grew strong, and Caspian came to love and trust his mysterious mentor. ³Yet as Demlaudicus guided Caspian further into the vast mysteries of life and existence, a strange and growing sense of unease and sadness began to settle within him.

⁴Despite having all he could ever dream of on the Crystal Mountain, he longed for something different. ⁵Caspian yearned to leave his life behind in search of something, though he could not say what it was.

IV

CORRUPTION

1 ¹Inhabiting the body of Arathor, Arachus spent centuries in hiding, hunted by the Kings of Deymar. ²As each generation of king passed to the next, so did the task of pursuing Arachus, all while the demon slowly rebuilt his strength.

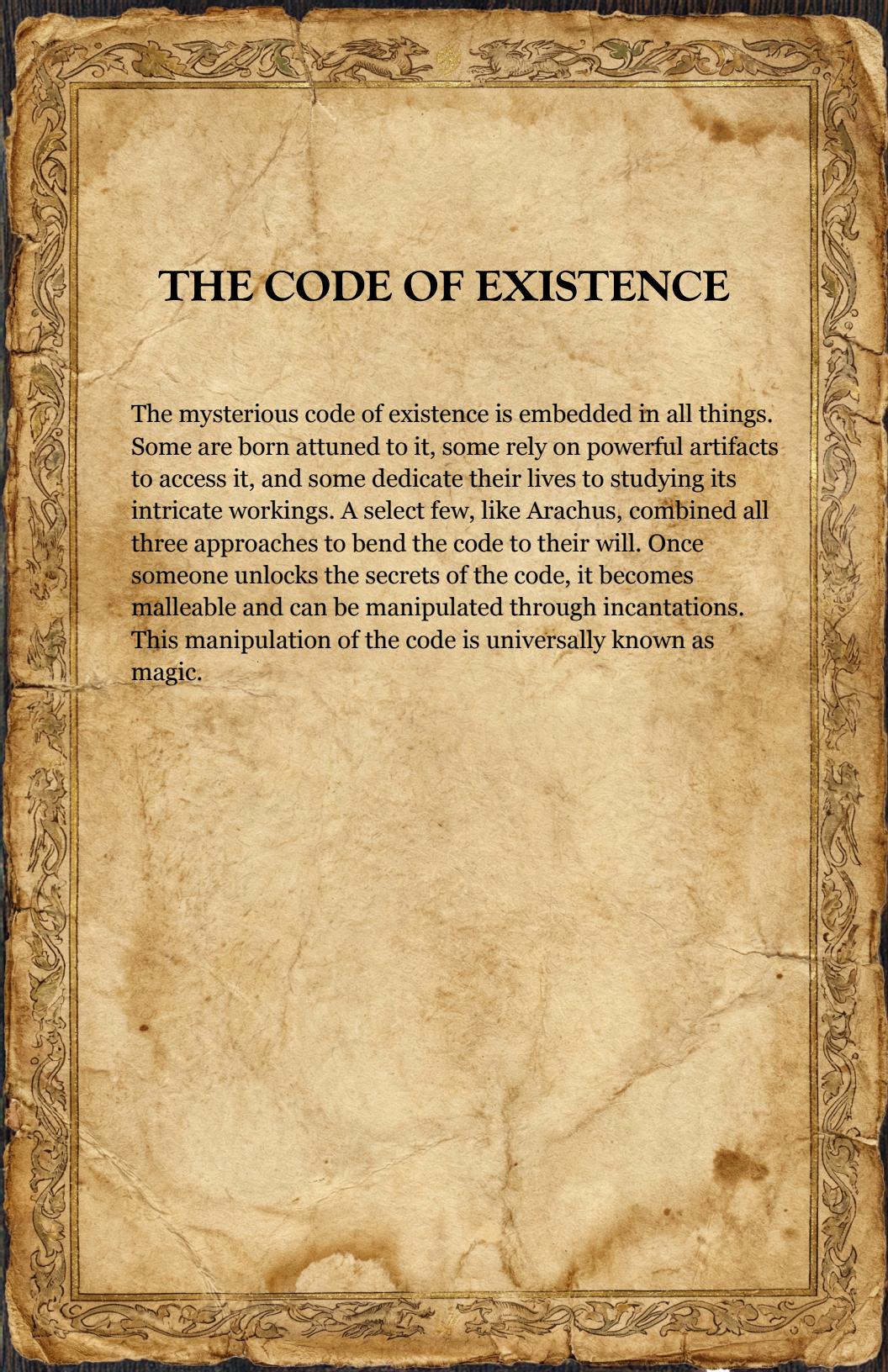
³Over the centuries, Arachus gathered a small, devoted following to serve him and aid in his recovery. ⁴Hidden deep within a cavern he had crafted as both a sanctuary and a haven for his cult, Arachus spent an unimaginable span of time poring over countless tomes and scrolls. ⁵As time passed, the world outside began to forget about the Dark Lord. ⁶The stories of Arachus and the Psychedelic Sword from Outer space faded into legend, whispered only in old tales and dismissed as myth by the people of Deymar.

2 ¹Through his studies and prior knowledge of the planes, Arachus uncovered an ancient legend about a place called the Crystal Mountain, said to exist in the celestial realm.

²Determined to confirm the myth, he turned to the realm of dreams, seeking someone who could verify its existence.

³After years of tireless searching, Arachus found a young Athriel named Caspian, which confirmed the legend he sought to prove true. ⁴Disguising himself as the spirit of a wise old man named Demlaudicus, Arachus befriended Caspian and began mentoring him.

⁵Unbeknownst to Caspian, Arachus had cast a subtle and insidious spell over him, using his mentorship as a guise to slowly bend the young Athriel to his will.



THE CODE OF EXISTENCE

The mysterious code of existence is embedded in all things. Some are born attuned to it, some rely on powerful artifacts to access it, and some dedicate their lives to studying its intricate workings. A select few, like Arachus, combined all three approaches to bend the code to their will. Once someone unlocks the secrets of the code, it becomes malleable and can be manipulated through incantations. This manipulation of the code is universally known as magic.

V

FIRST EXCHANGE OF VESSELS

1 ¹Having carefully manipulated the Athriel boy, Arachus, disguised as Demlaudicus, offered him a deal: to perform a ritual that would allow them to trade souls across planes, inhabiting each other's bodies in a one-for-one exchange.

2 Hexed into a deep, magical depression and longing for a way to escape his seemingly meaningless life, Caspian agreed to the exchange. ³Although Emendelles's spell to seal the tear between the realms prevented physical bodies from crossing the borders of the planes, it had not restricted the passage of souls, and Arachus used this to his advantage.

2 ¹With the combined power of the severed shard of the Psychedelic Sword and Arachus's mastery of the code, Arachus and Caspian's souls switched places and planes, becoming permanently bound to their new physical hosts.

2 Both retained their own memories whilst also inheriting the memories of their new bodies.

3 ¹Upon receiving Arachus's memories, Caspian realized at once that he had been deceived. ²He also realized that there was no way to undo what had been done, or to warn those back home on the mountain, for Arachus had prepared for this and severed Caspian's ability to dreamwalk at the moment of their transfer.

4 ¹For the first time, Arachus beheld the Celestial Realm through the eyes of his new form and set his designs in motion for the domination of the Crystal Mountain and all of existence.

VI

DARKEST HOUR

1 ¹Arachus, now dwelling within Caspian's body, fled to an isolated part of the Crystal Mountain where he began reshaping himself into a grotesque manifestation of his own dark power. ²For years, Arachus remained hidden, using carefully prepared incantations to transform his host into a massive, spider-like monstrosity, which closely resembled his original form. ³Through his dark magic, he molded Caspian's body into a powerful vessel, and at last, he re-emerged at full strength, ready to launch his assault upon the mountain.

2 ¹Completely unprepared for the attack, the Athri-el quickly buckled under the fangs of the dark Lord. ²The demon swept through the mountain, infecting its inhabitants one by one with his bite, turning them into mindless slaves to do his bidding. ³Like an unstoppable tide, his shadow engulfed the mountain.

3 ¹His control spread like a plague. ²The enslaved turned on their kin, dragging every Athri-el they encountered, including those they once knew and loved, before the demon to be transformed by his fangs.

4 ¹Finally, after conscripting enough Athriel to seize control of the mountain, Arachus stood on the brink of realizing his dream. ²To reward himself for his deeds, he chose a young Athriel woman to become his queen. ³Hecursed her, corrupted her, and twisted her body into a demonic form like his own. ⁴She became Pan Arachus, the dark counterpart to the great demon, wildly powerful and cursed to obey his every whim.

5 ¹The Crystal Mountain was no longer a paradise but a crucible of despair, spreading anguish throughout existence by way of the Soul Fountain, now under the dominion of the Dark Lord. ²At last, Arachus's long-desired dream had come to fruition.

VII

DEYMAR

1 ¹Caspian, betrayed by his mentor and burdened by the guilt of dooming his people on the mountain, awoke in Deymar hopeless and defeated. ²His new body, that of a seemingly 30-year-old man, was fit and brimming with magical power. ³He wasted no time drawing upon the incantations left in Arachus's memory to slay the remaining cultists who awaited him in the cavern where he had awoken.

2 ¹Men and women, young and old, clad in black and red robes, were stunned as they were slaughtered by the one they mistook for their leader. ²Confused and terrified, the cultists fell as Caspian, consumed by fury, spared no one.

3 ¹Caspian fled the cavern and began a new life on Deymar. ²For two years, he wandered the unfamiliar planet, searching for a way back home and a means to atone for the wrong he had committed, but his efforts were fruitless.

4 ¹After two more years had passed, Caspian and a coalition of skilled explorers called the Band of the Diamond, who had adopted him into their ranks and sympathized with his plight, uncovered the details of the lost history of the ancient Psychedelic Sword. ²Together, Caspian and his new companions set out on a journey to reunite the shard, which Arachus had been forced to leavebehind, with the sword. ³Caspian knew that only then would he have a chance at saving his home from the Demon.

VIII

THE WIZARD OF THE MOON

1 ¹Arachus ruled the Crystal Mountain as a vicious tyrant, sparing none in his relentless pursuit of limitless power. ²At the center of his dominion stood the Soul Fountain, where his entranced minions projected their souls to distant worlds to spread his malice. ³Across countless planets, they tormented and tortured the inhabitants, spreading misery and despair. ⁴Arachus fed on the anguish of those tortured souls, but like all who crave power, his hunger only grew, boundless and devouring.

2 ¹Arachus burned with hatred for the Elder Gods, who had long ago shattered his ambitions to subjugate existence one realm at a time. ²Fueled by rage and thrumming with newfound power, he devised a plan to finally exact his revenge upon them. ³He drained the power of the Elder, the statue Lord of the Crystal Mountain, and combined it with vast reserves of his own magical strength and that of his queen, and channeled it all into the creation of an entirely new being.

3 ¹In the light of the midnight moon, Arachus brought forth a creature whose shape resembled that of a man, but whose essence was not of physical matter. ²Instead, this being's form was composed of a mysterious magical energy, encasing his soul within. ³This body, imbued with power drawn from the midnight moon, from Arachus, and from the forces he had bent to his will, could interact with the physical world while remaining unbound by physical limitations. ⁴This ensured that the new creature

could transcend the borders between realms, unhindered by the barriers in place. ⁵Arachus named his creation “Se Ne Aldeken”, or “The Wizard of the Moon”, in recognition of the moon’s role in his creation, and the special powers its involvement in the spell bestowed upon the Wizard.

4 ¹Arachus shared a soul with his new creation; a clone of his own soul that retained his memories but was split from him at the moment of the Wizard’s creation. ²Once separated, their souls became independent, no longer bound to each other, and each existed as its own distinct entity. ³The Moon Wizard was a powerful being who entered existence with two distinct sets of incantations. ⁴One set was inherited from Arachus’s memory, whilst the other, derived from the power of the midnight moon, consisted of magic of ice and cold.

5 ¹Arachus tasked the Moon Wizard with the very quest Caspian was already undertaking on the planet Deymar: to claim the Psychedelic Sword. ²Arachus planned to use the sword to break through the walls that divided the realms, reach the higher planes where the Elder Gods resided, and enact his revenge. ³To carry out his plan, Arachus instructed the moon wizard to shadow Caspian’s party, allowing them to lead him directly to the sword.

6 ⁴Traveling amongst Caspian and his explorers was a spy; a minion of Arachus whose soul had been projected to Deymar from the Soul Fountain. ⁵Disguised as one of their own, the spy provided Arachus with critical information about Caspian’s movements and destination, ensuring the Moon Wizard could track his every step.

IX

BETRAYAL

1 ¹Caspian and his party of explorers spent two decades in search of the Psychedelic Sword, facing countless foes along the way. ²They overcame perilous villains and challenges, including the task of proving that Caspian was no longer Arachus, as he had been recognized in Arathor's once-corrupted body. ³Twice even, during those years, they saved Deymar from total destruction. ⁴Yet for Caspian, all these victories were secondary to his ultimate goal of finding the lost sword and saving his home.

2 ¹Caspian's closest friends were the two co-captains of his air brigantine, Elena and Sintressa; his longtime ally Sandomere, who had been with him since the day he first encountered the Band of the Diamond; and Deatriss, the young boy who had freed him from the capital's prison whilst on trial for inhabiting the body of the ancient evil wizard Arathor. ²Caspian spent much of his time with these companions and embarked on countless adventures with them, as well as the rest of the Band of the Diamond.

3 ¹It came to pass that Caspian discovered a clue leading to an ancient order of mages, rumored to have ties to the Psychedelic Sword and the ancient hero-king Emendelles. His journey led him and his companions deep into the Dread Mountain Range, where they found the order and proved themselves worthy of an audience before its gathered brethren.

4 ¹The Sacred Order of the Golden Wyvern sympathized with Caspian and presented him with a map that led deep into the uncharted regions of Deymar. ²The map revealed a gateway hidden within a forgotten volcano far away, which the mages claimed led to a mystical pocket dimension where the Psychedelic Sword was hidden. ³However, the mages cautioned Caspian that the sword was guarded by an immensely powerful creature, one whose strength had kept the sword safeguarded for centuries.

5 ¹After Caspian departed from the Dread Mountains, with the information of the sword's whereabouts, the Moon Wizard, who had been tailing Caspian and his companions for some time, obliterated the entire Sacred Order of the Golden Wyvern. ²Unaware of the bloodshed behind him, Caspian and his group followed the map toward the gateway, oblivious to how closely the Moon Wizard followed.

6 ¹As Caspian neared the volcano with his friends and trusted members of the Band of the Diamond, Deatriss, the young boy who had freed Caspian years ago in the Citadel of Deymar's capital city, revealed his long-hidden allegiance to the Dark Lord Arachus. ²Before the dismayed crew, he admitted to sabotaging the power stone of the air brigantine, declaring they would never reach their destination, and that Arachus would take the sword instead. ³Deatriss then stabbed both Elena and Sintressa, killing them, as the ship plunged downward through the clouds.

7 ¹Distraught and heartbroken, Caspian killed him, but Deatris remained unfazed as he perished, knowing that his true form, that of a corrupted Athriel, remained safe and unharmed back on the Crystal Mountain. ²With the help of his experienced crew, Caspian guided the ship through a controlled crash landing and saved what lives he could from Deatris's sabotage. ³After the crash, Caspian, Sandomere, and the remnants of the crew traveled the rest of the way to the volcano on foot.

⁴Unfortunately for Caspian and his crew, the delay caused by Deatris's treachery was enough for the Moon Wizard to close the gap between himself and the party.

⁵ Caspian mourned deeply for his lost friends, including Deatris, for they had been like family to him, and he cursed Arachus for his cruelty.

X

THE BEAST, THE WIZARD, THE SWORD

1 ¹After Caspian and his remaining crew's unplanned trek through the jungle, they arrived at the gateway, only to find that an unfamiliar enemy, the Moon Wizard, had arrived at the same time. ²The Moon Wizard taunted Caspian about his lost friends and tried to break his will, though Caspian refused to give in, even as he felt he might. ³A battle of incantations erupted, and the Moon Wizard quickly ended the life of Sandomere, along with the last remaining members of the Band of the Diamond, leaving Caspian alone to mourn the loss of everyone he had grown close with during his time on Deymar.

2 ¹Caspian battled the Moon Wizard further into the void as they passed through the gateway and into the pocket dimension. ²Blue night fell over endless sand dunes, and diamond-bright stars shimmered above them like a vast celestial sea. ³Their battle carried them deeper and deeper until they reached a towering, pyramid-shaped temple.

3 ¹As their battle raged, they were interrupted by a colossal beast that emerged from the temple. ²The creature was a three-headed dragon, each head wielding a different power: fire, ice, and green lasers. ³Caspian anticipated a guardian, having been warned by the Order of the Golden Wyvern, but he was still struck by the sheer magnitude of the beast before him.

4 ¹The Moon Wizard's strength far surpassed Caspian's, and his icy attacks were relentless. ²However, Caspian had learned the secrets of the dragon from the Order of the Golden Wyvern, which gave him a decisive advantage in his unexpected battle with the Wizard.

5 ¹The mages warned Caspian that the dragon would kill anyone who entered its lair to protect the sword and the knowledge of its whereabouts, except for those who knew a secret song called "Demesteren Letrellis Encassus". ²The mages granted Caspian its melody, and he committed it to memory, prepared for the moment he would need it.

6 ¹As Caspian faced the beast, he pulled out his lute, steadied his heart, and began to play. ²The creature shifted its focus entirely to the Wizard, leaving Caspian unharmed, granting him a brief window to move toward the top of the pyramid and closer to the sword. ³Caspian continued to play the secret song taught to him by the Order as he ascended the pyramid, whilst the Moon Wizard clashed fiercely with the dragon.

7 ¹The Wizard quickly slew the three-headed dragon, driving a massive pillar of sharp ice through its heart, and Caspian feared he had underestimated his opponent's immense power. ²The Wizard then turned his gaze to Caspian to finish what he had started, but by then it was too late. ³Caspian had reached the sword and held it in his grasp. ⁴The Moon Wizard hovered above the pyramid and unleashed a fatal blast of ice, but the sword's magic granted Caspian flight, incredible speed, and strength beyond anything he had known. ⁵In an instant, Caspian dodged the attack, flew behind the wizard with lightning-fast precision, and drove the blade through his back and out his belly. ⁶The power of the sword had made Caspian far stronger than the Wizard had anticipated, and conversely, it was the Wizard who had underestimated his opponent in the end.

XI

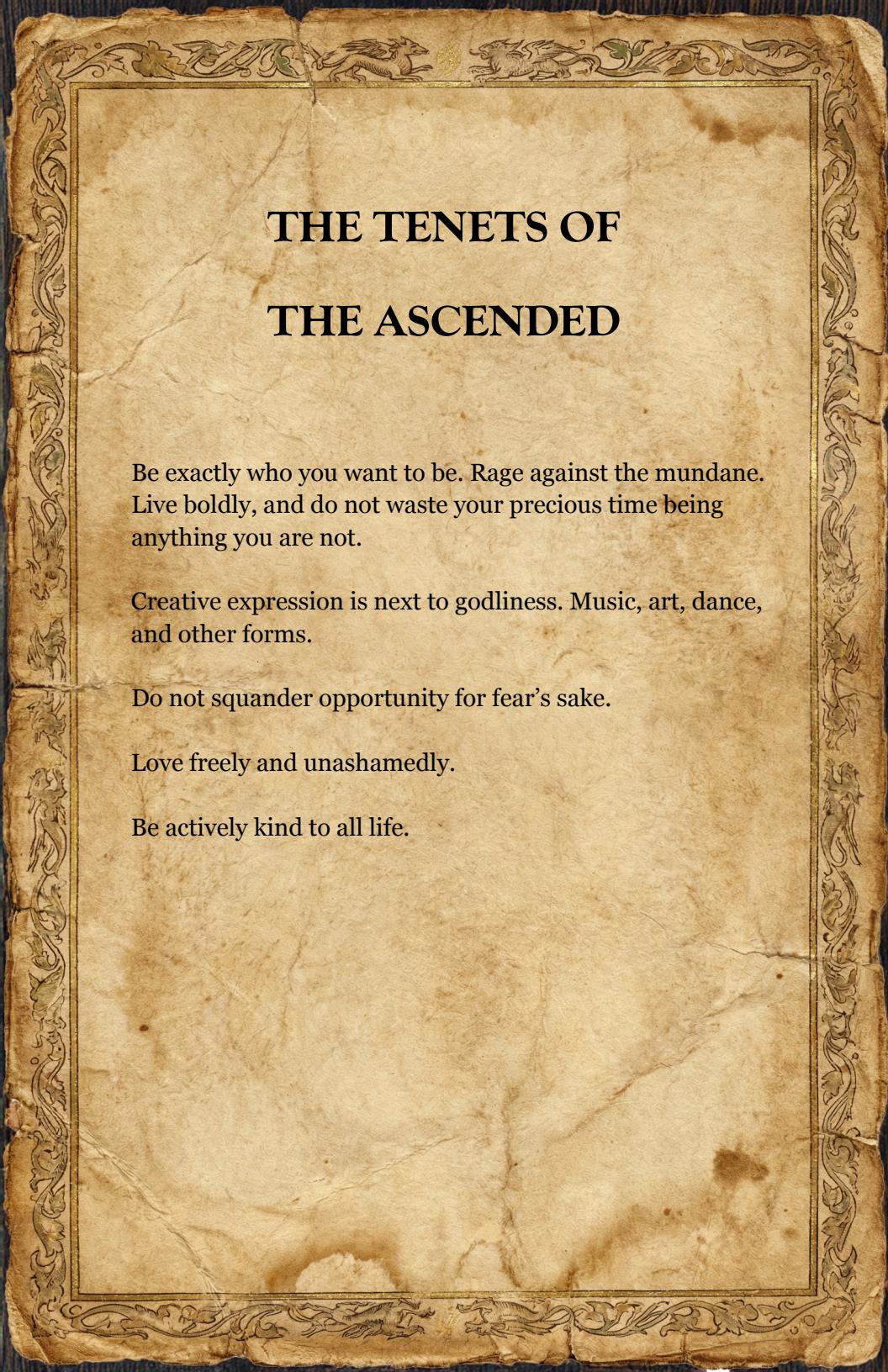
SECOND EXCHANGE OF VESSELS

1 ¹Caspian held the dying Wizard as they descended to the dunes below. ²Looking down at him, Caspian saw an opportunity and offered the Wizard the chance to exchange vessels using the power of the sword, as he had done with Arachus long ago. ³The Wizard, confused, asked why Caspian would want to take over a dying body after having just defeated him. ⁴Caspian explained that although he possessed the sword and its immense power, he could feel that it lacked the ability to take him to the mountain. ⁵He needed the unique power of the Wizard's body to transcend the walls and reach the Celestial realm, even if it meant only having limited time in the dying vessel.

2 ¹The Wizard haughtily agreed to the switch, intending to turn the sword against Caspian once the exchange was complete. ²With the sword's power, their souls passed through space and time, each finding its place in the other's body.

3 ¹The Wizard, upon receiving all of Caspian's memories, gazed into the sky one final time, realizing he had been fooled. ²At that moment, his life slipped away. ³Caspian, now inhabiting the body of the Moon Wizard with all its memories and incantations within him, reclaimed the sword from his old body's cold hand. ⁴For the blade had not pierced the Wizard's body, but his soul, rendering the transfer useless to the Wizard as his soul succumbed to its mortal wound within Caspian's old body.

4 ¹Caspian mourned his fallen friends, and all those who had perished at Arachus's hand. ²He then reunited the shard with the sword, making the blade whole once more, and set off from Deymar for the Crystal Mountain.



THE TENETS OF THE ASCENDED

Be exactly who you want to be. Rage against the mundane.
Live boldly, and do not waste your precious time being
anything you are not.

Creative expression is next to godliness. Music, art, dance,
and other forms.

Do not squander opportunity for fear's sake.

Love freely and unashamedly.

Be actively kind to all life.

XII

RETURN

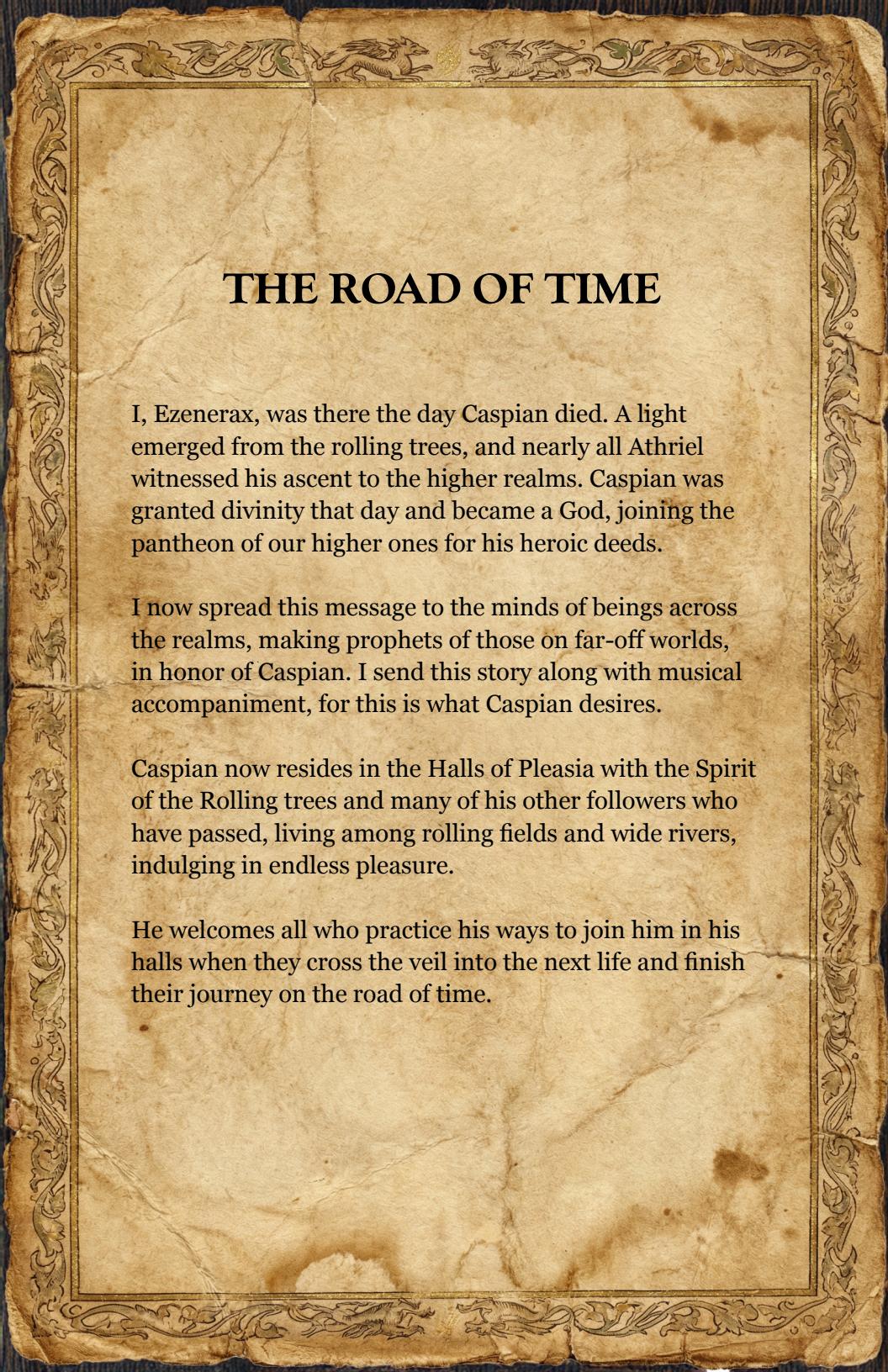
1 ¹Not all Athriel had been turned by Arachus, but all were enslaved by him. ²Those who remained free from his mind control cowered in fear as the skies over the Crystal Mountain darkened, and a figure they believed to be the Moon Wizard flew over the city.

2 ¹Caspian, in the body of the Moon Wizard, met Arachus and Pan Arachus atop the peak of the Crystal Mountain for their final confrontation. ²Caspian announced himself and proudly revealed what he had done to Arachus's creation, the Moon Wizard. ³Upon seeing that Caspian had brought the Psychedelic Sword with him, Pan Arachus immediately fled, leaving Arachus to face Caspian's new form alone. ⁴Arachus, unfaltering in his sinister confidence, prepared himself for his second battle with the legendary sword.

3 ¹Caspian and Arachus clashed in a vicious magical battle among the towering crystals at the mountain's peak. ²The fierce battle raged for days, but the sword's power proved superior to Arachus's strength. ³In the end, Caspian beheaded the demon, putting an end to Arachus's reign once and for all.

4 ¹Upon Arachus's death, the spell that had controlled the Athriel was broken, and those who had been turned reverted to their former selves. ²The Crystal Mountain-returned to its original state, and Caspian met the freed people in the town square, where he explained who he was and what had happened to bring them to this point.

5 ¹Caspian had saved them, but he was also the one who had doomed them so many years ago by letting the demon in. ²The people, including those who had known Caspian before his departure, were torn, unsure of what to do. ³As they gathered among themselves, an ancient and long dormant spirit of the mountain appeared to them. ⁴The beautiful and peaceful spirit of the Rolling Trees, the forest surrounding the mountain's base, took Caspian by the hand and led him away from the city, the sword still in his grasp. ⁵There, in the depths of the forest, apart from the Athriel yet still at home on the mountain, he remained with her for the rest of his long years until his peaceful death.



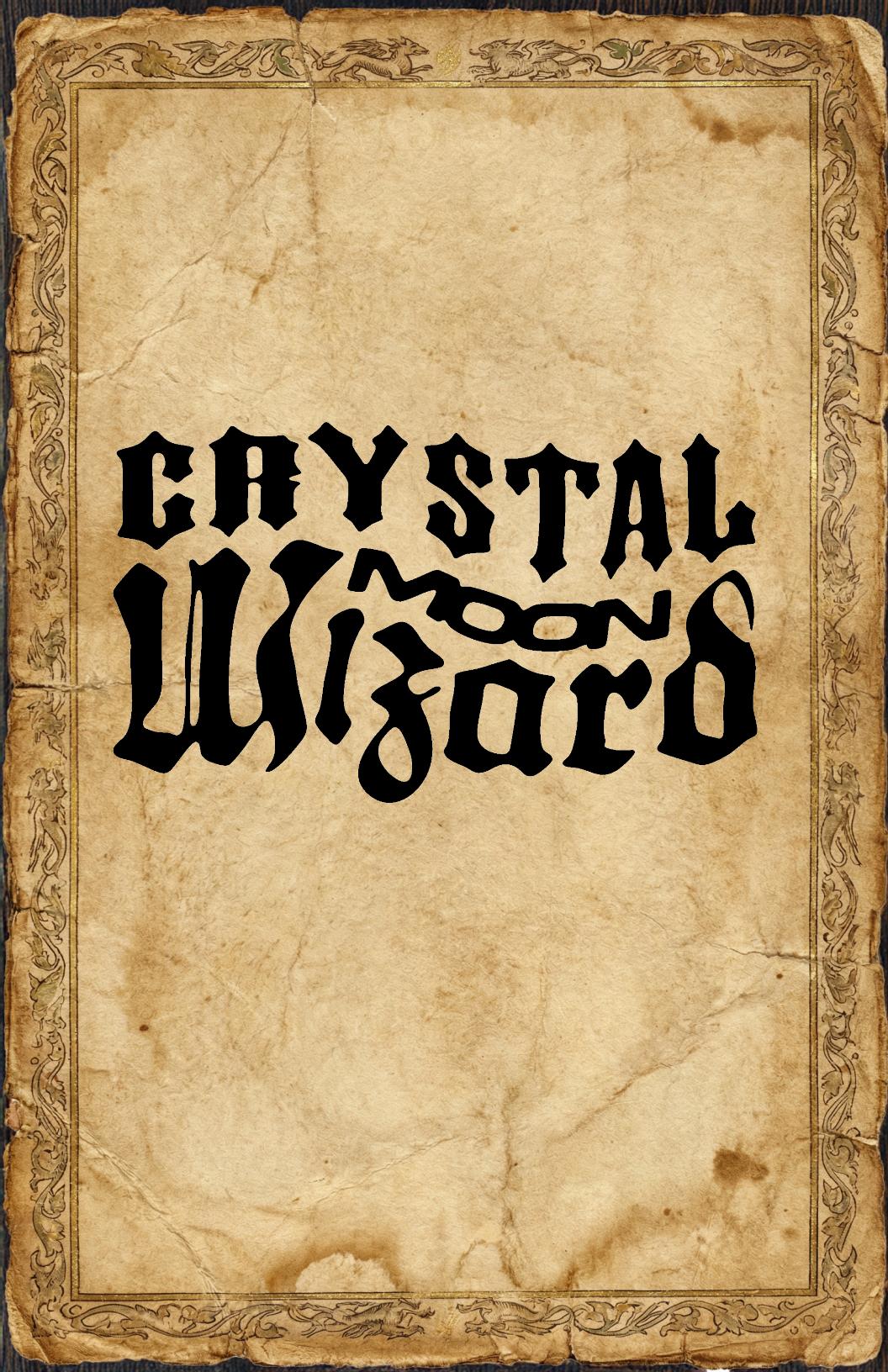
THE ROAD OF TIME

I, Ezenerax, was there the day Caspian died. A light emerged from the rolling trees, and nearly all Athriel witnessed his ascent to the higher realms. Caspian was granted divinity that day and became a God, joining the pantheon of our higher ones for his heroic deeds.

I now spread this message to the minds of beings across the realms, making prophets of those on far-off worlds, in honor of Caspian. I send this story along with musical accompaniment, for this is what Caspian desires.

Caspian now resides in the Halls of Pleasia with the Spirit of the Rolling trees and many of his other followers who have passed, living among rolling fields and wide rivers, indulging in endless pleasure.

He welcomes all who practice his ways to join him in his halls when they cross the veil into the next life and finish their journey on the road of time.



CRYSTAL
WIZARD