

In the beginning there nothing but a bubbling, roiling mass of primordial soup. The elements fighting for superiority within this new born plane. They were ruled by chaotic god like beings from each of the four elements. Feldrin the Immovable Stone, Xemnus the Roaring Typhoon, Naris the Crashing Wave, and Finally Pyrean the Consuming Inferno. For eons these beings waged war the very ground beneath them changing and morphing at their will never staying the same and always in turmoil. Until one day from beyond the divine The 3 gods that would make the Trinity descended upon this ever changing realm. Merros God of Realms and physical being, Verdun Goddess of life and Death, and Inal the Goddess of Willpower. The new Gods attempted to reason with the denizens that already resided within this emerging new plane, however the Elemental lords did not appreciate these new beings trying to change their way of living or trying to take this plane as their own. So in order to stand against these Divines the Elementals lead by Pyrean banded together and formed the Sect Of Nazarik focusing all of their abilities and efforts into one unified force. Thus began the Holy War for thousands, no, millions of years went buy of these immortal beings trying to fight for dominion over this world tearing it a sunder leaving naught but ash and sludge. Eventually both the Gods and even the Elementals who are chaotic beings of instinct became bored with the current state of affairs and Inal and Pyrean agreed to a peace council in order to decide the future of their land. Both sides agreed to cease in hostilities and decided that there was more to their eternal existence than just the Feud between them thusly they decided to put their past grievances aside and make something as a testament to their endless lives by making something better a world to enhabit. The elementals were tasked with making the fundamentals of the world Feldrin used his body to form the Earth on which they would walk, Pyrean imbued the earth with heat and energy giving the world it's life blood, Naris used her water to cool down the headed rock giving us our oceans lakes and rivers, and finally

Xemnus wrapped the world in air and wind shaping the Toril to what it is today. After these fundamentals were completed in came the Gods. Vardun Goddess of nature, life, and death walked across Toril her footfalls creating boundless deserts, her breath breathing life into the land creating magical forests and her hairs forming the first creatures to walk upon this new ground. Merros grabbed Toril from within the Astral Sea and created a new boundary around it in its own primaterial plane separating it from the chaos. Once separated Merros then began sculpting the first humanoid beings that would inherit this land once the Gods and Elementals had done what they needed to do. However these beings were imperfect and animalistic, so Inal granted us free will and the power to think. And thus the light of man was brought into this world. And there Toril stood a magnificent gem that came out of the rough another gleaming star in the astral sea and peace reined. Thousands of years past and everything was calm the experiment of the Gods and the Elementals going on as it should in harmony and grace. However beings like the Elements can never be satisfied with the status quo forever, they are by nature chaotic and restless. They saw the intelligent creations of the Gods and decided that they could make something better than those measly bags of flesh. A race of beings imbued with the elements, extremely hearty and ruthless. The elemental created the chromatic dragons and to prove that they were better than the humanoids that they released their creations upon the world of Toril. Where they burned, destroyed and fested on the newly made races and thus angering and Incurring the wrath of the Gods once again. Which was the beginning of the Great Calamity and the Dragon War. The Gods retaliated by allowing the beings that they cared so much about the ability to master and use the arcane making them more able to handle the magical dragons. Merros began forging the implements of the elementals destruction 4 elemental blades to seal the lords of the elements away in their own realm of Merros's creation. In the meantime Vardun

managed to get ahold of one of the Dragons that were made by the elementals and was able to change its make up and make them more tolerant and less prone to chaotic behavior. This was the creation of the metallic dragons, who are still extremely dangerous but will not attack straight away. Many of them learned some sense of good and evil and thusly when given the choice these Metallic Dragons joined the Divine forces to repel the Elementals. With these knew draconic forces they Trinity gained a leg up and began to make headway in the war. Then it was finally time. The Legendary Blades were complete. The Gods chose four heroes from the humanoids to wield these mythic blades and in one final battle raging across the land the blades were driven into the hearts of the Elemental lords who were then destroyed and banished to this new Elemental Chaos separated from the Prime Material Plane. However the Divines had expended too much of their power and found themselves in a weakened state forcing them to leave this plane as well and heading behind the Divine Gate from which they came. The land scorched and ruined by This Great Calamity began its long road to healing. The land marred by the remnants of this battle remain even to this day 1,516 years later.