

Zerron: A World Between Worlds

1 - Gates

Thousands of years ago, the world was whole. A single, spinning globe, covered mostly by water. This was Terra, where all of the ancient civilizations lived relatively peacefully with one another. They were content.

In this time of peace, they neglected the Coming of a Great Darkness to Terra. The Darkness infected Terra like a virus, feeding off of the doubt, fear, and anger of its inhabitants. These negative emotions were further blossomed, and Chaos spread. No one expected it, and by the time they realized what was happening—it was too late.

In a desperate attempt to save Terra, a Council of Elders from across the world—great Sorcerers and Craftsmen from across Terra—undertook the task of digging deep into the earth, to the Core of Terra. There, they found what they were seeking—The Soul of Terra.

Wanting to keep it safe from the impending Doom, they took and hid it where it could not be corrupted. However, without a Soul, Terra dwindled and faded. In its final hours, a burst of energy, akin to a supernova, broke Terra into Fragments which were sent flying through space. Surprisingly, most of the inhabitants survived this event, though now separated from their former neighbors.

Over the years, the Fragments would grow and evolve independently. Some civilizations progressed rapidly, creating starships and energy weapons. Others stayed primitive, hunting the indigenous animals with knives and spears.

On one Fragment, there was a powerful Sorcerer—one of the original Council—built the Cardinal Gate, the first of many Gates. These devices created a portal, connecting previously isolated Fragments together. The Cardinal Gate controlled all other Gates, and was powered by a mysterious blue jewel. Gates are one-way, meaning there needs to be another Gate on the other side to return to the Cardinal Gate. The Sorcerer traveled, connecting more and more Fragments to each other and building Gates. The Fragment with the Cardinal Gate, Zerron, flourished, and became a hub of trade and communication.

The Sorcerer disappeared one day, into the Gate, and has not returned. He is presumed dead. The natives of Zerron, dubbed Guardians, continued his work, finding new Fragments to connect to and explore, under the title of the Guild of Curiosity.

2 - Guilds

The Guardians of Zerron would create an intricate culture of their own. Guardians, at the age of six, are taught by one of the many Guilds the skills of their desired profession.

1. Guild of Leadership - Future Council members are groomed for leadership and taught the art of magic
2. Guild of War - Taught the importance of selfless defence and the art of battle.
3. Guild of Health - Taught how to care for the sick and the elderly with medicine.
4. Guild of Observation - Absent-minded members interpret the movement of the Sun and the Stars.
5. Guild of Innovation - Scientists research the nature of the universe and build new inventions to serve the people.
6. Guild of Learning - Maintain the Community Library and make contributions to it.
7. Guild of Nourishment - Feeds the population with bread and wine.
8. Guild of Growth - Farm the land for food and materials.
9. Guild of Nature - Hunters, Fishers, and woodsmen harvest the environment for resources.
10. Guild of Craft - Anything that needs to be built or repaired makes its way to the Guild.
11. Guild of Creativity - Artists make their masterpieces.
12. Guild of Performance - Musicians and Actors gain fame in the Auditorium.

When Apprentices become sixteen, they are tested by the Council of Elders in a trial to see if they are worthy and able. Those who fail it become Labourers, destined to perform manual labour while they eke out a living. In days of old, they had the option to leave Zerron through the Cardinal Gate to Fragments unknown, leaving behind everything.

2.1 - Guild of Crime

Not officially recognized by the Council of Elders and without a Trial, this secretive Guild is based in the Old Forest. Its members are unsavoury characters who break laws for profit and sport. It is technically the newest Guild (the fourteenth).

2.2 - The Fate of the Guild of Curiosity

The Guild of Curiosity upheld the principle of exploration and connection established by the Sorcerer. The Guild maintained the Cardinal Gate, and frequently sent explorers to newly discovered Fragments.

Many years before the birth of Zero's parents, there was a horrible accident, where many lost their lives. Fearful, the Council forbade the Guild from sending any more members through the Gate. The Council fell on deaf ears, and the exploration and documentation continued until it was officially disbanded by the Council. Fearing judgment, the guild members fled through the portal. One brave member stayed behind, took the jewel which powered the Gate, and went into hiding. Power was severed to all Gates, plunging each Fragment into isolation once more.

3 - Zero

Many, many years later, a boy was born; Zero. He was orphaned as a baby, and was raised by an older woman who had had no children of her own. Zero grew, ignorant of his mysterious past under the guidance of 'Grandma.' He had been training with his friends, Mallory and Alfred, to become Knights of the Guild of War. Since they were children, they had always admired the nobility and skill of Knights. They vowed to become Knights together.

Only the eldest Council member remembers the time before the abolishment of the Guild of Curiosity. He now regrets his actions immensely. However, he comes up with an idea. He secretly changes the outcome of Zero's Trial to one of confirmation for the defunct Guild. The Council are astonished, and initially wish to retest him. The Eldest convinces the other twelve members of the Council to keep the verdict. After the abolishment of the Guild, the Council forbade the discussion of it, so the Elders were very confused.

Zero as well is astonished and outraged. How could that even be possible? What's worse, both of his friends were admitted into the Guild of War. The following morning, his friends learn the news and are sympathetic as he travels to the borders of Zerron, to the ruins of the Hall. Beside the Hall stands the Cardinal Gate. Zero enters the crumbling building, not sure what to expect. Nothing?

To his surprise, an elderly man sits, faced away, seated in silent meditation. Zero cautiously approached the man. Suddenly, the man stands, and turns to face him. The man's sightless eyes gaze in his direction. He greets Zero, calling him by his first name while not supplying his own. "I have waited years for one such as you to come, to right the wrongs of your ancestors and the Council." Silently, he gestures for Zero to open the chest next to him, which contains his new gear. Casting aside his dated equipment, he picks up his Dynamic Shield, which can mutate into different shields which grant the bearer different abilities. He wears the Bag of Holding, which can hold an (almost) infinite amount of items. Finally, the Man gives Zero a mysterious blue jewel. What could it do?