**Historical Backdrop**

The Demons are a peaceful people living in a sort of utopia. They first open the connection to other worlds. Eventually they encounter Pharphesus, a world governed by greedy humans.

Their exposure to other forms begins to corrupt them, and they begin to disagree on whether they should continue to expand, and what the nature of their expansion should be. A few wish to stop expanding altogether and close the alignment permanently. Some wish to keep the current planets together and learn to coexist. Some wish to keep expanding as they are, and simply enforce a more dominant hand in the spreading (conquer).

This brewing debate is interrupted when the Pharphesians, who quickly learned to use their technology and adapt it to wage war, rise up against the Demons upon learning of the faction that wanted to conquer.

The Demons, who are scattered around the planets they brought together as well as their homeworld, are caught off guard.

The Demons who wished to conquer fight back and are mostly slaughtered, though some capitulate to becoming ‘batteries’ and some are tortured and become ‘Cruel Ones’.

The Demons who wished to end the alignment are tortured for their technology to the point of insanity. The Pharphesians quickly realized that they could not contain a Demon who had gone insane, and instead isolated them on various worlds to fester and become the “Cruel Ones.” Despite being sealed away, occasionally people wander onto their planets, and they are quickly possessed. The ones who are possessed willingly are truly evil beings. The ones who are possessed unwillingly are just used as suicide bombers. The only Demon from this faction who does not die or become a Cruel One is Narzha, who is able to escape and live in anonymity on Vylith’s planet, one of the first to join the alignment, and she is the last of the demons alive with any knowledge of how to possibly end the alignment.

The ones who wished to coexist enter a secret agreement with the Pharphesians and are kept as ‘batteries’ to allow the Pharphesians to maintain a standing force of channelers. They live on Pharphesus as prisoners / guests.

**What the average citizens of the Alignment think happened:**

The official historical record claims that the alignment is a purely natural phenomenon. The Pharphesians were already technologically advanced when they first encountered the Demons.1 The Demons then joined the alignment and immediately declared war on all the other worlds, conquering several worlds before they were finally locked away by the Pharphesians.2 Of all the worlds, only the homeworld of the Pharphesians was left untainted by the Demons.3 The homeworld of the Demons was destroyed.4

1. While it is true that they were more technologically advanced, the majority of the advancement came from their interactions with the Demons, who shared their technology freely.
2. The Demons never conquered any worlds until after being locked away.
3. Vylith’s planet technically only held Narzha, who is not a force of evil.
4. Nope, just sealed away, empty of any sentient life. The secrets of how to control the Alignment can still be found there.

**What the Guild thinks happened:**

Same as what the average citizen thinks, except they know that the Alignment has deals with some of the Demons. They believe the Alignment is, if not controlled by the Demons, working with them in order to enforce their authority. They are unsure who has the upper hand in this relationship, though they agree that the Alignment is corrupt. They also know that the Demon homeworld still exists, and believe the secret to toppling the Alignment government is to infiltrate the Demon homeworld to advance their technology to the point that they can challenge the Alignment and their Demons.

**Guild History**

Bini the Unifier was the one of the two founders of the Guild, along with Trask. The original task of the Guild was to help poor worlds improve their standing. At first, the two worked together to crack poor worlds that were largely being ignored in an attempt to bring in trade and prosperity. However, Bini eventually began second-guessing this strategy as they noticed that the cracked worlds ended up getting subjugated by the richer worlds and, while new technologies did pour through, the vast majority of the inhabitants ended up subjugated by the wealthier Alignment races. The standard of living shifted, some things were improved, but the cultures of the worlds was dying out, the languages and religions fading, and wealth continued to bleed out of the planet. Trask still saw this as an improvement, noting that things like life expectancy and access to higher education was increasing. But after Trask successfully cracked Ol’kir’alkhai, Bini put their foot down and demanded Trask not release the code. It came to a fight, and Bini would’ve won, but Trask had been planning on betraying Bini for some time. Trask released the code under Bini’s name and left Bini to rot in prison. (Where he would go on to meet Elyse and together they escaped). Now, Bini and Elyse work in the shadows to undermine the Guild AND the Alignment, with their ultimate goal being to completely scatter the Alignment altogether.