

THE BOOKKEEPER

Prologue

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Long before kingdoms rose, and even before magic was born into the world, there was only one force: The Devourer; a cosmic entity born of void and chaos, one that consumed stars, gods, and time itself.

The gods feared it, and even worse, they could not kill it. So instead, they sacrificed a part of themselves, their own immortal essence, to seal it across the four corners of the world. That seal took the form of four books—vessels that chained pieces of the Devourer's existence.

Each book was locked away in sacred temples, hidden from mankind. Each book whispered, tempted, and corrupted. Their voices caused mankind to grow curious. They found the book and saw power.

However, the gods struck again and gave the four books to the founding kingdoms, with one sacred law.

"Protect it. Never read it. Never open it. Never let the seal be broken."

Bound by the laws of the gods, the four kingdoms honored their duty and protected the sacred books—until disaster struck.

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The Four Kingdoms and Their Books

The Kingdom of Persia, the land of wisdom and education, inherited the Book of Ashes — the heart of the Devourer.

The Kingdom of Eldon, the realm of relentless research, was entrusted with the Book of Thorns — the flesh of the Devourer.

The Kingdom of Aurelia, renowned for its unmatched beauty, received the Book of Silence — the voice of the Devourer.

The Kingdom of Noor, bathed in eternal sunlight, inherited the Book of Echoes — the mind of the Devourer.

Magic System: The Mana Crest

Each individual is born with a crest that falls within the colors white, blue, yellow, or gold.

The color of one's crest determines their type of magic. Even so, white is the most common, followed by blue — and gold is the rarest of them all.

Every crest appears on the neck in the form of a star, and the level of one's ability is marked within the crest by a number — with 9 being the weakest and 0 representing a near god-like power. Those who reach Rank 0 can even possess more than one ability within their respective crest. Each person thrives for the best.

Crest Type – Magic Type – Description

White: Support Magic – Healing, defense, buffs, purification, enhancement, etc.

Blue: Summon and Taming Magic – Summoning beasts, spirits, shadows, and more.

Yellow: Manipulation Magic – Mind control, illusions, emotions, gravity, perception...

Gold: Reality-Shaping Magic – Creation, destruction, divine manipulation...