

An in-depth look at the Omniverse

Notice: This article mentions many stories, comics, and games which, at the time of writing, have yet to be created or published. These stories will be published in the future, and this article has been written in a way to mitigate potential spoilers.

The structure of *Kein Zurück's* cosmology can be complex, to say the least. Not to worry though, as this article will help break down the world of *Kein Zurück*, as well as provide a basic overview of its structure. We will be referring to the official Omniverse map in order to do this, so if you'd like to follow along, there is a picture of this map on the article "Kein Zurück cosmology explained"

While the overall structure remains the same, the Omniverse map is constantly being updated, as new stories are published. So if this article mentions something that might not be fully reflected in the current map, don't worry! For it will be on the map eventually.

All of *Kein Zurück* takes place within an *omniverse*. An omniverse is a catch-all term to describe the whole of existence - every universe, timeline, and reality. We'll start at the "Center", and work our way outward. There are four main layers. In order, they are as follows: Zero Place, Mainstream Creation, the Tower of Gods, and lastly, the Exo.

Zero Place

The innermost layer is the "Zero Place". It contains The One Singularity as well as the realm known as "Yesu". Yesu serves as the primary setting for the story *Beyond The Horizon*.

The One Singularity

At the supposed "Nucleus" of all creation, there lay a powerful singularity. This singularity was actually at one point an entire universe - more specifically, the first universe ever created. When this universe eventually came to the end of its life cycle, it sprouted an infinite amount of universes, essentially laying the groundwork for Mainstream Creation as we know it today. But with all that said, perhaps the most notable and iconic trait about the One Singularity, is the fact that it is the source of the *Samsara*.

Described as being "in touch with every living thing at once," the *Samsara* allows one access to a near-infinite pool of knowledge and a plethora of superpowered abilities. It is a metaphysical and ubiquitous power within the realm of Yesu, and to an extent, the rest of creation. While anyone can learn to harness and utilize the *Samsara*, a handful of individuals within Yesu have a natural affinity to the *Samsara*. These individuals are referred to as the "Attuned", and are highly sought after by the *Sentinels*, an order of

warrior monks who task themselves with upholding peace and tranquility within Yesu, and dedicating their lives to serving and contemplating the nature of Samsara.

Yesu

Often referred to as “Realm Zero”, Yesu consists of many “Worlds” contained within a space-like void known as the “Sea of Brahma”. However, these worlds don’t actually exist within Brahma itself - rather, what exists in Brahma are “Points” - one-dimensional openings that serve as entrances into a World. Each Point within Brahma leads into a unique World. And the structure of Worlds themselves are profoundly unique. Some Worlds can be as small as a single city, to as large as a galaxy. There are also Worlds with unique structures that seem to defy the laws of physics in our real-life universe. Such structures include things like hollow earths, floating islands, and even sentient planets. While Worlds themselves are often independent, there are countless relations between Worlds, just like relationships between countries in real life.

An individual can travel from one World to another via accessing the Sea of Brahma. This can be done in a number of ways, but most often requires one to use a *Brahmafied* vessel. These vessels usually take the form of starships that are equipped with special technology that allows them to interdimensionally travel through Brahma safely, while also being able to enter and exit Worlds by bypassing their “Firmiments” without issue.

Mainstream Creation

The second, and arguably the most complex, is “Mainstream Creation”. These are the collection of universes where almost all of the stories of *Kein Zurück* take place. Mainstream Creation consists of four different and unique “continuums” - Alta, Nova, Maya, and Cara. Each continuum is separate, with its own unique set of characters, settings, and storylines.

Alta

This continuum houses Realm-1, better known as the “Homerealm”. This is the realm that houses all of *Kein Zurück*’s superheroes. The large majority of excerpts within *Requiem* are located in the Homerealm as well. In fact, all the other realms within Alta are actually alternate realities of the Homerealm. Here are some notable examples:

Realm-3

Essentially the Homerealm, but in reverse. Here, all of the typical bad guys are good, and the good guys are bad.

Realm-15

The Homerealm, but set in the very far future - 300 million years, to be exact. In this Realm, the heroes of the present day have long been history. Even the layout

of the Earth is different, due to plate tectonics. The events of *As the Earth Lay Dreaming*, as well as its sequel, take place in this realm.

Realm-8

Essentially the same as the Homerealm, but everything is in 2D, including the locations and characters.

Realm-12

Set in an undefined future in a steampunk world, the events of Realm-8 changed drastically after the Second World War. Modern technology such as cellphones and wifi are nonexistent, instead being replaced with retro futuristic technology, with an aesthetic that resembles 19th-century industrial steam-powered technology. The storyline of *Descended Outcasts* takes place here.

There are many more Realms (an infinite amount, actually) these are just a few standout ones

Nova

A fantastical continuum, filled with mythical creatures, wonder, castles, and magic. In fact, the very concept of magic actually originates from the Nova continuum. While magic may exist in all four continuums, it originates from Nova, and magic's most "original" form is Novian magic.

Honnen

The Earth-like planet that serves as the main setting for the stories set in Nova. Such stories include *Archfall*, set in the continent of Nived, and *Sun God*, set in the continent of Escotov.

Celestial Bodies

Nova is geocentric, meaning that celestial bodies such as moons and stars actually orbit around Honnen, in the empty space of *Nil*. Stars in Nova aren't like the stars in our universe, composed of gas, but rather, stars in Nova serve as pathways to the *Aether*, the outermost plane of existence within Nova, and believed to be where magic originated from. They are perceived as openings within on the inside surface of space. Because they are on the inside of a sphere, all stars are equally distant from Honnen, and actually, infinitely distant.

Solaris

Whereas Honnen is like Earth, Solaris is Honnen's sun. While it may look like a sun from the view on Honnen, Solaris is actually an infinite plane of existence, composed of pure energy.

Aether

The “edge” of the Nova continuum’s cosmology, It is the plane of pure *Mana*, a supernatural energy that is responsible for magic. As such, the Aether is the realm where magic originates. Common belief is that souls ascend to this location upon death. Furthermore, the Aether is also a natural pathway into the Tower of Gods. The Allied Provinces of Nived Imperium have this to say about it:

“It is a powerful energy that influences our daily lives, from all and any aspect, and gives all the races of man, elf, and beast common purpose. Its magic brings life to the soil and stars to the night, and discovery and innovation for our societies. It gives us the very concept of Mana itself.”

While the concept of magic originated in Nova, it exists in all four continuums. While there is no exact answer as to how magic traveled to the other continuums, but the general consensus is this: The Aether isn’t just the outermost realm of Nova, but also, a Since the Aether also serves as natural pathway into the Tower of Gods, its believed that magical energies traveled through this path from the Aether into the Tower, and because the Tower is Connected to the other continuums via numerous pathways, the magical energies then traveled into the continuums as well via these paths. This could also possibly explain why magic from other continuums seem to appear and behave differently that the original Novian magic. Since this magic has traveled through both the Tower and various dimensions within a continuum, the magic could have very well been “modified” during the process, and then even further “modified” by the individuals from the other continuums that discovered and utilized it.

Maya

Under normal circumstances, Maya would’ve simply been a collection of universes with nothing too special. But what makes Maya noteworthy is the fact that it contains *Sheol*, a dark, nightmarish realm that seems to have “corrupted” many of the worlds, turning them into post-apocalyptic hellscapes.

Neverrealm

Arguably one of the “most affected” by Sheol’s spread, the Neverrealm is the universe where the *Nevermore* series takes place. Set in the early second decade of the 20th century, around the time of what would have been shortly after the Great War, the forces of the world must unite if they are to survive the onslaught of monsters that have now invaded their world.

Fallen Sky

This realm is set a few hundred years into the future, where giant robotic gods roam around a tactile Earth. While arguably not as “affected” by Sheol as the Neverrealm, the stories in the *Fallen Sky* novel trilogy does exist within Maya, and holds many features

one could consider “apocalyptic”. But whether or not Sheol’s influence affects this universe or not, is currently unknown . . .

Cara

At first glance, Cara might seem like a very simple and straightforward continuum. But when you take a closer look, you’ll quickly realize that Cara is actually just as complex as the other three continuums. While seemingly nothing too special at first glance, the Cara continuum is the main dwelling place of the Outer Gods pantheon, as well as the home to countless other eldritch monsters beyond human comprehension. The stories from the *Apocrypha* and the novels *The Reckoning* and *Nightmare* take place in Cara.

R’lyeh

R’lyeh is a sunken city located deep under the Pacific Ocean. and is where the Great Old One *Cthulhu* rests. R’lyeh’s bizarre architecture is characterized by its non-Euclidean geometry, colossal structures, and shifts in perspective that can make an observer unsure about what is vertical and what is horizontal.

The Dreamlands

The Dreamlands (Sometimes referred to as the “Dream Realm”) is a location, set in a world entered through their dreams. It is a vast, alternate dimension of the regular universe, with lands, seas, creatures, civilisations, and an extensive Underworld. However, there are some creatures that are exclusive to the Dreamlands, not existing in the “Waking World”. Although existing in Cara, The Dreamlands seem to be the host of dreams for individuals across all continuums, and even exists to some extent within Intraspace.

Intraspace

Intraspace is the space between Realms, and by extent, the continuums. In order to prevent Realms from colliding, there is a space that lies between them, a barrier of isolation and separation. And it is a functional space, serving more than just means of keeping the Realms apart. It is called the *Intraspace*. It is the informational area between universes, where certain visions, various dreams, and some forms of telepathy originate.

Verse Wall

A barrier that separates Mainstream Creation from the next layer, the Tower of Gods. The verse wall contains the *Quantum Zone* as well, in the novel *Emergence*.

In a way, you can sort of think of the continuums of Mainstream Creations as different genres of Kein Zurück. Alta is the action/superhero, Nova is high fantasy, Maya is dystopian/post apocalyptic, and Cara is Lovecraftian Horror

Tower of Gods

Also known as the Place of Gods, This is the layer of Creation where higher deities operate and reside. Different pantheons of gods and deities coexist with one another within the Tower. In many ancient pictures and depictions, this layer of creation was often depicted as a giant tower looming over the lands, hence the “Tower” part of the name. It also contains the realm of Diém, as well as Zodia, where the story of *Enter Arcana* takes place.

Natural pathways to the Tower of Gods have been known to exist within the Mainstream Creation. One example is Greece's Mount Olympus, the mountain itself serving as an entrance to the realm of Olympus, where the gods of the Greek pantheon reside. Another such construct which spans multiple layers of creation is the Tree of Yggdrasil, which contains the mortal realm within Mainstream Creation, as well as Asgard, which exists exclusively within the Tower of Gods, among other realms.

Note that in Kein Zurück, there is no “correct” or “true” religion. All religions exist within Kein Zurück

Diém

The location houses the *Paradigm Core*, which is the source of the *Paradigm Power*. The Paradigm Power is a mystical essence that when wielded by a user, can be utilized to change the probability of a given outcome. Essentially, the Paradigm allows one to turn a mathematical impossibility into an absolute certainty. Things that would normally be impossible by physics, can now be done on a whim. Using the Paradigm in this sort of way is called a *Paradigm Shift*. Due to the reality-warping effect of Paradigm Power, it is often compared to magic in terms of capability and versatility. That being said, the Paradigm is NOT magic, it is something completely different altogether. Diém is home to the *Paradigm Society*, a group of warriors who task themselves with helping maintain balance and law within universes within Alta, primarily the Homerealm. One of the most notable shifters is the thief-turned-superheroine *Ventura*.

Zodia

Once upon a time, the land of Zodia was a whimsical and dreamlike place of wonder. It was a place with mermaids with hearts as abundant as oceans. Fairies playing between dreaming and waking. A place of blooming gardens and gentle waters. But that Zodia is no more - now, all that remains is a withering and shattered land, hollow remnants of a time long gone. Put perhaps within the grim terrain, there lay answers. Even in the face of despair, one which embarks on the Fool's Journey can seek enlightenment . . .

Lacrimosa

Beyond the Tower of Gods, and before Creation's Gate, there lies Lacrimosa. Very little is known about it. Supposedly, it is the home and origin place of many eldritch entities - cosmic abominations beyond human comprehension. The common consensus is that Lacrimosa is the place where the very concepts of science, matter and logic, and even imagination break down. The flow of time and the formation of space are both distorted within Lacrimosa. It is, all things considered, the "edge" of physical existence. Anything beyond is purely metaphysical in nature and concept. Simply put, living mortal beings aren't meant to live Lacrimosa.

Veltrud

Veltrud is the supposed "epicenter" of Lacrimosa. It serves as the primary setting for the *Heart of Darkness* video game.

According to legends of unknown origin, Veltrud serves as the to-be gathering place of the Outer Gods and the Great Old Ones. Once they all make the pilgrimage to Veltrud, they will await the awakening of their progenitor, *Azathoth*. Once it awakens, time and space will vanish, and all of creation will cease to be. But . . . there is a prophecy. A rumor that a chosen individual will send Azathoth back into slumber - if this prophecy is even real . . .

The Exo

The Exo is an archetypal realm and fundamental world where everything is more profound and absolute. It is described as a realm of nothingness beyond Mainstream Creation, the Tower of Gods and even Lacrimosa. Even time itself, rather than being an abstract temporal dimension, is a clockwork pattern. And in terms of space, the Exo transcends the concept of dimensionality.

The Exo exists at the edge of everything and was formed from the multiversal current structure. It is where the *Primevals*, the divine overseers of creation, reside.

The Afterscape

The Afterscape is a metaphysical realm within the Exo. Inside the Afterscape, the likes of metaphors and reality merge into one, and it is where the intangible concepts become tangible. The Afterscape serves a key role within the *Fallen Sky* storyline, where individuals known as "Reverends" are able to channel and project the afterscape through their own bodies, and in turn gain powerful abilities, namely mentally-based ones, like mind reading, telekinesis and even technopathy.

Creation's Gate

The barrier that separates the Exo from the Tower of Gods and, by extent, Lacrimosa. The Gate is guarded by the Primeval *Darayvin*, who is often depicted as an armored angelic being wearing armor and wielding a glowing sword. That being said, Darayvin, like the other Primevals, are abstract conceptual beings, and thus have no true physical form. The Primeval's mere existence is so far beyond mortal comprehension, that they can only be perceived through a filter of established preconceptions, words, and symbology.

The Encompassing

The final limit to all things, even concepts. This is the end all - be all. The last and outermost part of the Omniverse. Beyond this barrier is only the Prime, and the Void Beyond Creation.

The Prime

A space of pure, infinite, endless white that exists beyond all creation. This white is *Ultima* in its purest form. Ultima is the divine primordial energy of the *Viperior* itself, the creator of all things, who is believed to be the collective consciousness of all creation.

Ultima originated everything - reality, time, space, life, death, matter, energy, and every possible and impossible concept existing and non-existing in the omniverse, from a single particular to the infinite omniverse. It is omnipresent, existing throughout the whole space-time continuum, surrounding all living beings, and within every subatomic particle. In short, It is the foundational cornerstone of existence itself.

Because of its innate divine nature, Ultima serves as the primary source of power for gods, angels, demons, and other various higher beings. Essentially, it is what makes gods . . . gods. And while Ultima can theoretically be utilized by any individual, mortal or otherwise, Ultima is mainly seen being used by gods and various prophets.

Conclusion

The cosmological scale of the Kein Zurück is indeed vast, but it is also ever-evolving. As time goes by, more stories will be published, and more and more of the map will be revealed to the audience. The Omniverse serves as a way to tie in all of the Kein Zurück stories together in one way or another, and furthermore allowing them to all exist collectively under the Kein Zurück brand. And on an individual story level, it gives all the stories of Kein Zurück an additional layer of depth and lore. Ultimately, whatever genre you like, whatever kind of story you are craving, Kein Zurück's got it. Whatever your interests in

storytelling are, Kein Zurück has something for everyone. Here, the sky isn't the limit - It's only the beginning . . .