

# Solaria Lore - Draft 1

Before the creation of Solaria, two cosmic species, Makers and Voidspawn, wage an eternal war. The Void wins, leaving only a handful of survivors. Their leader, Sol, devises a plan on how to reinvigorate his kind in the future. He escapes to a different plane of existence and creates a world of mortal races, hoping that when mortals develop as a species and reach their final step of evolution, they will “ascend” and become the new generation of Makers.

Along with Eternals - his servant Makers - Sol shapes the world of Solaria. They create flora, fauna, and mortal races. Next, Sol channels his powers into creating - Sol Essence - a powerful artifact that maintains a veil of protection from the Void.

Exhausted after creating Solaria, Sol creates a moon for himself to slumber on. Before departing, he instructs his Eternals to guide the mortal races toward “ascension” and expects them to be ready in thousands of years.

When Sol returns from his slumber, he finds the world nowhere near the “ascension”. Instead, the Eternals made the mortals worship themselves as gods. Enraged, Sol decides to wipe out all life in Solaria and start anew. He starts tearing Solaria apart. The Eternals position themselves in strategic locations worldwide to hold the world together. They can't leave their posts, thus becoming the world's eternal guardians.

Inevitably, mortals discover the Void magic and summon Voidspawn into Solaria. The Eternals realize they won't be able to protect the world from both Sol and the Void. They summon mortal heroes from all Solaria and introduce them to the Symbol of Hope, the artifact that maintains the veil of protection from the Void. The Eternals instruct the mortals to protect the Symbol of Hope and persecute any practice of Void magic. The heroes accept the duty and establish the League of Heroes.

For thousands of years, heroes and adventurers from all across Solaria have joined the League and dedicated their lives to protecting the world from evil. At the same time, Eternals have been holding the world together against Sol's attempts to tear it apart.

Until one day, the Symbol of Hope is shattered. The veil is weakened. Voidspawn invade Solaria.

At the same time, a new religious order gains popularity - the Cult of Sol. They claim the Eternals have sinned against Sol. If mortals want to redeem themselves in the eyes of Sol, they need to slay the Eternals. Only then will Sol return and protect them from the Void. What they don't know is that Sol seeks the death of Eternals to destroy Solaria.

The League of Heroes faces not one, but two threats: the looming invasion of the Voidspawn and the fanatic Cult of Sol.