

World Overview

Solaria

Solaria is a large world, yet to be fully explored, inhabited by diverse species and creatures. It's mostly dominated by humans, who built kingdoms across the known part of the continent. But should one stray from human-dominated areas, they'd encounter good and evil magical creatures. The building blocks of magic in Solaria are natural elements. Anyone with magic potential can use their power, but only a few can master it and become powerful magic adepts.

Symbol of Hope

The Symbol of Hope holds together Solaria, or Sol's Essence, an artifact as old as the world itself. The Symbol of Hope holds the world together against the ravaging chaos of the Void. Should it fall or shatter, the Void would start taking over. This artifact is a crystalized beacon floating at the top of the highest tower in the city of Sol, the capital of the Sol kingdom. It's a shining beacon of hope for all Solarians. It's protected by the Elder Council, the group of most powerful mages in Solaria.

Void Realm

The Void is basically the space. There used to be countless worlds in it, but Solaria is the only (known) one that hasn't fallen to the Void yet. The Void is a place of total darkness, inhabited by shapeless evil beings - creatures of the Void. These creatures feed upon life to exist. Their goal is to find and consume life. And then there are Makers - beings of pure light who create and nurture life. These two groups have been locked in an eternal conflict. As of today, Solaria is the universe's last hope against the Void. If Solaria is lost, all life is lost.

Geography

The known world is a large continent called "Sarnor," which hasn't been fully explored yet.

Here are some of its known locations and biomes:

City of Sol - a bright city with high towers and captivating architecture. The capital of the Sol Kingdom.

Meadow - grassy lands with many farms and villages. Controlled by the Sol Kingdom.

Forests - lush forests populated with Woodlings. Contains ancient mysteries like magical shrines.

Dark Forest / Crater - a giant crater formed by a fallen meteor. Inhabited by ancient magical creatures.

Inferno Mountains - volcanic mountains surrounded by rivers of lava, inhabited by the Ashen tribe.

Dried Sea - a large desert inhabited by dangerous creatures. Contains lots of ancient tombs underground.

Seven Seas - dangerous seas inhabited by mythical creatures and pirates. Has a maelstrom to the west.

Northern Peaks - frost mountains in the north, inhabited by giants. Contains mysterious ice caverns.

Dead City - a city within an ancient kingdom entirely inhabited by the undead due to an ancient curse.

History Timeline

Chronology is measured in years. The starting point is when the Eternals save the world from the Night of the Fallen Skies. “Before Eternals Sacrifice” - B.F.S., and “After Eternals Sacrifice” - A.F.S.

War of the Primes - [*before -50,000 B.F.S*]

Makers and Voidspawn wage a long war in which the Void emerges victorious. The defeated Makers find themselves on the brink of extinction. Sol, one of the Prime Makers, realizes his kind is doomed. Instead of trying to save them, he devises a plan on how to reinvigorate them in the future. He 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.

Creation of Solaria - [*-50,000 B.F.S - -40,000 B.F.S*]

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 crystallized artifact that protects against the Void.

Sol’s Departure - [*-40,000 B.F.S*]

Exhausted after creating Solaria, Sol creates a moon for himself to slumber on. Before departing, he instructs his Eternals to guide the mortal races and ensure they reach their “ascension” as soon as possible. He plans to return thousands of years later when mortals will be ready to ascend.

Eternals and Mortals - [*-40,000 B.F.S - 0 A.F.S*]

At first, Eternals fulfill their duty, guide the mortals, and teach them how to master elements. But eventually, they grow corrupt and use mortals to fight in their own pitiful wars. Countless civilizations rose and fell due to these wars. Some of them are the Naga, who build large underwater temples; the Forest Sentinels, who build magical shrines across the forests; and the Giants, who inhabit plains and mountains.

Sol's Return - [-3 B.F.S]

When Sol returns from his slumber, he is appalled to see that mortals are nowhere near the "ascension" level but rather primitive mobs worshipping the Eternals as gods. Enraged, Sol decides to wipe all life in Solaria and start anew.

Night of the Fallen Skies - [-3 B.F.S - 0 A.F.S]

Sol starts tearing pieces of the moon and firing them as meteors at Solaria. The world has suffered from cataclysms and landscape changes that have shaken the world for several years. The surviving Eternals reach the moon and bombard it with elemental magic until Sol stops. Whether Sol survived or not remains unknown - he was never found. The official accounts say he "lost all hope for Solaria." But the cataclysmic damage he wrought upon Solaria was tearing it apart.

Eternals Sacrifice - [0 A.F.S]

The Eternals position themselves in strategic locations worldwide to hold the world together. From then on, they couldn't leave their posts, thus becoming the world's eternal guardians.

- Aeros - the Air Eternal, is holding the sky on his shoulders.
- Oceania - the Water Eternal, who holds back the maelstrom.
- Pyraxia - the Fire Eternal dwells in a large volcano and prevents it from cooling.
- Terrana - an earth elemental that prevents earthquakes and drought.
- Rascalus - a trickster Eterna, hated by other Eternals. He helps the mortals by granting their wishes, but not in the way they expect. Rascalus can disguise itself as any living being on Solaria.

Creation of the Elder Council - [476 A.F.S]

The war between Eternals and Sol in the skies rages on. The number of Eternals diminishes. Inevitably, mortals discover the Void magic and summon Voidspawn into Solaria. The Eternals do their best to prevent such cases, but they need to be more in number to catch everything. They soon realize they won't be able to protect humans from Sol and themselves.

The Eternals summon the strongest sorcerers from all Solaria and introduce them to Sol's Essence, a powerful artifact that protects Solaria from the Void. They instruct the sorcerers to protect Sol's Essence, keep it secret from curious eyes, and under no circumstances practice Void magic. The sorcerers accept the duty and call themselves the Elder Council. They would be a secret society that guards the Symbol of Hope for the next thousand years.

Rise of New Civilizations - [0 A.F.S - 2000 A.F.S]

Centuries pass, and mortals evolve into civilizations. Humanoids inhabit most of the known world and settle down in tribes with particularly strong elements (volcanoes, mountains, violent shores, etc.), building mighty kingdoms stretching across wide regions.

Following the cataclysms that damaged their ecosystem, Sentinels, the race of powerful magic species akin to Dryads, feel constant hunger due to their magic diminishing. They cast a spell to strip themselves of magic to beat the hunger, making them almost non-magical. It eliminates magic hunger but also makes them devolve with each generation, becoming smaller, weaker, and less intelligent. They eventually become Woodlings, primitive inhabitants of the forests. Woodlings become less centralized and divide into primitive warring tribes.

The cataclysm caused by the Night of the Fallen Skies makes the Eastern Sea run dry and become a desert. Some Nagas successfully made it to the seas that remained. Those who don't make it have to adapt and evolve. They learn to swim in the sand as they would in the water, survive among desert creatures like giant insectoids and dune worms, and even build their own kingdom within the desert.

Humans vs. Giants - [673 A.F.S - 765 A.F.S]

Humans spread across the continent and encountered hostile Giants. They fight for a hundred years until humans eventually outnumber the Giants. The latter are forced to migrate north. But even then, humans would continue expanding north until they reached areas so cold that only Giants could survive. Only then do humans halt their expansion.

Zeets Kingdom - [832 A.F.S]

The Zeets defeated the Dune Worm that had terrorized their settlements for centuries and established their own kingdom in the desert. They begin to uncover the ancient tombs built by their ancestors when the desert was a sea. They start redeeming their cultural legacy.

Ashen Tribe - [1083 A.F.S]

A group of nomadic people led by Ash, a fire sorcerer, flees from their homeland due to ongoing wars and settles next to a volcanic mountain. Ash decides to teach his people the way of fire so that they will know how to protect themselves.

King Xoth - [1258 A.F.S]

A greedy Woodling king named Xoth hoarded mountains of gold into his treasury, but never had enough. One day, he came across a magical pulsating stone - the Glimmer Stone and brought it into his treasury. Xoth fell in love with his new toy and became obsessed with it. He locked himself in his treasury with the stone and called it "My Precious Shining Stone." Eventually, Xoth died in his treasure, hugging the Glimmer Stone.

Rise of Sol Kingdom - [1464 A.F.S - 1583 A.F.S]

Zeets invade human lands and terrorize them for decades. It urges human settlements to unite into kingdoms and build walls to protect themselves. Eventually, a large group of human settlements forms a kingdom called the Sol Kingdom, named after the god of the sun they are worshipping. At the same time, for the same reason, another powerful kingdom springs up in the east - the Nekros kingdom.

Nekros Kingdom - [1164 A.F.S - 2161 A.F.S]

Over centuries, the Nekros kingdom became the continent's most powerful and advanced. The collective end goal of the Nekros kingdom's dogma is the search for immortality. One day, the obsessed king of Nekros, Enoch, discovers the Void magic. He gazes into the Void and establishes contact with Thanatos, a Void lord with powers over life and death. He offers Enoch a deal - Thanatos turns the people of Nekros immortal. In return, Enoch lets the Voidspawn into Solaria. Enoch accepts the deal and opens a Void tear.

Void Realm Invasion - [2161 A.F.S - 2173 A.F.S]

Upon entering Solaria, Thanatos sends his minions to possess the citizens of Nekros. They become immortal, just as Thanatos promised, but not as they expected. It makes them unable to die, but neither alive - undead. Through the Void tear at the Nekros kingdom, the armies of the Void invade Solaria and wreak havoc all over the continent. Nekros' undead join their ranks. When the threat became too big for the Solarians to handle, elemental mages from all tribes and kingdoms across the continent united to battle against the legions of the Void. Thanks to this alliance, they repel the invaders, besiege the kingdom of Nekros, and close the Void tear. Once the tear is closed, all the undead fall into a slumber. The Elder Council warns everyone that opening Void Tears might re-awaken them.

Symbol of Hope - [2176 A.F.S]

Following the invasion, humans form the Sol Alliance. The Elder Council realizes that running as a secret society makes them weaker. Instead, they move Sol's Essence into the City of Sol, the capital of the strongest kingdom in Solaria. They rebrand the artifact as the "Symbol of Hope" to give it a positive connotation. Many would like to shatter "Sol's Essence" - whether it's in pursuit of godlike powers, to facilitate the return of the void, or to "get rid of Solaria of the Elder Council's hegemony" - but not many would like to shatter something that symbolizes Hope.

League of Heroes - [2182 A.F.S - 2523 A.F.S]

The Elder Council has become a strong political power in light of recent events. They push to create an army of element wielders to protect Solaria from evil. This is how the League of Heroes is created - a guild of highly trained individuals that reports directly to the Elder Council. All the tribes and smaller kingdoms of the Sol Alliance agree to send their most prominent elemental wielders to be trained by the League of Heroes to protect Solaria. It is considered an honor for the tribes if the League selects THEIR candidate.

Fungal Plague - [2448 A.F.S - 2467 A.F.S]

A group of sailors returns to the continent carrying a bunch of captured, contagious, mushroom-like life forms from a remote island. They sell them to a group of outlaw mages who experiment on them in their hidden laboratory. Guided by Rascalus, the trickster Eternal, the mages make them larger and more aggressive. They call the creatures Fungals. The mushrooms grow big, kill all the mages, and run off in all directions. They multiply like typical mushrooms, grow in numbers, and spread across the continent. Luckily for both human kingdoms and Woodling, Fungals can't survive too long in dry environments or cityscapes. Eventually, many fewer of them remain, mostly in rainforests. The League of Heroes sends its heroes to kill those terrorizing the Sol kingdom's farmers.

Woodlings Terror - [2473 A.F.S - 2523 A.F.S]

Woodlings migrate due to the Fungal plague and come across human villages. They terrorize the farmers and steal their food. The Sol Kingdom sends its army to deal with them, but isn't prepared to deal with the Woodling's unpredictable terror attacks. They build outposts within the forest but eventually abandon them. Heroes prove much more effective for that, so the League regularly sends them to patrol the forests.

Rise of the Golden Order - [2491 A.F.S - 2523 A.F.S]

A new religious order gains popularity - the Golden Order, also known as the Cult of Sol. They claim the Eternals have sinned against Sol, and if mortals want to redeem themselves in the eyes of Sol, they need to slay the Eternals. Until the Shattering, the League of Heroes didn't take them seriously. But now, when everyone can find a shard and cause many problems, the League is concerned with the Order's activities. The Order, also called the "Cultists of Sol," is gaining popularity and actively searching for the Eternals.

Present Day / The Shattering - [2523 A.F.S]

The Elder Council becomes the most powerful organization in Solaria, more powerful than the crown. The League of Heroes, likewise, could pose a threat to any individual kingdom. Even though the heroes perform their peacekeeping duty of defending Solaria from evil, many organizations, especially in the City of Sol, fear their power and seek to undermine their authority.

Heroes and Elements

Elemental Wielders

Lots of people, humans and non-humans alike, have magic potential. Naturally, they absorb the element they grow up close to. People who live next to a volcano would develop a strong affinity to fire, people who live by the sea would develop an affinity to water, etc. One can change their whereabouts and master a different element, or master an element that isn't abundant, but it will prove harder. For example, one can even strengthen their magic with another element, thus getting a fireball infused with water. And the water won't extinguish the fire.

Recruitment to the League

Once a year, a group of heroes from the League travels across the Alliance tribes and kingdoms, looking out for recruits. They seek those with high potential and have them participate in their grueling trial that tests their body, spirit, and mind. Those who pass the trials must leave their old lives behind and dedicate themselves to the training because nothing must distract them from their new purpose.

Shards, Tears, and Rifts

How do the Shards work?

The purpose of the Shards, just like the purpose of the Symbol of Hope, is to control the barrier between the physical realm (Solaria) and the Void realm. It works both ways: one can use it to strengthen the barrier by closing or weakening the barrier and enhancing the Void Tears. Since the shattering, the Shards can be found anywhere across the world. The Elder Council fears that they might fall into the wrong hands and sends heroes to all corners of Solaria to retrieve them.

What harm could be done with the Shards?

If a wizard uses the shard to enhance a Void Tear to the Void realm, he invites more Void powers and attracts stronger Voidspawn. Some wizards are powerful enough to contain those threats. Some are not. If the wizard loses control over the summoned Void, it possesses his body like a banshee, twists, and makes him do their bidding. The Voidspawn can also possess animals and plants, transforming them into monsters.

Void Tears

The Void tears are gateways between Solaria and the Void realm. Until the shattering of the Symbol of Hope, they could only be opened from Solaria. But the veil has become weaker since the Shattering, and the Voidspawn sometimes manages to open a Void tear and invade Solaria. When the tear opens, the Void kills or corrupts all life around it, especially vegetation. Void tears are active as long as there are Voidspawn nearby. Without the Voidspawn in the vicinity to strengthen the magic of the Void tears, the veil between Solaria and the Void Realm heals itself. But a powerful villain with a Shard can use it to expand the Void tear and invite larger creatures.

Benefits of Void Tears for Villains

Those who master the element of the void are usually capable enough to handle the Voidspawn. They summon the creatures into Solaria, bind them with their magic, and turn them into their minions. Since most inhabitants in Solaria are not mages or elemental users, they can do nothing to stop them. This way, for example, someone who controls the Voidspawn can easily usurp a throne or assassinate a political rival.

Void Rifts

The Rifts are locations of Solaria completely taken over by the Void Realm. Since the Shattering, the veil between Solaria and the Void Realm has weakened, and the veil could not hold all of Solaria's territories. Some of them fell under the Void's control. The League of Heroes regularly sends its heroes to liberate those areas from the Void's influence. But the Void keeps taking additional Solarian territories under its control.

Races/Species

Humans

Humans used to be primitive and savage once. Nowadays, they are the dominant species in Solaria, mostly, but not limited to, due to their numbers. The majority of human kingdoms and settlements are part of the Sol Alliance. But some humans live independently in remote regions or islands.

Woodlings

Woodlings are nasty humanoid beings made of wood, flesh, and leaves. They dominate the forest and live in primitive tribal societies. But their shamans are far more capable than humans regarding elemental magic. This is because thousands of years ago, Woodlings used to be Sentinels, powerful magic species akin to Dryads. The cataclysm caused by the Night of the Fallen Skies damaged their ecosystem and caused them to devolve into Woodlings. The Sentinels left some legacy behind - magical shrines and artifacts scattered across the forests. Some Woodling shamans dream of restoring their former glory.

- Since the Shattering, shamans like Urok and Groll start acting upon these dreams by collecting the Shards. They believe the powers of the Void could make them as powerful as the Sentinels.

Sentinels

The Sentinels were the native inhabitants of the magical forests - tall dryad-like beings with blue skin and treant-like features. After the Night of the Fallen Skies, a Moonstone meteor that hit Solaria proved to be deadly to them. It caused them to lose their powers, their intelligence, and made them devolve into modern Woodlings. The Sentinels left a legacy - numerous magical shrines with ancient treasures and mysteries scattered across the forest. The modern Woodlings aren't capable of magic unless they are shamans. But even shamans can't fathom the magic of the shrines. Since Woodlings can't live up to their ancestors, they worship their spirits. Every Woodling tribe has its own group of "spirits" it worships.

Fungals

Fungals are originally contagious mushrooms brought from a remote island. They were subjected to magic experiments that transformed them. The mushrooms grew larger, gained legs to walk, and even gained some primal sentience. However, it also made them extremely aggressive. They rose against their creators, killed them, and spread across the lands. They mostly live in rainforests, as it is the best place for them to grow. Although Fungals can walk, they still require land for nourishment - they feed directly from the ground by standing on it. When they stand on fertile, wet, or moist ground, Fungals are satiated. But if they walk on stone or dry sand, they can't absorb nutrients from the ground.

The Horned (Sheep people)

The Horned are a humanoid species that resemble sheep walking on two legs. They are essentially sheep who refused to be hunted by wolves and became the hunters themselves. They are wild and slightly sentient - they dwell in small camps across the forest, hunt animals for food, and have their own belief system. The Horned protect their territory and attack anyone who enters their domain. Although they are sheep, the Horned are omnivores. They eat both vegetarian and meat.

Voidspawn

The Voidspawn are immortal and hungry. They feed upon life by possessing living beings and twisting them. Living beings possessed by the Voidspawn turn into abominations and have their minds under their control. The Voidspawn don't have a leader or any authority. Nor do they have any plans or strategies. They are naturally chaotic. However, the Voidspawn creatures come in various forms and sizes. The big ones are usually more powerful. They are typically called the Void Lords, although they don't necessarily command the smaller ones.

Treants

Treants are walking trees that hit with their branches. Sentinels created them as the mindless protectors of the forest and were listening only to them. Now that the sentinels are gone, they still fulfill their duties, but in a totally chaotic manner - they attack everyone who trespasses in the areas they guard. Only powerful Woodling shamans (like Urok or Groll) can control them and tell them who should pass and who shouldn't.

Golems

Golems are ancient constructs animated by magic. Sentinels created them thousands of years ago as eternal guardians to protect the forest from intruders. The Golems are made of stone and mud and powered by elemental forces such as fire, water, air, earth, light, and void. Golems are not sentient creatures. They are automated to protect those who control them.

Wendigos

Giants are humanoid creatures, three times taller than humans. Their life expectancy is about a few thousand years. Some still remember the great times when they roamed the

lands and how humans outnumbered and slaughtered them. Nowadays, giants live peacefully in the north as independent clans, far from humans. But some of them are still looking for opportunities for revenge. One of them is Jotunn, a clan leader whose family was murdered by humans.

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- The Shattering allows him to strengthen his clan with immense powers, conquer other clans, and invade the human kingdoms.

Undead

The Undead are the inhabitants of the Nekros kingdom. Messed up with the idea of gaining immortality, their king Enoch made a deal with a powerful Void lord, Thanatos. They were indeed granted eternal life, but not eternal youth and not eternal sentence. Centuries ago, the human alliance defeated the kingdom of Nekros, and the undead were all put to rest.

- Nowadays, due to the Shattering, the barriers between Solaria and the Void Realm have been weakened, causing the Undead to rise from their graves. Enoch seeks the Shards, hoping to gain true immortality for himself and for his people - one that would make them actually alive, not just walking dead.

Zeets (Desert Naga)

The Zeets are a species with humanoid tops and serpentine bottoms, descendants of Naga. Thousands of years ago, the Naga lived in a large sea and were an advanced civilization - they built huge underwater pyramids. The cataclysm caused by the Night of the Fallen Skies made the sea dry and become a desert. Some Nagas successfully made it to the seas that remained. Those who didn't make it had to adapt and evolve. They learned to swim in the sand as they would in the water, survived among desert creatures like giant insectoids and dune worms, and even built their own kingdom in the desert. Later, they would call themselves Zeets, which means "sand serpent." Nowadays, the Zeet kingdom is ravaged by a civil war between two rulers - Serpent Lord Seteesh and Bile Queen Vereesh.

- Since the Shattering, both rulers are after the Shards to gain an advantage against the other.

Eternals

The Eternals are giant spiritual beings clad in Moonstone armor. They are originally the Makers who helped create Solaria. Nowadays, there are very few of them left. Eternals hold

Solaria together using their magic at specific locations to control the elements. Should they leave their posts, Solaria falls apart. When they are attacked or distracted, there are natural disasters. At some point, the heroes would come across them and defend them from the Voidspawn. Known Eternals:

- Aeros - the Air Eternal who holds the sky on his shoulders.
- Oceania - the Water Eternal, who holds back the maelstrom.
- Pyraxis - the Fire Eternal dwells in a large volcano and prevents it from cooling.
- Terrana - an earth elemental that prevents earthquakes and drought.
- Rascalus - a trickster Eternal, hated by other Eternals. He helps the mortals by granting their wishes, but not in the way they expect. Rascalus can disguise itself as any living being on Solaria.

Factions/Organizations

The Sol Alliance

The Alliance of several human kingdoms and tribes across the continent. All the rulers of those kingdoms and tribes answer to the crown of the Sol Kingdom. Not because they liked it, but because the League of Heroes would protect their lands from evil if they stayed a part of it. There is still a lot of political rivalry between the kingdoms within the Alliance.

Thieves Guild

The world of Solaria is full of bandits and thieves robbing unaware travelers. They come from various kingdoms, factions, and species. The bandits found in the meadow and in the forest are mostly humans from the Sol Kingdom. As typical thugs, they don't have any central authority besides their local gangs. But the most successful bandit gangs enjoy the protection and the supplies from the Thieves Guild. The Guild is a powerful outlaw organization with influence reaching beyond the Kingdom of Sol. They operate like a criminal syndicate, extorting merchants, law enforcers, and feudal rulers. They take a big cut from profits but also ensure the stability of their "clients." Bandits also benefit from it - the Thieves Guild uses them as enforcers and pays them. When bandits are sought after by the authorities, the Guild makes the authorities turn a blind eye to their deeds. Should someone cross the guild, they would seek them across the continent.

Elder Council

An ancient circle of the most powerful elemental mages across Solaria. They were responsible for protecting the Symbol of Hope, and now they seek to restore it. The members of the Council are the most powerful of heroes who have served the League of Heroes for decades. The Elder Council's leader is the High Priest, who is currently Estoria, a powerful ex-hero of the League.

Tidehold Kingdom

A kingdom that stretched across the continent's western shores, a part of the Sol Alliance. Tidehold heavily relies on its strong navy, which is crucial when the seas are full of pirates and unholy creatures. Their entire culture is built around seafaring. Due to their proximity to water, Tidehold has a strong presence of sea wizards who control water as their element. But so are the pirates who roam the seas. They also regularly launch expeditions away from the Alliance territory to discover new islands in Solaria.

Black Fang Pirates

The pirates are the sworn enemies of the Tidehold kingdom on the continent's western shores. They roam the seas, plunder ships, etc. The Black Fang pirates are not just outlaws. They have their own Haven and obey the Sea Witch Callisto, who imposes a certain "pirate code" on them. She wants to unite those sea savages and turn them against the Tidehold navy. But pirates are not disciplined for that.

- Since the shattering, Callisto is after the Shards. She is aware of the dangers of the Void and welcomes them. Callisto's difficult childhood made her hate the world, so now she doesn't care if it burns. Her ultimate goal is to see the Tidehold kingdom in ruins.

Ashen Tribe

The Ashen tribe is a tribe of fire-wielders living close to a large volcano to the east. The greatest fire Heroes come from this tribe. Although they are part of the Sol Alliance, they reject modern technologies and prefer to stay closer to nature. The Ashens are environmentalists who seek to protect the volcano's wildlife. They are concerned about the volcano and the nearby lava rivers drying out. As of today, the current chief of the tribe, Kael, is slowly draining the volcano's power into a single artifact, thus slowly killing the volcanic wildlife. Most of the tribesmen believe it's a necessary evil to preserve their powers. However, Kael is actually doing it to drain the power of Pyraxia, the Fire Eternal that lives within the volcano and prevents it from cooling. Pyraxia is powerful enough to resist Kael but can't leave his post to stop him.

- Since the Shattering, Kael has been after the Shards, believing they would make him powerful enough to defeat Pyraxia and finally absorb his power.

The Golden Order / Cultists of Sol

A religious fanatical Order ruled by Paladins, strong adepts of the Light element. They are the sworn political enemy of the Elder Council and the League of Heroes. According to their dogma, Sol created mortals to ascend to divinity, but mortals sinned against Sol and lost their way. As such, Solaria is beyond redemption. They aim to destroy the Eternals and restore Sol's faith in the mortal races. However, this is a facade. Their true intention behind killing Eternals is to allow Sol to do his job - wipe out all life in Solaria and start anew.

Cult of the Void

The Void cultists are a group of fanatics, usually renegade mages or acolytes, who want to see Solaria consumed by the Void. They seek the Shards of Hope and use them to open Void tears and let the Voidspawn into Solaria. They believe the Void is the ultimate state of life and the cycle of existence. Solaria is not there yet, but it's on the right path. Soon, the Voidspawn will help Solarians become one with the Void. This is how things have always been in countless other worlds. But in this world, Sol defies the natural cycle of life. While Sol seeks to destroy Solaria and reshape it in his own vision, the Void cultists turn to the Void in an attempt to save it.

Story Arc

The Shattering

An unknown entity shatters the Symbol of Hope, allowing the Voidspawn to invade Solaria through Void tears. The Shards are scattered across Solaria, falling into various opportunists, from bandits to powerful renegade mages. They use them for their benefit, weakening the already shattered veil between Solaria and the Void Realm. Void tears start popping everywhere, and the Voidspawn seep into Solaria through them.

Leo and Embra

Estoria, the High Priestess of the Elder Council, sends heroes across Solaria to retrieve the Shards and restore the Symbol of Hope. Leo, one of the League's seasoned heroes, is sent along with Embra, a powerful fire mage who has recently joined the League.

Act 1 - Woodling Forests

The heroes travel to the farmlands, where the peasants report hostile activities coming from the Woodlings. As they investigate the matter, they learn that a powerful Woodling Shaman named Groll has obtained one of the Shards. Groll harnesses its power and uses it to control Terrana, one of the Eternals. With Terrana's power, Groll plans to reshape the landscape and transform the Woodling race itself into Sentinels, their powerful ancestors. Such magic experiments could be catastrophic not only for the forest, but for the entire world: if one of the Eternals abandons their duties, the world may not survive the evil they are defending it from. The heroes defeat the mind-controlled Terrana, slay Groll, and claim the Shard.

Betrayal

The heroes return to Estoria with the Shard. But as they give her the Shard, she takes it to herself and opens Void tears to summon the Voidspawn into Solaria. The heroes learn that Estoria's real name is Megaera, a powerful Void Lord in disguise, and that she shattered the Symbol of Hope in the first place. She sent the heroes after the Shards so that they'd bring them to her, and she'd destroy them- as long as the Shards exist, they still hold the Void back, even though not as effectively as before. The heroes fight and slay Estoria. Before dying, she says she's just a pawn and that the Void will eventually destroy the Shards and consume Solaria.

Suggestions for the following periods in the timeline:

The heroes need to find all the Shards and restore the symbol of hope. Until then, the Voidspawn will keep invading Solaria. They need to retrieve the Shards from various individuals and factions attempting to use them to their advantage. They can get the Shards from:

- Act 2 - Two Zeet monarchs are locked in a civil war as they use the Shard to summon ancient desert horrors.
- Act 3 - A pirate Sea Witch who uses the Shard to open a Void tear to allow the Void to consume all life in Solaria.
- Act 4 - A corrupt chief of the Ashen tribe seeks to drain the volcano's power for himself.
- Act 5 - A Giant warlord who uses the Shard to raise a Void army to take revenge upon the humans.
- Act 6 - An Undead Skeleton King who wants the Shard to bring his people true - living - immortality.