


Lore

The world of Gods and Glory existed long before the fall of the star debris and lived through two epochs: **magic** (fantasy) and **medieval**. After the star debris fell, stardust appeared, and magic returned to the world. That was the beginning of the **Modern Epoch**, which is the setting of the game.

Time Periods

Ancient Era

 It corresponds to the ancient period on Earth (Greece, Rome).

Those were the times when magic inflated the world, gods lived among people, and people worshiped them, with delight, reverence, or fear.

It was the period of unthinkable prosperity when people could live happily having no concern for poor harvests, cataclysms, severe frosts, or heat—gods controlled everything, and people only needed to approach gods properly, negotiate, and bring them appropriate gifts.

The only thing people were afraid of was night. It was the time of absolute darkness because not a single star lit the sky. At night, shadows ruled the world. Merciless and bodiless, they lived by their own laws. Known weapons couldn't defeat them. The shadows devoted themselves to turning any living beings to creatures of their kind. Any animal, human, or demon that failed to find a shelter could become a fleshless black ghost.



The two factors—gods and shadows—were the main motivators for life arrangement in the Gods and Glory world.

People crowded together and set up enclosed cities that could be lit autonomously to protect themselves from the shadows. These cities allied around sanctuaries—places where a god lived.

This way, two orders of living were adopted: **in isolated cities and in polises, cities united by a common goal, mainly by worshiping one god or a pantheon of gods.**

Medieval Era

In the end of the Ancient Epoch, the **Exodus of Gods** began. Something summoned them to the sky, and they just went up, elevating slowly, to turn into shining dots. Magic left the world along with the gods.

That's how **stars** appeared in the sky: they are the trace and evidence of god presence in the world.

The Medieval Epoch proved restless and uneasy, it was a depression period.

The light of stars kept the shadows away, and soon only scary fairy tales and legends reminded of them. However, people faced other miseries: unpredictable and cruel nature, furious cold, and unexpected droughts. Accustomed to the protection from gods, people found themselves weak. The population of humans reduced significantly. And not only humans: other rational beings—satyrs and demons—almost disappeared from the world. People rarely came across some of them, others dropped from people's sight completely. Many of them went away to forests that became safe at that point.

Over time, people managed to learn not only to live and survive, but also to successfully wage wars against each other. It turned out that without gods, resources and wealth were scarce and people had to fight for them. Eventually, people simply got used to attacking neighboring cities or city alliances to get resources.



A typical city of that time

Modern Era

Once the stars started falling from the sky. There seemed to be no reason for this starfall in the night sky. Thousands of stars were simply spattering. People thought that gods finally returned to them after many centuries... But then the world was hailed with beautiful shiny blue fragments. Some of them were so large that they buried whole cities; smaller fragments destroyed houses and felled trees. The smallest fragments covered the city streets.

Yet, most of the fragments fell far from the people's lands.



Nights became dark again: very few stars lit the dome of the sky, and after the first starfall, the most scary one, their number was fewer and fewer. The fragments now fell rarely, and a prophesy appeared that when the last star fell from the sky, it would be the end of the world. However, there were yet enough stars for people to be sure they still had some two or three thousand years to live.

Lavish fragments spread stardust in the air. It covered leaves with a thin layer of blue powder, soaked into soil, and people and animals breathed it in. Affected by this, the world started changing. Magic returned to it.

The game events take place long after the first starfall. People got used to living in the world of magic again, but now they managed to master it. With stardust, they obtained divine power. Years later, people found out that star fragments were all that was left of gods, but the fragments preserved the gods' power. Cities, alliance capitals, were built around some of especially big fragments.

Stars still fall, but not as often as during the first starfall.

The game starts at the time when the shadows return to the world. Due to the fact that there are still some stars left in the sky, the shadows are weaker than before. Besides this, people possess a speck of the gods' power so they can efficiently fight the shadows. However, the return of the shadows implies that the world has not so much left to live as people would like to.

The gods themselves didn't return, but their power did, and people use it.

Features:

- **Epic divine objects** are a source of huge power. By visual appearance, you can tell what god a certain object belonged to.
- **Ancient weapons and armor**, as well as modern items crafted using drawings and recipes of ancient time. They are characterized by great strength.
- **Divine materials** are artifacts that gods left on earth, accidentally or intentionally. They are very few and can be used to craft the most powerful items.



- **Stardust** is one of the most valuable resources.
- **Stardust outposts** work on water surfaces all over the world collecting the precious stardust.
- **Stardust mills** rotate their blades days and nights catching stardust in the air. Each capital has such a mill, or even two, to get bonuses to stardust collecting.
- **Star fragments**, small and large, scattered around the world, are a source of huge power. The shadows that gained their strength again, snoop around these fragments so it's not that easy to touch them.
- **Stars still fall from the sky** marking something special (an event or new dungeon on the map), which brings along new cool stuff and new enemies.