Each element comes from nature, and each element is controlled by a force the human mind cannot comprehend: a god. Before there were gods, there was only one being, the True Creator, the one who made everyone and everything. All of us are a part of Him.
The Creator brought forth everything and everyone, creating three places that we will focus on: Earth, Falhn, the realm of the gods, and Cox, the realm of humans.
The gods held the powers of their elements close.

Each element was drawn with different intentions and emotions attached to it, shaping the rules and beliefs the gods held. These rules and beliefs were then passed on to their followers. Religions spread throughout the world, each worshipping the gods in different and unique ways.

These followers often used the pure creation of nature and the gods for their own greed.
Colder and harsher regions of the world believed in and prayed to the god of fire.
Places that were devoid of light believed in the god of light.
Places near coasts believed in the god of water.

The gods would interfere more and more. More blessings and more power fell into the hands of humanity.
Blessings were elements placed onto humans, allowing them to better hold the power of the runes they had to embody.

This rise in power, combined with human greed and darkness, created the War of Gold, where humanity fought to the brink of extinction.

And so did the gods.
Only a mere image of their true power remains, no followers left, no one to help them become whole again.

Proof of Concept God

Ignis - The Warm Embrace

- God Of Fire
  - her quest and lore
  - first god to get into contact with the player
  - the fire is strong in the player. a power to change the enemy that has struck humanity
  - Sol will be harsh pushing the player to greater strengths.
    - Sol will also help the player (Guide or tutorial)
    - She will bless the player helping them advance the power of the rune humanity holds within them.
    - Find a eternal fire that she blessed humanity with

- - Bringing this flame restores some of her power and give the player more new options buff or heal etc
- player will need to learn the religion left behind and understand how they lived - finding old ruin? and explore it
  - These teaching will bring the player closer to embodied the rune and the understanding one needs to wields the rune.
  - Sol will guide the player and show the flashbacks to a time she ruled telling the player the past and setting up why the War of Creation happened. and why this enemy has now come for humanity
- Teaching of fire
  - To life by the flame. to life by creation and light. Seemingly a destructive power but used to heal and shine light upon the dark days.
  - the player would learn trough the campaign that Fire unexpected to what he would think was considered one of the most peaceful elements. Fire created times of peace and harmony. people would find rest within themselves be worshiping and coming the understand the creation of fire and how to wield it.
  - This is very much inspired by avatar. each element will have there own culture, teaching,fighting style ((could be represented in the animation that gets done with the attack??) and costumes attached to it the player will learn throughout the campaign. Giving for different settings in the quest attached to each element and giving a fresh new take for unlocking more power of each element.
- Ignis - Who Is The God Of Fire
  - loves and adores humanity sees them as her children and wants to protect them
  - followers come for guidance to her flames looking at the warmed and comfort it gives them
  - Sol flames will have saved us from epidemics and famine.
  - She has set and strong rules
    - Strong take care of the weak
    - Equality of genders and there norms
    - Song is used as a tool of worship and show their believes.
    - "*The era that was buried in the past is a memory shared between us, and also the critical period in which our humanity was born, sprouted, and nourished. Even if I've had a long life, it remains my fondest memories.*"

Sources

- https://en.wikipedia.org/wiki/Fire_(classical_element)
- https://en.wikipedia.org/wiki/List_of_fire_deities
- https://lordofthemysteries.fandom.com/wiki/Lord_of_Mysteries_Wiki

- https://en.wikipedia.org/wiki/Phanes (First Being) (will be used trough out the entire campaign)