

## Bolland – Mother

*Born of earth. A mind as unbreakable as stone. A heart as vast as the wilds.*

- The god of the earth, a steadfast force shaped from mountains, soil, and silence. From the moment of her creation, she struggled with her purpose. She did not wish to rule over the creatures of the earth — she cherished them, but doubted she was worthy to guide or change them.

While Ignis, Coraline, and Mistral wrestled with the fury of their own elements, Bolland withdrew into solitude. She meditated deep within the world's quiet places and found peace — a peace she still holds, even now.

- When her siblings finally gained control over their gifts, she joined them, shaping the land with gentle hands. She crafted terrain that soothed the minds of animals and protected the balance of nature.

More importantly, she worked tirelessly to keep Blikxem's storms contained. She granted him a massive island — nearly a small country — where his eternal lightning could rage without consuming the world. It wounded her to confine her brother, to see his pain and fury, but she did what she must.

For this, the other gods named her **Mother** — the one who nurtures, guides, and endures.

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## Humanity's Descent

- Seen as a mother among gods, Bolland naturally took on the same role for the newly fallen humans from Cox.

She shaped the land to favor them. Forests, rivers, and fields grew lush beneath her guidance. She sought the aid of Ignis, Mistral, and Coraline, urging them to bless humanity and help them survive the strange new world. Which gods agreed and which refused has been lost to time — but her intent blossomed.

- The religions of the elements began sooner than expected.

Bolland forbade war between gods, though she could not stop mortals from fighting among themselves. It pained her deeply, but she understood it was in their nature — conflict, too, is part of the earth.

- For her followers, she raised vast mountain ranges where they could live in secluded harmony, forming great communities built on kinship and peace. Life flourished under the Mother's watchful presence.
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## The War of Gold

- Bolland was the first to witness the spread of the Evernight Curse — followers of darkness twisting into monstrous forms. In desperation, she split the land itself, trying to force the creatures away from the continent. But it was futile. Some monsters flew, some crossed the sea, and worse still: some simply appeared from shadow.
  - Still, she bought the world precious time.  
Her actions slowed the war enough for the other gods to gather themselves. She and her followers fought not to win, but to protect, to shield, to hold the line. Even Blikxem, for all his fury, stood beside the others when the sky itself screamed.
  - But even unity could not stop the tide forever.
  - So Bolland conceived a final plan:  
To use the combined elementals' power to forge a cage for the Evernight — a gem capable of pulling in and containing the darkness and all creatures born from it. She raised the tallest, most indestructible mountain to hide the gem from future ages.
  - The gods succeeded... at the cost of most of their power. Humanity's last spark was saved. Exhausted beyond healing, Bolland descended beneath the crystal and slept.  
Should the gem ever weaken or break, she will awaken — to find the one who shattered it, punish them, and stop the Evernight once more.
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## **Teachings of Mother**

- **Protect life, for all life grows from the earth.**
- **Seek peace in solitude. A quiet mind is a strong mind.**
- **Stand firm when the world shakes; resilience is the greatest strength.**
- **Form communities, families, and bonds. Isolation breaks the spirit — unity heals it.**
- **Respect the land. Take only what you need. Give back where you can.**
- **Guide others with patience. Even the harshest stone becomes smooth with time.**
- **Never abandon those you call family — even when they fall into darkness.**
- **In times of chaos, be the mountain. Unmoving. Unbreaking. Unshaken.**