Once, there was a true Creator, a being that was and is everything. He could create things and destroy them, yet he was never met with any fulfillment. Time was irrelevant to such a being. So the Creator decided to give this one decision his all: no second chances, no turning back.
He created everything out of himself, an endless universe, ever expanding, filled with life forms so beautiful.

But we focus on the sacrifice the Creator made: Earth, Falhn, the realm of the gods, and Cox, the realm of humans.
Earth was the place where the two interacted, a place of peace and harmony. It was a combined realm made by the jack of all trades and the master of one.

But through human greed, one human, whose name is lost to time, broke the realm of Cox, sending the humans into despair and plummeting them into Earth.
The gods gave these humans, now without the memories of Cox, a purpose, a true guide to their new existence.
And so, over thousands of years, humanity evolved into what they were in the Golden Age, a race that could withstand anything.

Divided under the religions of the gods, they thrived and learned, mastering the runes and pleasing the gods. Each generation came closer to perfecting the runes and drawing the most from their power. But such things did not last.

This time, the god Noir, god of darkness, a power-hungry being overshadowed by his sister, Light, used his own power and that of his followers to awaken powerful beasts and fuse them with these followers, turning them into monsters.

These monsters fought, slaughtered, and destroyed.
The other gods, unprepared for such an attack in a time of innovation and peace, could do nothing but try to protect their followers. Thus the Golden War began, the War of Gold, corrupted humanity standing opposed to those who stood with the gods.

They failed.
For decades they fought, but the creatures had no end and no exhaustion.
So the gods decided to sacrifice themselves, sealing the creatures of darkness deep within the highest mountain, Noir with them.

For thousands of years, the gods faded from memory. Humanity forgot the gods, the runes, everything they once held dear.

A new age dawned upon humanity, beyond the Golden Age, an Age of Discovery. Humans found remnants of the runes and began spreading throughout the world once again.

But one being saw this story differently. Noir, element of darkness, the Evernight.

Noir was a caring god, using the powers of shadow and night to comfort people. Like any element, darkness brought dangers with it, but Noir taught his followers how to adapt, how to survive, how to find comfort in such a space, and most importantly, how to care for one another.

But Noir, with his caring and nurturing nature, made a mistake.
His blessing to one of his children, a follower and leader among the churches and the people, was abused.
This man used Noir's blessing for himself, casting a curse of darkness upon the Evernight's followers.

They became monsters, countless of them and countless more to come.
Noir fought back against the curse, but being affected by the power of both himself and his followers, he could not resist. His power was used to strengthen his corrupted followers. Noir was sealed by the monsters.

When the other gods finally found him, they saw only a threat to destroy, no remorse and no desire to hear his side of the story.

Noir left a tiny piece of himself behind, hoping someone would follow it, someone he could care for as no one cared for him when he needed his family the most.