

At first there was the void – vast, dark, and empty. The first light to breach the void was Pelor and with him came the other Gods. Boccob the god of magic, Corellon the goddess of song, Garl the god of laughter, Gruumsh the god of anger, Moradin the god of endurance, Yondalla the goddess of happiness, and lastly from the shadow formed Nerull the god of darkness. Together, they created the universe, and this world which they named Gollera and thus began the first age.

Each god in turn created life upon Gollera, but the gods were young and foolish. Many of the creatures they made were monstrous and powerful, wielding raw magic as easily as one breathes. Others were frail and beautiful, only lasting a short while before returning to creation. The gods relished their unbound power and will, often walking among their creations, directly guiding their favorites and attacking the creations of others they didn't like. Those that lost the favor of their god would quickly fail and be driven out of existence.

Chaos reigned across the world, with great civilizations rising and falling; and nothing that was made would last, as it was only a matter of whim for one being to destroy the work of another. Pelor watched Gollera intensely and walked among all the races – Devas and Demons alike - and began to worry that such uncontrolled power would one day rival theirs. He could see the jealousy in the hearts of their creations, those who could wield such great power but never reaching the heights of those that created them. His concern would prove true as one of the most powerful creatures, a demon calling herself the Shadow Queen tricked and destroyed Nerull, usurping his place and power.

This unheard of act of aggression sent waves of fear through the new gods except Pelor, who had warned them that their actions would end like this. Standing before them in the heavens, Pelor demanded that the first age of Gollera was at an end, and that all of their creations be destroyed and the world must start anew. Together, the gods rained fire upon Gollera, destroying all that existed before, leaving almost no trace of the first age behind. In this new world, the gods agreed that they must proceed with care and remain apart from their creations, only offering their aid to the most devoted.

Pelor created humans, and became the god of the sun, light and healing.

Boccob codified magic, and seeks to maintain the balance of the world.

Corellon created the elves, and became the goddess of music and arts.

Garl created the gnomes, and became the god of money and humor.

Moradin created the dwarves, and became the god of the earth and the home.

Yondalla created the halflings, and became the goddess of family and the hearth.

The Shadow Queen, unwilling to work with Pelor and the other gods, took to the shadows and became the goddess of death and darkness.

Gruumsh was angered by Pelor's judgement created the Orcs, a vile corruption of Pelor's precious humans and became known as the god of anger.

However, the other gods refused to let their favorites of the first age fade away into nothingness. Without Pelor's knowledge or approval, they created the planes of existence, the veil of the fay, and the underdark and hid within those realms their most prized creations.

Pelor also understood that the powers of creation could not be left unguarded and freely wielded by the races of the second age, so he created guardians of the forces that ruled Gollera. First was Arceus – the embodiment of creation itself. From Arceus came Dialga the embodiment of time, Palkia for space, and Giratina who guarded doorways to the other worlds. The cruelty of the first age were tempered by the three spirits that were created next, Mesprit brought emotion, Uxie brought knowledge and Azelf brought willpower. Xerneas appeared as the embodiment of life, while Yveltal was death. Kyogre would protect the seas and Groudon would protect the land.

Together, the gods created the new natural world and all that live on it. Slowly, the barrier of the planes began to touch Gollera again, and through abuse of magic and Giratina's unknowable will, monsters of the first age began to appear once more.

So began the second age. A 1000 years have passed since the destruction of the first age, and adventures travel across the land to unite the races, explore the wonders of this second age, and delve into the relics and ancient sites left from the first age. New creatures, products of Arceus' will, have begun to make themselves known – Pokemon as they are now called – and unlike many monsters, these show a strange willingness to work with the races of Gollera.