

Erenshor

A Simulated MMORPG



Official Player's Guide

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Welcome Players!

Erenshor is a very special project for me. It's an idea that was born when I was just a kid, making maps for games like Heroes of Might and Magic II, dabbling in RPGMaker, and learning my way around the Neverwinter Nights editing tools.

I've always been drawn to the free-form style of gameplay offered by MMORPGs, where the stories you shared in the school cafeteria the next day weren't recitations of the game's written story, but instead it was describing how you got that rare mob to spawn, or enthusiastically swearing that you really **did** see a player from the top guild run by with a flaming sword that you've never seen before.

I've tried to make this game so many times before. Whether it was a lack of technical skill, discipline, or just intimidation due to the workload, I've failed many times, until now.

Erenshor is a culmination of the past 4 years of my free time. Every night except Saturdays, I've sat at this PC working on my world. By my

estimations, I've put over 5500 hours into this project. That's longer than I've *played* every MMORPG I've ever played combined.

As a kid, I used to sit and read the player's guide from EverQuest. It had stories and hints of things I may encounter later in the game.

I figured, why not include something similar with Erenshor. It won't be as long, or as technically written, but hopefully it adds just enough flavor to the game to help capture some of the nostalgia you may have felt when you played your very first MMORPG, before the answers to everything were on the internet.

I sincerely hope you enjoy my game and the experiences it may give you.

Happy adventuring,
Brian "Burgee"
Creator of Erenshor

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This guide is a work in progress.

It is for entertainment purposes and does not contain any major spoilers.



What is Erenshor

You are from the continent of Merosavilla and like many others, you are seeking passage to Erenshor for the chance at a new life.

Over the centuries, legends whispered in taverns and town squares have alluded to Gods and Goddesses called Brax, Sivakaya, Fernalla, and Vitheo who played a pivotal role in the creation of Amarion.



Travelers who have reached Erenshor have begun to send back bits of writings, artifacts, and other unearthed evidence that the fabled Gods may have truly walked upon that land at one time.

Suddenly, settlers and adventurers of all sorts have begun pouring into Erenshor to make a new life and reap the benefits of a land soaked in divinity.



But the tales of blessings and fortune have given way to whispers of tragedy and loss. Sivakaya is not what she had seemed to be, and scribbled passages found amongst ruins and tombs were soon corroborated by the native people of Erenshor: An evil lurks in the hills and deep within the shadows.

Something has awoken it, and Sivakaya may be orchestrating something terrible from her dark throne.





Creating your first Character



Erenshor allows you to customize your character's name, look, and class.

Your name and appearance will not have any effect on your gameplay, so feel free to be creative with them.

Characters will all share a bank, so be sure to store away any goodies you want to use on future playthroughs - overpowering the low levels can be part of the fun!

Choosing a Class



Erenshor offers four classes to choose from. Each one plays in their own unique way, and knowing which role you want to fill in your group will help you decide!

PALADIN: The Paladin is the group tank. Their job is to take damage so the rest of the party can focus on doing their own jobs. Paladins typically wear heavy armor and wield swords, shields, and two-handed weapons. They use magic that includes healing spells, taunt spells, and debuffs.

DUELIST: The Duelist's main job is to deal damage and debuff enemies. Duelist's depend heavily on their *auto attacks*, dual-wielding weapons, and positioning. Their spells include debuffs and life drains. Duelists can also backstab enemies for % based damages, making them invaluable on enemies with large health pools.

DRUIDS: Druids are masters of nature, life, and death. They are very proficient in healing spells, and damage-over-time spells. They're also the only class in Erenshor that can summon minions to assist in combat. Druids are the ultimate utility class in Erenshor.

ARCANISTS: Masters of magic, Arcanists can do bombastic damage to single targets. They can also call on their magic to dazzle, sleep, or stun additional targets, rendering them helpless while the group deals with them one at a time. Arcanists can bestow mana upon their party in order to keep everyone active in combat. Arcanists are the most challenging class to play in Erenshor.

The Stats Screen

Duelist
Level: 35



Aura: Presence of Vitheo IV

HP: 8641 / 8641
AC: 455
MP: 5258 / 5258

Str: 548
End: 459
Dex: 680
Agi: 479
Int: 442
Wis: 518
Cha: 482

Resonance: 53

Resists
Mag: 275
Poison: 208
Elem: 291
Void: 214

By pressing **I** in game, you'll be able to open your inventory and stats screen. Stats play an important role in Erenshor!

HP - This is your life

AC - This affects your physical mitigation

MP - This is how much mana you have

STRENGTH - Affects physical melee damage and HP stat

ENDURANCE - Affects HP stat and resist rolls

DEXTERITY - Affects your ability to land melee attacks

AGILITY - Affects your AC stat and some evasion abilities

INTELLIGENCE - Affects damage caused by magical attacks and MP stat

WISDOM - Affects healing spells and MP stat

CHARISMA - Affects your ability to bypass enemy resists on spell casts or weapon effects

RESONANCE - Represents your chance to have a spell *resonate* - which means it will cast a second time, instantly, at no MP cost.

RESISTS - Represents your ability to mitigate incoming damage from magical attacks

Ascension Skills

General **Class**

Points spent: 0

Ascension Points: 0

Innate Hitpoints	0 / 3
Innate Mana	0 / 3
Innate Defense	0 / 3
Magic Resist	0 / 3
Poison Resist	0 / 3
Elemental Resist	0 / 3
Void Resist	0 / 3
Innate Dodge	0 / 3

Increase Max HP by 5% per level

Players who reach max level (35 at launch) will begin to earn “Ascension XP” instead of normal XP.

Each time you fill the *Ascension XP* bar, you’ll gain a point.

Points can be used to purchase skills and bonuses to further enhance or customize your character.

There are currently *General* unlocks, which apply to all classes, and then each class also has *Class* unlocks which will be specifically tailored to help you fulfill your role more effectively.

Ascensions can be extremely powerful - top players on Erenshor will undoubtedly have all of their ascensions unlocked!

Movement

Movement in Erenshor is performed with the standard **WASD** keys by default.

Players can also hold down the **RIGHT MOUSE BUTTON** to initiate mouse-look and mouse-steering. When holding down RMB, the **A** and **D** keys will change to strafe keys.

Pressing and holding the **LEFT MOUSE BUTTON** will allow for free-look and for rotating the camera around your character. Once you initiate movement again, the character will turn to face the direction you have pointed the camera.

Players can Jump by using the **SPACE** key. Jumping can be useful for getting over small ledges, or fleeing from enemies by reaching a location they cannot get to. (Note: Simulated Players may also have trouble reaching you!)

Using the **MOUSE WHEEL** players can zoom the camera in or out. Zooming all the way in will enter first person mode.



Wishing Wells



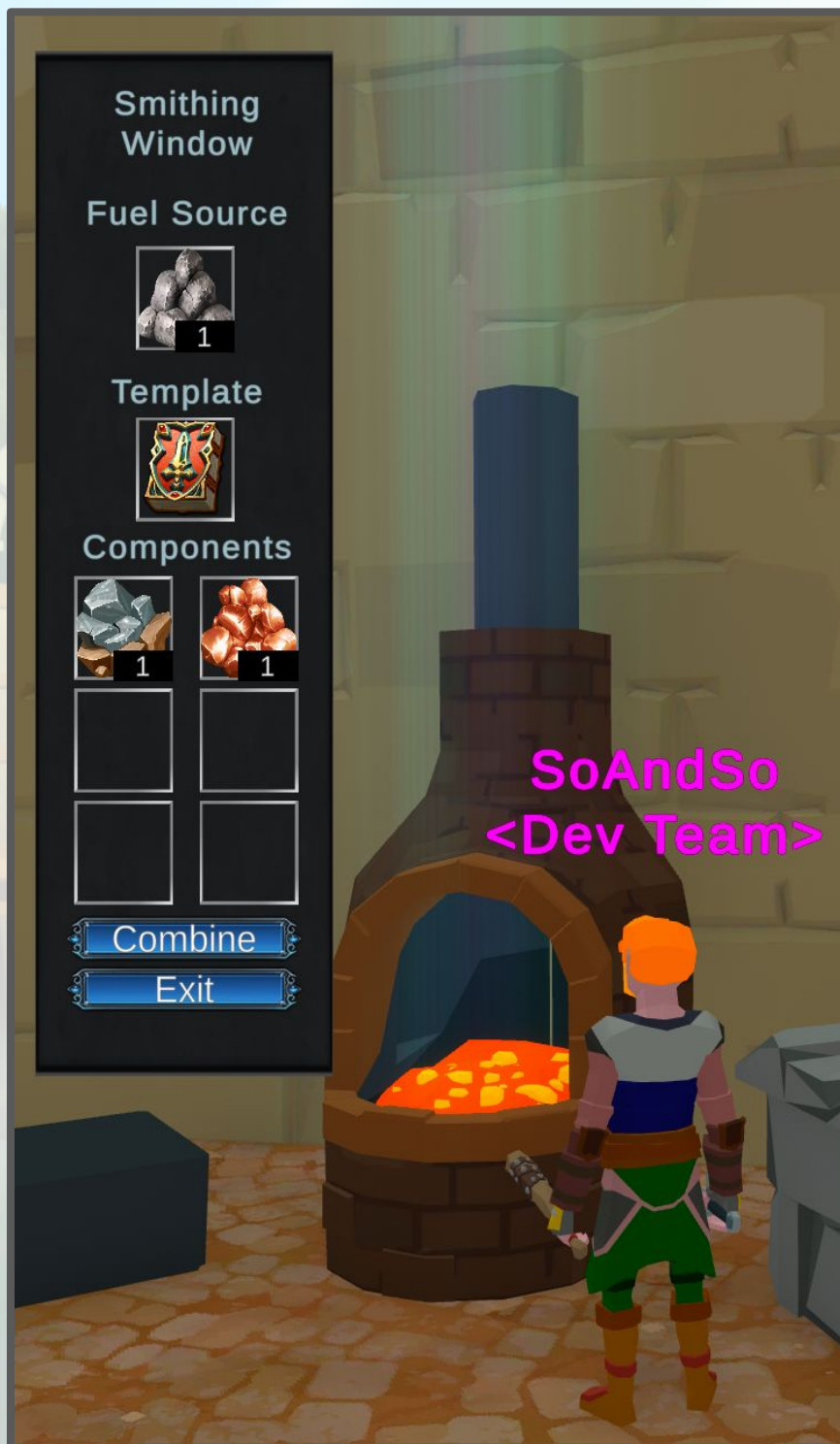
The world of Erenshor is a very dangerous place. If you die alone, or if your entire party is defeated in combat, you'll have to respawn.

Your respawn location is determined by the last Wishing Well you interacted with (**LEFT CLICK** on a Wishing Well to use it).

Wishing Wells are often found in town centers, or near outposts in remote areas. As you adventure, be sure to be on the lookout for Wishing Wells so you can avoid a long run back to your dungeon, should something go wrong.

You can identify a Wishing Well by its magical glow and small pillar of light that extends upwards from its depths.

Crafting



Erenshor features a simple crafting system where players can find an item mold and the appropriate ingredients along with a fuel source to create new items.

Better fuel sources can often create better versions of the same item.

Forges are in most towns, simply left click on one to use it and drop the ingredients in their corresponding slots. Don't worry - if you mess up, you won't lose anything!

Some quests will require you to craft items. There is no skill level involved, as long as you have the ingredients, you can craft any mold.

Mining and Fishing



Mining can be done anywhere you find a mineral node. Simply equip the pickaxe and attack the node. It will regenerate after a little while, and you can try again.

Mining is a great way to find crafting resources, including rare fuels or ores.

Fishing can be done in most bodies of water. Every place you can fish might have different things to catch. To fish, equip a fishing pole and right click on it, or hotkey it and use it that way.

Fish can be eaten, used for quests, or simply sold. Fishermen have told stories of pulling rare treasure maps out of the water, or even ancient items or item molds.



The People of Erenshor



Erenshor is a melting pot of people, groups, and beliefs. Throughout your journey you'll meet all sorts.

Some will be looking for your help, others won't want much to do with you, and there may even be some whose intent is to bring your journey to an untimely end.

Approach every new person with caution, and don't forget to *consider* (C) them to ensure that they're not hostile to you.

The messages you get when you *consider* an NPC will indicate how you may fare in battle (color of text) and whether that NPC might attack you on sight or not. If an NPC looks at you in a threatening way, or if they're poised for combat due to your presence, take your next steps carefully.

Decree of Port Azure

In light of new intelligence indicating that the fabled Sivakayans have awoken, the Council of Port Azure, in the interest of safeguarding our citizens and preserving the security of our lands, hereby issues the following decree:

I. *Closure of the Ports:*

It is declared that, effective immediately, the ports of Erenshor shall be closed to all travelers and settlers. All inbound settlers, pilgrims, or travelers must be redirected to Stowaway's Step and allowed to return from whence their travel began, or to settle on Stowaway's Step.

II. *Deployment of the Azure Guard:*

The full strength of the Azure Guard shall be recalled and permanently garrisoned within the walls of Port Azure. Their orders are only to fortify the city's defenses. Their protection of outlying settlements is terminated effective immediately and all citizens are invited to shelter within the walls, if necessary, within inns, alleys, streets, or warehouses.

III. *Priority for Outlying Settlements:*

Residents of outlying settlements shall be given first priority for access to the protection and shelter provided by Port Azure. The Council encourages all citizens seeking refuge to leave their homes and make prompt arrangements to secure their safety within the fortified city limits.

IV. *Warning to the Citizens:*

Let it be known that those who choose to remain in their current homes, outside the protective embrace of our city walls, do so at their own peril. The emerging threat of the Sivakayan soldiers is not to be underestimated, and the protection offered by Port Azure is hereby the sole guarantee of security during these perilous times.

This decree is issued in the spirit of caution and all citizens are urged to comply without delay. May wisdom and vigilance guide our actions as we face the challenges ahead.

Issued this day by the Captain Kilkey, Acting Authority of the Azure Guard

Stranded!



Like the unfortunate travelers before you, you've found yourself stranded on Stowaway's Step with no way to go forward to Erenshor, and nothing to go back home to.

You might as well make the best of your situation and explore around a little bit - who knows, the island may hold secrets of its own!

Immediately from the dock you can sense that something is amiss on the island.

You should begin by speaking with the guard on the docks to get instructions on how to establish your residency on the island.

The docks area will function as a brief tutorial to introduce you to the basic mechanics of Erenshor. It is highly recommended that you take your time, talk to everyone, and read the tutorial tips.

Navigating Stowaway's Step

Stowaway's Step can be overwhelming at first! It is recommended that you carefully follow the tutorial popups to get started.

The Docks

- Hail the Customs Guard on the docks. You will receive a **DOCK PASS** and instructions to hand it in at the main office.
- Take the **DOCK PASS** to the Customs Office at the end of the docks. You can **LEFT CLICK** on the building's door to open it.
- Once inside, find Controller Wendyl and **LEFT CLICK** him to target him, and press **H** to start a conversation.
- Press **I** to open your inventory, and click on your **DOCK PASS** to put it on your cursor. Drag it to Controller Wendyl and left click on him to open a trade window with him. Hand him your **DOCK PASS**.

Wendyl will give you instructions to head up to the gate and tell Slate that you're 'registered'.



Navigating Stowaway's Step

The Docks (cont.)

- The Gate is just to the west of the Customs Office.
- Slate will not be very talkative, so you'll have to manually type your message to him.
- Target him (**LEFT CLICK**) and Press **ENTER**. Type in "I'm Registered" to get his response.

Erenshor uses this mechanic of 'knowing what to say' in multiple places. Don't be afraid to try certain phrases on NPCs if you have a suspicion that they have more to offer.

- Slate will tell you he has a problem. Click on the **[problem]** prompt, or type a question asking him what his problem is.
- Slate will instruct you to go evict the Kio the lighthouse keeper. He'll give you some papers to hand to Kio. Find your way to the lighthouse next.



Navigating Stowaway's Step

The Docks (cont.)

- On your way to the lighthouse, you'll run into a brackish croc whelp.
- This is a good time to open your inventory (I) and see if you have any skill scrolls to learn. If you do, right click on them to learn them. Any non-passive skill will automatically land on your hotbar.



This is also a good time to equip any armor or weapons you're carrying by dragging them to the appropriate inventory slots.



Combat

Erenshor's combat is heavily based on the MMORPG games of the early 2000s. Players will perform combat through a mix of '*auto attacking*' and using their abilities in rotation.

By pressing **Q** players will begin *auto attacking* and swinging their weapon at whatever they have targeted. It is possible you'll accidentally attack an NPC or a Guard at some point, so be careful who you target!

Once you're *auto attacking*, you can use your abilities with the **1-0 keys**. Combat will continue until all nearby hostile NPCs are dead, or until your entire party is dead. If any party members die during combat but your group prevails, the fallen members will stand back up ready to continue.



You can press **TAB** to cycle through nearby targets. You can also press **F1, F2, F3, or F4** to target yourself or group members.

If you target a group member and press their corresponding **Fx** key again, you'll target their target. This is good for being sure you're 'assisting' and not breaking crowd control spells.

Once you've defeated your target, you can **RIGHT CLICK** on its corpse to check for any treasure or gold it may have been carrying.

You'll gain experience for most enemies you defeat, and eventually you'll level up!

Navigating Stowaway's Step

Part I: The Docks (cont.)

- Once you find your way to Kio, you can talk to him or just get the business of evicting him over with. He will hand you his key once you're finished.



When you have the key, you've completed the tutorial area. You can go back to the gate by Slate, and click on it to open it with your key. Your key will be added to your 'Keyring' - forever usable without taking up an inventory slot.

There is an NPC in a small Gazebo on the beach. Make sure to stop and talk to her on your way past.

It's also a good idea to see the Aura Merchant on the stairs leading to the gate. You can **RIGHT CLICK** on her to browse her wares and purchase your beginner Aura!



The Ritual Has Begun...

Every time it began, the town was always abuzz with stories about the ritual. People pondered the arrival of mysterious figures who emerged seemingly from the darkness itself.

They would light a large cauldron aflame, and gather around it silently. Reddish-pink smoke billowed into the sky, raising questions but offering no answers.

The ritualists were stoic and kept to themselves, speaking only in hushed tones to one another.

Interestingly, despite the worries of Stowaway's residents, the guards refused to intervene. The ritualists stayed away from the town and docks, and their flames, while

striking, left behind no damage or threat, only a sweet scent and a beautifully painted sky.

Then, as quickly as they arrived, they would leave.

Many in Stowaway's Step believed that the local wildlife changed in the days around the ritual, as if some unseen energy was now in the air. The most convinced even spoke of nightmares, visions, and eerie midnight visits from things they couldn't quite explain.

Gradually, the island's chatter shifted to everyday topics like the weather or dreams of visiting Port Azure someday. Nobody spoke of their return, for the hope was that the day would not come.



The SimPlayers

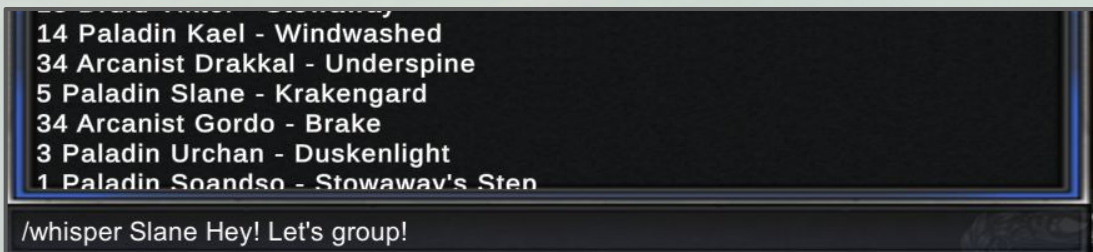


You'll find yourself sharing the world of Erenshor with a strange bunch of folks - the *SimPlayers*!

These characters are meant to simulate a true MMORPG environment. They'll be busy adventuring, chatting, and questing when you see them, but they're almost always willing to stop and group up with you when you ask.

You can group with a SimPlayer in a couple of ways:

- Whisper them! You can see who's online by typing **/all players** in your chat window. This will give you a list of players available. Pick any one you want and **/whisper** them to say let's group!



The SimPlayers

- You can also use the **GROUP BUILDER** window (found in the buttons in the top right of your screen) to create a group quickly.

Sort by class, and invite whoever you like.

Sometimes SimPlayers will be in a group already, which may limit your choices in that moment. Don't be afraid to invite a stranger if your regular crew is busy!

- Lastly, you can just walk up to a SimPlayer and target him and invite him to group. If they're not busy, and within your level range, they will join up!

Erenshor is meant to be played with a group. While soloing is possible, many encounters and dungeons are balanced for a full party of characters filling multiple roles.

Finding a group during the tutorial is a good first step to success!



Grouping



A successful group will consist of players all assuming different rolls to enable their teammates to be successful.

Tank - Paladins make great group tanks. Their job is to keep the enemies aggro on themselves, because they're great at absorbing damage.

Healer - Every good tank is backed up by a good healer. The healer will keep the Tank's HP topped off so he can do his job.

Crowd Control - A specialty of Arcanists, crowd control takes extra enemies out of the fight temporarily with stun or sleep spells. Hitting an enemy who is stunned or asleep can wake him up - be careful!

Main Assist - This is the person who will select the next target for the group to fight if there is more than one mob nearby. Follow the main assist or risk waking up sleeping enemies!

DPS - This role's job is to melt down the enemy's HP while taking care not to pull aggro off of the tank.

Setting Roles



You can issue commands to your group if you see a need to switch targets, hold pulls, or for everyone to stay put in one spot. Don't be afraid to take the lead in tricky areas!

You can also set the roles for each group member using the *Manage Roles* button in the group commands window.

Your group members will fulfill their assigned roles until you make a change to this window. The recommended roles for each group member are set upon them joining your group.

Don't forget to set roles for yourself too, your group will depend on you!





Treasures and Relics

Erenshor has over one thousand different items, weapons, and treasures for you to discover. You'll find new treasures by defeating foes, buying them at the auction house in Port Azure, or completing quests for NPCs.

Weapons and Armor are extremely important to your character's progression - but it's important to share! The SimPlayers you group with will ask for chances at your spoils of war too, and if you share, you'll find it much easier to find groups in the future.

Not to mention: stronger party members make a stronger party!

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A standard metal shield that has seen better days. Duelist Druid Paladin	A standard copper sword. Base DPS: 35 Duelist Paladin																																																										

Managing Equipment

Sometimes, specific equipment will be needed to give you the best shot at overcoming an encounter. Aside from managing your own inventory, you may find that the SimPlayers do a little bit better with your help.

You can help them choose the best equipment by right clicking on them, and then mousing over their item slots to see what they're using. If you find something they may want to replace, you can left click on it to see what else they have in their inventories to use.

If they're really bad off, you may want to consider handing them some of your own trinkets to use.



Tips for Stowaway's Step

- Talk to everyone! Many people on Stowaway's Step have information to share. Pay attention to what they say! Important information is automatically documented in your Journal (J to open)
- Find *SimPlayer* friends! Make a group and explore together. Strength in numbers goes a long way in Erenshor.
- Share the loot! If you get item drops you don't want or need, somebody in your group might benefit from it. Hand the item to them just like an NPC trade. For weapons, rings, and bracers, you can use the dropdown in the trade window to specify a slot for your friend to equip it to.
- Explore! Check out caves, ruins, and seaside pathways. Every corner of Stowaway's Step has mysteries to uncover.
- Don't be afraid to ask for help! The Erenshor community discord is full of people who love to talk about Erenshor!
- The community Wiki is another great source of information if you get stuck.



Welcome to Port Azure!



Port Azure is Erenshor's main hub of commerce, trade, and knowledge. Any adventurer or traveler coming to Erenshor would pass through this city as they set foot on the continent for the first time.

It offers dining, banking, a diverse market square, an auction house, and exposure to many of the main factions of Erenshor.

Players should plan to spend a lot of time in the city. It is a place where you'll meet new adventuring buddies, you'll browse items for sale by other players, and you'll meet with your respective faction leaders for items, spells, quests, and more.

Like many of Erenshor's other settings, Port Azure could be harboring more than meets the eye. Keen adventurers will poke around to see what mysteries they can uncover.



The Auction House

The auction house in Port Azure allows players to list items for sale that other players can purchase. Oftentimes, this is a great way to get a little bit more money than a standard vendor would be willing to pay.

Players will find the auction house to be a great place to get a leg up on their opponents if they save up enough gold to buy more powerful items than they'd be able to obtain naturally.

There's no shame in spending a bit to make your life easier!



A letter...

Dearest Children,

To temper my revulsion is an exercise in willpower far beneath my station. That I endured the wretched throngs of Port Azure, walked among them cloaked in civility, and did not let my disgust curdle into open contempt—this was an act of restraint that should be revered as a triumph of discipline.

And yet, I find no regret in what has come to pass. I am cast out from that wretched den of mediocrity, unwelcome. So be it, it was inevitable. The burdens of greatness are seldom shouldered by the weak, and if I must now act from beyond those walls, then let it be through those whose presence has evaded their scrutinizing gaze.

I have extended my hand to those who matter—the sharpest blades among the guards, the merchants with a predator’s eye, the discerning minds who recognize opportunity where others see mere trinkets. Some of you have answered. The rest can be discarded like the simpletons they are.

Understand this: our claim upon Erenshor is not one of toil and base industry. It is not within the dirt-stained hands of miners or the calloused palms of masons that power resides. True dominion is bound to the echoes of the past—to relics touched by divinity, to sites where the blood of gods has seeped into the marrow of the land itself.

The sanctity of Erenshor is ours to seize. Waste no time in doubt, no effort in hesitation. Act with precision. Act with finality.

Go forth, and make our claim absolute.

*Yours in truth,
Eldoth Molorai*

Notable Characters



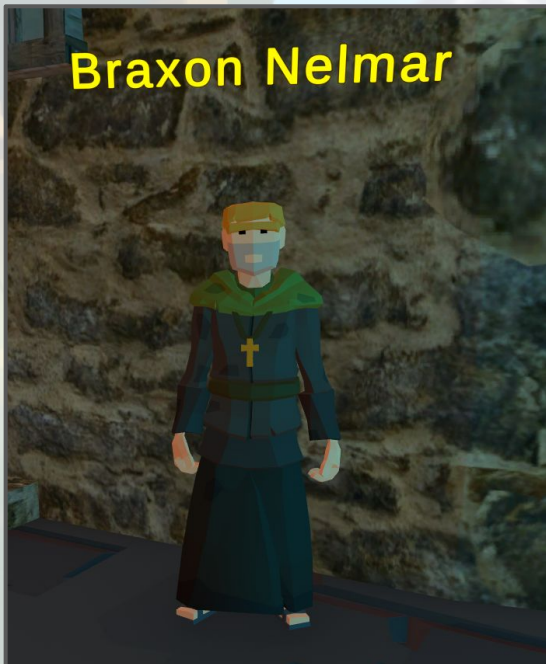
Captain Kilkay is the current authority of the Azure Guard - the military like force that is current protecting Port Azure. He has absolute control over the city and the surrounding areas. It was Captain Kilkay who made the decision to close Erenshor's ports, and to pull the Azure guard back from the outlying civilizations into the city walls. He lovingly named his sword the 'Executioner of Azure' and does not hesitate to allow it to live up to the name when dealing with dissidents.

Leyor M'Chante leads the Paladins of Port Azure. Erenshor has drawn the attention of Paladins across Amarion with evidence that it is the place where Soluna - The Goddess of Sun and Moon - had once set foot on the land. Paladins will arrive on Erenshor and then make a pilgrimage across the land to a place called *Soluna's Landing* to observe the ancient shrines and the crater where she is said to have landed from the heavens. Soluna's landing would be the birthplace of Paladins, and Raval, the First Paladin may have once tread there.



Notable Characters

Cerbantias Flameward oversees the Arcanists on Erenshor. Arcanists, who follow Brax - The God of Elements - seek knowledge and history. The story of Brax is not well documented and research is key to learning more about his teachings and magic. The Arcanists have partnered up with *The Braxon Brotherhood* to whom they provide protection in return for knowledge and interpretation of artifacts.



The Braxon Brotherhood Are a group of monk-like figures who are native to Erenshor and are thought to be the direct descendents of ancient Braxonians. They dedicate their life to research and history, often found at archaeological sites, collecting lost relics and scrolls. The Braxons do not use magic, and any spells they uncover are often purchased by the Arcanists of Port Azure to be learned and studied

Notable Characters

Vera Pricher



Vera Pritcher is the leader of Erenshor's Druids. Unlike other classes, most druids are native to Erenshor. They are a lingering remnant of past times. They share stories of an ancient battle where their leader Fernalla faced off against the Sivakayan hordes, and ultimately perished. As she died, Fernalla ascended to become a Goddess of Nature in what is now known as Fernalla's Revival Plains. Druids embrace life, death, and all natural things. Their affinity for death often causes them to be labeled as undesirable company.

Grayleigh Hawke is the head of the Duelists of Erenshor. Duelists have come to the land in droves once they learned that Vitheo - Lord of Air and Sea - had possibly fought and died on those lands. Vitheo, much like Fernalla, perished in the war against Sivakaya and ascended to become a God soon after. His worldly possessions and remains may be somewhere on Erenshor. Duelists are searching for any piece of Vithean history that they can find, for the one who wields the legendary spear of Vitheo would be a person of song and legend.



Notable Characters



Eldoth Molorai is a shadowy antiques dealer who arrived on Erenshor with a cult-like following. He is rarely seen in public but his agents are everywhere. Eldoth is said to be charismatic, but cold. His motivations on Erenshor are not known, however, his followers are outwardly hostile, and none should be approached without extreme caution. They often take refuge in old ruins and at places of historical significance, claiming the relics within as their own.

Savannah Priel leads a group of brigands along with her sisters. She arrived in Port Azure and headed off to the west. Her whereabouts are not known to authorities, but her thieves, brutes, and highway men can be found around Erenshor causing problems for the locals. Savannah's motives on Erenshor are thought to simply be for self-gain, though, rumors and sightings of her followers taming and controlling great wild beasts on Erenshor have spread, and there is fear that Savannah may be up to something more sinister than initially thought.



Notable Characters



Ripper DeMerth is known as the Traitor to Azure. She and her band of Azure Guards refused orders to abandon the outlying citizens of Erenshor and defected north to a place called 'Ripper's Keep'. Rumor has it they defeated a group of Sivakayans who were holding out in the keep which has struck fear into the Azure Guard due to the belief that Sivakayans are not defeatable in combat due to their dark magical protections. The Council of Port Azure has put a bounty on Ripper's head and has promised riches to any who can fell her.

Agents of the Wisp are a secretive society that exists in the peripheries of Erenshor. They are not hostile to outsiders but they are also unwelcoming to any not within their ranks. From time to time they can be seen traveling across the land, however, it is not widely known where they call home. Their motives are not known but their strong presence on Erenshor indicates that they are up to something. The Wisp is widely thought to be responsible for the Stowaway's Step rituals.



The Deities

For generations, the people of Amarion have believed their origins were shaped by the will of the Gods.

Nomads and explorers have long uncovered fragments of scripture and whispers of ancient tales, but it wasn't until the discovery of Erenshor that these myths gained verifiable proof.

The earliest settlers to Erenshor found evidence of the Gods woven into the very fabric of the land. They not only beheld statues and shrines as old as the world itself but they encountered those who carried knowledge of a divine history—the native Druids and Braxon monks shared tales and collections of history with the settlers. The truth was undeniable.

Countless relics and artifacts, unearthed during the construction of settlements and the founding of Port Azure, further solidified the revelation: the legends were real.

With proof that Erenshor was a land once graced by the hands of creation, a wave of fervor swept across Amarion. Soon, ships bound for Port Azure were filled with settlers eager to walk the sacred ground.

But awe soon gave way to unease. The tales of benevolent deities were slowly overshadowed by something more ominous—rumors of a corrupted Goddess, one who had been awakened by an unknown force. Whispers of her armored hordes lurking just beyond the edge of shadows ripped through the population.

A sense of hope and home gave way to a longing for comfort and safety. The presence of unknown terror lingered on the breeze, and an uncertain future was the only thing that was certain throughout Erenshor.

Vitheo, Lord of Air and Sea

Vitheo's combat prowess is legendary, and he is worshiped by swordsmen, mercenaries, pirates, and many adventurers for his unwavering success in battle.

Little is known about his origins, the only tales of Vitheo are known from scraps of writings and broken recitations of history passed down through generations.

It is widely believed that Vitheo fell due to treachery during the great war against Sivakaya.

There are many statues of Vitheo around Erenshor, almost always holding his fabled spear called "Apotheosis".

It is rumored that his remains may lay somewhere upon Erenshor still, and with it, his priceless spear.



Sivakaya, The Corrupted Goddess

Sivakaya's tale is unclear. It is widely believed that she played a pivotal role in the creation of Amarion alongside Brax, but at some point her power was



taken from which left her broken and corrupted. Her followers who stayed by her side are said to have been taken by a twisted dementia that has left them demonic and bloodthirsty.

Sivakaya is said to have vanished after the great war, leading her followers to the north, beyond the twin soldiers.

Recently, rumors are swirling and sightings of Sivakayans are being reported in the forests and swamps of Erenshor.

As a result of the building fear of Sivakayans, and credible sightings of her soldiers, Port Azure has closed its gates to all in preparation of defense.

Brax, God of Elements

Brax commands unrivaled power. He lords over all Elements and is thought to have single-handedly brought magic to Erenshor.

As an Elder God, Brax's origins are not known nor mentioned in any scripture, however, he is said to have vanished from Erenshor as suddenly as he arrived.

Arcanists follow Brax, studying his history and his writings to unlock new spells and magical abilities.

The Braxon Brotherhood remains on Erenshor, traceable back to the days of the great war, however, their history is incomplete, with many of their documents having been lost or destroyed at the culmination of the fighting.

Followers of Brax have a united purpose of uncovering what ultimately happened to him.



Fernalla, Goddess of Nature



become a goddess was witnessed by many after she fell in battle against the Sivakayan hordes in the great war.

Fernalla is Erenshor's most studied and familiar deity. Her role in the Sivakayan war is documented well by the druids who are native to Erenshor.

Unfortunately, knowledge of her origins was lost during the war.

Fernalla is followed by druids who embrace all things natural. Life, death, disease, and healing are accepted as truth by the Druids of Erenshor.

Due to their affinity for death, followers of Fernalla are often shunned by society.

Fernalla is commonly depicted in an angelic form because her ascension to

Soluna, The Celestial One

Soluna is credited with bringing the Order of Paladins to Erenshor.

She landed at a point in the northern region of the Erenshor peninsula, now called *Soluna's Landing*. It is thought that she came to Erenshor to guide its inhabitants after the disappearance of Brax.

She is said to be as old as the universe itself, so her origins as a Goddess are not known.

Soluna draws power from the Sun, the Moon, and other celestial bodies and is said to leap from star to star throughout the skies.

It is unclear what happened to the First Paladins of Erenshor, or why Soluna left Amarion so quickly after her arrival but if the answers are still on Erenshor, they are likely near *Soluna's Landing*.



A Letter...

Dearest Brothers in Light,

With the aid and protection of the Arcanists of Port Azure, we have successfully cleared a significant portion of the Braxonian Desert near several key points of interest.

The evidence of a vast, long-buried city beneath the sands is undeniable. Given more time, we may yet uncover a means to enter its ancient corridors.

Our discoveries thus far have exceeded all expectations, and so I must implore each of you—let us not falter in our efforts. I urge all who are idle in Port Azure to join us, for to remain behind is to deny us the support we so desperately need.

As long as we can continue to provide incantations and knowledge to the Arcanists, they will continue their interest in our work.

Come to the desert. Assist in this great endeavor. We stand on the precipice of uncovering the true fate of Brax and his people—closer than ever before.

***In Illumination and Honesty,
Braxon Alusaro***



Oddities of Erenshor

Erenshor is a unique place. Its colorful history has left behind strange remnants that are often discussed around fireplaces with drinks in hand, but these strange features have never been truly explained.



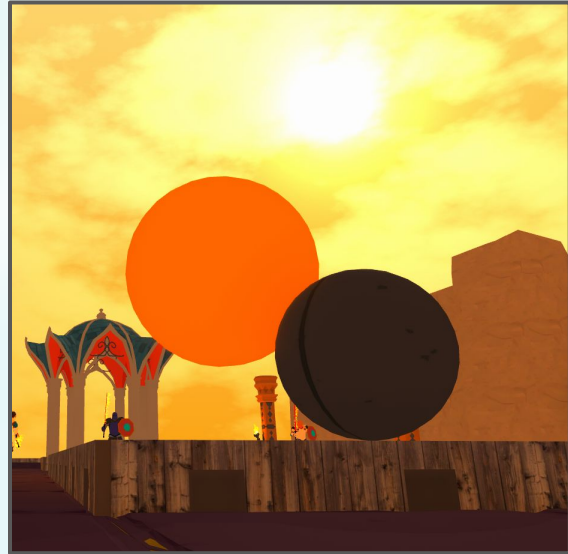
The Blight is a place on Erenshor where a thick red fog lingers in the air. The ground looks as though its been scorched by magic, and the inhabitants are twisted and aggressive. It is not advised to venture far into the blight, for its easy to become disoriented.



The Braxonian Spire is a large obsidian-like obelisk that sits alone in the Braxonian Desert. Thought to be a remnant from the corruption of Sivakaya, it offers no way inside and seems to serve no modern purpose.

Oddities of Erenshor

The Solunarian Shrine is not the only unique thing in *Soluna's landing*, but it is surely the **most** unique thing. Consisting of a Sun and a Moon floating weightlessly on the air, it is guarded by planar beings who have little to say but are steadfast in their mission to protect this holy place.

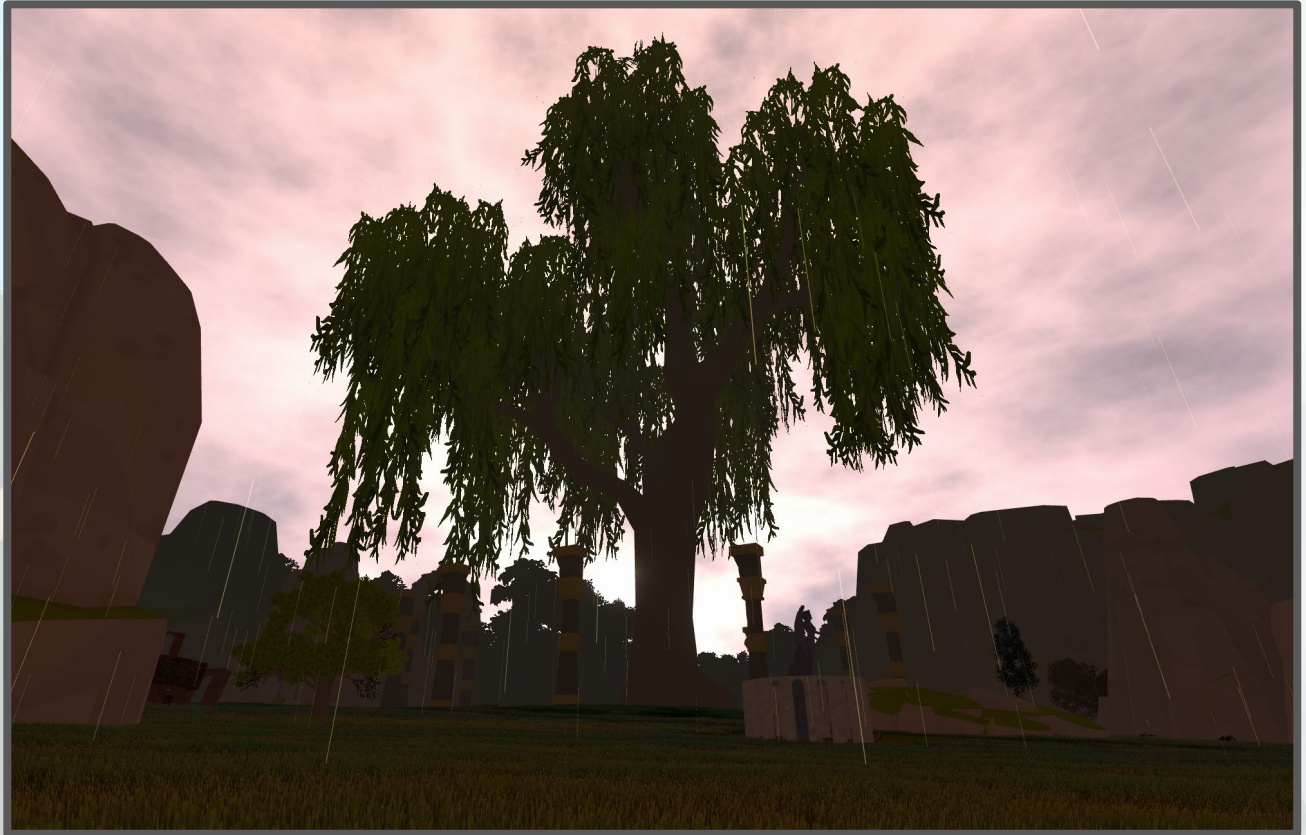


Loomingwood Forest is a foreboding place. Its trees and ground are warped by strange magic. From the depths of the woods strange howls and cries are often heard, and glimpses of invisible demons can be seen darting between the trees.

Ancient Guardians can be found throughout Erenshor. They are always around ruins, and it is not clear what their task is. They are powered by old magic, and offer no signs of intelligence, instead relying on brute strength to overcome adversaries.



Oddities of Erenshor



The Willow Trees

When Fernalla perished, she is said to have ascended to become a God, and she left in her wake a great willow tree. Soon after, when a massive storm came to Erenshor, it spread the seeds of Fernalla's willow across the continent, and wherever one has sprouted, Fernallan Druids will be nearby, standing vigil for their fallen Goddess.

The only Willow that is not overseen by the Druids of Fernalla is the one that grows in the square of Port Azure.

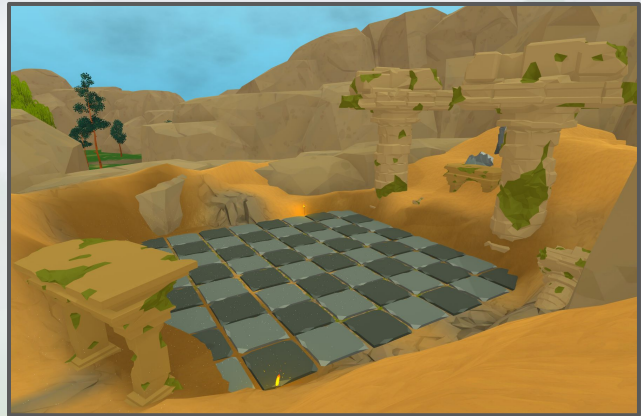
Oddities of Erenshor



Inert Portals can be found throughout Erenshor. They seem to have been disabled long ago. Where they lead, or if they even work, is anyone's guess.

Many adventurers have lit the braziers that stand beside these gates, but their efforts went unnoticed by the ancient stones.

The Braxonian Chessboard was unearthed by Braxon Archaeologists, and when one steps onto the squares they are immediately met with a sense of longing for... something.



On the surface it looks like plain stones, but there is likely more to this place than meets the eye.

There are discoveries all over Erenshor that are waiting to be uncovered. If you work hard and pay attention to lore and dialog, you'll be able to find great things in this place.

Bestiary

Erenshor is home to hundreds of different monsters and beasts. Some of them are well documented, and others are not. Players should be cautious when approaching something new, use the *consider* command to see how they'll fare, and to be certain if what they're approaching is friendly or hostile.



Desert Asp

Deadly snakes that roam the Braxonian Desert amongst the ruins. They possess a deadly venom that will leave all but the most hardy adventurer in need of urgent help.



Skeletons

The citizens of Erenshor are used to seeing undead around. Skeletons are abundant - often remnants of dark magic from The Great War. Some are weak, others are quite powerful. Use caution when approaching them, nearly all are aggressive.



Wolves

Wolves will rarely bother a traveler unless he wanders too close. They're hunted for meat and fur, but not much else.



Ogres

These hulking humanoids are adept at magic and battle. They horde treasures and trinkets, and enjoy honorable deaths - which makes them very aggressive.



Giants

Little is known about Giants other than it's best to stay away. Their blood is said to carry magical properties... but good luck getting it.



Highway Men

Common thieves, typically working for Savannah Priel but are often left to their own devices and looking for an easy victim.



Rottenfoot Swampwalker

Rottenfoot Tribe

The Rottenfoots are goblin-like humanoids who prefer swampy, secluded settings. Very dangerous in large numbers.



Swamp Nettles

Jellyfish-like creatures who float magically above swampwater. They possess a non-venomous sting and are known to be easy to defeat.



Devoratrix

Devoratrix

Man-eating plants, they can uproot and move around at will. The bigger ones are able to release toxic spores if threatened.



Nipper Lashfist

Nippers

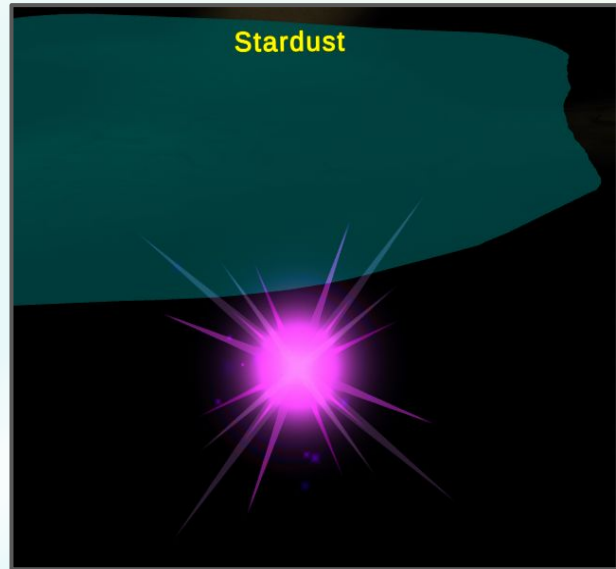
Half Frog, Half Lizard, Nippers like dark and wet places. They're aggressive to intruders.



Pteriaped Chick

Pteriapedes

Also known as “Walking Birds”, they have razor sharp beaks and are extremely protective of their young.



Stardust

Stardust

This docile entity lingers around the crater in *Soluna's Landing*. It is seemingly immune to any damage, shrugging off any attempts to hurt it.



Stoneman

Stonemen

These men were cursed long ago with an affliction that turns their skin to stone and their minds to rage.



Rock Sprite

Rock Sprites

Likely afflicted by the same curse as the Stonemen, Rock Sprites wander aimlessly and attack without restraint.

Your story awaits.

He knew a secret door had to be nearby. The whisper of wind through an unseen gap in the stone, the roguish chill that grazed his cheek when he stepped just right—these were more than coincidences.

His fingers traced the uneven bricks, searching for a loose stone, a hidden latch—anything. But what he found was something else entirely. His hand plunged into a brick as if it weren't there. Then his arm. His shoulder. Before he could question it, he stepped forward—and passed through.

On the other side, a staircase spiraled downward into a torchlit hall. Someone had been here before. Someone—or something—still was.

The air reeked of decay, thick with the echoes of distant dripping. He pressed on, each footstep swallowed by the oppressive dark.

Then, a flickering glow emerged ahead, barely piercing the black. He crept forward, hand steady on his hilt, shield raised.

Then something moved.

A groan. A slow, deliberate breath. The weighty thud of a foot on stone. A tail scraped against the floor, coiling in the shadows. And then, it turned.

A maw of jagged teeth split the darkness, its breath thick with rot.

She was here. The tales were true.

Behind her, atop a mound of ancient bones, lay the sword he sought.

He exhaled, steadying himself. Steel rang as he drew his weapon. Magic crackled at his fingertips.

The time for battle had come.



