

In the second game Aeloras defeats the Void Aes with the help of the Balance Aes substance he finds in the jungle and gains the ability to mark Aeses with special attributes after they have been turned to their human form and the Void Aes has been turned into a Balance Aes. The rest of the Aeses in Aezla return to their human form and have a special connection to the Balance Aes. The goal of the game is for humans to expand beyond Aezla (to New Zealand most probably) and defeat all the Void Aeses, turning Void Aeses to Balance Aeses.

The game takes place in mainland New Zealand (as the people start searching the areas above Little Barrier Island which was saved by Aeloras in the first game and the Aes returned to their true form – humans, animals or plants). There will be nine provinces (Sahra, Zaerth, Uros, Voidia, Zaedia, Forlorn, Maron, Ishram and Perova) which will be based on different cultures of the real world.