

LEGENDS OF ETERNALIA

THE ESSENCE REAPER RITUAL



1. QUICK START

1.1. CONTROLS

After you create your character, once you start playing the first levels, the controls are;

- In first person mode camera; WASD to move character, mouse to orbit around.
- In RTS camera, go to the borders of the screen to move camera towards different directions. Hold scroll button to spin around camera.
- SPACE – Pause the game. Use it often in battle to issue orders to your different companions.
- ESC – it pauses the game and brings you the general window where you may check your inventory, character stats, local map, world map, books, quest items, war assets and options. See below screen capture.
- Mouse Left Button – Interact with NPC to talk, point at enemy to attack. Click on special abilities or spells to activate them.
- TAB – Highlights most interactable objects. In RTS camera, it shows color circles of characters; green for playable characters, blue for NPC, and red for enemies.



In OPTIONS is where you may save game and load other saved games.

In the submenu QUESTS, you may see which ones are active and completed, with some relevant information. Click on TRACK to toggle the name of the quest on / off on the main screen during the game.



LEVEL UP

When your main character attain enough XP (experience points), you may level up all characters. Basically they will have extra point to spend on battle skills, and in the case of thieves (Fred and Preyton), there will be also thieves point to increase their abilities to open locks, deactivate traps, etc.

2. BACKGROUND

2.1. ETERNALIA

Eternalia is the known world, the word Eternalia may be used to described the entire world or to refer to the continent where all known nations are. No other nation has been found outside the continent, and the surrounding seas have not been explored much. All explorers either have been pulled back to land by sea monsters and deadly storms or they have never been seen again.

Essencer Reaper Ritual take place in the Western nations. In the South, there is the Imperium, a country based on imperialist and conquering ideals where slavery is permitted and encouraged. In the middle, **the Merchant Cities**, a wealthy nation where the 5 richest merchants of the 5 richest major cities rules in a Council. **In The North**, nordic clans of men, dwarves and orcs lives and fight each other. It is said the legendary white elves live in The North in a conciliated underground city.

Frozeland is a enormous island in The North, populated by ferocious sea nordic men. In ancient times they were pirates and raiders of the coast, now the Merchant Cities spend quite a good amounts of resources to help them, so they stay as fishermen.



Dwarves remains mainly on their two Western underground city-fortresses. The bigger and mightiest is **Kharak**, in the most septentrional area of Serpent Mountains which separates the North from the Merchant Cities.

High Elves dwell mainly in the Eastern side of Serpent Mountains and they seldom travel this part of the world. However, there is an ancient settlement of **Forest Elves** at the heart of **Vivace Forest**, the oldest -and most dangerous- forest in West Eternalia.

Gnomes live in symbiosis with dwarves. Dwarves are strong and protect the gnomes, while the little gnomes are skilled as inventors, mine designers and engineers. For centuries, no gnome has ever betrayed a dwarf.

Felines inhabit ValleyLake in West Eternalia, in the outskirts of Vivace Forest. They have a silver mine as source of their wealth and they hunt and recollect fruits in the forest. They were expelled from the Felines Clans in the East, three centuries ago, thus they are outcast to other felines.

Mages gather around the **Guild of Mages**, an association which spreads all over Eternalia. Only a tiny fraction of the population is magically active, and thus they may become mages.

Gods are another source of magical powers, at least for some of their followers. More about that later.

There are two major underground organizations in West Eternalia, rivalizing each other and fighting often.

- **The Night Knives Brotherhood (Knives)**, mainly assassins, drug dealers and thieves renowned by their evil methods. Knives operate mainly in the Imperium and it is said the workshop Forbidden Gods.
- **The Bright Nights Brotherhood** operates mainly in both the Merchant Cities and The North, and while they are thieves and smugglers, they seldom kill anyone, instead, they use a magical potion called Mindwiper to erase completely their memories rendering them unrecoverable by any magical meaning, although sometimes it cause major brain damage to the subject.

2.2. HISTORY

Much information and historical knowledge was lost during the Entropic Wars, a series of catastrophic events caused by gods fighting and destroying each other, in times when gods were allowed to walk and take direct actions in the mundane planes. During that time, the very made of the mundane plane was distorted and surges of Entropy waves were originated in many places, allowing entropic demons not only to enter the mundane plane but to remain on it. Several gods and minor deities were destroyed during those times, and more than half of the population of Eternalia perished.

It is thought that the Seven Houses of Men were established many centuries prior the Entropic Wars. From those great clans of men, human civilization emerged in the West, and not all those Seven survived the Entropic Wars. Among the survivors great houses of men, Lionheart House, is the most renowned; for generations Lionheart lords have been great leaders among paladins.

Some legends tell of ancient times were the fearsome White Elves, Dark Elves, Lemurians and Atlantians fought each other, and they were considered god-alike or even gods, for all their mighty.

We are in the year 607 AEW (After the Entropic Wars). The Imperium had conquered in the last century the mighty Iterian empire in the sands on the South. Later, it was the turn of the Kingdom of Borian, its capital renamed to Emerita Publia. Now, the Imperium forces are gathering at the frontier with the Merchant Cities. War is imminent.

2.3 THE GODS.

There are different cults in Eternalia, the three more importants; Sidhe Pantheon, Olympian Pantheon, and the Forbidden Gods. Other minors cults and sects worships Elementals and Entropic Demons.

THE SIDDHE PANTHEON

This pantheon of gods is worshipped in the Merchant Cities and The North. The major gods are;

LUGUS. God of Merchant and Politics. In the Merchant Cities, where the economy is ruled by merchant families moving around all Eternalia, the Temples of Lugs act as lawyers, provides with businesses advices and incentivize economy. Lugs is also a kind god who dictates riches must be spread and keep a healthy middle class to sustain a healthy nation. Rumored he is a left party guy disguised as a capitalist.

MORRIGU. The almighty goddess of War, Peace and Strategy, she has no rival in the battlefield. Represented as nordic imposing maiden of great beauty and a winged helmet, or with the head of a magpie. Morrigan clerics train all their lives in the way of the warrior and are clad in the finest breastplates and chainmails. Morrigu's first captain is Fenris, the ferocious Nordic wolf-god. Rumored Morrigu could break your heart either with her beauty or her terrific presence, and you may not notice the difference.

DRUANTIA. Goddess of Druids, Plants, Agriculture and Wild Nature. She is assisted by the maiden **Flidalis**, minor goddess of the forest who master the bow and the two blades combat style called deathdancing. Deathdancers often are granted for short periods in combat with enhanced speed and reflex. Rumored Druanti likes bonsais overall.

FORSETI. God of Justice and Paladins. The Order of the Swords of Forseti gathers all paladins in the Merchant Cities and The North. Rumored he likes playing with swords.

MELCHIOR. God of knowledge, inventions and engineers, he is beloved by many dwarves and gnomes. Sometimes represented as a mature gnome with glasses, gadgets and technomagical items, over a golem made of metal and Atlantians runes, the Runes of Creation. Rumored he is just a bookworn with the power of a good.

LLYR. God of the Sea, Oceans. Sailors had great love for him for he could protect them from the adversities of the Sea, as well as of Llyr's wife, Syrenia, a minor goddess of bad temper. Rumored

he travels too much to escape Syrenia's bad moods.

BRIGITE. Goddess of beauty, marriage, and maiden. Rumored she considers herself as the most beautiful being in the universe.

THE OLYMPIAN PANTHEON

CISONIOUS - God of Merchants, slavery, and gold. It is the most popular god in the Imperium. Rumored to be a wicked mind who manipulates his fellow gods, and he seemed to be the origin of slavery in the Imperium.

ARES – God of War. Rumored he is a brute with no brains.

BACO – God of Wine, Parties and in general anything that may bring pleasure. Rumored some gods don't like his way of living.

AFRODITE – Goddess of Love and Beauty. Some wild witches worship her to attain powers to cast powerful charms. Rumored to play to be in good terms with Brigitte but they hate each other, intensely.

CERES – Goddess of Earth, Agriculture and Nature. Rumored to be good friend of Druantia.

EPICTAEUS. Lord of the Sea, represented with a trident. Rumored to be in bad terms with Llyr, and flirting with Syrenia whenever possible.

QUIRON. God of Knowledge. Represented as a Centaur. Rumored to be a good friend of Baco and Selene. Rumored the trio have godly parties as no other.

GODS COMMON TO BOTH THE SIDDHE PANTHEON AND THE OLYMPIAN PANTHEON

NEMESIS. God of Dead and Life, and Lord of the Everlasting Kingdoms (the Afterlife). Two powerful minor deities serve Nemesis; Vitae and Mortis. Rumored Nemesis is the god with less sense of humor.

HECATE. Goddess of Magic. Some erudits think that Hecate is a deity conceived in the union of a powerful god and a Lord of Entropy, the equivalent to gods among Entropic demons. Rumored that Hecate doesn't need the faith of mortals to provide her with powers, and she is linked to the network of magic running through the Fabric of Reality.

SELENE. Twin sister of Hecate. Selene is the Goddess of Night, worshipped by beggars, thieves, lycanthropes. Before the Entropic Wars she was considered part of the Forbidden Gods, however, she betrayed them in favor of the Siddhe and Olympic gods. Rumored she is far more powerful than she seems.

FORBIDDEN GODS (EVIL GODS)

ARAWN – Rumored he survived the Entropic Wars and has an Underworld Plane for his faithful servants in the afterlife. God of the underground kingdom of the dead, revenge, terror and war. Not a good company to hang around.

Hir yw'r dydd a hir yw'r nos, a hir yw aros Arawn

"Long is the day and long is the night, and long is the waiting of Arawn".

NOX – Lord of Night and Dreams (as nightmares). Rumored his favorite hobby is to terrorize and torture people in dreams or in the afterlife. Not a good company to hang around either.

CAIRMAINN

Evil Magic Goddess. Supposedly destroyed during the Entropic Wars. It is possible one of her thee daughters (Dub) had survived. Rumored Cairmainn was destroyed by Hecate with the help of her twin sister Selene during the Entropic Wars. Most magicians with common sense used to avoid Carmain.

DUB - Dub was the godness of deception and ilusions. Rumored to equal Selene in subterfuge abilities. Rumored to enjoy very much human sacrifices. Also a deity to avoid.

VELES

God of elemental earth, volcanos, earthquakers, Veles teaches his servants how to enslave Earth Elementals and kill Air Elementals. Veles is workshipped by Goblins. Rumored to be a will set only on destruction. Not a good company to hang around, even when Veles is in a good mood.

MAEVE. Also called The Warrior Queen. She was destroyed during the Entropic Wars by the hand of Morrighu in singular combat. And for the best, she was the most fearsome, cruel and pycopath of all evil gods. Rumored that everyone who hanged around Queen Maeve learnt she was not a good company to hand around... right before they died.

3. PLAYABLE CHARACTERS

3.1 MAIN CHARACTER

Either Female or Male. You choose. And you choose how this character behaves and the path that follows. One important part of the videogame is that your actions will forge that path and the world around you. Choose to be good alignment and you will have certain playable characters to join you during the game, e.g, a benign Mad Cleric or a good paladin if you follow a benign path, or an evil cleric and dark paladin if you choose the evil path.



3.2 THE GOOD GUYS

FREDERICK BRISKFINGERS (FRED)

Fred is a cheeky gnome with some kleptomaniac mental issues. Gnomes are renowned by their quick minds and agility, and Fred surpasses the majority of his kindred at both, plus he loves to tell stories, often exaggerating them or adding details from his own perspective.

When Fred is caught doing something that he is not supposed to do (e.g. stealing) he always invents all sort of absurd excuses (e.g. Your purse was about to drop from your pocket, I was merely trying to help ...) over-acting and adopting an innocent pose.



Fred's father, old Frod, is a mad genius, he was expelled from the dwarven citadel-fortress of Kharak after he blew up a entire tunnel when searching for different ways to improve gunpowder powered weapons. That ended with the lives of few gnomes and dwarves. The only reason as to why Frod was not condemned to die was due to the fact that he had been a war hero in the explorer regiment of gnomes during the the War of the Blood Caves in between dwarves and many goblins tribes. Frod is trying to build a new revolutionary weapon with the hope to give it to the dwarves and gain the right to come back to the dwarf society. Recently he finished it, a new harquebus which works with bullets and the powder is already inside. It was much more powerful and accurate than the traditional dwarf harquebus, its reach is longer and its loading times is greatly diminished. Fred is testing it.

Sayings: "It wasn't me!"

Race: Gnome

Profession: Thief

Alignment: Entropy Benign.

Special:

- Lady Biter, a new invention created by Fred's father that brings bullets with powder gun inside to Eternalia, far superior to the dwarf harquebus.
- Fred has a golden tongue and may get you out of difficult situations or gain for you special dialogue options.

AURELIUS THE ERUDITE

Aurelius was born in the mighty Imperium. He showed a great interested for both books and knowledge since he was very young and coincidentally he is an innate mage. Thus he entered the Guild of Mages when he was very young. Due to his skills and wisdom, he was appointed as councilor of the Imperator, but he didn't have the slightest idea about politics and by the time he discovered how deadly those could be in the Imperium, he left and moved to The Merchant Cities, where he got a well paid position to be the teacher at the wealthy village of The Cross as well as your guardian. Aurelius is a wise man who tries solving problems without involving violence.

Saying; "I am too old for this".

Race: Human

Profession: Mage

Alignment: Legal Benign.

Special:

- Erudite. Aurelius knowledge of history, old civilizations, magic and languages may open certain dialogue options and quests.



DYLAN

Your older brother, of a good nature and calm temper, Dylan always try to protect you and stand by you.

Race: Human

Profession: Warrior

Alignment: Legal Benign



KIRA

Kira is a feline of the Blue Eye Clan, daughter of Takari the Chief of the clan, and Kitara, the Shaman of the Clan who venerates Druantia, goddess of nature and agriculture.

The feline Blue Eye Clan exiled the Feline Kingdoms in the Far East three centuries ago due to a disagreement with the Shogunate, the feline clan which rules over all the Feline Kingdoms. The Merchant Cities granted to the feline Blue Eye Clan a region of Vivace Forest. It was most fortunate that the felines discovered a rich silver ore body, as it has been a good source of their incomes along trading with skin animals they hunt to feed themselves.



Kira is a brave young women of kind heart. However, she is still a feline with a wild side, so her felines instincts might still rule her behavior at times. Kira is skilled with the bow and an excellent huntress.

Saying: Oh, by the Mother!

Race: Feline

Profession: Archer

Alignment: Neutral legal, Benign.

Special:

- Western Feline diplomacy bonuses. Kira is the daughter of both the chief of the clan Takari, and the shaman Kitara, spiritual leader of the clan.

OLEG OREFINDER, THE MAD CLERIC

Oleg is First Cleric of the Order of Morrigu, goddess of War, Peace and Strategy. The Mad Cleric has a reputation within the Order of Morrigu of being among the bravest clerics, but also among the most fanatical; his faith for Morrigu is total and he is not afraid of dying in the service of his deity.



Oleg came from a family of renowned miners, but he never wanted to become a miner and dreamed to be a warrior. He thinks Morrigu speaks to him in dreams, and before he even reached his adulthood he joined Morrigu's ranks in the Temple of Kharak. He grew larger, some people said blessed by Morrigu, and thus Oleg stands among the strongest and bigger dwarves in Eternalia. In combat, Oleg chants all sort of mad prayers with fanatical faith and fearless aptitude, which has gained him the nickname Mad Cleric.

Saying: For Morrigu!

Feel Morrigu's wrath through my hammer!

Race: Dwarf (Kharak Citadel – Fortress)

Profession: Cleric of Morrigu

Alignment: Legal Benign.

Special:

- Oleg claims to be able to know Morrigu's will and communicate with her, mostly in

dreams.

- The dwarf is bigger and stronger than the majority of his kin, he has a strength value of 20, which grants him a damage bonus of 5! Morrigan clerics armours are made in the same way as the elite dwarf units called The Legion. Oleg is truly a tank with devastating attacks.

ROSE

Rose is the daughter of the Green Knight, a Fairy Lord, and a mortal woman, Deirdre. As such, she has the looks of a fairy, but not all their common gifts, so she does not count with the power to travel to the Beyond at will, the dimension where Fairy lands and kingdoms lay.

When Rose was born, Deirdre exiled into the forest because Rose was different with her fairy wings, and she was afraid that her daughter could be mistreated due to her unusual looks. Consequently, Rose had had very little contact with other people during her life so far.



Pierce Magic: Rose fairy blood made of her a gifted mentalist, with powers to manipulate most creatures' minds and feelings. Her Stun innate spell might affect even lesser undead (e.g. zombies and skeletons), a deed most of mages are not capable to accomplish, as undead don't have a true mind. Rose's mind powers might interfere even the necromantic energies pulling the lesser undead for a short time, effectively stunning them.

As Rose gains experience, she also attains bonus to bypass mind resistances and spells of her enemies with most of her spells and her abilities.

Saying: That is scary!

Race: Half Fairy

Profession: Mentalist

Alignment: Neutral legal, Benign.

Special:

- Magical resistance,
- Entropy resistance.
- Innate mentalist abilities.

WEIRUM

A Fenrian of the Silver Skin Clan. Fenrians are the mortal progeny of the wolf god Fenris, a minor deity at the service of Morrigu.



As most of Fenrians, Weirum follows a path similar to the benevolent knights and paladins; honor, strength and perseverance. Fenrians hunt down any form of evil and Entropy in the North. They still have their animals' instincts, so they are reckless and sometimes merciless in combat.

Fenrians has the unusual innate ability to regenerate wounds fast, even during combat, and they can learn different languages.

Saying: For Fenris!

Race: Fenrian

Profession: Warrior

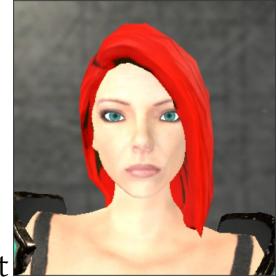
Alignment: Neutral legal, Benign.

Special:

- Regeneration, even in combat. 1 point every 10 seconds. At level 10, regeneration improves to 1 point every 8 seconds.

ENORA LIONHEART

Enora is the heir to Lionheart House, one of the legendary Seven Houses of Men. Lord Lionheart got three daughters, and many people mocked at the fact he didn't manage to have a male as heir. Lord Lionheart, far from falling into the obsession of continuing seeking a male, he decided to name Enora heir to Lionheart House, at the same time he started training her in the ways of the warrior and paladin.



Enora has always felt the heavy responsibility of being the heir of one of most noble houses, and that burden is heavier since she is a woman; traditionally it is the oldest son or nephew who takes over the lordship of the noble houses. Though there is no law against naming a female heir to the House, it is still unheard of.

Enora might be a stubborn and close woman at times, still she has a heart which is both kind and brave.

Saying: Forseti guide my sword!

My Heart Is My honor, My Honor Is My Life.

Race: Human

Profession: Paladin

Alignment: Legal Benign.

Special:

- As rightful heir of the Lionheart House, Enora is the only one who can wear the Emerald Armour.
- Heir to Lionheart House; bonuses when interacting with nobility.

3.3 THE NOT TOO GOOD GUYS (EVIL ALIGNMENT PATH)

PREYTON

Preyton used to bully other kids in The Cross until you almost end his life using the essence reaping ability of Dalila on him. Since that day on, he serves you devotedly and blindly if you choose an evil alignment, otherwise Preyton becomes a Nemesian priest of good nature who spend most of his time healing and helping people. Yes, you do change the world of Eternalia with your actions.



In the player evil path, Preyton entered the Night Knives Brotherhood, a dark clandestine organization of assassins and smugglers, and he often leaves on travels to other parts of the Merchant Cities and the Imperium to work for his brotherhood.

Saying: Yes Boss!

Race: Human

Profession: Assassin

Alignment: Neutral legal, Evil.

Special:

- Contacts with the Night Knives Brotherhood.
- The Boomerang Knife, a magical weapon.

ASHAK

Ashak was born in the orcs tribes of the Far South, west to the Great Jungle, but she and her family were enslaved by one of the numerous raid the Imperium do to attain more slaves, when Ashak was still a child. Both her father and brother died in the Arena for the amusement of the Imperialists. Her mother and Ashak were treated as toys for a while, but their rebellious characters put them soon into the mines.



Ashak saw how her mother died when a tunnel was collapsing. Her years in the hard conditions of the mines made that Ashak steadily grew his hatred against the world and made her prey the dark gods.

Ashak is one of the odds humanoids with the innate ability to contact with the gods, and her dark thoughts brought the attention of no other than Arawn, one of the evil god, forbidden in Eternalia. Thus, the Arawn started haunting Ashak's dreams, showing her the power he could grant her if she followed her faithfully.

Ashak forged the bond with the dark god Arawn, she followed madly since that time on, and in exchange, Arawn grants her with powers and showed her the way of the warrior. She became a cleric of Arawn, and all she learnt helped her to escape the mines slaughtering many of her captors, then she escaped towards the Merchant Cities.

Ashak worships Arawn with the most devoted faith, for it was her Lord who helped her to escape from the tortures of the mines.

Saying: Arawn! Punish my enemies!

Race: Half Orc

Profession: Cleric of Arawn

Alignment: Neutral legal, Evil

Special:

Ashak claims to be able to know Arawn's will and communicate with him, mostly in dreams.

GRUGK

Small and slim even for goblins standards, Grugk should have ended as a slave, or tortured or eaten by one of his kindred,... or all that in whatever sequence. Yet the weak goblin survived as he is a magically active goblin, and shamans are scarce enough, thus any gifted goblin with magical aptitudes tend to be kept close to the warchief of the tribe.

Grugk is an extremely fast learner with a brilliant mind and a willpower forged in steel, that makes of him a powerful shaman.



Grugk despises the goblin society and its cruel ways, where the weak ones are slaved, tortured or eaten, following a different order. Grugk enjoyed being around the few humans who goblins take during their raids for amusement, work as skilled artisans / blacksmith, or as cattle. He helped to escape humans from time to time from the deep roots of the Serpent Mountains where goblins lairs lay.

During a war against a far bigger goblin tribe, his tribe was decimated and hunted down by the rival band. Grugk and few others were pushed hard and they ended up fleeing up to the surface towards the Merchant Cities.

Saying: I follow my warboss to the end

Race: Goblin

Profession: Shaman

Alignment: Truly neutral (Grugk may join main character following a benign path)

Special:

- Grugk is a goblin! .
- Magical stick wards. Grugk place them at night surrounding camp area making a large perimeter. Any enemy crossing onto it will wake up Grugk immediately, thus preventing ambushes at night.

LYCAON

A sluagh, an evil demon possessing a large alpha wolf.



Lycan saw how an alpha wolf entered the old Lemurian ruins in the forest in the North, where dreadful rituals in the honor of the Lords of Entropy had been performed centuries ago. The fabric of reality was quite damaged in some areas of those underground ruins, thus, Lycan could jump into the wolf in the mortal dimension using the distortion on the fabric of reality.

The two minds collided but an inferior specie mind had nothing to do against an intelligent evil demon, thus Lycaon took possession of the wolf.

Evil and savage, Lycaon rejoices upon human fresh and blood. His demoniac spirit allows the wolf to regenerate wounds fast, and he doesn't ever need rest.

Saying: I can smell your warn blood!

I shall hunt you to hell

Race: Sluagh (wolf)

Profession: Warrior

Alignment: Neutral legal, Evil

Special:

- Regeneration, even when in combat. 1 point every 10 seconds. At level 10, regeneration improves to 1 point every 8 seconds.

LILITH

A succubus demon, she was summoned initially by an evil magician to enslaved her. Lilith used her magical knowledge to break the magical bounds with him, and she used the magician blood in a ritual to bind her to the world of Eternalia for few years, killing the magician.



Lilith is a mentalist magician, a master of illusions, only paladins and certain people with a true sight might see her on her true form.

Saying: Oh Dear!

Let us have some amusement

Race: Succubus (Evil Demon)

Profession: Mentalist

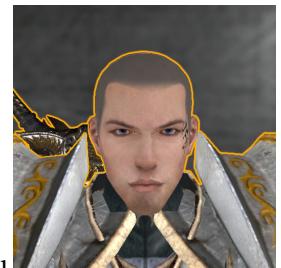
Alignment: Neutral legal, Evil

Special:

- Knowledge of evil demons.

ECUMIUS CORNICULA

A dark paladin at the service of the evil god Arawn. He is from the wealthiest family in The Imperium, the Cornicula Family, one of the Seven Ancient Houses of Men.



The Cornicula family have strong connections with the leaders of the Night Knives, a secret brotherhood of assassins, smugglers and thieves, mainly operating in The Imperium. Ecumius is involved in slavery businesses. Either through raids close the Great Jungle for orc slaves, or kidnapping beggars and others from The Merchant Cities as well as in The North.

Clad in a magnificent armor, in battle he uses smooth movements to economize efforts.

Saying: I am a Cornicula!

Race: Human (Imperium)

Profession: Dark Paladin

Alignment: Evil Legal.

Special:

- The Cornicula armor.
- Nobility connections.
- Connections with the Night Knives Brotherhood.

4. OTHER GUYS

DALILA

Your semi-sentient weapon. It was with you when you and your brother Dylan were abandoned in a Morrigan Temple. There is a mental connection in between you and Dalila, although she is a semi-sentient creature of limited intelligence, she understand when you are in danger and basic emotions and orders.

Saying: ??**Race:** ??**Profession:** ??**Alignment:** ??**Special:**

- Dalila will always teleport back to you not matter the distance or dimension.
- Dalila may drain of energies any creature, even undead, which according to necromantic theories, that is impossible as undead lack of life to drain.



[QUOTE from the book The Essence Reaper Ritual

Aurelius the Erudite; “In theory, necromancy doesn’t work on undead, and Dalila can drain even the undead of their essences.”

Fred the Gnome nodded. “Yes, Dalila doesn’t know or care about necromantic theories. She just leaves Herald’s enemies dry of blood, of life, of undead life and of anything else she might feed upon.“]

PET COMPANION**RAB (RABBIT)**

Rab is a clever rabbit which you capture when helping a certain farmer with a rodent problem. This rabbit seems to be far clever than any other rodent you have ever heard of before.

Rab might be useful at certain times, for example when a small creature is needed to stick through small cavities. However, your pet will flee into your backpack as the sightliest sign of troubles or in combat.

There is one mini-quest / mini-game where you may make good use of Rab to attain a magical item. It is planned to have more of those mini-quests if the videogame is very successful and backers like the idea.



4. REGIMENTS FOR THE REAL TIME STRATEGY GAME (RTS)

The videogame is a RPG / Graphical Adventure, however it counts with the potential to host mini-RTS games. Although there is much margin for improvement, there are already two levels / RTS games in the Essence Reaper Ritual. During your quests and travels you will gain regiments to fight for your cause.

BLACKGUARDS

The Blackguards are the personal guard of the Executors in the Merchant Cities. Only one Executor might be appointed by each of the five Merchant Cities. Executors act as guard, judge and executor, and they are only elected in dire times; at war, when a great evil rises or in times of Entropic demons. Often chosen among the Paladins of the Sword of Forseti, they seek out evil, Entropy and spies. Fear by everyone, their word is law, not bound to any court.



To protect and to help Executors on their tasks, they're given a regiment of Blackguards, the best regular soldiers in the army are equipped with the finest armours and weapons.

The Executor and his blackguards are enemies not to be taken lightly.

NEMESIAN PRIESTS

A group of priestS from the Temple of Nemesis,
God of the circle of Life and Death.

Priest are not weak in melee combat and they can't withstand much damage. However, they can invoke magical energies directly from their patron god to heal allies or damage enemies.

SKILLS:

- Heal. Priests use the power of their patron god to send magical healing energies towards a regiment unit, increasing Heal by 30 points + 1D10 / level of the priest.



THE GREMLIMS

A regiment of gnomes scouts who call themselves Gremlims. They were formed originally by a bunch of misfits, disciplinary hardcases and lunatics, ...even for gnomes standards. They love drinking and having fun in taverns.

Physically weak for melee combat, Gremlims are excellent snipers and they exceed in the art of stealth even to other gnome regiments.

Platerick Briskfingers -Plat- is the captain of this regiment, he is considered by some as a brilliant captain, able to spot any opportunity to strike at enemies at the right moment with unconventional tactics. Plat is also considered by others as a demented leader followed by a bunch of lunatics. Plat is a distant cousin of Fred (Frederick Briskfingers).



SKILLS:

- HIDE. The unit mimics with the surrounding and reduce noise to minimum levels so they become almost invinsible. **- No implement yet in game. Idea being considered.**
- BACKSTAB. Gremlims call this attack as The Glorious Highly Skilled And Stealthy Attack. Gremlims move unseen towards the enemy regiment or enemy leader and they suddenly appear from nowhere backstabbing the enemy, striking at the weakest points, causing great damage and confusion, resulting on a moral dice roll. Undead are not affected by this moral dice roll, but their sentient leaders may, e.g. vampires and necromancers. **- No implement yet in game. Idea being considered.**

GRUMBARK`S MERCENARY ORCS

Hired axes to do the dirty job. Grumbark and his orcs come from the hard North. In Eternalia, Orcs are not an evil race, although brute might be seen from outside, they do trade with other nordic clans as well as fellow orc tribes.

