



# BOOK OF SKULLS

Slayers of Eruogoth

EXPANDED LORE

# EXPANDED LORE OF ERAGOTH

Our adventure takes place on Eragoth, one of three large continents on the planet Aelith.

As per the timeline observed by the Scrollkeepers, the historians of Eragoth, the events of Slayers of Eragoth take place in the Fifth Age, known as the Age of Darkness.

What is commonly considered the First Age commenced when the El'nor people rose from Moroth. Although history stretches before then, records of this time were all but destroyed during the War of Five Fires.

Moroth was believed to be a vast network of tunnels & caverns that made a metropolis residing under Eragoth, a land beneath the land.

It is unknown as to why the El'nor resided in Moroth and for how long they had existed there. Some Scrollkeepers theorise that a calamity took place forcing them to flee the land and take refuge underground.

The planet Aelith is part of the solar system of Etheo. Although travel beyond the bounds of Aelith is not deemed possible for its residents, Scrollkeepers and magical beings have been able to see into the stars.

The following comprises of accounts, legends and sketches authored and collected by Eragoth's Scrollkeepers of the Fifth Order.

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*Gorgonoth - the bane of Havenwatch*

# THE BOOK OF SKULLS UNIVERSE - SOLAR SYSTEM OF ETHEO

## FORO

Etheo's Sun is named after an ancient Valrriath leader.

### LUCAN - DISTANCE FROM FORO- 50M MILES

Its surface is scorched by Foro's solar flares. A hostile world filled with souls and monsters that have been discarded from the Blackened Kingdom.

### AELITH -DISTANCE FROM FORO - 152M MILES

Orbited by the moons, Jia, Tontus and Aie; all three are named after ancient Valrriath, the ancestors of the Othendrel people.

A medium-sized planet largely covered by a great ocean called the Eversea, however, crossing the Eversea is extremely dangerous and, on most days, impossible due to its perilous weather or the leviathans that stir beneath the waves. Due to these conditions, there are few who have travelled between the continents.

Most of its landmass is accounted for by three large continents of which it is believed that *Eragoth* is its largest, although this cannot be confirmed.

Bioluminescence is prominent across its landmasses, most notably in its forests; this is caused by an as-of-yet undiscovered element. The effects of this element are released deep below the surface and fed upwards through soil, roots, springs and so on; the light is of stark contrast to the darkness that Eragoth is currently under.

Aelith's atmosphere has high levels of oxygen that aid the growth of the large creatures and beings that reside across these lands.

### OTHAE - DISTANCE FROM FORO - 1.1B MILES

Has two huge rings, one vertical and one horizontal, the rings are believed to be debris from the body of Othae, leaving colossal scars behind.

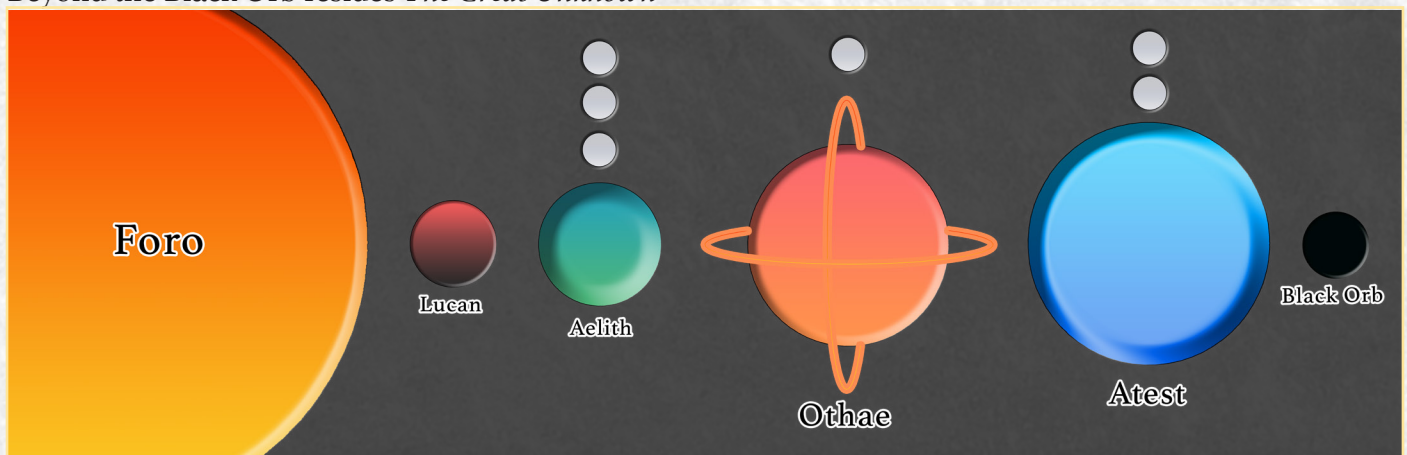
### ATEST - DISTANCE FROM FORO - 1.5B MILES

Capped with ice plates at its poles, Atest is the colossus of the solar system. Due to its immense size and blue marble colour, it can be seen from Aelith with the use of low level magic. It is theorised that its brilliant colour is due to its entire surface being covered by an ocean that runs thousands of miles deep and that gargantuan oceanic beasts, far bigger than anything found on Aelith, claim this ocean planet.

### BLACK ORB - DISTANCE FROM FORO - 2.9B MILES

Known only as the Black Orb, it appears to be in a permanent state of eclipse except for glimpses every few hundred years. It is theorised that there could indeed still be life there and that there might be a secondary light source that is permanently blocked from our view by Atest.

Beyond the Black Orb resides *The Great Unknown*



## AGES OF ERAGOTH

Scrollkeepers are the historians and knowledge-keepers of the lands; they classify the Ages as follows.

- ◆ First Age: *The First Age of Everlight ?- 2035 (2035 years)*
- ◆ Second Age: *The Age of the War of Five Fires 2036-2203 (167 years)*
- ◆ Third Age: *The Age of the Behemoth 2204-3733 (1529 years)*
- ◆ Fourth Age: *The Second Age of Everlight 3734-8338 (4605 years)*
- ◆ Fifth Age (current): *The Age of Darkness 8339 - present*

The timelines and summaries included cover select events and are not inclusive of all major events within the history of Eragoth. Some events are expanded upon in the Chapters of Eragoth.

### FIRST AGE - THE FIRST AGE OF EVERLIGHT 0-2035

The El'nor take their first steps from the huge underground city of Moroth for they have spent their known existence living in these vast caverns. Very little is known of this time, most artefacts, texts and entrances to Moroth, were destroyed in the devastating power of the *War of Five Fires*.

Some hypothesize that the El'nor once resided on the overworld of Eragoth before relocating underground and establishing Moroth, this may have been in reaction to a great calamity.

It is also believed that before new communities were established, the ruins of ancient structures were used as shelter.

There are no known texts explaining what these structures were or who might have built them.

This time also marks the creation of the First Order of the Scrollkeepers.

#### NAMESAKE

Retrospectively named during the Fourth Age, this period's namesake is the shielding jewel of Thelmia's Staff. It was named in her honour believing the Everlight gave protection to those leaving Moroth.

#### WHEN DID IT START & END?

The First Age is often referred to as the *First Age of Men* as other races predate the surfacing of the El'nor from Moroth. Due to the destruction of texts that are of pre-First Age, and the first Age itself, the years of this period are approximate. The First Age ended as the great dragon presence increased, leading to what is known as the *Age of the War of Five Fires*.

#### Timeline of the First Age

*The El'nor leave Moroth led by Noah*

*First Men*

*Noah & Dahlia plant the Great Tree*

*Seed of Life*

*City of Light, Heragothia & Homeguard*

*First cities of Everlight are built*

*First Church of Thelmia built*

*Spire of light*

*Noah defeats the Lightning Beasts of the Necrogate*

*Homeguard defended*

*Monument of the Undying Angel is constructed*

*Angel of Death*

*Scrollkeeper Eldron leaves Eragoth*

*Eldron trapped in Orb*

*Noah passes*

*Noah defeated?*

*Sorcerer poisons the water of Deadwater*

*Deadwater is poisoned*

*King Ulrich is crowned (Year 875)*

*First King of Eragoth*

*King Ulrich IV's army storm Evered supposedly wiping out the Swine Kvlstists (Year 1758)*

*Village of Evered destroyed*

## SECOND AGE - AGE OF THE WAR OF FIVE FIRES 2036-2203

The War of Five Fires is the shortest Age of Eragoth and recalls the great war fought over a century between dragons and the beings of Eragoth. Although battles between dragons ran throughout this period, the War of Five Fires depicts the events at the end of the Age.

Dragons had formed the skyline since the first sunrise, however, following the rise of the El'nor, shrinking territories and competition for food and resources eventually led to great battles of sky and land. At the turn of the second millennia the people of Eragoth had become fractious, especially the El'nor, who under the spell of the dragons, began to see personal gain in the matters of the sky and sought allegiances, whether it be for protection or territory.

They formed great armies behind the final five dragons, their flame each a different colour that their follower's banner matched.

The five great dragons were;

- ◆ Dragnul "*The Flame Baron*" - Red Flame
- ◆ Sabak "*Thunder of Three Eyes*" - Blue Flame
- ◆ Grom "*The Incorruptible*" - Green Flame
- ◆ Hazreal "*The Deceiver*" - Purple Flame
- ◆ Nalfstrom "*God's Herder*" - Silver Flame

Ancient scrolls speak of a sixth dragon of even greater ferocity called Skel-Um-Draul, "*Light's Doom*". Although appearing in legends there is little known of this great dragon, therefore, many have dismissed it as a myth. Skel-Um-Draul's flame is said to be of purest black marked with a silver outline.

In addition to the destruction of Moroth beneath the crumbling overworld, much of the scripture and artefacts of this time were destroyed during the conflict meaning most of our knowledge of this time could be mere legend, however, some relics of this period are still scattered across the land.

### IMPORTANT BATTLES OF THE AGE

#### BATTLE OF SUNGUARD

Dragons seldom form alliances, however, the breaking of the bond between Hazreal and

Nalfstrom during a battle with Sabak ended the only recorded evidence of one. It is believed that Hazreal was the offspring of Nalfstrom, hence the allegiance. Sabak, wounded after the battle, fled to the Blackened Kingdom and took roost as a beast of Baalmorgue.

#### GROM'S DENIAL

Grom, followed by a vast army of Eragoth, was brought down from the sky in a harrowing event. Legend has it that the one known as the Carrion Witch sacrificed one thousand souls to gain the power to bring the giant down.

The impact of Grom's body hitting the ground created a colossal crater where, upon his resting place, is now the Arena of Suffering.

2036

#### *Timeline of the Second Age*

*Roothold, Heartwood & Leafreach Shrines are built*

*Three Shrines*

*Magus the Wolf Father is defeated at Orion's Rest*

*Magus' defeat*

*Wolven Throne is built*

*New era for Wolven Kingdom*

*College of Nergal established*

*Crafter of metals*

*Hazreal breaks from Nalfstrom*

*Battle of Sunguard*

*Grom is defeated & Green Fire Gorge created*

*Grom's Denial*

*Mii is defeated by King Serbos*

*Fall of Mii*

*Nalfstrom & Dragnul are defeated*

*The Final Flame*

*Events of Skel-Um-Draul?*

*The Black Dragon*

2203

## THE FINAL FLAME

The Final Flame saw the final days of the War of Five Fires as it ultimately ended the Second Age, a clash of Nalfstrom & Dragnul above the Dark Moors. The battle where the sky was engulfed in flame.

## HOW DID IT END?

Following the Battle of the Final Flame, Dragnul and Nalfstrom fled, both wounded.

It is written that Nalfstrom succumbed to his injuries, his body returned to Eragoth and his repented soul to the Radiant City as a servant of Norgot.

Dragnul is thought to have suffered at the hands of Slayers of the era. Whilst heavily wounded, an unknown warrior drove their blade into Dragnul's heart, ending his life. The blade that bore into his heart is said to have been the *Flamebaron*, the legendary blade of Czarín, the leader of the Yaga.

There is also a legend that speaks of the great silhouette of Skel-Um-Draul blocking out the sun during this final battle as it drove down a torrent of blackened flame upon Dragnul & Nalfstrom, felling them from the sky. It was after this that the black dragon disappears from history.

## THIRD AGE - AGE OF THE BEHEMOTH (2204-3733)

### WHAT IS A BEHEMOTH?

The Behemoth were a race of sorcerers, standing far taller than the tallest giant of Gianthia. Huge in stature, their god-like strength was powered by a distant form of magic that was greatly enhanced by the Necrogate. The weapons they wielded were made from the hardest of metals known through legend as Death Metal. After enchanting their weapons, Death Metal was able to fell an enemy by merely touching their flesh.

The true origin of the Behemoth is unknown; however, it is known that they were not of Aelith and, maybe, not of Etheo. Throughout the Third Age it is estimated that their numbers were between 800-1000.

Though they communicated in their own tongue, some would use magic to communicate in common tongue with the beings of Aelith.

### WORSHIP OF OBLIVION

The Behemoth's history before their alliance with Oblivion is unknown, however, the Behemoth became loyal servants of Oblivion.

It is theorised that they were drawn by the power of the Necrogate and then enchanted by Oblivion.

They came to Eragoth both in faith of Oblivion but also in fear for they would chant "*Beware, Oblivion is at hand*" during their prayers.

### NAMED BEHEMOTH

Except for a few Scrollkeepers, the tongue of the Behemoth was not understood by the beings of Eragoth, therefore, they were given names in common tongue by those who opposed them, some of the key Behemoth were; Coagula, Daimon, Gabriel, Ra, Heru, Zos, Sahar and Therion.

2204

#### *Timeline of the Third Age*

*Alliance is formed between the Alryn & El'nor (Year 2044)*

*Alryn & El'nor alliance*

*Behemoths arrive on Aelith*

*Big beginnings*

*Girahelm the Sworn rules Stormfrost*

*Sworn-in*

*Behemoth invasion begins (Year 2867)*

*Behemoth invasion*

*Huk the Learned arrives from Aracon & rules Stormfrost*

*Huk arrives*

*First Church of Thelmia is destroyed in the Behemoth wars*

*Spire of Light is destroyed*

*Arena of Suffering is built*

*Arena of Suffering is built*

## HOW DID IT START?

Across the centuries following the Second Age, the Behemoth arrived singularly or in small groups. As many believed that the heavens were destroyed during the War of Five Fires, they treated the Behemoth as their new gods.

Unbeknownst to the beings of Eragoth, the Behemoth had used their mastery of the Necrogate to limit the power of the Animagate making it impossible for the Etheon deities to intervene until the battles that finished the Third Age.

At first, the Behemoth gained trust by aiding the beings of Aelith, pushing civilisation forwards with their vast knowledge and strength, it wasn't until six centuries had passed by before they arrived in their hundreds.

## WHAT HAPPENED?

Unbeknownst to the people, the Behemoth were servants of Oblivion and were there as part of a plan to release the Necrogate.

Enslaved and slaughtered by the Behemoth, the resulting centuries for the people were drenched in blood. Although downtrodden, the resistance of Eragoth started to build.

The Behemoth's eventual undoing would be their arrogance as they deemed the people to be but petty insects, therefore, they shared too much of their magic and knowledge.

Although not as advanced as the Behemoth, the people honed their magic and technology in secret until they were able to commence their rebellion with all races of Eragoth working together. The Valrriath

broke the seal on the Animagate and in doing so summoned those who guard the heavens to aid in their plight.

## HOW DID IT END?

Following the Battle of the Silent Plain, the final two Behemoth, known in common tongue as Therion and Sahar, were sealed behind the Mirror of Lightspell.

It is written that Rei, the deity of light, cast down her spear from the heavens sealing the Behemoth in the void of the Vastlands, shackled for eternity.

*Did you know?  
The Behemoth could amend their height using magic. This meant they could enter normal buildings. At full size, they could reach over 50ft.*

*An elderly Huk forges the Ecliptic Blade*

*Shard of the Eclipse*

*Straford the Shield rules Stormfrost*

*The Shield*

*Wall of Death built at Stormfrost*

*The impenetrable*

*Dronfor the Colossal rules Stormfrost & defeats two Behemoth by his blade*

*A colossal defeat*

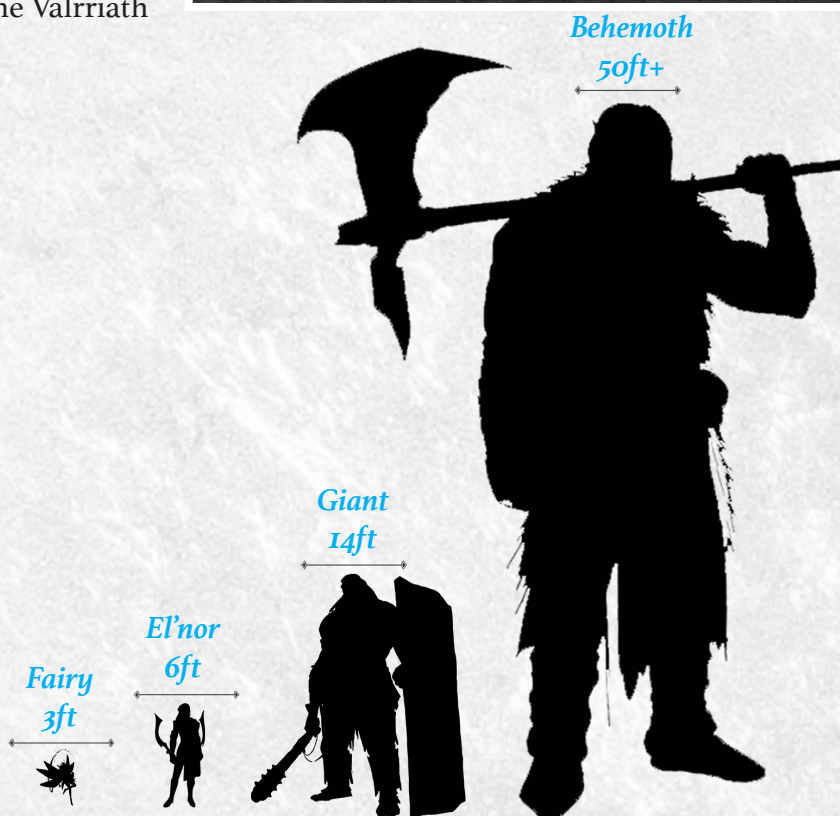
*Final battle between Stormfrost & Woven Kingdom*

*Battle of Blood Blizzard*

*Sahar and Therion sealed behind the Mirror of Lightspell*

*Battle of the Silent Plain*

3733



## FOURTH AGE - THE SECOND AGE OF EVERLIGHT (3734-8338)

Following the imprisonment of the final Behemoth, the continent fell into peace. Over time, there were wars between the beings of land and shadows but none involving the quarrels of legions of dragons or the threat of giants from other worlds.

The devastation of the preceding Ages set the progress of Eragoth back by several centuries.

This was a time of rebuilding what had been destroyed during the Second and Third Age and the search for new territories between the races of Eragoth. Millennia passed without a cataclysm of the magnitude seen before; thus, the Fourth Age is seen as an era of relative peace and prosperity.

### NAMESAKE

Its namesake, *Everlight*, is after the jewel of Thelmia's Staff; said to protect all who dwell on Aelith. Many followers of Thelmia, and indeed Scrollkeepers, believed it was her protection that meant they survived the Third Age; this is how the Fourth Age gained its namesake.

In parallel with some of the stories of Thelmia leading the First Men from Moroth, the First Age was retrospectively renamed to the First Age of Everlight.

### HOW DID IT END?

The Fourth Age officially ended on New Years Day 8339 as the Battle of Everlight began. The Skeleton Witch had grown so powerful and his army so vast, the foundations of Eragoth would shake as they marched on the City of Light. Chapter 24 of the Chapters of Eragoth covers this battle in greater detail.



*Skel-Um-Draul concept art*

3734

### *Timeline of the Fourth Age*

*Gianthian led by Rugun, Dark Moor renamed as part of Gianthia*

*War of the Death Giant*

*Spire of Light rebuilt during peace times*

*Rebuilding*

*First recorded evidence of Halfbloods (circa year 3900)*

*The secret of Alryn & El'nor*

*City of Wavebreak is destroyed by colossal tidal wave (Year 4205)*

*Destruction of Wavebreak*

*City of Nevermere is gifted by King Arvale to the Alryn people*

*City of Nevermere*

*Part of Wolf Mountain collapses (Year 7310)*

*Wolf Mountain Collapse*

*Mad King Vesán freezes the town of Dawnfrost (Year 7987)*

*Vesán at Dawnfrost*

*The seed of Havenwatch has been cursed (Year 8080)*

*Havenwatch cursed*

*The Haunted Knight was crafted during the reign of King Euogon IV*

*Reign and murder of King Euogon IV*

*Dragnul resurrected by the Kult of the Infernal Flame*

*Dragnul resurrected*

*Black Metal mine entrance collapses (Year 8150)*

*Mine collapses*

*Skeleton Witch's Hordes take the Iron Fortress*

*Siege of the Iron Fortress*

8338



## FIFTH AGE - THE AGE OF DARKNESS (8339-PRESENT)

The oncoming evil was felt through Eragoth during the latter half of the Fourth Age, however, following the Battle of Lightfall and the extinguishing of the Everlight Jewel, the Scrollkeepers declared the coming of the Fifth Age.

Upon shattering, the Everlight Jewel was strewn to all corners of Eragoth as Everlight Nebula.

Even in this damaged state, each Everlight Nebula still holds a great deal of celestial energy.

Although its existence and origin is not fully understood, mentions of the Everlight are scattered throughout recorded history.

Said to be the blinding jewel and light of Thelmia's staff, its extinction now leaves the land under a tumultuous sky, giving it the name of the Fifth Age, the *Age of Darkness*.

During the day, the sky rotates between a blazing red and an eerie perpetual twilight as the Skeleton Witch, an agent of Baalmorgue, leads his hordes across Eragoth as he seeks to open the Necrogate.



*Gorgonoth/Eragoth style concept art*

8339

### *Timeline of the Fifth Age*

*The Skeleton Witch takes the City of Light, the Foreverdark begins*

*Battle of Lightfall*

*Mass slaughter of Gianthian people as Skyreach is destroyed*

*Skyreach City in ruin*

*Skeleton Witch murders Queen Ariana*

*Dearly departed*

*Tree in the centre of the City of Haevel turns blood red*

*Tree of Haevel*

*The rebuilt First Church of Thelmia is largely destroyed by the Skeleton Witch*

*Spire of Light destroyed*

*King Edward takes Queen Lilith, Ava Ravensborn is born (Year 8348)*

*Princess Ava Ravensborn*

*Sevkek the Great takes Frosthorne Castle*

*Ascending the Frosthorne*

*Towers of the Witch are built*

*Towers of the Iron Fortress*

*Kuloth the Red dies of old age*

*Wolven Kingdom without a Ruler*

*Sevkek the Great defeats Prince Andra*

*Battle of The Frozen Night*

*Present Day (Year 8375)*

# OVERVIEW OF THE RACES OF ERAGOTH

## EL'NOR/HUMAN

Humans, sometimes referred to as the collective “Man” or “Men”, are the now dominant race of Eragoth. They are most commonly called El'nor which means “first people” in the language of the Alryn ancestors as humans were the first race that the Alryn encountered outside of their forests.

## ALRYN

Largely hailing from the three dominant forests of Eragoth, Havenwatch, Nightdawn Forest & the Frozen Forest, are the Alryn. They stand of similar height to the El'nor and often have long-flowing hair, the colour of which reflects the forest of their birth. It cascades down from their crown broken only by their pointed ears.

Their language is ancient and known as the *language of Aelith* or *Aelith's tongue*.

The most long-lived of the races, their life in this realm can run over hundreds, if not, thousands of years. Following centuries of reduced reproduction, the Alryn population on Eragoth is now in decline.

## HALFBLOOD (HALF-ALRYN)

Those whose blood is El'nor and Alryn are known as Halfbloods. The Alryn gene is dominant which normally results in Halfbloods often being mistaken for one, however, they age as an El'nor would. Although Halfbloods are the embodiment of the harmony between El'nor & Alryn, in Ages past they were seen as lesser-beings and outcasts.

## OTHENDREL

Descendants of a race of powerful magic-wielders called the Valrriath, their history holds much mystery. Over time, their bloodline has mixed with that of the El'nor, diluting their power and becoming the Othendrel, however, their lifespan is still far greater than that of humans.

## GIANT

Averaging 13ft tall, hailing from the Gianthian region in the far north-west of Eragoth are the Giants. Their huge height and build makes them formidable fighters and accomplished livestock farmers.

## KRONOS

Born of Kronos Mountain in Gianthia, many have an androgynous beauty which is said to only be matched by their tough grey skin. Their skin resembles rock with some having jewels naturally embedded in it from birth. Although from the same regions as the Giants, a Kronos' height can vary greatly between 5-10ft.

## FAIRY

Hailing from the Spirit Islands, Fairies are the smallest people of Eragoth. Although winged, they're only strong enough for hovering and short flights. It is widely accepted that Fairies were created by the goddess of nature, Dahlia, and that they still maintain a close connection to the goddess. As part of their divine conception, they have no age and do not age, immortal to the effects of time.

## MEN OF THE AGHMORROW

Of El'nor appearance, although their frame is closer to that of a Giant, little is known of their origins, however, some believe that they roamed Eragoth whilst their kin resided in Moroth. Their time spent in the harsh wilderness made them grow tall and strong. In modern times their bloodline appears to be largely diluted and the true Aghmorrowan are rarely seen.



*Frostweaver concept art*

# OVERVIEW OF THE RELIGIONS OF ERAGOTH

## ETHEON - SUMMARY

Etheon is the principal religion of Eragoth, however, not all beings follow faith and some have become disillusioned, rejecting their deities.

Thelmia & Norgot, the All-Father & All-Mother, who were created by an even greater power, the Alluvial, bore life to the solar system of Etheo. *An extensive overview is covered in **The Book of Etheo**.*

Their seven children are Alaysis, Dahlia, Florin, Algon, Ozaroth, Imber & Baalmorgue.

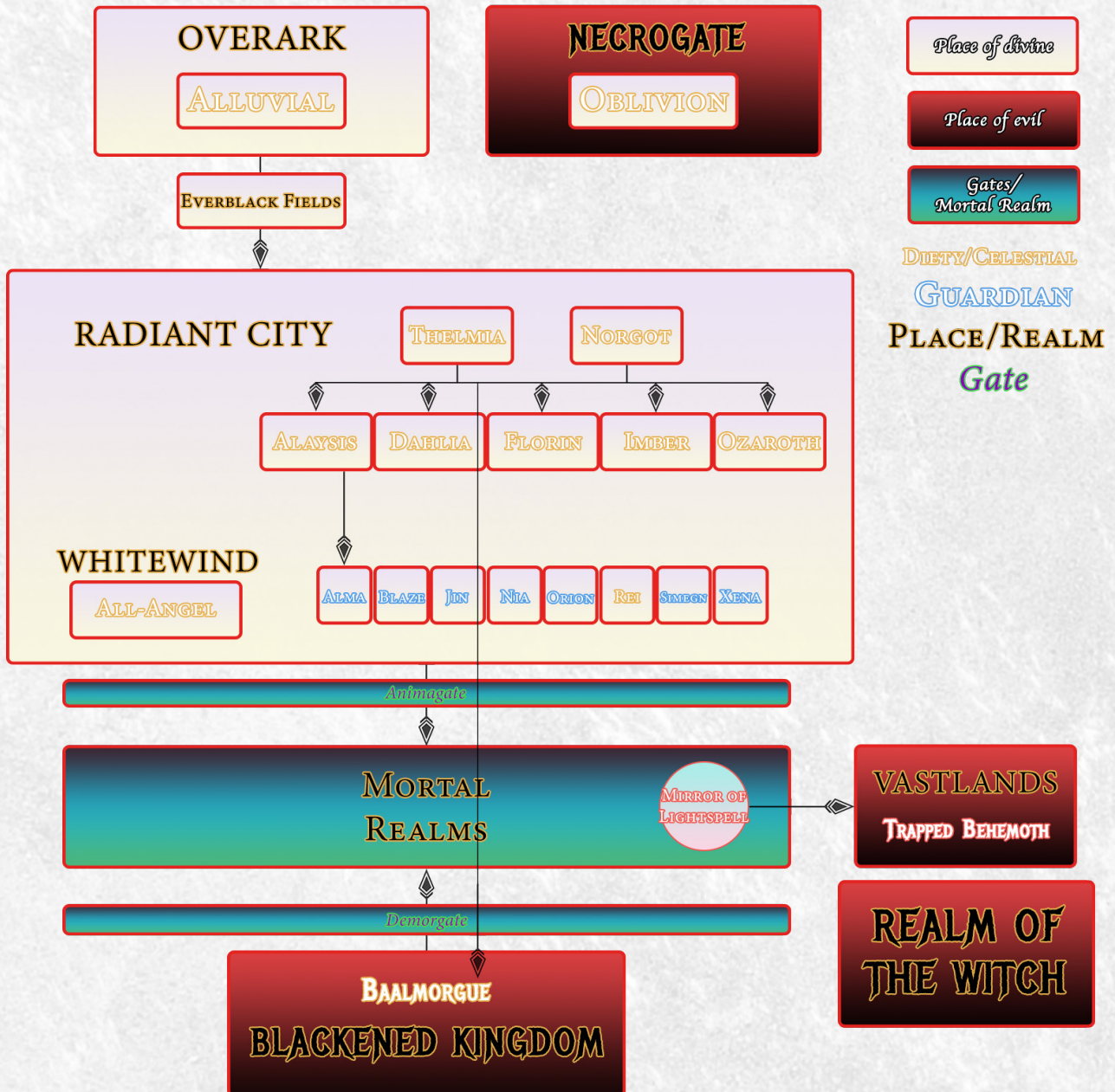
Alaysis was given the gift to create life; she birthed the eight Guardians of their home, the Radiant City, heaven.

The Guardians are charged with protecting the Radiant City, the Animagate and aid all beings of Aelith.

Of the eight Guardians, Rei is the primary and is considered by most to be a deity.

Baalmorgue, who was tasked with keeping the evils of Etheo captive, fell to the dark tongue of the celestial Demon God Oblivion and is subsequently aligned with the power of the Necrogate. He now resides over the realm of the Blackened Kingdom, hell.

A gate was created to allow passage between the Radiant City and the Mortal Realms, called the Animagate. The Blackened Kingdom's equivalent is named the Demorgate.



## HAEVELIAN

An ancient religion practiced by the Valrriath; a now believed to be extinct race of conjurers who hailed from a place called Haevel. They followed a trinity of gods, Lighthrower (Sun God), Moonshadow (Night God) & their son Starchild (The Prince of the Skies).

There is much mystery around the Valrriath, many believe that they and their gods were not of Etheo.

The Othendrel people, descendants of the Valrriath, still practice their beliefs to this day. The texts of Haevelian state the creation story as *“Aeons ago there were two beings, the light & the dark. These two great giants, whose swords & shields were made of the very matter of the universe were locked in a battle that raged for millennia. As their swords collided, sparks burned the black canvas of the universe, creating the stars”*.



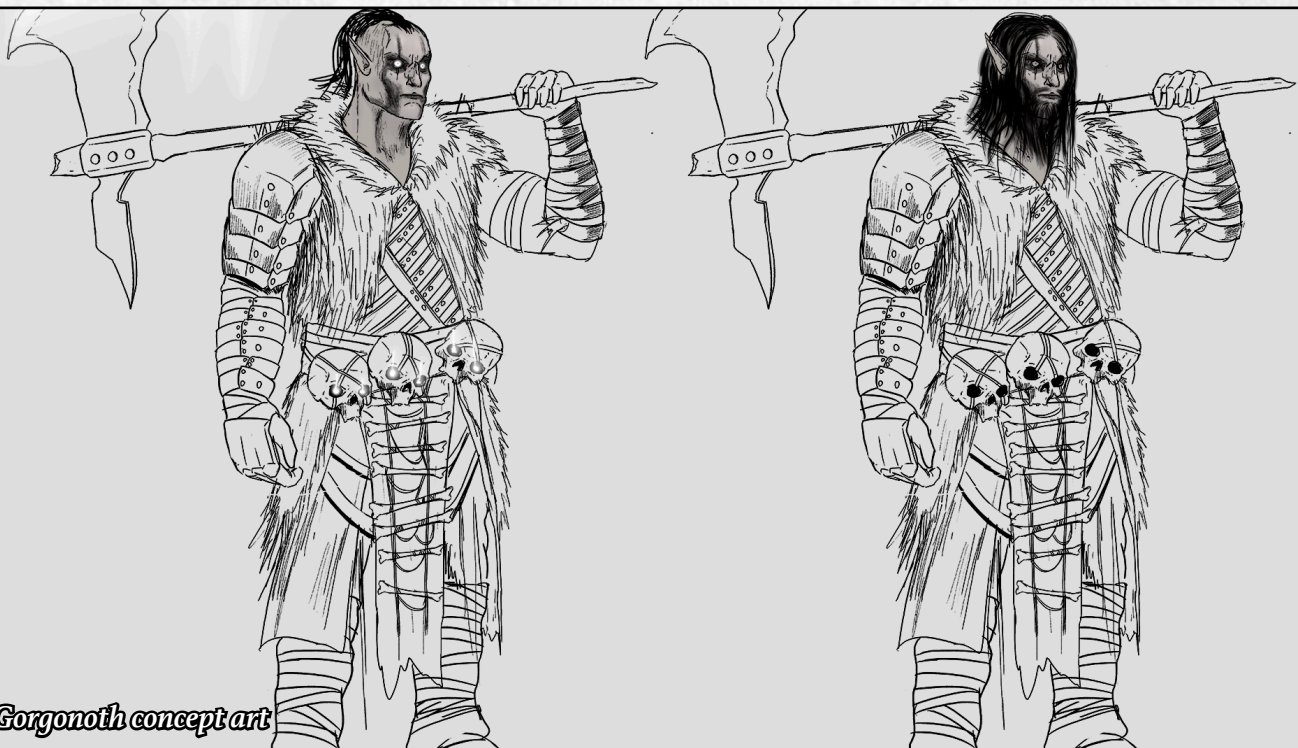
*Kultist Priest concept art*

## URIAHKRON

Religion of the Giants & Kronos, following a trinity, the Earth God, the Sun God, and the River God.

The Earth God, Dragen, created the ground where we walk, the River God, Soigen, brought the rains that nurtured the fields and filled the seas and the Sun God, Avogen, gave life to all.

The three gods are part of a singular celestial being called Uriahkron who carved Kronos Mountain in the landscape with their bare hands.



*Gorgonoth concept art*

## OVERVIEW OF THE CULTS OF ERAGOTH

### SIGN OV MORGAR

The Morgar are an insidious evil that plagues Aelith.

In the tales of Morgar is the legend of Czarín, the demigod. Czarín was the leader of a band of ancient warriors named the Yaga who defeated the god of warriors, Algon.

Legend reads that under the banner of Baalmorgue, they would ascend to the Radiant City on a tower of dead angels. At heaven's gate all but one of the assailants were defeated by the mighty Algon.

The final Yaga, Czarín, would eventually overcome Algon, driving his blade, Flamebaron, into Algon's neck before removing his head. It is said that the skull was turned into a mask and upon Czarín's death the mask was fused with his spirit, therefore, the one who wears the mask represents both the power of a god and the power to fell a god. There have been few leaders deemed worthy of wearing the mask since its creation.

Daelgar, the Skeleton Witch, now adorned with the Skull of Algon, commands the legions that follow it.

Although stated as a demigod, it is widely believed that, if he were real, Czarín was of Aghmorrow, however, his celestial lineage is unknown.

### INFERNAL FLAME

The Kvlts of the Infernal Flame worship the dragons of the Second Age, primarily, the colossal black dragon, Skel-Um-Draul, who appears in many ancient texts. Their purpose is to summon this great mythological dragon to Eragoth.

The Kvlts sacrifice those they abduct at a temple hidden in the Dragon Gravelands known as the Crypt of the Infernal Flame, however, their place of worship is in the far east of the Gravelands at the Church of the Infernal Flame.

The Kvlts have already resurrected Dragnul who now resides at Firemouth Point and have turned their efforts again to Skel-Um-Draul.

Led by the one known as the Shepherd of Fire, the cult recruit new members by infiltrating Etheon churches, capturing and brainwashing those into the service of the Infernal Flame.

### FOREST FOLLOWERS/SWINE KVLTISTS

A group of Kvlts who worship Poncratus the swine-headed spirit of the dark forests of Murdelm, a region of the Blackened Kingdom.

The Kvlts initially grew from fear centuries ago, however, over time, the followers became more fanatical wearing the hollowed-out heads of pigs, slain in the forests of Eragoth.

There are two known levels to their hierarchy, the Swine Kvlts & the Swine Kvlts Elder.

### XUL

A secretive group of Alryn who worshipped an ancient spirit of the Eversea named Physeter.

After their rituals, that often involved El'nor sacrifice, were discovered, they were driven from the continent and permanently to the coasts and across the Eversea.

The Xul believed that the people of Eragoth had corrupted the land and would worship Physeter in the hope that it would send a colossal wave across the land, cleansing the continent.

## DEITY & GATES

### DEITY GLOSSARY

#### ETHEON

- ◆ Thelmia - *The Mother*
- ◆ Norgot - *The Father*
- ◆ Alaysis - *Goddess of the Sky (Sun & Moon)*
- ◆ Baalmorgue - *God of the Infernal*
- ◆ Dahlia - *Goddess of Nature*
- ◆ Florin - *Goddess of Wealth*
- ◆ Imber - *God of Rains*
- ◆ Ozaroth - *God of Death*
- ◆ Algon - *God of Warriors (Deceased)*
- ◆ Rei - *Deity of Light*
- ◆ Angels of Whitewind - *Spirits of Protection*

#### HAEVELIAN

- ◆ Lighthrower - *Bringer of Day*
- ◆ Moonshadow - *Bringer of Night*
- ◆ Starchild - *The culmination of all who have past*

#### SIGN OV MORGAR

- ◆ They who wear the Skull of Algon.

#### INFERNAL FLAME

- ◆ Skel-Um-Draul - *Demon dragon*

#### FOREST FOLLOWERS/SWINE KVLTIISTS

- ◆ Poncratus - *Spirit of Murdelm Forest*

#### XUL

- ◆ Physeter - *Ocean Spirit*



*Guardian Rei concept art*

### KNOWN REALMS

Existence is known to take place in many realms, below are the known realms.

- ◆ Mortal Realm - *Where the solar system of Etheo resides*
- ◆ Celestial Realm - *Heaven, home to the Radiant City and rolling hills of Fanlaore*
- ◆ Blackened Kingdom - *Hell*
- ◆ Realm of the Witch - *Home to Shadowfall, created by the Carrion Witch*
- ◆ Necrogate - *The Realm created by the Demon God, Oblivion*



*Various Ava concept art*

## CHAPTERS OF ERAGOTH

The following section contains 36 “Chapters of Eragoth” that are obtained either via Libraries in Colonies or Subterranean Landmarks.

This collection comprises of accounts and texts authored & collected by Scrollkeepers of the Fifth Order.

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# BOOK OF ERAGOTH (BOOK I)

## I. ETHEON DEITIES (I.I)

**Thelmia** is the mother of creation and the primary deity of the Etheon religion. Although many statues and tributes have been destroyed by the Skeleton Witch's hordes, there are still countless representations of our mother across the land.

Although typically depicted as angelic dressed in white with her waist-length ruby-red hair tied in braids, some depictions are made with her two swords known as the *White Reapers*.

**Norgot**, the All-Father and courageous warrior is often shown with his *Blade of the Alluvial*, a two-pronged white sword made by the beings of creation itself. His height differs depending on the artist, some show him as tall as an El'nor and others as towering over the Behemoths.

**Alaysis** commands the sky, both the sun & moon are under her control. Alaysis created the Guardians that aid the beings of the Mortal Realms and protect the Radiant City. She is often depicted as having a half-sun/half-moon face and holding a heart in each hand, one red and one black. This symbolises that all under the sky remain within her gaze, through life and death.

**Dahlia**, the goddess of nature, is said to be the most beautiful being in all creation. As told in the famous legends such as the planting of the seed of Havenwatch, she spent many years in the First Age walking in Eragoth with Noah. There are three blessed places in Havenwatch named in tribute to Dahlia, known as Dahlia's Trinity, Dahlia Moor, Dahlia Lake & Gracereach Lake, these are said to have been her favourite places to visit. Accounts from the time note that she could be seen dancing atop the waters of the lake in the evening light, her hair full of shades of blue and green.

**Florin**, the goddess of wealth. Many throw coins into Florin's Fountains in hope that they will be repaid with greater wealth. A depiction of Florin appears on the gold coins of Eragoth.

**Rei**, the deity of light and the most revered of the Radiant City's Guardians and the only who is worshipped as a deity. At the centre of the well-known story of the Third Age, Rei casted the mighty Spear of Light that trapped the Behemoth.

**Ozaroath**, the god of death, personified as a faceless man. His name only spoken during burials, priests will often end their ceremony as "*and now to Ozaroath with your shell, to Thelmia with your soul*".

**Imber**, the goddess of rains, most revered by farmers who, without her benevolence, would not be able to feed the people of Eragoth. It is said that when the world was new, it was barren, Thelmia & Norgot asked Imber to fill the seas with water and the skies with clouds. Legend has it that there is a colossal tribute to Imber in the centre of the Eversea.

**Baalmorgue** the ruler of the Blackened Kingdom, the Infernal God. Often shown with his sword Drormorigon, a huge burning blade, at its hilt is a golden skull believed to be that of an Alluvial.

**Algon**, the god of warriors and the protector of his kin. To mention Algon's name is considered bad luck as he is the "god that died to a mortal", albeit a demigod, hence his exclusion from many of temples across Eragoth, he was felled by Czarín of the Yaga.





## 2. EIGHT GUARDIANS OF THE RADIANT CITY (1.2)

The Radiant City is protected by eight Guardians who are said to be the children of Alaysis, the Skyward Goddess. Located at the gate of the city, they watch the world below for threats against their kingdoms.

The Guardians cannot exist in physical form outside of the Celestial Realm, therefore, they must be summoned by one who possesses a Spirit Box. Once summoned, they're tethered to the summoner by a beam of light.

Rei is the best known of the Guardians, often associated with both light and the winged crest. Powered by the All-Angel, it is said that Rei casted down a spear of blinding light from the heavens, forcing the final Behemoth beyond the Mirror of Lightspell.

Orion, symbolised by the Wolf, is most fond of the Wolven Kingdom where there is also a settlement in the region named in their honour.

Simegn, symbolised as a serpent, focuses their gaze on the seas waiting for the great sea dragon Daggermouth to return. Xena & Nia symbolised by Ram & Moon watch the forests. Blaze symbolised as the Sun is charged with the upkeep of the Animagate. Jin and Alma, symbolised as dragon & raven, watch the skies.

Although seen by many beings throughout history, much of a Guardian's existence is unknown.



## 3. WHITEWIND: THE ALL-ANGEL (1.3)

The Angels of Whitewind are the subject of much discussion with many debating their existence as there is very little known about them.

The angels are said to be the ultimate protectors of the beings of Aelith; however, it is unknown how they impact those they protect.

It is believed that they exist in spirit-form and, when dormant, amalgamate, returning into the one known as the All-Angel.

For its grand subject matter, Whitewind, the home of the All-Angel, is believed to be a small garden and not in keeping with the grandiose features of the Radiant City.

Many texts state that the Guardian Rei harnesses the power of the All-Angel with their Spear of Light, therefore, some theorise that the power of the spear is what makes them the protectors of the people.



*Grassheath Farm of Havenwatch has been tendered by the Grassheath family for over 5 centuries, the longest known of all El'nor, however, this pales in comparrison to Giants who pass their farms down through the Ages.*

*Morthia, a loyal servant of the Carrion Witch, created all kinds of portals and vessels in her service. The failed experiment of opening a portal to the Blackened Kingdom resulted in Morthia's soul being fragmented into three.*



*Morthia's Mirrors*

#### 4. NOAH & THE UNDYING ANGEL (I.4)

During the First Age, Noah and his guard came across a body deep in the shadow of Havenwatch's Great Tree. She had been stabbed in the chest by a two-pronged sword of purest white. The blade, still embedded in her chest, faded out of existence when Noah touched its hilt.

She appeared as an angel, her outstretched wings discoloured with the moss and debris indicating that she had been there for some time, however, she was still breathing.

Now that the sword had been removed, a golden smoke-like essence flowed from the wounds left behind.

Without a second thought, Finola, one of Noah's party, rushed to her aid, however, the gold smoke filled his lungs prompting him to instantly take his own life and the winged-being started to rise back to her feet. Although reduced, the gold smoke still filled the air.

Next, another named Konor took her own life with their dagger. The gold smoke cleared from the air leaving only Noah and three of his guard staring down this winged-being, wounds now healed.

Noah and his party fought hard, eventually defeating her, although she could not be killed. For good measure Noah gathered the blades of Finola & Konor and embedded them both into her chest, her wounds reopened, unable to move. There she laid, still, but breathing, staring back into Noah's eyes wishing for him to take his life and give her his power, however, Noah's resolve was unwavering.

After returning with reinforcements this so-called angel was transported to the top of the highest mountain above the clouds, where she was buried alive beneath a monument. During his life Noah saw that two statues were built at the monument to commemorate Finola & Konor.

Thousands of years later the monument was replaced by a temple as the people of later Ages saw the power of the winged-being as everlasting life, and as such, there now resides the Temple of the Undying Angel.



#### 5. THE FALL OF THE UNDYING ANGEL (I.5)

The legend of Noah & The Undying Angel is a famous tale of the First Age. The travelling party came across a winged-being with a two-pronged blade of burning white buried in her chest. It is believed that this so-called angel was part of the Angels of Whitewind whose mind had been corrupted by the reach of Oblivion.

It is theorised that she tried to murder Thelma, however, Norgot intervened and bore his Blade of the Alluvial into her chest and with his mighty boot sent her through the Animagate, she then fell to Aelith with the blade still in her chest.

It wouldn't be until Noah's hand touched its hilt that the blade would be returned to Norgot.



#### 6. GARDEN OF A THOUSAND COLOURS (I.6)

When the land was new, the All-Mother would take rest at its highest point.

As she looked over her land, her thoughts bore life to flowers, to trees, to birds and then to the grazing animals.

At first, the flowers were pale but as her ideas blossomed so did her colour palette until every corner of her garden was filled with new hues and shades.

Aeons ago, the Blood Rose that centres the garden pricked the hand of Thelma, a trace of her radiant blood is said to still remain on its stem till this day.



## 7. THE OTHENDREL/GODS OF HAEVEL (1.7)

The Othendrel are descendants of the ancient conjurors known as the Valrriath. Hailing from a place called Haevel, the Valrriath are said to have existed well before the El'nor fled underground.

The Othendrel are a secretive people. Although they appear similar to the El'nor, their average lifespan is more than double that of one. The hypothesis for their long life is that the Valrriath coupled with the remaining El'nor who were not residing in Moroth. Their kin became known as the Othendrel, part El'nor, part Valrriath.

The Othendrel observe the Haevlian religion, worshipping its three gods, *Lighthrower* (God of Light), *Moonshadow* (God of Night) & *Starchild* (The Prince of the Skies).

They believe that aeons ago there were two great beings, the light & the dark (*Lighthrower* & *Moonshadow*). These two great giants, whose swords & shields were made of the very matter of the universe duelled for millennia. As their swords collided, sparks burned the walls of the universe creating the stars. The stars are the star children or *Starchild*, who are all who have been and all who have passed.

Despite many believing that the Othendrel worship false gods, there are theories for how Haevlian fits within the Etheon theology. Some believe that the Valrriath were interlopers from another world and that the El'nor were created to remove them.

Set deeply in their ancient roots, the Othendrel's customs and sermons are considered by many to be that of the occult and are often mistaken as followers of the Skeleton Witch.

In recent years, the City of Haevel has been largely abandoned, leaving the Othendrel scattered across Eragoth & Aelith.

Since the time of the Valrriath, a bioluminescent tree stood at the heart of the city, blooming in striking pink every evening. A chosen warrior dubbed the "Tree Caller" protects the tree, not leaving its side. After a year has passed, the responsibility is bestowed to another.

Although Haevel is far away from the Foreverdark, the tree's blossom has turned darker each year until its leaves now run a dark crimson as the tree slowly dies.



## 8. URIAHKRON (1.8)

The Gianthian religion, Uriahkron, is not one of complex structures. Like the Haevlian gods, they follow a trinity, the Earth God, the Sun God & the River God.

The Earth God (*Dragen*) created the ground we walk on, the Sun God (*Avogen*) who gave life to all and the River God (*Soigen*) who brought the rains that nurtured the fields and filled the seas. The three gods are believed to be part of a greater singular being called Uriahkron.

Observed by Giants and Kronos alike, they closely follow the customs and history of their people. Daily offerings are made to the gods so that the day to come will be in their favour, this is made out of both respect and fear.

The El'nor rejected the religion of the Gianthians with some claiming their gods are watered-down versions of their own deities, however, there have been unexplained eyewitness statements through the Ages of a great being made of water seen striding the rivers in the neighbouring regions of Eragoth. This has fuelled much discussion, ranging from is this the so-called Uriahkron or another creation of the Alluvial or, maybe, other celestial beings from another world.

The Gianthian practice a unique burial ceremony, when a Gianthian dies, they are taken to one of three god tombs depending on their role in life. Sun for Warriors and Healers, River for Craft and Blacksmiths and Earth for farmers and providers. Not all Gianthians receive this high honour as for those who do not contribute in such ways have their bodies left for the beasts of night.

Whereas gods are typically depicted to be residing above Aelith, it is believed that the Gods of Gianthia are below the surface fuelling Kronos Mountain and the land of Gianthia.

Each Tomb has a deep pit which bores for miles into Aelith, the body of the deceased is dropped into the pit returning them to the god who feeds on their flesh, granting them power.

## 9. VASTLANDS (I.9)

The Vastlands is a realm that exists outside of our reality, said to be an aborted planet that was cast into the fringe of existence. Only a dull glow can be seen between the insurmountable mountains surrounding the barren void that is otherwise cloaked in near-darkness.

Acidic clouds fill the sky, their frequent downpours scorch the ground making the chance of any life impossible and the hollow husks of trees are evidence of some life in the past.

The Mirrors of Lightspell were created as gateways and seals to the Vastlands, where the deities would seal away the horrors that might overthrow them.

There were to be six of these gateways kept between the realms, however, there is now only the one that resides in the Cradle of Everlight along with the Everlight Jewel.



## 10. THE ANIMAGATE & DEMORGATE (I.10)

The Animagate is a gateway created to transcend between the worlds of mortals and celestials.

Powered by holy souls of the Overark, there are connecting altars on both sides of the Animagate, one in the Radiant City and the other in Skyhold.

The souls that are ascending to the Radiant City, and their afterlife, start from the Skyhold altar.

It is believed that the Animagate, Demorgate & the Necrogate are similar in construction and, if manipulated correctly, the power of one can be used to reach another.

Similar to the Necrogate, the Demorgate is powered by the souls of the dead, growing stronger with mass events such as war or famine, events that are largely caused by Baalmorgue's influence.

It is also enhanced by the torturing of souls in the Blackened Kingdom. The Necrogate syphons power from the Demorgate regaining Oblivion's strength.

Whereas the Animagate is in a fixed position ushering souls to the heavens, the Demorgate passes the souls of the damned to the Blackened Kingdom. The Demorgate actively hunts for souls and moves based on the wishes of Baalmorgue making it nearly impossible to track.

Following the Battle of Lightfall, many great tragedies have fallen on the lands of Eragoth, not least the holy lands of Skyhold. A great dragon of Baalmorgue's roost named Sabak attacked the Animagate, breaching the gates of heaven sending flames through the Radiant City. This attack resulted in Ascension Rest falling from the heavens, crashing into Skyhold.

The Animagate was critically damaged by Sabak's attack, the souls trapped within unable to proceed to the heavens.

As the gate was closing, Alaysis commanded the Guardians to abandon their post in the Radiant City and pass through to the Mortal Realm. With the gate closed, the Guardians are unable to take physical form on Eragoth; therefore, they must be summoned using a Spirit Box so that they can be tethered to a being by a beam of light.



## II. MIRROR OF LIGHTSPELL (I.II)

The Etheon deities created six Mirrors of Lightspell, each able to act as a portal to, and seal from, that which is kept in the Vastlands. The face of these Mirrors were made from a material extracted from the Aegis, the object at the heart of all creation.

The six Mirrors were divided between realms, two were kept in the Radiant City, three were kept on Aelith and one on the planet Lucan.

The one on Lucan was destroyed in a meteor storm and the two in the Radiant City were destroyed during Sabak's attack.

From the three on Aelith, one was destroyed by the Behemoth, one is situated at the Cradle of Everlight and the final one is believed lost from all memory or hidden in secret.

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### 12. THE KNOWN REALMS (I.I2)

*Mortal Realms* - Although the deities and the Alluvial are mortal in the sense that their lives are not infinite, their realm does not fit the term "mortal". The Mortal Realms or "Living Realms" is the home to all non-celestial beings of Etheo.

*The Celestial Realm* - A realm of creators and gods, home to the Overark & Radiant City.

*The Vastlands* - A prison that resides on the other side of the Mirrors of Lightspell.

*Blackened Kingdom* - The dominion of all evil and the infernal realm of Baalmorgue.

*Realm of the Witch* - Shadowfall, suspended between realities, created by the Carrion Witch as a testing ground for the dark magic of the Necrogate.

*Realm of the Necrogate* - Holds the Necrogate with Oblivion trapped inside, a realm of unimaginable power and volatility.



*Cursed Sanctum*

*Once known as the Skyhold Sanctum, this was one of, if not, holiest place of Eragoth .*

*All good souls of those who were ready to move on would gather here for blessing by one of the Bishops of Buzan, an order that keeps Skyhold's holy texts, the texts that are not accessible to us Scrollkeepers.*

*Buzan lived in the early Fourth Age, a messenger sent from the heavens to aid in the rebuilding of Skyhold following the reopening of the Animagate at the end of the Behemoth wars.*

*The Sanctum, like much of Eragoth, is under the Skeleton Witch's grasp. The giant swirling face that circles the sanctum is said to be that of Buzan himself. His face in anguish as the Skeleton Witch toys with his everlasting spirit.*

*From a great distance across Skyhold, you can hear the face calling out in pain. It sounds weak as if its spirit is about to extinguish like the Everlight Jewel.*

# BOOK OF ERAGOTH (BOOK 2)

## 13. LEAVING MOROTH (2.1)

Moroth was a large underground network of caverns and vast spaces that housed a great number of people before the First Age. It is believed that the population was mostly, if not all, El'nor, however, their reason for locating their civilisation underground is lost to time.

Unfortunately, due to the destructive force of the War of Five Fires, the entrances to Moroth are believed to be destroyed, therefore, little is known of this time.

Throughout history, there are two recurring legends on when the people left Moroth commencing the First Age, the story of the "Mother of Light" and "Noah's Awakening".

In the legend of "Mother of Light", it is said that Thelmia led Noah's people out of Moroth. The day was oppressed with darkness; however, her staff bore a light so bright that it cast away the black revealing a world of light. The jewel of her staff, the Everlight Jewel, was then housed in the Cradle of Everlight to protect the people.

The legend of "Noah's Awakening" is that Noah's people had been trapped underground for centuries due to the great dragon that guarded the exits. Upon obtaining the gems of Solis & Luna from deep under Moroth, Noah was able to form a shield from the dragonfire so that his people could flee.



## 14. THE SEED OF HAVENWATCH (2.2)

It is said that the mighty forest of Havenwatch grew from a single seed planted by Noah & the goddess Dahlia in the First Age. The seed gave life to many wonders of the forest including the Great Tree which, under Dahlia's enchantment, grew to an immense height in a short period of time.

Although primarily for the life force of the Great Tree, the same seed carries life throughout the forest. The otherworldly properties of the seed are best experienced at night, the roots that run under the land glow with a bright and vivid green, like veins running under the forest, lighting its darkest corners. Spores in vibrant hues drift in the breeze illuminating the night.

Havenwatch's Weeping Tower was built on top of the seed to protect it as even the slightest damage could have a grave impact on the forest.



## 15. THE WALL OF DEATH (2.3)

During the defence against the Behemoth, Straford the Shield commissioned the people of Stormfrost to construct "*a huge wall that would withstand the charges of death*". It gets its name from this statement and due to the many that perished during its construction.

Working night and day, the build took around 6 years to complete with every available body trying to assemble the wall as quickly as possible. Its structure is of great slabs of rock fused together by ice.

The Sorceress Opeth, who was the Seer of Stormfrost, helped greatly by speeding up the construction and enchanted the wall with a spell that could not be broken by the Behemoth.

Although built for the needs of the Age of the Behemoths, the wall has since protected the people of Stormfrost from other threats.



## 16. SHARD OF THE ECLIPSE (2.4)

When the El'nor rose to the surface, they brought treasures of Moroth with them. It is said that two of the most precious items were Luna and Solis, arcane gems said to contain a great energy.

Sometime in the Third Age when battling the Behemoths, Huk the Learned was entrusted with harnessing the power of these gems. He created a sword known as "Eclipse" or the "Ecliptic Blade" that bore both gems in its body, Luna at the base of the blade and Solis at its hilt.

Combining these gems gave the sword devastating power and was instrumental in key battles late in the Third Age, most notably toppling of the two Behemoth by Dronfor the Colossal.

As a symbol of closing the Third Age, the weapon's gems, along with the blade and hilt, were separated and stored in the two shrines of the Garden of Everlight.

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## 17. GREAT RULERS OF STORMFROST IN THE THIRD AGE (2.5)

This text tells of four great rulers of Stormfrost, Girahelm the Sworn, Huk the Learned, Dronfor the Colossal and Straford the Shield. Although there were more rulers during this period, these names have remained prevalent throughout the Ages.

*Girahelm the Sworn* was the first new ruler of the Third Age, he followed *Rihem the Longtoothed* who lived to be 120 years old. Girahelm not only oversaw the early days of the Behemoth but also defended Stormfrost from those who dwelt in the Wolven Mountains.

*Huk the Learned* was not born in Stormfrost. He came from a land whose people were more advanced, a land named Aracon. He shared his knowledge with the people and won their allegiance.

*Straford the Shield* oversaw the shortest reign in the Third Age, his legend is that he died protecting his daughter at the hands of the Sahar, his sacrifice gave her the chance to escape. The Wall of Death was also commissioned during Straford's reign.

*Dronfor the Colossal* may be the most revered of any ruler to have led Stormfrost. He is said to have dealt the final blow to two Behemoths with the mighty Ecliptic Blade on top of what is now known as Dronfor Mountain.

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## 18. ORIGIN OF VELGRA, DAGGERMOUTH (2.6)

Sent by Baalmorgue, Velgra, known also as Daggermouth, was a water-dwelling dragon of the First Age, although a demon so ancient could have roamed the seas since the dawn of time, creating the first waves.

Believed to be the largest dragon to have ever existed, Velgra was far bigger than its counterparts of the sky.

Due to its immense size, it was unable to fly but could cut through water at great speed. It is said that Daggermouth could turn from physical form to liquid at will, conjuring great waves for destroying ships and, in the case of Wavebreak, entire cities as it captured souls for Baalmorgue.

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## 19. DESTRUCTION OF WAVEBREAK (2.7)

In the Fourth Age, year 4205, a colossus of the sea sent forth a tidal wave double the size of the Great Tree of Havenwatch Forest. It crashed over the city walls of Wavebreak devastating everything in its path.

It is estimated that some 10,000 people perished in this event, nearly the entire population of Wavebreak.

Very few were quick enough to escape, leaving those not so lucky to drown in the deluge.

Amongst the survivors was the High Priest of Wavebreak who spread the word that he saw the blood-red eyes of Daggermouth in the waves and that this was the spirit of the dragon's revenge for poisoning its waters in the First Age.

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## 20. POISONING OF THE DEADWATER (2.8)

Following multiple ship attacks off the coast of the Deadwater, a great sorcerer of the First Age was sent by the ruler of the southern region. The Sorcerer was asked to cure the waters of the “*demon that formed the waves*”.

The waters were cursed and some days later the corpse of the colossal dragon, Velgra, better known as Daggermouth, was washed ashore. Although a great victory for the people, the poisoning was too effective and took the life of all living things in the sea for miles around. The waters would remain dark for decades before the curse passed and life returned.



## 21. WAR OF THE DEATH GIANT (2.9)

Gianthia is a region in the far north-west of Eragoth, a region of harsh conditions albeit with fertile lands.

There are two races who hail from the region, the Giants and the Kronos. Whereas the Giants could be simply described as towering human-like beings, the Kronos, who are roughly the same size as an El’nor, are without gender and are born of the earth in a sacred place called Kronos Mountain.

The Giants tower over the Kronos, taller than a human but much shorter than a Behemoth who were the true giants of history.

The leader of the region, a Chieftain, is not selected by birth but by a group of Gianthian Elders who are either ex-Chieftains or elders who are too old to assume the role themselves, a ceremony of various combat skills takes place where those who intend to assume the role take part.

Although young compared to the average contender, Rugun was an exceptionally powerful Giant, during the trial he did not drop a single point, a record to this day.

He then saw to expand the Gianthian borders.

Before it became a barren wasteland, the Deth Marsh was known as the Dark Moors. It had been known by this name for centuries as it resided in the shadow of the towering Rainshield Mountains. The Moors hosted many bustling communities during the peace that followed the Second Age.

With little negotiation, the Dark Moors were taken in a series of bloody battles. In a legendary eyewitness statement, Rugun decapitated 3 enemies with a single blow of his mighty club, because of feats such as this, he was known by many as the “Death Giant”. The conflict culminated in a battle of his namesake where the people of the Dark Moors were well beaten. Although a pivotal time for the Gianthian race, many look back at Rugun’s actions with shame due to his barbaric takeovers.

Rugun’s army destroyed the civilisation that covered the Dark Moors except for its catacombs. Some say this is because Rugun respected his adversary’s customs, some say he thought it might anger his own Earth God to disturb the remains.



## 22. WOLVEN THRONE (2.10)

Established in the Second Age, the Wolven Kingdom is one of the oldest and most prosperous regions of Eragoth. Its founder, Grand Magus, the Wolf Father, ruled the region for some 50 years, not as a king but as a caretaker of the land and, under his guidance, the land flourished. His namesake was due to his command of an army of wolves, that formed a key part of the Kingdom’s defence.

Magus would meet his demise sometime in his late 70s. A surprise attack by a small army of bandits and thieves which, although won by Magus’ guard, would ultimately end in Magus losing his life.

It is written that he fell with many of his beloved wolves whilst defending a colony now known as Orion’s Rest protecting hundreds of civilians.

In tribute, the Wolven Throne was constructed using the bones of his fallen wolves and placed on top of Magus’ grand tomb.





## 23. SIEGE OF THE IRON FORTRESS (2.II)

The Iron Fortress is steeped in the history of Eragoth. Built on the resting ground of one of the great dragons of the Second Age, it has been used as an arena for centuries crowning the Eternal Champion, a famous competition of warriors.

In addition to an arena for sport, it was also a military base for Eragoth's forces, both used for training and as a strategic stronghold.

Little over a decade ago the Skeleton Witch took the Iron Fortress; his hordes besieged the stronghold and blocked the routes in and out.

After nearly ten months, one morning in the cold of winter frost, what was left of the starving troops advanced on the demons. Unfortunately, it soon became a massacre of the Eragothan forces; none survived. However, their plight was not in vain as, during this brief battle, one of the Skeleton Witch's chief generals, Abbak the Firewatcher, was defeated.



## 24. (2.I2)

The year 839 saw the forces of Eragoth fall in their final battle marking the end of the Fourth Age. For 17 days the battle raged between what was left of the armies of the City of Light and the might of the Skeleton Witch's forces, resulting in the highest death toll of any battle noted in history.

The battle was broken into three phases.

**Phase 1 "The Coming of the Foreverdark"** - Day 1-14: Immense in number, Daelgar's hordes amassed across the City of Light. As the sky drew black with the oncoming night, a veil of blood red twilight cloaked the land, this veil remains to this day, the sun's warmth but a memory.

For days, the hordes attacked the city and the surrounding colonies and strongholds. The combined forces of Eragoth battled through the darkness. King Edward Dolgran II sent reinforcements from across the continent but none could reach the ailing Everlight in time, whether it be due to distance or blockade.

**Phase 2 "The Flood"** - Day 15: Barricaded behind the great walls of the Cradle of Everlight, the remaining warriors waited in hope that reinforcements would arrive.

Daelgar sent forth great numbers of Frostbeard Giants to rip down the walls of the fortress and conjured spirits from the Blackened Kingdom to cut through the falling city like a flood of death, ambushing those trapped inside.

**Phase 3 "Battle of Lightfall"** - Day 16-17: As the walls started to crumble, the remaining warriors and soldiers knew that reinforcements would not arrive until after the Cradle fell. Rather than die on their knees, they rushed out with weapons held high to meet their enemy in what is known as the Battle of Lightfall.



*Daelgar's Septre*

*Symbol of the Great Tree of Havenwatch*

# LORE OF ERAGOTH (BOOK 3)

## 25. NOAH PART I: UPRISING (3.1)

Noah is the most celebrated of all El'nor. Although some believe that his acts were akin to a god, most accept that he was simply a gifted mortal.

Very little is known today of existence in Moroth, some believe that the El'nor were hiding from something whether it be calamity or beast, some believe that they may have always lived underground.

In any case, when Noah led his people to the surface, he changed the course of history forevermore.

Noah is said to have led the people for around five years before they emerged. There are differing accounts depicted in the walls of the early temples of Eragoth, however, the story of the dragon's fire being repelled by the relics Luna & Solis appears to be the most common and, considering the physical evidence for the weapon combining these two gems, it is also the most probable.

During the early years on the surface, Noah oversaw the establishing of many towns, including the first capital of Men named Heragothia after his daughters Hera and Go'thia. The name evolved overtime to Eragoth and eventually became the common name of our continent. Although it was a mostly peaceful time in the early years, it was not without incident.

The increased competition for food and livestock resulted in multiple dragon attacks on the smaller settlements. Although first intimidated by these beasts of the sky, the weaponry and technology of Moroth gave them the tools to fight back. Except for one, the dragons of the sky in the First Age were much smaller than the goliaths of the Second Age.



## 26. NOAH PART 2: NECROGATE (3.2)

The tales of Noah are widely celebrated across Eragoth, from the planting of the Great Tree with the goddess Dahlia to the duel with the Undying Angel. In this Scrollkeeper's opinion, the greatest legend of all is the defeat of the *Lightning Beasts at Homeguard*.

Homeguard was known as the "second city" of the First Age. Situated not too far away from the capital Heragothia, it became a tradition of the people of Homeguard to host an annual summit of the 7 main cities.

During the 12th summit a series of severe storms hit the city, monstrous beasts made of lightning came racing down from the sky, setting the city ablaze. Standing in the centre of the chaos was one who called himself "*a sorcerer of the Necrogate*"; yet still, very little is known of the Necrogate even to this day.

In the deluge, Noah and his kin were severely outnumbered; they tried to attack the sorcerer but none could get close enough to land a hit.

It was Noah, who, in the chaos, sprinted across an opening, capturing lightning beasts in his blade before they hit the ground.

With his sword charged with the power of the beasts, he threw his blade like a spear at the sorcerer. The blade drove deep through the centre of his target driving him into the wall behind.

Upon impact, the sorcerer's body dissolved and the skies cleared.



## 27. NOAH PART 3: IN DEATH (3.3)

As the early empire grew, there were many encounters with the beings and beasts that had existed on the overworld long before the El'nor. Noah would meet his end with heroism by sacrificing himself so that others should have the chance to escape.

Returning from a neighbouring settlement, his caravan was attacked by what was said to have been a colossal dragon. It wouldn't be until the Second Age that dragons would grow to the monolithic size that named the time period, however, this dragon is believed to be the same that cast blackened flames upon the El'nor when they first left Moroth.

The dragon towered above as it cast down its fury at the congregation.

The Guardians themselves sent forth a great shield from the heavens with which Noah held back the flames for as long as the shield would hold, giving his companions time to escape to the safety of the mountains.

As the last turned the corner they caught a glimpse of Noah deflecting a strike of the dragon's claw before launching himself towards the beast, weapon drawn. No soul knew what happened next as he was never seen again.

There are many legends and myths surrounding Skel-Um-Draul, some even believe that when consumed by this great dragon, you are transported to another dimension...

In tribute to Noah, a glorious shrine was constructed in Heragothia where many would pray to him as if he were a deity. Parts of this shrine now exist as coveted relics across Eragoth.

In the months that followed, Noah's wife would take to a life of solitude to live out her days in the mountains. Some of the more romantic Scrollkeepers believe that Noah was there waiting for her so that they may live out their days together, in peace.



## 28. NOAH'S AIRE (3.4)

Noah fathered two daughters Hera and Go'thia.

Following Noah's disappearance, Hera, the older of the two, became Noah's successor and her bloodline led the El'nor of Eragoth for centuries.

In the time after Noah's bloodline, families and councils took charge of the expanding cities of Eragoth, however, it wouldn't be until the year 875 when the first king of Eragoth would be crowned, King Ulrich.

Hera followed her father's example by being a strong but empathetic leader, she is said to have steered her people through many difficult times, not only with her wisdom but with her blade as well.

She is said to have cut down foes more than double her size, including those of Aghmorrow, a race of almost-giant Men who had spent their lives away from the caves battling the beasts of the land. She lived well into her 90s before passing peacefully into the next life.

Go'thia's life is more of a mystery, she is said to have spent her time searching for the beast that felled her father.

It became an obsession to where she would vanish for years on end determined to find the black beast of the sky until around her 40th year when she was never seen again.

It was said that Go'thia wielded the dual swords of Thelmia, the White Reapers, which were gifted to Noah. Neither her body nor the White Reapers were found.



## 29. RISE OF THE GREENBLOODS (3.5)

The Alryn are an ancient people said to have witnessed the emergence of the El'nor from Moroth in the First Age.

A forest-dwelling race, the Alryn are also known as the "People of the Three Forests", Nightdawn, Havenwatch & The Frozen Forest, however, before the First Age, there was only Nightdawn & The Frozen Forest.

For centuries they only lived within the forests, however, as time passed both Alryn and El'nor encroached on the other's territory.

Due to their greenish blood, the Alryn are also called "Greenbloods", although, due to the history between El'nor & Alryn, some may use this as a derogatory term.

The history of El'nor & Alryn has not always been harmonious; in the First & Second Ages there were many battles fought between the two, the pivotal battle being the Fall of Mii. Mii was an Alryn Elder and one of "The Twelve", they being the first Alryn born of the earth of Nightdawn Forest. Whilst the fire of dragons raged overhead, the Fall of Mii spelled the end of the great battles between the two races at the time.

At the turn of the Third Age, Mii's son, Klax, offered a hand of allegiance to Queen (Ki) Serbos, a famous warrior queen of the time and daughter to King Serbos II who had slain Mii two decades before.

They formed a bond during the battles of the era and eventually wed. However, their marriage and children were kept a secret at the time as although united on the battlefield, there were still many who carried the loss of the previous conflicts.

It wouldn't be until the Fourth Age when King Arvale, a descendant of Klax & Serbos would make the clear statement of harmony between the two races by gifting the City of Itnomert to the Alryn.



## 30. THE THREE FORESTS (3.6)

There are three prodigious forests in Eragoth, Nightdawn Forest, Havenwatch Forest & The Frozen Forest.

Havenwatch with its insurmountable Great Tree, is home to the golden-haired Alryn and is one of the jewels of the continent.

The Great Tree is estimated at 500m tall and said to have grown from a seed planted by Noah and the goddess Dahlia that gave the forest life.

Havenwatch was not largely occupied by the El'nor, and, in time, it became a home to these Alryn who had previously resided in a nearby dying forest.

The largest of the three forests is the sprawling Frozen Forest, however, due to harsh conditions few travel there. Home to the black-haired Alryn; it is situated in the most northern part of Eragoth spreading out to the frigid Fei Islands.

There is a great beast that lives deep in the hills of the forest named Greyfang, an ancient wolf-like creature said to be an outcast of Magus' wolf pack that fell under a curse.

The white-haired Alryn hail from Nightdawn, the birthplace of the Alryn people.

The legend is that the first Alryn were dormant seeds in the soil that rose to the surface once the Forest Spirits granted them life. This event birthed the first Alryn known as "The Twelve".

Of these twelve only the one named Dyereve remains, believed to be over 10,000 years old and near his end. He was rumoured to have been watching when Noah stepped from Moroth, however, his memory of such times has long since faded.



### 31. ELDRON THE SCROLLKEEPER (3.7)

Eldron is one of the most famous El'nor Scrollkeepers. He is said to have documented the early days of Noah and the discoveries of the First Age.

They say that curiosity is both a blessing and a curse in the art of scrollkeeping, and, as such, Eldron is said to have set off to the far south across the Eversea past the Deadwater Islands in search of new lands.

During a rest stop on a seemingly abandoned island, Eldron discovered an unmarked tomb which contained a floating orb. The only eyewitness statement recalled that the orb released a great power, disintegrating all except Eldron whose hand was on the orb; he was then absorbed into the sphere. There is nothing known about this mysterious orb or how to find it, although it is believed that Eldron's face is visible in the orbs that sporadically appear in the dungeons of Eragoth.

He will speak to those who seek him *"If you wish to proceed free of pain, answer these questions from the flame"*



### 32. THE YAGA (3.8)

Daelgar, the Skeleton Witch wears a mask made of the skull of Algon infused with the spirit of both Algon, a deity, and Czarín, an ancient warrior, supposed demigod and leader of the Yaga.

The Yaga were a band of ancient warriors who would defeat Algon at the gates of the Radiant City.

Algon was the god of warriors and the protector of his kin. Following the Battle of Mirkfall Hills, it is written that Baalmorgue sent his fiercest warrior, Czarín, as part of a band of twelve Yaga, who would ascend to the Animagate using a ladder of dead angels.

At the gate, the remaining Yaga would be cut down by Algon's greatswords, however, it would be Czarín who would eventually overcome Algon's power, driving his blade into his neck, felling a god.

Algon's skull is worn by Daelgar to grant him the power of a god and the power to fell a god, the mask and Czarín play a pivotal part in the belief of the Sign ov Morgar.

The blade of Czarín, Flamebaron, ended up in the hands of the El'nor when his tomb was looted; this blade is said to have been driven into Dragnul's heart at the end of the Second Age.



### 33. PONCRATUS (3.9)

The Kvlt of the Swine or Swine Kvltists follow the Spirit of Murdelm Forest, Poncratus. Murdelm Forest is a region of the Blackened Kingdom where the black trees with head-mounted spikes spread as far as the eye can see.

In the First Age, deep in the forests of Eragoth, there was the now destroyed village of Evered, a settlement surrounded by its namesake, the most beautiful red-leafed trees.

One winter, villagers started to go missing in the night. As time passed there were sightings of a huge figure with the head of a pig, his skin looked as if it was pulsating and independent of his skeleton, if indeed it was a skeleton that kept him upright.

In fear, the villagers would leave offerings to this fiend until he became restless and started to take the villagers again.

The Village Elder made a deal with Poncratus that himself and the villagers would carry out his commands if he spared them; this first started as greater offerings before leading to the slaughter of all livestock for Poncratus' enjoyment.

As years passed, the villagers fell into darkness and were less themselves and more fanatical followers becoming the Swine Kvltists. Attacks were ordered on neighbouring villages, chaos for chaos' sake.

The rampage would eventually end as the Kvltists were slain by the armies of King Ulrich IV towards the latter part of the First Age. It was believed that the followers of Poncratus were all silenced, however, since the Fourth Age, the presence of Poncratus has been felt again across the forests, drawing followers from the shadows. The Swine Kvltists have returned, and in greater numbers.

### 34. POPULATIONS OF THE FIFTH AGE (3.10)

Following the rise of the Skeleton Witch, many of the colonies across Eragoth have seen a substantial reduction in population whether it be from their residents fleeing for safer climbs or lost in the blood lust of demons.

Many of the Alryn have fled to Nightdawn Forest & The Frozen Forest and the Fairies to the Spirit Islands. The Gianthian people both Kronos & Giant, have stayed where possible and those who could not find their way home have now taken up refuge in the mountains. The El'nor and Othendrel who have not stayed or been trapped, have fled to all corners of Eragoth & attempted to see beyond the Eversea.

---

### 35. ARIANA & ANDRA (3.11)

Eragoth is currently ruled by King Edward Dolgran II, ruling from the Golden City.

His first wife, Queen Ariana, gave him three sons, Nickoli, Kiko & Andra. Following the rise of the Fifth Age, the Skeleton Witch attacked the Golden City searching for information held within the palace archives with regards to unlocking the Mirror of Lightspell.

Upon the King's Bridge, Daelgar demanded the information he sought; Edward refused. As punishment, Daelgar took the life of Queen Ariana. Edward could only watch as her lifeless body was dropped from the bridge into the running waters below.

Some years later, Edward took a new wife, Queen Lilith Ravensborn, who would bear Edward a daughter named Ava, her beauty said to be of a faraway land.

Although all of Edward's sons were able warriors, Andra was a leader and subsequently led the Royal Forces. Edward & Andra sought revenge against the Skeleton Witch and, through many battles, reclaimed the Golden Country and beyond, though it would not be without great sacrifice. Prince Andra lost his life to Sevkek the Great at the Battle of the Frozen Night where the rains of the night turned to icy daggers.

With the position vacant, Ava was appointed to lead the armies of her father, King Edward II.

Some years back King Edward's guard were alerted to a security breach in the Scrollkeeper Archives, a room holding the secrets of the Mirror of Lightspell as instructed by the deities. It was Queen Lilith and the Night Horde who she had snuck into the city.

Queen Lilith had posed as a beauty of a distant land when in fact she was an agent of the Blackened Kingdom who had married King Edward and birthed his daughter Ava for this very moment, to steal the secrets of the Mirror of Lightspell for her master, Baalmorgue, for she was the Carrion Witch in disguise.

---

### 36. THE BOOK OF SKULLS (3.12)

Scrollkeepers have tried to piece together the little information there is about the Necrogate and its seemingly unlimited power. One expedition, led by the adventurer Matthias Patrek, beyond the Eversea, sent word back that they had arrived at new shores and, after much investigation, they uncovered texts that, through translation, referred to something called the "Book of Skulls".

They believed that somehow this "Book of Skulls" holds the secret to the power of the Necrogate, but that's just a theory....



*The Bards of Fire are Eragoth's premier musical group, their fame stretches from the coasts of the Eversea to the heart of the Golden City.*

*They have headlined every major festival of the continent.*

*Although made of a core group of musicians, there are many of Eragoth who have held residency in the Bards of Fire.*

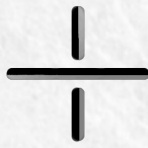
*Even the Slayer Dio was once part of the group!*

## ERAGOTHAN ALPHABET

The following is the ancient rune alphabet of Eragoth, though it still sometimes used in common-tongue. This page can be referred to for completing certain puzzles in Dungeons.



A



B



C



D



E



F



G



H



I



J



K



L



M



N



O



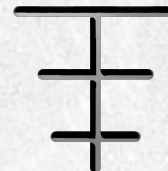
P



Q



R



S



T



U



V



W



X



Y



Z

*The ancient rune-alphabet of Eragoth is featured across many of the dungeons of Eragoth, from El'nor to Alyrn to Kronos, there appears to be a commonality in its use. How would you spell your name in with these runes?*

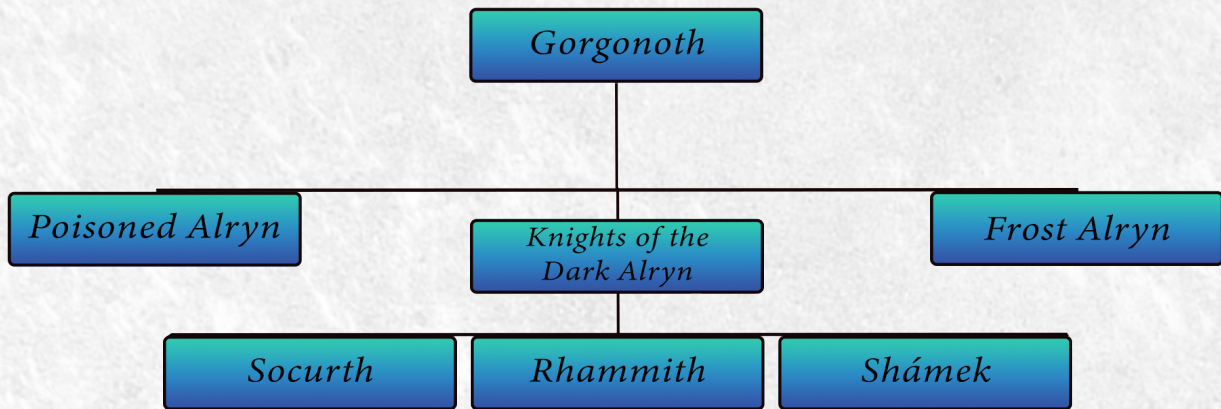
## DEMON FACTIONS

The following section is an overview of the factions that reside in Eragoth, whether it be religious or the formation of a Demon horde.

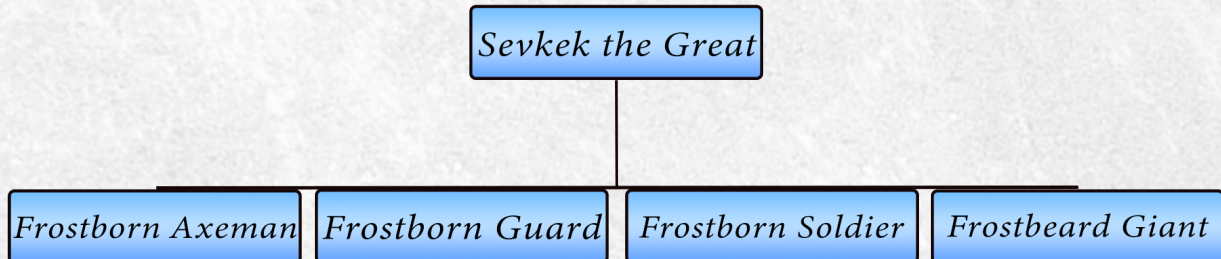
### NIGHT HORDE



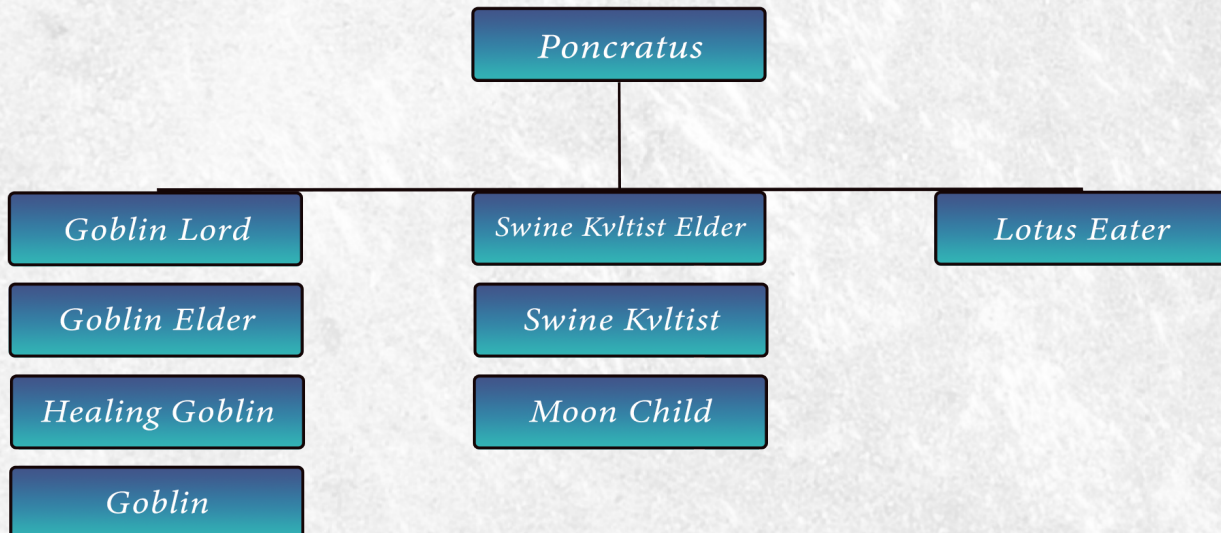
### DARK ALRYN



### FROSTBORN ARMY

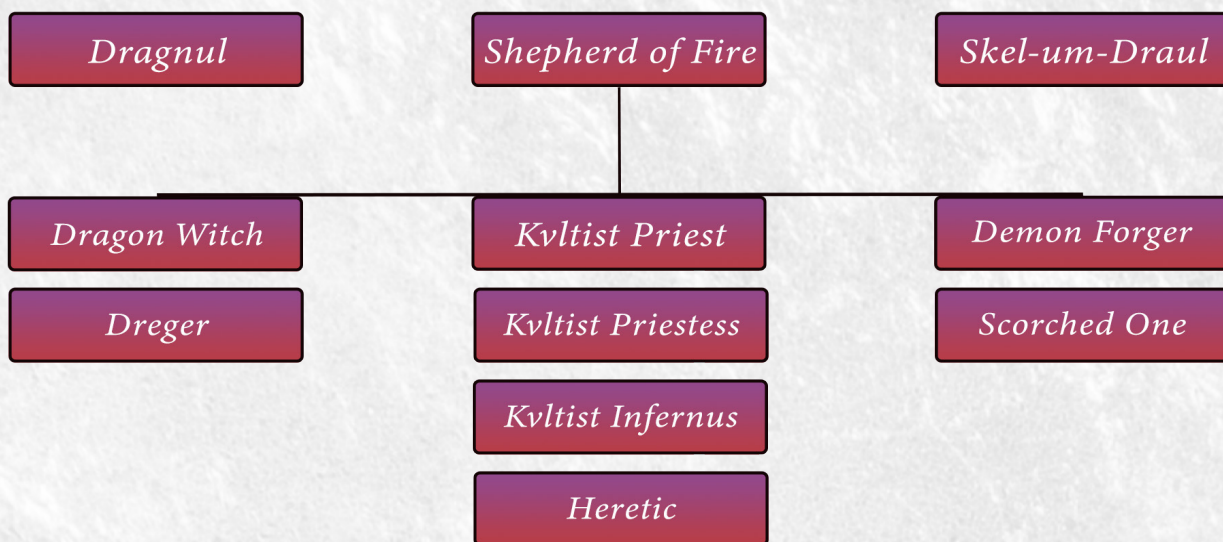


### FOREST FOLLOWERS/SWINE KVLTIISTS

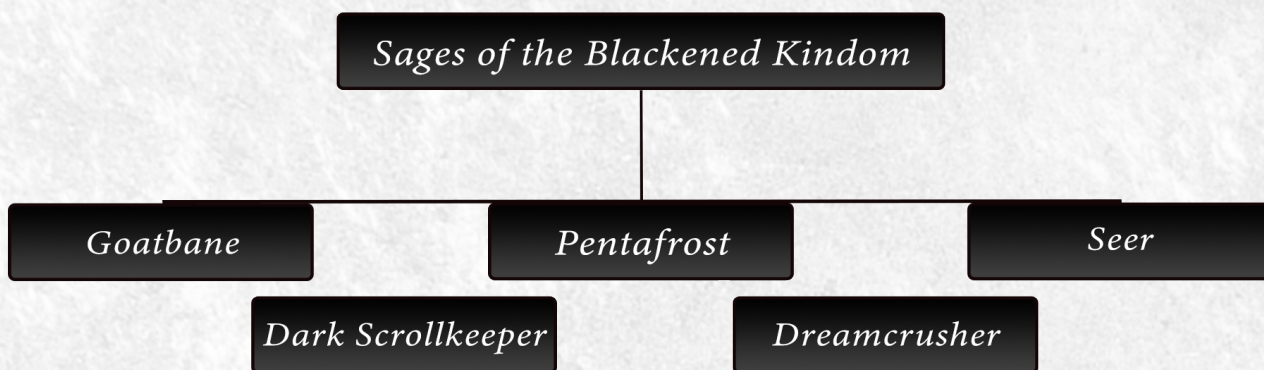




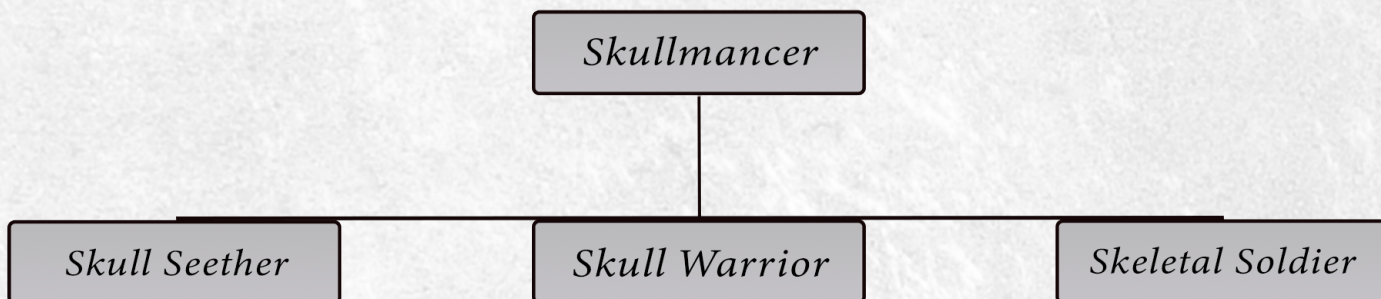
KVLT OF THE INFERNAL FLAME



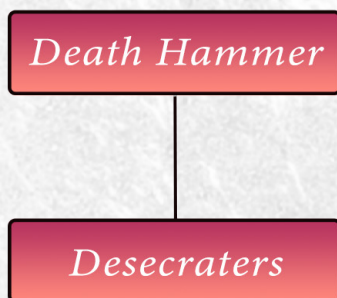
SAGES OF THE BLACKENED KINGDOM



MORGAR SOLDIERS



THE DESECRATORS





CREATED & DESIGNED BY ANDREW FEEHAN

SOUNDTRACK BY THE BARDS OF FIRE

APP DEVELOPMENT BY GEORGE HILSDON

LEAD CHARACTER ARTWORK BY JURIJUS CHITROVAS

MAP ARTWORK BY AUGUSTINAS RAGINSKIS

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