

# The World of Escheron

## Escheron: A Tale of Political Intrigue

Eons ago, before the time of man, a powerful entity known as Yaldabaoth brought forth into existence a pantheon of gods. Each of these gods was conscripted into his service, and each was given the responsibility of governing the various elements of the mortal sphere. Using their powers of creation, the pantheon gave birth the world of Escheron, and the mortal men who would walk its surface.

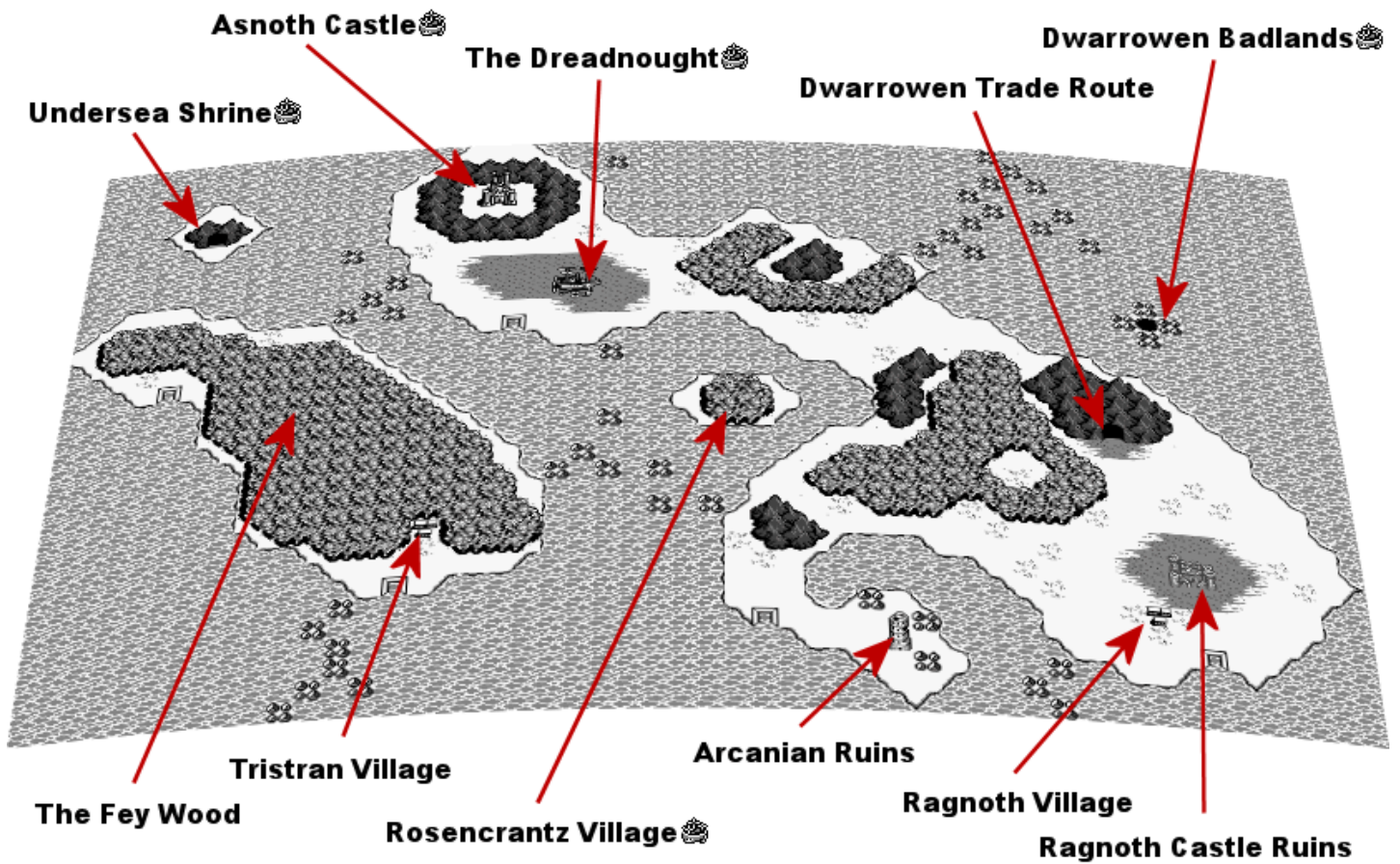
Mankind flourished on Escheron, and built many lustrous kingdoms. With the passing of time, mankind began to approach a level of unparalleled technological progress. The pantheon's governance was no longer necessary to protect and maintain the mortal sphere, and so Yaldabaoth recalled their powers. Many gods did not wish to surrender their powers so willingly, leading to a great conflict within the pantheon. All but few gods were destroyed at their own hands, and the essence of their powers was left lingering in the wake of their conflict. Many of man's kingdoms fought to claim this power for themselves. Some succeeded, and Escheron saw an age of conquest that set a precedent for centuries of suffering and warfare. The Arcanians—the self-appointed guardians of these powers—finally came into their possession, and sealed themselves away in the ruins of the realm of the gods for all eternity. The conflict had finally come to a rest. Time passed, and such accounts were held only to be legends of a past mythology...

Centuries later, the kingdom of Asnoth, and the neighbouring kingdom of Ragnoth to the South, have come into a proclamation of war. Lord Leonis of Asnoth has become paranoid of the secrets held by the descendents of the Arcanian people of Ragnoth. Fearing they might one day break the seal on the realm of the gods and unleash the gods' power once more, he has petitioned a figure known only as the Shadow Lord to seek-out the secrets of the Arcanians and eradicate their kind.

Enter Maya Anson: A young girl, and the last descendant of the Arcanians. 10 years ago, her home village was taken under the military occupation of Asnoth's Royal Guard, and her family slaughtered by the forces of the Shadow Lord. She has hence been orphaned into civil resistance, and is now leading a campaign to liberate her village from the occupation, once and for all.

Will mankind's lust for power doom history to repeat itself? Just what are the secrets of the Arcanians? What destiny awaits Maya—the final heir to their knowledge? Who is the Shadow Lord, and what role does he play in the affairs of Asnoth? The answers await you in... Shadow over Ragnoth

## - The World of Escheron -



# Characters

**Maya Anson**



Age 17

A young girl from the Province of Ragnoth. Maya was orphaned into civil resistance after her home village was invaded by the forces of Asnoth, and her family put to slaughter. Since then, she has known only violence as her village has struggled to overcome the oppression of Asnoth's constant military occupation.

**Edmund Giovane**



Age 32

Ex-Captain of the Knights Asnoth, and liaison to the prince. Edmund was relegated and exiled from the territories of Asnoth amid a royal scandal. He has vowed to return for the prince's sake, and serves Ragnoth's resistance faction to this end.

**Prince Gielgud**



Age 15

The youngest of the royal family, and former heir to the throne of Asnoth. Prince Gielgud is being held prisoner pending an investigation of a scandalous affair involving the captain of the Knights Asnoth.

**Princess Rose**



Aged 21 (presumed deceased)

Princess Rose was the eldest sibling of the royal family. During Asnoth's campaign against the Arcanians, the princess led many unsuccessful protests in opposition to her father's obsession with war. 2 years ago, Princess Rose vanished, and her pendant—a family heirloom—was found

discarded near a river. Many believe she was driven to suicide in a desperate outcry against the war; some believe she is still alive, and chose to estrange herself from the royal family.

**Glenn Oswald**

Age 25

Childhood friend of Maya, who fled the Province of Ragnoth during Asnoth's occupation. Although a superior fighter, Glenn often questions the strength of his own character, believing he can never make restitution for abandoning his people.

**Lord Leonis**

Age 56

A powerful monarch who rules the Kingdom of Asnoth. Lord Leonis was once considered a just and compassionate ruler, but many have begun to question his leadership in lieu of his declaration against Ragnoth and the Arcanians.

**The Dark Knight**

Age Unknown

A mysterious figure clad in dark armor. The Dark Knight appears to be a sellsword, or possibly an opportunist. Although his alignment—or his interests in Asnoth's affairs—remains unclear, some suspect he may have a more personal involvement in the war.

**The Shadow Lord**

Age Unknown

An eerie and malevolent figure serving as Leonis' right-hand man. The Shadow Lord led Asnoth into the war with the Arcanians, and was personally responsible for much of the slaughter that took place. Some suspect he may be manipulating Lord Leonis to fulfill his own agenda.

# Status and Skills

Character progression occurs naturally throughout the game, determined by which items are held in each characters' inventories. A sword, for instance, may aid a character in raising their strength, while a staff may raise wisdom. Some items will also decrease statistics over time, as they are presumed to be neglected. It's important to find the right balance by applying all of your characters' strengths in battle, and building new ones.

Each statistical ability plays an important role in how well your character can perform during combat situations:

## Hit Points (HP)

Represents a character's basic life-force. When a character falls to 0 HP, the character is considered "felled," and can no longer participate in battle. A character may be resurrected through the **Phoenix Pinion** spell, or through the use of an **Angel Tear**.

PARTY		
	MAYA	⊙ ⊙
	HP 192/192	✱x3
	EDMUND	⊙
	HP 217/217	✱x1
	GLENN	↑
	HP 0/233	✱x0

Represents afflicted status

## Strength

Defines a character's physical power. This helps to determine how strong a character's weapon-based attack will be. Using swords and axes are effective ways to build strength.

## Stamina

A character's constitution, or ability to withstand injury. Paired with your armor, this helps to determine a character's total defensive capability. By increasing a character's stamina, you will find that character suffers less damage when attacked.

## Wisdom

Determines a character's magickal aptness, as well as their ability to withstand magickal attacks. The power of many spells will be influenced by how wise a character is. Spells also require that a character possess enough wisdom to wield them. Using staves will help a character quickly build wisdom.

## Agility

The nimbleness and reflex of a character. Agility defines many things: How quickly a character may take their turn during combat, how accurately the character may attack or how often the character may evade an enemy attack. Bows are useful for training a character to become more agile.

## **Merits**

There are a number of personal merits that each character may unlock. Merits are like passive feats that turn the tides of battle, or allow characters to use items or magick in unique or more effective ways. There is a preset selection of merits available to each character, and the conditions for unlocking each one varies. Here are just a few examples:

### **Monk's Blood**

If the character has been afflicted with poisoning many times, they will gain a natural resistance to its effectiveness.

### **Cleaving Attack**

As the character becomes more proficient with various weapons, they may sometimes pierce an enemy's defense while attacking.

### **Alchemic Lore**

If the character uses a lot of alchemy, it may become more effective.

Experiment to uncover all of the available merits!

## **Battle Commands**

There are a number of different command a character may access during battle, other than attacking or unleashing a spell:

### **Parry**

Forfeits current turn in order to defend against enemy attacks. A character's ability to effectively defend depends on the shield that is currently-equipped. Some shields will reduce damage more than others.

### **Recoup**

Forfeits current turn to recover some HP, and possibly recover from poisoning, as well.

### **Withdraw**

Attempts to withdraw the entire party from battle. The party must have sufficient agility for withdrawal attempts to succeed. Some battles (such as those against our main antagonists) cannot be escaped from.

### **Quickening**

When a character nears exhaustion, their **Use Weapon** command may be replaced with **Quickening**. A quickening is a powerful blow that ignores the enemy's defenses, but it may only be unleashed once. A character can quicken again at a later point in the battle, if the situation is dire enough.

## **Status Effects**

There are a handful of ailments that can be afflicted on characters, or that characters, themselves, may even afflict on enemies:

### **Poisoning**

Gradually decreases HP at regular intervals, but cannot result in death. Poisoning may be reversed by casting the **Purgation** spell, or through the use of an **Alicorn** or an **Elixir**. If not healed by the end of a battle, the poison will continue to ravage a character's body, reducing HP with every step.

Note that, while using the **Recoup** command during battle, there is a chance that a character can naturally recover from poisoning.

### **Blindness**

Halves accuracy, making it difficult to effectively attack. Blindness will also make it difficult to evade enemy attacks. This effect will persist after battle, requiring the use of the **Purgation** spell, or curative items to heal.

### **Enchantment**

Places the target under a muddling spell, causing them to become disoriented and occasionally unable to act during combat. This effect only lasts a few rounds.

### **Death / Petrification**

"Felling" a target is the result of reducing their HP to 0. There are otherwise spells and other effects that might instantly fell a target, regardless of its current HP. Petrification results in a similar effect, and is otherwise not distinguished from normally being felled. This effect may easily be reversed through the **Phoenix Pinion** spell, or by using an **Angel Tear**.

Note that an unused **Angel Tear** held by a character will automatically resurrect them if they are felled.



# Proficiencies and Properties

Each piece of equipment carries its own type of proficiency, which is displayed in the character status menu. A proficiency level describes how well-versed a character is with a particular type of equipment. This level is increased by equipping the item for long periods of time and completing battles. As the proficiency level of an item rises, a character will gain various bonuses to each one. For instance: As a character's proficiency with swords increase, all swords begin to inflict greater damage, or allow the character to attack multiple times in a row. In some cases, a certain proficiency level is required in order to equip certain items. The level required is indicated in an item's description while viewing it in the inventory.

## Properties

There are several types of properties that are tied to equipment. A weapon might belong to a particular element, might inflict a status effect, may unleash a feat or may be effective against certain types of enemies. These properties can be viewed on the equipment check screen while examining an item.

These rows represent ATT / DEF properties

		Fire	Cold	Pois.	Blind	Enchant	Curse
..MODIFIERS..	⚔	❖	❖	❖	❖	⚔	⚔
⚔	+	-	-	-	-	-	-
❖	+	x	-	+	+	-	-
..PROFICIENCY..							
⚔1-60	❖2-40	❖1-40					
❖0-00	❖2-60	❖1-60					

{ + property added to ATT or DEF  
- neutral state  
x weakness toward property }

### **Elemental Properties**

There are two basic elements within magick: Fire and Ice

Spells or weapons that carry these properties will be effective against any target that does not explicitly resist them. Some targets will be outright weak against a certain elemental property. Characters, too, can become weak against an element by equipping armor that doesn't provide sufficient defense against it. It's important to check the properties table of each item before potentially weakening your characters.

Weapons that carry elemental properties may also be less effective when an enemy resists that particular element, or vice-versa.

### **Racial Enemy Properties**

Some weapons will be effective versus specific types of enemies. These are not indicated while checking an item. Examples:

- Axes are particularly effective against treants
- Bows are particularly effective against flying creatures

Experiment with different weapon types to discover various enemy weaknesses.

## **Feats**

These are passive abilities found in some equipment that will grant additional abilities to characters, or strengthen their defenses.

### **Counterattack**

The character will sometimes (automatically) attack an enemy in retaliation.

### **Swift Attack**

Increases the number of hits a character will perform in a single attack.

### **Critical-Up**

Increases the chance that a character will score a critical (more damaging) attack.

### **Unleashed Spell**

Sometimes unleashes a magick spell in addition to attacking. The type of spell is not indicated.

### **Energy Drain**

Restores a character's own HP when they attack an enemy.

### **Arcane Shell**

Increases a character's defense against magickal attacks.

### **Damage Reduction**

Reduces the total damage a character suffers from an attack.

### **Dragon Heart**

Reduces damage from dragon breath attacks.

### **Regeneration**

Recovers a small amount of HP at regular intervals.

### **Undead Curse**

Curses the character with undeath, making it impossible for them to benefit from curative magick.

# Magick

The mortal world of Escheron is largely without magick. Magick, for all intent and purpose, was a power held only by gods. With the destruction of the gods came the destruction of magick itself; however, many are still able to tap into the lingering essence left behind by the gods and endow themselves with spell-like powers on a much smaller and more limited scale.

As many as eight magick rituals may be scribed to a character's own spellbook, and performed at anytime—provided the character is infused with mana. By praying to one of the many goddess statues scattered around Escheron and making an offering in gold, the character will be blessed with this power. Mana, in essence, is a "spell-charge." Each charge a character holds will allow them to cast any single spell from their spellbook. A character may be infused with as many as eight spell-charges at a time.

Note that many spells have a wisdom prerequisite that requires the character to be knowledgeable enough to cast them.

There are three types of magick, defined starting on the next page.

## **Divine Magicks**

Magicks that heal, protect and strengthen the party. Suited for the classical "priest" archetypes.

### **Lay on Hands**

Restores a moderate amount of HP to a single target ally. (scaling)

### **Purgation**

Neutralizes poisons and other infirmities within a single target ally.

### **Egression**

Dematerializes the party in one location, and rematerializes them in another. Consequently, the process takes its toll on the HP of the entire party.

Useful for back-tracking out of dungeons, or escaping difficult enemy encounters.

### **Vim Orison**

Restores a minor amount of HP to the entire party. (scaling)

### **Earthen Wall**

Enhances the defenses of a single target ally. This effect may accumulate.

### **Empowerment**

Enhances the strengths of a single target ally. This effect may accumulate.

### **Phoenix Pinion**

Summons the spirit of a phoenix to resurrect a single target ally, and inflict minor fire damage (scaling) against all foes.

Resurrection incurs an effect known as "system shock," where returning a spirit to its infirmed body often results in permanent deformity. (the reduction of HP and stamina) The specter of death does not concede without first taking its toll...

### **Heaven's Wrath**

Inflicts moderate to heavy non-elemental damage against a single target enemy. (scaling)

## **Arcane Magicks**

Magicks that focus on destruction and alteration. Suited for the classical "wizard" archetype.

### **Faerie Fire**

Inflicts moderate to heavy fire damage against a single target enemy. (scaling)

### **Algid Lance**

Inflicts moderate to heavy cold damage against a single target enemy. (scaling)

### **Caustic Fount**

Inflicts minor to moderate fire damage against all enemies. (scaling)

### **Northerly Gale**

Inflicts minor to moderate cold damage against all enemies. (scaling)

### **Bitter Scourge**

Inflicts minor non-elemental damage (scaling) against all enemies, and causes poisoning.

### **Enchanted Aria**

Places all enemies under an enchantment.

### **Shadow Conjury**

Blinds all enemies and raises the evasion rate of the entire party.

### **Leadening Gaze**

Petrifies all enemies.

## **Sealed Magicks**

Spells that cannot be purchased, unlike other spells. Such magicks were sealed away due to their misuse, and the knowledge behind them is scarce.

### **Scabrous Hand**

Inflicts poisoning and blindness, and places a single target enemy under an enchantment.

### **Conflagration**

Inflicts heavy fire damage against a single target enemy, and causes blindness.

### **Dracul's Grasp**

Drains HP from a single target enemy and restores the same amount to the caster.

### **Maelstrom**

Inflicts heavy cold damage against all enemies, and results in a slight chance of causing instant-death.

### **Pale Alacrity**

Increases the initiative and attack multiplier of a single ally.

### **Quietus**

Ceases life within a single target enemy, regardless of how strongly that target might resist death.