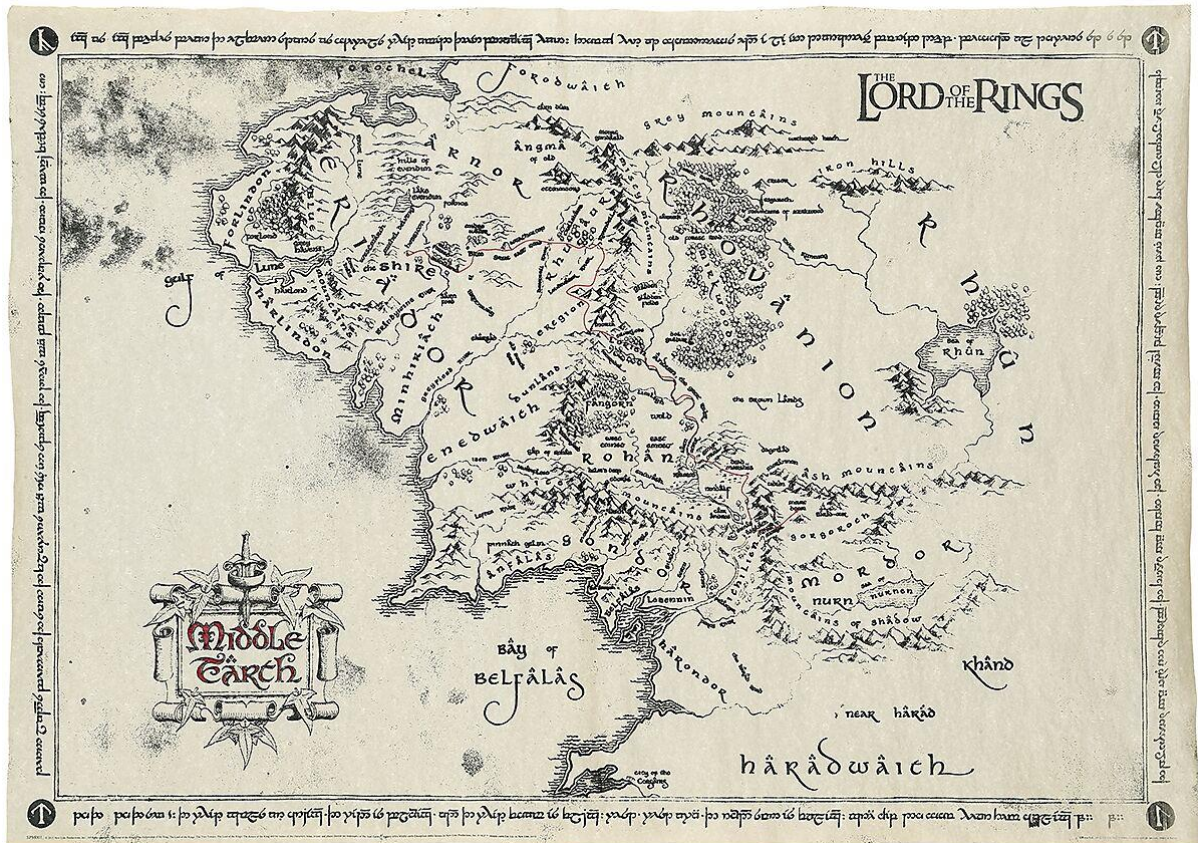


Elgar



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1.1 Origins

The legend of the Perfect 6

Elgar is a world which is believed to be created by "The Perfect 6" (Anthios, Edoss, Balgrut, Brial, Galok and Tanril). Originally they were 7, Ermok used to be one of them too, but a tragedy changed that.

The legend says that The Perfect 6 are born from a Divine Star called Antares, which blew up and gave birth to them. The seven gods had the same powers as a star does. They have the power to give life and to destroy it. With that in mind the Perfect 6 decided to create a world in which their names would be praised and remembered, Elgar. They all wanted to put their knowledge and their beliefs in this world and protect it from the heavens. So, each of them took 1 hair and gave up some of their star energy to create a male and a female of any kind of species (the hair was a way of putting their identity on them).

Anthios created humans, Edoss created Elves, Balgrut created Skin-Changers, Brial created Mermen, Galok created fairies and Tanril created Dwarfs. However Ermok rejected giving away some of his power to "some useless humans", he believed that the most pure thing was to exist until eternity staying as a perfect entity, and that giving power to some normal human was a proof of weakness.

So, The Perfect 6, having seen the scary ambitions of their brother decided to punish him in the famous "Court of the 6 stars" and decided that he had to live as a human in the new world they just created so that he could learn to be a humble person. After the decision was taken they all unified to steal his power and once they had it they sent his power to the new world they created. This is how water, vegetation, animals and all sources of living things was created. At this point only one thing was missing, light. The new world needed a source of light and power to grow up everything the gods had created. The Perfect 6 decided to unify their powers and become an eternal star that would give power.

And this is how, for thousands of years the Perfect 6 have been looking after the world they created.

1.2 Regions of the world

Elgar can be differentiated in different regions, each of them with their own culture, religion and beliefs.

They can be differentiated in 4 main regions, the Divine Citadel, the Elder Forest, the Desolate lands, the Rich mountains and the Mermen City.

Divine Citadel: It is the Region where the Capital City of Elgar is, and the place where the descendants of the Perfect 6 live. This place is habited by humans mainly, however there are a lot of scholars from other races that live there to study. The Citadel is known to be the place for those with the urge to study everything about this world. The most sacred books and the most intelligent people can be found there. This is the reason why the Citadel has a huge tourism, if you are an adventurer you should step by.

Elder Forest: It is the region where elves live alongside with the fairies. It is a huge forest with a lot of culture and traditions. The most remarkable things of the Elder Forest are the animals and vegetation, where you can find little things like ants and grass or bigger things like Chimeras or talking trees. Home to the best alchemists and druids of Elgar this place is the destiny for everyone searching for adventures.

The Rich Mountains: The Rich mountains is the largest set of mountains in all Elgar. On the insides you can find the dwarfs, a prideful race which has been living there for thousands of years. Famous for the huge amount of iron and gold that can be found there a lot of travelers pass by there to buy weapons and armor (they are known to be the best in the whole world).

Mermen City: Place to the mermen and maybe the most unique place in Elgar. Placed under the Great Ocean (the only ocean) Mermen City is home to the Mermen and sirens.

Desolate Lands: The desolate lands are the most similar thing to hell on earth. Home to the Exile God Ermok, it is a place you will never want to visit. Burnt villages, black mountains, dead bodies and Ravens are the most common things you will find there

2 Religion

There are 6 different religions (all of them with their own believers and cultures). There is a religion for each of the creator Gods we saw before.

All of them have an after-life in the Holy Land (The place habited by the Gods) and something to praise (normally an ideology), however, depending on said religion the way of getting to the holy Land or the thing to praise are different.

Anthios

Anthios believes in loyalty and humblity. This is why he created humanity, to prove that humans are worthy and that they can know their place and live according to his principles. According to this religion, Culture is the most important thing, without culture a human is nothing. With that in mind all Anthisms (name of the followers of this religion) make sure they get a proper education in all the aspects of the world (science, literature, laws, etc.) and that they deliver all that information in a proper way to the upcoming generations.

To get to the Holy Land all you have to do is learn every aspect of this world and share it to the upcoming generation (your sons if you are a humble parent or as many people as you can if you are a scholar/teacher).

The most important people in this religion are the scholars and the teachers, because they have the responsibility of learning and teaching, and that's something believed to be awarded when dead, this is why, every Anthism's goal is to become wise enough to be able to spread their knowledge in order to gain a spot on the Holy land after death.

From a cultural point of view this religion had a huge impact in the Divine Citadel (a place mostly habited by humans). This is why the Citadel is a place full of culture and a place that gathers every scholar in Elgar. Moreover there is a library (The Great Library) where all the scholars may be found, it is a place full of history and it is home to the most sacred books of Elgar, so, this has been a huge impact to the Citadel's society from a cultural point of view.

Edoss

Edoss believed nature to be the most powerful power in the world. It is able to create life and destroy it, to give birth or death, to change, to adapt, to overcome, and everything on its own. For these reasons this religion has been very accepted in the Elder Forest, a place where elves and fairies live, however elves are the only followers of this religion.

The main pillar is the veneration of nature, and the idea that nature is the only thing that should guide a rightful man all his life.

Balgrut

Balgrut believed that pain was the most important thing in life. It is what teaches us how the world works and what makes us strong.

All this religion is explained in "Pain principles" a sacred book said to be written by Talek (the first skin-changer), who is the direct successor of Balgrut. In it there are strict principles that no other race would be able to handle, not because they are hard, but because they are brutal. This are some of its principles:

2.1: You must walk with shoes that have a nail which sticks through your feet.

4.1: If you get hurt in battle, you must not receive medical services, only pain will heal your wounds and make you stronger.

All these principles are applied to all people. Starting from being a child until they die. In fact the ones starting earlier are the ones that became stronger later.

Tanril

Tarnil, known as the greedy god, is the god of fortune and gold. Every dwarf at the High mountains pays respect to Tanril and that makes him the insignia god of the place.

Tanril believed that the best man was the one able to generate fortune throughout all his life, because that means that he had the capacity to find minerals in the right place and make the right decisions when trading with other people.

Brial

Brial is known as the god of the undersea, and that is obviously, because he is the god of water. This is the religion mermen follow.

Brial believed that the source of life in any ecosystem is water, and that life would be impossible without water. It is a very strict religion, for example, The point 1.3 in “the Sacred Book of the Water” says that any ecosystem that doesn’t have water should be rejected in an immediate way because it means that life there is not worth it, and that if anyone was to live there, he would have bad luck forever and ever.

Galok

Galok is known to be the god of alchemists. He is the one that created fairies. He believed that the best science in the world was alchemy. This is because as he said with his own words “It is the only science capable of creating the impossible with the possible” (meaning that you can create impossible things by mixing possible things all together) or at least this is what Tyril wrote in the book famous by all alchemists.

He believed that everyone devoted to any other science was a fool and considered him a lower individual. However, he was a reasonable god and accepted the existence of other sciences and didn’t care much about having devotees who made

use of other sciences. For these reasons it is common to see fairies that use their alchemy knowledge to heal people or to make plants grow faster.

Ermok

Ermok, also known as “The Forbidden” is the most evil entity in the whole world of Elgar. He was originally a god, like the other 6, who got kicked out because of his dangerous ambitions. Like for example underrating the life of mortal people or expressing how much he hated the mortals. For this reason, like the “legend of the perfect 6” says, he got kicked out and sent to Elgar like a mortal. But that’s not everything, what the legend doesn’t say is that the 6 gods put a hex on him. That was not being able to die (so that he could live what he believes to be “a miserable life” for eternity). What this means is that Ermok was there the first day Elgar was created, is still here today and will be here forever.

He has no beliefs, all he has is an inner anger towards the gods that took his powers, and he will do anything to destroy every race in the world of Elgar and regain its powers.

3. Cultures

As we have seen there are 6 different races in this world, and each one has its own culture that we will explain right here.

Humans

Humans are the most common race in the Divine Citadel region. They live in houses they build on the floor and eat their own productions (pig farms, corn fields, etc...). They are followers of the Anthios religion and live as the religion says.

They have a simple culture, kids go to school during weekdays and study during weekends. No child is allowed to work until the age of 18, thus because they have to follow their strict religion that prioritizes learning above everything. Men have to work to be a good example to their sons and women do the house-work.

The humans have 2 powers that rule the city. The king and the clergy.

The king is the direct descendent of the creator Anthios (meaning that the dynasty of the first man created is the one to rule the human race) and his job is to make sure the city has a good economy, rightful laws and a good guard able to keep the peace in the city, the king is the head commander of the army as well.

On the other hand, the clergy is the one that rules the life of the citizens. They make sure that everyone in the citadel follows the religion strictly.

This is the basic culture of humans, however there are more aspects that can be curious, for example, the human scholars have a curious one. It is said that during the time they are writing a book they aren't allowed to cut their hair, thus because everyone has to see how much time they are working on every book. For this reason when they are working in a very long book you can see scholars with really long hair and people praise them when seeing them.

Elves

The Elves are a very prideful race. They are taller than humans and have a few characteristics that make them fierce, like for example their amazing vision and their incredible agility.

They are believed to be the best hunters (because of the characteristics they have), however, they can only use their abilities to kill other species, excluding animals and plants, for a good reason you will see shortly.

They live in the Elder Forest. They build their houses on the top of the trees, thus because they have a clear sight of everything and thanks to their incredible vision they are able to devise any enemy from very long distances.

They are followers of the Edoss religion and as usual their life is very influenced by this religion.

They have learnt everything through observation of nature and kept the information on the sacred book "Nature and how it works" from where a lot of kids have learnt everything they know nowadays.

No one can harm anything from nature, their strict religion dictates that those who dare to damage anything from nature must be punished. This might be a problem when eating, because they need to kill animals and plant to eat, however, what they do is get food by trading with other cities from other cultures where hunting is allowed. If the case was extreme (for example, if they were in war with every other race) the king would make an exception and allow certain hunters to hunt a little number of animals just to survive.

Dwarfs

The dwarfs are short people and their most common characteristic is their pride and ability when forging weapons.

They are said to be the race with the worst humor of all and the most prideful, to the point that if you hurt their pride it may be the last thing you do.

They live in the insides of the High mountains. Their houses are empty spaces of the insides of the mountains that they decorate to make it habitable.

They are followers of the Tanril religion and live according to it.

Experts in mining, they are the best when finding minerals and polishing them. Kids learn at a very short age to mine and differentiate minerals.

Men work at the mine all day and create perfect armors. Unlike many other races, women are allowed to work too, they work polishing minerals, thus because the dwarfs believe that the strongest and hard-working a woman is, the better she is. Because they live in a place where there are neither animals or plants, what they do is trade with the skin-changers which live on top of the mountains. They trade food for gold or armors or minerals.

They have a curious way of government, they have a King, but not a blood-related King like in most cases. What they do is choose the dwarf with the largest beard (usually the oldest) and said dwarf becomes the King of said city. When the King dies, they search for the new person with the largest beard and becomes the new King.

Mermen

The mermen are the habitants of the undersea. They have sharp teeth, long tails and feet. They are as tall as elves and have more strength than 2 humans together.

They are known as the shark-killers, thus because they have strength enough to kill a shark on their own. This nickname has prevented most of the races to stay away from their territory.

They live under the Great ocean, in ruins of destroyed cities that are now under water, and their religion is based on what Brial preached.

They are one of the most prideful species in the world, and not only that, they are the most warlike race in Elgar, for this reason, it is not rare to see adults and even kids training their battle skills.

They are experts at mermen karate. An ancient art, that is written in the books all around the territory and taught to the children all over the place.

Skin-changers

The skin-changers are the habitants of the high mountains. Unlike dwarfs, they live on top of the mountains. They look like ravens, wolves, dogs, and a ton of different animals. This is, because they have the ability to swap their body with any animal they find in a certain distance. However, their standard appearance is the almost the same as a human, the biggest differences are the teeth (way larger than the human

ones) and the hair (they have way more hair on their body than any human could possibly have).

They are known to be extremely senseless and violent. No one dares to go to the high mountains, and they do the right thing, because if any fool decided to go there would die instantly.

Their strict religion has created a society of senseless warriors. In the skin-changers culture the strongest rules everything and the weakest dies, there is no such place for weaklings who can't handle this way of living. This is, to the point where even parents let their sons die if they are weak.

Fairies

Fairies are the most little creatures in Elgar. They are characteristic for their gorgeous wings and their charming singing. They live in the Elder Forest, alongside the Elves (they share the same forest but don't live in the same cities).

They are known to be the best alchemists of not only the Elder forest, but the whole world. Thus, because their religion encourages them to learn alchemy. However, their best use of these abilities is medicine and farming. They are capable of creating the most effective potions for almost any kind of wound or illness and they can grow any plant faster than any other race. They usually trade medicines and fertilizer to other races for economic reasons.

They are not very interested in war, they are usually peaceful and have no problem with any race. In fact, they have only fought once in the well-known "Battle of the ancestral tree" where fairies and elves fought for territory the year 470 after the creation.

The fallen ones

Very little is known about the fallen ones. The only thing known by certain is that they live in the Desolate lands and that they are under Ermok's command.

It is said that the fallen ones are people from all the races that have ended up under the forbidden one commands. Moreover, it is said that the extreme ecosystem of the desolate lands have affected the people who live there, to the point where they have mutated and became different from the races they were long ago.

Elgar

Rules

In this game you are allowed to choose an adventurer from 6 different races (Human, skin-changer, elfe, dwarf, fairy & mermen). This character will be your **main** character and the character you will control in-game, however, during your adventure you may find more adventurers who will be pleased to join you on your journey in the world of Elgar.

The way you move through the scene is by clicking with your left mouse button on the desired location. To go from one scene to another just click on the sides of the screen (left to go to the left screen and right to go to the right scene).

For moving all over the map you have many possibilities. The most basic one is by walking, but you can use aerial transportation or nautical transportation. Moreover you can travel through the whole map by using portals (portals are in certain points in the map only, not everywhere) in that case you just right-click the portal and select the desired location.

Resources are distributed all over Elgar, and you will have to explore the map to find them, for example, if you want to collect wood you will have to go to a forest, but to go fishing you will need to go to a sea, or a lake, so always look the map when looking for an specific resource.

It is helpful to know that the rarest a resource is the hardest it is to find it and the less there is in the map.

To collect resources all you have to do is right-click on it. For example, if you want to collect wood to create a super amazing sword you can right click a tree on the map and your character will chop it and collect the wood.

To enter a combat you just have to right click the mouse on the desired enemies (they will be perfectly visible on your screen) and you and your team of adventurers will enter a fight. But be careful, in some places enemies will attack you by surprise so don't fall asleep!

Combat Rules

Elgar has a turn-based combat system, which means that for every character you have a limited time to choose your actions for your turn.

Before starting the combat you have a few seconds to position your characters depending on where the enemies position. Then, the combat begins, the first turn begins and, for example, if you have a group of 3 adventurers and you face 3 enemies the turn would go like this.

Allie1->Enemy1->Allie2->Enemy2->Allie3->Enemy3-> end of turn 1.

The characters are ordered by their initiative. However, the allies and the enemies have to be interspersed, which means that even if Allie2 had more initiative than Enemy1, Enemy1 would go first

In your turn you will be able to use spells and weapons. spells include attacking, defending, healing, preventing, poison, dmg buff, dmg debuff... So as you can see there are a lot of actions you can do in 1 turn... so choose wisely!
Here is a table of actions of what you can do in a turn.

| Command | Requirement | Description |
|----------------|---------------------------|--|
| Slash | Mana. Face to face attack | A powerful slash that deals damage to a single target |
| Empowerment | Mana. Self-Cast | The player attack increases during the next 2 turns |
| Healing word | %life. Area of 3 | The player sacrifices a % of its health to heal an ally |
| Shield | Mana. Self-Cast | The player shields himself and prevents the next attack |
| Bad manners | Mana. Area of 4 | The player uses bad manners to reduce enemies' attack for 1 turn |
| Sword Swing | Mana. Area of 2 | The player spins his sword to deal a good amount of dmg to enemies |
| Trick | Mana. Area of 5 | The player teleports to the desired location |
| Attack | Weapon | The player deals damage with his weapon (area and cost depend on the weapon) |
| | | |
| | | |

Items

Thadril's hammer: Thadril is said to be one of the greatest Dwarfs from Elgar. When he was 18 years old he forged this hammer at the heart of the high mountains. He created this very special weapon with a lot of special resources and with a very unique recipe he only knew. However, nowadays everybody knows the recipe, some people say he actually sold it to a mercator because he had a lot of gambling debts...

Item category: Epic.

Resources: x15 ash wood, x10 Iron, x2 Emerald, x1 Diamond.

Effects: Deals damage and lowers the enemies defense during 1 turn in an area of 3. 3 turns cooldown.

Iron Sword: The iron sword is the most common weapon upon the human army. It is a very basic weapon which can be very easily crafted.

Item category: Basic.

Resources: x5 ash wood, x7 Iron.

Effects: Deals damage to an enemy face to face. 1 turn cooldown.

Boris' axe: Boris was a great skin-changer warrior, his axe became a symbol of power and strength. Legends say Boris was so savage that he used his axe to cut vegetables and fruits...maybe you can find a better use for it.

Item category: Good.

Resources: x10 oak wood, x10 Iron, x10 stone.

Effects: Deals great damage to enemies in an area of 2. 2 turns cooldown.

Oak arch: The oak arch is the most common weapon in the Elve army. every elf should have one.

Item category: Medium.

Resources: x8 Oak wood, x8 strings.

Effects: Deals damage to 1 enemy within a range of 8 cells. 1 turn cooldown.

Amenk's wand: Amenk was a fairy king who ruled in the early years of Elgar. He had his wand created by the best manufacturers of the Elder Forest and it is believed to be the best wand that has ever existed.

Item Category: Legendary.

Resources: x9 Chestnut wood, x2 Diamonds, x1 Perfect gem.

