

THE HISTORY AND CREATURES OF VERRA



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TABLE OF CONTENTS

LEGENDS

- 02 ... The Fall
- 03 ... The Return

THE RACES OF SANCTUS & VERRA

- 07 ... The Pyrain People
- 09 ... The Dünzenkell People
- 11 ... The Aela Humans
- 13 ... The Kaivek Orcs

THE STUDIES OF VERRA

- 15 ... Essence, Souls & Planes

PANTHEON OF THE GODS

- 16 ... Story of Creation

GILDED HOUSE LORE, ROSTER & ROLEPLAY GUIDE

- 17 ... House Kimura
- 19 ... Phoenix Antiquities
- 20 ... The Obsidian Order
- 21 ... Gilded Ventures
- 22 ... The Complete Roster
- 23 ... Basics of Creating a Character

GILDED HOUSE: PRELUDE CHAPTERS

To Be Added

THE FALL



LONG AGO, THE WORLD OF VERRA FACED A GREAT Calamity that had taken on a few names. Some called it the Fall, others the Apocalypse and even others addressed it as the Exodus. This major event was brought about by celestial beings known as The Ancients and The Others.

This apocalypse all started with comet-like celestial bodies known as Harbingers that had arrived on Verra. The impacts left by these Harbingers left scars upon the land where The Ancients flowed out from the centers of these harbingers like a conduit and started to conquer the planet. The desire of these Ancients were to pervert the creation of the Gods (The Seven) as they saw them as an affront to their endeavors and in dosing so they would create monstrosities. Monstrosities created by manipulating nature with corruption which we know as a negative aspect of 'The Essence'.

Granted by the divine intervention from the Goddess of Creation, Much of the population fled Verra through towering gateways, seeking refuge in a world void of Magic. The world of Sanctus where our characters come from a existence that the Goddess of Creation had made to protect the people fleeing from Verra.

EVENTS LEADING TO SANCTUS

"A long long long time ago, everybody lived on a planet called Verra. Something cataclysmic happened that forced people from that world to another world called Sanctus. Verra is a place of really high magic. Sanctus is a place with no magic whatsoever. People escaped through these portals into the world of Sanctus. They had to rediscover technology, because so much of their current technology was based on magic, so they had to figure out how to interact with the world. Thousands and thousands of years go by. A long dark age passes. This history that I just told you falls into myth and legend. After this time passes, these portals reopen and the players are going to take the part of people who are coming through those portals once again back to the world of Verra to rediscover that magic, rediscover their history, and try to figure out what happened to this world to force them out of it" - *Jeffrey Bard*

It is important to know that soon after the exodus these gateways that the goddess of creation had made would dim and become dormant. Centuries would turn to millennia which in return would bury these gateways beneath myriad of calamities. Over the eons, history would become legend and even the great lengds themselves would all but be forgotten.

WHAT ARE THE HARBINGERS?

These are Comet-like Celestial Bodies powered by a very strong source of magic that essentially acts as a bridge between 'The Void' and the Material Plane where the world of Verra Exists. It is also important to understand that The Ancients and the The Others used the Harbingers to travel to Verra, thus beginning the initial Apocalypse.

As stated prior the Ancients flowed out of the conduits that opened at the center of these Harbingers and thusly began their conquest of Verra. For out of character purposes these exist on Verra as dungeons where the Ancients are capable of pushing into the Material plane. They can continue to do so under the guise of the effects of corruption which can be seen spreading.



HARBINGERS

"The Ancients and The Others they found their way to Verra at some point and they came through what we call the Harbingers, which are essentially these celestial bodies- these almost comet-like structures that were traveling through space to find the location of the new creation; and within those harbingers is a very strong source of magic that essentially acts as a bridge between the Void and the Material plane where Verra exists." - *Steven Sharif*

THE RETURN

WAS STARTED WITH THE DIVINE GATEWAYS reigniting in Sanctus which led back to the force capital cities of Verra. These capital cities, however, laid in ruins for centuries following The Apocalypse. Remember and recall that Verra is the ancestral home to the people of Sanctus. Also remember that Sanctus was a forethought by the goddess of fate and creation as simply a place to provide sanctuary to those who had fled the Calamity of Verra originally. Essentially returning to Verra the people of Sanctus hope to reclaim their ancestral homelands.

THE RETURN (OOO KNOWLEDGE)

"You are returning to a world that has essentially been destroyed and left untouched for many millennia, and as a result those old capital cities are essentially the ruins of which you're returning to; and the new cities that you are developing- the node structures that exist- these are brand new cities. They might be couched within ruins of old empires so to speak, but they will not be representative of the old capital cities." – *Steven Sharif*

Expeditions were sent through the gateways to discover the beautiful and perilous realm that is full of magical charm and wonders. The people of Sanctus will be exploring, rebuilding and repopulating the world once more. Remarkable ancient treasure troves await these would be adventurers (that includes our characters) while they navigate the dark remnants of evil that still inhabit the lands.

THE RETURN PART II (OOO KNOWLEDGE)

"The Ancients have been on Verra for a long time prior to your return; and it's important to note that players who are starting in the world of Verra, they're coming in actually a few short months after the very first expeditionaries were sent through the Divine gateways when they opened from Sanctus. And the early days on Vera with the return were not super easy. They were difficult. There were struggles with the food supplies. There were a little bit of mutinies that occurred. There were certain artifacts that were found by some of these NPCs that were your predecessors in the return; and some of them decided that they would be better off on their own, or that they had a more powerful thing or creature that they could follow and be rewarded from." – *Steven Sharif*

WHAT ARE THE DIVINE GATES?

The Divine Gates are basically portals that are located in ruined cities of the ancient races of Verra. Divine Gateways are where we as players will be making our first land fall in Ashes of Creation. These Gateways will

be in proximity to one or more designated starting areas.

As we know from our chapter on 'The Fall' these Gateways were created by the Goddess of creation in response to the warning that was given by the Goddess of Fate that the Ancients and The Others would return from exile and seek retribution for their defeat at the hands of The Seven Gods.

REFERENCE ABOUT THESE GATEWAYS

"Where players start, they enter this portal from another world called Sanctus. Sanctus is a place of no magic, low technology; and players are the first expeditioners that are coming through this portal into the world of Verra." – *Jeffrey Bard*

THE TALES OF HOMECOMING

These tales are written in the perspective of a Chronologist which provides inside on The Fall and The Return. So as you read the next few sections keep that in mind.

INTRODUCTION

Written By Kyrie Patrika Arisanna Chronologist and Scrivener for the Lightpact

"Know then that the unforgivable sin of Atrax was his unbridled hubris. In an attempt to unlock the secrets of immortality the Toren king began an obsessive study of ancient artifacts and profane magicks. This drew the attention of the Ancients, a fallen race banished into the Void in ages past. For the first time since their exile, the ancients became aware of the four races created by the Seven to replace them as the Stewards of Creation.

When the ancients saw that these races were growing, multiplying, and conquering the world that had been taken from them, they became envious and spiteful. In a fit of pique they unloosed the Harbingers – great balls of ice, dust, and corruption from the heavens – and hurled them upon the face of Verra.

As Verra fell, the Seven activated the divine gateways. These ancient portals transported the four races to safety on the tellurian, non-magical world of Sanctus, to await the day they could safely return to Verra." - *Minerva Arisanna, Purian Emissary of the Lightpact*
THE BOOK OF THE VERRAN EXODUS

These words were put to parchment over four thousand years ago by my great,great grandmother, Minerva Arisanna. I know her only through her writing, and through stories told to me by her daughter, Kyrie Esmane Arisanna, my maternal grandmother, for whom I was named.

My name is Kyrie Patrika Arisanna, Chronologist and Scrivener for the Lightpact. I am eight hundred and sixty-three years old. By Elven reckoning, I am rapidly approaching mid-life, yet Sanctus is the only world I have ever known.

The Lightpact was originally an alliance created by the four races of Verra as we fled the Harbinger Apocalypse and settled on the mundane, non-magical world of Sanctus. In the intervening millennia, tales of our exodus and the legends of Verra have slipped into the realm of folklore and mythology for most of the races. Fortunately thanks to the protracted lifespans and long memories of the Elven races, those teachings have not been lost forever. The Lightpact has endured, and its members have been secretly preparing for the day the divine gateways would finally reopen.

That day has arrived. At long last the ancient pylons – those enigmatic monuments of sculpted stone that pepper the surface of Sanctus have awakened and paved the pathway home. These living conduits of channeled Essence will transport us across the cosmos and return us to Verra, the mystical world of our ancestors.

This collection of essays is one humble scrivener's admittedly idealistic, but well-intentioned attempt to peacefully chronicle that Homecoming. Upon its completion, multiple copies of this manuscript will be created by Lightpact scribes and read aloud at our arrival encampments across Verra. It is our sincere hope that this might foster cooperation and goodwill between our disparate races, for we are one people in the eyes of the Seven, and Verra is our common birthright.

THE ALCHEMISTS APPRENTICE

Written By Kyrie Patrika Arisanna Chronologist and Scrivener for the Lightpact

I met the most astonishing individual today! Initially, I had set out to speak to Krelzenus Vagesh, the renowned Vek alchemist and inventor. I had heard that he had come through the divine gateway some time before, and I desired to pick his prodigious brain in regards to any discoveries oddities, or inspirations that had surfaced since his arrival on Verra. I met up with Vagesh at his local market, which would be more aptly described as a makeshift campground. This bazaar featured an odd assortment of dead things, live things, and crude things to make live things dead things.

After making a proper greeting and introduction, I began to interview him from the list of questions I had prepared. At once he stopped me and bade me to follow him to his laboratory. He said he had someone there that was far more fascinating than his old self.

He lead me to his workshop at the edge of the settlement. I was somewhat disappointed to find that it was just another large tent given a wide berth by the other inhabitants of the area. Seeing my disheartened

face as he lifted the front flap, he assured me that the facility was only temporary until a more suitable structure could be built.

Stepping in, my eyes had to adjust to the very low light of the interior, provided by only a few flickering candles. After a moment I could vaguely make out a shape moving about, here and there, sniffing and what sounded like an occasional licking and tasting of objects in the dark.

"Tish, we have a visitor," Krelzenus said in a gentle, calming voice to the creature.

The figure stopped momentarily, uttering a simple "Hejo" in what sounded like a purr, or perhaps a hiss, and then continuing on with its activity.

"Hejo?" I asked Vagesh curiously.

"Yes, it seems to mean 'hello' in the Tulnar Language. A combination of the Common 'hello' and the old Orcish greeting 'vajo.'"

"Ah yes, 'vajo' meaning 'no harm', correct?"

Krelzenus nodded cheerfully, obviously a little impressed with my limited knowledge of an old Orcish dialect.

Turning back toward the creature in the dark that I no knew as Tish, I called out my own little "Hejo!" I heard a slight wuffle of what I took as positive acceptance.

"Tish seems to have quite a talent for alchemy. Her knack for ingredient selection, measurement, mixing and brewing appears to be highly instinctual and productive! Without any instruction at all she whipped up quite an array of potions, poultices, and powders!"

"Simply marvelous!" I exclaimed. I leaned forward to get a better look through the obscuring darkness. As I wrapped my fingers around one of the two small candlesticks, an appendage shot out of the dark to slap my hand away.

"No touch!" I recoiled instantly from the reprimand, struggling to comprehend what had struck me. I could not deduce through the darkness and with the speed of the strike whether it was a hand, or paw, or claw, but I could tell that it was small, about half the size of my own.

"She doesn't like it when you touch her things while she is experimenting, and for a good reason. Some of the mixtures she has created have reacted quite explosively when touched with flame," Vagesh informed me apologetically.

"How old is she?" I asked, fascinated.

"About five years old, or so. Truly a prodigy," Krelzenus beamed. "Also quite resilient, too. I've seen her ingest holly berry, mistletoe, oh, and nightshade without even the slightest signs of discomfort. She does much of her experimentation by smell and taste."

Still stunned by the revelation of her very young age, I inquired whether her dietary fortitude was part of her phenomenal talent, or a trait of her Tulnar biology.

"I do not have enough evidence to say one way or the other, but I have observed others off her family eating spoiled meat and a wide variety of wild mushrooms without so much as a belch. If not indicative of Tulnar as a species, at least I have theorized it runs in her family."

"Fascinating..." I hummed.

"You talk too much! You go now! Can't make with talking!" Tish hissed at us.

"Apologies, Tish!" Vagesh called as he ushered me out quickly.

"It is well to keep her happy. She can throw quite a tantrum when she's frustrated... or tired," he said as he instructed me outside. "Apart from that, I am highly intrigued with the alchemical possibilities she could uncover, and upsetting her would likely cause her to depart."

"So much potential for the future of this new world," I nodded.

I said my goodbyes to the Vek, assuring him that I would return in the future to see what amazing creations Tish had conceived. He shook my hand enthusiastically and ducked back into the tent without so much as a backward glance.

THE BODABODAGA

Written By Kyrie Patrika Arisanna Chronologist and Scrivener for the Lightpact

When the sun sets behind the canopy of the Crystalbough forest, it becomes difficult to tell where the sky ends in the treelines begin. Under the branches, rustling with leaves of orange and yellow despite the seasons, motes of essence-charged pollen flutter through the air like fairies, flickering white. For three days, I rode the path that wove through diamond-white trees between Oleander Reach and Mariam amongst these woods and found myself captivated time and time again.

One unusual evening, while I updated my notes on the banks of an unmarked creek, I spied a peculiar, overlarge stag as it emerged from the golden brush. As it bowed its head to zip from the stream, its countenance was reflected in the prismatic light from the essence-charged stone bed beneath the surface— and I saw the face of something else entirely. It was angular, drawn into a point of the nose, with eyes set too far down the sides. A kirin. As it drank, its antlers— thicker than a buck's and shaped more like branches— crackled with the raw energy of its sustenance, and I could see the essence arcing between the prongs.

I stood, entranced by its otherworldliness and the grace of its motion. Drawn forward by some inexplicable urge, I'd only taken two steps before an unfortunate footfall cracked a crystalline twig. The beast raised its head, looking directly at me— and in a blink it shattered into an ephemeral, shimmering mist that retreated across the water.

"Gods be damned!" A voice boomed and sent a flurry of small, white birds into the ochre clouds overhead. The gruffness of tone alerted me to look for a Dünir, and my instincts were true. She pushed through the copse out onto the bank just past where the creature drank, holding her thick arms out wide in a gesture of pure exasperation.

"Why'd you go and do that?" The arch in her brow conveyed her dismay, and as she approached, the water pooled on her eyelids, belied the depth of her frustration. She had golden hair, the color of the leaves of the trees here, though it was wild and in desperate need of a brush and oil. Her beard was neater and woven into short braids at her chin with flowers worked in, and though wayward strands poked out here or there, it seemed more from circumstance than negligence.

I had at first assumed she was a hunter and started to apologize for startling her quarry, but found that notion subverted as she lifted what looked to be a small golden orrery whirring in rapid circles. It shook her arm to the elbow as she held it in the direction that the mist-creature had retreated. The odd device slowed until it stopped, and she fell to her knees in consternation.

She interrupted my apology: "Months wasted. I'll have to start all over again." Carefully she packed the device into a satchel at her hip, and looked over at me with sagging shoulders.

I stood there for a while, unsure of what to say. I felt bad to have startled her prey, but something was strange about this turn of events. While it was true I'd never before seen a kirin, in all my readings of them I'd never encountered anything about them wielding essence with such intention. The hunter seemed to notice my confusion, and as she stood, she concealed the wiping of her eyes in part of the motion of dusting the forest's detritus off her knees.

"You didn't know. I understand." She drew in a long breath, and then exhaled, forcing much of the tension from her posture. "You didn't know, and most importantly, tlegi, you still don't, so i'm going to let you all look here."

I admit I winced at the word, reminded of my early misstep. "Twig"— a reference to how easily the Emyrean Glitterwall formations broke in early conflict between our peoples during the initial struggles for resources on Sanctus. It's a tale for another time, but our military manuals were worthless after we lost access to magic, needing to be rebuilt from the ground up. This would have been more generations ago than even her eldest relative's great, great, grandparents would recall.

"That's kind of you," I replied, making an effort not to sound so dry. I've readied my pen and notebook, asking if she cared to enlighten me further.

“How could you know? It’s clear you’re new to these parts, or you’d have come more prepared. You’re lucky, in fact, you started the bastard the way you did. It could have killed you with a wink or a sneeze.” She straightened herself up, which brought her to approximately half my height, and held out a calloused hand for me to grasp. As I did so, she introduced herself. “Aeri Goldmane. On account of my hair.” She ran through it with a quick comb of her fingers.

I wondered how often she’d said that line as I returned my own introduction. “How is it that it takes months for a hunter to track a kirin in their native woods?” I asked perhaps, less kind with my tone here than I should have been, but Aeri seemed too distracted to take offense.

She pulled the device back out of her pouch and held it aloft in nearby pockets of air seemingly at random. “Not just a kirin, tlegi, but the kirin. One of the first ones, older than the apocalypse. A Bodabodaga. Most powerful being in these woods, it’s true, though you wouldn’t know from how flighty he is.”

Never have I heard of it, I wrote it down to verify another time. I confirmed to her, somewhat wryly, that I had not understood the gravity of my mistake until just now. She continued as though I hadn’t said a thing.

“The thing is, you can’t just hunt a Bodabodaga. They survived by becoming essence itself. They break apart, you saw it. Bringing them back from that requires precise ritual, and I’ll be honest, I tried a whole lot of things to make it happen before, and didn’t take the best notes, so I have no idea how to recreate the feat.”

“You spent months on this and have no idea how to force it back to corporeality?”

She snapped a sharp look at me but sent her braids wobbling. “Well, I’m not scientist or a mage! That’s the business of your kind!” And my handwriting is too messy to bother with notes anystone.”

“And the device you use?”

She glanced at it, then pulled it to her chest and wrapped her other arm around it. “Ah. I see now.” Narrowing her eyes, she slowly backed up to the brush behind her. Though the creek passed between us, she seemed convinced I might lunge for it. “Just stay right there. And don’t try to follow me. Now that you know the stakes, I won’t be as forgiving if you ruin it again.”

In bewilderment, I lowered my book as the dwarf picked her way back into the woods without taking her eyes off me, I returned to my perch beside the stream to record the events of the evening before night had fallen entirely.

WHAT IS THE PLANES OF EXISTANCE?

There are a few planes of existances which are connected to the Essence. To better understand them, you first need to understand what Essence is. Essence is a metaphysical energy or as some may call it a life-force (chi) that can be manipulated to create what could be seen as magic. These planes of existence have

varying degrees of strength which is all determined by their proximity to the Essence. Essentially think of the Planes of Existance as bridges to the source which is the Essence.

You have the Plane of the Gods which is the most connected to the Essence, the Material plane which is not the highest in terms of proximity to the source (Essence) and then you have The Void which is the furthest from being connected to the Essence and only a minute amount of essence can be found within it.

THE PYRAIN ELVES

THE PY'RAI PEOPLE

Py'Rai are rich with history and have a deep understanding of Magic and Martial practices. They pride themselves on treasuring the arts and pursuing higher knowledge in the studies of sciences and math. They also value the differences of others; specifically those with Human lineages as they are always striving to create a meaningful enough relationship with them to foster peace. This is not to say, however, that the Py'Rai people are without their flaws or their bloody history. After all the Pyrain have just finished a rather distasteful conflict with the Aolean Empire one that has marred the landscape and has definitely molded the perspectives of not only the Py'Rai people but those from other walks of life.

Py'Rai People live in simple adobes in comparison to their cousins the Emphyreans. Py'Rai houses are made to blend with the natural world often built to blend with the natural world around us. Houses built upon, around and even in large tree's which often depict us having a affinity to the enviroments we find ourselves in.



THE EMPYREAN PEOPLE

Emphyrean are cousins to the Py'rian and have a more distinguished take on pride, honor and culture. People who have a strengthened military presence and can be rather intimidating to approach as their society is very structured. To an outsider it could almost appear stuffy, but for the Emphyrean's they seem rather content with the rigid nature of how their society is driven. They are not too differnt from their Py'Ria cousins in terms of who leads their people being primary a patriarchal society.

Unlike their Py'ria cousins, however, they live within beautiful structures of stone and glass. They have an elegance to them that is specifically designed not to blend in with the natural world around them but rather to give credence to the structure of their society and the polished nature of their rigid beliefs. Often made of

Marbles, Polished Stonework, and regal embellishments. Pillars, Domes and other features are often portrayed within their structures giving them a defined and unique appearance among the other societies of the world.



CONTINUED STUDY

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ABOUT THE PYRIAN SOCIETY

FOR OVER 4,000 YEARS THE PYRIAN ROYAL FAMILY OF ERADAL HAS ENDURED. THE KINGDOM HAS SEEN ITS SHARE OF wars. The kingdom's borders encompass the great forest of Eranthia. The capital of Amera is among the oldest and most beautiful cities in the world. Its royal families can trace their lines back to the days of the Dark Fires. The Pyrian universities of magic and martial studies are unparalleled in the lands of Verra. Many of the citizens of the Kingdom venture out into the lands of Verra wishing to spread their knowledge of art and science to their fellow Verrans. These ventures are often subsidized by the royal households of Pyria for hopes it will foster a better relationship with their Human neighbors. Once a close ally of Aela and the house of Lyneth, the Pyrian Kingdom and Aelean Empire ended one of the bloodiest wars in Verran history. Eighty years have passed since the last bloodshed; and although tensions have subsided among the citizens of the two nations, there remains a heightened level of distrust among the Empire's new rulers and the royal family of Pyria.

The Elven race is generally a secretive one and exists within the Pyrian kingdom. Primarily a patriarchal society, Elves tend to keep within the natural borders of their forests. It has only been over the past millennia that the Riverlands have begun to see colonies of Elves exist. Elven scholars, dignitaries and pioneers can often be found in many of the human cities: Though their presence is rarely seen in sites other than archaeological, academic or diplomatic. Rumors do abound throughout the darker circles of Verra that there lies a particular lineage of Elves that exist within the Underrealm of Verra.

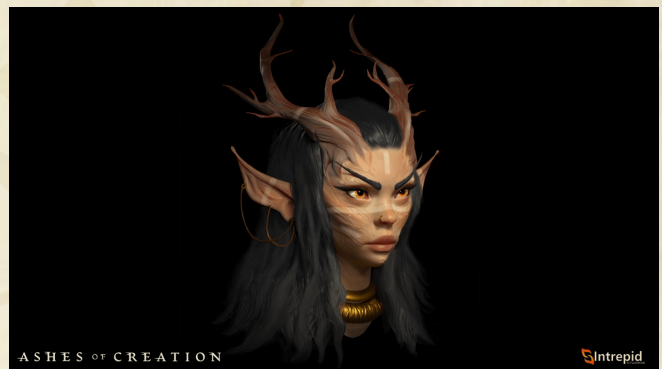
EMPYREAN

SOURCE ASHES OF CREATION



PYRAI

SOURCE ASHES OF CREATION



DÜNZENKELL DWARVES

THE DÜNIR PEOPLE

DÜNIR ARE A STOIC, TRADITIONAL PEOPLE WHO FANCY practicality over glam. After all most people who gaze upon a mountain would see just that. A mountain. However the Dünir when they gaze upon a mountain they see a defensible home where riches are bountiful.

They are a people who take immense pride in what they craft and what they build. Often times those who gaze upon their structures from the outside see fortifications that seem impregnable. They are one with the stone and that is made abundantly clear as it is said their warhammers never seem to break and they seem to be surrounded by beautiful gems that are well within their repertoire. While they may be short in stature, one should never under-estimate them as they are pound for pound the strongest warriors the world has ever known. Lastly the women of the Dünir People can also grow beards and body hair as it is believed the beards are attached to their skull and it just takes time for them to grow out.

INTERESTING FACT

Dwarves are born with the beard attached to their skull and it just takes time for the beard to grow out of the skin, but the beard is there from the start. – Steven Sharif

The Architecture is often built along the side of a Mountain. The stonework typically is fashioned from the same rock that the Mountain itself is comprised of. Feats of genuine marvels to be hold especially from those who gaze upon them for their first time.



THE NIKÜA PEOPLE

A people Defined as being bound to family, having idealisms of freedom and a remarkable sense of courage the Niküa saw their mountain homes as a prison unlike their Dünir cousins. They had a belief in a 'Great Hunt' which they felt could not be accomplished inside a cave. While they may not have an affinity for the Mountain, longing to freely roam the lands, they still

have a strong sense of craftsmanship like their brothers the Dünir. Crafting though for them is more of a right of passage and advancement of not just themselves but their family. Facial hair is not a primary characteristic of the Niküa.

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THE DÜNZENKELL NATION

THE DÜNZENKELL NATION, DEEP WITHIN THE MOUNTAINS OF VERRA EXISTS THE OLDEST NATION IN THE WORLD. THE Dünzenkell have been known as many names over the ages, but only one name has graced the highest mountain, within which their capital has stood since the beginning of recorded history: Dün. The Dwarves of the Dünzenkell rule through a council of guilds. A royal family is chosen once every 200 years by this council to rule. Currently the right to rule falls on the shoulders of King Grimlay. It has been nearly 400 years since a king has lead the Dünzenkell. Traditionally this role falls to the matriarchs of the family. Expeditions are often sent into the Underrealm from Dün; and there many believe lies the source of secrets among the Dwarves and their success with mastering artisanship. Untold magic lies deep within Verra. It's source not known to many. Dünzenkell has long benefited from this source though. It has fueled the expansion of the Dwarven kingdoms throughout the northern mountains. – *Steven Sharif*

DÜNHEIM

Interesting Fact about this place is that it was once a Dwarven City. Think of it has the last bastion of the Dwarves before the Calamity had struck and drove everyone to Sanctus. Expect this to be a Dungeon in Ashes of Creation; It will most likely be in ruins and filled with corruptive creatures.

DILLIA'S DIARY

This is a small writting that was created in the narrative of a Dwarven denizen during the time of the Calamity. This is an official excerpt from the Ashes of Creation Development Team.

I was a child when they first appeared in the night's sky. At first there were three distinct lights. Not quite the brightest in the sky, but they were bright enough. My mother told me that they were a sign from the Gods, that the world was about to change. She had a sense for these types of things. A long line of women in my mother's family were Oracles. Written on one of the many tablets in the Great Halls of King Grimlaey, is the story of my Great-Grandmother, the Royal Court's Regent Oracle, and how she foretold the rise of the Undying during the Great War.

As the days grew to months, and months into years, the lights in the night's sky grew in number. The priests in the temples began to refer to the lights as Harbingers. Upon my graduation from the Master Stonecutters University, the lights numbered 16. Each passing month, the lights grew in brightness and size.

It didn't take long for things to change in Dünheim. Families that I had grown up with, began to move away from the city in the heart of the Mountain. Travelers became less common, and temple services were filled every day with new converts seeking answers about the Harbingers and what they meant. My mother wanted to leave the city as well, but my father wouldn't hear it. His auction house is what kept food on the table, and my brothers were both in the Council Guard. There was no way my father was going to be seen leaving the mountain. Honor and respect meant more than life itself, and my father had great pride in my brothers. Despite my mother's persistence to leave the city, we stayed.

A DÜNIR EXPLORER

SOURCE ASHES OF CREATION



THE NIKÜA

SOURCE ASHES OF CREATION



AELA HUMANS

THE KAEAR

THE KAEAR HAVE AN AMBITION TO BUILD, TO create order and define themselves by the state of their civilization. The Kaelar had an empire that spanned the largest of all in the days of yore before the Calamity on Verra. With the Return they plan on doing the same with Verra as their people return to their ancestral home. The Kaelar are also known for being extremely loyal to their toos and will always rise to the challenge no matter how desperate or dangerous.



CONTINUED STUDY

As the game is not officially launched we will be updating this section of our Lore Manual as more information is provided. As we wish to make this a guide for memebrs of the Gilded House to reference for lore related material this'll be a continuous project. Major updates to this guide will be made known to the community. We will always reference source material and reflect 'actual' lore within these pages. As Gilded House is a collaborative based community this project too will have many Authors and contributors to it.

THE VAE Lune

They are defined by their Trade, Laws and Hardships. Trade is important for them as they are a people who had been forged by the heat of the desert which has hardened them due to the harsh conditions of their surroundings. Their law is important as it keeps their society orderly and functioning in a place where disorder could mean life or death. They have been defined as a blade that bends but does not break. Due to all these characteristics they bare they've managed to grow into one of the wealthiest empires on Sanctus despite having few natural resources to exploit themselves. After all its kill or be killed.

INTERESTING FACT ABOUT THE VAE Lune

"The Vaelune have an interesting lineage and there is some influence there that when the Vaelune step through the portal, some portions of their body begin to exhibit this almost essence-like rupture in the skin; and you guys are going to see some examples of that in the future; and it is a bit of some Jinn influence in their lineage as a race that sets them apart from their Kaelar counterparts." – Steven Sharif

THE AELA EMPIRE

THE AELAN EMPIRE IS THE MOST RECENT SUCCESSOR OF THE ONCE GREAT HOUSE OF LYNETH. FOR OVER ONE THOUSAND years the house of Lyneth ruled over the Aela. A golden age endured for most of their reign. It was only during the dawn of the last century before the fall, during the Great War of the Undying that the house fell. With no suitable heir to the Lyneth throne the country fell into chaos. What arose is the fragile republic we see today. Overseen by the Emperor elected through the Council of Five: The five who govern the greatest cities on the Empire. The Aelan empire is by far the largest nation in all of Verra, with over eight million souls among its inhabitants. Aelans also represent the single largest population on Verra. Their borders touch upon every other nation; and with their interests of expansion on the seas of Verra, they are able to deploy their widely feared armies to any shore. The Empire uses this fear to bully many city states, bending them to their will. Those who deny the will of the Empire often find themselves at the end of a sword. - *Steven Sharif*

THE GREYSHORE COMPANY

Hundreds of years before the first Harbinger appeared in the Verran sky, under the rule of King Fentis Lyneth VIII, there lived a great Aelan explorer named Doren Greyshore. Doren sailed the first ships to the shores of Eranthia, where he established one of the wealthiest guilds the 10 seas had ever seen: The Greyshore Company. Their motto - to this day - still holds true: "The sails of diplomacy are driven by the winds of trade, within the seas of opportunity."

THE KAELAR

SOURCE ASHES OF CREATION



THE VAELUNE

SOURCE ASHES OF CREATION



THE KAIVEK ORCS

THE REN'KAI

THE REN'KAI BELIEVE IN STRENGTH WITH A balance of tranquility. They also value Honor and so their belief that staying centered only grows their power. They also believe in what they call the Ultimate focus which essentially translates for them into controlling their immense power. When they become enraged though, one should be weary as very few men or beasts live to tell the tale of such an encounter.

INTERESTING FACT FROM THE LIVESTREAM (FEBRUARY 25TH, 2022 AT THE 59:12 MARK)

"I like the influence, almost what appears to be somewhat scaly on the arms and the back and the skin: A little bit- I mean it looks like he may have some type of influences of Dragonborn in his lineage or something?" – Steven Sharif



THE VEK

They are known to be stargazers and find beauty in what lies beyond the material world before them. They are known to see fate that resides beyond our time as they stargaze, a sense of mysticism born from their wanderlust of the celestial bodies above. Seeking purpose and fate among the stars. So much do they value the galaxy above the world they read the heavens for how wars will go, which empires will rise or fall and they often challenge themselves by simply asking, 'Are they too late?'



CONTINUED STUDY

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KAIVEK ORCS

THE KAIVEK HAVE ALWAYS ADHERED TO A STRICT CODE OF TRIBAL LOYALTY... ROUGHLY THIRTEEN CENTURIES BEFORE THE fall, a leader named Ran'Kal united the clans into a nation called the Kaivek Protectorate. Kal taught that all Orcs answer to the protection of the divine order. This teaching expressed the belief that it was the will of the gods that all Orc kind should have superiority over the nations of Verra. For it was only through the unity of the clans that the people of Verra would be lead to enlightenment. It was the teachings of Kal that lead the Kaivek to pursue campaigns of conquest across the lands of Verra. Where the Orcs were once nomadic and divided before Kal, through his leadership they became a powerful nation united in conquest. Trophies of each city conquered is found in the capital city of Ren. Just before the fall the Kaivek Protectorate have adopted a policy of peaceful coexistence with their neighbors. Having endured centuries of conflict, leaders rose among them echoing the teachings of peace. These recent reformations have once again begun to lead to a fracturing of the Protectorate. Some unrest among the clans have called for a culling of those who are unworthy of the protection from the divine order. - *Steven Sharif*

THE VEK DIVINERS

Through scalding sun or biting winter, the Vek diviners persevere in the pursuit of astral knowledge as they have for hundreds of cycles. To the diviner, the stars contain the weave of all future histories; the threads only need be touched and followed to understand. Thus, they roam the land in search of the outer realm's most ancient secrets.

VEK FEMALE
SOURCE ASHES OF CREATION



THE REN'KAI
SOURCE ASHES OF CREATION



ESSENCE, SOULS & PLANES

SOULS ACTING AS CONDUITS IS A VERY INTEGRAL component of some broader features in the storyline. If you think about souls being a conduit for Essence and you think of the gods as masters of the Essence: If you think of the Essence being separate from the Gods- let's say they're parallel to each other- one didn't create the other, but they coexist in this almost symbiotic form with one another: almost to the point where their manipulation of the Essence is perfection: They can perfectly manipulate it and lesser beings- and I say 'lesser' in a sense of their alignment or closeness to Essence. They're still perfecting that manipulation and some never achieve perfection almost to the degree of ascendancy or enlightenment- Essence being that sort of Chi that exists. In that regard, when a perfect being such as the gods- and I'm not saying 'perfect' as the correlation between sin and not sin, I'm thinking perfect in the sense of how you can control and manipulate the Essence: That control is perfection for them.

When you think about souls being a conduit, what are conduits used for? Conduits are passages: they're methods by which Essence can travel between realms, between planes. And there hasn't been any definitive understanding of just how many planes exist. We understand that there is a disparity between the planes when it comes to their connection to the Essence, and because Essence is so powerful; and it flows through these planes almost like a river. You can think that conduits help to maintain that flow and/or even exaggerate the flow; and there might be something at play, that I don't wanna touch necessarily, as to why one would want to create these types of conduits, these souls, this creation on the material plane: Something of significance. – *Steven Sharif*

THE PLANES AND PROXIMITY TO THE SOURCE

The Plane of Existance	Essence Connection
Plane of the Gods	Most
Material Plane	Moderately
The Void	Least

ESSENCE AND THE GODS

They are Masters of it (Essence). That said they are still separate from it. What does that mean? Well Essence did not create the gods nor did the gods create the essence but they do exist together in a symbiotic form where it has given the gods almost a perfect manipulation of it (Essence) and of the 'lesser beings' who exist further from this source (Essence).

THE FLOWING RIVER

Essence is such a powerful driving force within the cosmo that it flows through the multiple planes almost

like a river. The conduit of the soul help to maintain or even exaggerate the flow. Not much information is know about this 'yet' but as the world of Verra is explored more details regarding the power of how Essence flows will be further explored.

CORRUPTION

This is a perversion of nature which is the negative aspect of Essence. This pervision was brought to Verra from celestial bodies known as Harbingers which onto themselves called beings call 'The Ancients'. They manipulated the Essence learning from 'The Others' and began to wage war on Verra by utilizing this Corruption to siege their warfare.



KING ATRAX

There is a bit of information regarding this figure within Ashes of Creation but the reason why he is mentioned in the Essence portion of this documentation is because he was the First Ruler of Verra to discover the purpose of 'The Essence' which allowed the manipulation of matter and exploitation of magic for many means and purposes.

FUN FACT

The Tulnar have souls and these souls act as conduits for the Essence

THE STORY OF CREATION



THE STORY OF CREATION TELLS US OF A RACE OF beings known as The Ancients. Created in the likeness of what was once The Ten. The Ten imbued all of their qualities into one race to have stewardship over all of creation. The power of the Ancients grew and a rift divided the Ten in how to

accommodate their new creation. Three of the Ten separated from the others and began to teach the Ancients the Secrets of the Essence. When the Seven learned of this, a great celestial battle ensued. Eons passed and you watched as the fight continued within the celestial kingdom. Some say it was the fight that created the stars and heaven we see today. With every blow between the Ten a star was born. When the battle was complete, the others and the Ancients were banished by the Seven into the Void. The Seven found the error of their ways and decided to split their qualities into four races instead of one; and this is how the Humans, Elves, Orcs and Dwarves came to be. You watch as the Seven created Verra and placed each of the races within their respective locations. As the story came to an end, a dark figure at a distance grew closer to you. Until all you could see was the darkness. And you wake up in a sweat after a nightmare.

THE SEVEN & THE OTHERS

As stated above there was a total of ten gods. They had been unified and bound under the same principles, however these Ten Gods created a species known as the Ancients. The Ancients had all the qualities of the Ten Gods and so governance on how to treat this new found creation became a sore topic among them. Seven of the Gods believed the Ancients should not be taught all facets of what they know, while the other three (The Others) wished to elevate them up and provide them all they know. The Others hoped to treat them as Equals and eventually wanting to elevate them to the plane of the gods.

As you can fathom a war broke out between The three parties. The Seven fought against The Others and the Ancients which became a great Celestial battle. A battle that the Seven would win and they would banish The Others and The Ancients to the Void. Afterward the Seven would create four divine races and would thusly split their qualities between each of these races rather than making the same mistake of putting all their qualities into a single one like they had with The Ancients. As for the Seven they embodied aspects of the universe as well as feelings.

THE PANTHEON OF THE GODS

The Seven	The Others
Love	???
Creation	???
Fate (Norlan)	???
Hope (Resna)	
Truth (Shol)	
???	
???	

THE AVATAR OF THE PHOENIX

In the universe of Ashes of Creation, specifically Verra, the Player in a sense in a Avatar of the Phoenix which all life on this plane has come from essentially. Huh? Basically how they explain the respawn feature of Ashes of Creation is that the Soul of our character is bound with the Goddess of Creation which brings the spark of that Avatar of the Phoenix back and brings you to life through the manipulation of the essence. Hence why upon death you have that Ash Effect. Thus symbolizing that a Phoenix rises from the Ash.

PLAYER DEATH

"The lore behind how death and resurrection exists within Ashes of Creation is the concept of this Avatar of the Phoenix being represented of the Goddess of Creation, from which all life on this plane has has come from essentially... Because when you do get reborn it's that connection with your soul to the essence that binds you with the Goddess of Creation that brings that spark of the of that Avatar of the Phoenix back and brings you to life through that manipulation of the essence. So this is a little update on the ash effect." – *Steven Sharif*

HOUSE KIMURA



THE BACK STORY

As Scribed by Sersei Kimura

Through their ancestry, House Kimura can be traced back to Old Verra, serving as a merchant house in the Aelan empire. After the fall, House Kimura re-settled in Sanctus.

The once small merchant house evolved on Sanctus, into a prosperous gilded house and over the centuries that passed, made additional investments. Forging alliances with other families and consecrating their bloodline. While there were some questionable unions, House Kimura has remained a largely Vaelune household.

While much of their history on Sanctus tells the story of a rising noble house, In the past generation, House Kimura has suffered a fair amount of tragedy. The family matriarch was taken by a foreign illness in a single fortnight, leaving his lordship ever distraught. Additionally, A great union between House Kimura and their rival fell apart after the death of Sergio Kimura, The family's only son and heir. The faltering union threatened to tear apart more than just one partnership, but sought to undermine the many interests of House Kimura.

Sersei Kimura, the only living child of his lordship has found herself unexpectedly in a place of leadership, having to take the reins of her faltering household. Her father, left in a withering state, has given her instruction

to travel to Verra. Taking the remaining household and its vassal states to settle anew, and bring new fortune to this once gilded house.

THE FAMILY

Hassan Kimura (Vaelune) : Family Patriarch

His lordship has resided over the family, during some of its most troubling times in a generation. His wife and only son both passed under tragic circumstances, not even two decades apart, leaving his lordship as mere shadow of his former self. Though he still resides as the patriarch of House Kimura, most of his duties have fallen on his only daughter and heir.

Cecilia Thorne (Kaelar) : Family Matriarch (Deceased)

The lady Kimura, or the rose as she was known by her beloved, was a beautiful and kind matriarch. She adored her family, but was also well known for being ever forgiving to those around her. Though her family were Kaelar, the lady was known to have happily embraced her husband's culture, and customs, through the love they both shared. Her untimely death still shrouds the family.

Sergio Kimura (Vaelune/Kaelar) : Son (Deceased)

Sergio was a spry young man, known for his eagerness and adventurous spirit. He was sometimes regarded as a troublemaker, pranking his sister, and cousins, but his life force was intoxicating, to all around him. Though he was not close to his father, his death was unforeseen and unexpected. His upcoming betrothal was expected to unify a rival family with House Kimura, and his death destroyed those prospects.

Sersei Kimura (Vaelune/Kaelar) : Daughter | House Leige

Sersei was always regarded as a quiet young lady, especially compared to her older brother. While he would ramble about the estate, she would find herself lost in a book. However, like her brother, she also enjoyed an adventure. Whether it was a story of a Nikua sea traveler, encountering a leviathan; or a Kaelar explorer finding a once forgotten relic. Her adventures were on the pages of the books she read.

While her brother would often prank her, she loved him dearly. After the loss of their mother, Sergio and Sersei both saw the decline of their father almost instantly, making their roles, especially Sergio's, all the more vital. Soon after Sergio's death, Sersei was both elevated to the presumptive heir, and weighed down by the tragedies and uncertainty that had encompassed her family. In the present, her decrepit father has all but formally passed on his role to Sersei. Making her the de facto family liege, and responsible for charting the path forward.

VASSALS OF HOUSE KIMURA

HOUSE THORNE

House Thorne is an ancient Kaelar house, much like House Kimura is an ancient Vaelune house. Their bloodline is pure Kaelar, kept that way by the strictness of tradition. House Thorne is a diplomatic household, making alliances that support their own endeavors through steward and ambassadorships.

Their current liege is Cassius Thorne, son of Olenna Greythorne and Gerald Thorne. Cassius is the brother of Cecilia Thorne, and an uncle of Sersei Kimura.



HOUSE GREYTHORNE

House Greythorne, unlike House Thorne, is not a pure Kaelar house, and was created when a bastard of House Thorne was born of Kaelar and Emphyrean blood. Since then House Greythorne has molded their household through less pure bloodlines. House Greythorne are breeders, they are known for the unique beasts they raise and are rather renowned for their husbandry.

Their current liege is Asher Greythorne, son of Gwenneth Amata and Mace Greythorne. Asher is of Kaelar and Emphyrean descent, and has one sister Amelia Greythorne. They are cousins of Sersei Kimura.



HOUSE KURITA

House Kurita has been a close ally and vassal to House Kimura for more than a century. Bonded first by trade alliance, and soon after by blood, their household is known for being masters of the sea. They are shipwrights and sailors first and foremost. Their bloodline is similar to House Kimura.

Their current liege is Rasheed Kurita, son of Sapir Faiz and Matan Kurita. Until recently, Matan was well and able to lead, but a severe injury onboard one of his ships, has led to his son taking over his duties. Rasheed is a cousin of Sersei Kimura.



MEMBERS OF HOUSE KIMURA

Position	Discord Name*
Viscountess	Sersei Kimura
To be Determined	Kohimal Ayust
To be Determined	Anwar Solaris
To be Determined	Staruya

- Discord Names will be replaced by actual Character names once they have been chosen.

MEMBERS OF HOUSE THORNE

Position	Discord Name*
To be Determined	Syntax
To be Determined	Tilaras
To be Determined	Dust the Overthinker
To be Determined	Meladry

- Discord Names will be replaced by actual Character names once they have been chosen.

PHOENIX ANTIQUITIES



TRADEMASTER AEMON : HEAD OF PHOENIX ANTIQUITIES

Trademaster Aemon has served House Kimura for nearly a generation, first as a steward for the family, before eventually joining the business side of things. In his old age, he is still doing the work, but is eager to retire. With House Kimura meaning to re-settle in Verra, he is hoping to pass along his duties to a new generation of tradesmen.

MEMBERS OF PHOENIX ANTIQUITIES

Position	Discord Name*
To be Determined	Kohimal Ayust
To be Determined	Anwar Solaris
To be Determined	Tonili Myrunji
To be Determined	Ardennes
To be Determined	Horus T

- Discord Names will be replaced by actual Character names once they have been chosen.

THE BACKSTORY

As Scribed by Sersei Kimura

Founded by House Kimura, Phoenix Antiquities started as a small trade house, buying and selling goods for a modest profit. Nothing too entrepreneurial, but a small gamble in the hopes of achieving some gains.

Over generations, as House Kimura grew, so did their trading empire. In fact, one could go as far to suggest that their fates were intertwined. If a new business partnership was made, it was likely sealed through blood. A traditional, yet effective way to ensure lasting, and loyal partnerships.

But even the most loyal partnerships can falter. A great loss by House Kimura, brought Phoenix Antiquities to near demise. The trading house lost vital partnerships that resulted in more losses than one could expect, making the path forward a struggle.

In the present, House Kimura has signaled an intent to re-settle Verra. Phoenix Antiquities, as a loyal vassal to their liege will follow, seeking to settle their losses and hopefully make new gains.

THE OBSIDIAN ORDER



MEMBERS OF OBSIDIAN ORDER

Position	Discord Name*
To be Determined	G.Arveldis
To be Determined	Hassan-I Sabbah
To be Determined	Jassic
To be Determined	Zason

- Discord Names will be replaced by actual Character names once they have been chosen.

THE BACKSTORY

As Scribed by Sersei Kimura

The Obsidian Order is a recent addition to House Kimura. The Order was originally a mercenary guard, bought and paid for by House Kimura, to expand their house guard.

They would serve the household for a generation, before they were officially brought in under the banner of House Kimura. The lord Kimura himself, took them under his wing and reformed the guard, placing a loyal commander at its head.

The order is based on a creed of Blood & Steel. Though their commanders change, the creed stays the same. The order are first and foremost protectors. They do not seek out war, but will respond at the call, and protect those in need.

In the present, the order is undergoing a transition. A new commander has been named, and the order is making preparations to lead the envoy into Verra

COMMANDER VARGR : LEADER OF THE OBSIDIAN ORDER

Commander Vargr is the first commander to lead the order since it became the official house guard of House Kimura. A test of wills is on the horizon for the new commander, with their new liege's direction, the order is on course to lead the vanguard on into Verra.

THE GILDED VENTURES



Trademaster Aemon, in uncovering rare treasures for Phoenix Antiquities, as well as Commander Varg in leading escorts' through the world. As preparations begin for the journey to Verra, Gilded Ventures shall lead the way, with Captain Vanschiver at its head.

MEMBERS OF GILDED VENTURES

Position	Discord Name*
Captain	The Raven
To be Determined	Ezlain
To be Determined	Liiez
To be Determined	Nahela Myrunji
To be Determined	Vamarga
To be Determined	Kor

- Discord Names will be replaced by actual Character names once they have been chosen.

THE BACKSTORY

As Scribed by Sersei Kimura

Gilded Ventures is an adventuring company that was formed around the same time as Phoenix Antiquities. Originally, Gilded Ventures was a competitor of Phoenix Antiquities. founded under a different name, and by a rival of House Kimura.

But in Sanctus things shifted against the rival house, forcing them to offload the company for their own survival. House Kimura, through building strategic alliances, came to acquire the company. Rebranding it 'Gilded Ventures' as a knock against their former rivals.

The company, unlike Phoenix Antiquities, deals mostly in exploration. Members of this group are well traveled adventurers, who take pride in venturing into the depths of any dungeon. They collect not just loot and rare artifacts, but information about the world and its histories.

In the present, Gilded Ventures is a successful adventuring company that looks to venture into the world of Verra, alongside their allies and partners.

CAPTAIN VANSCHIVER : LEADER OF GILDED VENTURES

Captain Vanschiver has led Gilded Ventures through thick and thin. Venturing the whole of Sanctus, and in turn, branding himself as The Raven for his unique skill and abilities. He works closely with his partner,

THE OVERVIEW OF ALL MEMBERS OF GILDED HOUSE

COMPLETE ROSTER OF GILDED HOUSE

Name	Rank	Additional Notation
<i>House Kimura</i>		
Sersei Kimura	Viscountess	Guild Leader
Kohimal Ayust	-	
Anwar Solaris	-	
Staruya	-	
<i>House Thorne</i>		
		Vassel of House Kimura
Sintax	-	
Tilaras	-	
Dust the Overthinker	-	
Meladry	-	
<i>Phoenix Antiquities</i>		
Kohimal Ayust	-	
Anwar Solaris	-	
Ardennes	-	
Tonili Myrunji	-	
Horus T	-	
<i>Obsidian Order</i>		
G.Arveldis	-	
Hassan-I Sabbah	-	
Jassic	-	
Zason	-	
<i>Gilded Ventures</i>		
The Raven	Captain	
Ezlain	-	
Liiez	-	
Nahele Myrunji	-	
Vamarga	-	
Kor	-	
<i>Unaffiliated at this time</i>		
Joe (Dalliance)	-	Story Officer
Leucius Verda'ant	-	
Rosamae	-	
Asatsuki	-	
CoedSees	-	
Jelek	-	
Kaloni	-	
Lysyra	-	
Wintersun	-	

BASICS ON CREATING A CHARACTER

ASHES OF CREATION IS A MASSIVELY MULTIPLAYER online role-playing game (MMORPG) where players create their own characters and enter a dynamic world full of adventure, exploration, and combat. Here are some steps to help you create a roleplay character for Ashes of Creation:

1. **Choose your race:** The game offers a variety of races, including humans, dwarves, elves, and more. Each race has unique strengths and weaknesses, as well as cultural and historical backgrounds that can shape your character's personality and behavior.
2. **Select a class:** Classes determine your character's role in the game, such as a fighter, healer, mage, or rogue. Each class has its own set of abilities, weapons, and armor, so choose one that matches your playstyle and interests. This one is not as important as other steps you should consider but when you are starting to roleplay for your first time having a class can be an easy way to guide you along the creation of a character by utilizing the lore found within said class.
3. **Develop your character's backstory:** Think about your character's past, such as their upbringing, family, and life experiences. This can help you create a more well-rounded and realistic character that feels more alive in the game world.
4. **Choose your character's appearance:** Customize your character's physical appearance, including their facial features, hair, skin color, and clothing. This can help you express your character's personality and make them stand out in the game.
5. **Decide on a personality:** Think about your character's personality traits, such as their likes and dislikes, fears, motivations, and values. This can help you roleplay your character more effectively and make meaningful decisions in the game.
6. **Consider your character's goals:** What does your character want to achieve in the game world? Are they seeking power, wealth, knowledge, or something else? Having clear goals can help you stay focused and motivated while playing.
7. **Determine your character's relationships:** Consider your character's relationships with other players and NPCs in the game world. Do they have friends, enemies, or allies? How do they interact with others, and what kind of reputation do they have?
8. **Practice roleplaying:** Once you've created your character, try to immerse yourself in the game world and interact with other players as your character. Speak and act as your character would, and make decisions based on their personality and goals.

Overall, creating a roleplay character for Ashes of Creation requires some creativity and imagination, but it can also be a lot of fun and rewarding as you explore the game world and build relationships with other players.

CREATING A MEANINGFUL BACKSTORY

Creating a meaningful story for a character you wish to roleplay can be a fun and rewarding experience, but it can also be challenging to come up with a story that is both engaging and meaningful. Here are some tips to help you create a story that will make your character come alive:

1. **Establish a clear backstory:** A character's backstory is the foundation of their story. Think about where your character comes from, what their childhood was like, and any significant events that have happened in their life. This can help you establish your character's personality and motivations.
2. **Create a clear motivation:** Every character needs a clear motivation that drives their actions. This could be a goal they want to achieve, a fear they need to overcome, or a desire to seek revenge. Whatever it is, make sure it is something that is meaningful to your character and drives their story forward.
3. **Add depth and complexity:** A character with a simple or one-dimensional story can quickly become boring. To make your character more interesting, add depth and complexity to their story. Consider adding twists, secrets, or internal conflicts to your character's story to make it more engaging.
4. **Include character flaws:** Flaws can make a character more relatable and interesting. Consider giving your character a flaw that they need to overcome or a weakness that they need to protect. This can make your character more human and relatable.
5. **Create a clear arc:** A character's story should have a clear beginning, middle, and end. This can help you establish a clear narrative arc for your character that keeps their story moving forward.
6. **Stay true to your character:** Once you have established your character's story, make sure to stay true to their personality and motivations. Your character's story should always be driven by their desires and actions, not by what you as a player want to happen.
7. **Allow for growth and change:** As your character's story progresses, allow for growth and change. This can help your character evolve and become a more dynamic and interesting character.

Creating a meaningful story for your roleplay character takes time and effort, but with these tips, you can create a story that is engaging and satisfying for both you and your fellow players.

HOW TO WORK ON IMPROVING YOUR ROLEPLAY EXPERIENCE.

Improving your roleplaying skills requires practice, just like any other skill. Here are some steps you can take to practice and develop your roleplaying abilities:

1. **Read and watch roleplaying content:** Reading books, watching movies, or watching other people's roleplaying sessions can help you learn more about the art of roleplaying. Pay attention to the characters, dialogue, and worldbuilding, and take note of techniques that you find interesting or effective.
2. **Create and practice with characters:** Create characters with unique backstories, motivations, and personalities. Practice roleplaying with these characters by imagining different scenarios and playing out how they would react and interact.
3. **Focus on character development:** Take time to develop your characters and their stories. Think about their past, present, and future goals, and explore their personality and traits. This will help you create more engaging and relatable characters.
4. **Use descriptive language:** As you roleplay, focus on using descriptive language to help paint a vivid picture of the world and your character's actions and emotions. This will help immerse both you and other players in the story.
5. **Listen to others:** A big part of roleplaying is listening to and interacting with other players. Take time to understand other players' characters and motivations, and work to build engaging and realistic relationships with them.
6. **Be open to feedback:** Accepting feedback from other players is crucial for improving your roleplaying skills. Listen to constructive criticism, and be open to suggestions on how to improve.
7. **Practice regularly:** The more you practice, the more you'll develop your roleplaying skills. Try to make time for regular roleplaying sessions, and work to consistently improve your abilities.

Improving your roleplaying skills takes time and effort, but by focusing on character development, descriptive language, and building relationships with other players, you can become a skilled and engaging roleplayer.

THE WORLD IS MADE TO BE CREATED!

"Within the context of these story arcs, there are specific points that they can pivot to tell a different story. That different story can be based on predicates that are in the world: from a player decision standpoint, from a cultural representation standpoint, from situational to which node gets developed. There's a lot of different components that interact with the way the dialogue and narratives play out on a particular server; and what that means is- and I've said this from the beginning many sandbox MMORPGS, they do not create as much curated content as theme-park MMORPGS; and their excuse for doing that is because they incorporate player-driven mechanics. But that's a bit of a cop-out and it's the opposite approach that we've taken with Ashes of Creation; and the reason for that is, if you give the player a door and there's nothing behind that door then opening the door is meaningless. So what we have to do is we have to create a very functional story arc system that provides content in many different ways, but is behind a door of world progress or world development that is then executed by the player population. And that's how we construct our narrative systems." – *Steven Sharif*