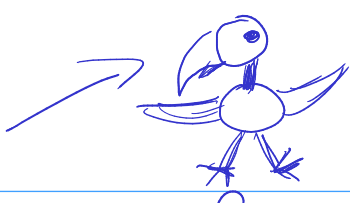


Vogelperspektive:  
MMO Game

# History



- 1000 years ago: Great war between gods
- 500 years ago: Mortals discovered Aetherium
- Present: Fight over reserves

# Factions

great power for tools/magic

- Kingdom of Vyrath
- The Aetherium Guild
- The Nomads of Nisha, Nishia, Ylsha?

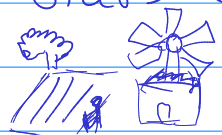
once big, now fractured  
 Elite group mit starken Köpfen for mining, refining  
 Wandering naturalists who despise Aetherium

# Region Ideas

Crystal Lake, Volcano, Deep Sea, Obsidian, Celestial, Aetherial, Clerical, Highlands, Plains, Jungle, Desert, Thunder, Storm, Island, Fire, Frost, Ice,

- The Shattered Mountains Highlands
- Obsidian Moor, Marshes, Depths
- Trading Plains, Jungle Plains?, Storm Plains, Ivory Plains

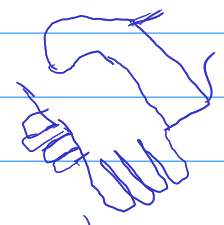
Dangerous mountain with aetherium mines  
 God's final battle -> full of magic



Farm lands,



villages,



trading

## What's next?

Idea: Zebra Botw energy adjusting towers

→ Aetherium Breakout reactivating ancient ruins, everyone wants a piece, big chaos, nix isdn Klar

## Role of the player

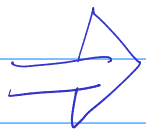
Hero? Villain? Average farmboy ~~whoring~~ working his way up amidst the chaos

## Character Ideas

- King Althar of Vyrath: Ruthless, power hungry
- Elar's the Wanderer: Immortal, mystic figure
- Shade of Kaelor: Spirit of the Gods

## Mysteries

- What caused the War?
- Why the sudden surge of Aetherium?
- Let some mysteries open?

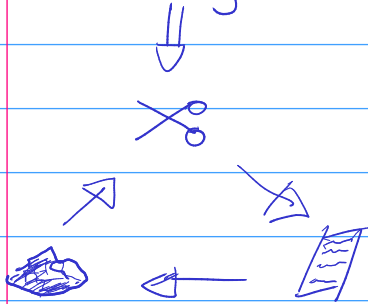


FUCK! Aetherium → directly conflicts with Elder Scrolls → Scrap!

- One Material or Resource shouldn't be such a big deal.

## Combat setting

- Classic sword style combat, magic and ranged (Bows etc.)
- Triangle like Pokemon or RuneScape?



## Universe scale

- How big? Kingdom, Empire, City, Continent, Planets.
- Ideas:
  - o Dragon Ball Super with its multiple universes (1 God of Destruction, 1 God of creation) and one big God ruling all
  - o Elder Scrolls with its big universe and multiple Gods
- Planet → continent → regions
- Focus only on one continent, others should remain shrouded in mystery
- Then expand with moons, other planets, stars?, gods, mystic beings
- Like a huge sandbox that is expandable and modular, like Microsofts Azure World

## Planet

- Name: Kaelara (created with fantasy name generator mixed with derivatives of english, gaelic, germanic, latin etc.)

## Continents (names see ↑)

- Central: Eryndor → different regions
- Others:
  - Valkora → volcanic, barren region
  - Zephyra → lush jungle mentioned in sailor's tales
  - Thalysar → frozen wasteland
  - Astrinor → lost continent, swallowed by the sea (like Atlantis)

## Moons (names see above)

- Nythra → blue moon tied to magic
- Ceylir (? sounds like Ceylor Kondame, fuck)
  - ↳ Dark, cratered moon, shadow, bad

## Other Planets

- Valtharion, Nyrris, ??, name them after Gods?

## Eras

- might aswell call it HSU-Age
- The Shattering Age (10'000 years ago) → ruled by gods,
- The Age of Empires (1'000-500 years ago) huge wars,
  - ↳ rise of empires, rebuilding, Definition of strategische ass = opened Stossrichtung
- Current Era: Kaelara divided?

## Faction Ideas

- Kingdom (?) of Eldara
- Free Tribes of Thalysar (border of the continent)
- Zyn'dar Consortium → across continents?
- Crimson Group → militaristic group?

## Race Ideas

- Humans
- Elves
- Mystic → Mystborne
- Reptiles
- Beasts

## Class Ideas

- Blade Warden → melee
- Spellweaver → magic
- Shadowstalker → bow, stealth, assassin style
- Beastcaller / Druid → Summon beasts (Idea: Final Fantasy)
- Sentinel → Hybrid / Healer / Templar → T21's Dream

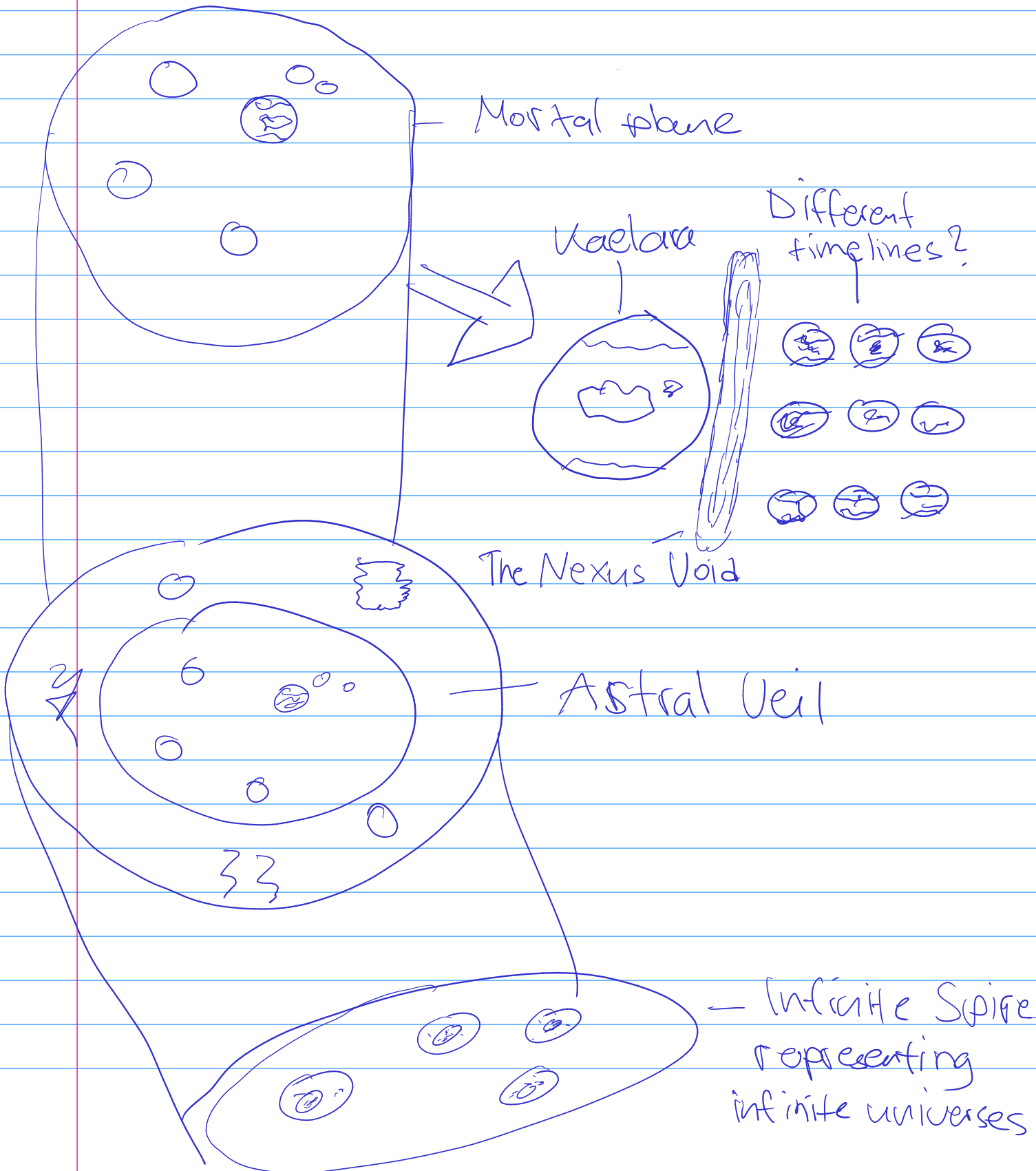
Tool that iTrust'll  
never adopt

## Gods

- Divide into gods and fallen gods like Elder Scrolls or the Bible?
- Later

# Cosmology

- Cosmic Layers:
  - o Mortal plane
  - o Astral veil
  - o Infinite spire



# Time System

- Nothing too complex; same as real world, 12 months, 4 seasons, 7 days
- Months: Vorthum, Aelmir, Zyndral, Quarthir, Veltram, Dorthen, Luthor, Xyrral, Enthar, Myneth, Sylaris, Kaerith  
↳ from JAN-DEC
- Seasons: Leave as is, Spring, Summer, Autumn, Winter
- Weekdays: Mournday, Trystday, Forgeday, Warden's Day, Solisday, Veilday, Endshade (Endstay)  
↳ from MON-SUN

## Naming the Universe and Game

- The Echoing Veil → different cosmic layers
  - The Infinite Spire → like the cosmic layer
  - Fragments of Kealare → fractured history
  - Chronicles of the Veil → same same
  - The Shattered Heavens → again, HSU
- ↳
- Idea: Elder Scrolls → tied to an item?  
xx
  - The Veilbound Codex → Book?
  - The Fractured Aether → Divine energy?
  - The Starlight Anvil → Celestial Forge?

- The Obsidian Shard → Lost Shard
- Echoes of Eternity → Whispers from the gods?
- The Celestial Nexus → central point of everything
- The Aetherial Loom → repair the world?
- The Radiant Paradox → Duality, Yin and Yang?
- The Aetheric Lexicon → an SD-codex so to say,

only for gods  
 - The Veilstone Covenant → Covenant like in the Bible, a "Deal" signed by Gods

- The Astral Mantle → Divine cloak
- The Aetherial Covenants → Multiple pacts
- The Celestial Arbiters → Relic

↳ Wow already uses it  
 - The Heavens Covenant →

- The Heaven's Covenant? = 1 Heaven, 1 Covenant
- or The Heavens' Covenant? = Multiple Heavens, 1 Covenant

## Lore Questions

- Who wrote the Covenant?
  - o one god, multiple Gods? Mortal?
  - ↳ by Solphirion during the Shattering Age
- With what was it written?
  - o Artifacts? Do they exist?
  - ↳ Aetheric Quill, Celestial Essence (ink)

guarded by  
 Ethereal Wardens

- When was it written?
  - o During Shattering Age? After?
  - ↳ At climax, at the Celestial Accordance
    - where Nythra and Ceylir aligned perfectly with the Infinite Spire
- Who can read the Covenant? (oh god, don't say)
  - o By all, by select, by scholars? I have to invent a language)
  - ↳ only those who carry the "Aetherborn" Mark, some go mad (idea from Elder Scrolls)
- What does the Covenant really do?
  - (À la "Was möchid ehr do genau?")
  - ↳ Binding divine agreement, but what if it brakes?
- Where is the Covenant now?
  - ↳ An Artifact but also a force, hidden in the Obsidian Marches
- Can the Covenant be destroyed?
  - ↳ Theoretically yes, but only by possessing the Aetheric Quill and Celestial Essence during another Celestial Accordance, destroying it will plunge the world into chaos yet again.
- Why is the Covenant important now?
  - ↳ Celestial Events are disturbing the balance of power. The Covenant appeds to weaker with time and many believe there will be a second Shattering.

# Kingdom Empire of Eldara

- Central power of Erynder
- Multiple regions
- Multiple races
- Multiple climates
- Theme
- Capital city: Valtharion (old Planet name idea)
- Theme: golden, gleaming, powerful, towering, ~~big breasted~~
- Founded: During The Age of Empires ~~naked statues~~
- Founding Emperor: Kaelith Avation aka „Eternal Flame“
- Current Empress: Lyssara Valenwyth → ~~Big Tits~~ or ~~small Tits?~~
- Governance:
  - o Imperial Senate → fucking Politicians who at the end have nothing to say, small Cocks
  - o Justician Order → fucking elite enforcers, law, uncorruptible, the ones who decide, big Cocks
  - o Caste System (idea: Crusader Kings 3) → society divided into layers of nobility (scholars, warriors, mages) → fucking peasants are at the bottom like always
- Military:
  - o ~~Fucking tanks and Atomic Bombs~~
  - o Silver (Golden? too much?) Legion → fucking elite
  - o Aethereal Knights → warriors with magic card shit
  - o **THE FUCKING IMPERIAL ARMADA** → fucking fleet of airships (idea: Zelda BotW and Final Fantasy) patrolling Eldara's skies, fucking nuking every fucking infidel that comes between, Airships are probably named Stuka 1,2,3...

- Religion (oh god please no)
  - o Should the gods from the war be worshipped or other gods? → Later!
  - o Solphirion deserves regardless a place in Valtharion → Sanctum (lat. "holy") of Solphirion to honor the God of Balance, who saved man and elf from the war.
- Economy
  - o Aetherium?
  - o Major City Hub?

## Regions

- Ivory Plains → peaceful, agriculture, villages
- The Obsidian Marshes → Aetherium resource yes or no?
  - ↳ Core territories
- The Shattered Highlands → volatile, monsters, beasts
- Veltran Forests → Magical, rebel groups deeps
  - ↳ Borderland

## Factions

- Imperial Loyalists
- The Aetherborn Rebellion → Race?
- The Trade Guilds → support the Empire, but secretly plotting

## Main Resource

- Aetherium?
- Lumithral? → Moon
- Solithra? → Sun

- Erythium → sounds good but too close to Eryndor

## Eryndor Regions

- Desert Region → Border → something with "scorching hot"
- Frost Region → Border → fucking Border → Vikings →
- Wasteland or something → Idea: Soltshelm from Skyrim  
↳ Don't care how or when, must include a resource called "Cindralium" (Idea: Cinder cones from Volcanoes) known for its fucking explosive characteristics
- Coastal/Island Region → Core → Have to include Azure <sup>some</sup> <sub>now</sub>
- ~~Grasslands of some expansion of the trading hubs mentioned in Valtharion~~ → core → Ivory Plains (1st Page)
- The Obsidian Marshes → Core
- Veltran Forests → Border
- The Shattered Highlands → Border

- Now the naming part → each region should have 2 names, 1 official, one as a nickname / describing name

- |        |  |
|--------|--|
| Core   | - Ivory Plains → Velanir (X) <b>Velmere</b> (✓)  |
|        | - The Verdant Expanse → Eryndel (X) <b>Greystone</b> (✓) <sup>3</sup>                  |
|        | - The Obsidian Marshes → Nythralis (X) Blackreach (X) <sup>1</sup> <b>Blackmar</b> (✓) |
|        | - Azure Depths → Calythra (X) Stormhaven (X) <sup>2</sup> Seabreak (X) → 5 (✓)         |
| Border | - The Shattered Highlands → Drakym (X) <b>Ironridge</b> (✓)                            |
|        | - The Scorched Expanse → <b>Zarnath</b> (✓)  |
|        | - Frostbound Reach → Thyrntall ? (X) → Same shit as Thalyssear                         |
|        | - Ashen Barrens → <b>Kaelroch</b> (✓) → Frostmoor (X) Frostmere (X) → 4                |
|        | - Veltran Forests → Sylvyrn (X) <b>Havenwood</b> (✓)                                   |

These fucking fantasy names use too much "y"  
→ More English sounding or something

1 Was so excited about this name fitting perfectly, then I remembered that this is the name of a huge underground city in Skyrim

2 Same fucking same, unbelievable, did they use the same generator?

3 Explanation/Idea why grey when it is agricultural: foundation for the empire, stability and natural stone formations

4 Continuation: Is it so fucking hard? Frostmere sounds like a dumb horse from Pokemon; Draymoor? Not the moor shit again, → **Caldrith** ✓ → icy mystery, ancient, rebellion

5 Continuation: Something about strength (remember the ARMADA), Resilience (not the Resilienz Training from iturst.), movement, naval dominance → **Ravance** ✓

Mystical places in the regions (abb. first letter of the region)

- V

- o Golden Path
- o Everbright Meadow

- A

- o The Sylvan? Grove
- o The Riverheart

- B

- o Celestial Tablet
- o Stormward Pools

- R

- o Singing Reefs → omg what a perfect name, lovely (idea: Article about Singing Coral Heads)
- o Abyssal Maw (idea: Concept Map)

- I

- o Erythium Deposits
- o Leyline Nexuses
- o The Echoing Caverns?

- Z
  - o Mirage Spires
  - o Infernal Oasis
- C
  - o Everfrost Caverns
  - o Crystal Citadel (idea: Zitadelle Spandau, „das ist ja gestern nicht so gut gelaufen“)
- K
  - o Obsidian Rifts
  - o Ember Spine
- H
  - o Phantom Path
  - o Whispering Vines
  - o Heartwood Glade? } (idea: Lost Woods from Zelda, love the eering feeling)
- Forgot, where the Empire and City of Valtharion is home?
  - Velmera, because of the central position and lore

Continent name

- Eryndor → Erythium, Eldara, Ery. Ery. E → change
- Vyrath (old name?), ~~Maethara?~~, Aeloria, Thalvarek (not again fucking Th), Caldorin, Elarwyn (not again E), Arlithar, Veldrith, Lirander (sounds like Lindor Schoggi Kugelh), Torvannis, Draareth?, Avenel, Tharnell (sounds like a black football player), Erynel, Vaeliel, Calyrel, Orinthal, Varnoss, Calvorin, Larethyn, Darvott, Braescar (sounds like an italian dish), Velstaur, Ardevar Laurence, Beryndal, Lormere (again, horse), Brellinor (sounds too much like Draynor from Zunescape), Falandis (sounds like a disease)

# Velmore Districts

- Valtharion District
  - o Capital: Valtharion
    - ↳ Imperial Palace
    - ↳ Sanctum of Solphirion → mentioned before, Religion?
    - ↳ Silver Legion HQ
  - o Key Settlements
    - ↳ Goldmere (yes I know Horse) → farming settlement, Everbright Silk or some fancy shit
- Golden Path District
  - o Capital: Pathwarden
    - ↳ Golden Bazaar → massive marketplace
    - ↳ Trade Guild Council Hall
- Everbright District
  - o Capital: Brightmarch
    - ↳ Meadow Shrine → shrine placeholder → Religion?
    - ↳ Celestial Observatory → like a telescope thing and a place for scholars
- Silverwood District
  - o Capital: Silvershade → bordering Havenwood
    - ↳ Grave Sanctuary
    - ↳ Silverwood Outpost: for patrolling the borders
- Dawnspire District
  - o Capital: Dawnwatch → Military academies
    - ↳ Aegis Academy → Silver Legions
    - ↳ Sunfire Bastion → Massive fortress

# System of Ages and Years

- Epochs?
  - ↳ 1E, 2E → Conflict with Elder Scrolls' "Era"
- X for existence or expanse?
- **A for Age**
- V for Veil → No, represents a cosmic layer
- K for Kaelara?? → No, doesn't make sense
- C for Covenant → Doesn't make sense

## 5 Ages:

- 1000 years {
  - o 1A: The Shattering Age → God's war, tribal,
    - ↳ Humans, Elves, Mystborne<sup>①</sup>, Orinn<sup>②</sup> primitive, early races
  - o 2A: The Age of Reclamation
    - ↳ Markals reclaim the land
    - ① Mystborne: Mystical beings
    - ② Orinn: Crystalline → rival race
  - o 3A: The Age of Conquest → brutal war between elves and Orinn = Empire of Eldara
    - Kaelith ↓ Avanion
- 1000 years {
  - o 4A: Empire strengthening, however regional leaders begin to seek power
- 1000 years {
  - o 5A: Current Age (Playable Era)
    - ↳ weakening of the Heaven's Covenant, Second Shattering?

## Examples:

- 4A 587 → happened 3587 years after the Shattering Age
- 3A 369 etc....

# Time System Changes

- whole revamp of more English sounding names
- Months: ~~Luthor~~ Luthar (because of fricking Lex Luthor)
    - o Frosthall, Frostmere, Frostbloom, Frostwake
    - o Thawen, Thawind
    - o Bloamere, Bloomand
    - o Greylight, Greylune
    - o Goldleaf, ~~Goldmere~~, Gildshade
    - o Sunspire, Suncrest
    - o Highshade, Highsun
    - o Embermere, Ambersfell, Amberglow
    - o Russetwake, Ruswyn, Harvestshade
    - o Duskhaven, Duskwyth, Duskwane
    - o Hearthmere, Hearthwyn, Hearthfall, Hearthember
    - o Snowveil, snowfell, Snowtide

- Days: Change to replace "day" with something at the end to make it unique → suffix maybe germanic, gaelic?

- o len?
- o dhen
- o dan
- o dain
- o dyn
- o dar

- o dag → "Tag" in Old Norse and Dutch
  - ↳ Mournday, Solisdag

# Calendar system

- Too complex → skip

# Race Overhaul

- 9 Regions, 9 Races?
- Let's make it 10 → 1 race should be divided
- 4 elves, 4 humans, 2 beasts
- Elves:

o Aurelaus?, Aurelith	} suffix? lin, dael, vyr, wyn, thel, saar, len, nyra, [aeth] alith	<b>Auriel</b>	→ Velmeer
o Valkyn, Tideborn		<b>Tirael</b>	→ Ravance
o Veltryn, Gladeborn		<b>Sylvael</b>	→ Havenwood
o Orinn		Orvael, Orien	<b>Crisaell</b>

Blackmoor ← Ironridge

## - Humans:

- o Sylvani, Fernhaven?, Tharim, **Tharum** → Greystone
- o Sungari, **Ashveil** → Zarnath
- o Thalxyrians, Frostborne?, Vaerin, **Vaeryn** → Caldriith
- o Obscural, Umbrin, **Umbric** → Blackmoor

## - Beasts:

- o Ashkyr, **Emberking** → Kaelroch
- o **Duralith** → Ironridge

## - Other continents

- { o Valkora → **Dunthar** → Beast Dwellers
  - { o Zephyra → **Vyrkol** → Beast Reptilians
  - { o Thalysar → ~~Frostcaran~~, **Glacaran** → Ice Giants
  - { o Astrivor → **Molthyr** → Amphibious Colossals
- ↳ should always remain mystery, not mentioned/connected  
except for core lore parts → leave room for imagination

# Ages Overhaul and History

- 1A: Kaelara ruled by gods → war → chaos

o Dominant races:

↳ Auriels: Evolved under Solphirion

↳ Sylvaels: Born in the depths of Havenwood

↳ Duraliths: Shaped by leyline springs? → stony forms created

↳ Primitive Humans: wandering across Taurenne

↳ Emberkin: In the volcanic chaos they were born in magma

↳ Tiraels: Born in the storms during the war

- 2A: Mortals reclaim the land, rise of Auriels

o Dominant races:

↳ Auriels: First Kingdoms arise

↳ Tharuns: Were taught by old Sylvaels to become nature masters

↳ Vaeryns: Migrated from Thalyssar

↳ Sylvaels: Stable/dominant in Havenwood

↳ Umbrics: Adapting to Blackmoor's divine magic

↳ Duraliths: Remain stable, guarding Erythium deposits

↳ Cirael's: Once Sylvaels, during a celestial alignment, a divine being raped one and during the ritual, it caused <sup>all</sup> to crystallize (because some energy ripped apart or some shit). They grew sad and resentment grew.

- 3A: Brutal war against various races → Empire of Eldara

Kaelith Avarion

o Dominant races:

↳ Auriels: Defeating the ones standing in their way, making powerful alliances, especially ruthless against Cirael's, because they thought they deserved special treatment just because they were raped by a god.

- ↳ Tirael's: Allied with the Auriels, tearing everything apart with the fucking IMPERIAL ARMADA and their mastery of the sea → Blitzkrieg?
- ↳ Tharuns: Chose diplomacy, thus allying the imperial force
- ↳ Vaeryns: Resisted the Auriels fiercely but got defeated at the end
- ↳ Umbrics: Divided, some allied with Auriels, some with Crisaels
- ↳ Ashveils: Isolated, they didn't give 2 flying fucks what was happening. But I think they would have died first because they're black.
- ↳ Crisaels: Using the terrain of Blackmoor and Ironridge to their advantage, but suffered many losses
- ↳ Sylvaels: Normally they only care about their nature. Because the Auriels respected that, they lived a good life.
- ↳ Embæhins: Neutral, who wants to cross fiery lands of Kaelroch?
- ↳ Duraliths: Formidable defenders they successfully fought off the Auriels, shielding Erythium deposits and limit the imperial invasion.

- 4A: Empire of Eldara reaching its peak.

o Dominant races:

- ↳ Auriels: Maybe add that they were so invested in building the Empire that they forgot to fuck and produce offspring? Otherwise stable
- ↳ Tharuns: Empire's backbone when it comes to food/farming
- ↳ Vaeryns: Having been defeated, they exchange their combat prowess for some autonomy in Caldritth
- ↳ Ashveils: Begin to trade here and there with the Empire but otherwise: 0 fucks given.
- ↳ Umbrics: Some became respected mages/scholars within the empire, leveraging this for their own benefits
- ↳ Duraliths: Hold their stance to guard Ironridge, but enabling access for Erythium to the Empire

- ↳ Tirael's: Stable because you know what.
- SA: Weakening of the Heavens' Covenant
  - o Dominant Races
    - ↳ Auriels: Now should they recover from the low birth numbers or have they fucked like rabbits? → internal power struggles?
    - ↳ Tharuns: Resources are becoming rarer due to celestial problems
    - ↳ Vaeryns: Starting small rebellions because they smell it. Der Gestank, der stinkende Gestank, der stinkt, die Sache stinkt... SARDELLEN!!!
    - ↳ Ashveits: Do I need to repeat myself?
    - ↳ Umbrics: Gaining more power due to Blackmoor's increasing magical shit
    - ↳ Tirael's: Younger generations (probably Gen 2) criticize the Alliance to the Empire, forming also small divisions
    - ↳ Crisaels: Their Asses are more opened and their anger rises. Their crystalline forms also help with the current magical state
    - ↳ Duralith: Starting to get their asses opened, because the leyline nexuses are starting to get weaker because of the events.

## Class Ideas for the Game

- Blade Warden → Tank, DPS
- Spellweaver → Mage, DPS
- Shadowstalker → DPS
- Beastcaller → Mage, Tank, Healer
- Sentinel → Healer, Mage