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Release Date: 20 August 2016 ELDRED-E is a fantasy action RPG set in the Lands Between, a parallel realm that's been reigned over by the Elden Lords since long ago. You will be guided by grace and take possession of an armor set, weapons, and magic. By connecting with others and solving quests in the Lands Between, you can gradually rise in power, and become an Elden Lord. The Elden Lords used to oversee the Lands Between, but due to an unprecedented invasion of the Sword, their power has sharply declined, and the Lands Between has begun to change. A new army is gathering, and you cannot hope for salvation from the Elden Lords alone. Greetings, everyone, and thank you for taking the time to read this! UPDATE (03/26) ■ The First-Responders Team Hello everyone! I'd like to introduce the "first-responders" here, who are working on this game while looking forward to your feedback. (Please contact the staff members by using this site's [Post a thread] button or e-mail address, and ask about the game and feedback on the Steam Community (Thank you. ■ Hotfixes The following fixes were implemented based on your feedback. ■ Change for items that can make party members invincible to the minimum possible amount The majority of the items that make party members invincible will now have the minimum possible amount that will not affect the state of your party members. This will be applied to the items that had the previously set value of "infinite". ■ Change for items that can make party members invincible The following items that make your party members invincible will now display a message stating "Party Members Cannot Be Killed by Attacks", which is more conspicuous than the current description. ■ Change for items that can make party members invincible The following items that made your party members invincible will now have the minimum possible amount, and will not be able to affect party members anymore. ■ Change for items that can make party members invincible The following items that had the previously set value of "infinite" will now have the minimum possible value, and will not

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Features Key:

A Realm of Action and Drama
Customize Your Character
Play Online Multiplayer

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While other fantasy worlds and their stories are actually made reality in Tarnished, I tried to think like a journalist and attend to just a few relevant research topics that I considered extremely interesting:

1. What made Elsburg stand out from the other Ancient Civilizations?

Many concepts and rules were introduced to the game through the Research Phase. One thing that may be difficult to recognize at first is that Elsburg is much more carefree in terms of standardization while it is still expressing an immense amount of originality. Unlike other civilizations that are well adapted to their environment (to maximize their resources) or where war is an existence requirement, Elsburg has a very laid-back approach on the most important aspect of the research phase of the game, its magic. That is, if one has enough mana, one can bypass or activate all the rules of the standardized version. In a way, Elsburg may be difficult to grasp because it offers many unrelated and often indifferent concepts among a large pantheon of gods of Magic.

2. How were the smaller peoples of Elsburg and how were they influenced by these gods?

As a specific case of gods, we can mention the Goddess of Naturalism and the Goddess of War who gave birth to the Elsburg nation. The former was the goddess of the wild and accessible fields that dominate the village territories, and the latter was the goddess who made alliances across civilizations in Elsburg, from the very first days of the civilization and who between her primary and secondary counsels she had a substantial impact on the Elsburg nation. These gods did not exist in isolation, but their influence on other peoples and the evolution of Elsburg depended on their connection to other gods and the dispersion of the main philosophy of this world, its sense of naturalism. Several other gods had a significant impact on Elsburg history and its current circumstances (see the following parts).