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The name Elden Ring may be unknown, but its influence on the history of fantasy gaming and its impact on the field of RPGs is undeniable. When The Elder Scrolls: Legends was announced, its focus on familiar, traditional fantasy themes and aesthetics made it an intriguing prospect. With such a connection to the much-loved Elder Scrolls franchise, I jumped at the chance to test the Legends beta. When the betas released I was a little disappointed. The aesthetic was not what I had expected, and the lack of references to the world of legend almost felt like it was mocking us a bit. On the other hand, the card game aspect of the title drew me in a little more. I was instantly intrigued, and I have been playing the game nonstop ever since. ▼ Oh, hi. The system I had been playing, Legends, is a deck-building game. It is a turn-based card game, but more akin to a board game in that it has a starting deck of cards along with that deck of cards that you end up with after a round of play. ▼ In this way, the cards of Legend are akin to the pieces of a board game. Within the cards are a variety of different components. Some cards have weapons, others have creatures, some have weapons and creatures, and some have healing. In addition to the cards themselves, the cards have a type. Some are weapons, some are creatures, some are healing, and some are defensive. More on this later. ▼ A structure of various types of cards is made up of layers, and the layers work to make up the cards for you. Now, you build up a deck by adding cards and removing cards from your cards in front of you, and you play with it by using the cards that you have in hand and manipulating them to your advantage. Each card has a cost, and sometimes you can use cards to pay for other cards. For example, a card that has 3 mana cost can be used to pay for another 3 mana card. With the game now introduced to you, let's get to the point: You play the game like a deck builder. ▼ Begin by building up your deck. You are given a starting deck. As you progress in the game, the deck you begin with will be discarded, and the starting deck will change to the combined deck of all the previous decks you have played.

Elden Ring Features Key:

A wild RPG
The Lands Between, the Great World of Myth!
Freedom to Create Your Own Character
Magnificent Story Line Moved By Epic Drama
Larger-than-Life Action
Fun Multiplayer Game Play
A Mythological Setting
Online and Offline Playability Without Interruption
Battle Together with Players from Around the World
Customizable Skill/Weapon/Armor
A Realm of Possibilities

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