

Storytelling & Lore

Elden Ring features lore and world-building by George R.R. Martin and Hidetaka Miyazaki. They've created a world rich in history, inhabited by a deeply mysterious cast of characters. This doesn't mean the game's story is primarily told through cutscenes, however. Rather, it's uncovered through playing the game, talking to the characters, gathering items, building out the history and the world of The Lands Between bit by bit as you progress. This approach gives Elden Ring the feel of a classic RPG.

While exploring, pay careful attention to what NPCs have to say, and be sure to investigate anything that seems out of place or otherwise suspicious. Objectives from NPCs are occasionally marked on your map, but you are otherwise left to freely explore the world on your own terms. Ultimately, you will need to piece together the tales of strife, struggle and woe that befell the world as you explore it. There are moments where NPCs may hint at something, but they'll typically only elaborate if you speak with them multiple times in succession. Heed their words, but choose your friends carefully - some of the people you'll meet are genuinely in need of help, while others are merely looking for an easy mark.

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