

A New Adventurer's Guide to Elysia

Once upon a time, there was a... haha, just kidding. Hi! I'm Posie! Welcome to Elysia!

Well, the first thing you have to know about Elysia, is that it was very recently relocated. How that happened is uh... complicated, but the bottom line (as we say in Ebonmarr) is, the whole country picked up and moved to another continent in a straaaange new woorld. And now, we have to deal with all the stuff we're finding - and all the stuff that's finding us.

New World ("Earth")

Like I said above (because I know you were paying real good attention), we just got picked up and moved to a brand new place. It was a really wild ride! We hated it! Crops died, livestock died, people died. You can ask anyone, it was bad.

But now, we're in a new world! Well, it's new to us. It's pretty old to everyone who lives there. They call it Earth instead of our former world,

good old Tyrra. What happened to Tyrra? Man, I really try not to think about it.

There are 12 whole countries on this continent (not counting Elysia which is obviously the best!). We don't know everything about all of them (yet), but here's what we do know:

Inarri - This is where the Wardens of Inarri live (did the name give it away?). They're mediators and negotiators, they usually get called in to deal with other countries' conflicts.

Kulkodar - Monstrous races abound! Orcs, goblins, kobolds, whew they throw some wild parties! But they don't like Elysia because our Dragon (see below) is too nice. Their Dragon is... not nice.

Aegirfell - This one has 9 city-states that operate mostly separately. They have a big navy and hunt sea monsters for fun. They're surrounded by mountains, which has some upsides and some downsides but most of all makes for great hiking!

Otessa - This is a big forest inhabited by Beast People. They don't like us either, which is a shame because we're awesome. When we crash landed, we ended up on some of their land, and they were NOT HAPPY ABOUT IT. Entering the forest is entirely forbidden. Don't sneak off and try it! Seriously. Don't.

Zenith - They've got some great magic stones, but we can't use them because they only work in the bounds of their country. For reasons too complicated for your humble writer to understand!

Markivia - We met their avatar, so, we know it's neutral, but beyond that? It's a mystery. Let's solve it together!

Maerlon - The Eternal Lands, full of celestials and demons. They make deals with mortals and give them power... but remember, everything comes with a price!

Shaadval - This one trades with everyone, their economy is the most important thing to them. Shopping time!

Enalipsi - Golems! Hulking metal thingies! They are big big friends! They're CRAZY good at magic. Magic friends.

Thayous - We don't know jack or poop about this one. Sorry.

Cedonia - Let's get some OCEAN up in here! This country has the biggest navy in the known world. It's also an island chain, so beaches and cocktails allllll day long. And... and sea monsters. Also sea monsters. Watch out for those. Are there pirates? Shhhh, don't worry about it. (Of course there are pirates.)

Morsterra - This one's mostly undead. They don't like us and we don't like them. Sad face.

Elements

Do you want to know about elements? Excellent! Let's dive right in!

What you gotta know is that the elements come in pairs that don't like each other. Does fire like ice? Absolutely not! Do dreams like reason? No, they're all confusing and don't make sense! At least mine are!

Pairs of elements:

Fire/Ice

Lightning/Stone

Dream/Reason

Darkness/Light

Life/Death

Chaos/Order

Simple enough, right? Some people can command the elements and even align with them for extra power - though remember? Everything comes with a price.

There are planes for all the elements, but most of them will kill you right off the bat, as we say in Meddlar. There are even hybrid elemental pockets that mix elements! So many options!

Graveyards

Graveyards! Everyone's favorite place for the dead to go after final death!

Well, ok, cards on the table (as we say in Simoondale). We don't know a ton about the graveyards in this new world. Used to be, some races had their own, some groups had their own, they were all different and interesting! I'm sure all the new ones are too, but we don't have a lot of information yet. Can't exactly go up to a permanently dead person and ask, you know?

The Veil

How does this work? Well, that's the big boundary. The boundary between Life and Death. It keeps everything in its own place so it doesn't leak out. You DON'T want Death to leak. It's worse than a milk jar, trust me.

When you die and go to spirit, you go to the Veil. Then you pop right back through it! Uh. Most of the time. Which brings us to...

The Reaper

Speaking of death, there's a whole guy dedicated to just dead people, which sounds boring to me but I guess it's his jam! When you die and go to the Veil to resurrect, you meet the reaper at the end of the gather and draw stones to see if you have to work for him for a bit. Don't worry, from what I've heard he's a cool guy. Don't knock him just because he has a skull face! Some people with skull faces are chill. Most of them will try to kill you, though.

Spirits

Remember the part about working for the Reaper, which I said in the last paragraph and you absolutely shouldn't have forgotten this soon? You'll see people working for the reaper sometimes - they'll be ghostly figures standing silently and watching you. It's probably nothing to worry about. It's probably fine. They're probably harmless.

Dragons

Ohh, let's deal with the big one next: DRAGONS. Dragons claim a territory and say, hey, this is mine now. And it is because WOW dragons are powerful! We like our dragon, her name is Precious and time and again she's shown herself to be an ally and protector. Some dragons are real

scary because they all have different “alignments” (as we say in Glavorn)- some are lawful good and some are chaotic evil and everything in between! Good rule of thumb: if you see a dragon, BE POLITE.

Avatars? Glad you asked! Avatars do the day-to-day stuff for dragons. They're imbued with mucho power and if you see an avatar: BE POLITE. Sometimes they walk among us unknown, so hey, rule number three: be polite to everyone! Never know when someone will turn out to be a biggie. Or will cry if you're mean.

Feudal System

Nobles: shining bastions of hope and bravery. Uhh... kind of. Just kidding, we love them. Mandated love, the best kind.

Nobles are there to protect the rights of their people and lead them in battle and listen to their problems and buy them drinks (if there's a noble reading this, that's totally a thing and not just something I made up).

If you want to be a noble, you have to be squired by a noble who's already a noble. It takes at least a year, so hopefully you like your already-noble noble! Noble. Noble. Wow, that doesn't even sound like a word anymore.

Nobles are usually pretty chill, just don't be mean. Don't be mean in general! Mean is not nice!

If they ask you where you're going, tell them. Especially in Adron. Adron likes to be alllll up in people's business.

Tips and Tricks

Okay, here's ten things to know about adventuring. It's not the TOP ten, because that feels like a lot of commitment, but it's a GOOD ten.

1. **Pack food.** Make sure you have rations. Provisions. Vittles. The monsters are inedible. I have no further comment about that.

2. Sometimes things are just too big or fast or hungry for you to deal with right now. In that case, we have a super secret tactic we like to pull out: **RUN AWAY.** Get reinforcements or just save yourself. No one will judge. Adventuring is scary.

3. Know what you do. No one does you better than you, right? So make sure you're the best you there can be, and **remember your skills.**

4. **Pack bedding.** Make sure you pack a bedroll and a blankie. It gets cold in Elysia at night!

5. Stuck? Need advice or just a friend? Well, I can't promise the friendship part, but if you need anything else, **ask a noble or a Guild!** You can check in with them whenever you want and ask questions. Curiosity never killed a cat! Or... something like that.

6. Big groups can be confusing, but you should always **stay with the group.** Have a buddy system, know where your buddy is, know where your group is.

7. Okay, this one is sponsored by all my healy friends: **Protect the Healer.** If they go down, there will be no one to give you all your limbs back when they get broken. And then where will you be? Limbless. Protect your Healer.

8. Kill everything. Wait wait wait! Before you start, let me clarify: if you were attacked by something, and it's on the ground unconscious or dying, make sure you **perform a killing blow** on it. Otherwise, someone might accidentally burst heal them, and monsters heal just like you! (Note: not applicable to undead, healing kills the poop out of undead.)

9. **Don't loot other adventurers' kills.** So, you see a monster on the ground, right? You know it's probably got treasure and components.

STOP. Look. Collaborate. Listen. Did another adventurer use up skills killing that monster? Then they should be the one getting treasure for it! Did you both use skills? Sounds like time for either a) negotiation or b) A RACE.

10. **Die loud.** Sometimes people won't know you're being attacked - it's dark, it's hectic, you're too far away from the group... whatever the situation, make sure people know you're being killed. If you know you're about to hit the ground, yell for help. Or run away, if you can.

Professions, Base

Fighter: Do you like to get right up in people's faces and hit them with stuff? You're in luck! There's a Fighter profession! Hit people and get hit.

Specialist: Do you want to debilitate your enemies and be sneaky sneaky? Specialist is for you. Wear leather armor for sneaking because it's... wait for it... it's made of HIDE! Thanks, I'll be here all week.

Arcanist: Magicky time! Faaaancy spellllls. Especially good if you can talk real fast, spells can be wordy!

Naturalist: Mmmm nature. Support your allies and your own self. And kill some undead! Yeah!

Professions, Unique

Fighter Professions

Commander: Being in charge? No problem for you! Tell people what to do! Have a pretty flag that buffs your friends (no actual flag required)! You're a beacon of hope and inspiration.

Reaver: Hit things real hard. Knock people down. Break arms and legs. Kick things to pieces. You can do it all with Reaver! Weapon broken? Hit people with it anyway! You're great to have around in combat.

Guardian: Do you really like your friends? Don't want them to die? Protect them with the Guardian profession! Make monsters angry at you and then get right back up when you get wrecked by all the angry monsters.

Dervish: You whirl through combat like a... whirlwind? You're speedy and hit a bunch all at once. Pow pow pow! Dodge and dip and dive around and hit people with swords (or other weapons, see if I care), a LOT (even two WHOLE weapons at once!).

Armorer: Helping out comes in all shapes and sizes, and what do adventurers use, like, a LOT? Weapons and armor. What breaks a lot? Weapons and armor. Who fixes them? Armorers! Also bombs. Can't forget the bombs. Big booms.

Specialist Professions

Thief: People have stuff. You want that stuff. Take it, by becoming a Thief! Make and disarm traps! Pick locks! Be the sneakiest of the sneakiest. Don't get caught!

Hunter: You're very unhappy with some type of being, like humans or elves. Maybe they killed your dog or something. Anyway, you hunt the um... gosh darn heck out of them. And do more damage and effects against them, if you're looking for the nitty gritty facts (as we say in Woodhaven).

Mastermind: You're smarter than everyone else and you know it. You can make people do things, and it's REALLY hard to make YOU do things. You're great for interrogation and turning enemies against their allies.

Duelist: You fight best one on one. Slow 'em down, beat 'em up, and take 'em down! En garde!

Alchemist: Delicious potions. Well, they're poisons, but they're delicious, I swear. You get more recipes than a fancy chef and they all do different things. Effects for days!

Arcanist Professions

Occultist: Do you want ALL THE SHIELDS and also to kill monsters whenever you feel like it? You're gonna LOVE Occultist. Make a building your own personal sanctuary and hit things so hard they fall down. So many options!

Blood Mage: Do you like to rap along to your favorite songs? Then you'll be able to call these spells and do some CRAZY fun stuff. You use your own blood (or a friend's or hapless enemy's) to fuel powerful spells and do... pretty much everything. Just be careful, once you use a spell you can't be healed for five minutes. Worth it!

Elementalist: Remember those elements we were talking about? And those people who control them? Do you want to BE one of those people?? Do all the damage, but better, because ELEMENTS! Just don't hit an elemental with its own element, because it'll get healed and then you'll be having a sad time. But you hit an elemental with its opposite (remember the pairs?), you do double damage. Which is a lot when you're an Elementalist.

Hexer: Are you sick of people doing things to you? Just want them to stop? Stop people from doing everything with Hexer! Make your enemy useless and stop them from healing. You'll be super valuable in big fights with enemy healers.

Enchanter: Makin' stuff and building things, that's you. Traps? Borrowed spells from other professions? Pet rocks? Fancy sticks? And the best part is, you can hand them out to anyone who can use them! Or, and this is a secret... you can SELL THEM, for MONEY, which can then be exchanged for goods and services.

Naturalist Professions

Healer: Three guesses what this one does. You're the ultimate MVP. Get rid of debilitating effects, bring people up when they go down (even everyone at once!), and get the best defensive skill available to adventurers. You're everyone's best friend.

Deathspeaker: Wooooo spooky ghosts! Want to chat with them? Kill them? Stick them to the ground? Make them turn back into your friends again? BECOME ONE? Deathspeakers. They do that.

Druid: Animal lover? Ever wanted to talk to them? And also turn into one? Commune with nature as a Druid! Also turn people into statues. Naturally!

Crusader: You hate undead. Like, you REALLY hate undead. Skeletons, ghouls, leviathans, even liches - if you gotta fight them, do it in style, with Crusader.

Herbalist: Okay, THESE are the delicious potions for realsies. You're similar to Healer, but you can hand out your healing to everyone, and they'll all be

eternally grateful. If they're not, they don't get potions. You've got the power there. Use it wisely, or poorly, whatever, I'm not your mom.

Okay, I think that covers all the basics. I'm thrilled you've chosen to adventure for a living! Welcome to the team!

Best, sincerest, warmest, friendliest regards,

Posie xoxoxo