



Conquest of Elysium: Guildmaster

By Gryffin Moore

Welcome to the world of Elysium. A large, fantastical, wild, untamed realm ripe for conquest, at least if you cared about stuff like that. You are here for one reason and one reason only, to make a TON of money, the lure of gold is irresistible to one such as yourself. By the time you are finished here you shouldn't be playing the economy, YOU should be the economy. If there is one thing you are good at its scamming people and encouraging trade, if anybody takes offense at such activities you have plenty of cash to hire a private army with. Welcome to Elysium Guildmaster, may the light of capitalism follow closely behind you.

Take 1000 Gems to pay your way in this dark world.

Start Location:

The Capital: 200 Gems

You begin in the capital of Elysium. This will vary quite greatly depending on the age you pick varying from a small fortress in the dark ages to a sprawling mega city in the age of the empire. Regardless of which age you select, this grants immense benefit to an entrepreneur like you. The capital of Elysium offers wide connections, trade opportunities and being in the very center of commerce for the continent.

City: Free

You begin in your choice of either an inland or coastal city. While not carrying the prestige or size of the capital this does give the opportunity of a monopoly in your given area and the potential to grow the city into a settlement to rival the capital.

Trade Town: Free

You begin in a town of commerce, while not as large as the capital or central as the city this option still has b benefits. The two major ones being obscurity and control. You begin in what is a small and out of the way location compared to cities as well as have the potential to excerpt greater control over the politics of the settlement. Being out of the way means less rivals and being more in control means less taxes, win-win for you exclusively.

Sky Castle: Free

You begin in a drifting sky castle. While perhaps pne of the poorest locations in raw material goods it does have the singular benefit of movement. The castle drifts all across Elysium granting you opportunities to buy and sell exotic gods for a premium that would be impossible for anyone else.

Seal Stronghold: Free

An underground stronghold in the cave empire known as Agarth. While lacking many civilized people it is rich in mineral wealth as well as containing many groups completely foreign to the surface world. This means premium treasures of the deep to sell to the surface and premium surface goods to sell top the deeps. Inhabited by pale cyclopes, olms, a few elemental, and large cavemen. An untapped source of wealth.

Merchant Village: +200 Gems

Small, obscure, and with not much going on around it. While allowing near complete control over the settlement there is not much else going for it. Maybe you can bring out its potential and build a business to rival the empire?

Era: Choose one

Dark Age: The age when humanity is young and fresh, just reaching the shores of Elysium for the first time. The wilds are overgrown and full of mystical things, the land is ruled by the monsters of old, portals to other planes still function, and mankind lives exclusively in villages, strongholds, and hamlets. The capital of this era is little more than a particularly fortified location.

Agricultural: The darkness of the past age is being repulsed by the ingenuity of mankind, this is the era of first cities and true settlement. The Agricultural era is when the earliest true cities begin to rise, with towns still being rare but much more common than the previous era. Villages are plentiful and hamlets lie around every corner. The capital of this era is the largest city but still not enormous by any means.

Empire: Mankind reigns supreme. This is the era of plenty, the darkness of the old eras in all but gone with cities on every rolling hill, towns aplenty, and hamlets rare by virtue of the size of most settlements. This is the golden age of empires, merchants, and mankind altogether, nothing could possibly end such an age of wonder. The capital of the era, the Capitolium, is an immense mega-city spanning many miles in size.

Fallen Empire: All things end, and the golden age ended in a particularly violent way. Empires fallen, settlements ruined, battlefields filled with corpses, the end of the age saw war and death on an unmatched scale. The land is stalked by monsters darker than whatever walked the land in the age of darkness, and it is all the fault of man. The capital of this era is little more than a ruin stalked by the ghosts of mistakes long past.

Monarchy: The Darkest times have passed and mankind emerges from the ashes of their folly reborn and ready to claim Elysium again. Cities are rare in this age but villages, hamlets, farms, and strongholds are common. This is an era of reclamation and glory come again. The capital in this era is an immense castle with a sprawling town about its walls.

New Empire: The empire has returned, the golden age has dawned anew. Cities spring from every corner, villages swell in the ashes of death, the mistakes of the old ages are long past and the future is bright indeed. The capital of this era is a large city, though it pales in comparison to the Capitolium of old, the capital grows every day though.

Age and Gender

Pick any

Origin/Guild:

Traders Guild:

The guild of merchants, bankers, and money counters. You are now the master of such a guild, money is your number one priority. The flow, growth, and reach of the economy is well within your power to control through market and trade.

Thieves Guild:

You are a master of thieving coins and blood from others. You are the guildmaster of criminals, crooks, thugs, and hired blades. You profit from the misfortune of others. Whoever said crime doesn't pay could not have been more wrong.

Shipwrights Guild:

You love boats. You really love boats. Shipping goods, patrolling water, taxing docks, exploring and exploiting distant lands. That is what your guild does best. At the high end you may command fleets of Mage-Admirals on void ships exploring the realm beyond reality.

Miners Guild:

You are the guild of miners, builders, and engineers. The realms of stone and construction are your forte. You know how to squeeze every drop of gold from a vein or build nigh impenetrable walls, you know how to construct siege engines to topple the greatest of cities or simply construct good crossbows.

Sages Guild:

The guild of sages, mages, and the arcane. You are the master of magicians and command much of the knowledge in Elysium. If a library exists you probably own it, if a man practices magic you probably taught him, and if a mercenary knows pyromancy you are the one profiting. The training of mages, collection of knowledge, and building of gateways is your responsibility.

Mercenaries Guild:

You are the man in charge of soldiers. You train men and equip them, put out jobs for adventurers, and train the dangerous beasts of the land. If someone needs bodyguards they come to you, if they need a nest cleared out they hire your adventurer, and if they need a good mount they purchase your gryphons.

Apothecaries Guild:

You control the guild of apothecaries and alchemists. Magic items on the market are your doing, potions of healing and stamina are made by you, runed weapons are your creations. You are the guild of magical craftsmen and brewmasters. If there is something that no one else can make, they come to you.

General Perks:

General knowledge: Free

You have general and common knowledge of this world and the beings that inhabit it, this does not include forbidden, ancient, or mysterious lore but simply what everybody knows. A necessary thing for if you didn't you may find yourself burning to death as fought what you thought were normal dogs, that turned out to be hounds of the inferno.

Mind For Money: 100 Gems

You are REALLY good at counting money. When it comes to profits, savings, spending and other related things you are a wealth of knowledge and memory. You will never forget a number that is associated with a money venture and your business sense is impeccable. You also gain all the knowledge associated with a business and accounting degree.

Command: 200 Gems

You are experienced and learned in the ways of command, you know how to lead, organise and control a large number of soldiers to an effective degree. This is an important perk if you wish to have higher ambitions and carve out your own kingdom among the madness of Elysium.

Paper Work: 400 Gems

You can get work done when it comes to navigating bureaucracy; you are a master unmatched. You have the ability to complete paperwork, without any flaws, in less than a tenth of the time it would normally take, you also never get tired or burned out while doing so.

Merchant Sense: 600 Gems

You have a supernatural ability to detect opportunity and understand the way the market is flowing. This ability is, to an extent, slightly precognitive as you will get a 'gut feeling' about ventures that will make you money. You also get similar feelings on when to invest or pull out of a market.

Double Dipping: 800 Gems

You are not the master of a single guild but instead the master of multiple. This obviously gives the benefits of lording deliver several ventures but also the opportunity to combine them. A thieves guild and Shipwrights guild will lead to a pirates guild, A miners guild and a sages guild will lead to Magi-Engineering guild and so on. You have the combined force and influence of both guilds while able to merge them for more opportunities.

Origin Perks: 100 Gems perks are free for chosen origin all others are discounted by 50%

Traders:

Haggler: 100 Gems

You're good at haggling plain and simple. You know all the tricks and traps of bargaining in markets and in contracts how to employ and weasel out of being caught. This does not give supernatural power, merely comprehensive knowledge and the skill to employ it.

Eye For Opportunity: 100 Gems

You are REALLY good at spotting opportunities. A man selling stones no one wants? You can tell that some hold valuable gems inside. An idea is proposed everyone else laughs at? You can see the potential profits. You are good at taking opportunities and turning them into money.

Money? Safe: 200 Gems

If you store money away for its safety, like a vault, it cannot be stolen. This does not protect money in circulation or being used in projects only that which is stored and untouched. you also gain a preternatural sense for when someone is scamming or stealing from you.

Merchant Mind: 400 Gems

You have a comprehensive knowledge on negotiating trade deals. You also gain knowledge, upon entering any setting, what is considered valuable where and how best to advertise the good you sell. You are fantastic at managing your ventures and, unless you truly neglect your businesses, are assured to at least break even.

Money Miser: 600 Gems

You spend less money to make more money, sile as that. When using money or valuables for any reason you are able to either negotiate to half the price or have some great fortune that makes it cost half as much. Conversely all ventures you take will make twice as much or give some luck that makes the same amount as the business did.

Thieves:

In The Dark: 100 Gems

You know how to keep dealings hidden and unseen, a necessary skill for one in your profession. You gain knowledge on things like cooking books, establishing rackets, skimming earnings, finding targets, and other similar criminal ventures. A very important set of skills for being the master of a guild that does such things for a living.

Blade In The Night: 100 Gems

You gain the knowledge and skills associated with being a practiced assassin, this includes disguise, stealth, combat, and identification skills. Important if you want to get the assassins guild branch established rapidly so you can begin taking bounties.

Behind Enemy Lines: 200 Gems

Criminals are a surprisingly loyal bunch and this perk grants two things to capitalize on it. The first is that you know very well how to instill loyalty into even the most depraved of criminals and how to keep that loyalty even after losing contact with them. The other set of skills that come with this perk is a comprehensive knowledge on terror tactics to be used in enemy occupied territory as well as the ability to know the maximum amount of damage you can inflict on a settlement without being caught.

Shadow Stalker: 400 Gems

You gain the mystical skills of the shadow stalkers, assassins of supreme skill that are said to have never been seen by a living individual, whether this is due to their stealth skills or killing skills is unclear. Either way you have the ability to become invisible and silent at will as well as travel far faster than any human should be able to up to twice the speed of the fastest sprinter. The other ability is a comprehensive knowledge on poisons and knife combat. This also grants you the power to kill anything BUT not the ability. Just because you CAN kill a god does not mean you have the power to do so.

No Escape: 600 Gems

When you have a target in mind they have no escape from you. Once per month you may choose an individual you know and gain permanent knowledge of their direction relative to oneself. The other ability this grants is when within a ten mile radius of your target any movement abilities (haste, teleportation, portals) that you target has cease to function in totality. They will not escape the kiss of your blade.

Shipwrights:

Mapmaker: 100 Gems

You are a fantastic cartographer. You gain all the skills needed to make and distribute maps of territory you explore and document. The maps you create also have a tendency to be far more accurate than any of the ones made by the other cartographers of the land. You have a feel for the terrain and length of any feature at a glance and make use of such an ability well in your map making.

Shipbuilder: 100 Gems

You have all the knowledge required to construct ships and build them well. You gain contemporary knowledge associated with the construction and operation of any ship variety in the world as well as a sense for who would be best in manning whatever vessels you may own at any given point.

Weather Man: 200 Gems

You have an understanding of the natural flow of the world. You can predict weather and ascertain its severity up to a month in advance at will as well as gain knowledge on the currents of the world and how they may change over time. A very important skill and ability for a merchant like yourself, especially when current may be affected by the titans of the sea or the weather may be changed by the god of rain.

Voidfarer: 400 Gems

You gain the knowledge of how to ward ships from dimensional influence the mundane way as well as the power to grant such a protection to any vessel you own at will. Another bonus to this perk is becoming immune to directional confusion; you will always have control of your bearing and cannot be lost, at least when it comes to direction.

Explorer: 600 Gems

You are the greatest explorer the world has ever seen. Several powers are given by this perk. The first is planar resistance, meaning that any effects, such as life draining, insanity buildup, or growing dread, that are a native part of another plane do not affect you. The second ability is that in an area of ten mile radius centered on you, you are aware of all terrain. The last is the power to set 'anchors'(up to three) in which you always know the distance and direction relative to oneself. You also gain the power to learn languages at an accelerated rate, able to understand a completely unknown language within a month.

Miners:

Stone Sense: 100 Gems

When it comes to prospecting there are none better than you. When searching for fresh veins and good location to mine both valuable and quarry good stones for masonry you have superb skill. This perk also grants the ability to 'sense' the general area where valuables are hidden in the earth, this will not give you exact locations or directions, only a feeling you are on the right track.

Overseer: 100 Gems

You, more than any other guild, have to care for workers, a lot of workers. You have incredible skill and knowledge on how to organize, instruct, and inspire workers to get the largest amount of labor out of them in the least amount of time without being cruel to said workers.

Master Mason: 200 Gems

You bear great knowledge in the creation and reinforcement of both normal buildings as well as defensible positions such as walls, towers, palisades, and barricades. This power means that they will repair themselves over time automatically at a rate of 1% per day but you must have worked on it personally.

Warmaster: 400 Gems

One of the most important duties of engineers in Elysium is the construction, development, manning, and maintenance of war machines and siege engines. You gain the ability to repair, understand, and operate anything that would be considered a war machine. From a simple ballista to a star destroying laser, you can now utilize it to the greatest extent.

Engineer Supreme: 600 Gems

Two major things are granted by this perk. The first is a comprehensive knowledge of the construction and design of nearly all forms of engineering whether buildings, contraptions, or machines. The second benefit to this perk is an ability to construct anything using half of the materials they would normally require whilst making any constructions of yours twice as durable/powerful.

Sages:

Librarian: 100 Gems

You are now a masterful writer and able to transcribe information in an efficient and effective way. You also learn any form of book organization that may exist and how to use said categorization in a quick and efficient way.

Teacher: 100 Gems

Above all else, mages are scholars and one of the most important duties of a scholar is to teach. You gain a comprehensive knowledge on how to instruct others as well as assist in projects in an effective way. You also gain skill in putting together lesson plans.

Mystic Mysteries: 200 Gems

You have an intuitive knowledge on how magic operates at the base level in whatever setting you currently find yourself. This does not give magical power or ability merely a deeper understanding of magic and its uses. You will also be given feelings when performing acts of magic on the 'danger level' to your own person for whichever spell or ritual you are performing.

Magister: 400 Gems

Your magical power is twice as strong as others. When performing magic, whether potions, spells, or rituals they will be at twice the strength they should normally be due to your inherent magical strength. This is a toggleable skill for when a weaker spell is preferred.

Sage: 600 Gems

When entering a setting you gain a comprehensive knowledge on all the secrets and hidden things. Examples are hidden history, forgotten eras, forbidden magic, divine secrets, and pieces of knowledge truly lost to time.

Mercenaries:

Training: 100 Gems

You are very good at conditioning and training others and yourself in martial pursuits. You know exactly which exercises and what nutritional intake is optimal for the preparation of somebody for combat. This also enables you to effectively train other people in any form of martial art they meet the base requirements of.

Contract Law: 100 Gems

You gain comprehensive knowledge of contract law as well as the ability to see and detect hidden clauses in any agreement you may make. This also applies to things such as fae promises or monkey paw wishes, you will always be aware of the hidden consequence before it occurs.

Meet In A Tavern: 200 Gems

You have an uncanny ability when it comes to assembling a team. If you are given a job or have a goal in mind you will just happen to meet others on the same job or heading in the same direction that are willing to join with you. This does not guarantee success or give you an optimal team, it only guarantees that you have the opportunity to put a part together.

Beastmaster: 400 Gems

You have an uncanny kinship with the beasts of the world. You can train any animal for any purpose if given enough time, even creatures normally deemed untrainable. This also gives you an 'animal empathy' where you get feelings on exactly what an animal needs or desires. You are also granted knowledge on the habitat, behavior, and diets of all the beasts in a given setting.

Adventurer Manager: 600 Gems

When contracting others, particularly in guilds, you gain knowledge on every member of said guild including names, power, and important historical information. This additionally grants you the ability to utilize the combat prowess and skill of any contracted under you.

Apothecaries:**Supply Lines: 100 Gems**

More than any other guild you need materials. You gain knowledge and skill in the management of supply lines as well as the acquisition of rare materials.

Chemist: 100 Gems

You gain comprehensive knowledge and skill in all forms of mundane chemistry as well as skill in any mundane material that exists within a given setting.

Alchemist: 200 Gems

You gain a comprehensive skill in supernatural chemistry and the utilization of non standard materials present in a setting. Examples of alchemy are the brewing of potions, transmutation of materials, and creation of wondrous items like philosophers stones.

Runesmith: 400 Gems

You gain skill and knowledge in every magical language as well as understanding of any runic system that exists within a setting. This allows you to intrinsically understand the combination and utilization of runic systems.

Artificer: 600 Gems

You gain the ability to merge mundane and magical workings perfectly. This means that even if magic would normally be detrimental to a normal system you can neutralize drawbacks at will. You also know the best way to merge both mundane and magical to create the most effective and powerful version of an object.

Items:

General:

Supply Of Gold: 100 Gems

Gold is the very lifeblood of Elysium, it is the currency used by everyone that lives in the realms from the mighty Troll king, to the Guildmaster, to the Pale ones, to even the Dryads. Gold is an important commodity for many reasons and can get you many places. You will be given a small supply equaling fifteen coins and receive another each month. This may not seem like a lot but most farms and villages only make one or two gold coins in a month so it is quite a substantial sum.

Gems: 200 Gems

A collection of gems made up of rubies, diamonds, sapphires, and emeralds. While many would use such gems for their magical value you care only for the raw material value. You gain a supply of one hundred gems that refills at the end of every month.

Mine: 400 Gems

A large mine containing a wealth of iron, gold, and precious gems. A very important resource for the people and nations of Elysium, including the trolls and their allies. This mine is deep, producing up to fifteen gold coins, five units of iron, and eight units of a gem of your choice (Fire rubies, water sapphires, earth emeralds, or sky diamonds). This is an incredibly important landmark that many will want and seek to take from you, its veins of materials will never run dry and it has a defensible position allowing for effective protection. A cadre of workers to operate it are given freely, keep in mind they will not fight for you.

Guard Tower: 600 Gems

A large and well fortified tower that stands alone, a perfect location to ward off the malicious powers that wander the land as well as serve as a forward location should you seek your own conquests in Elysium. The guard tower may also serve as a place from which to recruit soldiers for any purpose you desire.

Capitolium: 1000 Gems

The Capitolium is an immense mega city several square miles in area. This is the beating heart of an empire with four distinct districts, each with vast wealth and resources. The first and most important district is the Capitolium itself, containing a palace fit for an emperor as well as the area where the wealthy and powerful may live. The second district is the trade district, bringing in large amounts of trade and money, boosting your economy immensely. The third district is the temple district, a fine place to complete rituals as well as bring in religious tithe, should you be a faction that does such things. The final district is the slums, a hive of crime and where the majority live, a fine place to recruit legions to command from. You control and rule this important location as well as all who live here.

Traders:**Silks: 100 Gems**

A collection of valuable and exotic silk for the storage of value as well as for trade to increase one's personal wealth. This comes with one hundred bolts that refill monthly.

Auction House: 200 Gems

A building with which to auction off valuable items, useful for liquidating property. This comes with a cadre of caravan guards to protect the merchandise.

Merchant Village: 400 Gems

A small settlement that is positioned into an advantageous position to support and encourage the trade of goods and growth of the economy. This comes with several merchants under your command as well as a small army of caravan guards to protect it.

Bank: 600 Gems

A building centered on a high impenetrable vault, this will be a preferred location for people to deposit goods and wealth. Comes with a full employee roster including guards, tellers, merchants, and investors interested in growing your personal wealth.

Thieves:

Poison Knife: 100 Gems

A knife coated in deadly poison that very few beings, even magical ones, have the ability to resist. Useful for assassination of high priority and high danger targets. Can be used for self-defense or given to an agent to try and increase the chances of a successful bounty fulfillment.

Shadow Cloak: 200 Gems

A cloak that makes the wearer virtually undetectable. When worn this makes you invisible, scentless, and silent as well as resisting magical detection techniques. While not perfect it may be the closest to perfect stealth any in the world can achieve.

Safe House: 400 Gems

A safe house that spawns in a location near your starting one. This safe house is undetectable by any means and cannot be compromised by outside forces until used. It is fully stocked with enough resources to last at least a month as well as top of the line medical supplies. A good place to lie low and recuperate should something terrible occur.

Assassins Hideout: 600 Gems

A large, hidden, and fortified location for use by assassin guilds. Within this hideout is a fully self-sufficient farm for long term living, production facilities for the creation and designing of equipment, and stocked training facilities perfect for induction and practice of assassins. This comes with a full set of farmers, smiths, and assassins to get started with your guild.

Shipwrights:

Compass: 100 Gems

A trusty compass that always points north, no matter the distance or location. Should north not exist in a given setting an important location will be randomly picked as its anchor.

Supplies: 200 Gems

Supplies perfect for long journeys across turbulent seas. This is a set of supplies great enough to outfit four ships for a six month journey. They refill at the end of every year.

Void Ship: 400 Gems

This is a void ship. A vessel designed to sail on the ocean, yes, but also to sail across the realms between realms, the void. This vessel can guard those manning it from the dangers present in any realm. While aboard this ship you cannot be affected by any outside effects, except for direct attacks, and can sail into any realm should you find a proper opening. These vessels are often used to explore other planes but be careful as the denizens of said planes may not be pleased with your intrusion.

Dock: 600 Gems

An immense dockyard constructed in a seaside city. This comes with five normal ships and the crews of said ships, a repair yard with a full crew, a construction yard with a full crew, and a tax/dock office where foreigners may pay docking fees. The yard also comes with a full security squad.

Miners:

Pickaxe: 100 Gems

A trusty Pickaxe to be used for the extraction of raw ore. A useful self defense weapon in dire situations but it is not intended to be used as a weapon.

Siege Weapon: 200 Gems

A siege weapon of your choice between a trebuchet, ballistae, or catapult. This comes with a full crew to man the weapon. Useful for both sieges and siege defenses.

Mountain Outpost: 400 Gems

An outpost deep into the mountains. This is built atop a minor vein of coal and iron. This outpost is partially fortified with stone walls, a few siege weapons, and dozens of caravan guards, a perfect location to act as either a forward base or a storage depot for materials before moving them to the final destination of the consumer.

Quarry: 600 Gems

An immense quarry constructed deep into the mountains perfect for excavating mass amounts of stone used in the construction of cities, it will also occasionally unearth veins of metal and gems which will be subsequently harvested. This quarry comes equipped with mining equipment, mass amounts of guards, and a large cadre of workers to excavate and transport the stones.

Sages:

Book And Quill: 100 Gems

A simple book and quill with which to record any writings you deem reasonable to put down. The book itself increases its number of pages as you write so as to never run out and the ink on the quill never runs dry.

Amulet of Magic Resistance: 200 Gems

An amulet with the sole purpose of reducing the potency that magic bears on the wearer. This necklace decreases any magic, both hostile and friendly, to one third its strength when cast upon or at the wearer.

Mages Tower: 400 Gems

A large tower built upon a magical leyline. Spells here are easier to perform and tend to be more powerful when cast. This place comes stocked with several mage professors. Perfect for teaching young and passionate students in the arts of magic.

Library: 600 Gems

An immense library containing every book within the world. The library has magical defenses in the form of an arcane barrier as well as bound elementals to protect it. Within the library is a full staff prepared to maintain, organise, and add new books to the library. Also within the library are several magus that have come to study the arcane.

Mercenaries:

Trusty Sword: 100 Gems

A trusty and reliable sword perfect for self defence or the training of fresh mercenaries. Comes with a scabbard and some oil to care for it.

Tavern: 200 Gems

A small tavern with a job board and a supply of alcohol that restocks itself on a monthly basis. This tavern seems to attract adventurers like most to a flame, many a legendary party will meet here. Come with a mercenary bouncer and a bartender.

Beast Kennel: 400 Gems

A large and sprawling complex designed for the singular purpose of holding and caring for beasts. This place comes with many workers and zoologists as well as guards and a few gryphon riders to supplement the guards. Examples of animals that may be cared for here are dogs, unicorns, pegasus, gryphon, and moose. May be upgraded and altered to hold more varied and exotic beasts as time goes on.

Fortress: 600 Gems

A massive fortress built into the side of a mountain. This complex holds hundreds of mercenary soldiers, private armies worth as well farms, production facilities, training facilities, and logistics bays. This is the perfect location to stage a war campaign and act as a location to keep and train an army.

Apothecaries:**Cauldron: 100 Gems**

A black iron cauldron perfect for the brewing of potions and performance of alchemy. This is indestructible when used for chemistry or alchemy but acts as a normal metal otherwise.

Reagents: 200 Gems

A large stock of magical reagents, materials, and metals that can be utilized in alchemy and chemistry to craft potent objects of power. This supply restocks on a monthly basis. There are enough materials to make at least ten potions or one magical artifact per restock.

Philosophers Stone: 400 Gems

A stone that grants to things when used in alchemy. The first is that it can produce a liquid that, when drunk on a regular basis, makes one immortal. The other ability is the free transmutation of one metal into another, although it does take time to transmute and is not instant.

Brewery: 600 Gems

An immense brewery, with a forge attached, that is perfect for the mass production of both normal and supernatural brews. This also comes stocked with normal brewmasters and several alchemy apprentices ready to be trained and instructed in the less wizardry side of magic.

Companions:

Companion Import: 200 Gems

Import a companion and gain **600 Gems** to use for such an endeavor.

Mercenary Captain: 200 Gems

A captain of a mercenary company, and said company he commands. Loyal to your orders and your wealth. They come with one thousand mercenary soldiers under their command.

Guildmaster: 200 Gems

A fellow guildmaster who seeks to enrich themselves in the most traditional way possible, Market manipulation. You may choose what type of guildmaster they are.

Engineer: 200 Gems

A master engineer experienced in both traditional engineering like the design and construction of buildings as well as war engineering, the construction of war machines as well as defenses. Comes with four masons under them.

Alchemist: 200 Gems

A master alchemist practiced in the creation of potions, forging of objects, and inception of runes. Comes with four apprentices under them.

Admiral: 200 Gems

An admiral in charge of three ships, a flagship and two smaller cargo ships. He comes with all ships fully crewed and stocked as well as practiced in naval combat.

Shadow-Stalker: 200 Gems

A master assassin that has never been directly seen by anyone. Terrifyingly skilled at assassination, they are training four assassins to succeed them.

Sage: 200 Gems

A scholar practiced in magic that seeks to expand their knowledge, you may choose the school of magic they know (Sage, Fire, Dark, Water, Earth, Air, Light) and they have four apprentices.

Warrior-Saint: 200 Gems

The head of an adventuring party, it was said she had a great destiny and she has set out to discover it. Her party includes a barbarian, cleric, necromancer, thief, and hag-knight

Scenarios:

Break (or be) The Bank: (Traders Required)

This scenario is about exemplifying what it means to be a member of the traders (and the merchants/bankers) guild. The major objective of this scenario is to become the main trading and banking conglomerate of Elysium. For the scenario to be considered complete you must have banks set up in at least 75% of cities in Elysium as well as own majority share in greater than 50% of the merchant companies present across the land. If these requirements are met then the scenario is considered complete.

Reward:

The Reward for becoming a monopoly are two things, the first is that your company, and all of their holdings, will be transferred with you across jumps. The second reward is an ability to know exactly what is required to obtain money in an efficient way as well as mental instructions on how to successfully commit a hostile takeover of any company.

Afraid Of The Dark:(Thieves)

You may be a thieves guild, but the real money is made in blood. This scenario begins as soon as you start the jump. At the beginning of every year for ten years a bounty will be posted on a being, you, or your guild, must be the ones to collect it. The bounty starts easy with perhaps a mayor but increases in difficulty every year, the final year you may be tasked with assassinating a god. You must succeed in every bounty to complete the scenario.

Reward:

The reward for this endeavor, first you gain any riches and wealth from the successful bounties. The second reward is the ability to intuitively know how to successfully assassinate anyone or anything the second you meet them, whether you can pull it off is slightly different but you know HOW to do it.

No Stone Unturned: (Shipwrights)

You are the guild of Explorers and cartographers, the dream is to map the world so that is what you shall do and slightly more. This scenario has a few requirements, the first is that you must map at least 80% of Elysium. The second requirement is that you must travel to every plane, void excluded, and map at least 40% of each. Should you succeed in this the scenarios will be considered complete.

Reward:

The reward for such an endeavor is first any riches collected along the way. The true reward is the **Cartographers Map**, an object that automatically and perfectly maps any world, or worlds, you travel too and include points of interest. No location can hide from this map.

Rock And Stone:(Miners)

You seek to delve into the deep reaches of the earth and uncover the raw mineral value buried within. This scenario is designed to push you into doing just that. You and your guild must excavate stone then use that stone to construct at least three cities. All of the raw material for the cities must originate from a company or holding you own a majority share in. Once the cities are complete the scenario is considered complete.

Reward:

Your reward for this undertaking is twofold. First the cities you have built are yours to take with you, including all within. The second reward is the ability to construct and repair anything in half the time it would normally require, regardless of how long it would normally take.

Knowledge Is Power:(Sages)

Many would say knowledge is power, and you would agree. This scenario has a simple, but difficult, requirement, you must train 10 mages up to level 3. While this may seem like an underwhelming goal, you must keep in mind that the third level is the highest rank any mage can reach, even the divine magic of gods and monsters technically counts as level 3 magic. Upon your 10th student successfully casting a spell of the third level the scenario will be considered complete.

Reward:

Two rewards await you upon completion. The first reward is the ability to temporarily lend you magical might and skill unto another but you will lose said power for the duration of the lending. The second is the ability to share your thoughts and feelings during the instruction of others, allowing you to enhance and demonstrate exactly what you wish to the receiver of such instruction.

Just A Security Company:(Mercenaries)

Don't worry, we're just a security company, nothing to worry about at all. Your goal in this scenario is to not only create the largest security company, where your company must be equal to at 150% the size of the second largest but also initiate the hostile takeover of at least three nations you are contracted to. Upon reaching both requirements the scenario will be complete.

Reward:

Your reward first is the ownership of the nations seized as well as the company you used to do so. The second reward is the ability to hire anything and anyone for a quarter of what would normally be required. The cost reduction does not only apply to cash but also if the being would require more esoteric things to be contracted you would only need a quarter of whatever it is.

Secrets Of Science:(Apothecaries)

You are an alchemist first and foremost and what alchemists seek is absolute understanding of the universe, its laws, and how to manipulate them. The goal of this scenario is to unlock the secrets of the gods and figure out how 'divine energy' works as well as how to replicate it. Should you successfully replicate divine power through mundane means, even the smallest bit of it, the scenario will be considered complete

Reward:

The reward for this is twofold. The first is that, through intense study scaling with difficulty, you can eventually replicate anything through mundane means. The second is that when crafting objects of power any material and reagent can be substituted with one of lesser power for an effect equal to using the standard materials, for example: when making an adamantite sword you could use titanium and get a sword just as powerful as one made from adamantite.

Drawbacks:

Pixel hunting: 100 Gems

The world of Elysium appears... kinda low rez. The entire world is made of pixels, and not particularly high quality ones. This doesn't really do anything except maybe give you a headache.

Longer stay: 100 Gems (repeatable up to ten)

A rather straightforward drawback that simply extends your stay by ten years per purchase up to a maximum of ten times.

Wilder: 200 Gems

The world is just a tad bit darker, crueler, and more aggressive. Hateful moose, giant spiders, purple worms, and roaming hydras and now far more common and aggressive to about triple what would be standard.

Elemental Fury: 200 Gems

The world trembles for the elementals are leaking through the veil. About double the amount of roaming elementals compared to standard are free and traveling Elysium. They are aggressive.

Portals galore: 400 Gems

Several portals to various planes open across Elysium, while by themselves they are not particularly dangerous it can cause occasional problems like a roving god or chained titan walking through and wreaking havoc before being put down. This may even be an opportunity in the right hands.

Diseased: 400 Gems

You have the plague. It's terminal. You will slowly decompose while still alive, as a troll this will simply weaken your regeneration to complete uselessness but if you are any other race you better get either a proper healer or some magic of your own to keep yourself alive.

Forgotten: 600 Gems

You lose all powers from previous jumps for the duration of your stay. That's it

Hunted: 600 Gems

The Empire has come again and they HATE you. For the duration of your stay you will be relentlessly hunted by the Empire of Elysium. They will send vast legions, high level mages, and any monsters they can acquire to try and kill you. Hide or fight, it doesn't matter, all you need to do is survive.

Apocalypse: 800 Gems (repeatable)

The Apocalypse has come to Elysium and it is great and terrible in its majesty. When selecting this a random apocalypse from the list below will be chosen and you can take it again until all apocalypses are active.

- 1. The Fury Of EL:** The seven seals lay broken and the world weeps for it. EL is free and so are the lords of hell. Plagues of demonic locusts and monstrous frogs descend upon the world. The forests burn and the armies of both inferno and the celestial realm march to war. Survival may not be possible.
- 2. Fury of the Elements:** The four elemental planes, fire, water, earth, and air, for the very first time are in alignment, they seek the destruction of Elysium. Unending legions of elementals, led by the elemental kings and queens, rise from various portals across the realms.

3. **Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn:** The High Cultist and his loyal followers, aided by the lords of basalt, have called forth the gods of the void. Terrible beings such as Hastur, the King in Yellow, now walk the land destroying all in their wake. Breaches to the void spill forth endless hordes of abominations from the deep void.
4. **Ants:** The ants, they're everywhere, in a secluded part of the world a monstrous ant colony will be created. If you don't stop them they will grow and expand to devour the entire world.
5. **Ba'al Returned:** Ba'al, the ancient lord of sacrifice, blood, terror, and fear. He is returned and incarnated upon Elysium. The sun turns red with blood, the world shudders as titans, new and old, walk the land to devour the people. Ba'al has come and with him comes the new reign of terror.
6. **Rise Of The Dead:** The gates of hades have been flung open, cerberus lays slain, and the spirits of the dead flood the world. A great necromancer, now a demi-lich, commands them from his seat of power and seeks to conquer Elysium.

Primal Return: 800 Gems

The time has come, the world is returning to the way it was so long ago. In the beginning of your stay all will appear normal but the longer you stay the more things warp and change. All the planes are slowly merging into one, as they were so long ago.

God's War: 1000 Gems

The gods have begun to war once more. The great and terrible event that sundered the old world has begun anew, all the planes have marshaled their forces and begun the long war against each other. You are on the side of Elysium by virtue of living there. Good luck.

An End, Or A New Beginning:

Return Home

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