



Strategy Guide

to Elysium

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Preface

Happy birthday Hakka!

Over the last three months you have brought incredible joy to us Hakkitos, so today we would like to return the favor. We present to you the **'Hakkitos' Strategy Guide to the World of Elysium'**.

From the mountains of North Elysium to the forests of Xenokuni, this guide will provide you with all of the information necessary to ensure your survival during your travels. Noted within are in depth accounts of the monsters, treasures, and places you may encounter. We adventurers have gone to great lengths to make sure all of the information is accurate and have included many artistic renditions so that you may visually identify everything as you venture these lands.

We have carefully gathered information for twenty one different areas in Elysium, North Elysium, and Xenokuni. There are many beautiful, strange, and even dangerous places listed so please proceed with caution.

Here's to three months of adventuring together and to the many more to come.

Safe travels.

Note: This PDF is best viewed on your PDF Reader (Chrome excluded) as a 2-page spread with "Show Cover Page in Two Page View" in the "View" section enabled.



Elysium

Have you ever thought of just exactly how big Elysium is? There is...so much that people have yet to see. So many places unexplored, which is exactly why the Tempus Guild is located in such a region. It goes from different species, different kinds of locations, all with undiscovered treasures and secrets. The perfect spot for an adventurer who wants to experience something new everyday.

Just be very wary. Not everything is safe. While they are undiscovered, some of the discovered locations that the Hakkitos discovered were...not as safe as you'd think. There's even certain areas where things are just NOT what they seem. Traps are everywhere adventurers!

If we Hakkitos had any comments on all the general things we saw, it's that... It's so hard to trust who's good and who's not. We've met some kind creatures, sure. But other than that, some have fallen due to the difficulty of knowing what is good and what is bad there.

Other than that, really. It's a fun time. The different areas call for different experiences after all.



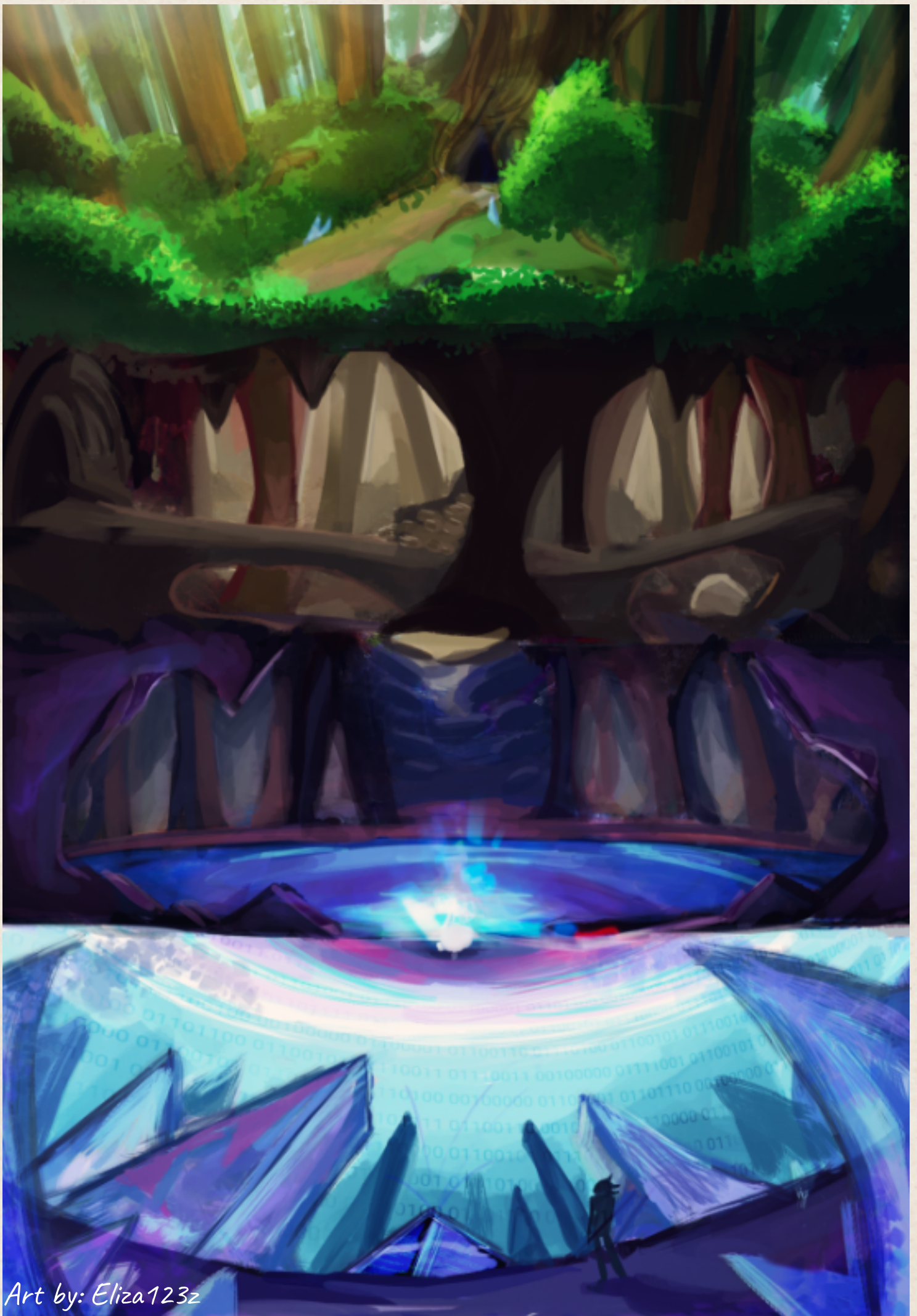


Locations

inside

Elysium





Art by: Eliza123z

Corvus Cavern

Writing by: Lime 52

*Down raven's beak, raven's gullet,
A youthful wanderer vanished again,*

*To make his father rich and proud,
To buy his mother's winter shroud.*

*Down raven's throat, to raven's heart,
A youthful wanderer braved the dark,*

*And brave, his tongue went blue and hissing,
And brave, his chair back home went missing.*

*Down raven's beak, down raven's gullet,
A youthful wanderer vanished again,
A young boy vanished again.*



— “Down Raven’s Beak,” a folk song about Corvus Cavern

Beneath the scenic canopies of the West Elysian forests is a small opening that evades most travelers’ notice. But through this mouth lie awe-inspiring passages yawning down through the earth for miles. With this guide, you can be one of the few who do take notice - and return with a satchelful of Corvus Cavern’s treasures!

Layer 1. For this first leg, bring 200 feet of rope, a cloak to block out hypothermic water, and a sturdy torch that won’t go out when they approach. Between sprawling labyrinths, narrow squeezes, and great bottomless pits, get ready for a few bumps and bruises.

Pay attention to the wall texture - if it shines in your torchlight, you’ve come across a rare ore found only in these caves: death metal! If the wall goes pitch black, move on quickly.

Layer 2. Time to break out the wetsuit! 750 feet down Corvus Cavern’s windpipe, the chambers flood with chilly water. Don’t get intimidated, don’t turn back - just cast some silver fairy dust into the pool to guide your way.

If your fairy dust flickers out, stay calm and wait a few minutes before releasing another handful. If the water lurches beneath you, brace yourself and stay as still as possible until the currents pass. And definitely don’t turn back

now - you’ll get the bends!

Layer 3. Once you’ve braved the belly of the beast, you’ll see blue glowing beneath the black water - drop a rope down so you don’t fall, and climb carefully from the water ceiling. The cave walls here are bright and beautiful, and spiraling like bismuth. They don’t believe me back home, but just wait ‘til you see for yourself!

Look out for false floors, and always wear earmuffs in case of that mechanical screeching. Don’t worry. It starts to sound like music soon. Like music starting soon [redacted] starting soon. Bring plenty of rations!

Layer 4. 4,000 feet down, you’ll reach the raven’s heart. Just bring your deepest wish! You’ll see it, the [redacted] - it’s down there, I promise. Watch out for [redacted], and if your tongue starts sizzling, [redacted] speak the same tongue, you and I.

they don’t believe me back home [redacted] but I’ve seen it, I’ve typed it, we’ve swallowed it whole, [redacted] rooms of it, [redacted] fistful worth - the sweet curse, [redacted], the blue [redacted] - paradise’s front door

— “Madman’s Guide,” a journal recovered from a corpse in Corvus Cavern



Matéviejo



Writing by: Elias_Pedro

Creature
(Corvus Caves)

The ancient Matéviejo tea tree once lived on the surface but was uprooted and replanted in the harsh depths of the Corvus Caves. Despite this, the Matéviejo took root, adapted and thrived - growing undisturbed for centuries.

His silvered bark is bioluminescent and his branches of living wood transform into arms and legs. A Xenokuni-style kimono of moss drapes his trunk loosely. His leaves are colored in a state of perpetual autumn but can generate a myriad of blossoms and herbs. These blossomed leaves crown his head, and form pretty cool eyebrows and a sage-like beard that he says he "grew them himself".

Speak with him a while, earn his friendship with a dad joke or two and give him news from the surface. In exchange, the Matéviejo will brew you a cup of hot herbal tea from his leaves that will warm you for the difficult journey ahead!



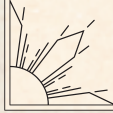
Writing by: Potato

In the third layer lies different [REDACTED] that create the metallic sounds that pierce your ears. The sounds [REDACTED] but do not worry, for they become melodious afterwards. Don't fall in too deep though... for that sound [REDACTED]. Other than that, you should be fine!





Art by: HoneyStar





The Endless Dark

Writing by: Nyanbeans

At first glance, the entrance to this lake is no different from any other cave: a seemingly innocuous hole carved into the face of a weathered mountain, framed by dangling moss and lichen — not too different from a cave one may take shelter in to pass the night. Those driven by curiosity may be tempted to explore deeper within its winding paths, until they come upon a faintly glowing lake...

Within bustling taverns across the cities and towns of Elysium, drunken rumours about a cache of treasures hidden deep within a bottomless lake are a regular topic. From spoils and riches beyond comprehension to artifacts and jewels, local residents are happy to humour these ideas and even suggest a few of their own while

beer taps continue to flow.

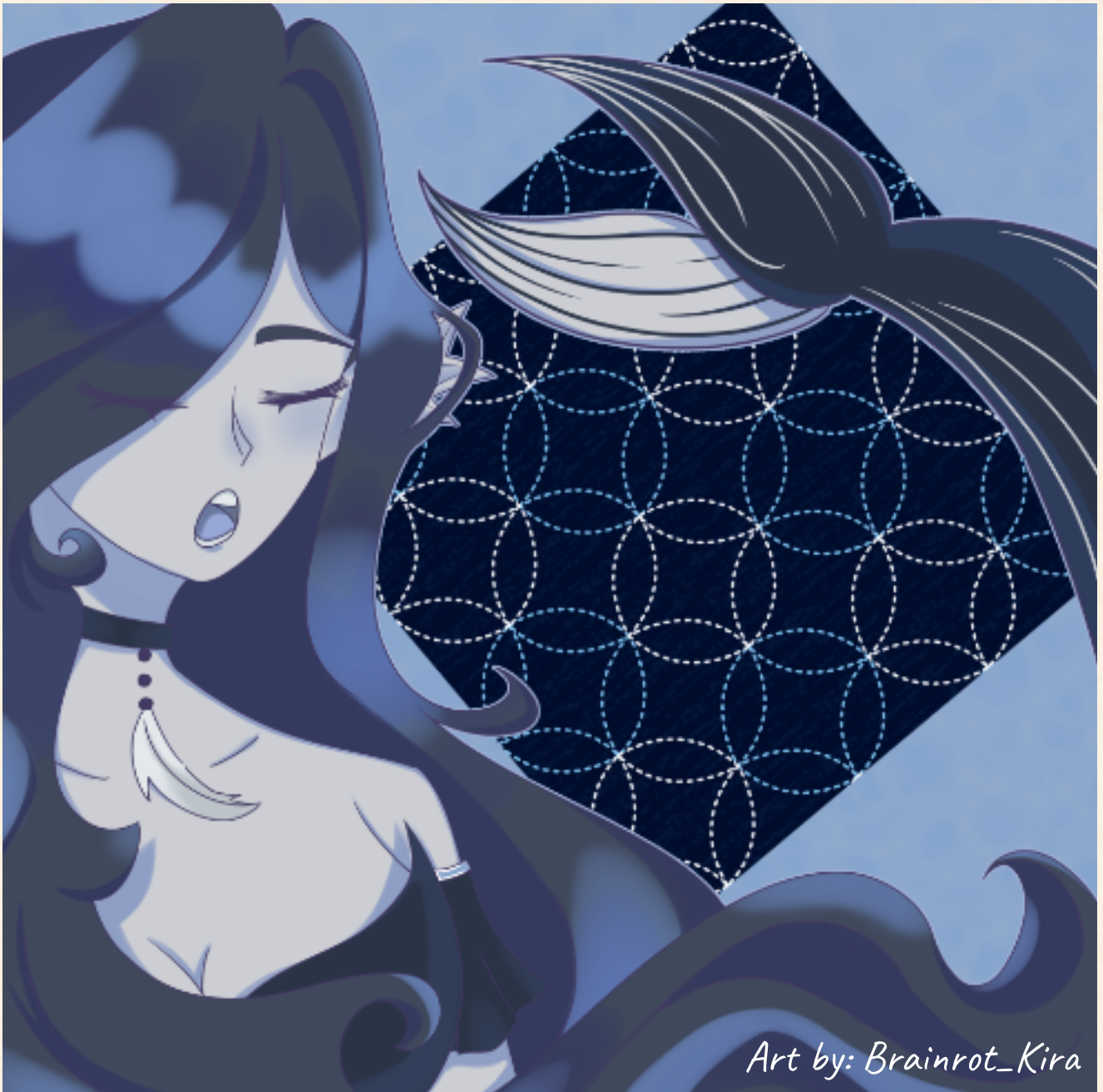
While many claim this to be as it is — a rumour stirred up by desperate, drunk treasure hunters who have yet to strike gold — a small number of veteran adventurers would instead suggest under hushed voices that the treasures do exist, not as treasures of material value but as treasures of coveted knowledge.

If one prods the aforementioned adventurers further, they may learn that this lake is underground and its entrance is to be found somewhere within Gaudium Fallax. A rough map may even be supplied in exchange for a favour or two — alongside a lengthy speech of caution at the adventurers' insistence:

“No one knows how deep this lake is, or if it is deep to begin with at all. All we know is that at a certain point, all that surrounds you is darkness; no one can see further even with the strongest lights — or feel further, for that matter. Any who dive into the void-like darkness will eventually wind up in a state akin to sensory deprivation. That is, unless they are one of the creatures that reside within.”

“Thus, we have named it The Endless Dark. The intense, hollow feeling of isolation is enough to drive anyone mad, dooming them to float within the lake endlessly even after their physical forms disintegrate. Those who lose consciousness before their minds, however...”

Speculations suggest that The Endless Dark is not a real body of water, but a malformed lake that Records Corruption has rendered the deeper parts of — or quite literally, unrendered — void. Those who are in contact with it for too long become Corrupted beasts, warped beyond recognition. The insatiable curiosity to learn what lays below this stretch of void has claimed many souls...



Lake Idol



Writing by: Potato

Creature

While living the best of lives in Gaudium Fallax, you may hear a beautiful voice. You simply can't describe it, it's just...enchanted. Which is odd considering they lure you in with metal songs, but it somehow has the power to pull people to them.

It brings you to a nearby cave that leads to the Endless Dark. Very few have actually met this creature in-person, but the ones who have and ran from them claim that they look very beautiful.

Who knows, maybe this creature may sing for you one day. Better be ready for them to sing at any time if you end up close enough.

Jailfish



Failed Experiment

Writing by: Spur // lurkn_ssprdyllc

Modified Viper Fish that were left in The Endless Dark. (How did anyone even get their hands on these things? Aren't they supposed to only live in deep sea waters?)

These Jailfish seem to be part of a contingency plan where: if anyone is unfortunate enough to fall into the water (which, people have been) it will bite onto any of your appendages, guide you back to the surface and assist you in swimming back to shore.

Unaffected by the overwhelming feeling of isolation, pressure, and biting cold the humans feel when they're stuck in the lake, they excitedly blink light at each other, communicating how happy they are that they're able to help the humans fight off records corruption just like it was promised to them that they would be able to when they had agreed to the plan. Whenever this happens, they get carried away and end up treating their rescue roughly, tightening their jaws a little bit too much and claiming another prisoner for their jail-like teeth. They make sure to give any amputated limbs back though! They don't want anything polluting the lake, especially not after all the time they spent cleaning it up.





Art by: Idsmile



The Floating Islands

Writing by: Lenny Guevara

The Floating islands are 3 islands just out the coast of Elysium, with the center island being the biggest of the 3 by a large margin. These islands seem to come and go at their own will, showing themselves to those deemed worthy to explore them with respect and love. These islands are filled with a dense temperate rainforest that may look normal at first glance, but once you start making your way into the heart of the island will quickly show its true colors and marvels.

Disembarking on the rocky coast and going up the small cliff you will be greeted by what seem to be giant rhubarbs measuring up to 8 meters in height, its enormous leaves offering excellent refuge for the usual rains that come when the wind blows from the north and its massive stalks offer a nutritious and quick snack for those willing to cut a limb from these giants. Word among the fishermen of the coast of Elysium say that children fed with the jam from these stalks will grow as tall as the plant it was taken from.

Piercing deeper into the thick of the rainforest you'll be able to find a quizzical piece of flora with tall and twisted trees growing in the shape of a double helix, with twigs and branches shaped like natural bird nests it would seem as if the gaps between the trunks invited the birds to fly between them, almost like a training course for newborn chicks. Among this bizarre forest we find the greatest of these exemplars hugging an even older stone monolith the eldest tree of the forest stands tall like a proud guardian. Word has it that this tree shows a different color of leaves to each adventurer that manages to get this far into the forest, nicknaming it the "Rainbow Tree".

Some adventurers have reported that near the Rainbow Tree you can find a small lagoon that seems to be periodically visited by whales, how these two landmarks are connected has yet to be determined, furthermore it has been said that among these areas there's a population of humanoid-shaped walking ferns, a creature long since present in Xenokunian myths. It is said these creatures befriend only the purest-hearted adventurers, for humanity has oftentimes wronged them. The credibility of these reports remains a point of discussion among adventurers who have visited the island however.

Aqua Crystalfinch

★☆☆☆☆ Demonspawn Writing by: StormfallSails

"Once blue wings descend, prepare to defend!"

- A Guide for Guilds - Vol. II

This small but persistent bird has a reputation for picking fights with anyone traversing the Floating Islands. As a territorial species, Aqua Crystalfinches are very protective of their homes and their young.

While there are a bountiful number of nests, no eggs of this bird had ever been found on the Islands. Recently, it was discovered that while they reside on the Floating Islands, the birds migrate to the Glittering Caverns to lay their eggs in the crevices deep inside.

This breakthrough might explain why these birds had developed wing-tips that can

harden as they attack. Their sharp, sword-like tail feathers are another weapon that may have originated from the environment that the birds hatched in.

Once fledglings are able to take off, the winding vines of the Floating Islands are the perfect space for the birds to learn how to fly at high speeds and maneuver as one group, using their tails to aid their sharp movements.

While generally known as hostile, there are tales of Adventurers befriending these creature: if one puffs out its cloudy plumes, it is a sign of acceptance and respect.



Art by: pankoako

Beggbies

★★★★★ Companion

Writing by: sachan

As one walks into the entrance to The Floating Islands, one might be greeted by these tiny creatures with glowing eyes.

Fear not! They cannot bite...yet.

Beggbies (singular: beggby) can be mistaken as rocks when in slumber. They are usually timid and typically harmless, but if they detect any signs of evil from incoming visitors, they will swarm the visitors, forcing them to leave. While they might seem dangerous to anyone who has heard of them for the first time, they are quick to be friendly to visitors who show them kindness.

A wanderer from Xenokuni once met a bunch of Beggbies. Noticing the irregularity from the wanderer's body, they were hesitant to let him enter, but as the wanderer showed them warmth (and even sang a lullaby to them), they decided to let him in.

They became so attached to the wanderer and ended up choosing to follow him even after the wanderer finished his visit.



Art by: sachan

Vitalare ★★★★★ Companion

Writing by: *mayari marionette*

The Vitalare are flying dragon-like creatures adorned with pure white feathers. They have a surprising amount of stamina for creatures of their size - there are several reports of specimens that have remained airborne for over twenty-four hours. However, they have little in the way of protection or fighting skills - their greatest strength is their unparalleled agility in the air. Domestication efforts have been successful, but even domesticated Vitalare retain some of their pride and will refuse to work with people whom they feel are unworthy of their time and devotion.

In the villages of the Floating Islands, domesticated Vitalare have been bred to be more docile and larger than usual to aid in deliveries and transporting humans. But even though they are a common sight in the skies, they are very rarely kept as pets - the combination of their pride and vanity has crushed many children's hopes of bringing the most impressive creature to show and tell. The loyalty of a Vitalare is difficult to earn, but once they have bonded with a human, a Vitalare will fight tooth and nail for their partner.



Art by: *TelephoneSounds*

Gaudium Fallax

Writing by: Potato

Only brave souls wander into this 'paradise'. This is mainly because the area is surrounded by a thick mist surrounding the forest, condensing it deeply that many lose their way in search of this place. However, the lucky few who have made it reached the center of the forest, finding a clear lake that is unaffected by the mist.

In contrast to the spooky forest that adventurers had to trudge through to find this place, the lake is full of festivity and light. Many different kinds of creatures live here and welcome their guests with glee. They call this place a hidden paradise for courageous people where the vision is to simply be a place full of fun and laughter. Which is a strange and suspicious statement due to the rumors about this specific area.

The rumors say that most who enter, never leave. They become missing, and the surviving adventurers gain trust issues due to this location. It is a very suspicious place, that has brought many sufferings to people all over. But it looks so bright and happy, that it's hard to believe once you enter.

Maybe that's why the survivors call this place 'Gaudium Fallax'. Latin words that mean 'false joy'. It reflects a mix the rumors that people scream, and the claims of the residents. A 'happy place' that adventurers either go missing or lose trust over everything over. A false paradise that once in, can damage you forever.

Another saying that has been spread around is regarding a cave nearby it. Residents are always happy to recommend that travelers go there, that treasures and wonderful surprises await in it. What are the specifics? They don't want to tell anyone. They claim that it 'ruins the fun' or 'ruins the surprise', so they keep their mouths shut of what is inside.

How was this place made? What's stopping the mist from affecting this place? Are they the reason behind the mist in the forest? Sometimes, one answer leads to more questions. It is a place at a lake, like a lake festival. But why? Why a lake in specific? Does the lake affect anything? Nobody has solved the mystery to them.

Maybe one day, another strong traveler will find this place and learn more about it.



Art by: LuckyCarrot



Art by: Fluor (FluorescenceFuture)

Club Bella Donna

Writing by: Fluor (FluorescenceFuture)

★★★★★ Mythical

Originating from the mists of Gaudium Fallax is Club Bella Donna, a hostess club filled with man-eating monsters using the business to earn money and capture prey. The hostesses range from kumiho to lamia to manananggal, with the other employees having their own wide range of species. The business has begun to franchise, with new places popping up all over the red-light districts of Elysium.

Those locations are easily taken down by exorcists who attack when the place is new, but it means nothing if the original remains standing. Due to its location and the variety of monsters that work there, it's a difficult task. If the hostesses don't get them, the enchanted drinks will. If one tries to escape, they'll be quickly overwhelmed by everyone inside. If you walk in without preparation, welp. At least you die surrounded by cute monster girls.

TEMPUS Tip!



The standard holy water and salt repel a significant amount of the monsters within, but it's best to bring every single possible weakness with you if you dare try to destroy the club.

Forbidden Candyfloss

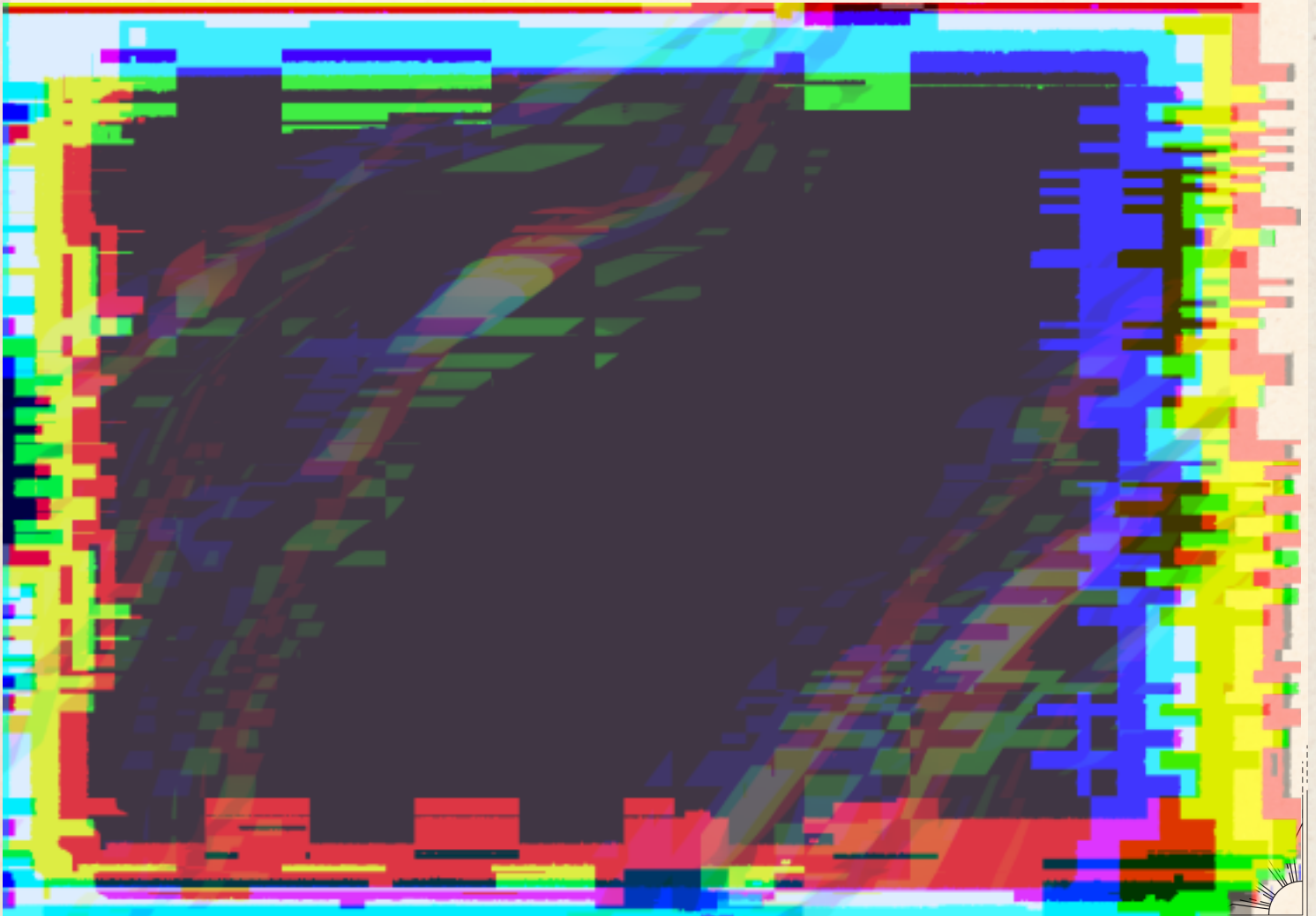
Writing by: Spur // lurkn_ssprdyllc ★★☆☆☆☆ Joke

Will be offered to newcomers as a joke. Don't eat this thing. It's an immobile lint monster... so it's basically just sentient lint. You can keep it with you instead to use it as a firestarter later.

The more sadistic sort often spins them into yarn first and then weaves them into a sweater. When completed, they're given to the most unhygienic being the person knows. They also get turned into cleaning rags or door mats, and are sometimes used as a substitute for pillow stuffing.

It's a bit sad that they're constantly being tortured and their continued existence is treated as a joke because they tend to be great listeners and very friendly once you've gotten to know them.

If you've noticed that most residents of Gaudium Fallax use them like that a lot, don't worry about it. You'll only be disappointed or maybe get really really sad if you look into it any further.





Friend I

Writing by:
Spur // lurkn_ssprdyllc



Mythical

Little creatures (Fae? Phantoms?) that, at best, mischievously or, at worst, maliciously imitate companion creatures in hopes of luring lost travelers and often, insistently steering them towards... something.

Often found hovering about while people watching. The ones of cheerier disposition play hopscotch together or perform choreographed dances in the air, making it appear as if they were walking on solid ground. They also like to possess plushies on the festival and carnival prize shelves, and act out a play, do improv, or imitate a runway model show.

If they offer to lead the way, refuse their help politely. If they come back pretending to be a different creature wearing one of the plushies they like to possess, play along, pretend you do not recognize them, and refuse. Make sure your acting is convincing or else once it notices that you know, the situation will be unsalvageable.

Minokawawa

Writing by: paopandan

★★★★★ Joke

Within Gaudium Fallax, many small raptors known as Minokawawa can be found along the edge of the lake and other bodies of water. Despite its relatively small size -- in comparison to other denizens of the area -- Minokawawa become particularly aggressive when it sees the full moon or anything remotely resembling it, even snapping at the moon's reflection in the water.

Fittingly, Minokawawa prey on large, round eggs as their main food source, cracking them open and devouring the delicious yolk and fluid inside. It is said that if a Minokawawa eats enough eggs to grow and live for over 100 years, it will become a Minokawa -- a terrifying dragon-like bird capable of cracking open and devouring the moon itself. Though this seems to be an astronomically rare occurrence as Minokawawa seem to lack any meaningful way to defend itself from larger birds of prey or any other opponent for that matter.



Art by: paopandan

Party Streamer Vines

★☆☆☆☆ Plant

Writing by: Spur // lurkn_ssprdyllc

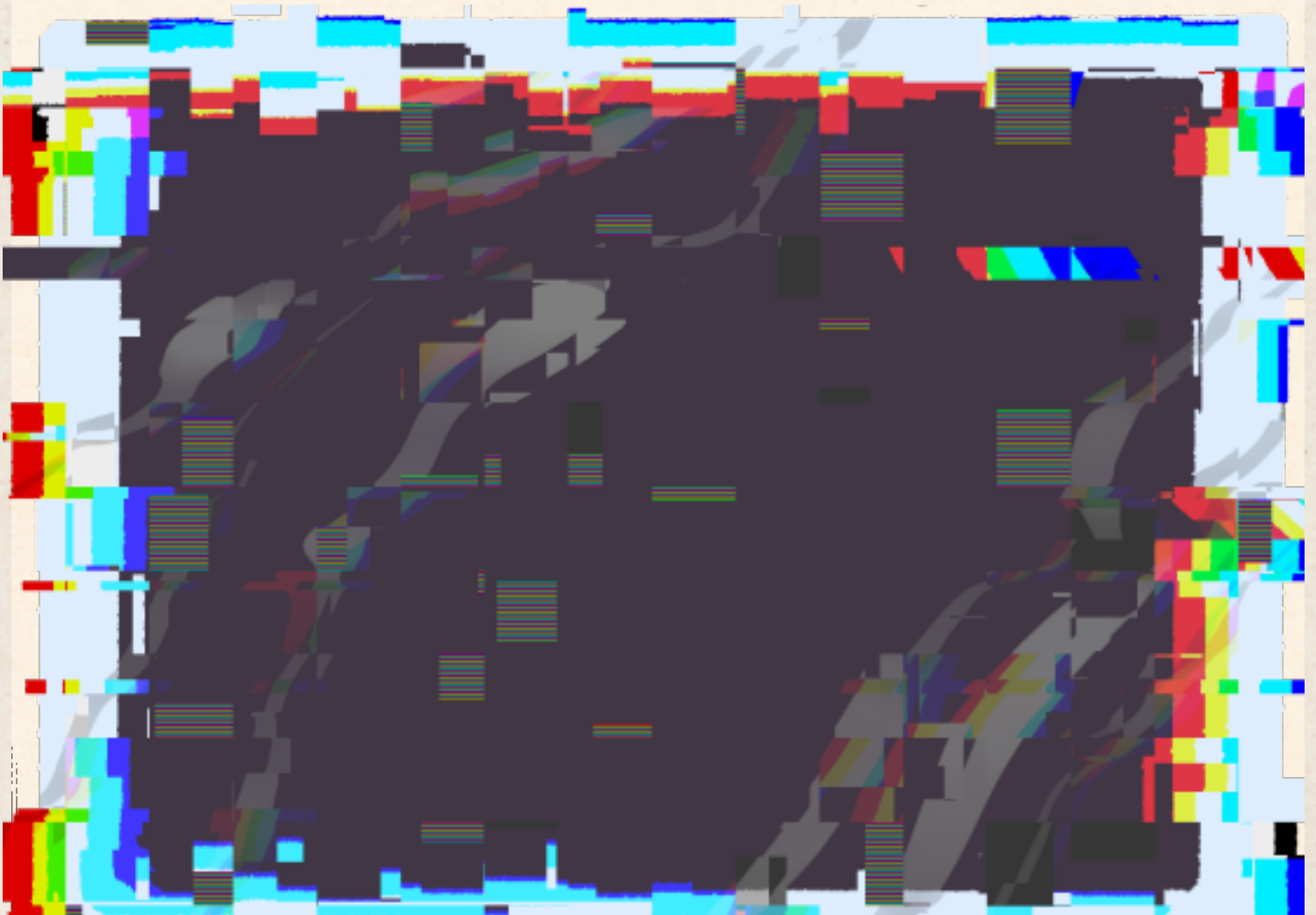
A plant species endemic to Gaudium Fallax often used as party streamers.

Often mistaken as Tayabak (also known as Emerald Vine or Turquoise Jade Vine) which is an endangered plant species that these Party Streamer Vines bear a striking resemblance to. They share a lot of characteristics such as their coloring and claw-shaped flowers reminiscent of butterflies with their wings closed.

What makes these unique is that when sprayed with any sort of liquid, their petals react by opening and fluttering (now looking like actual butterflies). Depending on the substance, their colors may even change.

This was discovered by the people of Gaudium Fallax when they all tried to spray paint the vines to use as decorations (instead of putting up actual party streamers) for a local event and by some of the children who wanted to help out but used random liquids they could find around their homes. (Vinegar, soda, dishwashing liquid, etc.)

A large group of Vesties that stumbled into the place (and figured they could stay to gather as much information as possible to send to HQ) took a liking to them, now snack on these plants' nectar and sometimes help pollinate them during their free time.



Robotic Fauna

★ ★ ★ ★ ★ Mech

Writing by: Potato



"Robotic Pigeons"

Art by: Tsukiko Ichinose

In Gaudium Fallax, there are many cute animals. You'd think their feathers, fur, and scales were real. They felt real to the touch after all, and have this calming effect that brightens the world, especially for animal lovers. But don't be a fool, for you see. They are all ROBOTS!

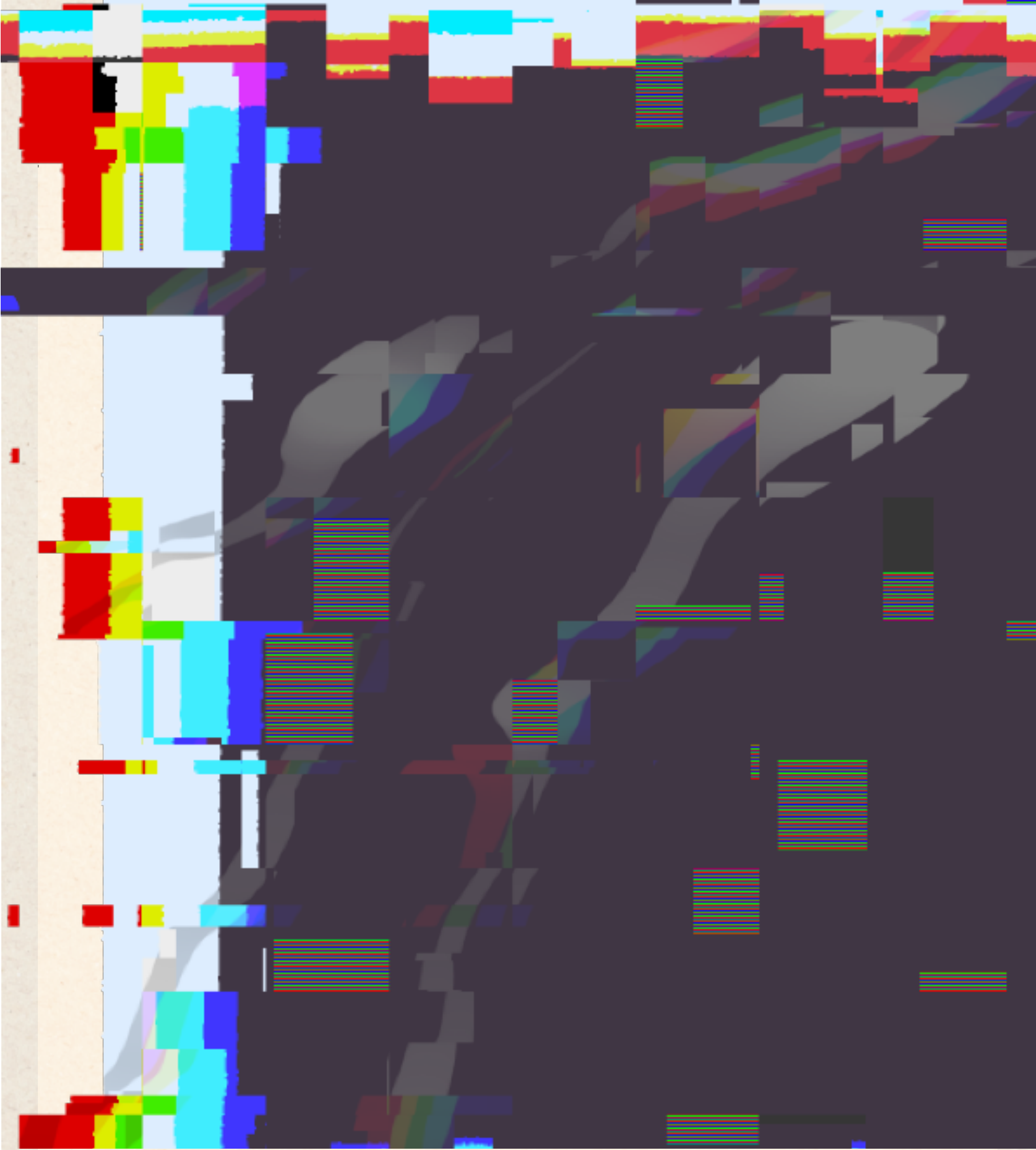
No one knows who they are controlled by, but somehow whatever they hear, residents of The Endless Dark and Gaudium Fallax hear it too. They may not hurt you physically, but they do invite danger to you if not careful.

Actually, some of these look very familiar? Apparently they are unclaimed creatures...who knows who'll pick them up.



"Robotic Tempura"

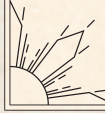
Art by: Tsukiko Ichinose



Arca Prandii *Companion*

A treasure FRIEND! s award to lost humans they've taken a liking to that they handcraft and enchant to turn into a portable minimizer item box. Though the name they chose "Arca Prandii" apparently means "lunch box" instead.

On extremely rare occasions, these entities become attached to humans that accidentally wander into their village. So much so, that these usually hedonistic creatures can actually put in the work and focus on creating an accessory they deem fit for their favored human, enchant it, and take the time to properly befriend them in hopes that the human will invite them to go on adventures.

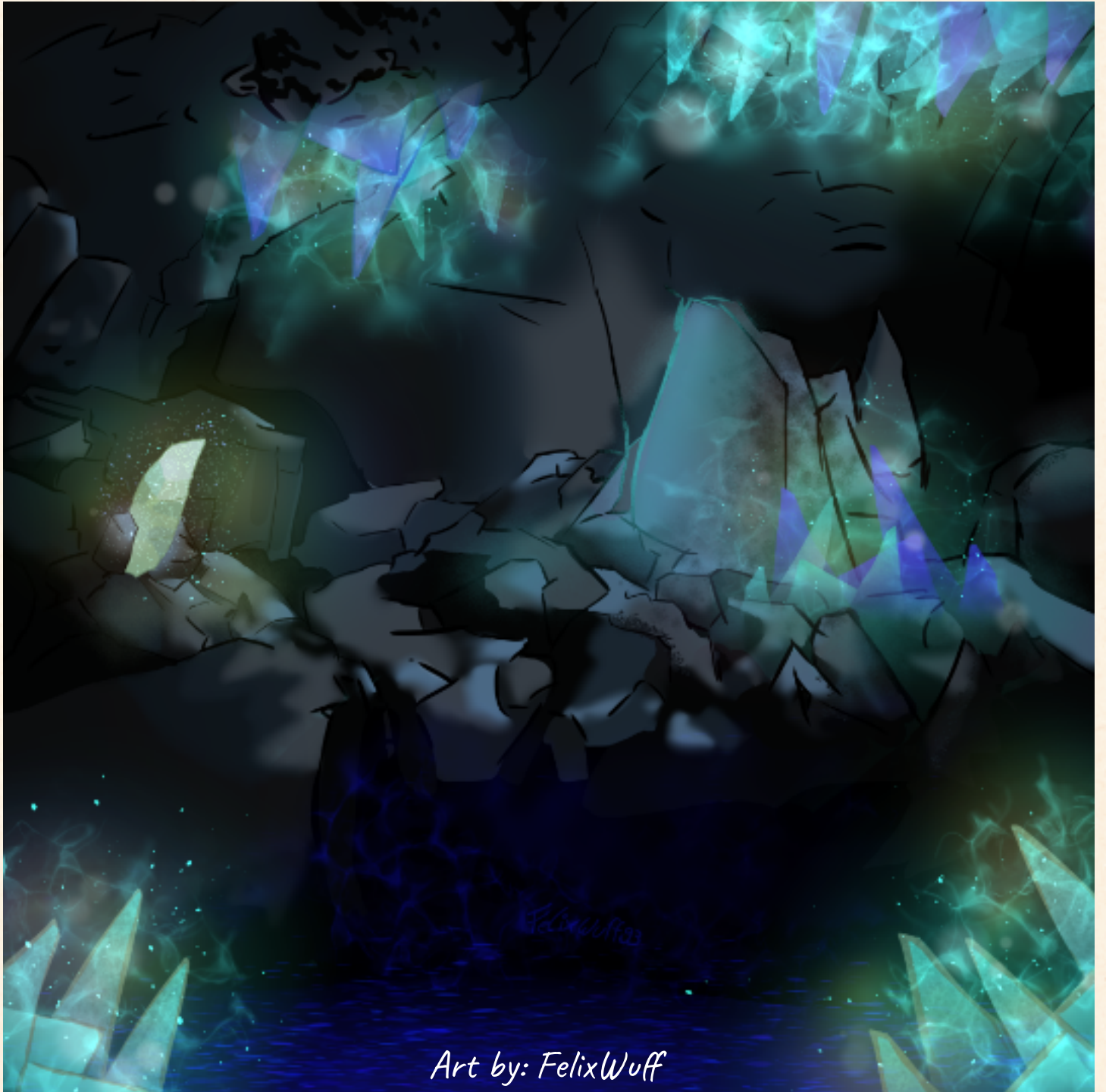




Writing by: Spur // lurkn_ssprdyllc

After a while, they can't help but act as a guardian to their friend (no matter how old the human is) and begin to act like a doting or strict parent, an exasperated chaperone, a lenient supervisor, or the mom friend, often reminding their friend to eat lunch (the ones they sneak into the Arca Prandii).

The accessory can be anything they can apply the enchantment on. Known examples include a top hat, hair pins and a hair bun holder with differently shaped lockets affixed onto it, various types of Kanzashi, watches, earmuffs, scarves and an umbrella.



Art by: FelixWuff

Glittering Caverns

Writing by: kardboard

These caverns were first discovered after three disobedient little Hakkitos went much further than they were supposed to go while on a trip to the local marketplace by the docks. Despite the numerous warnings by the residents of the local town, they still went to the Glittering Caverns. The three Hakkitos had no idea as to why it was advised to not enter, as there were nothing but crystals of many different shapes, color, and sizes as far as the eye can see inside the cave.

Eagerly, one of the Hakkitos immediately decided to grab a crystal to take home, but it was stuck very deep in the ground. Unfortunately, the crystals in the cave are randomly generated, and pop in and out randomly. The crystal that the Hakkito touched had gone back into the ground. Defeated, the three decided to leave the cave, but couldn't find the exit. The crystals have popped out of the ground, and formed an endless maze. Legend has it that the three still remain there to this day.

As for the cave itself, it resides on the far side of a local beach in Elysium. It has black rocks on the outside of it, and a variety of crystals inside. Gems can be seen sticking out from the cave. Meanwhile, inside the cave, there are the same gems protruding outside inside of it. The only thing that's preventing you from sitting in the inky darkness would be the surplus of gems around you.

Should you enter the cave, be wary of the crystals appearing and disappearing from the ground randomly. They'll sometimes form an impassable wall. There is also the risk of falling deeper into the cave due to many pitfalls inside of it. As you go deeper and deeper into this foreboding cave, the colors of the crystals get more unique. At the start of the cave, you'll see mostly blue, black, and cyan crystals. But as you go on, you'll see crystals that come in colors such as red, pink, and even occasionally purple ones too. If you are foolish enough to take a crystal from the cave, the crystal will know, and go away.



Art by: OopsyDoodlez

Crystarak

★☆☆☆☆ Creature

Writing by: mayari marionette

The Crystarak is three meters in diameter (including the legs) and covered in purple bristles that will cause skin irritation to any creature that touches it. It is an ambush predator that secretes a clear corrosive liquid from its abdomen to incapacitate its prey before devouring it. In the dim depths of the Glittering Caverns, the Crystarak is almost fully concealed in the darkness; the only hint of its presence is the bioluminescent markings on its abdomen that resemble the glow and shape of the purple crystals common in its territory.

The most difficult part of hunting a Crystarak is reaching its territory and then getting out of the Caverns afterwards - the entity that changes the layout of the Caverns seems to take offense at any of its creatures being hunted. Only one (deceased) specimen has seen the light of day, courtesy of the Guild Tempus's gladiator and alchemist.

Crystal Shards

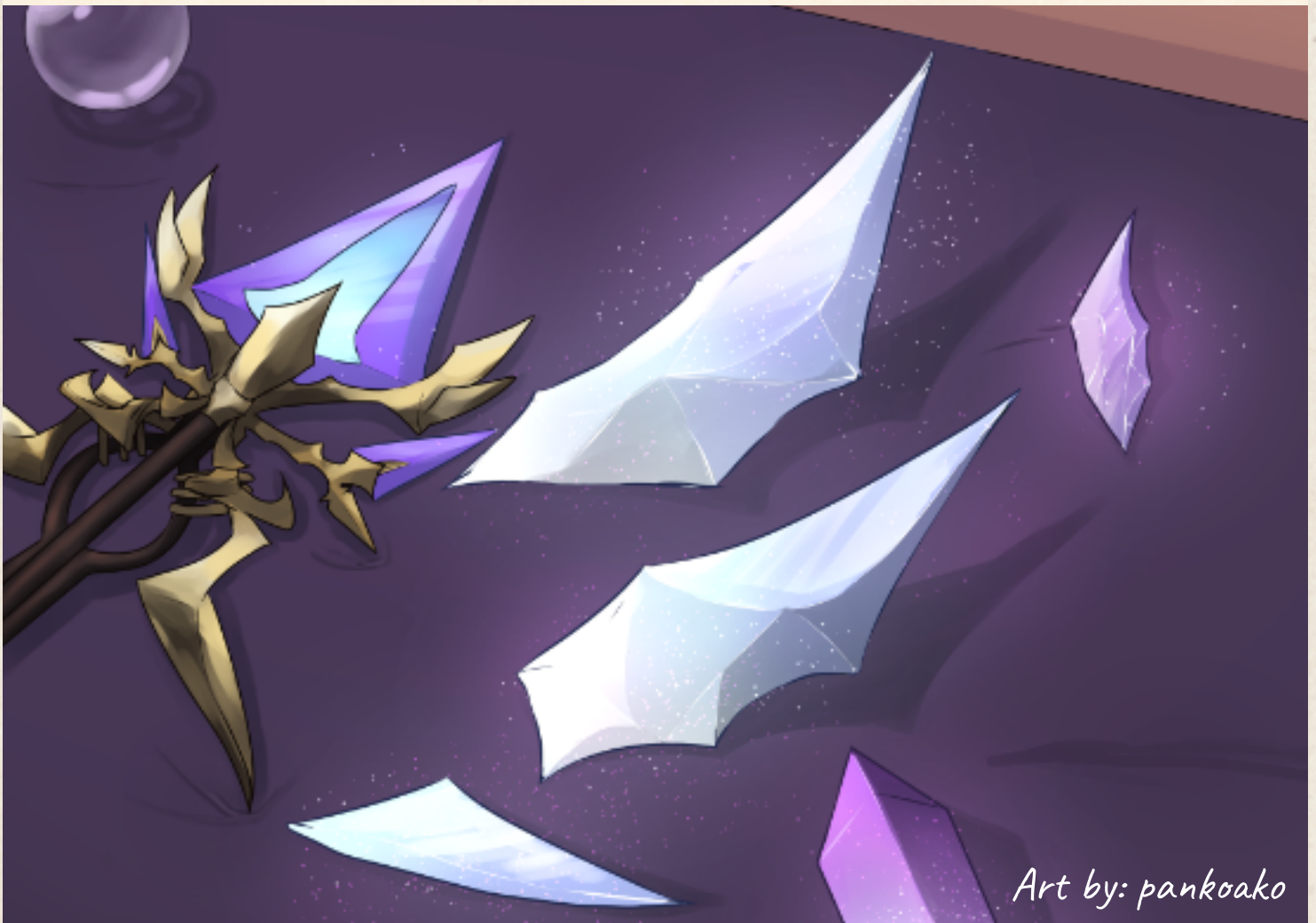
Writing by: StormfallSails

Harvested from the Glittering Caverns, the Crystal Shards, though bountiful, are sold at a high price due to the difficulty Adventurers must go through to obtain them. Crystals forcibly taken from the cave will return, through magic, to their original place. However, if an Adventurer uses a special potion called Shardkeeper, supplied by Magnicorp, to coat the Shard first, they will be able to remove the Shards without further consequences.

A quality that seems to be independent from the cave is that they shine brighter when the rings above Utopia are humming throughout the sky. In this form, they are considered to be 'Activated'. Whether this is due to a special vibrational frequency or due to a magical connection is still up for debate.

Uses for these Shards are usually to reinforce armour or weapons. They are very effective against Corruption Beasts, especially when they are Activated.

Reinforced weapons often gather acclaim: Hakka Banzoin of Guild Tempus is famously known to use spears made of a particular set of Shards. The number of Corruption Beasts slain by the exorcist using these weapons is estimated to be one of the highest amongst all combatants.



Art by: pankoako

Frazzled Feathers

Writing by: StormfallSails



“Came across a bunch of feathers while scouting the Glittering Caverns today. Hakka tried to grab ‘em but he reached out with his Corrupted Hand and it seemed to frazzle him. They don’t seem tangible to uncorrupted hands either. Might have to come back and see if we can find a way to collect them.”

- Extract from Guild Tempus Field Report XVIII

Feathers found deep within the Glittering Caverns. On first appearance, they seem to originate from a common Hakkito. However, upon closer inspection they are discoloured and have lost opaqueness. Corruption has been ruled out as there have not been negative effects to those that have not suffered from the Record Corruption.

The prevailing theory on why these have glitched rather than decayed is the proximity of the feathers to the Shards in the cave. They seem to react similarly to the Shards when the rings of Utopia start humming.

The real mystery, however, is the identity of the Hakkito or Hakkitos that these feathers came from. Rumour has it, they may even be from the legendary three Hakkitos that discovered this very cave...



Art by: pankoako

Luina

Writing by: Valmeichi

A grand city that was well known for worshipping the stars. Every year there would be a meteor shower. That day was called Halo Blessing. Legend has it that when you make a wish on that night, some will gain a star on their body and have the power to change the world.

In text books, there are accounts that about 10,000 years ago on one Halo Blessing. Instead of stars flying through the sky, large meteors were falling from the sky. It is said that one of the chosen stars challenged the star. The once grand cathedral now stands in pieces of its

former glory.

The animals found here now are a mix of both nature and magma. They have grown accustomed to the environment and now the environment remains still and calm. Most of them can be found roaming in and out of the destroyed cathedral.

In the cathedral, you can see a statue at the end of a very ancient chosen stars. There is also an opening down to the underground. There are more statues of chosen stars and other items that never have seen the surface.



Art by: ChaiiMilk



Art by: Fluor (FluorescenceFuture)

False Havens

★★★★★ Undead

Writing by: Fluor (FluorescenceFuture)

“Spirits originating from Luina possess ruined buildings and become False Havens. They’re mimics that come in the form of inns or homes, using illusions of human life to invite travelers inside. The moment prey lowers their guard, these places come to life and devour them. Their straw and wood variants can be destroyed by flame, the stone variant with brute force. They aren’t too intelligent. They appear in impossible states for their environments; too clean for the desert, too pristine for the ruins. And yet, many travelers still fell victim to their tricks. I suppose the exhaustion and desperation can be too great for common sense to overcome. Still, they aren’t convincing at the moment, so it will be easy to spot a fake.”

– Excerpt from researcher Rodger Mortis’ journal, who was last seen entering an inn in a small town. The inn disappeared the next morning.

Elysium Webbed Dragon

Writing by: StormfallSails ★★★★★★ Creature



Despite its name, the Elysium Webbed Dragon is a venomous lizard, though these disaster-forged monsters are almost as deadly as their larger relatives. The Luina Meteor did not just leave a trail of destruction and debris; as the meteor shifted the topography of the area, magma rose to the surface, eradicating hundreds of species but also making way for new life to rule.

Adapting to the toxic smog and high temperatures, the already venomous Elysium Webbed Dragon's mucous membranes evolved to transfigure the smog into a substance that rests in sacs at the back of their throats. The Dragon has turned this into the predator's ultimate weapon: it is able to spit out its own venom, mixing it with the sac's substance to ignite as it shoots out, resulting in a scorching fireball.

Adventurers attempting to face these monsters, if not already afflicted by the head-ache inducing patterns on its expanded frills, will also need to be wary of its sharp teeth and the spikes that line its back. Should one succeed in defeating one, they could make a hefty profit by extracting the venom and selling it to The Great Alchemist for use in his vast collection of potions."



Art by: pankoako and ambriv2002 2023



Stone Golems

★★★★★
★★★★★
When provoked

Creature

Writing by: Valmeichi

Born from the magma that oozes out from the core of the meteor. A core of solid magma is formed from years of heat and pressure in the surrounding rumble of the once proud cathedral of Luina. Pieces of the meteor gather around the core creating a creature imitating humans.

Around the core magma flows around the core like veins that go to the limbs. Their limbs are too far from the core and have become cold. Vines plant their roots in the stone limbs and wrap around the arms and legs. The face is floating above the torso with a hole in the center and the shape of the face is of a flame.



Art by: ChaiiMilk



Stella Fracta

One Fear

Writing by: Nyx ★★★★★ Glitch

In the depths of Luina, there laid a ruined cathedral with a single, sacred flame. It flickered in the dead of night, swaying in the wind. It was the Stella Fracta—a machine of war from millenia past. A former companion to Elysium's soldiers, its soul the last thing to come out unscathed. It did not remember how it had gotten into the torch-bearing device, just that it could hear...screams.

It would not think of it now.

The flame burned bright, and used its magic to survey the damage done. Some columns were ruined, the roof had several holes in it, and the stained glass was overrun by greenery. The shattered bits and pieces were strewn across the altar. Stained glass shards littered the front pews, glowing blue. Corruption?

Several tapestries became lined with dirt, as pictures of the stars and its saints vanished with them. It...wondered why everything glowed—its magic didn't make things glow. That was for sure. Something otherworldly had passed through, had made its mark.

A glowing rock drew its attention. The core of an interstellar object. It...did not have a word for it. It did light a memory within. Of things...shattering. Glass? Or stars themselves? Vines overstayed their welcome. It was lucky that the cathedral's front even stayed somewhat intact.

Its thoughts grew more and more concerned, and so did its flame. The parts that were still intact were covered in greenery, and there was a high chance it could burn the place to the ground.

It used to tower over mortals with a body made of light, its external core metal alloy infused with particles from the tree at the center of Elysium. However, even that eroded with time. Now, it was reduced to a flame stuck in a torch-bearing device.

Its latest possession was...a learning experience. Instead of rebuilding the cathedral, it only destroyed it further. It should've not trusted the man in the top hat. His sickening purple clothes, the smug smile it had as it grabbed some rubble and tried stacking it on top of each other. Sure, it could use its powers to bind the rubble together. However, the childish song it sang as it built brought a shudder to the flaming creature.

"White...magenta...white...magenta," the adventurer said with an infantile voice. "They're just like building blocks!"

Most of the possessions that the monster did would result in some progress being made—or at least parts of the cathedral getting cleaned up. An organized pile of books here, a column rebuilt, but this...man could not help his destructive nature.

If the creature could speak, it would beg for it to get away. He came from a vine, a random pull. It didn't realize that the creature would pull two—or was it three? Did the robot even count as a person? Unfortunately for it, they were the worst kind of help the monster could ever have.

Gavis Bettel. That was its name.

Next time, it thought. I'll just have to kill him on the spot.

TEMPUS Tip!



It is oddly afraid of Gavis Bettel. Use that against the monster what you will.



Neigvich

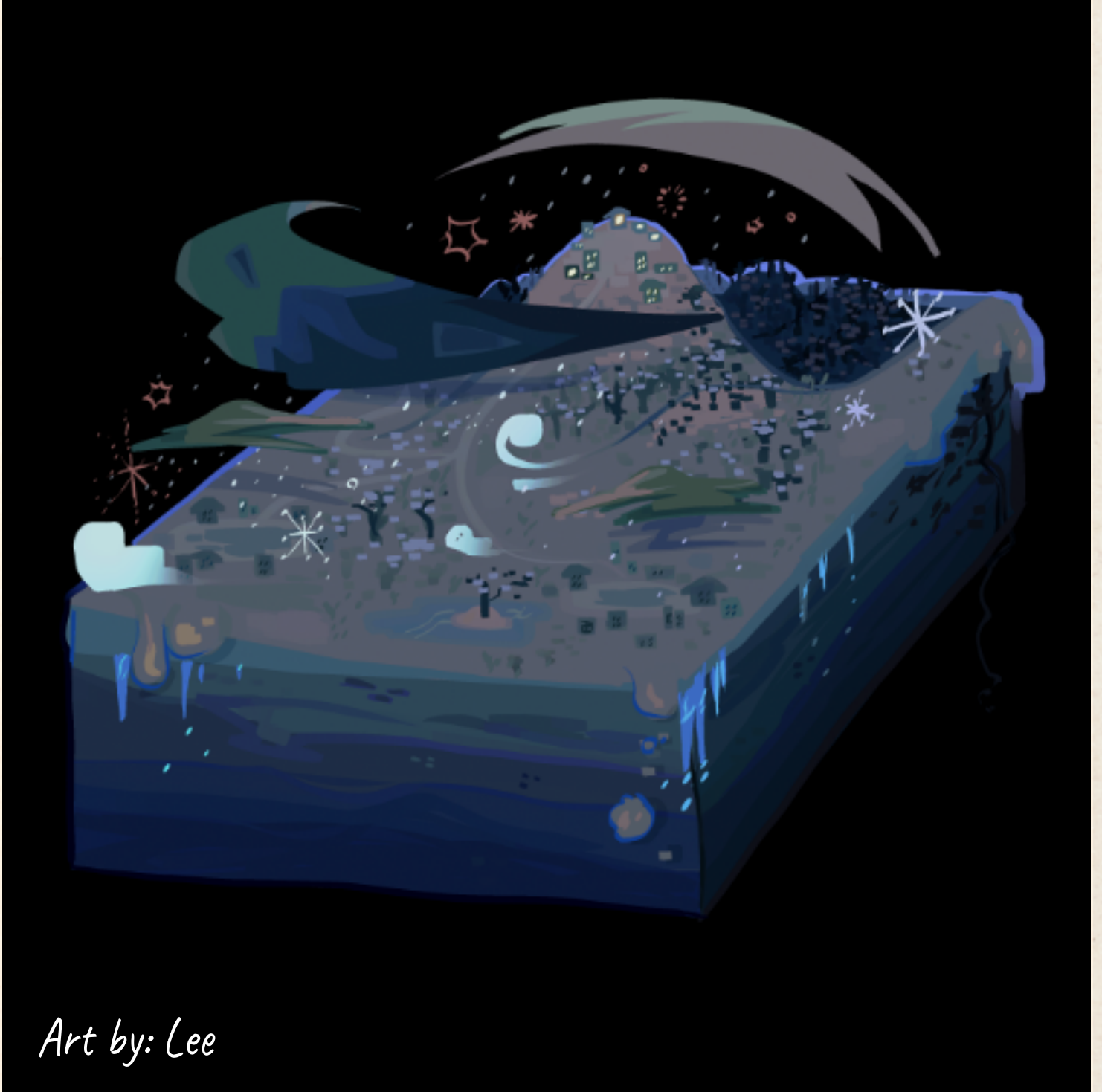
Writing by: Brainy

Layers of ice and snow blankets the frigid hills and vales of Neigivich, a place that only knows winter. For one to find such an eternally niveous region, one only needs to seek out the southernmost tip of the Descensus mountain range. Here, the people who call Neigivich home are both hearty and welcoming, and always one to lend a hand when it's needed. According to them, the region itself seemingly has been spared the phenomena plaguing the rest of the world; ask the average Neigivichian, and they will say they do not know of this "records corruption".

Yet, there is evidence to the contrary. Many cities and towns remain stuck in time, each one a testament to when winter became a permanent fixture in the region. No one has had any luck communicating with those in northern Neigivich. Initial expeditions to these regions in particular have shown that several have been abandoned by all life forms except those who can withstand freezing temperatures. They are the lucky ones as many have taken residence in places further south. However, with no rhyme or reason to why it has occurred, there are reports of at least four cities (Borean, Norwo, Tristeme, and Vaitar) where the inhabitants were not so fortunate. They are forever captured in ice, caught in their last moments doing what they were doing the day the cold struck. It is not known if they are deceased or merely preserved. Experiments to free these ill-fated people and animals have resulted in partial and full-body shattering, and any further attempts are strictly forbidden until the day a solution has been created to safely extract them from their icy tombs.

More fortunate towns have seen life continue as best it can under such conditions. Though the people there seem disinclined to move, the population numbers have dwindled with no apparent cause. No bodies have been found. Asking about these people, or any of those in the forever frozen four cities, and one will only be met with a blank and confused look before being asked if one needs a hot beverage.

Snows continue to fall, temperatures never rise up enough to allow the growth of new plant life. Only coniferous trees have survived, as well as flora hearty enough to weather the cold. Neigivichian fauna populations have also fallen dramatically, and those that have survived have quickly adapted to their surroundings, growing denser furs or thicker scaly hides, sprouting horns, claws, tails—anything they can use to give them an advantage in the environment they've found themselves in. Reports from outsiders venturing into Neigivich contain an increasing amount of corruption beasts amongst these transformed fauna.



Art by: Lee

An artist's rendition of Neighvich, Elysium.



Shack Residents

Writing by: Potato ★★☆☆☆☆ Failed Experiment



In a shack, there is a potion store in Neighvich In said shack is a dog and it's owner who owns the shop.

The brown dog has hair akin to a certain gladiator. The reason behind this is unknown, perhaps a pure coincidence. Meanwhile the owner had multiple arms. They didn't look human at all, in fact they looked very shadow-y?

Apparently, he has a deal that you can get potions in exchange for something other than money. But I don't know if it's a wise idea to take it...from the back, I could see multiple beasts with familiar hair. I just can't exactly pinpoint where I've seen them before.



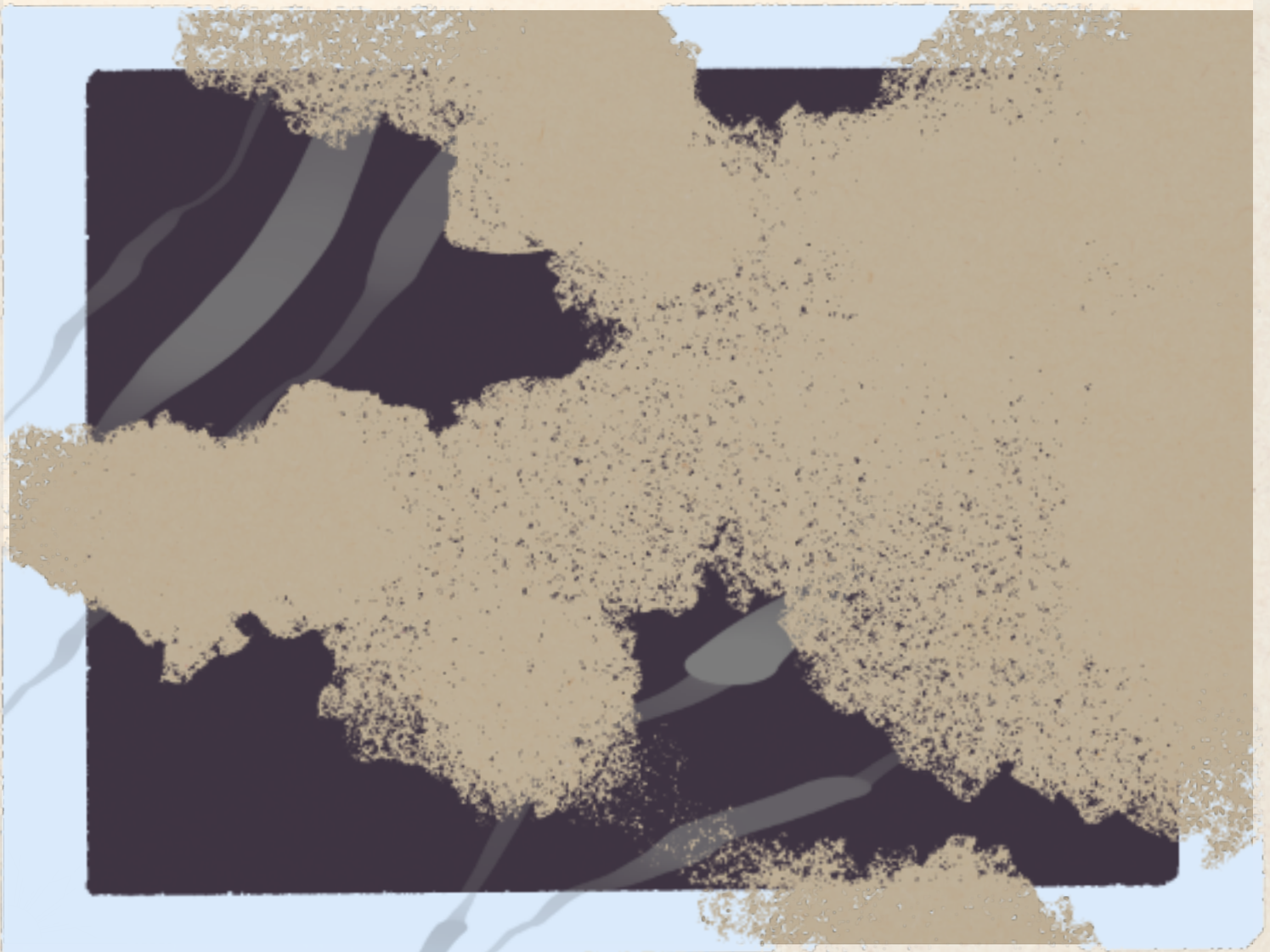
Art by: Isekai_Witch

EXPERIMENT HOL05T495

Writing by: Potato

Down in the icy catacombs lies research papers. They speak of the past research results run by M██████████. They tried multiple ways of melting the ice of Neigivich, and have ended up killing those that were stuck in their ice prison. However, whenever they try to talk about the person in them, the remainders of the townsfolk look as if they didn't even know the person, even if for say, they talk about them in the past.

It's so weird. We don't understand why this is the case, but so far no answers have been given. Maybe one day someone will find out why.





The Red Forest

An old saying in Elysium goes: “There is a reason why old paths are well trodden.” While many people know its figurative meaning—an argument against breaking with tradition too easily—only a few are aware of its origins.

Ever since ancient times, the Old Paths connected the places of high significance in Elysium as safe routes through an unsafe wilderness. As long as you stayed on a Path, druidic magic would protect you against the dangers of nature. Although they are no longer maintained as thoroughly by druids, many of these Paths still exist, having developed into large roadways between the hotspots of Elysium. Others, however, have fallen out of use and were reclaimed by nature. The only hint left of them is a faint trace of druidic magic along the route.

Curious adventurers sometimes follow these traces to locate hidden treasures. Often they are disappointed—most Paths have fallen out of use for a reason—but sometimes their efforts are rewarded. One of the most prominent discoveries through this method has been the Red Forest, an abandoned druidic grove hidden far away from any known roads.

The Red Forest gets its name from the tall, red-leaved deciduous trees that are spread around the area. Etched into their white bark are small bands of strange, black symbols unlike any found in Elysium—current or ancient. Scholars postulate that these symbols were made by the resident druids, but as of yet, no one has been able to read the script.

Although the druids seem to have abandoned this place long ago, the trees and curling paths are still lively because of the many strange creatures that have taken over the Forest. The most noteworthy inhabitants are the gigantic golems, presumably left behind by the druids. Powered by blue gems at their core, these protectors fight against any who dare to ruin the trees or otherwise defile the Forest, including waves of Corruption beasts.

The stone giants are especially bent on protecting the massive tree at the centre of the Forest. Almost twice as tall as the average specimen, it seems to be an important part of the grove. Unlike the others, this tree’s leaves softly glow with a multi-coloured light. Also, the pattern in its bark is broken by two large symbols, about twice the size of a human’s hand. Although their meaning is lost, scholars have identified the two characters as an ‘Omega’ and an ‘Alpha’.

Since its discovery, several groups of adventurers have set out to the Red Forest, some to decipher the languages etched into the bark, others to help the golems protect the trees from further damage. The Forest is especially intriguing to those interested in the Records Corruption. Although the area is under near constant attack by Corruption Beasts and other monsters, the Corruption itself does not seem to be able to get a hold on it. Is something giving these trees its protection, and if so, what for? What was the reason why this Old Path was well trodden?



Art by: paopandan



Baphlings

Writing by: Lime 52
★★★★★ Creature

Hakkitos know well that birds of a feather flock together. Hakkitos also know that some flocks aren't to be messed with. If—on your travels—you ever see bushfuls of panicked purple birbs tumbling away from an even bigger rustling in the woods beyond, take the hint and run!

Baphlings always travel in packs, a bristling rainbow of horns, armor, and teeth (of all shapes, and one size: small). They love vandalism, and carve their ornaments from the bark of the Red Forest's trees, leaving behind strange red marks whenever they do. Like hakkitos, they loyally follow their leader—the strongest and cleverest of the pack—to whatever mischief it takes them. Unlike hakkitos, they carry sharp blades, even sharper fangs, and a taste for coin purses and human blood. Very different from stroberis.

Once again, traveler, remember: birds of a feather flock together—but imps of a horn'll make you wish you weren't born!

Bloodfire Heartleaf

Writing by: Ayumi ★★★★★ Plant



Somewhere within the turbulent realm of Elysium; in the ancient druidic forest, a bewitching flower bloomed... The Bloodfire Heartleaf, once pure white lilies, had undergone a transformation triggered by the wicked corruption waves that wracked the land.

Commonly found blooming in the red forest, these bewitching blooms once held a significance to the druids who dwelled there; They possessed a special quirk that allowed the druids of old to connect with nature when ground and dried through a lengthy and grueling process. The heartleaves were often used in their druidic rituals.

The intrepid villagers of Ohsa, a small crafting village that had been built during the time of the druids, discovered a concerning pattern to the attack of the corruption beasts on the forest. Each time the golems, solemn guardians of the grove, began their routine purging of the contagion-like flower, an attack would follow.

The puzzle of the Bloodfire heartleafs grows hazier... leaving the villagers who dwelled in the vicinity of the forest to wonder what secrets yet lay hidden by the corruption.



Art by: de-yuli

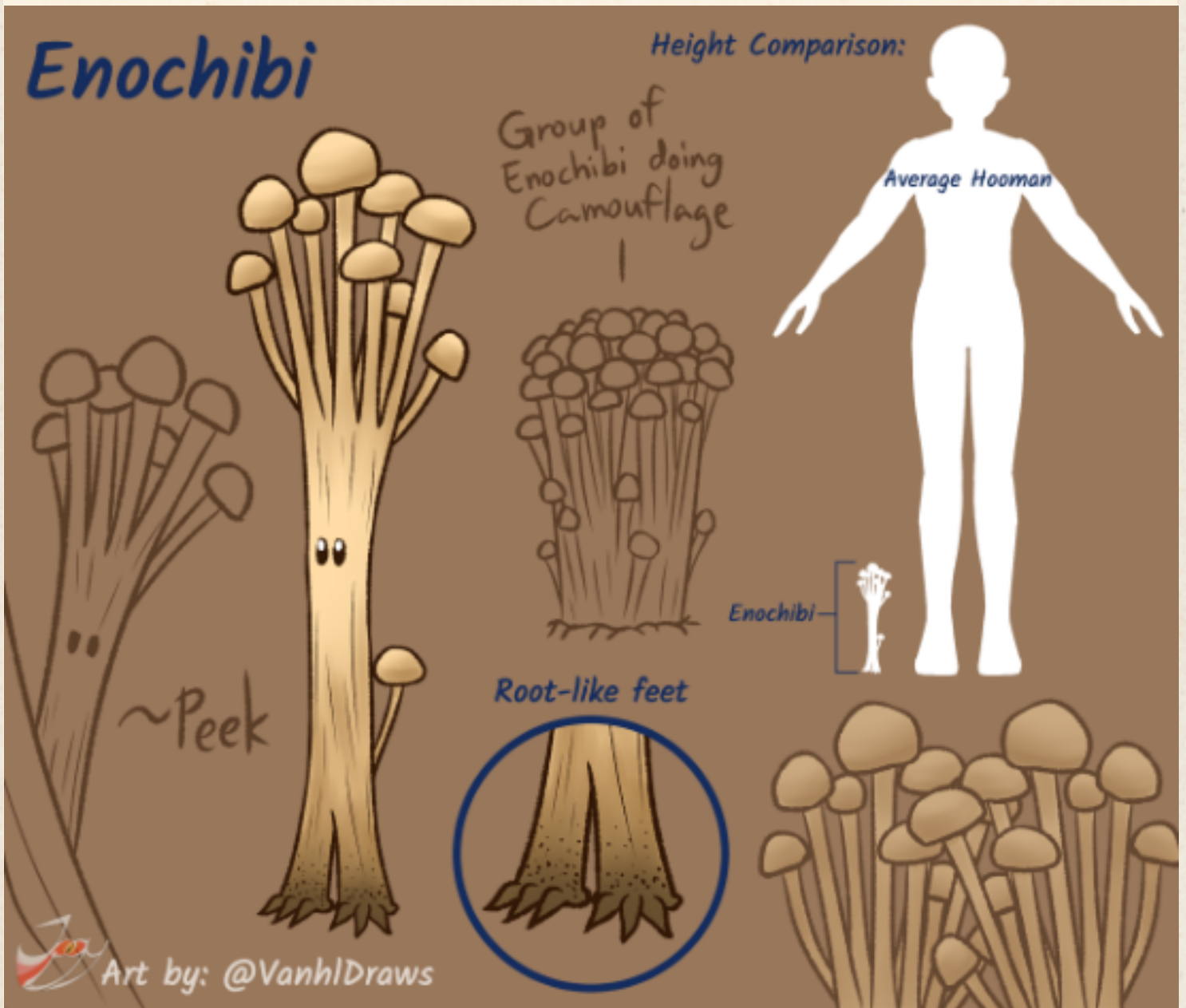
Enochibi

Writing by: Vanhl ★★★★★ Plant

Tiny creatures with white and long narrow bodies, resembling thin mushrooms that people use for their ethnic cuisines. Enochibi are curious and quiet creatures who follow adventurers around. However, they are very shy, always grouping up to blend as natural clusters of white fungi. They mostly come out at night and swim in sources of water and during the day, they scout the Red Forest, avoiding sun rays. Rumor has it that all Enochibi over the biome they live in have a special connection with each other.

Enochibi can be helpful if fed with something sweet such as tiny candies or bits of chocolate. They would even take grains of sugar if you happen to bring any. Their mouths are under their feet, but no one has seen or illustrated it during their feeding moments even if you raise them after giving them sweets. If you give them water, they will merely stare at you, as if they are asking for more, until you leave them alone or give them sweets.

Once fed with sweets, they will start following you and warn you of certain dangers within the biome they live in and find non-harmful berries and fruits for nourishment.



Enokyojin

Writing by: Vanhl ★★★★★ Plant

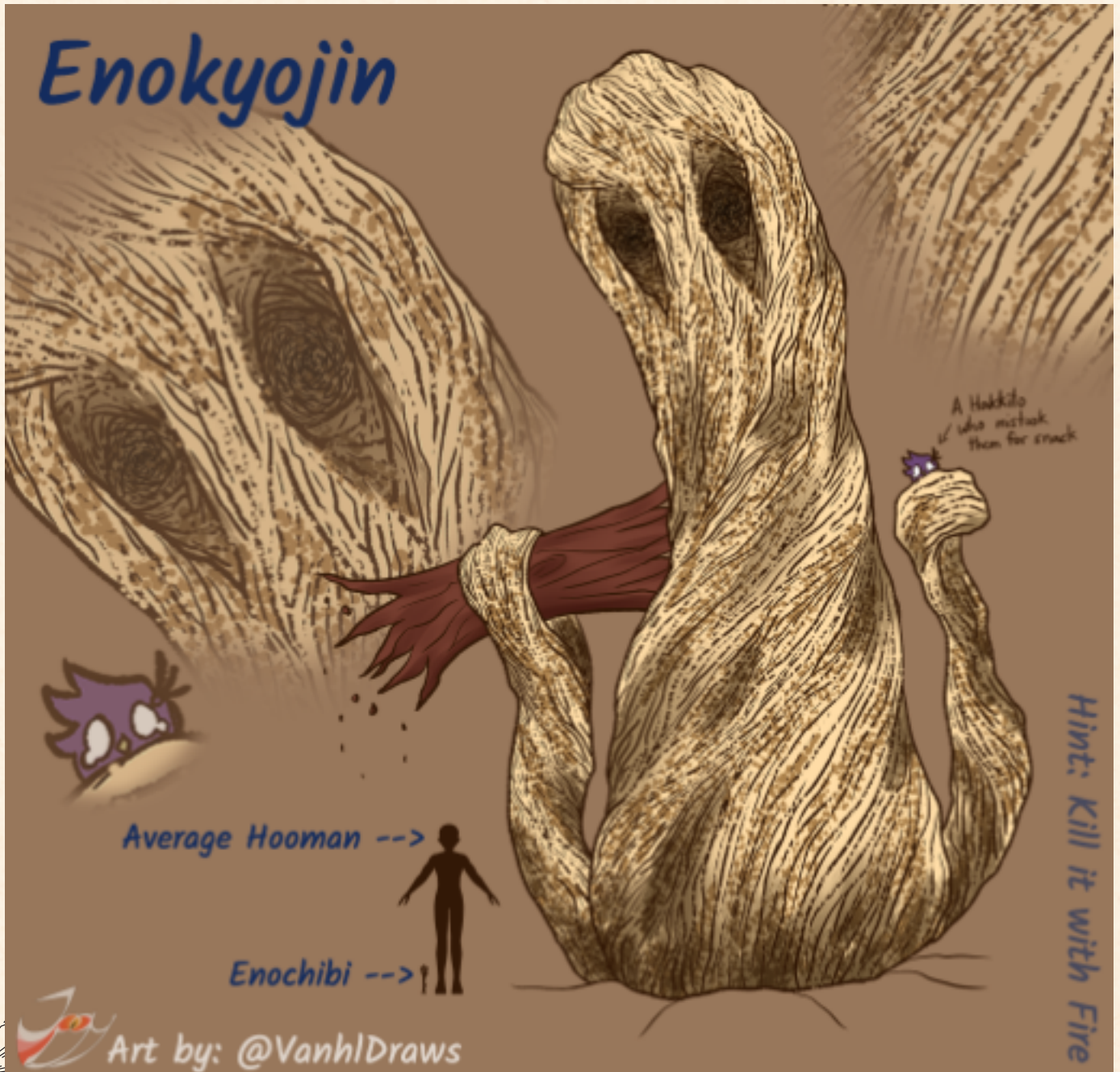
Once an Enochibi is being captured within the forest, the rest of the Enochibi will come together in one place and form into an Enokyojin. It is a large creature that can grow ten times more than an ordinary human and is almost invincible because of its fast regenerative powers, especially when they are soaked in water. It can shapeshift into anything, whether it is a large ghost looking tree that can form long arms crushing or throwing anything they can snatch, or turn into a wave of Enochibi that can wipe most trees of the Red Forest.

They are most powerful at night being creatures who draw their strength from moonlight and they are inactive most of the day and only come out if the sun is already setting. Their only weakness is fire which is why most Eno-creatures stay near sources of water. They will only stop wreaking havoc once their fellow Enochibi is safe from their captors or if the captor successfully leaves the forest grounds with the Enochibi alive. However, if their fellow Enochibi is killed from being crushed, the Enokyojin will not stop until the perpetrator leaves the Red Forest or is taken care of.

TEMPUS Tip!



Fight it during the day, since they are stronger under the moonlight... or just kill it with fire. Try to keep them away from any source of water as the Enochibis forming the monster regenerates faster when soaked in water.



Slamopdor

Writing by: Vanhl
★★★★★ Ancient

ESP-HOLO-XXX: A lonely, strong creature covered with fur, with long slim arms that are usually hidden inside. Leaves and small bugs get caught on their fur and sometimes begin to nest there, but the Slamopdor don't seem to mind. They are around 3m tall, and aren't able to see well as their tremendously small eyes are covered by long hair.

Project Notes:

Project α:(Literacy): They guide themselves around with their sense of touch and try to learn about their surroundings. They use their fingertips to read what it's written on the tree's bark of the Red Forest. Afterwards, they'll go back to the transcription stations and try to write down what they discovered, but due to their poor eyesight their notes are illegible.

Project β:(interpretation): There's creatures trying to read and record everything about them but █████ failing at █████. That's why they are friendly and eager to learn, but unfathomable.

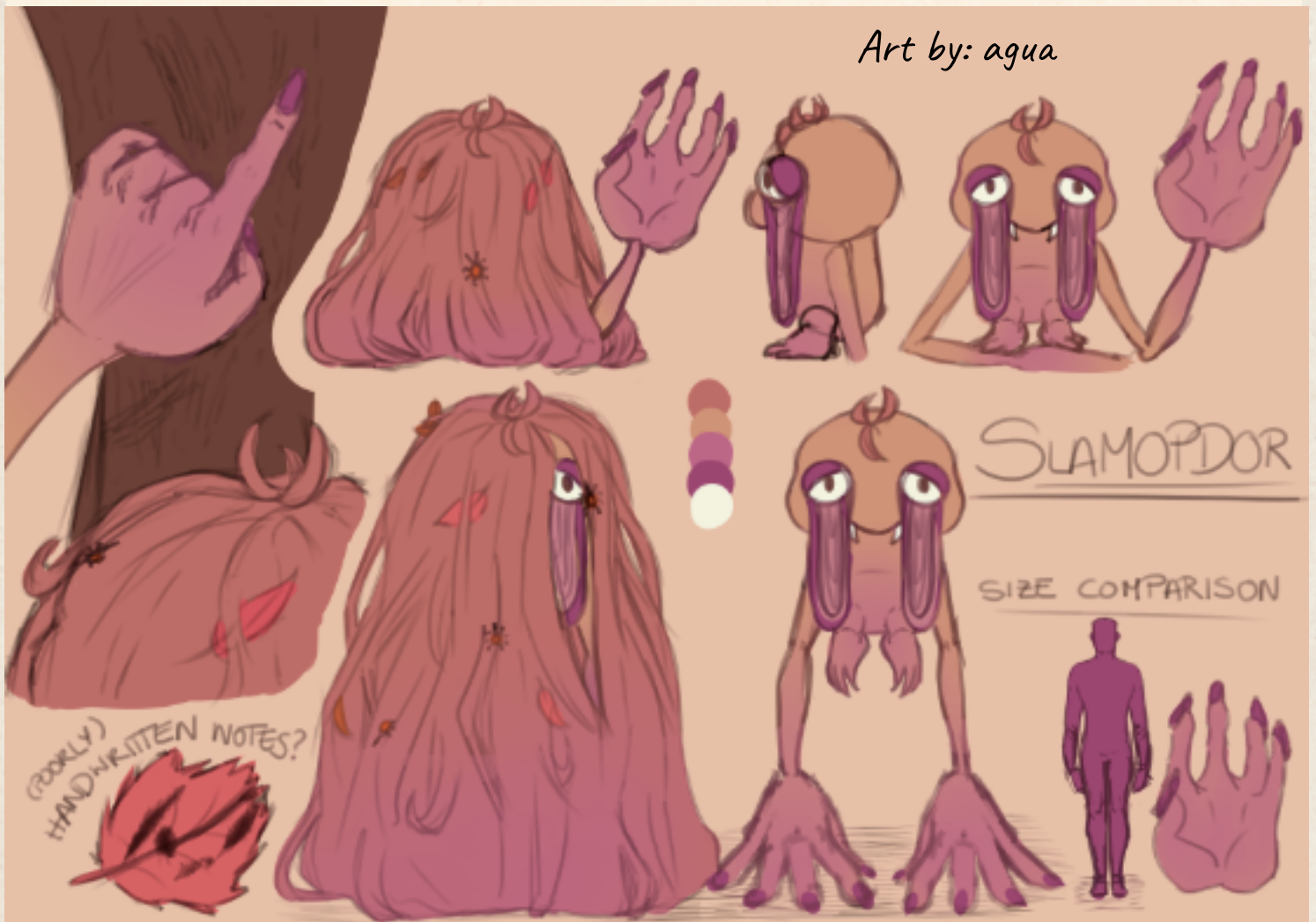
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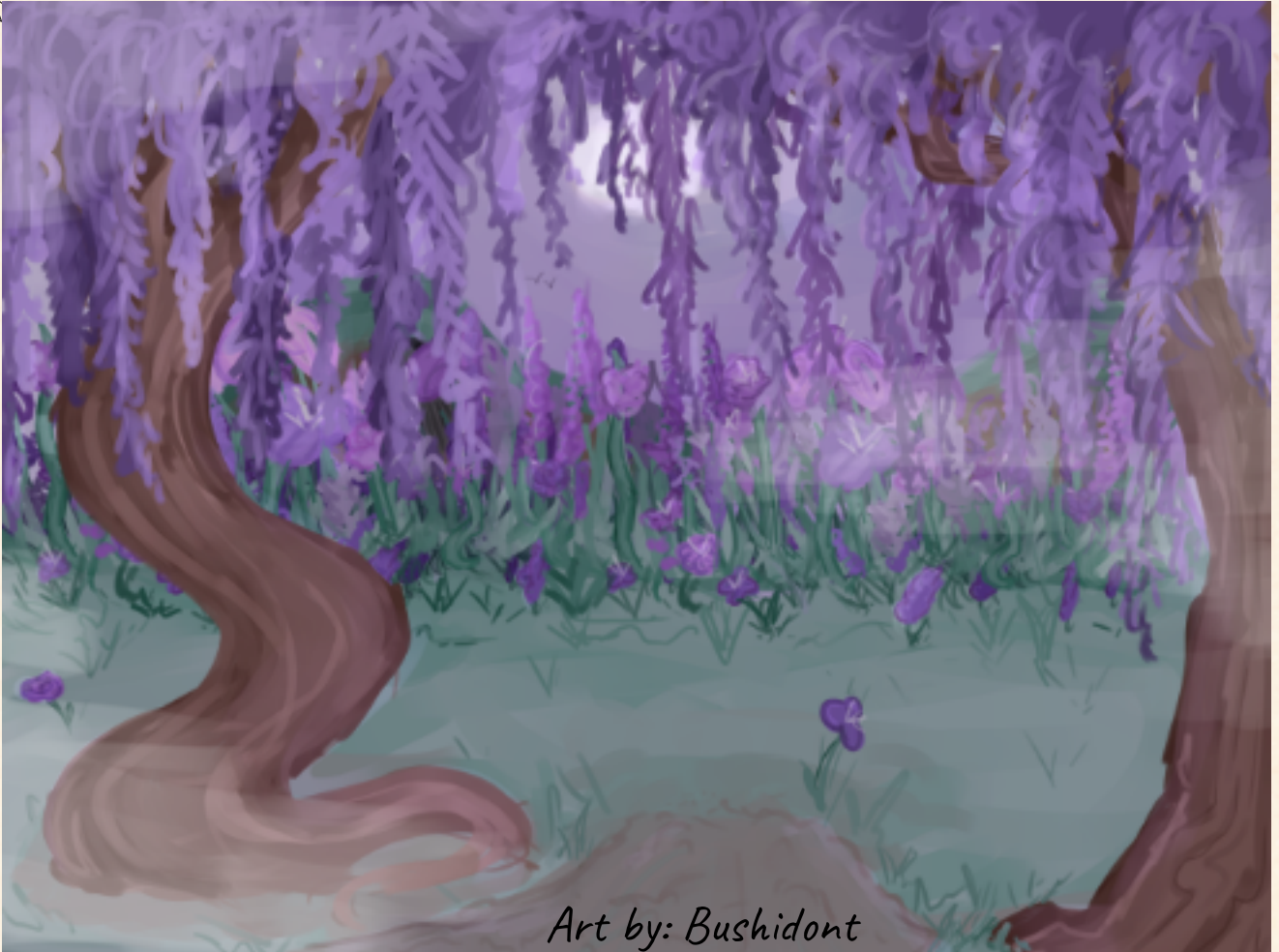
1. Given the nature of research, Vesper seemed to be interested in them and try to read some of their records.
2. Hakka tried to make noises to get attention, but there was no response, so he communicated with them by drawing pictures on the stone instead.

TEMPUS Tip!



Hakka: It's cursed because they write in Cursive.(' ∇ ' b)b





Art by: Bushidont





Tyrians Fields

Writing by: Christine Kim

The world of Elysium contains many mysteries and undiscovered riches beyond imaginable. One such place is the rumored legendary hidden Tyrian Fields. It is rumored that this field is filled with rare purple flowers of varying type, shades, maturity, and height. At the center of the field lies a deep cave system filled with various types of rare and valuable amethyst.

Rumors say that at the heart of the cave lies a shallow pond in which a strange tree that grows fruits made of crystals lie. Word has it that this field can only be found by following a riddle and a path of unusual wisteria trees that only seem to bloom for one random foggy night in the spring. It is said that finding this field will bring the discoverer riches and fame beyond imagination. Although legends say that this field was originally created as a gift from the gods to bring wealth and resources to the people of the land, the more common theory is that things naturally formed through many years of evolution due to it being untouched for so long. Some rumors claim that the area was man made which became cursed with malicious spirits who keep it from being discovered due to human greed.

Still however, not much is known about this area due to the fact that all of the "information" currently known, stems from stories and rumors. Although many have tried, aside from the original explorer who claimed to have made the discovery many years ago, not a single soul has yet to discover it again. Some claim that this field does not exist while others continue to pursue the dream of finding the field.

To this day, the legendary Tyrian Fields continue to remain hidden away. While some sources claim it lies in the mountains while others argue that it exists somewhere out in the open, it continues to remain unfound. Could you be the lucky one to make the next discovery? Then, follow the riddle and see where it takes you.

"From the heavens flowers descend, trust not the mind but follow with your eyes in order to find what lies behind a great divide."

Monochrome Baku

Writing by: Potato ★★☆☆☆ *Mythical*



A monster that eats the dreams of those that it meets. While the actual form is as you can see in the journal, it can morph into anything inside a dream and can go the distance to any area. It's especially strong when it's target is having a nightmare, luring it to make a deal so that their victim may have a sweet dream.

The cycle of deals keep going, until the full moon comes. That is when the monster will eat all the remaining dreams, leaving the victim to be a dreamless husk.

Rumors say it has a special tune, but those who have heard it never remember what it is...



Art by: Nui

Nik'zotz

★★★★★ Ancient
Writing by: paopandan

Deep within the cave systems of the Tyrian Fields lies the hidden civilization of hyper-intelligent (and oddly adorable) bipedal bats known as the Nik'zotz. Those brave enough to venture into the Nik'zotz underground city of Xibalba will find a sophisticated society centered on the worship of a mysterious tree with fruits made of crystals.

According to Nik'zotz tradition, their ancestors were small, white fruit bats who migrated from Elysium and began to nest and pollinate the tree. After generations of feeding on the tree's crystalline fruit, the bats began to develop advanced intellect including speech and a written language. They would also develop a strict religious system dedicated to ritual maintenance of their now Sacred Tree, as well as a complex system of timekeeping to keep track of religious festivals.

While normally very peaceful and jovial, the Nik'zotz will not hesitate to protect themselves and their Sacred Tree with sharpened crystalline spears. These spears are said to emit a mysterious glow that lulls their victims to sleep. From there, it is unknown what ultimately happens to those that threaten Nik'zotz society -- only that the tree will occasionally grow fruits that glow blood red.



TEMPUS Tip!



"They're actually really nice if you don't say anything negative about their tree. Cool spears too!" - Vesper

The Winter Quarry

Writing by: whalerounded

Roughly a mile above sea level, the province of Adanac stands stoic atop the dusty black mountains of Aether. The surrounding area is lifeless and barren as far as the eye can see, with mercurial snowstorms that sweep across the landscape, stymieing potential flora growth. It is here that the three Aetherian families have staked their claim to the Elysian Arctic—for while it lacks in fertile land, it is abundant in valuable luminescent rocks known as quantite that can be found nowhere else.

An aquamarine-colored material with a hardness akin to that of topaz, quantite's special radiation properties means it plays an integral part in powering the global telecommunication and electrical systems of Elysium and Xenokuni.

Together, the three families of Aether form an oligopoly over the quantite—each House works in a reluctant partnership with its two other brethren to produce workable quanta.

House Tahr, composed of horned hunters, scale the steep Aetherian inclines and mine available quantite from the rocks. Tahrians are a stern, honest people who value hard work and delivering on promises over all else.

House Panthera, the engineers of Aether, take the raw quantite from the Tahrians and convert it into usable quanta to power Elysian and Xenokunian devices. These bipedal catpeople are known for their scholarly look and focus on discovering the natural order and physics that power the current world.

The last House, House Leoporida, take the manufactured quanta and ship them globally. Leoporidans are known for their strong diplomatic skills, although they are less moral than the other two houses—negotiations are usually made with ulterior motives in mind.



Art by: Vinhseenn



Bear Knights

Writing by: Potato

★★★★★ *Companion*

Never fear, the bear knights are here! To protect the unity of the Winter Quarry, to unite all residents within the nation. To denounce the evils of fights and suffering, to extend the pride to the stars above!

Knight Scribbles...! Squire Pancakes...!

Bear Knights would rather chow down than fight, but when people are in trouble, they'll answer the plight!

Sir Honey paws here, that's right!

...Why yes, they are indeed very inspired by a certain group but everything said here is true!

Haranians

Writing by: whalerounded ★★★★★ Companion

The Haranians are known for their excellent engineering skills—perhaps in lieu of their social skills. A typical Haranian is very introverted and skittish when confronted and will make every excuse to leave potential social situations.

They often wear messenger bags jam-packed with scrolls of their quanta investigations – or the latest true crime novels. The best way to communicate with these rabbit-like beings is through a handwritten message dropped in front of their doors, along with a gift card to Xenokuni’s biggest bookstores.



Art by: Vinhseenn

Leoporida

Writing by: whalerounded ★★★★★ Companion

Of the tribes of Hibernia, the Leopardians exude the most intimidating presence in despite their small stature. Adults can vary between 3-5 feet and present as bipedal felines with a pale mottled pelt to blend in with the wintry landscape. As the designated businessmen of the area, they are armed with the characteristic sharp wit and aggressiveness akin to car salesmen. Travelers should be careful to not be lured into their promises; their silver tongues can convince even the most stubborn of Xenokunian residents.

Leopardians are also known for their fine attention to formal detail; if you ever get into a sticky situation with one of these companions, vague promises of colored handkerchiefs or avant-garde socks should be sufficient to distract them from what they were irritated at before.



Art by: Vinkseenn

Tahrians

Writing by: whalerounded ★★★★★ Companion

As travelers first enter the lands of Hibernia, horned creatures can be spotted traversing the tall cliffs of Aether. These are the Tahrians; they are goat-like miners who tirelessly extract the valuable quantite stored throughout the mountain in the harsh conditions.

As a result, they possess significant musculature, covered by grizzled fur resistant to the elements. Most Tahrians also possess a blunt, direct demeanor and a visible distaste for wasting time. If you want to make a Tahrian you encounter feel better, a cup of hot chocolate or milo goes a long way!



Art by: Vinhseenn

North Elysium

"Okay, we did say that Elysium is essentially so many different mixtures. But Northern Elysium? Yeah. A whole other region. But still as confusing as the usual Elysium. It's just more intense here.

If there's one common advice that Hakkitos have noticed, it's that to **NEVER SLEEP IN THIS REGION**. Not only have there been multiple reports of bad instances here, but the weathers are just insane! Unless you have some ways to counter these issues, don't do it! Get some coffee like Shinri or something. Or some energy drink or potion by Magni to stay awake. Just. Don't. SLEEP! Otherwise, don't even bother coming here!

Other than that, actually, most of the things here are nice so long as you don't bother them. Most of the dangerous beasts are also like that: don't bother things they care about, then nothing bad will happen to you. Dull reminder that this is not the case for ALL of them, but so far it has been the case most of the time in this specific region."





Locations

inside



North

Elysium





The Burning Badlands/ San Fénix

Writing by: Elias Swift

The Burning Badlands in an area near the central west of Northern Elysium. A desert biome, the area is known for two things: The literal neverending fires that spot the landscape, and its importance to trade.

Legends state that, many ages ago, a powerful magical creature had antagonized the people who lived in the region long before it was a desert. This conflict led to the mortals tracking down this creature and ending its life permanently. Some say the creature was a phoenix, others an ifrit, and others even suggest some sort of fire deity. Either way, that death was like a bomb, leaving thousands of miles a desolate waste with everburning fires scattered around. Only recently has any sort of desert flora started to grow again.

The two primary uses for the area in the present are the cattle trade, and the alchemical mines. Vaqueros cross the desert lands with their beasts to slaughterhouses on the coast, which prepare and ship the meat for sale and consumption around the world.

Meanwhile, small mining towns have popped up around the Badlands. These are places where the vaqueros find rest and shelter, and where laborers take a load off after shifts in the mines. Perhaps it is because of the legendary creature's death, but the mountains of the Badlands are rife with alchemical minerals. Miners come hoping to stake their claim and strike it rich, and in the process spend their money in town.

One particularly famous town is San Fénix, colloquially known as Doomtowntown. Your average small town with its saloon, bank, general store and other such businesses, the unofficial mayor is the madame in charge of the saloon who goes by Tía Muerte. A known gambler, it is said that Tía Muerte can give you anything you want if you can win it in a game. But those are just legends... Right?

One major problem within the Badlands and its towns are the bandits. Cattle rustlers, claim jumpers, and other such criminals. Most of the towns manage to handle themselves though, as many of the miners and vaqueros use the latest weapon technology known as "firearms." Various adventurer guilds, including the famous Tempus guild, have offered their services, but all offers have been turned down. The people of the Badlands are proudly self-reliant.



Art by: alceo

Ammitita the Chomper

Writing by: paopandan ★★★★★ Companion

Northern Elysian legends tell of Ammit the Devourer, a chthonic demoness that ravenously gobbles up the hearts of the wicked. Ammitita the Chomper however, is also partial to doggy biscuits. With the head and jaws of a crocodile, mane and torso of a lion, and hind legs of a hippo, her fearsome appearance contrasts with her affectionate nature, especially towards people with a strong sense of justice.

Once befriended, Ammitita proves to be a useful ally in battle, using jaws, claws, and mysterious underworld magic to take down enemies. She also seems to become stronger against enemies that are particularly wicked. Against a truly evil foe, she is able to channel the ferocity of her namesake to annihilate her opponent's heart and soul.

TEMPUS Tip!



"Hey- Stop-! Quit gnawing on my leg, you mutt! I was just kidding about the sacrifices and experiments! Let go!" - Magni

"She likes belly scratches!" - Machina X Flayon"



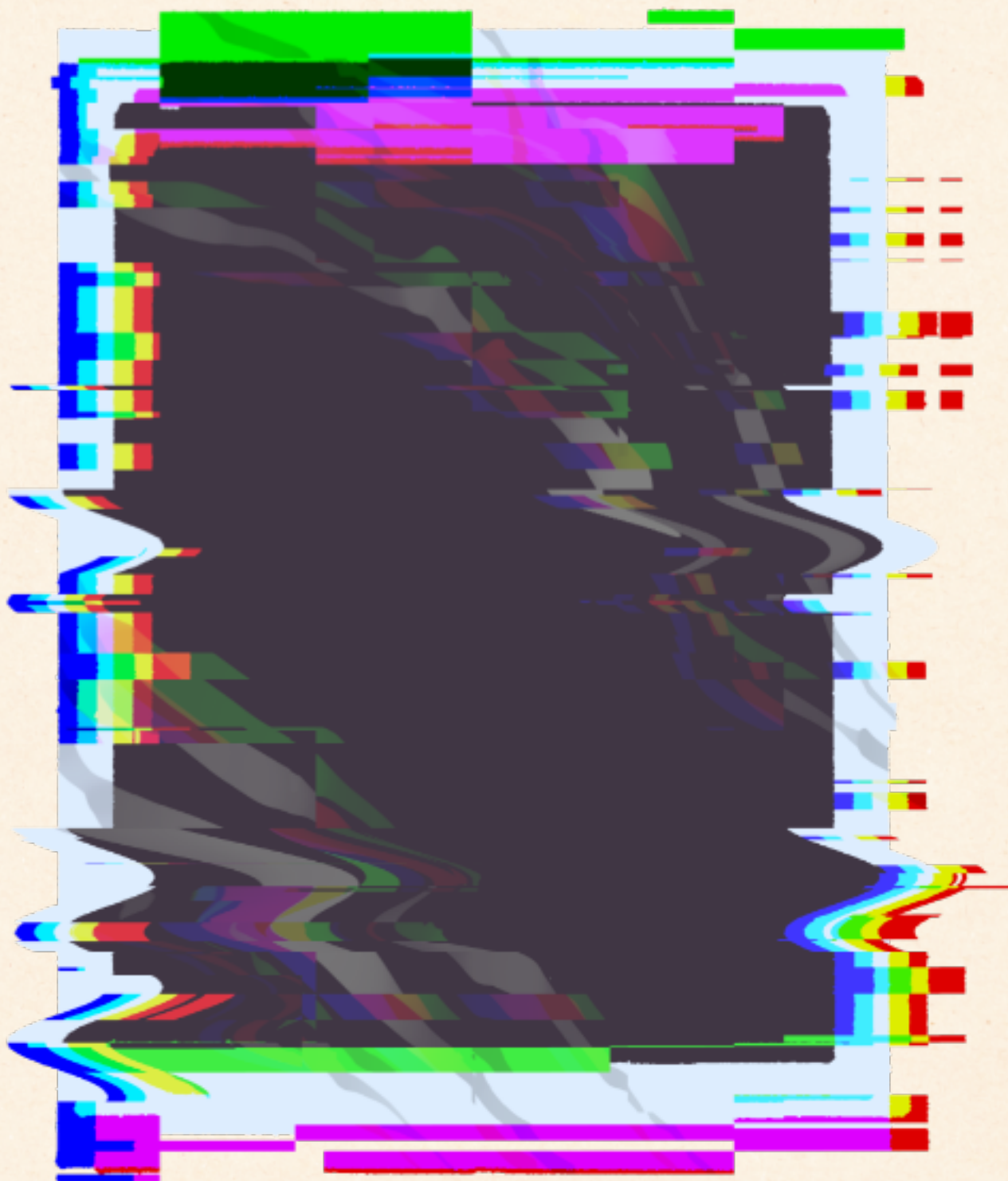
Art by: paopandan

GOLD GUARDIANS

Writing by: Potato ★★☆☆☆☆ Creature

In the Burning Badlands, there lies a mine full of treasure. But what is with that treasure? Guardians. Of different kinds. Of different elements. All of them for some reason speak very western with a broken accent, but hey. Maybe that just adds charm, don't judge.

The more important part is that they can get feral once someone attempts to steal any treasure in the mines. They don't appear otherwise, and anyone who has tried so far has never returned. Not even their bodies could be found.





The Dark Moor

Writing by: HappyVainGlory

Although Northern Elysium is harsh, it is far from barren. Beautiful natural scenery is scattered across Northern Elysium for the more courageous adventurers to explore.

But after the advent of the Records Corruption, exploring such scenery with only courage in your heart would be foolish.

The Dark Moor is an area of cursed beauty. Prior to the Records Corruption, it was a scenic view of rolling hills and lush greenery. Discovered by certain adventurers on their exploration, it was marked as a potential area to establish a frontier village due to its abundant resources and moderate climate.

At the time, it was a land filled with life and hope for the future. Now, the Dark Moor serves as a cursed domain of death and despair.

The rolling hills of the Dark Moor have been hollowed by the Records Corruption and now serve as the nesting grounds of distorted beasts who swim freely through the shadowy grounds as if it was water. The lush greenery has been bleached white and interspersed with glimmery violet crystals. And the sunlight that once illuminated the area has been blocked by a perpetual shadowy miasma, leaving the Dark Moor in pitch black save for the eerie light emitted by the violet crystals.

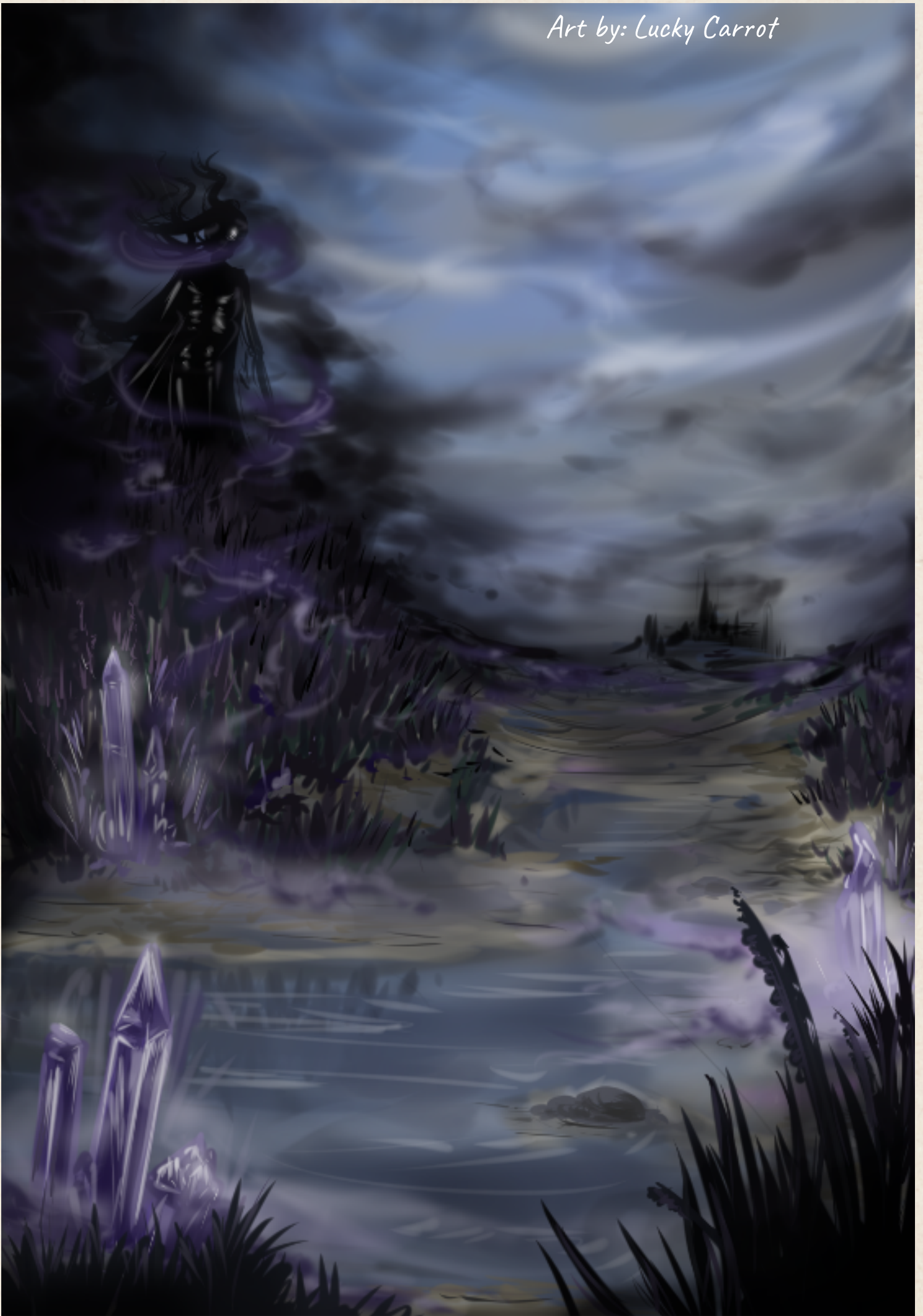
However, though its nature changed, the Dark Moor remains an area of abundant resources. The skillful adventurers who explored it and escaped with their lives have noted that the violet crystals are excellent sources of energy. In addition, rumors of an obsidian castle hidden in the depths of the hills have spread, along with rumors about powerful enchanted items enshrined within that castle.

The monsters commonly found in the Dark Moor are primarily twisted versions of the natural wildlife. Killer Rabbits, Shadow Wolves, Poison Emperor Moths... if you would expect a creature to live in hilly grasslands, you can find a corrupted version of it here that has been imbued with poisonous abilities.

However, the danger lies not with those common monsters, but with the ones rarely seen.

Corpses of fallen adventurers occasionally rise again, corroded by black miasma. Though lacking memories of their former lives, they do not lack their skills.

Art by: Lucky Carrot





Art by: toast

TEMPUS Tip!



We've obtained a small sample of the gem on the body of one of them. Findings still inconclusive. If you HAPPEN to be in the area and acquire further samples of tissue, or gem fragments, please turn them in to the Grand Library. It's for research. - V.N.

Rakewing Terror

Writing by: Eri
★★★★★ Glitch

The Records Corruption in the Dark Moor must have turned some unfortunate butterfly or moth into the terror described here, or at least we hope that's simply the case. These creatures stalk the cursed landscape, blending in with the dark miasma and crystalline structures. Those fortunate enough to have survived an encounter have returned, not with puncture wounds or gashes, but with 3 jagged voids in their flesh, forming a spatial distortion akin to the effects of the records corruption. These injuries cause abnormalities in healing processes in the body, and cannot be cured.

For you, brave adventurer, your best bet is when the Rakewing is dormant in sleep. It enters a stasis in a cocoon-like huddle in caves, crystal formations or other small crevices. Before it has the chance to wake and unfurl its large wings, the creature must be incapacitated or otherwise dealt with. Good luck.

Caimito Ore

Writing by: Spur // lurkn_ssprdyllc



Undead



Eaten like trail mix or mixed with mashed potatoes.

Find quickly by checking areas they can be wedged, hidden or stashed in; between boulders and rocks, inside tree hollows, or around common rest spots such as tree stumps.

Initially popular amongst travelers due to its convenient ability to replenish the consumer's energy quickly along with the occasional bonus buffs, while being easy to carry around and also having refreshing water in it - that is until they learned how these came into existence.

However its utility is undeniable so despite peoples' aversions it is still consumed, but only when absolutely necessary.

Art by: Spur // lurkn_ssprdyllc

IMMATURE CAIMITO ORE - Ranges from the size of a star apple to a coconut. Milky water in the central cavity, tasteless for the most part with a slight tinge of sourness. Take out all the interior contents (except the central plane and its four-pointed star) by stabbing at the white inner shell border.

MATURE CAIMITO ORE - The size of a watermelon. Misty water around the central plane emitting some sort of vapor, tasteless and cold. Scrape at its interior wall to chip away at the contents. Reminiscent of an eye that's been stabbed, screeching and awakened to some hidden truth.



Domeki

Failed Experiment



Writing by: Dolchドウチ

It was originally a low-level bug. After the corruption in Elysium it evolved into a parasite that delights in wreaking havoc everywhere it goes.

It has a small, delicate body but a pair of monstrous hands with which to attack its opponents and walk with its giant hands. Since sense of intimacy in appearance, it admires Magni very much and regards him as Aniki.

It's head hooded to conceal all of eyes. It appears scary but harmless and cute. Usually hides in dark, when it finds opportunities, it'll come out play a prank, things like stealing/eating someone's food/breaking plates and windows.

Standard insecticide is the only way to get rid of it.

Although it always causes mischief, it actually wants people could always be laugh, so it always creates chaos and of course because it's fun.



Art by: Aisha



But such things make people miserable, with guidance of the exorcist, it seems to slowly understand how to make people really happy ~

The exorcist had taken it with comfortable eye drops and a new name. It hope to make the world full of laughter with Hakka.

※In exorcists' story, when you name a creature, you create a bond between the two, kind of like a contract.

PICNIC

Writing by: Spur // lurkn_ssprdyllc
★★★★★ Undead

An illusory phenomenon woven by the opportunistic and predatory undead.

Affects your sense of sight, smell, and sound. Can affect multiple parties at once. Largest known AOE: right after the advent of records corruption in the area = 57,600 square feet, the size of a football field.

It always starts with a light breeze, then the sound of rustling leaves. A tree that would be the perfect spot for you and your loved ones to sit beneath, its shade protecting you from the... bright sunlight? Letting just enough through so that you can contentedly bask in the presence of your family surrounding you. You look around and see tons of families and friends are having picnics as well. The scent of something familiar wafts in the air. It'd be nice if things stayed like this a bit longer. You feel falling leaves flutter past your cheek. It's so nostalgic that it can't be real.

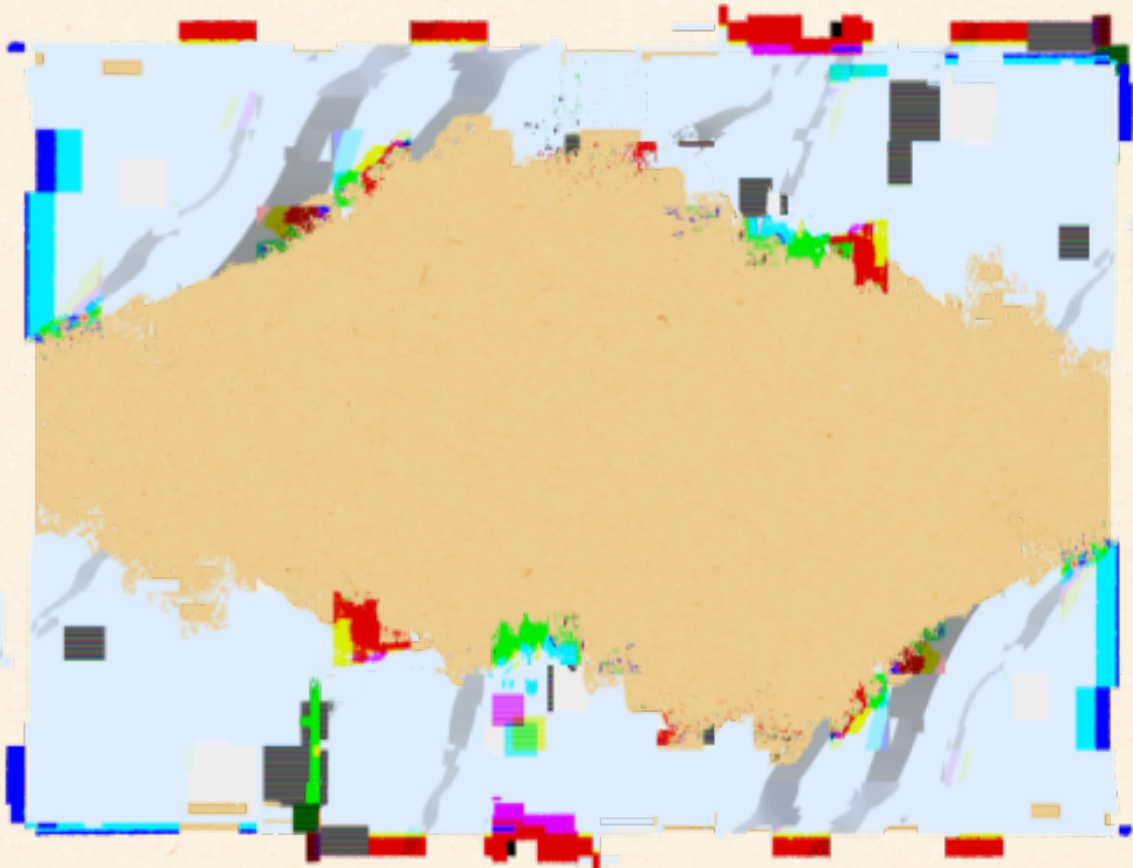
If you're lucky that's when your training comes in and you instinctively move to protect your head before you lose it. It's especially difficult to fight when your whole team has to fight blind with only their sense of touch to rely on.

Flee on contact.

TEMPUS Tip!



MACHI: No one knows what these things look like yet, Hakka. It'll be difficult but keep your eyes closed, only trust your instincts. If not, they'll toy with your memories and your loved ones' faces. Prioritize escaping. And if you stab something, you have to promise me you won't look.





Mizufucius Michitus

¡Agua con el miao!

Writing by: Suzu

There are species of monsters cataloged in the lands of Elysium and Xenokuni in many colors, sizes and abilities, even more of them yet to be identified or even sighted beyond a glimpse during a moonless night.

For as many have slowly filled in their appearance identifiers and deciphered their abilities in the wild-as of late residents of the many populated areas ranging from rural to deeply urban have started to find spot well known faces in their little corner store, or the sidewalk they take every day with a vastly different temperament.

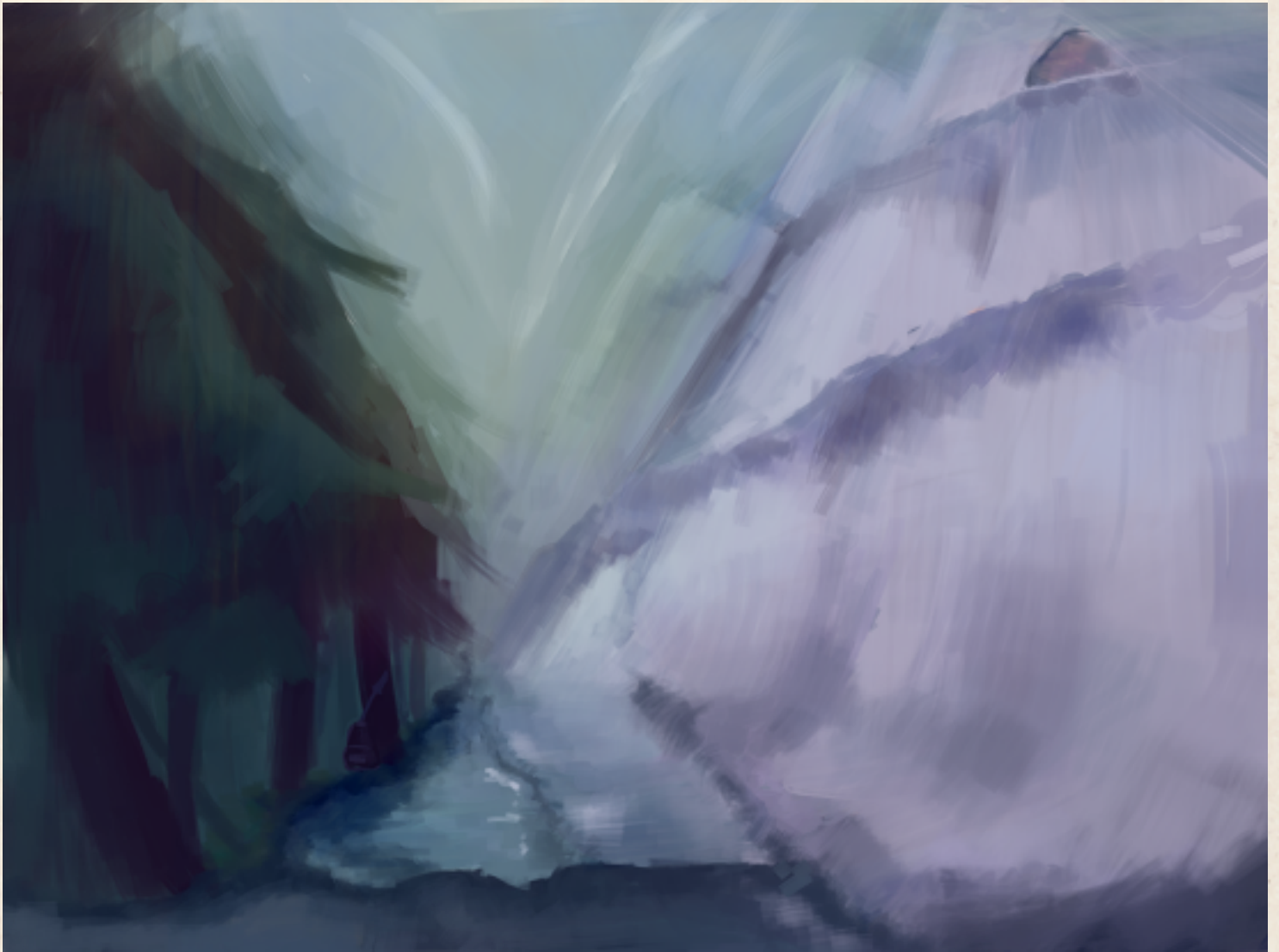
A particularly egregious example: the *Mizifucius Michitus*. First spotted in the sunken prairies of Western Xenokuni, they can be distinguished by their swaying fur and heeled feet, their long tail and the crystal orbs that dot its ends, opaque in relaxation during the day but lit in mesmerizing patterns at night they can control at will by shifting the crystals in midair with a rudimentary form of telekinesis; luring prey towards its open maw for their eyes are vestigial and can't do more than detect a hint of brightness or movement.

Well established ambush predators even when their bait fails, as their almost delicate looking legs can explode in a powerful sprint, the crystals in their fur hitting each other and creating a clear ringing sound that warns the surrounding wildlife of their success for the night.

Yet in recent times one can hear this telltale ringing not only in the wilderness, but in the bustling nightlife of even Elysium. Indeed, the gentle glow of their crystals would be no match for the city-yet their urban counterparts have been known to have adapted to these characteristics.

With longer, more dexterous tails, and larger eyes, they have been known to perch from high spots and quietly dangle them atop unsuspecting prey, the crystals open in a wider fashion for the prey to inspect the largest crystal still in their tail-and then trapped by it when the rings snap close, and the Michitus stretching its long paws to bring its prey right into its mouth.

As with their wilder counterparts they aren't a threat to people if left alone but beware their docile appearance. After all, a hand reaching out for some pets smells just as tasty to them as a stray magmite scuttling in an alley.



Art by: eineru



Infernum Galeicei

/Mount Stellidus

Writing by: flos gelida

In the far north of Elysium lies a small mountain range by the name of Infernum Galeicei. Dangerous terrain and an eternal snowstorm has left much of the area untraversed by man. Below lies an account from a lone traveler believed to have disappeared in their journey to reach the peak of Mount Stellidus. This is believed to be the only recorded log related to the Infernum Galeicei Mountains and the surrounding area. It was retrieved from the adventurer's belongings that were curiously left at the entry to the forest trail. Many entries were destroyed by an unknown entity.

'Day 1'

I have begun my adventure into the mountains. At the base of Mount Stellidus lies a dense forest. The trees reach heights that seem impossible and there is a stark lack of life. The snow does not reach down here, but there is a bitter chill in the air.

'Day 4'

The forest feels alive; as if it moves and changes every day. It took me three days to find my way out of it and into the snow. There is no transition between forest and snow. In fact, all plant life seems to be gone once the snow hits. It feels like a journey into a completely different world... A very, very empty world.

'Day 11'

I believe I am about halfway up the mountain. I encountered the first sign of life since this journey began. I found a small cave off the path this afternoon and ventured inside. There was a fire burning, albeit small. A singular blanket lay spread across the cavern floor next to a pile of drawings featuring a creature I have never seen. Large, black eyes that felt as if they were actually looking at me were scribbled inside a mess of lavender fur. Were it not for the piercing gaze of the animal, I might have found it charming.

'Day 28'

I can feel my skin moving the longer it is exposed to the snow. I can feel it calling out to me, as if the snow itself is alive. I have begun my trek back to the forest. I will return to the mountain without my equipment. The snow tells me my tools are holding me back... preventing me from reaching the peak. I believe there are answers up there. Answers that the guild is keeping fr-

Lila Skylos

Writing by: flos gelida.

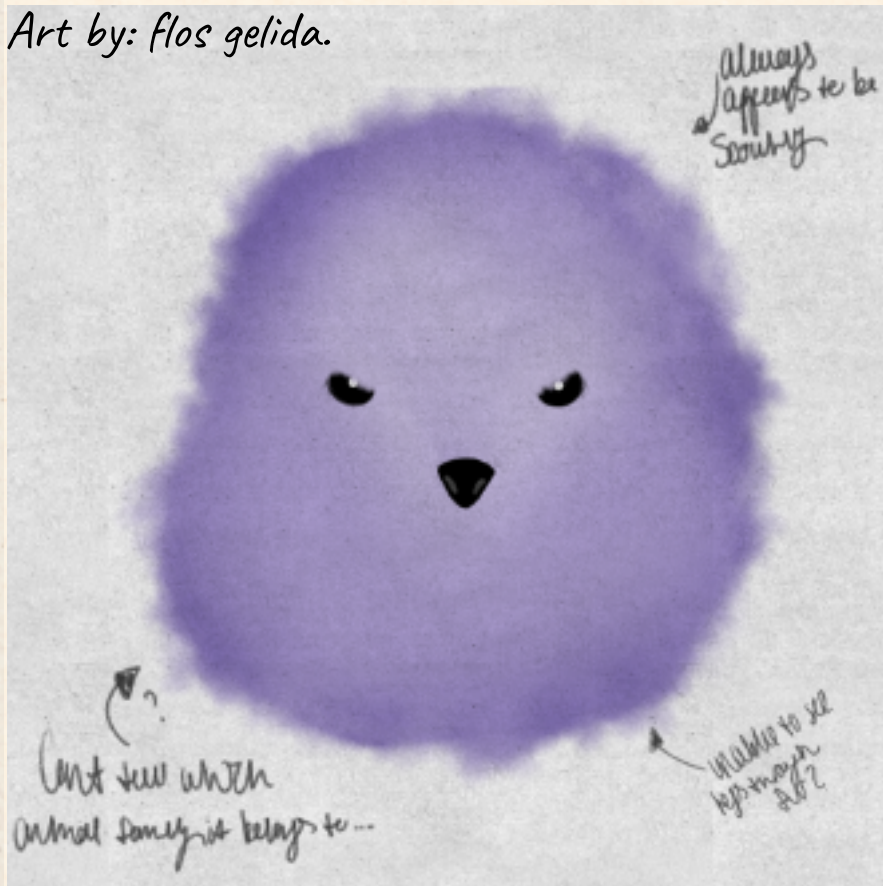
★★★★★ Creature

TEMPUS Tip!



If you ask me, this animal seems capable of some sort of mind control! Keep your distance! No record of hostile behavior has been recorded, so kill on sight! If you allow this beast to speak to you, you may never return!

Art by: flos gelida.



The following is another record from the journal of the explorer that went missing after returning to Mount Stellidus.

Day 17

The creature I've seen out of the corner of my eye periodically finally approached me today. It's a small thing - no bigger than my foot. The fur that covers everything except its snout and eyes is a light purple and appears very soft. I sense a strange intelligence from this creature.

Day 20

This creature has been following me much like a pet would. In this endless expanse of nothing, it is my only companion. The snow does not seem to harm it the way it harms me. In fact, I do not think this creature can survive outside of the snow. When I approach the forest edge, the creature stays behind.

Art by: flos gelida.



Day 27

I feel as if the creature and snow both are communicating with me. The creature and the snow both... Their words echo in my mind at all times. They are telling me to leave my things and return to the mountain empty handed. I believe these things will allow me to find the key to unlocking the secret of this place.

Skylas Cloak & Hat

Writing by: flos gelida.

Below is an account from a second adventurer. His search for his friend led him to develop new theories about the area. Despite convincing theories and thorough tests, he ultimately went missing as well.

x.x87

Based on his journal entries, I have determined that the answer to braving the snow on Mount Stellidus lies in this strange, purple creature. I have captured some of them and used their skin and fur to craft a cloak to shield me from the snow. The issue now lies in the head. I believe a wide brimmed stone hat with some sort of sheer covering for the face will be the key to traversing Mount Stellidus.

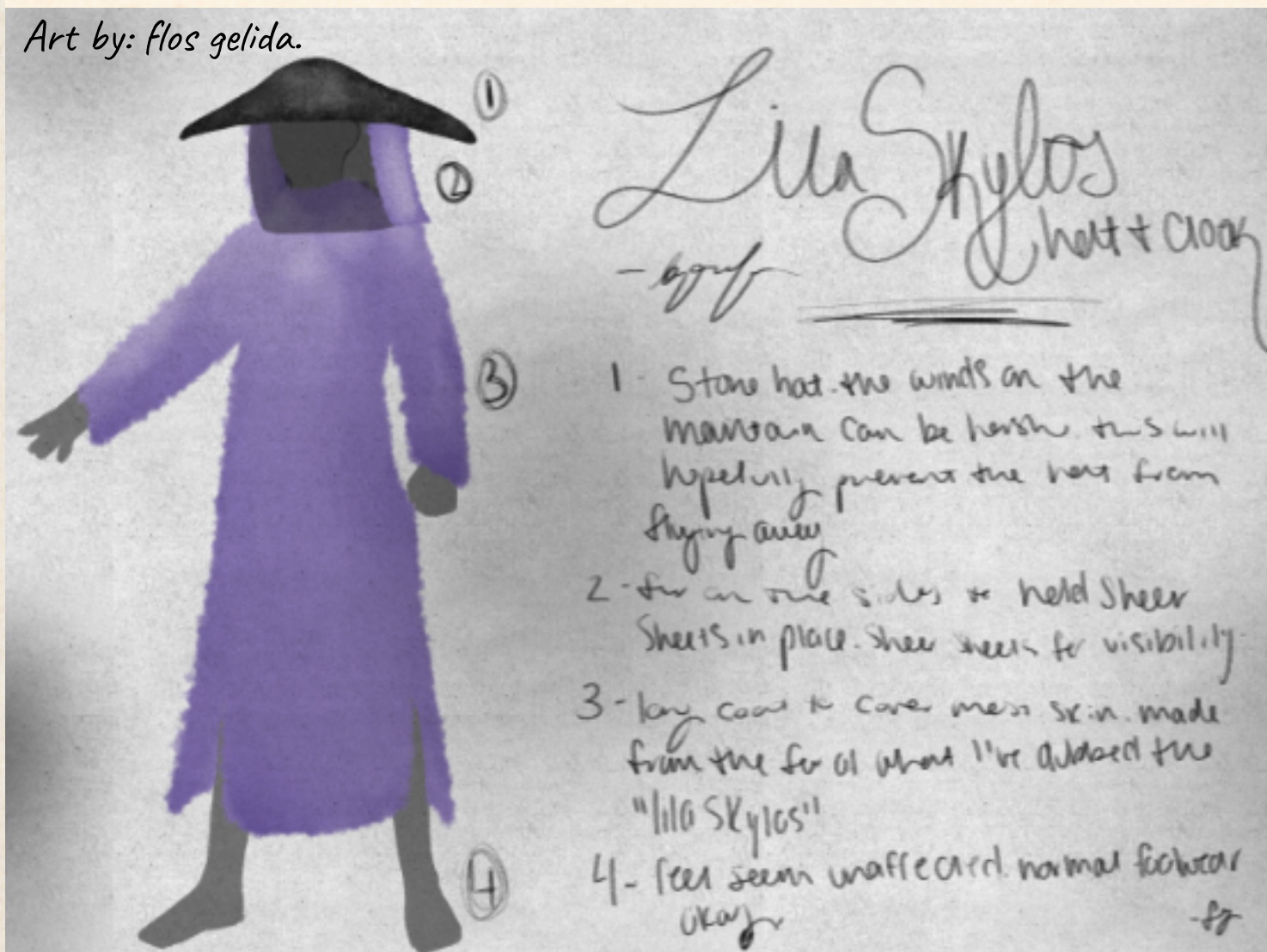
x.x92

The cloak worked well in the first trial journey. However, these animals are intelligent and I am somewhat fearful for what they will do to me if they see me wearing one of their brethren. I am... willing to brave this for the sake of my friend.

x.x98

I will be doing my final journey into Mount Stellidus today bearing the cloak and hat. All trials proved effective in protection from the snow and it's burning effects. I hope to return soon, friend in hand.

Art by: flos gelida.



Strawberry Seelie

Writing by: Eri

Mythical ★★★★★

The Strawberry Seelie is a curious creature that can be found in the forests at the base of Mount Stellidus. It does not speak in any known language, but 'communicates' in a high, tinkling voice. It seems to be linked to magic that may have affected local strawberry crops, having an instinctual knowledge of a person's preference towards the fruit. Towards those that enjoy strawberries, the Seelie will subtly affect the terrain or climate to be more comfortable to those who would travel the forests it calls home. On the other hand, if you do not enjoy the fruit, it may play pranks on you, pelting you with fruits, stealing rations or even making the terrain more treacherous.

However, if you do manage to catch a Strawberry Seelie in plain sight, you might gain its favor by accepting their offered strawberries or even sharing some of your own. Even if you do not enjoy the fruit, your willingness to accept and share the gift will endear you to the spirit, and they may offer to be your temporary guide through the region! (Although, they seem quite insistent that you do not climb Stellidus itself...)

Art by: toast



BLANKET

Writing by: Spur // lurkn_ssprdyllc

Glitch ★★★★★

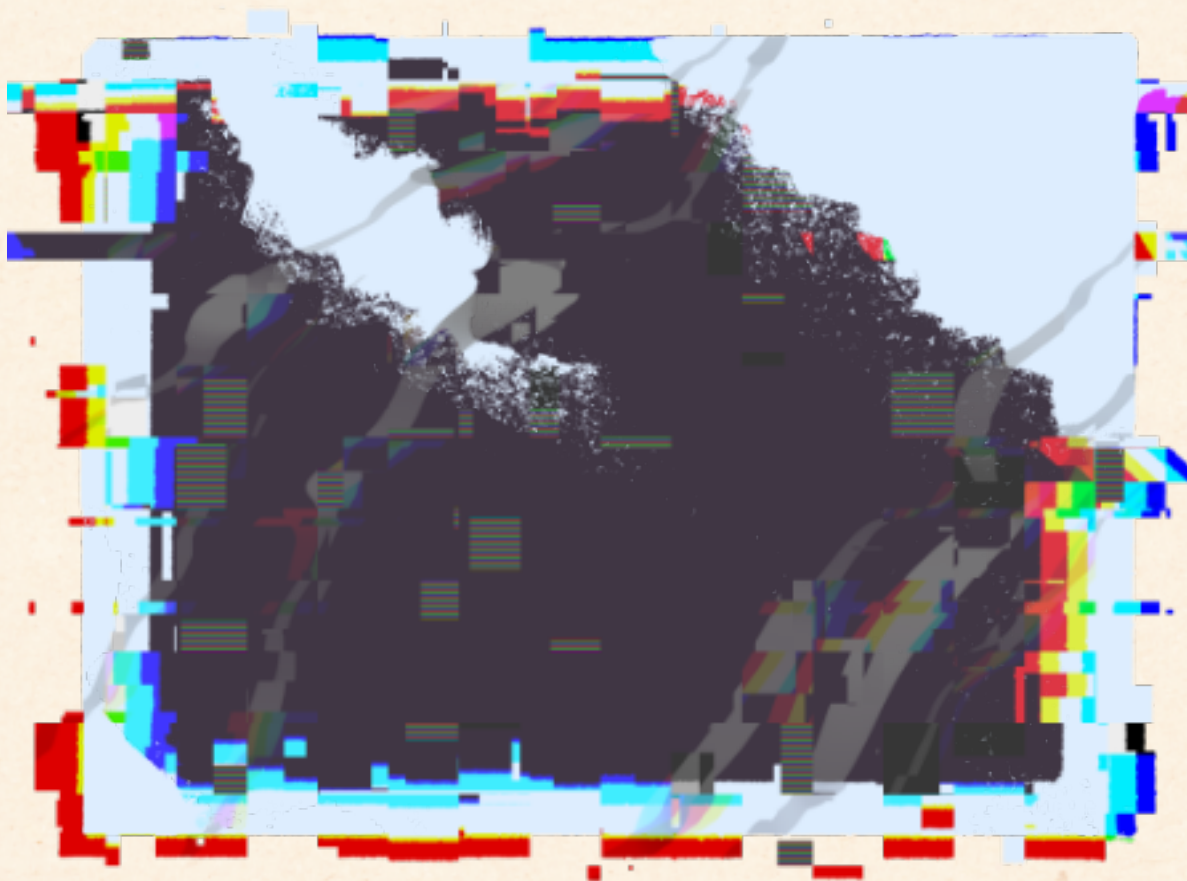
Spots in Mt. Stellidus that lull traveler and creature alike into slumber - comfier and drowsier the longer they stay seated, laying, or leaning against these spots - in order to be digested.

This phenomenon was first witnessed by a few resting survey team members setting up a telescope in a nearby observation tower. An unlucky slime Altventurer fell victim to one of these spots while she was taking a break from work, seated underneath the shade of a tree. Those who were there at the time posit that she may have been absorbed or digested somehow. The next few instances only solidified that theory - but for whatever reason, there is no visual indication that the victims were being dissolved, they just phase through once completely assimilated.

So far, the known **Blanket Spots** consist of the following:

- suspiciously inviting areas underneath trees despite there being a constant bitter chill in the air
- conveniently shaped boulders or rock formations tempting to lean on or use as a table

It's easier to just always keep this in mind whenever you're anywhere that place: Anything that looks like it would be comfortable to lean against or rest on but shouldn't is a warning sign. "



TEMPUS Tip!



AXEL: Just don't go there to sleep, I guess? I dunno... Or, if you need to be there for whatever reason and get tired, you can just go to sleep in the most inconvenient places and positions you can think of. Abayo good quality sleep!



Art by: SAKI

Starlit Grove

Writing by: AvaAasimar

In the great land of Northern Elysium, near the eastern border shared with Xenokuni, there exists a forest travelers know not to enter. The forest is dark and dense, large trees growing so high and reaching so far they almost seem more like roots coming down from the green mass that blocks out the sky than leaves reaching up towards the sparse sunlight.

This sunlight doesn't reach into the grove. Past the first few feet, any light from outside fades away blocked by the thick leaves above and the thick shrubbery all around. The only light visible deep within is produced by the glowing fruit and flowers in the trees, black backdrop making them look like stars all around.

These glittering stars are as much a blessing as they are a curse, once the outside sunlight fades, these "stars" bewilder and confuse those who enter, making them walk in circles for days until they eventually fall, either to exposure from the elements, or by the claws and fangs of the more dangerous creatures of the forest. These star shaped fruit also provide the forest with its distinct aroma, floral scent of the flowers and the sweet rotting stench of fallen leaves and discarded fruit permeating the forest and becoming trapped within by the leaf cover above.

Another factor that leads to would-be-adventurers meeting their ends in the grove is the harsh terrain, normal ground hard to find under layers of moss leaves and branches, all of which combined make for a soft and springy ground not suited for carrying the weight of humans on two legs. Certain areas are more trap-like than others, dark ground seeming sticky and sucking boots and feet into it, never to escape.

In the tales of a nearby village, these factors were all created for a reason, that being to protect the trickster god said to reside in the forest. The villagers say that this trickster will move lights around on the grove, and sometimes even bend the trees to its will, creating what seems like paths that lead nowhere. If you gain the god's favor though, you may be granted safe passage by its fox-like familiars. As such, anyone who finds their way into the Starlit Grove should always carry something with them to place in the trickster fox shrines, in hopes their offerings can grant them safe passage back out of the mysterious forest.

Art by: Mira



Arachnid de Luminous

Writing by: Mira

★★★★★ Creature

This four-legged creature has been the talk of Northern Elysium for years, but not a single soul has lived to tell the story of their encounter. The 'Arachnid de Luminous' hides within the shadows of 'Starlit Grove', camouflages itself with the luminescent crystals on its body, as it stalks its prey until the time is right. This 10-foot creature is fast on its feet, running away from it will never be an option. Unless you enter the grove well-armed and fully prepared, physically and mentally, you won't stand a chance against this creature. Its sharp claws slice through everything and its acid saliva melts your skin instantly. Once caught by this creature there's no escape and your only hope of survival is to pray for a miracle; if not, hope for a fast death because nothing is worse than being eaten alive slowly by this creature.

TEMPUS Tip!



The best way for us to defeat this creature is for Shinri to snipe it with his arrows but once it starts running we can't keep up so the rest of us will work together to keep the monster in place and to prevent it from escaping.

Togedachi

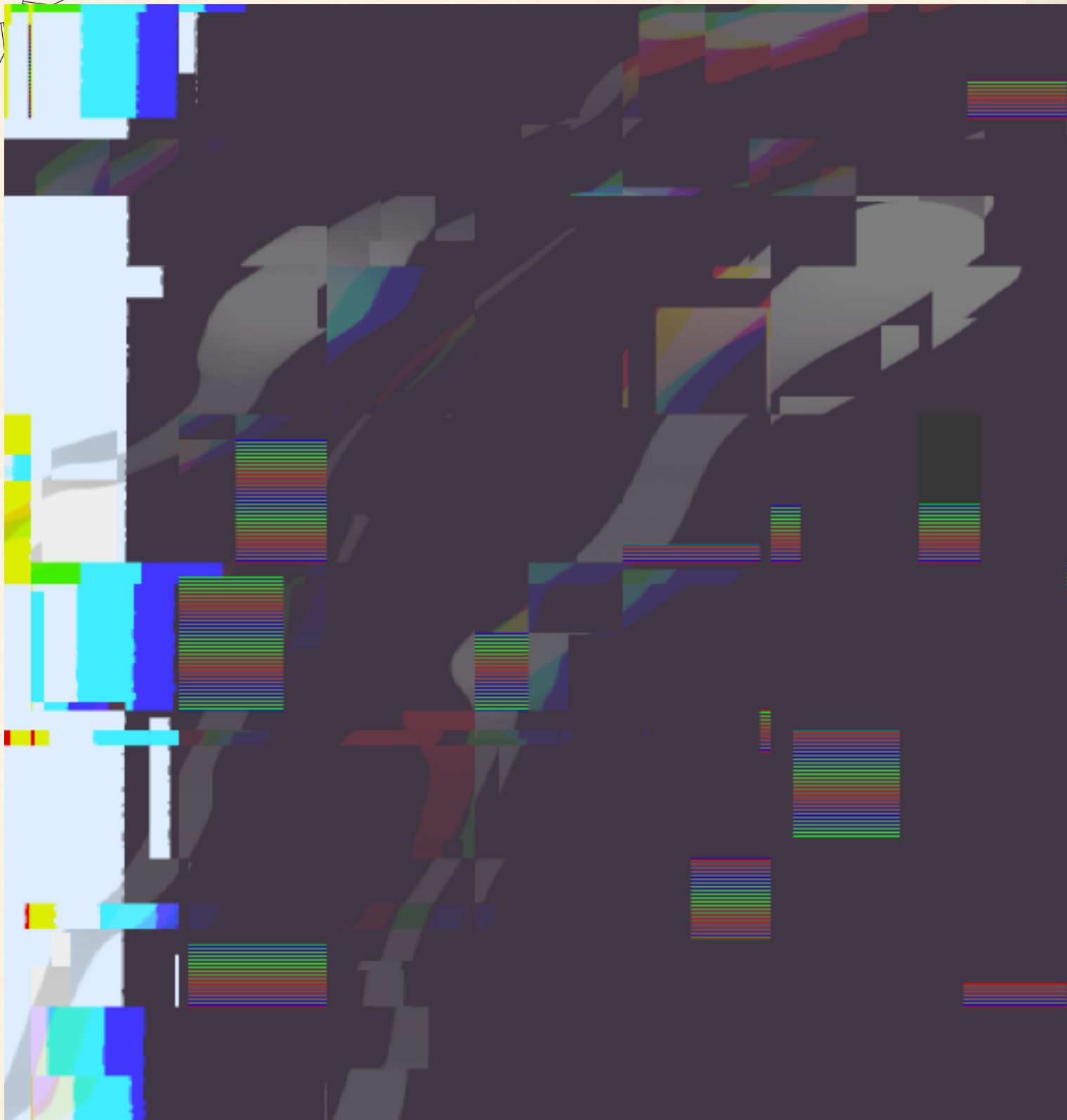
Writing by: *mayari marionette*

★★★★★ Companion

The Togedachi are bioluminescent creatures resembling foxes with a cactus-like tail. They can sense the feelings of other creatures and react accordingly: they will help kind travelers in navigating the forest and cuddle crying children, but they will also flee from aggressive predators and leave any evildoers to wander the Grove forever.

Local legends of the Starlit Grove tell of a trickster god that shifts the layout of the Grove and either blesses or curses (and on some days, both) travelers on a whim. Many in the area believe that the Togedachi are companions to or even manifestations of this trickster god, with shrines and food offerings scattered near the Grove's edge. This has created a unique relationship between the local people and the Togedachi - the Togedachi receive food and shelter from some of the Grove's more dangerous predators and the townspeople have guides ready to navigate the forest and confirmation on which strangers to trust and which strangers to turn away.





Cometan

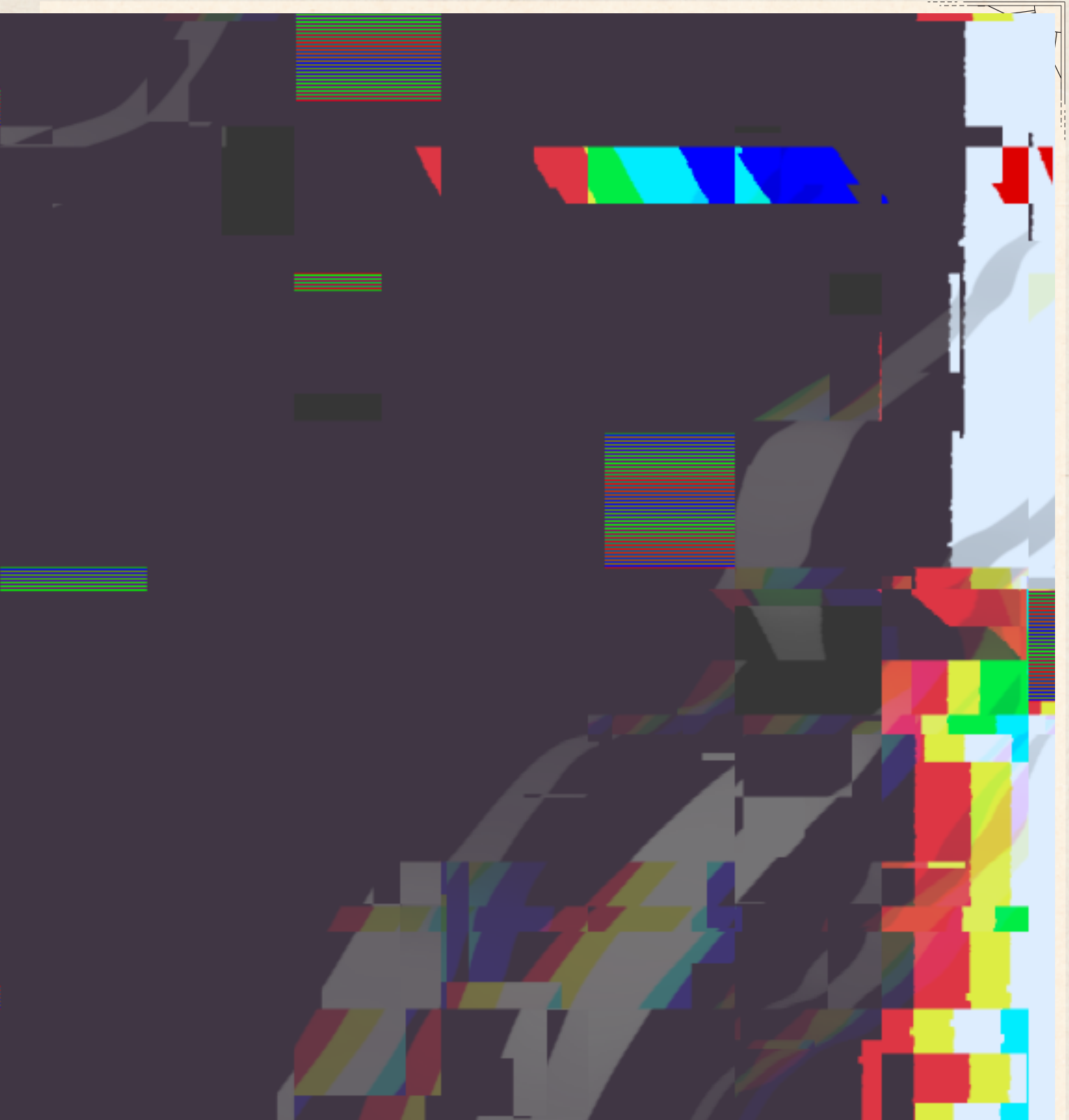
★★★★★ Companion

Writing by: Valmeichi

Cometan are bright creatures that light the way for travelers.

Cometan are born out of wishes made on comets that came crashing down to Elysium.

These creatures love to be around people and do their best to help in anyway they can. Though there will be fire here and there, they are the best thing to light the way!



If you are lost and make a wish on a comet to go home then a line of Cometan will form a bright line for you to follow all the way.

They can also help you with cooking and keeping you warm. If they really like you they will chirp to let you know they are happy.

When they are not helping people they can be found taking naps in the grass.





Art by: Harmonia

Forest Shadowwing

★★★★★ Creature

Writing by: Lime 52

In moments of darkness, take care not to waver - even when you think you walk in the light. Far past the bright outskirts of the forest, deep within where travelers can go days without a single glimpse of the sky, the Forest Shadowwing drifts in scattered flocks between the trees. Each flutter of their gossamer wings sends an iridescent glow through the forest, illuminating the pitch-dark undergrowth in what some might mistake for salvation.

But be wary! Perhaps out of kindness, or some sinister feeding ritual, these butterflies flock only to those whose lives are in danger. If you've become hopelessly lost or strayed too close to some strange and horrific beast's den, approaching the Forest Shadowwing will only bring you closer to a terrible fate. In the Starlit Grove, those who walk in the light are little more than living ghosts still wandering the earth.

USAGIRA

★★★★★ Creature
Writing by: Valmeichi

Have you seen a figure in a black hoodie?

Well those rotten thieves stole my jewelry and sweets... This is horrible, those items were important to me. [Women in X place]

[Caught the Adorable Thief??] Side Quest Unlocked!

Following a trail of crumbs and footprints leads Hakka to a hole in an alley way.

Jumping in he finds himself surround by busy bunnies with hoods and some without carrying boxes of sweets and shiny objects.

As he sneaked around the tunnels he saw a blacksmith area where bunnies are forging weapon while eating sweets.

He later found a large area where bunnies where lining up to what looks like a bunny council.

The bunnies presented their shiny weapons. Some who where approved got choose what kind of job they want, while others had to continue to do more work in the blacksmithing area and stealing.

One of the bunnies bump into Hakka and dropped their cake. When Hakka pick up the bunny and the cake, he gave the cake back to the bunny and then the bunny wouldn't let go of Hakka.

So when Hakka returned the woman cried from how cute the bunny was and forgave them.



Art by: kuroneko



Art by: Soraille

MYTHICAT

Writing by: ★★★★★ Mythical
Maple Chou

There was once a wanderer who sought for enlightenment on his journey. He was spending the night out walking around, trying to make sense of the universe.

That was when he came across this giant feline-like creature, with fur that matched the stars and galaxies painting the sky above him. If it wasn't for the distinct gold accents the creature wore, the wanderer would have thought the sky itself fell.

The giant creature made eye contact with him with its eyes that reflect even, which sent chills to the man, before walking away as if unbothered. It was a brief encounter yet it was life-changing for the man. The creature's existence didn't seem to be a threat, neither it seemed benevolent. It minded its own business.

TEMPUS Tip!



MAGNI: *It won't hurt you as long as you leave it alone, like normal cats. If ever it attacks, oh brother, you're on your own. I don't think anyone has successfully taken it down. Or dared to try. Now that I think of it, do we even need to fight it?*

Bumblebud Orchid

Writing by: Lime 52 ★★★★★ Plant

When sifting through the dark, blue-green vales of the Starlit Grove, there are many dangers a traveler might come upon. These happy little guys aren't one of them!

Friendly, tiny, and utterly defenseless, Bumblebud Orchids—colloquially known as “Bumblebuds”—often cluster together in bouncing flower-patches, their glowing antennae bobbing in the forest breeze. Astute botanists might notice their similarity to the Southern Elysian bee orchid, a cute little flower that lures in pollinators with its bee-like camouflage—but unlike your standard bee orchid, these guys love greeting travelers with excited, squeaky chattering and a smile!

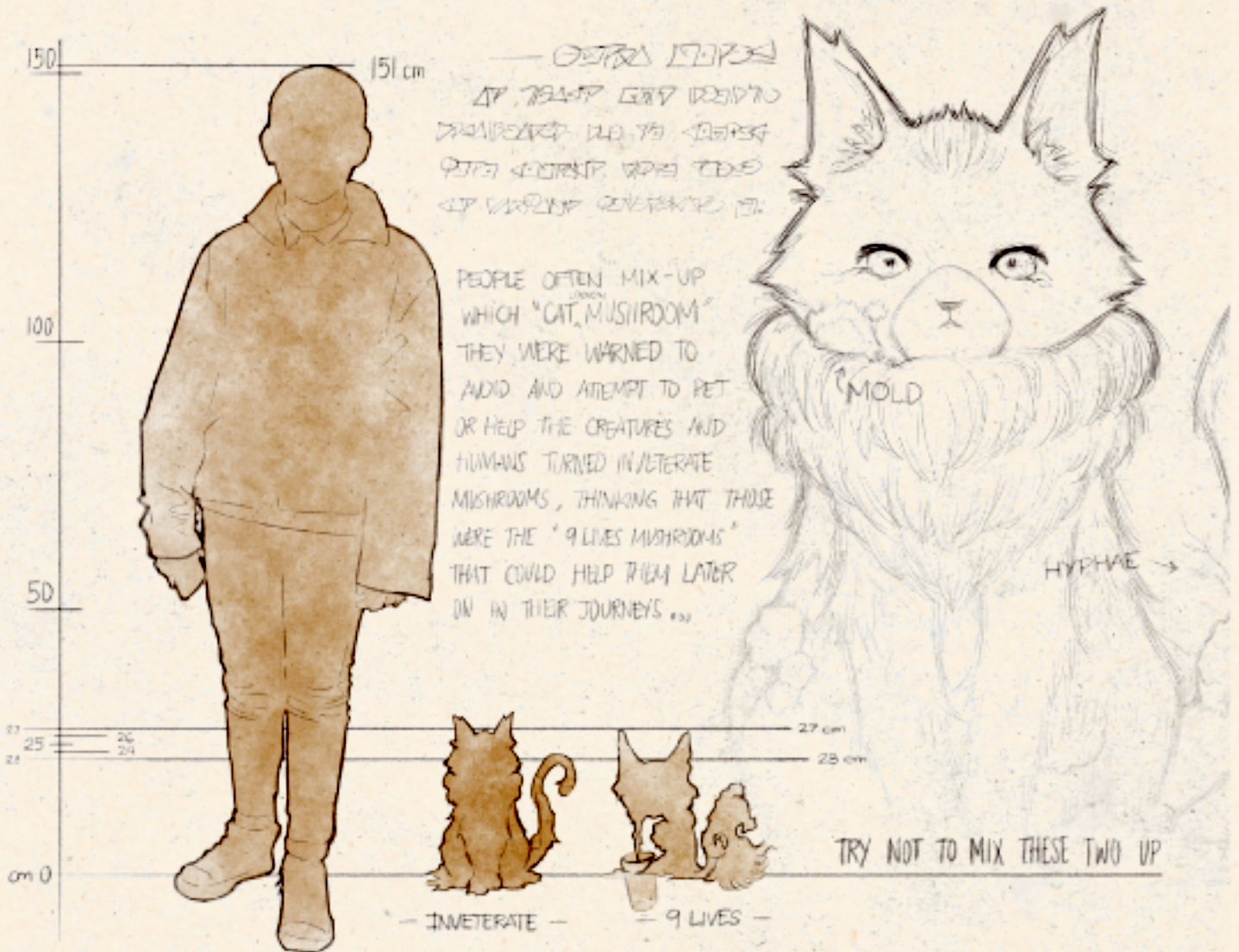
In the darkest reaches of the Starlit Grove, Bumblebuds are few and far between, appearing only in rare, vast patches where their glimmering petals come together into one brilliant glow. This wards off night-blind predators who find the light unbearable, and affords travelers a precious chance to rest and catch their breath in safety. Lying amidst the friendly nuzzling and happy murmurs of one such patch, surrounded in swaying antennae that shone like stars, one traveler—an exorcist from Xeno'kuni—remarked that the flowers reminded him of his flock back home.



Art by: Atitaru

INVETERATE MUSHROOM VARIANT

↓
D&E | V-B | CAT



Inverterate Mushroom

Writing by: Spur // lurkn_ssprdyllc ★★★★★ Companion

Something has been causing creatures and adventurers to turn into mushrooms. Rendered immobile and impossible to detach from where they've become merged to the environment yet remaining alive and conscious. They are capable of speaking and feeling external stimuli, but no longer required to eat or sleep.

Usually found in the Starlit Grove but occasionally found outside its perimeters. Be wary of any variant you may come across. Remember to stand at a distance and keep your guard up. Physical contact with the infected often results in the assumed death of the non-infected rather than spreading and creating a new INV-M.

Guild Tempus sent out their subordinates (sacrificial magmites) to locate samples that may be ethically experimented on (sacrificial magmites turned inveterate). Their findings suggest the cause to be the ██████████ that the victims ingested an excess amount of. (██████████ cannot be spoken out loud due to its mysterious ability to grow nearby wherever its name is mentioned.)

As of now, there is no known cure.

INVETERATE MUSHROOM VARIANT ↓

DEKE | J.B | CAT

THIS VARIANT HAS THE HIGHEST KILL COUNT. MOST UNINFORMED OR ENTHUSIASTIC TRAVELLERS HAVE FOLLEN VICTIM TO THESE BASED ON BURNING REPORTS DESPITE MULTIPLE PEOPLE WARNING THEM ABOUT THIS PRIOR TO ENTERING THE GROVE...

JUST DON'T EAT THE (included) THATS WHY THEYRE STUCK LIKE THIS UNTIL THE WORLD ENDS IT ONLY SPREADS & CAUSES LIVING BEINGS TO BE STUCK AS PART OF THE GROVE IF THEY EAT TOO MUCH OF IT...

DONT TOUCH IT
NEED FOR YOUR HEALTH!

BAD TOUCH CAT



OTHER VARIANTS THAT HAVE BEEN SPOTTED IN THE AREA:

- HUMANS → THEY CAN BE PLAYFUL,
- EVERYTHING ELSE → LONELY, TALKATIVE OR MALICIOUS ...

THEY CANT BE FREED.

NO METHOD HAS SUCCEEDED

FIRE, ARMED MASTERS, DRUGS, GUNS & STABBING

WHEN THE NON-INFECTED COME INTO PHYSICAL CONTACT WITH THE INFECTED, IT KILLS THEM INSTEAD OF SPREADING

NO BODIES HAVE BEEN RECOVERED. THE 687 RECORDED ADVENTURER DEATHS WERE DUE TO THEM BEING LUCKY THERE WAS SOMEONE NEARBY TO WITNESS THEIR DISAPPEARANCE AND/OR POSSIBLE CAUSE OF DEATH & BODIES WERE NEVER FOUND

Art by: Spur // lurkn_ssprdyllc

*The illustrated variant is responsible for at least 687 adventurers' disappearances. There are no records of bodies being recovered, they were just lucky someone was nearby to know why they disappeared without a trace.

TEMPUS Tip!



Magni: "Listen, I know they look soft and fluffy but you can't pet them. It's like an allergy. But like, instead of your throat closing up so you can't breathe, your body folds into itself acting like it doesn't belong there then disappears. Then you can't breathe anymore. Because you're dead."

PROCYON



Art by: Spur // lurkn_ssprdyllc

Procyon

Writing by:

Spur // lurkn_ssprdyllc



Companion

A friendly dog from a nearby village that likes to venture into the grove looking to help anyone lost.

He is often spotted spending time with or checking up on those who turned into INV-Ms, or playing with the village children to keep them out of the grove.

In the past, a Doctor (gladiator), Alchemist (also not a doctor) and Pilot (still not a doctor) noticed him ingesting an almost lethal amount of ██████████ on their way back from a mission. They somehow managed to isolate the transformation and modified them into glowing mushrooms that now act as built-in nightlights!

Nine Lives Mushroom

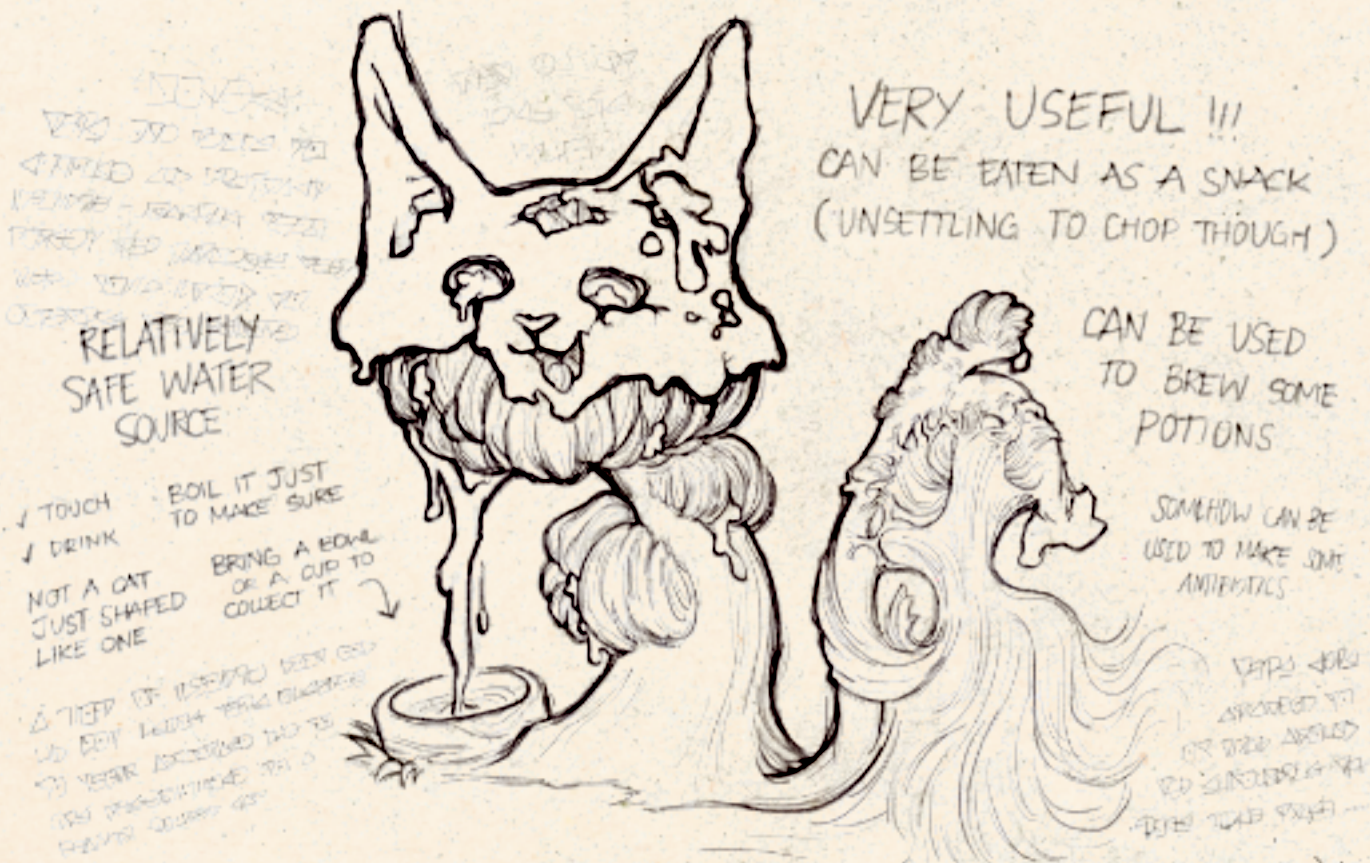
Writing by: Spur // lurkn_ssprdyllc ★★★★★ Plant

A cartoonishly grotesque cat-shaped mushroom with the capability to bring water trapped in underground formations to the surface, which is filtered through its stalk and then drips out of its gills.

Along with that comes an unidentified substance oozing out of its "eye sockets" and "ears" which can be used when brewing potions or producing antibiotics. Edible; usually sliced and carried around as a snack. Its mycelial threads may be used as a substitute for cotton.

Found when least expected in unexpected places, courtesy of the grove's trickster god. Often considered unsettling to interact with, it is commonly under-utilized by adventurers.

IX LIVES MUSHROOM



Art by: Spur // lurkn_ssprdyllc

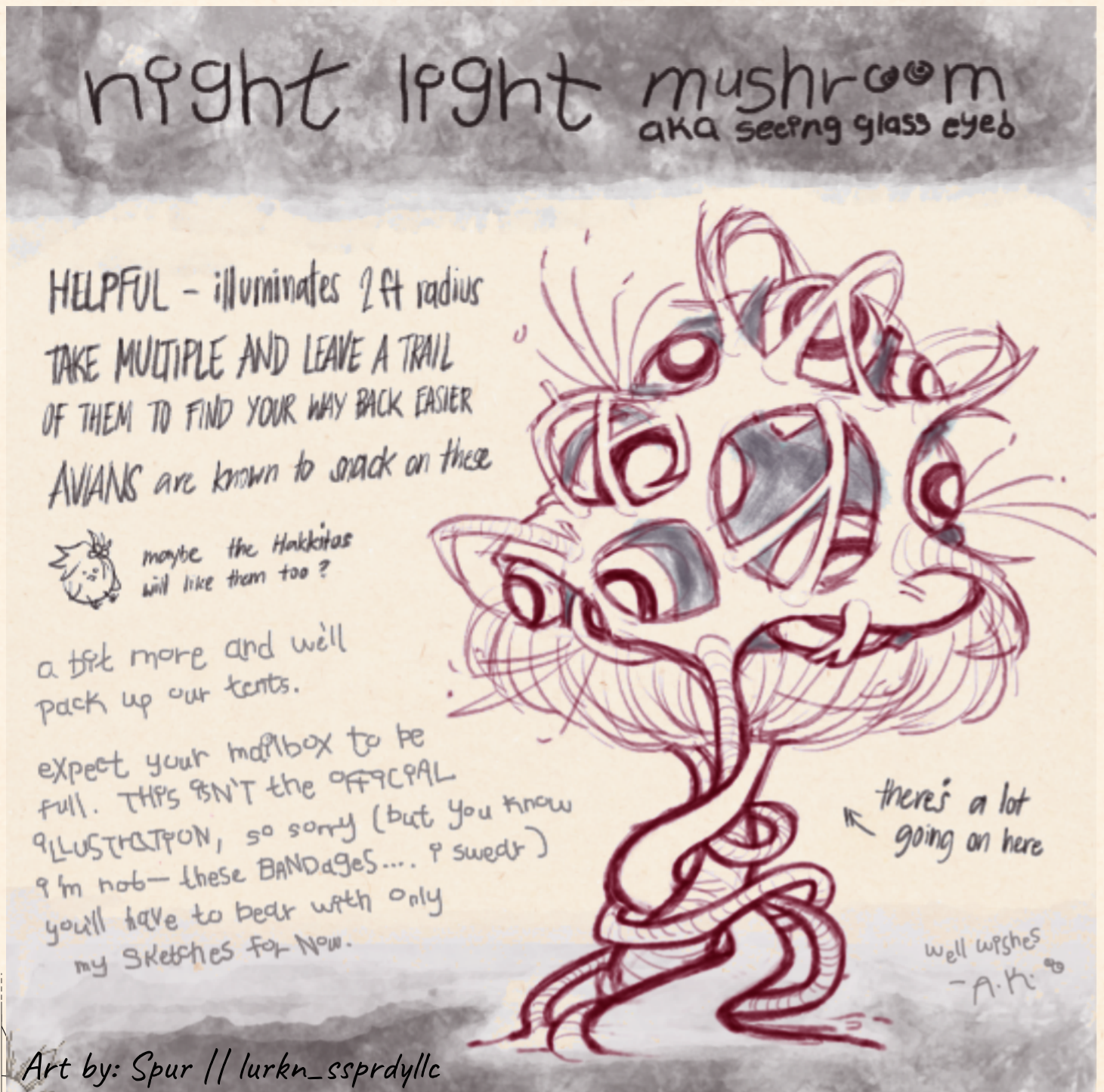
Night Light Mushroom

Writing by: Spur // lurkn_ssprdyllc ★★☆☆☆☆ Companion

Also known as the Seeing Glass Eye Mushroom, it is a convenient source of portable lights. A singular eye is capable of illuminating a 2ft radius around it.

Travelers may take as many as they wish, but each time you take one, it feels like what you'd think gouging out an eyeball feels like when scooping or popping them out. 10% chance of bursting when extracted, but still a win-win because you get free moisturizing mosquito repellent.

The whole thing seems to repel bugs of any kind, which is why it's common practice to set up camp by these mushrooms.



they drip glow-in-the-dark liquid/goop

GILLS & TAIL

strong tails they use to grab and fight things instead of their weak & stubby little hands

(they like to slap their enemies when fighting)



Axelotl & Magmite == EDITION ==

STARLIT HELPERS:

they adapted to the location after falling into puddles of a mish-mash of different fallen and crushed fruits (+ other dead things) time and time again...

+ CAN GLOW IN THE DARK
BIOLUMINESCENT LITTLE GUYS

WAS FORTUNATE TO STUMBLE ACROSS THIS DUO WHILE MAKING MY WAY BACK TO THE OTHERS

THESE TWO NOTICED MY JOURNAL AND EAGERLY ASKED IF THEY COULD DRAW EACH OTHER IN IT

↑ drawn by the Magmite

→ drawn by the Axelotl

neither seemed to be aware of the plants growing on their bodies

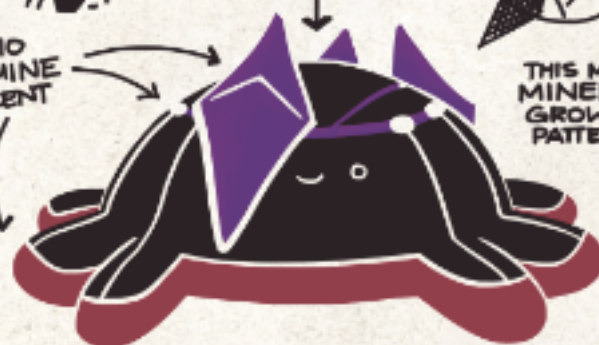


these mags like to carry baskets on their heads to transport gathered materials



THIS MAG'S MINERAL GROWTH PATTERN

BIO LUMINE SCENT



THIS PATTERN (excluding mineral growths) IS ENGRAVED ON ITS HEAD - RECTANGULAR GROOVE TYPE

Art by: Spur // lurkn_ssprdyllc

Starlit Helpers

Writing by:

Spur // lurkn_ssprdyllc



Companion

Axelotls and Magmites that were tasked to establish camps at the Starlit Grove for the purpose of gathering materials while monitoring and surveying the area. Some travel back to HQ periodically to report findings and drop off materials for copium, new potions and new products.

Now with the added function of bioluminescence due to their incapability to avoid falling into suspiciously glowing puddles and because they just keep eating, drinking, and licking everything they see. These two, along with the others I saw later on, never seemed to be aware of the plants that were beginning to grow on them.

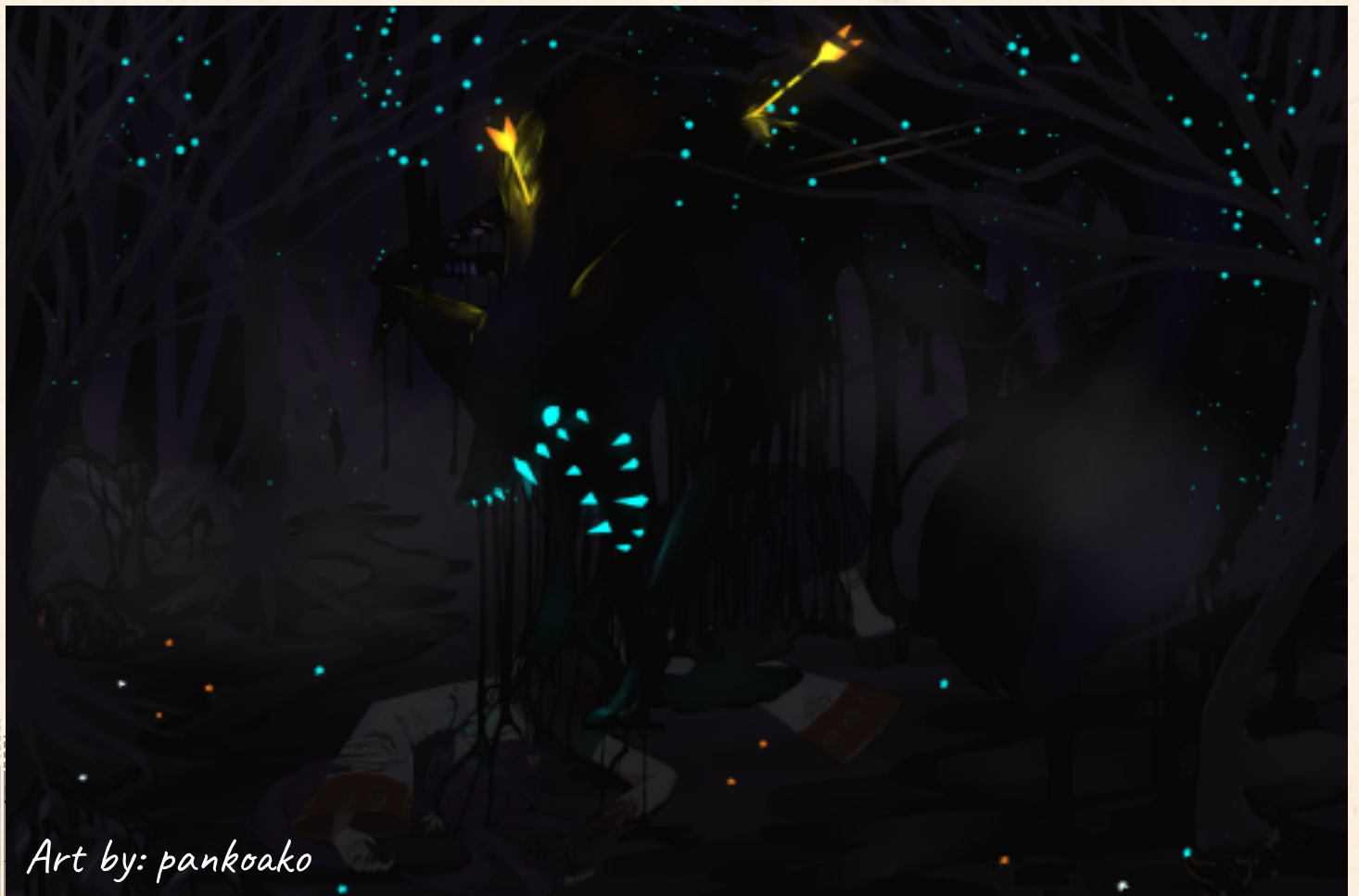
Obscura

Writing by: mayari marionette

★★★★★ Glitch

The Obscura are one of the many, many reasons that wanderers never make it out of the Starlit Grove. They appear to be large wolves coated head to tail in tar, with eerie glowing eyes and teeth. They immobilize and drown their prey in the tar that they secrete from their bodies, but they are capable of fighting if their prey manages to escape. They also hunt for sport and it seems they enjoy frightening their prey, but no specimen has lived long enough in captivity to confirm this. Many travelers and creatures mistake their glowing eyes for another friendlier creature of the Grove and only realize their mistake when the tar ensnares their feet.

In reality, the "tar" is a manifestation of Records Corruption and can be neutralized with fire. To defeat an Obscura, one needs to strip away enough of the Corruption Tar to reveal a glowing orb (approximately where its heart should be) and destroy this core. This was discovered by accident by Axel Syrios (who almost burned down a large portion of the Starlit Grove in the process) and remains the only known method of defeating an Obscura.



Art by: pankoako

Tiempo Gecko

Writing by: Dolch ドウチ ★★★★★
Demonspawn



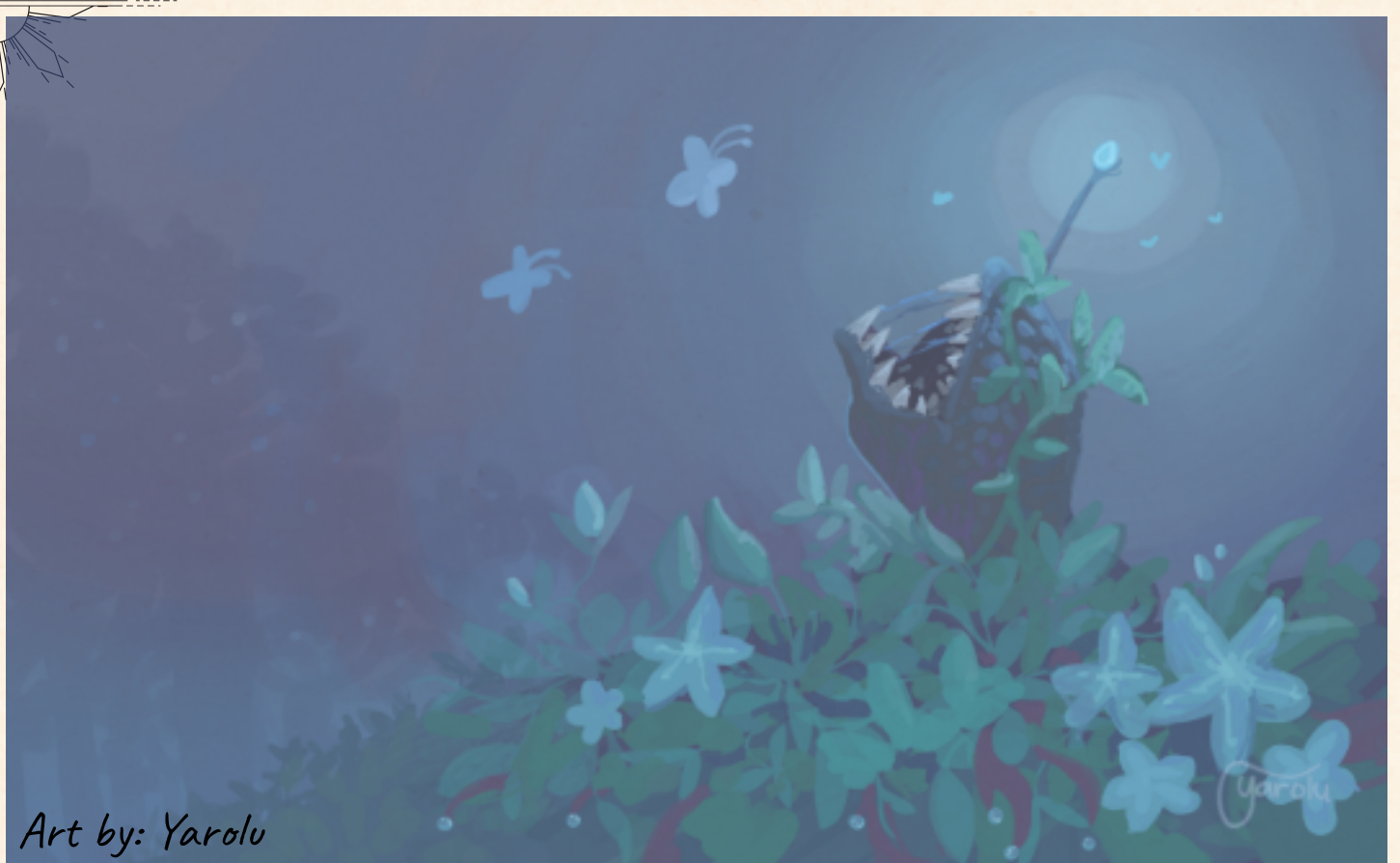
Art by: Asusuzume

In the mystifying environment of the Starlit Grove, there're some unexpected creatures. Tiempo geckos are reptiles that have both day and night modes, and they making a "tick-tock" sound like clocks. During the day they're harmless and cute, with their fat little tails that people can even play with in the palm of their hands. At night, however, their look changes completely, turning black with a luminous streak of firefly-blue on their backs. The tips of their tails bloom like flowers, revealing poison stingers hidden within. If accidentally stung by them, although not fatal, victims may experience hallucinations, which can cause them to get lost in this location.

They're quite fond of being close to Altventurers, because their firefly-blue streaks look beautiful at night next to Altventurers' transparent aqua blue bodies. Despite their beautiful flower-like tails seen only at night, they seem to hide away and tacitly avoid something for 1-2 hours around 3 a.m. If they aren't crouching next to Altventurers, they might be found lurking in hidden corners alone. It's probably because for Northern Elysium creatures, a heehee-haha boy appearing suddenly in the middle of the night is more frightening than anything else.



Art by: Asusuzume



Art by: Yarolu

Lumintrapper

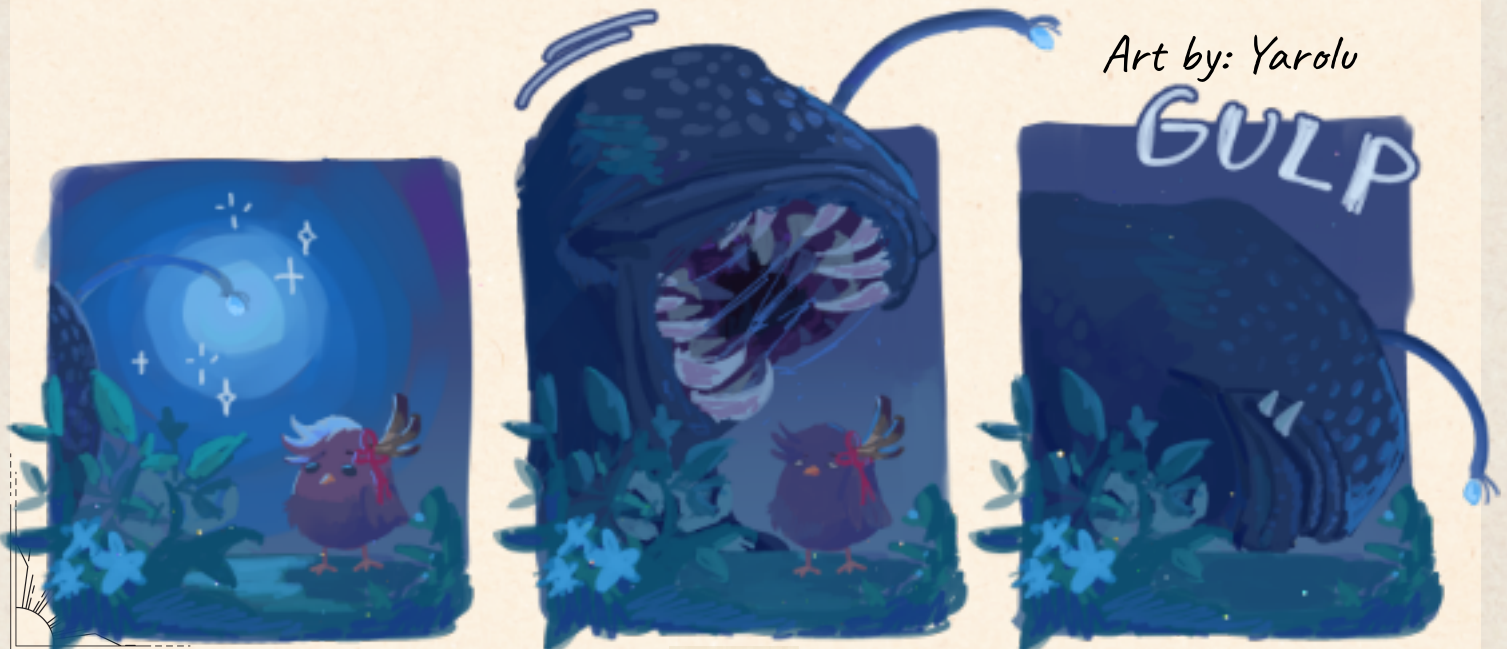
Writing by: Dolch ドウチ

★★★★★ Companion

Starlit Grove is an area of unrivaled beauty. There are many strange creatures to be found within this forest, yet few compare to the likes of the Lumintrapper. Though it appears to be descended from aquatic creatures, this being actually thrives on land by camouflaging within the fauna found on the forest floor.

Due to the grove's lack of sunlight, the Lumintrapper blends in very easily to the majority of plants thanks to its dark blueish-green body and root-like legs. While its mouth is open, you can easily see rows of sharp, jagged teeth - appearing almost perfectly hidden when closed. The key thing in helping you identify a Lumintrapper from a distance is the antenna and its glowing orb.

The Lumintrapper is a beast that is hard to distinguish until it is too late, so do take careful note of these features before venturing into the grove - lest you meet your end under the dark canopy.



Art by: Yarolu

Sopitos Devorans

Writing by: Ayumi

★★★★★ Creature

Within the dimness of the Starlit Grove, there blooms a flower most bewitching and wicked - the Sopitos Devorans. This bloom appears breathtaking with its shimmering petals and gentle sway, reducing all who behold it to stumbling admirers. But do not let it beguile you wayward traveler. The Sopitos Devorans is a carnivorous plant, with its victims unwittingly lulled into an eternal slumber by its comforting scent. Its tendrils snare all who rest within its vicinity into its gaping maw, which reveals its thick, long tongue coated in digestive fluids. Tightly binding its limp victims with ease to feed on its pitiful meal. Even the creatures of the grove avoid the Sopitos Devorans, wary of its deception.



Art by: Nunally

TEMPUS Tip!

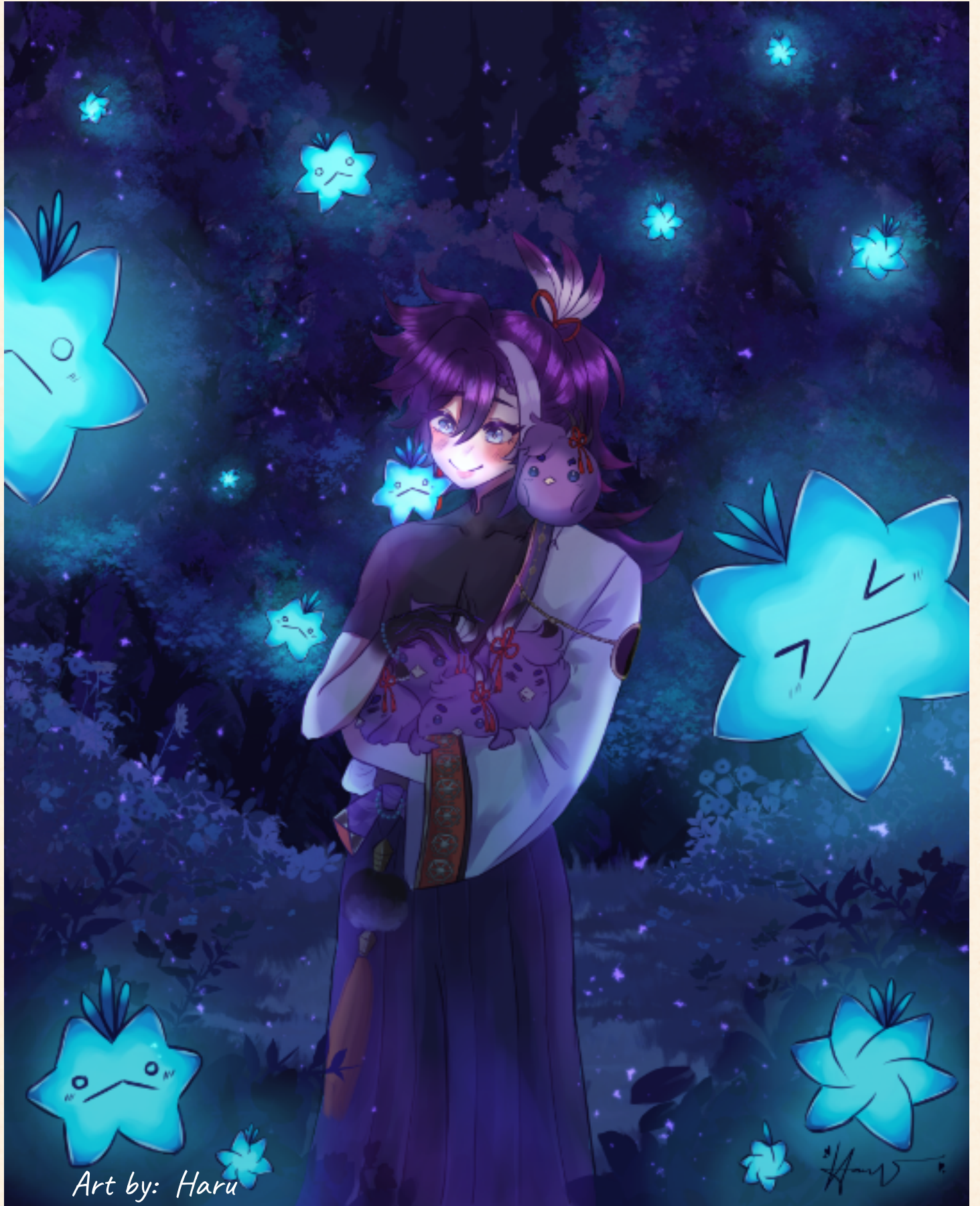


Shinri: Whatever you do, never fall asleep within the Starlit Grove.



Art by: Nunally

Tales spread among the village folk, warning their children of the Grove's trickster god. They regale them of the countless brave soldiers and adventurers alike who were led astray in the woods and purposefully led to the Devourer, taking pleasure in offering false respite to their weary selves. The precious few lucky enough to share this tale are often not who they were before encountering the bloom. You can see in their eyes that they are forever haunted by the malevolence of the Grove.



Art by: Haru

Esterellux

★★★★★ Companion

Writing by: MultiMissCosmo

A monster that lives in the Starlit Grove. Their shape reassembles the fruits that grow on the trees. As they sleep there, adventurers commonly confuse them. When accidentally picked, they become irritated and shock the adventurer in self-defense. While it's strong enough to knock someone out, it's not lethal. Like most creatures in the Starlit Grove, they emit a faint light from their core.

Occasionally, they can be found floating through the woods. In that state, they're much more docile and can even be approached safely. According to explorers' reports, they are slightly warm and feel like a heat pad. Still it is not advised to touch them as it can startle them, causing them to attack.

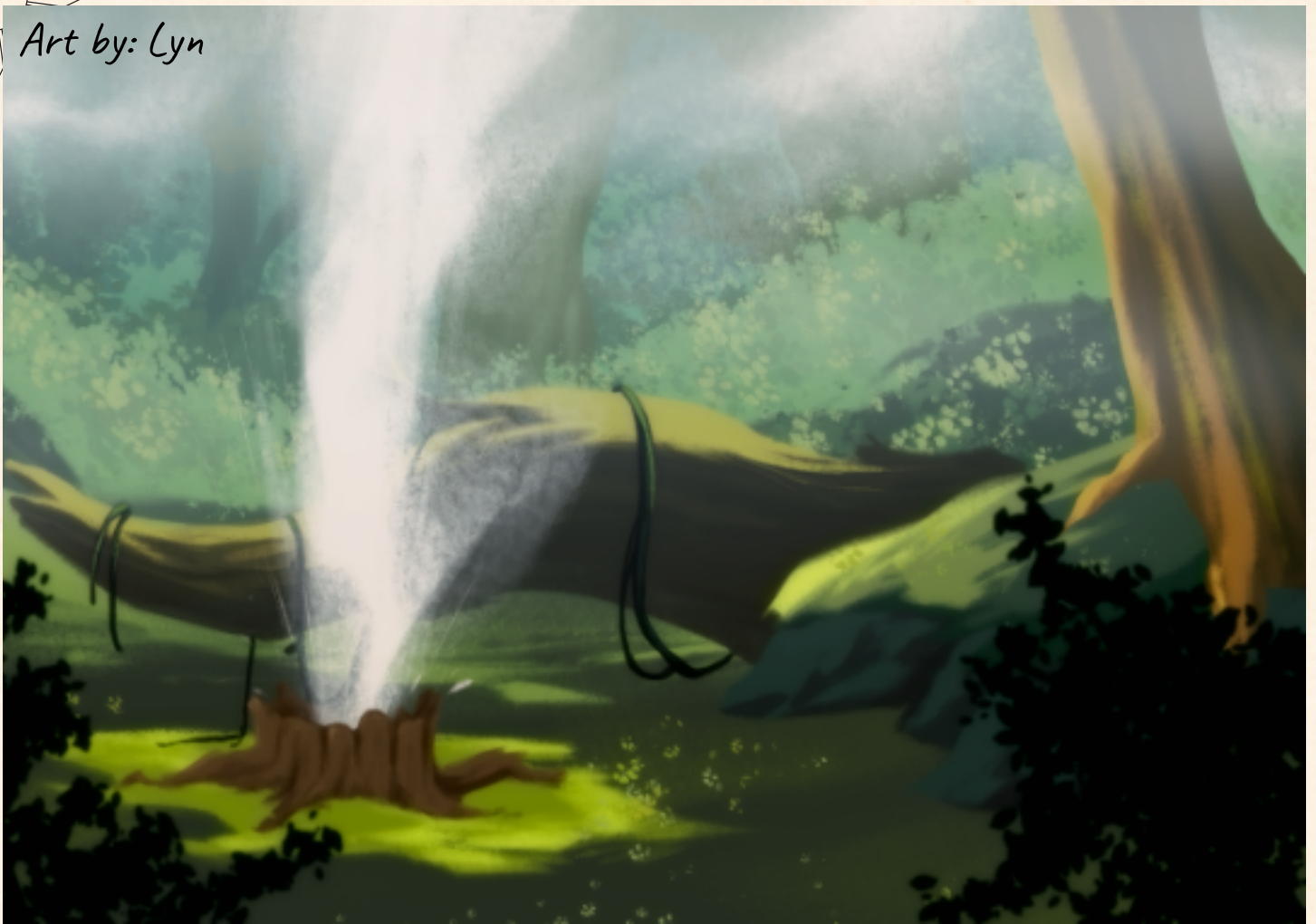
Their cute appearance reminds people of childhood heroes who live somewhere in space far, far away. Because of that, there have been efforts to catch them and keep them as pets. While the act of catching them is fairly easy due to their friendly nature when awake, all efforts to domesticate them have failed so far:

Explorers who camped in the Starlit Grove were able to get them accustomed to humans and even attached to their keepers. However, soon after leaving the woods their health worsened quickly and they suddenly disappeared. After giving them nametags, it was discovered that those specimens reappeared in the Starlit Grove, in the best of health as well. So scientists speculate that Esterellux process the ability to teleport. Although for some reason the caught ones didn't use it immediately. Since the researchers were able to replicate the climate and the illuminance of the grove, it seems that there is something in the grove that's vital for Esterellux, perhaps a mineral in its water or some substance in the fruits that are eaten by them.

As they're not hostile when awake and only found in the Starlit Grove, there's rarely the need to exorcize them and hence no recommended exorcism. On the rare occasion that a pack of Esterellux targets an unfortunate adventurer, it's possible to knock them out by pouring a bucket of water over them as it causes them to overload. But they're muuuch angrier after recovering so hopefully one has already gained some distance by then.



Art by: Lyn



Whistling Canopy

Writing by:
Grace

A subtropical rainforest in Northern Elysium made uniquely beautiful and strange by the sprawling network of geothermal springs that lies beneath its leafy undergrowth. Though many of these springs are buried deep in the earth, over time their steam has forged narrow exit tunnels up through the forest floor and even the trunks of its trees. The high-pitched whistling sound of pressurized steam intermittently spewing from these tunnels, reminiscent of a boiling kettle, is where the place gets its name. These jets can appear with little warning other than an almost imperceptible rumbling in the ground as the hot air forces its way to the surface.

This hot, sulfur-scented steam rises slowly through the rainforest's densely packed palms and vines and collects near the canopy, unable to quickly dissipate through the thick leaf cover. As a result, the upper understory and lower canopy are almost permanently suffused with mist, obscuring them from the view of any creatures looking up from the forest floor. In periods of greater geothermal activity this mist can sink as low as the top of the undergrowth layer and often stays at that level until cleared by heavy rainfall. While to an unseasoned traveler the sight of the fog swallowing the rainforest trees above may possess an eerie charm, the reality is that no small number of predators make their home within the mist, matching its ebbs and flows to take prey from the forest floor unseen. These canopy and understory-dwellers are primarily warm-blooded mammals, while reptiles and other cold-blooded creatures cluster around the steam exit tunnels and the handful of surface hot springs found amongst the undergrowth.

The rainforest's flora are also influenced by the geothermal activity—notably the climber vines and flowering epiphytes, which anchor themselves to large trees to feed on the high sulfur content of the steam that escapes from them. However, even this lush forest is starting to succumb in parts to Records Corruption. Missing data in their genetic code has caused some species of these epiphytes to become hostile and seek a higher sulfur diet. These mutated plants grow completely over the exit points on their host trees, forcing the steam to forge a new path through the tree's trunk to escape, which the epiphyte will also cover over until eventually the tree is too riddled with steam tunnels to stay standing and collapses under the weight of the epiphyte.



Art by: tsu

Wild Axelotl

★★★★★
Colosseum Beast

Writing by: Mordi

Wild Axelotls are the feral cousins of Axel's domestic friends. These flying creatures prefer to make their homes in the clouds and steam in the treetops of the Whistling Canopy. They're excellent hunters, often catching and eating tiny bugs and creatures near the forest floor. When irritated, their electric gills can deliver a powerful shock. They tend to be easily frightened by humans, though, so extra caution should be taken when handling them.



Art by: agua



Hangin' Harrows

Writing by: Grace

Yo, Hakka! Altare told me you 'n the Vanguard boys picked up a quest up north, in the... damn, I should know this. My mum would be so pissed if she found out I've forgotten all that Northern Elysium geography stuff we get taught in school. But you know where I mean. It's this like, rainforest where there's hot springs underground and it's full of steam from the jets and it's always screaming, like when you leave a kettle on—oh, right. The Whistling Canopy. That's it. Fancy name for a place that mostly smells like rotten eggs cuz of all the sulphur or something. Maybe the guy who named it couldn't smell too good, I dunno.

Anyway, Pops has probably hit you up with maps and all that already, but I figured I should probably chuck you a bit of advice before you and the guys head out—a little local knowledge, yanno? Cuz the kinda things that live in that forest aren't like anything you'd run into in Xenokuni, or even Elysium. Northern Elysium wildlife is built different.

Most of the stuff on the forest floor, you'll probably have no trouble with, even though the snakes can get really goddamn big. It's the ones that live up above that'll getcha. 'Cuz the monsters on the ground, you can see em, right? But only a few feet above your head the whole time you're walking, there's this crazy thick fog. And I'm letting you know because it happened to me the first time I was passing through—keep your eyes up.

Sounds dumb, I know—if you're looking up you're definitely gonna miss a tree root and stack it into a hole. But trust me. I had my head down, right, watching the path, and then next minute these long-ass arms are looping under mine from right over my head and I'm getting lifted, man. Right off my feet, and I'm struggling and thrashing and trying to get to my chain whip, but I can't land a hit cuz its claws are huge and when I look up all I can see is those freaky long arms disappearing up into the mist, nothing real to tear into.

Good news is it had to get in close to try and eat me—and trust me it tried. Once it got me in the fog its arms retracted, pulled me in 'til its ugly mug appeared outta the mist. Looked kinda like a sloth, 'cept its eyes were all cloudy, blind maybe with the way it kept moving its head and sniffing—at least it was until I kicked its face in. Dumbass monster thought it was safe just cuz I couldn't move my arms.

They're called Hangin' Harrows, by the way. Found out in the next town after I got out. And I was right about the eyes—they like, evolved to not use 'em and they track ya by scent instead. So, eyes up, don't stink too much, and you'll be fine, buddy! Good luck!

- Axel

Xenokuni

Xenokuni is a land riddled with curious areas. From the depths of the valley's in the northeast to the pits of the void, there are many unique places to be found.

Unlike its neighboring area of Elysium, Xenokuni is a country laced with the scars of war. There is an exceptionally high amount of digital corruption. Monsters roam both lands, but Xenokuni ranks high above its western neighbor. Many exorcists lost their lives in the great war, leaving behind very few to keep the peace. They are joined by adventurers from near and far who vow to protect the remaining citizens from the corrupted monsters that litter the country.

These adventurers have traveled into these strange and dangerous areas to provide their successors with the information needed to travel Xenokuni safely.





Locations



Xenokuni





Art by: mmmonstruo

Bridge Pier

Writing by: Dolch ドウチ

In Xenokuni, the legends of Tengu and exorcists from generation to generation have always been inextricably linked to bridges.

Legend depicts there was a bridge of two ancient piers – one dry, the other partway under water, like the opposite poles in Yin and Yang's eight Trigrams.

Under both perch a variety of creatures, winged, aquatic, and so on. Creatures that, if they follow exorcists, will become shikigami (しきがみ).

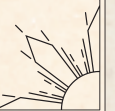




Beneath the dry pier is a natural curtain of Wisteria flowers that emit an intoxicant, elegant aroma, swaying gently with the breeze – a beautiful scene of petals falling. At night, a faint, mysterious blue-and-purple glow emanates from underneath the piers. Stirring wings can be heard faintly, the magical creatures nesting here communicating with each other in a subtle voice.

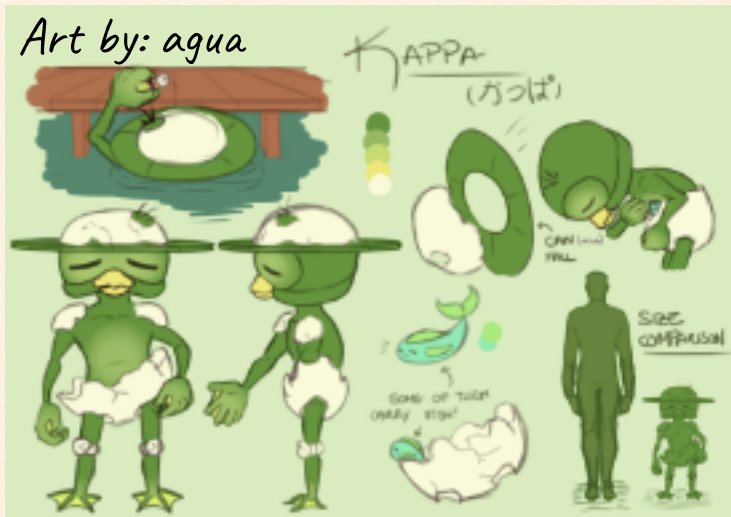
Meanwhile, the half-submerged pier has a rich Eastern feeling, with willows hanging off the bridge and branches swinging with the wind, like voices are singing through. The water underneath is crystal clear, stone stairs built from it into the river. The river is sweet, and also has a little healing effect, the creatures in the water offering secret medicines.

These two piers were once a place to test one's ability and heal – demonstrating that as people experience trials and tortures, despite suffering pain and injury, after healing again and again, they can grow forever more.



Kappa (かっぱ)

Writing by: Dolch ドウチ ★★★★★ Mythical



A childlike creature that lives near rivers and has a dish covering its head. Its arms can regenerate if cut off. Each hand has only four fingers, webbed in-between.

An exorcist trades cucumbers with the kappas in exchange for secret medicines, which are effective in healing wounds and diseases.

※Loves to play with Flayon, and covets his toys and robots.



Art by: pankoako

希望猫



Kibou Neko

Writing by: pankoako



Companion

"The Kibou Neko are wandering spirits of abandoned strays. It is said that a cat ascends into a Kibou Neko after death if it was adopted by a loving owner. As a spirit, it seeks or creates riches for its owner - often bringing food, charms, or talismans and souvenirs or mementos to its owner.

It carries an orb, formed by the owner and pet's mutual love and the essence of its former life. It acts like a crystal ball, allowing it to view past memories and its owner's future. Kibou Nekos do everything in their power to protect their owners from harm, even when they can't be seen.

This spirit's presence can be felt, and it's been said to bring a sense of comfort and hope to those they interact with.

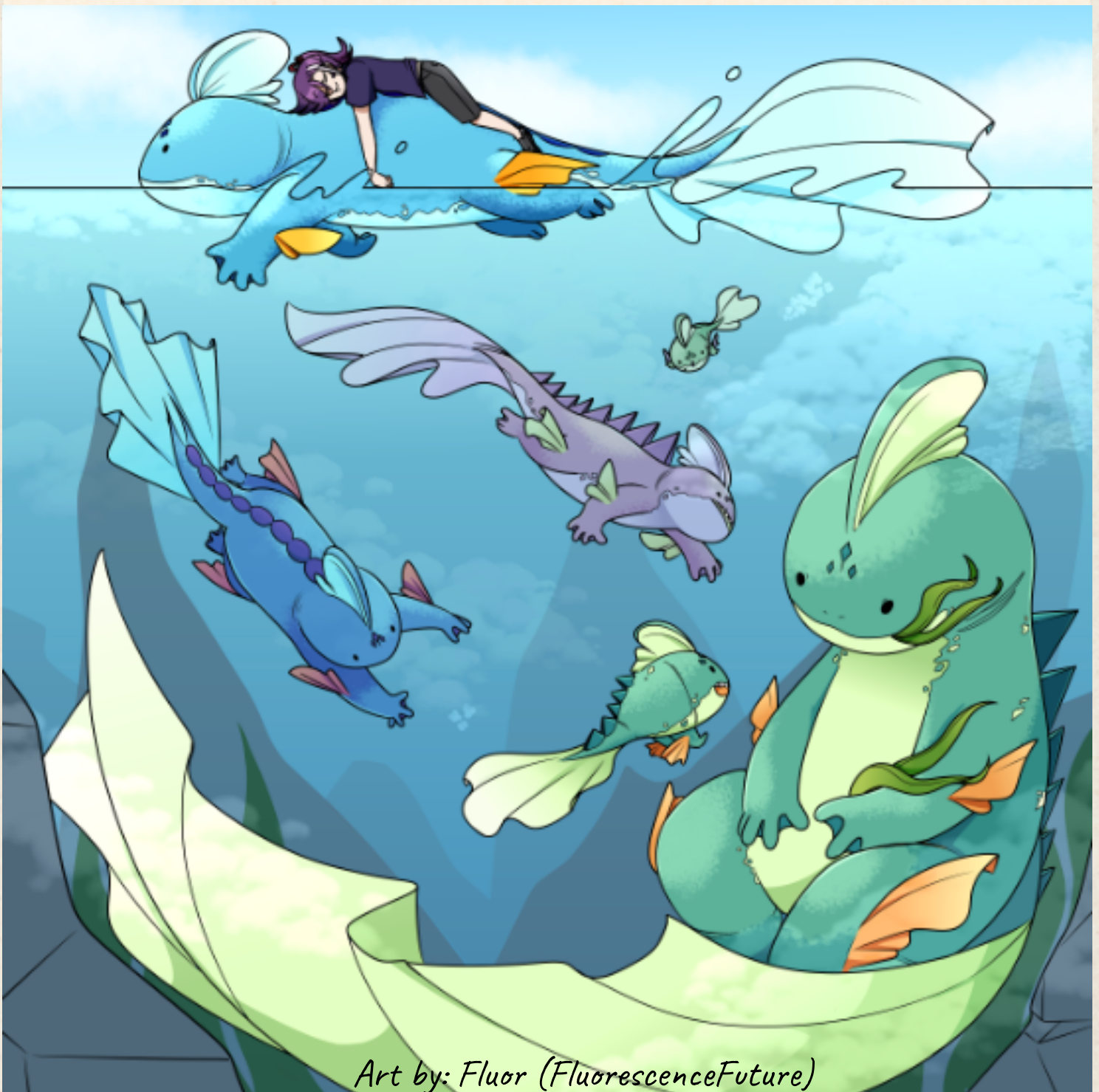
They are most commonly found in Xenokuni's Bridge Piers, where cats are important to the locals.

Dewdrop Thumper

Writing by: Fluor (FluorescenceFuture) ★★★★★ (docile)

Companion ★★★★★ (provoked)

Dewdrop Thumpers are large, friendly fellows that mostly live in lakes and rivers all over Elysium, and enjoy stopping by Xenokuni's Bridge Piers during migration. They're usually green or blue hues, but occasionally pinkish ones appear. The spines on their backs are usually retracted, only coming out if angry or hunting. On land, they walk in a silly, clumsy way, clomping around on twos or dragging themselves with effort on fours. In water, they swim gracefully. They'll happily ferry you across, at most, a 5-kilometer distance if you ask. You don't have to feed them for it, but they'll appreciate gifts of fish or seaweed. If you agitate a Dewthump, they won't hesitate to bite you with their sharp teeth, slap you with their tails, or, in the worst cases, shoot their spines at you. If you happen to make it mad while riding it, gods have mercy.



Art by: Fluor (FluorescenceFuture)



Art by: Fluor pankoako

Koi Spirit

Writing by: Dolch ドウチ



Companion

The Koi Spirit was originally just an ordinary fish, but after Shinri came to the pond to tell stories, it gradually gained wisdom. And after listening to Hakka's soulful songs, gained magical powers and became the Koi Spirit.

The koi transitioned from white to black due to the influence of Hakka, while one of its fins and eyes are infused with a shade of blue, inspired by Shinri's influence.

A long time ago, there was a disastrous fire. In order to save the people of Elysium, the Koi Spirit drained the water from its pond to put out the fire. But since then, one of the piers has lost its water source, the dried pond hidden in overgrown weeds—and this pier has become the nest of winged creatures, the wind crying and wings stirring faintly in a subtle voice...

It is said there are signs of chemistry between the Koi Spirit and the kappa.

Komori the Yokai

Writing by: Elias Pedro ★★☆☆☆☆ Mythical



When traveling through fabled bridges of the Bridge-Pier, you may encounter a sheepish young woman in loose, fluttering Xenokunian garb who shadows you, drifting from tree to tree and bridge post to bridge post while keeping an eye on you. Do not be fooled, however, for this is Komori - a youkai in disguise who will size you up with her keen eyes. If she sees you as a strong being, she will eventually leave you alone. But, if she sees you as weak, then she might choose to show her true colors and strike from the shadows.



In either case, addressing her or calling out to her with the spoken word will frighten her as she sees this as a projection of strength. However, if you greet her with a song and musical timbre, she will approach you not as a hunter but as an equal with whom you can converse with. Strangely enough, the quickest way to earn her trust is to growl and scream musically! She will drop whatever she's doing and join you straight away and consider you a friend - as one of her people. 'Metal!' as the youkai says."

Art by: Niz





Art by: yoms

Wisteria Spirit

Writing by: Dolch ドウチ

★★★★★ Plant

Wisteria's Floriography: addicting love, intoxicating love.

The piers have witnessed many human joys and sorrows, so there lives a special guardian love spirit.

Originally, the spirit was a little reckless, but after an exorcist saved her during the corruption in Elysium—the Xenokuni storm—she became willing to protect lovers.

She appears as an elegant and attractive woman with light purple-and-black clothing, red eyeliner, and a gentle personality.

*She later became one of Tempurple's biggest supporters, sharing similar tastes with them (especially in music) and enjoying their drama.

Her dress code inspiration: the stripes on her clothes are from Bettel's, the philosopher's stone from Magni, and the kimono and earrings from Hakka.

Ubume (うぶめ)

Writing by: Dolch ドウチ ★★★★★ Mythical

A bird-spirit transformed from pregnant women who died in past disasters, the Ubume has black hair like a waterfall, carries oil-paper umbrellas, and often walks at night.

She can don feathers to become a bird, and take them off to become a woman.

Beautiful and powerful, she once liked to steal other people's children. After meeting a certain exorcist, she changed—and now she likes to take care of him, forcing him to eat horse meat and walnuts to give him more protein and nutrients. So he can grow healthy forever more!

TEMPUS Tip!



Shinri: Finally, another babysitter. You know, Hakka, it's important to eat well-!



Art by: pankoako





Hyla

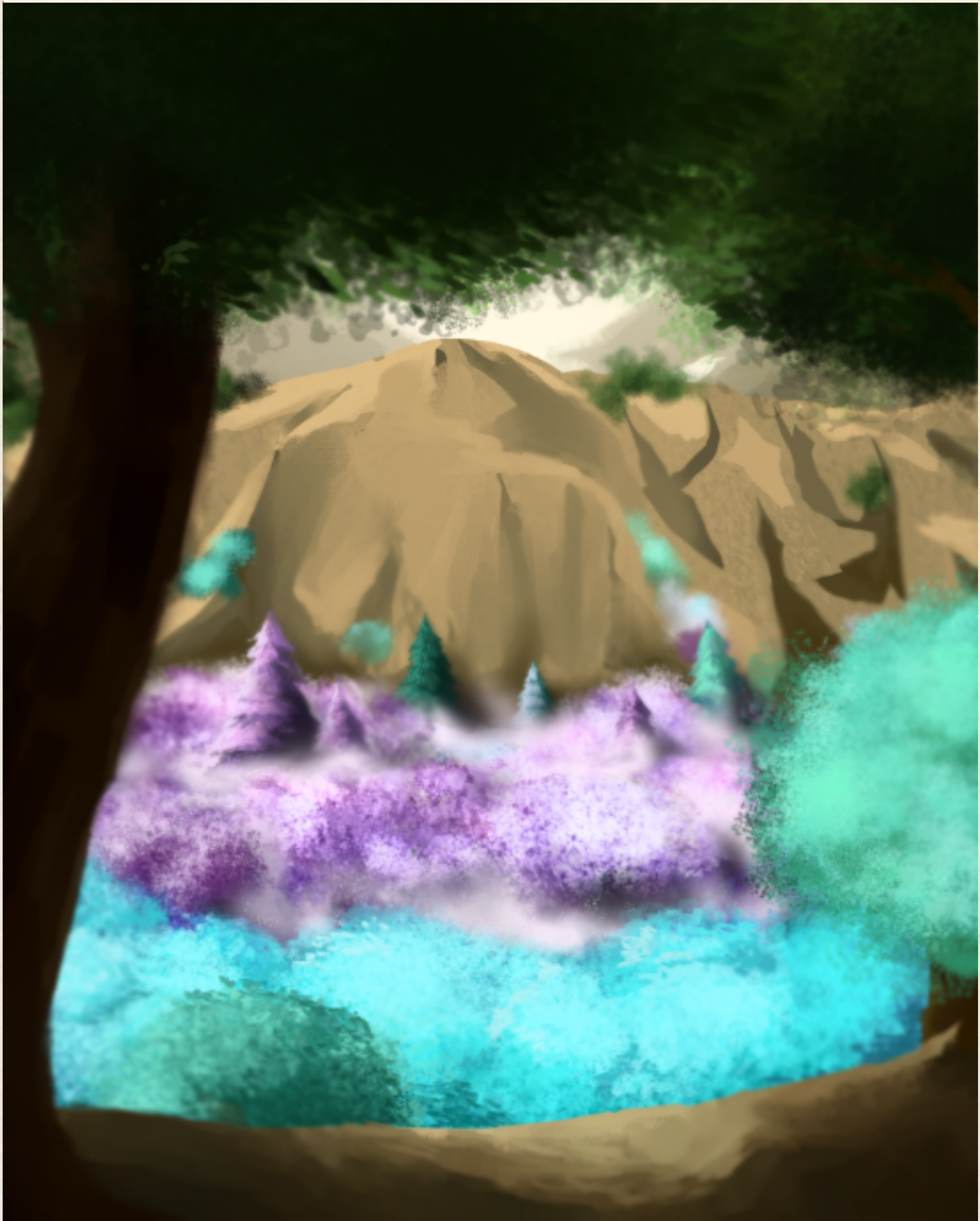
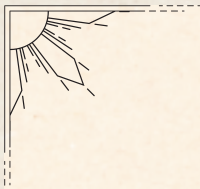
Writing by: Ayumi



Creature

Among the willow oaks, reveling in the song of the pier, can one find the Hyla. These little slothful frog-like creatures owe their name to the ancient Greek word for "forest," for their woody and leafy features. The Hyla's long tongues have evolved to have a thick coating of a slow-acting poison (commonly referred to as Oneel by the villagers residing near the Bridge Pier) while their spit is capable of potent corrosion. Mind though that the true value of the Hyla is attributed to the skin secretions of their young as it is very effective in burn salves. Their bones are also never out of demand for their use in creating pills to treat heart disease.

Though once friendly, decades of callous hunting has made the Hyla cowardly and quick to attack outsiders who venture into their territory. They are rated Difficulty 3, not due to their strength, but for their high-pitched keening which stuns their enemies and calls to their brethren. You might be tempted to underestimate these adorable creatures but you'd best keep in mind that together, they are a force to be reckoned with.



Art by: *choco_ising*



The Draken Hollow

Writing by: emu

In the heart of the north-eastern Xenokuni mountain ranges rests a valley covered in a thick mist. Its original name lost to time, it is now known as The Draken Hollow as fierce roars echo off the mountain sides in the dark of night. Some say that the mist covering the area isn't mist at all, but the dragon's breath coalesced with the innate magic of the land.

The outer most area is clear of the fog and rife with monsters, but manageable for skilled adventurers. The pelts, horns and other parts from the creatures can be sold for a high price causing quite a few towns to be established nearby. It's status as a tourist attraction undermines the danger of the place.

The middle area is the furthest anyone has gone. The trees turn pink, and the mist gains a blue-ish tint. It's eerily silent, and one cannot help but be drawn in by its beauty.

Once a person enters the mist, that's when the strangest happenings occur. One survivor has been recorded as saying:

"It felt... almost alive. The mist, the ground the trees. It was suffocating. Out of the corner of my eyes was constant movement, something circling and hunting me. I never saw it and it never attacked. I wished it had, then I wouldn't have to live with these memories. And despite all this fear, I wanted to travel further in. Its light was calling to me. It still is."

Soon after giving this statement they wandered back into the valley, and has yet to return. Such is the fate of all those who find themselves deep in the woods, chasing glory, riches or the challenge.

As long as the fog is avoided, there is no risk other than creatures in the forest. However, in recent years its been slowly creeping towards towns in the vicinity. People have started wandering towards the center of the valley at night. Those intercepted recall being in an almost trance like state, where they were aware of their movements but unable to stop them.

The spreading fog has drawn the attention of many, some mages report the presence of necrotic magic. Some say it's no more than an enchantment spell. Either way, the true nature is unclear.



Art by: Mobbo

Ashikara

Name by: MultiMissCosmo

Writing by: Potato

★★★★★ Failed Experiment

In a dark, open forest, there is a powerful sword that is passed down from a fallen royal family. Their kingdom in shambles. It is one of the most powerful weapons known to mankind and one of the most sought-after treasures for it can fetch a high price.

TEMPUS Tip!



Just don't approach the sword period. As long as you show no intention of taking it and keep your distance, the Ashikara won't make a move.



However, stopping thieves in its tracks is a guardian. With a moose skull head covering its form, and an extensive razor sharp tail that can act as a deadly weapon, and its arm akin to a scythe, it watches the sword quietly without fail. And anyone who has attempted to take the sword has fallen by their...blades? Yeah, let's go with that.

Actually, digging into the past of the royal family, we learned that they had a very loyal soldier, one whose loyalty was constantly proven time and time again to the point he had the family's recognition as their best soldier. His final mission before the destruction, based on rumors, was to protect a 'strong artifact that could bring the end of the world'. Could the guardian be that same soldier? And is that sword the artifact that the stories speak of? We're not entirely sure. The beast doesn't talk.



Lycoris Maxima



Plant

Writing by: Eri

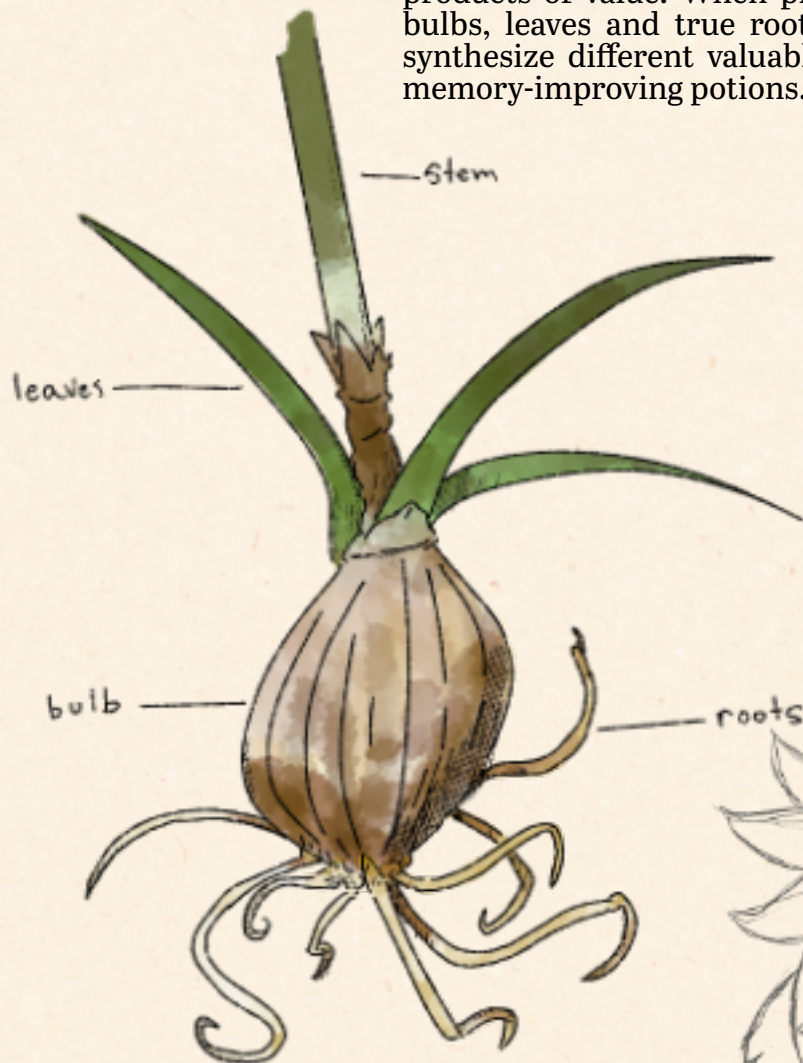


Art by: Minty

The Lycoris Maxima lurks in the forests of Draken Hollow, knowledgeable enough to stalk the patches of ground where valuable herbs and plants are found. It seems to display a kind of protective instinct in addition to its carnivorous nature, actively remembering and hunting down those who harvest in excess or trample the plants. For the unwary traveler, this can spell disaster, as the fluid from its maw is highly toxic and can be lethal.

You, on the other hand, have knowledge as your weapon. First, steer away from the maw and flowers of the Lycoris Maxima, as those are the toxin centers of the creature, sticking to bows or spears as weapons. Take out the false roots of the creature (used for mobility) if you intend to incapacitate or kill the creature. Finally, carefully sever the maw from the true roots, which sustain it. This will immediately kill the creature, however, take caution as the bulbs and maw are still toxic.

Your rewards must be handled by an experienced alchemist in order to create any products of value. When properly processed, the bulbs, leaves and true roots of the creature can synthesize different valuable memory-altering or memory-improving potions.



Art by: Minty

Onamakemono

Creature ★★☆☆☆☆

Writing by: Gaby Abi Dabi

Within the Fae Forest of Draken Hollow, adventurers must be wary to always look up, for one never knows when an Onamakemono may drop on them.

It is a giant sloth with a single large eye that can grow up to 8 feet tall. Its fur is a pale lilac and pink color that allows it to camouflage among the pink and blue trees it feeds on. As an omnivore, the Onamakemono primarily eats the leaves of the colorful trees in Draken Hollow but it will also consume fairies and other small creatures if the opportunity arises.

It is a slow-moving but powerful beast. It uses its sharp claws to grip onto tree branches and pull itself up, then drags its heavy body across limbs to reach the highest, most juicy canopies. Despite its lumbering appearance, the Onamakemono can drop suddenly from the trees to ambush any threats entering its territory.

Sightings of the Onamakemono are extremely rare. It spends its days lazily traversing the treetops, seemingly unconcerned with the bustling world below. However, when threatened, it shows a fierce determination to protect itself, and great willingness to use those claws for more than climbing.

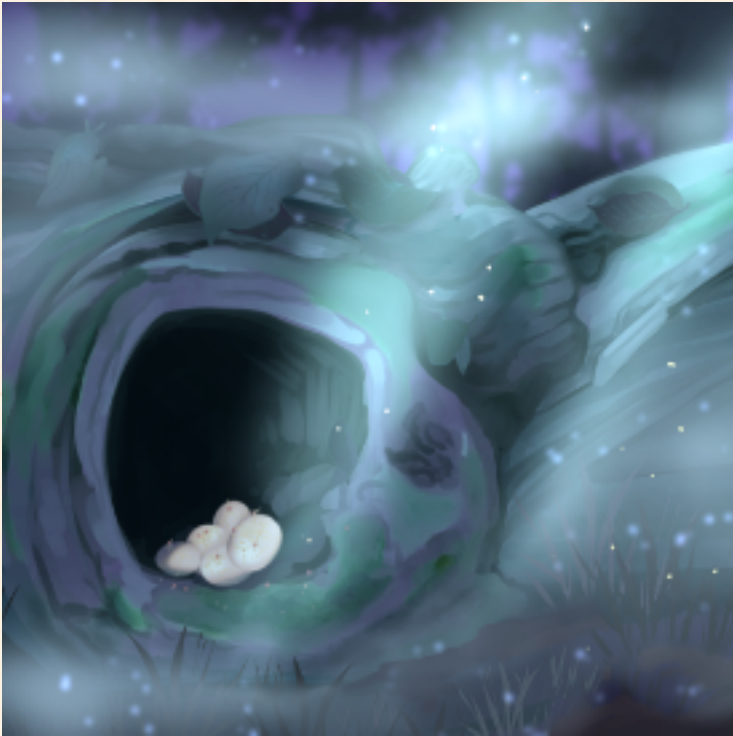


Art by: Gaby Abi Dabi

Ixarbel Monitor

Creature ★★☆☆☆☆

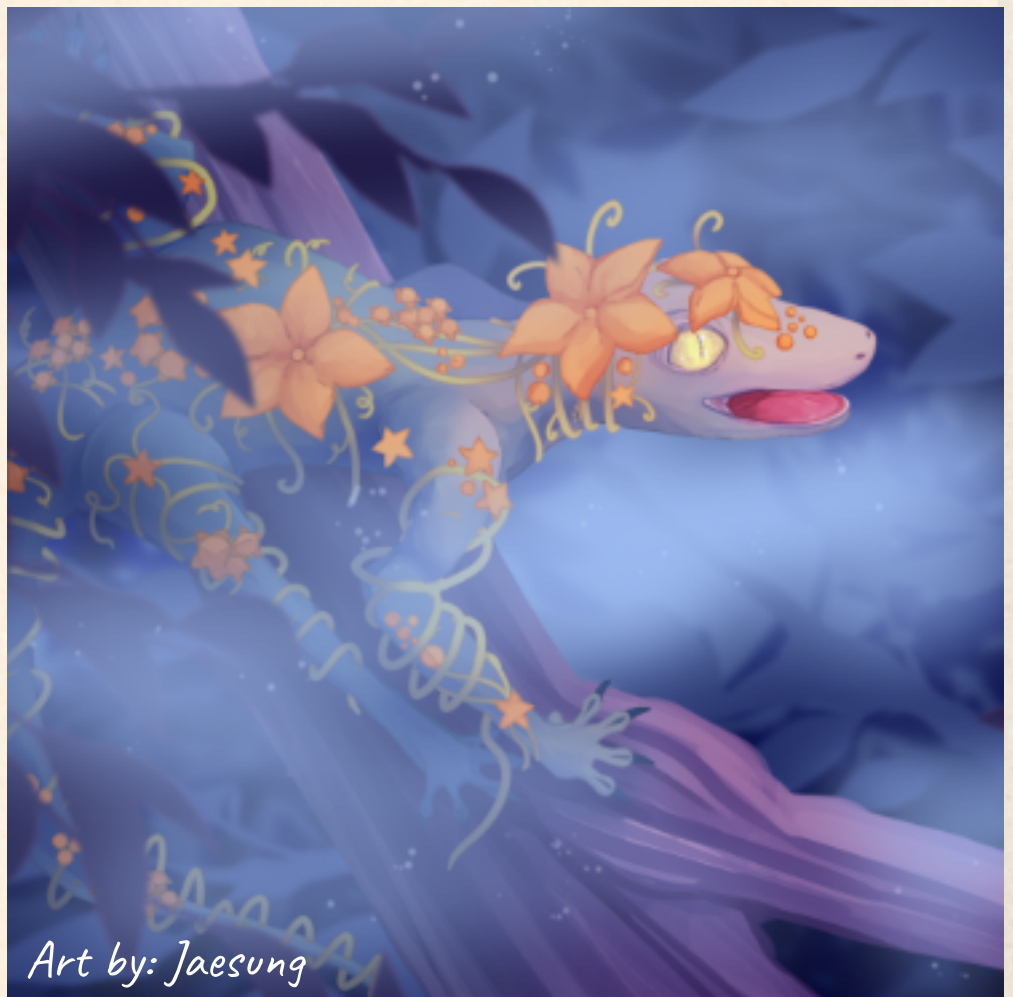
Writing by: Eri



Art by: Jaesung

Ixarbel Monitors of the Draken Hollow are nimble creatures that take after large species of monitor lizards but bear distinct colonies of beautiful orange flowers. Golden, threadlike roots wrap across the Ixarbel Monitors from head to toe to tail and give it a mild degree of camouflage among the more colorful flora of the Draken Hollow. However, a discerning alchemist would know that the flowers are a primary component of Stun Potions and other alchemical reagents, making the blossoms sought after.

Pretty as they may be, these flowers carry a cursed and macabre story that intertwines the destinies of the lizard and flower to each other - until the bitter end. Every time a new Monitor is born, the flowers of the parents also grow and join with the newborn lizard, starting a new colony - a new generation of flora. The only way to retrieve the orange flowers would be to slay the lizard itself, causing the Monitor to be hunted extensively. Only death separates them, so make your choice: do you admire the flowers from afar or do you take them from the lizard and seal its fate?



Art by: Jaesung

Silver Scale Spirits

Writing by: StormfallSails

Breathe.

But Hakka can't.

The blue mist of The Draken Hallow swirls around him, nipping at his feet, at the edges of his sleeves and shrouds his face, clouding five of his senses. His sixth is forced to pay attention to the creatures that circle him balefully.

Silver Scale Spirits.

Souls of felled dragons, teetering between the border of life and death, refusing to stay on their side. One has lashed out, wrapping its tail around his throat, as if it senses the breath that he's taken and wants to claim as its own.

These spirits are senseless beings, not knowing that they won't be able to fully return to this plane, no matter how much they try to draw air towards them.

Not just senseless. They're kinda stupid, if you think about it. And no doubt, Hakka's brain is in overdrive. They're really picking a fight with him? The coolest and cutest exorcist in all of Xenokuni? And that thought quickly turns into a colourful flurry of curses when he realises that with his neck constricted, he can't even start speaking an incantation.

Hakka doesn't regret scouting out ahead of the other boys because jumping through the tree-tops feels freeing and he's happy to be of use to his guild. But he does regret leaping and bounding too far ahead. Not that they would be able to help him.

They can't see these spirits like he can.

To him, they look like miniature versions of the dragons around this area; they have a snake-like body with clawed front and back legs, except they look more like smoke than anything solid. The creepy thing about them is that they don't have eyes. Where the hell are their eyes? It's not surprising, 'cause they're spirits and all but it still disturbs him every time.

His brothers are spared these sights, though that also means that even if they get to him on time they wouldn't be able to help.

Time that he doesn't have because he can feel the lungs start to singe, begging for air.

Oh right, I'm stupid.

His hand reaches for the talisman stashed in his obi.

And while he can't chant, with the talisman's aid, he can at least scream.

His scream is measured, at first, then he starts to feel it get more guttural. He feels the other side of him stir, roused by the noise.

The Silver Scale Spirits pick up on the sliver of dark aura that he emits and immediately let go of Hakka. They're senseless, yet even they know to retreat.

He may be safe from them but now he's got this damned curse to push down. He falls to his knees, struggling.

"Hakka!"

"Where'd you go, Hakka!?"

"Hakkaaaaaa!"

He hears his brothers calling.

Distant but slowly drawing near him.

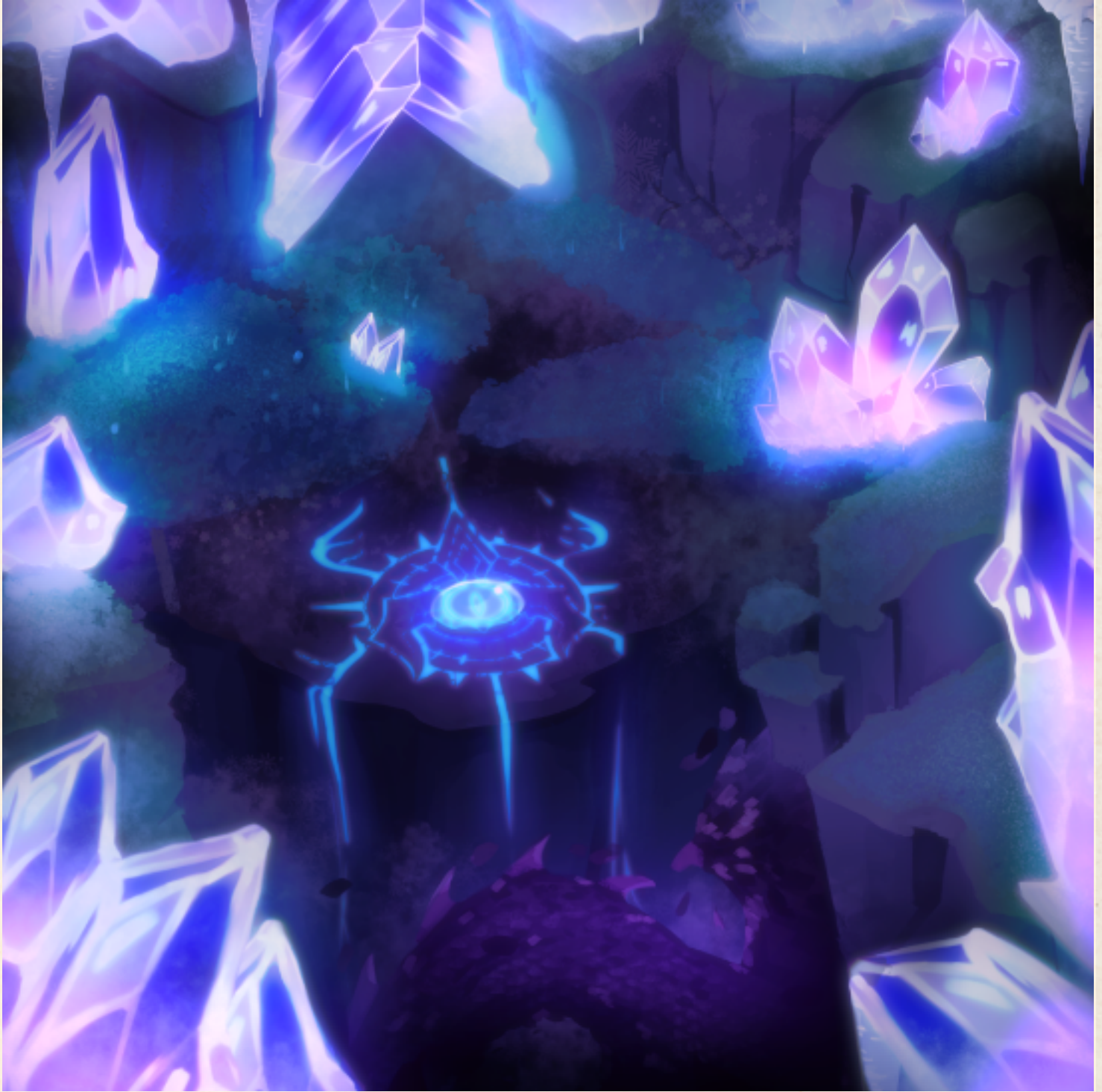
He can't let them see him like this.

Not again.

Hakka steels himself, tries to get tame the beast within him.

He tries to take back control of himself and -

Breathe.



Art by: Jackorein



The Fans Liar

Writing by: Kyusaku

It's a strange dungeon, in the southeast of Xenokuni, where some familiar figures roam around this dungeon. Perhaps it's someone they met before or maybe it's the people who look up to the Tempus Guild Members, not

their own fans!?! On the outside it looks deceiving with beautiful grass fields and stargazing skies almost like you forget that you were in this dungeon in the first place.

But when you get deeper in to the dungeon, the stargazing skies, beautiful grass fields will no longer be visible as the dungeon will look rather a 'normal dungeon' But there's a catch, there's a spiral of staircases which seems to lead to spirals, these spirals seem too suck you in if you even dare to try to get into them. Where you go if you fall into them is unknown but rumors say, people who get sucked in the chances of ever getting out of there are slim to none.

There's one area however, many adventurers who have gone there say that they can't pinpoint how to describe the nature or the feel of this particular area.

However they say it's quite nice to look at, sphere structure with purple cobwebs?

Moss is everywhere in that place though, and one creepy little thing about it is that eye... not an typical 'creepy eye' that stares into your soul, it actually moves. Its pupil shape is triangular and the sclera of it is an ugly shade of yellow. Everywhere else but that.. eye... looks quite nice.

End Stage

By the near end of the dungeon there will be this creature, this purple dragon but its appearance is like a gigantic bird. With a huge crest and feathered wings like an angel and... somehow it also has scales? No one knows how that happens but the creature seems to be a bird and dragon hybrid.

The End Stage of the dungeon, the appearance of it is like a stoned cliff, with icicles everywhere and the temperature of the place can go low as -40C, it's unbearably cold. There's this summoning stone where the dragon appears, there's a glowing button you press on so you can summon the dragon to fight it.

Muscle Phantom

Joke ★★★★★

Writing by: Lime 52

Deep in the darkest, sprawling-est dungeons of the Fans' Lair lies an ironclad door. Beyond it, jars upon jars of foul protein powder line the walls, the floor cluttered with horrific contraptions of contemporary torture - the exercise machines of a well-kept home gym. This is the lair of Muscle Phantom.

How did Muscle Phantom come to be, you ask? A Magni experiment gone awry? An unprecedented reaction to having his picture taken? Did he have a bad breakup? Or maybe get into an abandoned bowl of shredded coconut? To this, we say: stop lifting your eyebrows in curiosity, and start lifting barbells.

For the moment Muscle Phantom locks eye with you, you'll be forcibly compelled into an arm wrestling competition. To this day, none have survived. Be wary, exorcists who tread here - and try as you might to exorcize the spirit first, before he exercises you.

TEMPUS Tip!



"Hakka, babe, listen- and this is serious, so let me talk for once, okay? I think Phantom got into something last night. Did you leave some, like, rat poison out or something? What do you mean it's my fault? See, this is why Phantom left, because you're always yelling-,"



MUSCLE
PHANTOM

HEIGHT: 6'11" (~210cm)

WEIGHT: 260 lbs (~118kg)

(CAUSE OF FATE: ???)

Art by: Mowo (ieka95)



PhafTome/ Grand Jinxxer

Joke ★★★★★★ *Art by: Kyusaku*



The Island of the Void

Writing by: Skycompass

Cycles of destruction and recreation have long rendered the lands of Xenokuni unstable and prone to Records Corruption, culminating in the permanent Corruption of a large chunk of Central Xenokuni. Filled with digital static and Corrupted Monsters, few have dared to brave the dangerous region, and even fewer have returned to report of a mysterious island nestled within the depths of the Corrupted Void.

Dubbed the Island of the Void, this mysterious island appeared only after the Corruption eroded the land and sky to reveal a void of space behind it. Its discovery brought forth a wave of questions, questioning the very integrity of Elysium itself. How could something exist “behind” the lands of Xenokuni? Is the Void another dimension, or simply... what exists outside the space they know?

All who enter the Void are subjected to its strong Corrupting influence, meaning those who go never return. Despite that, quite a bit is known about the Island of the Void.

At a first glance, the island resembles a normal island in Elysium—Corruption aside. Vivid clear blue waters surround the island, teeming with digital static and Corrupted sea creatures. A mountain range occupies the eastern side of the island, while a lush jungle occupies the west, growing in abundance due to the island’s tropical climate. The south side of the island is in permanent daylight while the north is in permanent night time.

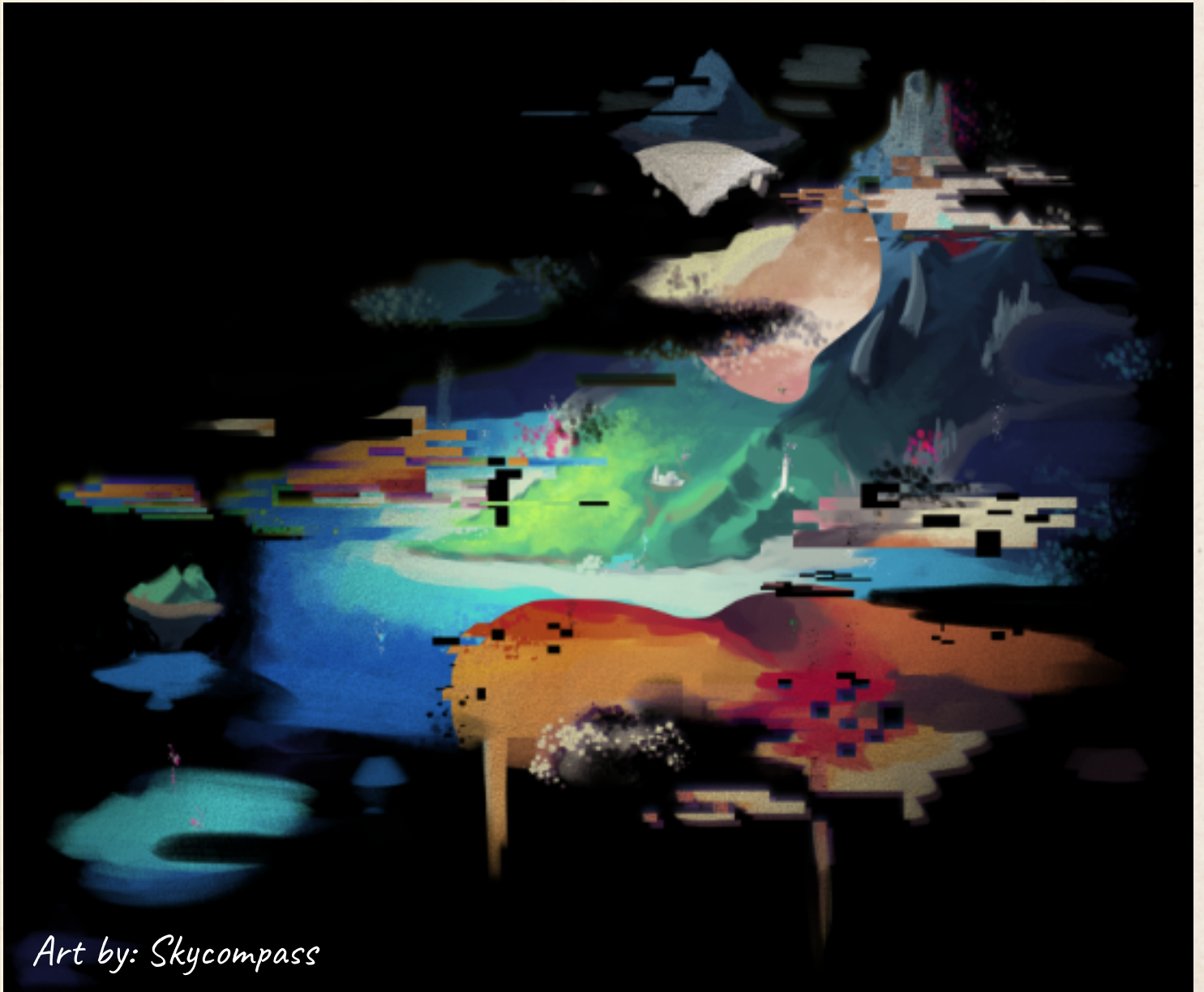
Most curious of all its features, however, are the presence of ruined buildings and cities, suggesting that people once lived on the island. And within those ruined cities, ancient machines stand in defense at the behest of their long vanished masters.

However, even the Corruption has tainted these soulless creatures. Corrupted machines roam the island, laying waste to its surroundings and further altering the environment with its unique brand of Corruption. These ancient Corrupted machines are far more powerful than any other creatures on the island, and their size matches their threat level.

By this description alone, the island seems much like any other area of Elysium with a high level of Corruption and dangerous monsters. What separates the island from the others, however, is the presence of reality warping zones. Marked by inverted colours and missing sections, the effects of these spaces go beyond even Corruption, warping the very fabric of existence.

Rumours say, however, that the greatest treasures of the world lie within these warped spaces. Furthermore, these rumours also include the possibility of temporarily stabilizing these warped zones to allow access to them. Whether it’s true is anyone’s guess, as no person has reported entering these zones yet.

Some feel the key to understanding the true nature of Elysium lies within the Island of the Void. What was this island, and why is it now in the Void? Who used to live there, and what happened to them? Those who are brave enough to risk the Corruption and enter the Void return rich on the hefty rewards put up by parties interested for more information.



Art by: Skycompass



Boshi-Obake

Writing by: flos gelida.

★★★★★ Ancient



Art by: Nishi

Hidden within the depths of the most ancient archives in Xenokuni lies a very dark power. Crafted by an old scholar and thusly abandoned due to the corrupt nature of its power, this beast knows well the boredom of confinement and longs for dreams to keep entertained once more.

Despite its initial appearance as an old, wide brimmed conical hat, this being is dangerous. The eye that resides within started by eating knowledge from those who wore the hat. Overtime, it got a taste of dreams and never looked back.

Beware - for this beast will rob you of all the dreams that bring you joy and leave you with nothing but nightmares to keep you company until your mind collapses. If you can resist the aura of temptation to wear the hat, you may be able to keep your sanity for another day yet.



Art by: Nishi



Eratla

Writing by:

mayari marionette

Demonspawn ★★★★★

TEMPUS Tip!



"Your best bet is to not go to the north side of the Island of the Void at all. If you have to travel there, leave notes for yourself, investigate any gaps in your memory, and ... make sure your companions won't hesitate to take you down." -Regis Altare

Little is known about the physical appearance of the Eratla. The only record in existence is an artist's rendition, depicting a skeletal, lanky shadow with bat-like wings and a tail. Scrawled in the margins of the drawing (in the artist's own blood) is the word "teeth," written over and over again. First-hand accounts of the Eratla's behavior are more common: these creatures exclusively possess humans and make them kill other humans, or in the absence of travel companions, force the possessed humans to harm themselves. The few survivors of an Eratla possession all tell the same tale: It starts with a few small gaps in their memory, easy to pass off as falling asleep or fatigue. The gaps grow steadily longer until they come to with injuries and blood on their hands, with a writhing shadow in the corner of their eye that disappears immediately.



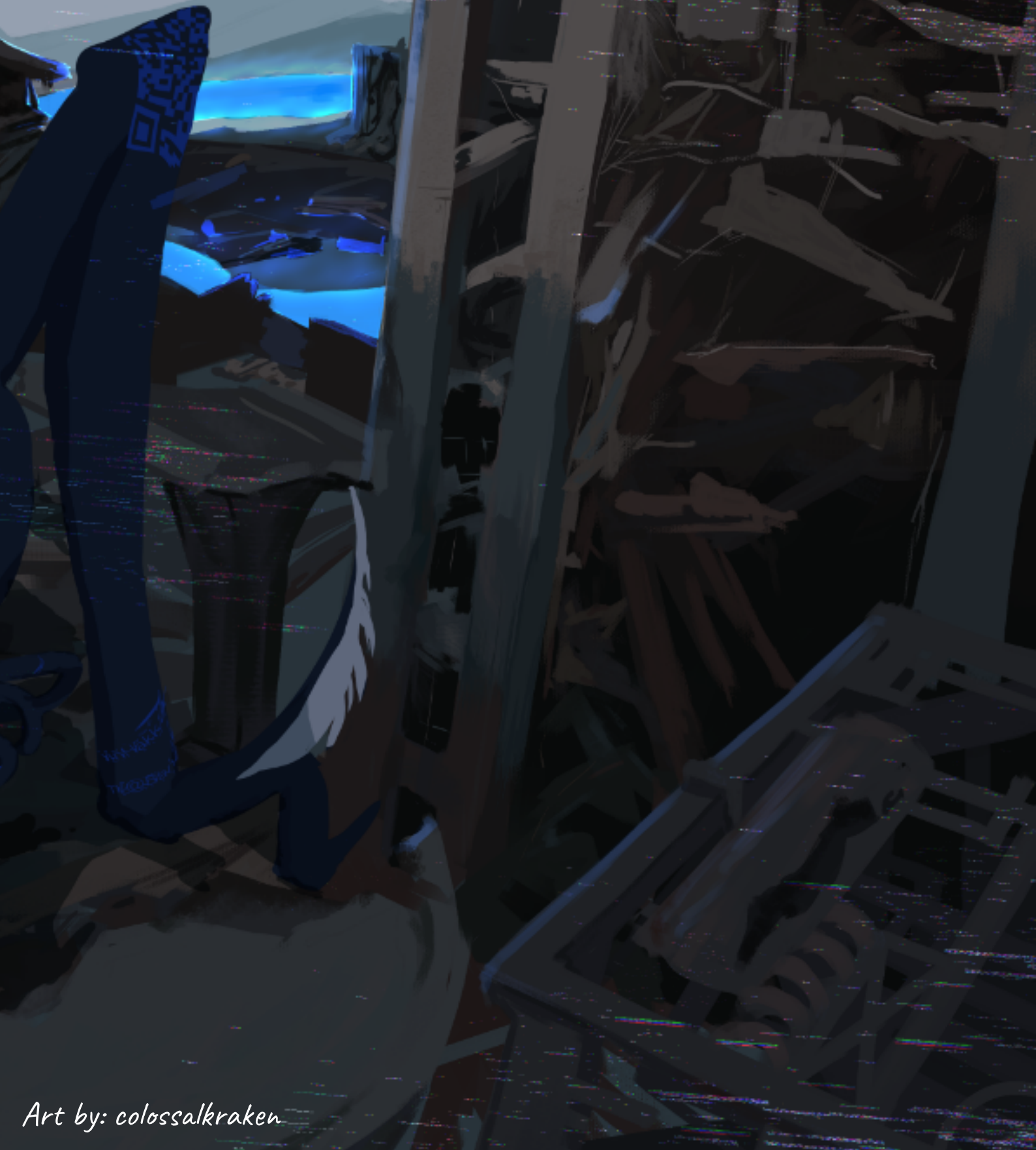
ProtoZON

Writing by: Melohina

★★★★★ Glitch

These anomalous creatures seem to lurk in the surrounding waters as camouflage. Any visitor to the island will inevitably encounter one of these upon arrival – if they don't hear a loud screeching first. They move erratically and will jump to attack anything not like them. If they successfully pin down a living being and consume their body, the victim will experience rapid Records Corruption until they become a ProtoZON themselves. The easiest way to get past one is to copy their movements and shuffle away until they are out of sight.





Art by: colossalkraken

If spotted, a ProtoZON will “charge up” their strength to lunge at their target. It can’t change direction in this state, so gutsier adventurers may use this as an opportunity to lure them into a trap. If it collides with a solid object, it will get stuck inside, flailing its spindly legs in panic. (They can still hit you though, so keep your distance.) The creature will free itself after a short period of time.

It’s been theorized that the runes on the monsters’ legs are actually a lost language, but no one has encountered one long enough to examine them, let alone decipher them.





Art by: Mowo(ieka95)



Twilight Railway

Writing by: melohina

Mysteriously, some contraptions on the island are still functioning despite the clear lack of normal life. The railway system leading in and out of the village is one of them.

The train itself is relatively safe when at rest. Most hostile creatures think twice before approaching it, so boarding to evade monsters may be advised. It is not advised to leave the train and explore the tracks on foot due to multiple tunnel systems and open wilderness areas. A railway map could allow for further investigation of the train system and its current potential as a transportation route. Most details about the interior are scarce, aside from the standard yet pervasive promise of untold secrets and valuable treasures.

Eyewitness accounts from the outside note that the train leaves behind mysterious afterimages while it travels, and a quick peek inside the interior reveals some eerie glowing lights. The afterimages are possibly why the train has been so hard to catch. It does seem to follow a designated schedule at least, so boarding should not be too difficult with the right timing. Rumor has it that the “ghost train” is a remnant of the last civilian line running the tracks, from before the Island of the Void came to be.

In accordance with the quest scouting guidelines set forth by Adventurers’ Guild TEMPUS, an investigation was put forth into evidence backing up current claims. The train afterimages are theorized to be the results of a nearby time distortion, though no further investigation on this front has yet been conducted. Research on the train’s history brings up some sort of accident – a catastrophic event that caused all the passengers on board to vanish and the train line to cease operations indefinitely. The glowing lights have yet to be investigated and will be left to the Exorcist’s discretion.

As for what else lies inside the train...there’s only one way to find out, isn’t there?

Just don’t forget to get off at the right stop.

“Thank you for choosing the Twilight Railway – the premier train line for stellar travel. Please keep the doorways clear of all objects – the train is about to leave the station...”

Island Outpost Ruins

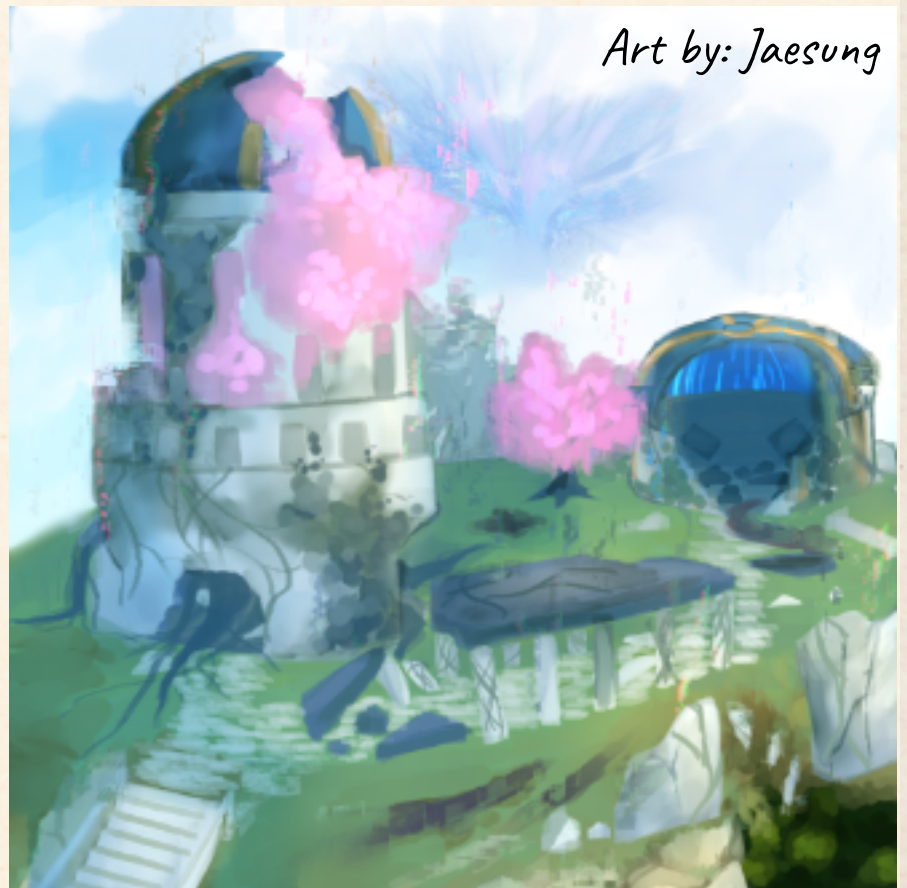
Writing by: Elias Pedro



Art by: Jaesung

At the outskirts of the Island of the Void, a ruined Utopian bastion stands vigilant watch long after its occupants abandoned it countless decades ago. Known now as the Island Outpost Ruins, the true name of the place has been forever lost to time. Archeological findings here suggest that the vanguard of Utopian reconnaissance teams and their rangers may have once called this Outpost home. But those days are long gone - those cryptic explorers now a distant memory. In their place, the lush lands of Xenokuni have reclaimed the Outpost with overgrowths of roots and vines covering the once marbled walls and courtyards.

Utopian flora, once trimmed and manicured by the former occupants, now grow wild - flourishing and mixing with the Xenokunian plants, sheltering Xenokunian fauna. Utopian equipment lay buried in the silt and the overgrowth until an enterprising prospector or passerby - or exorcist! - chances upon them. As a result, new plant life with beautifully colored leaves, fragrant flowers and buds from both worlds thrive as the past intertwines with the present.



Art by: Jaesung



The "Mojibake" Domain

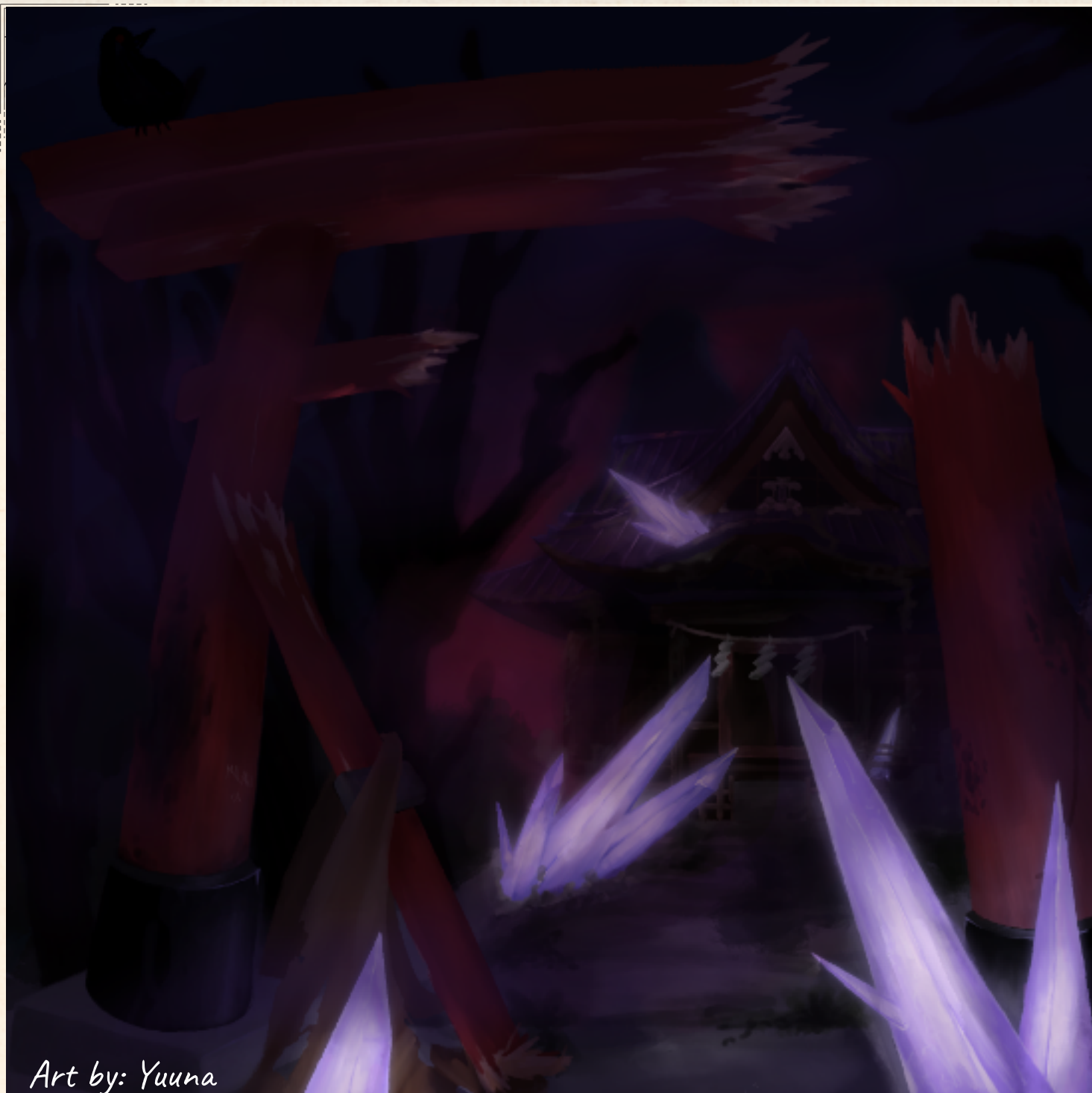
Writing by: Xavii

Within the mountainous regions of the land of craftsmen, reside the feudal domains that the local governing committee of Xenokuni has sovereignty over. They were all lured by the promises of Utopia, and clung to the establishment of this unifying polity under expectations of being given peace and stability. None would believe those vows harder than the powerful ruling clan of the "Mojibake" domain. Their skillful exorcists and warriors have reputable prestige known throughout the whole nation, that they established small, interconnected branches even in other territories. Unfortunately, their glory would be cut short.

The largest torrents of records corruption would sweep into their realm overnight, devastating everything into unsightly manifestations, in every sense of the word. Earthy soil became an amalgam of opals and obsidian, heavily damaging centuries-old stone pavements, as the changes practically spiked up from the ground and began spreading like an unfathomable wave. Trees turned black from the roots and the discoloration would eventually make its way to the top, greenery would then rot away, getting replaced by unnaturally glowing leaves and petals of a white hue. Other plants would simply change color into a dark, ashy gray that would seldom exhibit the glowing features of the corrupted trees.



Art by: Yuuna



Art by: Yuuna

Man-made structures, such as houses, towers and shrines saw the worst of it. Unable to be affected directly, the environmental changes brought about by records corruption would fill that gap for them. Buildings would be pierced by long imposing crystals that sprouted from the blackened ground, and the floors would be torn apart by the violently changing soil underneath. Fearful screams of panicking crowds filled the air of the domain with no escape to mute the madness.

Still, despite everything, the domain didn't fall in its last moments honorless.

The ruling clan resisted the chaos with all that they could muster, saving many of their people in the process, but at the expense of their own. The last of the evacuees couldn't determine if they made it out safely, but their deeds have left such a lasting impact on all their lives going forward, it would be as if they carry their spirit in their hearts. It's a shame though, that no one who was saved could remember the name of that heroic clan, even those who wield it. "Mojibake... they called it that because whenever someone tried to recall it, the only thoughts were distorted characters.

Chandelier Witch

Writing by: Azu

★★★★★ Ancient

A witch that already died hundred years ago and became a ghost. Looks like a human who wears witch attire, but below his knees is semi-transparent, and he has a hitodama on his head. Because he holds a big chandelier-like staff with many candles, people call him Chandelier Witch - his real name remains unknown. It is said that his staff can control the spirits around him.

After lazing around for years, the witch decided to sing as a hobby, but his singing made the spirits around Mojibake uncontrollable and attack people without him realizing it. People tried to defeat him, but his high resistance makes him difficult to defeat. A certain exorcist decided to return the singing with singing, drawing the witch's attention. They decided to sing together, gathering the uncontrollable spirits to the chandelier staff. They finally become friends, and he asked the exorcist to sing together again.

TEMPUS Tip!



"It's pointless to attack him like a regular monster, try to draw his attention and talk to him instead. He is powerful, but harmless." - Magni

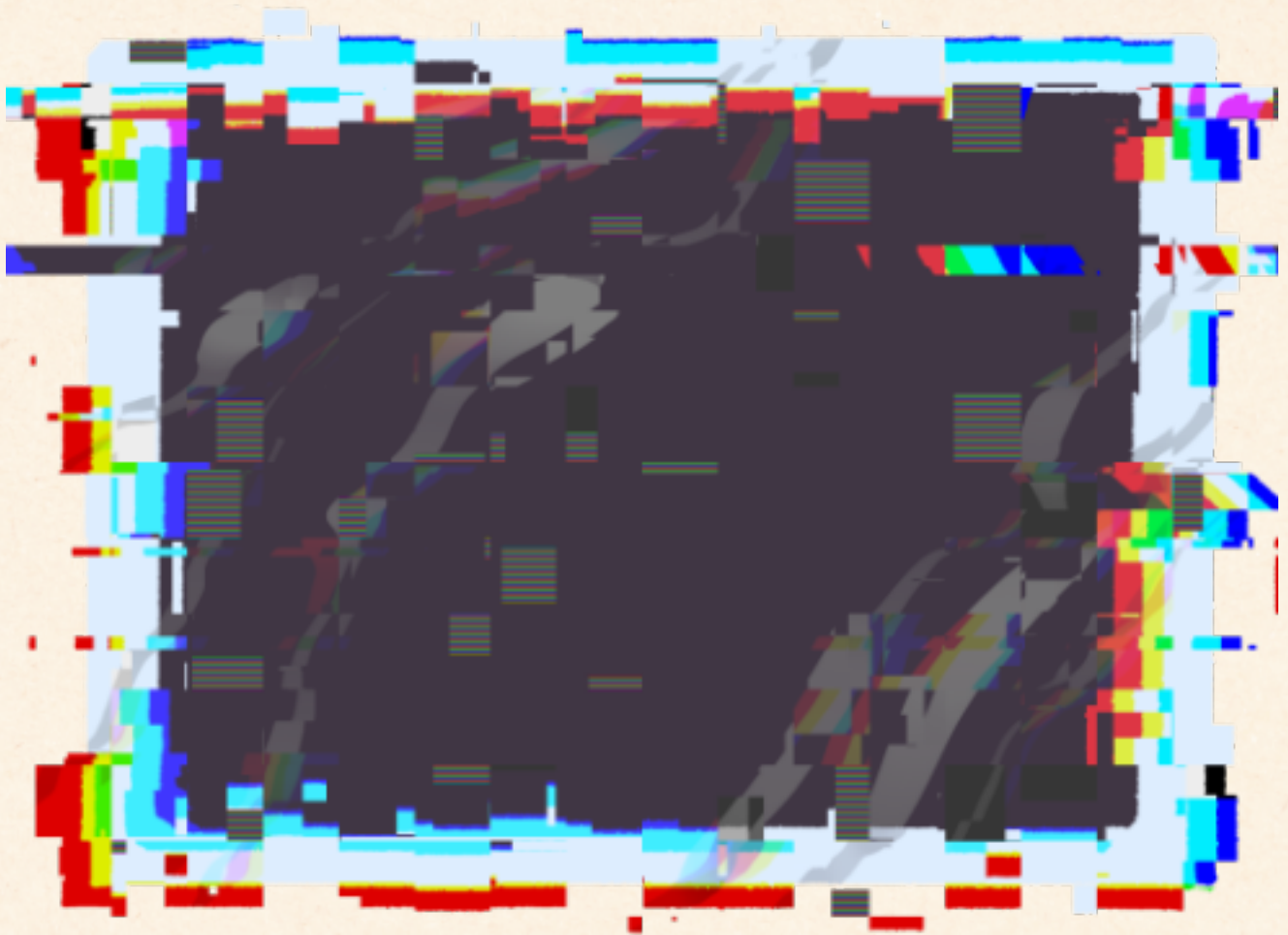
Art by: Azu



Kaani Lily

Plant ★★★★★

Writing by: Spur // lurkn_ssprdyllc



A flower that appears where there is an equal measure of despair and determination.

Used as medicine, brewed into a miracle elixir, or potions of taint (extremely potent, specifically engineered to eliminate swarms of monsters and kill upon contact even if only barely grazed by a drop). Lethal past 5 mg.

They used to sprout everywhere, so long as the conditions for it to bloom were met. However, it seems that it has only been spotted blooming in the Mojibake domain ever since the tragedy that took place there.

Its appearance echoes gumamela flowers and flame lilies combined with something else. Mien reminiscent of a man hunched over, desperately protecting a flickering flame against the biting cold of a snowstorm, dwindling in size as if it's just about to die out. Even so, a faint glow emanates from behind its petals, its nectar steadily trickling down and pitter-pattering on the ground.

Whispered amongst veterans are relieving recoveries, as well as unsalvageable missions with bittersweet endings. The weeping harvest lily providing a quick escape, a kinder end.

Never withering regardless of how long it's been since you plucked it. Always reliable, a staple part of a veteran adventurer's kit. "

The White Garden

Writing by: Skyler Reach

There's a peculiar corner of Xenokuni wherein colors seem to have been leached from the land itself. Every flower petal and every leaf of every tree is dyed bone white.

It is said to have been the stage for one of the bloodiest battles in Xenokuni history. According to legends, a single soldier survived that day. After dragging himself back to civilization, he told stories of that battlefield... how the bloodshed was so great that even the tiniest wildflower had been stained red. Surveyors were shocked to discover that the very battlefield he spoke of was dyed white. Every plant and tree that may have once been blackened with gunpowder or splattered by crimson had become pure white.

Because of the Garden's grim history, there are those who believe that the place is haunted, stalked by lost souls and spectral entities that are unable to find rest.

Art by: AYOIJI



Glomes

Writing by: jaye

★★★★★ Joke

Art by: jaye



Communal creatures that live in groups, glomes are pesky little things that often grab at newcomers! They aren't malicious (at least, the vast majority aren't), but are rather needy. They're small in stature and weak in strength, so their attempts to cling to you can only be irritating at most. If you comply with their tugging, who knows where they'll take you? On the other hand, not all reach out to grab: some will race past you, fumbling over each other in a competition towards what could be an unseen "finish line." Should you find yourself lost, this could be helpful..

Glomes contain plant life growing on their bodies, most commonly stemming from their backs. The sheer variety of species indicates no single regional source; their flora can range from vegetables, to flowers, to carnivorous plants. Perhaps much of the White Garden's botanical diversity is quite literally shouldered by these peculiar beings.

When asleep, glomes gather together in a ball, reminiscent of a globular flower head. How they hold this shape throughout the night is a mystery, but it assures warmth and security.

Art by: jaye



Hemorrhagia Auricular

Writing by: Vanhl ★★★★★ Undead

"Mystical entities who inhabit the White Garden as roaming spirits. Hemorrhagia Auriculars are entities who never interact with anything but can cause an ear-bleeding shrill if attempted to be exorcised. Somehow, they seem to be aware of an exorcising incantation, almost as if they recognize how the process is done and do not want to disappear. They are pure white in color with dark wispy limbs, almost transparent. They prefer staying near sources of light as if they actually fear the darkness. One can try talking to them normally, but they will merely give you a spine-chilling stare. If you growl at them, they will growl back at you to start a conversation.

Nobody knows if these entities are related to the mysterious powerful being that has taken all the color of the garden or if they are actually the ones who did it. Some say they are remnants of an ancient being while others believe that they are the souls of the fallen soldiers who fought in the White Garden. They are often recognized as someone familiar from the past battle that took place, but their identities remain unknown as their faces are shrouded in transparent glitches.



Art by: croëlle

Art by: croëlle





Shirokodama

Writing by: flos gelida.
★★★★★ Ancient

"Traversing unknown regions can be frightening, especially when your adventure brings you to a place such as the White Garden. Within the eerie calm that lays over the region is a creature by the name of 'Shirokodama'.





Art by: Yarolu

Although these beings are guardians of this area and those who travel through it, they are very shy. They have small, translucent human-like bodies that allow them to blend in to the stark white scenery - save for their eyes and mouths. They have a soft glow that emits a feeling of safety to those who come across them.

To be in the White Garden is to be in the presence of something unseen - something dangerous. But you can rest assured that the Shirokodama will be with you through your journey, and will watch over your every move in silent care.



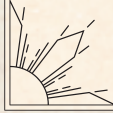
Art by: tsu

Poison Cocoa Tree

★★★☆☆ Plant

Writing by: Mordi

These trees contain a toxic sap that drips from the branches. If not disposed of quickly, the sap droplets will condense into a large, heavy fruit, which can be deadly to any wildlife that eat it. This fruit can be difficult to get rid of if you don't know what you're doing, since the husk is covered in tiny thorns.



Guargondia

Writing by: croelle

★★★★★ Creature

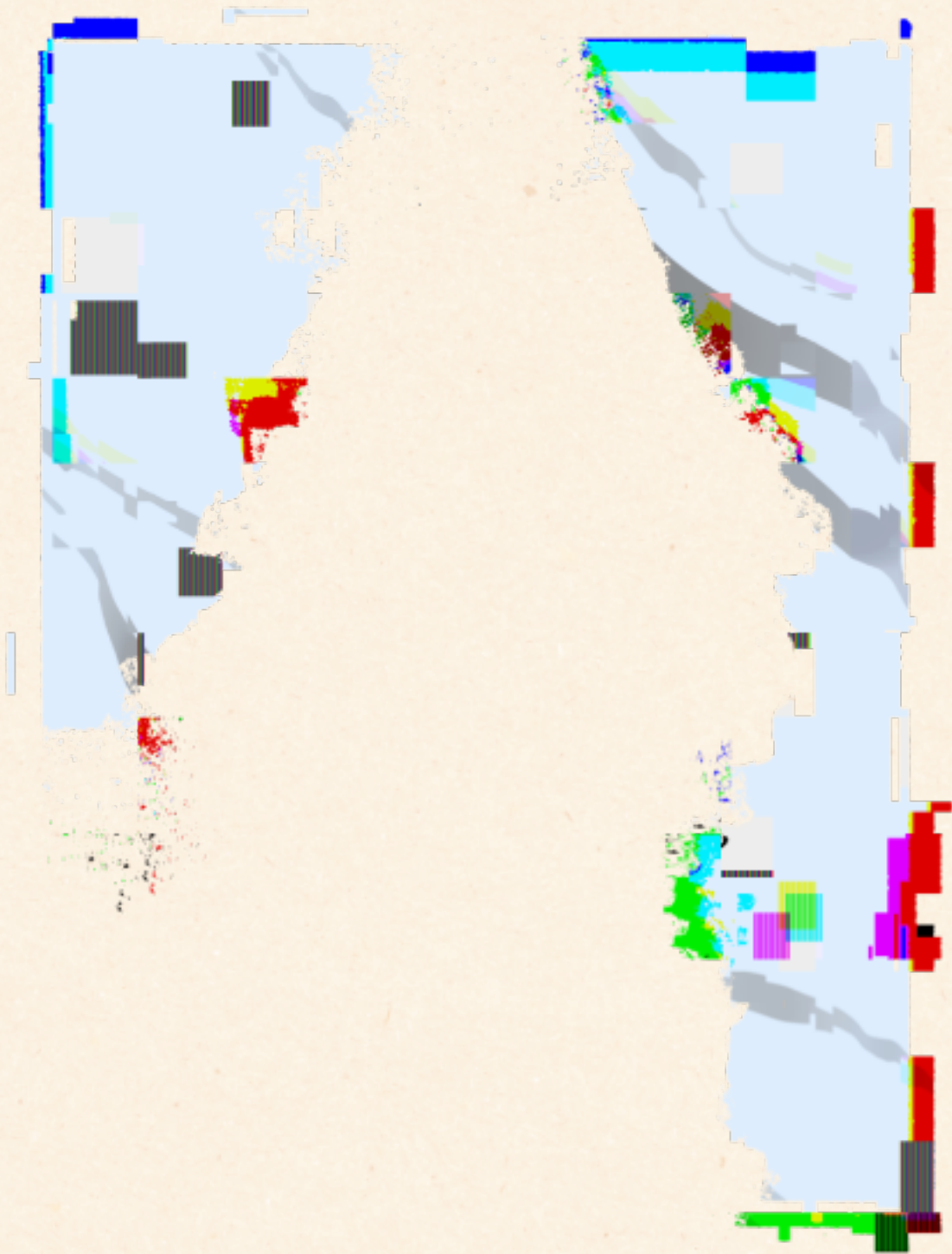
The origins of the Guargondia is just as mysterious as most of the stories littering the snow white turf of the gardens. Nobody knows where it came from nor does anyone really know what it is exactly. Though this goblin-like creature may not look the most menacing, it certainly poses some kind of threat to those that attempt to enter the Gardens within his range. To anything that has an ounce of colour, the Guargondia will show its hostility by warding them off with its wild movements. A single touch will drain that part's colour, and the longer it touches you, the more colour is drained from your body.

Despite its actions, one may wonder if the creature is friend or foe: is it simply doing its instinct of preventing anything from entering the gardens... or does it have enough sentience to keep those out for their own sakes?

One may try to ask, but there will definitely be no guarantee of an answer; most do not advise anyone to do anything other than steering clear from the Guargondia. It has not been particularly amicable before; most would doubt it would start being friendly now.

Art by: Gabrielle





HOME

Writing by: Spur // lurkn_ssprdyllc
★★★★★ Ancient

A flower that blooms grinning at everything in sight, offering a home that one can never leave once they've been welcomed. The Archfiend of Restraint: Gluttony. To younger generations, it is more commonly known as the entity Home.

It appears as an achromatic Stinking Corpse Lily crossed with Sundew, Venus Flytrap, along with other indistinguishable plants, and is comparable to the size of a pyramid.

Impossible to locate under normal circumstances, but with enough patience, a lone ronin was able to observe it along with the Archfiend of Resolve. It seems to work in tandem with Sloth who roams in search of colors to collect who only brings them over for Gluttony to receive once they've already promised their freedom and energy away. Here, they will be greeted with a smile that offers to lift it up and through the aperture, lowering it down onto the central column.

What happens beyond this point, for now, is information none of us are privy to.

TEMPUS Tip!



SHINRI: And then I confirmed that Sloth does in fact look like a kaijuu-sized amalgamation of a Man-o-war and Magnapinna. Well, on the bright side- I was the first, and I assume, in decades to witness both Sloth and Gluttony in person and get away safely with new information to report.



Art by: tsu

Man-Eating Chilli

Plant ★★★★★ Writing by: Mordi

This is a carnivorous plant found growing in the wild. These plants grow fiery-hot chili peppers in order to bait humans with a taste for spice into investigating closer. While they start off at around knee height, their leaves quickly grow and stretch large enough to swallow an adult human. The leaves will snap shut around their prey and quickly digest them into nothing but bones. It's best to get someone who dislikes hot peppers to deal with these plants, since the peppers seem to have an almost hypnotic effect on spice lovers. Be sure to uproot the plant entirely without picking the peppers, as they can also burn to the touch.



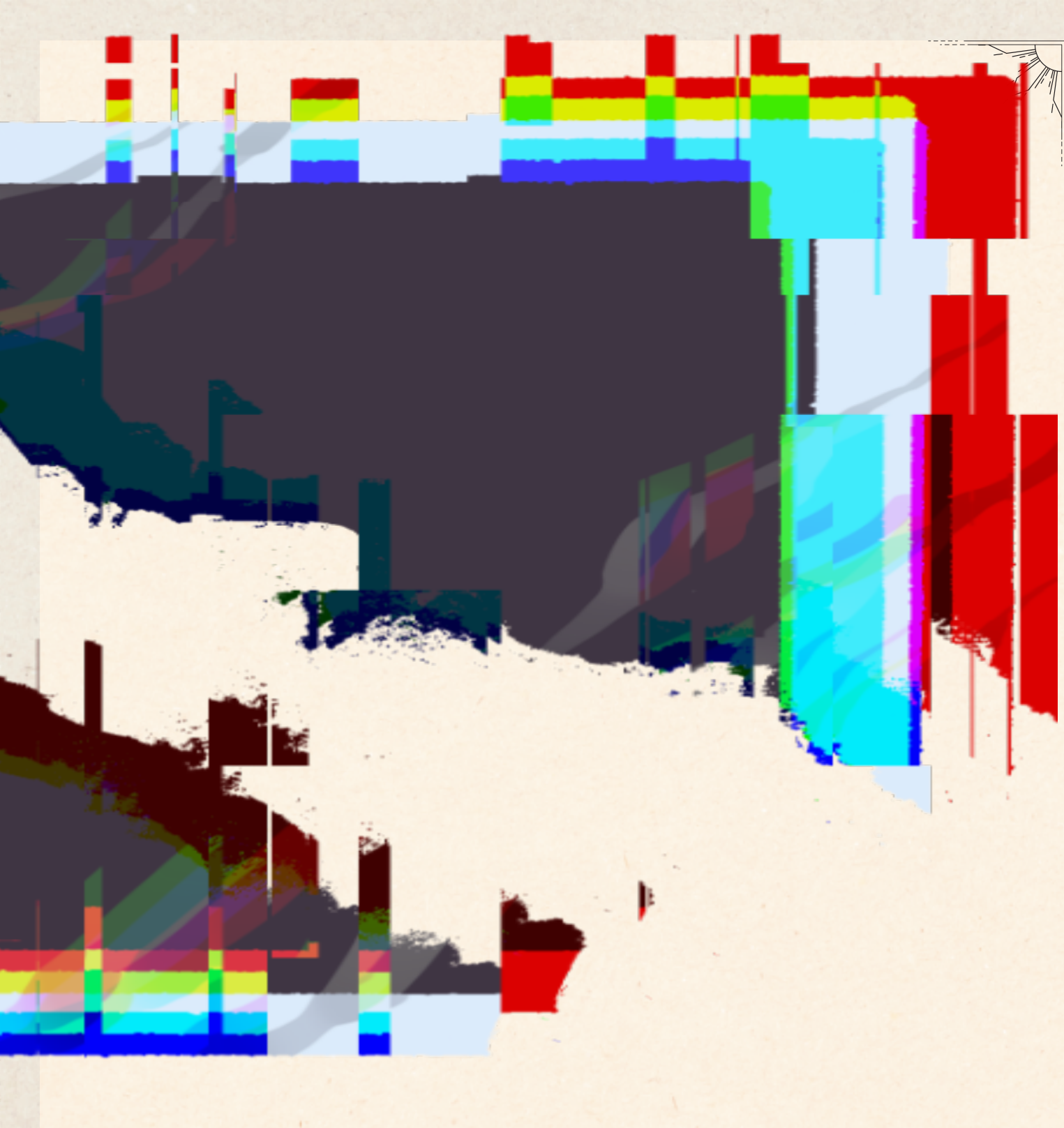
MOTHER

Writing by: Spur // lurkn_ssprdyllc
★★★★★ *Ancient*

Venerated by the older generations out of fear, it used to be referred to as The Archfiend of Resolve: Sloth. To the more recent generations, it is known as the entity Mother.

From generation to generation, the tales of a malevolent spirit collecting souls were passed to the next. However, at some point they turned into the chronicles of a benevolent guardian that protected the weak.

"Offer your colors to it and in exchange, it will grant you sanctuary. For the rest of eternity shall you be kept safe."



It seems "colors" here refers to one's freedom and energy. Some say that it also includes one's soul to the deal. Thus, it is an entity that takes advantage of those who are weakened, fearful, and tired looking for a safe place to stay, offering security in exchange for feeding on their very essence until the end of time. Misleading them into forfeiting the peace and rest they so desperately wanted.

It has listlessly roamed The White Garden for centuries, even so it cannot be found unless it believes there is a reason for it to be seen.

TEMPUS Tip!



SHINRI: Back when I was still wandering throughout Xenokuni, I learned that it may be taking the shape of a cross between a Magnapinna and a Man-o-War, and maybe something else. In any case, you shouldn't try to take it on for now Hakka. There's not enough information to work with.

MASTER OF THE HOUSE ★★★★★ Ancient

Writing by: croëlle

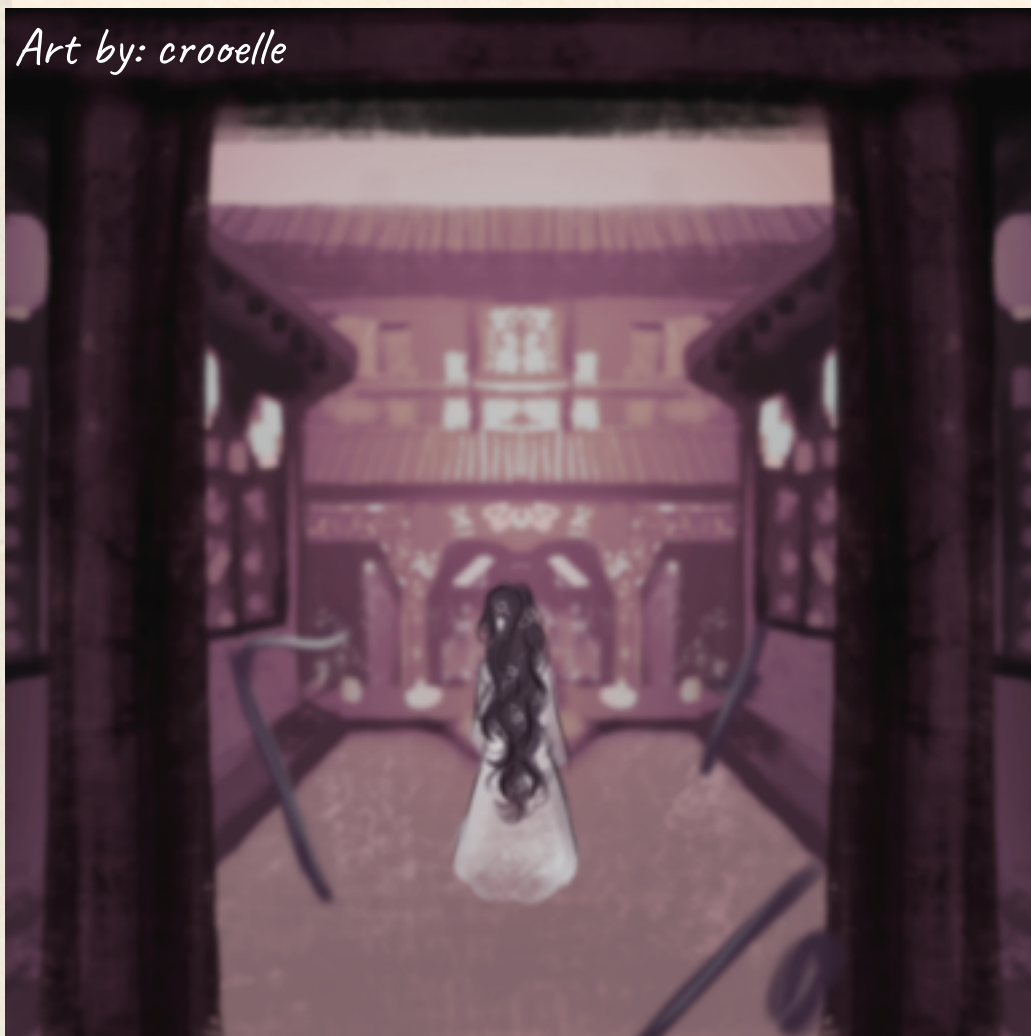
There is an acreage in the gardens that most people tell you to avoid. Not because the chances of slaughter are high, no. It's because this area is a sacred place.

It is clear to those that look beyond the entryway of the siheyuan that the grandiose mansion once belonged to a wealthy clan. Oftentimes, nothing really happens in the area... that is until you step inside. To those that had witnessed what had happened to those that did enter the gates, they would tell you that the mansion— rather, the “master of the house”, had claimed their companion as their own.



Art by: croëlle

Art by: croëlle



TEMPUS Tip!



SHINRI: It's a “once you go in, you never go out” kind of situation there... You don't see the wreckage, you don't see the carnage, but I'd steer clear from that area if I were you...

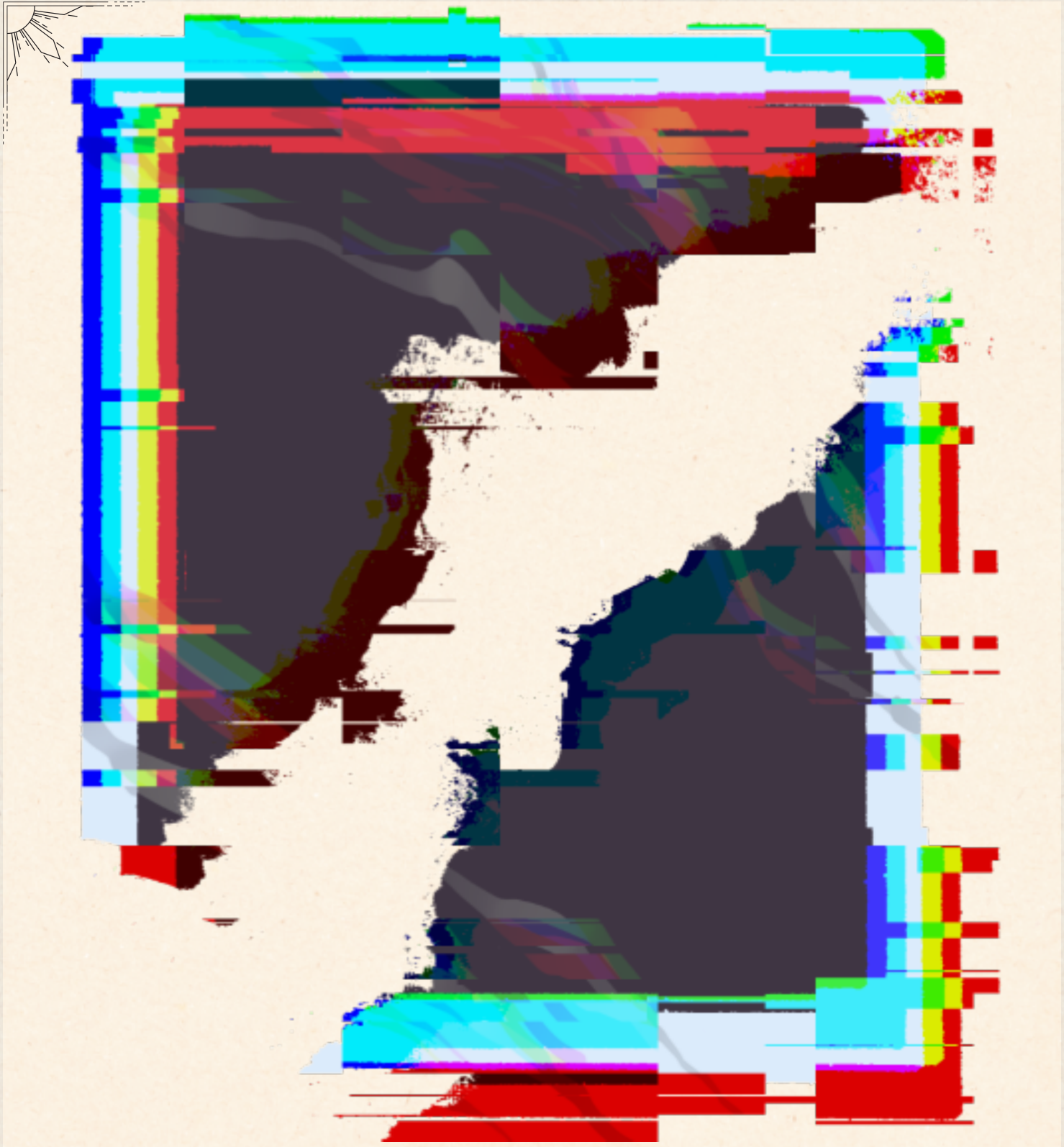


JELLY

Writing by: Spur // lurkn_ssprdyllc

★ ★ ★ ★ ★ Plant

Regularly found listlessly drifting in the wind, floating around aimlessly throughout The White Garden. No one really knows where they come from, and they don't seem to do much other than that. It hasn't been classified as anything either, but most think it's either a companion or plant type creature.-Deeptively-innøeuous.



FLUFFY

Writing by: Spur // lurkn_ssprdyllc

★ ★ ★ ★ ★ *Ancient*

Little white flowers that grow on creatures' fur, feathers, scales, or whatever applies and on travelers' clothing after they've stepped into The White Garden and have stayed there for a time.

Stay for a while and they'll start whispering to you about a range of topics - mostly inane or innocuous, giving off the impression of childlike innocence. Stay for even longer and they'll begin to whisper amongst themselves about the most interesting things when they think you aren't paying attention.

Don't let them know that you heard.



Art by: GLISSE



Birthd**ay** Wishes



agua

happy birbday to the cutest and coolest exorcist! may your adventures bring you joy and some well deserved rest! treat yourself to some good food, okay? we love youuu, pásalo bien! 🍓

Aisha

Happy birthday Hakka! May you continue to grow stronger in your exorcist abilities. Thank you for your service in protecting the people of Xenokuni from evil spirits~ We love you!

alceo

Happy Birthday Hakkasito! Hope you have a great time on your big day and thank you for being such a big part of my daily life! Hope to see more from you. Much love from me ❤️

Asusuzume

Happy Birthday Hakka!! Thanks for always work hard and being the coolest and cutest PURPLE BIRB in Holostars. Love you so much!! Let's have more fun & joy & 🍓 together in upcoming future!!

Atitaru

¡feliz cumpleaños, hakka! to the coolest and cutest exorcist in all of xenokuni: have a wonderful birthday!

AvaAasimar

Have a nice birthday Hakka!! It's fun to see another member of the bilingual crew join HoloPro, here's to the coming year of great new streams reaching all over the world! (Also your singing is fire!)

AYOIJJ*

Happy Hakka Day!!! Wish you have a wonderful day! Thank you for always make my day 💜

Ayumi

Happy birthday mister birb, thanks for all the laughs and the kindness you've shown us. May you thrive in both your career and personal life this year. Lots of hugs and love.

Azu

Happy birthday Hakka!! Thank you for all of your hardwork, i hope all of your wishes come true because you're truly deserve it! 💜

Brainrot Kira

HAPPY BIRTHDAY HAKKA!!! Hope you have an amazing birthday filled with lots of love and affection, thank you for everything you've done and please continue to be your coolest and cutest self!!! 💜💜💜

Brainy

Have an amazing birthday, Hakka! I hope you have the best of days and the next year is filled with nothing but overwhelming success and love!

Brokenzero

HBD Hakka!! I'm glad I was able to join this project, we hope you ate some cake on your special day!!

Bushidont

Happy BIRDDay to everyone's favorite exorcist, Hakka! Thank you for all the HOOTS and the OWLsome streams that you've done for us! Your covers have been EGGceptionally PHAINOmenal and HEADBANGERS!

ChaiiMilk

¡Feliz Cumpleaños Hakka! I hope you have an amazing birthday with family and friends! I always enjoy your singing and jam out everytime! Thank you for all your amazing streams!! ❤️

Christine Kim

Hey Hakka! Happy Birthday! Wishing you many successes and sweet dreams ahead! We love you!

colossalkraken

To the cuuuutest and coooooolest exorcist of all Xenokuni: happy borthday i give you stroberri

croelle

Hola Hakka! Happy birthday! Thank you so much for being so amazing! There's a lot of monsters that you have to (cutely) exorcise here so stay cute and cool! We're here with you! Mahal ka naming lahat!

DancingSquid3

Feliz cumpleaños, Hakka!!! You are incredibly talented and make me smile each day. Thanks for all the time, work, and effort you put into streaming. We will always support you in all your endeavors!!

de-yuli

Happy Birthday to the coolest and cutest exorcist of Xenokuni! Thank you for always doing your best, but don't forget to rest and play a lot! I hope you have a wonderful birthday!

DEADRKKGK

Happy bday Hakka!! We hope you enjoy what we've made for you, and thank you for joining HoloES (real)!

Dolch ドウチ

HBD Hakkafe shopkeeper!! My friend and I translated Raven's Paradigm so more people could enjoy your explosive voice & warm personality! Con cada año que pasa, te haces más hermosa. Feliz Cumpleaños! (bit.ly/dolch-ravens-paradigm-chn-1, bit.ly/dolch-ravens-paradigm-chn-2)

eineru

Happy birthday Hakka! I'm so happy that you joined Holostars! From your singing projects, to streams, to drawings, i appreciate all of it. Treat yourself to a good meal, and i wish you happiness. HBD!

Elias Pedro

Happy Birthday, Hakka! Watching you and Tempus Vanguard has really inspired me to push myself and work harder at my craft. Wishing you and your friendos the best!! Cheers~

Elias Swift

Happy birthday Hakka! From the Hakkitos to you, I wish you a bright future!

Eliza123z

HAPPY BIRTHDAY HAKKAAA, You're such an amazing and hardworking dude. Have a tasty meal alright bro.

Emu

Happy birthday Hakka! Thank you for all the laughs and amazing music these past few months. I can't wait to see what the future has in store.

Eri

Happy birthday dearest Hakka!! Sending you the best wishes on your journey here in TEMPUS and HOLOSTARS. We're with you every step of the way!

FelixWuff

As a bird who shares the same birthdate as you do, I put all my love into this drawing. I wish you tasty food today and from the bottom of the heart a wonderful time with what you love to do! 🥰

flos gelida

happy birthday hakka! thank you for all the joy over the past few months, i hope we could all come together to give you a great birthday!

Fluor (FluorescenceFuture)

To our coolest and cutest exorcist, our godtier songbirb, our hardworking malewife, our dear strawberry, Banzoin Hakka! Happy birthday! お誕生日おめでとう! ¡Feliz cumpleaños! ¡Feliz Viernes!

Gabrielle

Happy birthday the coolest and cutest birb! Hope you have some nice strawberry cake on your day!

Gaby Abi Dabi

¡Feliz Cumpleaños mi precioso Guacamayo! Thank you for all the great times you've given us, and all the great ones to come! You inspire us to keep trying to attain our dreams. Thanks for being you!

GLIESSE825

There's a lot of reasons why you are my oshi to begin with. But what matters the most is the spirit you have that you made me get inspired by you. Happy Birthday, Sr. Hakka!

Grace

Happy birthday Hakka! Thank you for always bringing your energy and cheeky humour to all your streams and to Tempus as a whole!

HappyVainGlory

Happy Birthday Hakka! I don't get the chance to tune in often these days, but it's always a blast when I do. Take care and rock on!

Harmonia

Happy Birthday Hakka! I hope you have a great birthday and many more to come!

Haru

Happy birthday Hakkaaa!! Hope u have the bestest day today and always- 🍷🍷 Sending all the love & support we can muster for our dear exorcist- ❤️📺🌟

HoneyStar

Feliz cumple al Hakkarando, el cuervito más icónico del condado, lo tkm, me inspiras a crear arte y a no rendirme en mis metas, muchísimas gracias por todo

Idsmile

Happy birthday Hakka! I hope you have a good time! Disfruta mucho y descansa mucho!!! Y come mucho pastel!!!!

isa (choco ising)

happy womb eviction anniversary, birby! our exorcist deserves a great celebration, and I'm so happy I could contribute to it! i hope your birthday is full of yummy foods, warm memories, and love <33

Isekai Witch

Feliz cumpleaños Hakka!! Que cumplas muchos más!! Saludos desde la región de

Jackorein

Happy Birthday Hakka! You have inspired me with a new drive to try new things and I'm starting with this background art! Hope you have a great day and can reach even greater heights.

Jaesung

Happy birthday, Hakka! Thank you for being a constant source of joy and inspiration. I hope you get to eat all the strawberries today!

jaye

Hakka! My leader, my rival. I hope you enjoy your birthday to the fullest extent. Keep on grabbing life by the balls, big man B)

kuroneko

Happy birthday! hope you have a wonderful day and you will also be kira kira:)

Kyusaku

Happy Birthday Birbman! I hope you have the best birthday today because we all love you very much!!!!!!!!!!!!!!

Lee

Happy Birthday Hakka!!! You inspire me as an artist and as someone who wants to practice using their voice in a way that you do. Have a great birthday!

Lenny Guevara

HAPPY BIRBDAY HAKKA, ALL THE BEST WISHES FOR THE BEST PAJARRACO, TKM MUCHO!!

Lime 52

Happy bday Hakka! Tried making you a stroberri cake, but since I'm just a small hakkito I got buried in an avalanche of stroberri. (*I'm losing my mind, all I see is red! Take this writing instead!*)

LuckyCarrot

Happy Birthday Hakka! I always enjoy how energetic you are, and how passionate you are about music, being In Holostars and improving as an entertainment. Buena suerte y lo mejor hacia adelante, pajarito!

Lyn

Happy Birthday Hakka! I hope you have a great day today 🍓 ^ _ ^

mayari marionette

Feliz cumpleaños to the coolest and cutest exorcist birb! I love the high energy and good vibes of your streams. Here's to many more birthdays with Tempus and your Hakkitos!

melohina

Hakka! Stroberri birb boi!! Happy birthday with love from your EXE buddy!!! I hope you'll continue to bless us with your music and kindness for years to come. Thank you for always

making me smile!

Minty

Happy B-Day HAKKAAAA!! Can't wait to see what you bring us next!!

Mira 🍓

Happy birthday Hakka!!! Your streams are always fun to watch and I'm so glad you're here! Thank you for being yourself and creating this amazing community! Keep being a cool birb~

mmmonstruo

Happy Birthday Hakka! Your dedication to your projects is an inspiration that has given me strength to continue my own passion projects. ¡Que tengas un día muy especial lleno de alegría y compañía!

Mobbo

Happy Birthday Hakka! Thank you for blessing us your godly vocal and screamo! I hope every day brings you happiness!

Mordi

Happy birthday to the most hardworking and sweet little bird! Your karaokes and covers are always amazing.

Mowo (ieka95)

Happy birthday for ya birbo Hakka, here's for the great years ahead and more stroberries for you and hakkitos to come!

MultiMissCosmo

Happy Birthday to our favourite Birb! May your day and year be filled with lots of laughter, music and good memories. Keep on rocking on!

Nat

Happy hatching day, Hakka! Wishing you great health and much success, your voice and passion for music mesmerises me. Excited for your journey, can't wait to see you perform live someday! Rock on!

naruluckycarrot

HBD Hakka! I always enjoy how energetic you are, and how passionate you are about music, being In Holostars and improving as an entertainment. Buena suerte y lo mejor hacia adelante, pajarito!

Nishi

Happy birthday Hakka! Thank you for being a wonderful part of our life. May your day be filled with beautiful things because you deserve it. Lots of love!!

Niz

Happy birthday, Hakka! I really love your voice and hope that you continue singing in high spirit in the future too! Enjoy your day!

**Nui**

Hola Hakka!! Happy birthday, and thank you for everything. You inspire me more than anyone, thanks for making us so happy.

Nunally

Happy birthday! Today might be your birthday but as any other day, we love you and appreciate you! I hope that with the gifts you'll receive, we can make it even more special, just like you are!

nyanbeans

Happy birbday Hakka!! Thank you for not only bringing so much joy into my life, but also inspiring me to create again! We love you!!

Nyx

Happy birthday Hakka! Though I don't watch much of you, I'm happy you're in the guild! Have a good birthday you little chaos birb!

OopsyDoodlez

Happy Birthday Hakka, may the year bring more laughs, smiles, and good times.

PalladiumCatalyst

Happy birthday, my birb! I wish you all the best in the coming year! May it be filled with much creating, singing, and entertaining!

pankoako

Happy birthday, Hakka! You're insanely skilled and you always make me happy! Te admiro mucho. Ten un buen cumpleaños hoy, Hakka.

paopandan

Happy birthday Hakka! Thank you for your awesome streaming, presence, and karaoke! I couldn't think of a more rockin' exorcist to mosh to! 💜

Potato

Happy birthday Mama Bird- I mean Hakka! You're so much fun to be with, so this is my gift to you! May you keep smiling forevermore and continue being your chaotic and kind self, love ya~

Sachan

The cutest and coolest Hakka, Happy Birthday! You're insanely talented! Your positive energy brightens my day!

Saki

Happy birthday Hakka!! I hope you have a wonderful birthday! Thanks for always work hard and cuteness 🍓🌟

Skycompass

Happy Birthday Hakka! You're so cute and sweet and a delight to watch! Keep on trucking on, adorable birb man!

Skyler Reach

To our lovely songbird, Hakka. Thank you for being a light in the dark for many Hakkitos. Because you were born, we could all laugh, cry, and be inspired. I hope you have a wonderful birthday!

Skylimit

Happy birthday Hakka! Your streams always bring me joy! Hope you have a wonderful birthday and achieve all your dreams! Excited to continue supporting you on your journey!

Soraille

Happy Birthday baby bird!!! Your existence is an incredible blessing and I hope you know that you are massively loved!

Spur || lurkn_ssprdylle

HAPIBA HAKKAAAAAAA! (<--read like how you'd yell Kamehameha). We hope you have a lot of fun during your birthday and also have a lot of fun siting back and relaxing after your birthday! Otsu otsu o7

StormfallSails

Happy birthday Hakka!!! 🎉🎉🎉 Hope you're having a wonderful day and enjoy all the love and affection from all your Hakkitos because you deserve it! ❤️

Suzu

Happy birthday Hakka! Its been such a great time getting to see you y cuidado con el pastelazo después de las mañanitas!

TelephoneSounds

Happy birthday you amazingly talented birb!! Thank you for all your hard work and for being you! Keep rocking on, silly bird!

toast

Happy B'day to our coolest and cutest exorcist! Hope you enjoy all the presents sent by Hakkitos and make sure to have a blast on your birthday~

tsu

Happiest birthday little Hakka!!! Thankyou for being our wonderful birb and I hope you can spend more birthdays together with all the hakkitos! Make sure to eat many good food today! <3

Tsukiko Ichinose

Happy Birthday Hakka! I hope you treat

Valmeichi

Happy Birthday Birb! I hope your day is full of adventure and surprises. Thank you for the comfy vibes at the Hakkafe!

Vanhl

Happy Birthday to the coolest and cutest purple birb of Xenokuni! Wishing you all the best on your awesome VTuber Exorcist journey and the milestones you will reach in the future!

vercy

Yo Hakka, Happy birthday!! I hope you enjoy it with a stroberri, a kofi and a cookie. As a community we really care about you & we wanted to thank you for these past 3 months together. ¡Muchos Gracias!

Vinhseenn

Happy Birthday Hakka! Hope you like our project!

whalerounded

Thanks for spoiling us with all your music covers! Can't wait to see you pursue your idol journey--and see the coolest and cutest exorcist in 3D in the future and make your loved ones proud.

Xavii

Happy birthday, Hakka! Hope you receive lots of stroberri, and love from everyone on this special day of yours 🍓 Thank you for all your efforts and hard work, may you always be appreciated 💜

Yarolu

Happy birthday Hakka!! You're one of my biggest inspirations for your incredible works and how enjoyable your streams are. Thank you for bringing us happiness!

yoms

HakkaHakka Birthday!! Feliz Cumpleanos, Hakka-chan! Thank you for always doing your best. I feel inspired to do the same. Thank you for simply existing!

Yuuna

Happy birthday!!!!



Participating Hakkitos

Thank you so much!

Project Management

Project Lead - DancingSquid @DancingSquid3 (Twitter)

Project Manager, Area Writer, Entry Writer - Potato @Kate_Yuriko (Twitter)

Submissions Moderator, Area Artist, Entry Artist, Entry Writer - Pao @paopandan (Twitter)

Writing Lead, Area Writer, Entry Writer - Lime 52

Layout Artist, Entry Writer - Nyx @CandorArchives (Twitter)

Cover Artist, Area Writer, Entry Artist, Entry Writer - flos gelida @worldenders (Twitter)

Graphic Artist - Nat @sekai_ouja (Twitter)

Spanish Translation, Entry Artist - agua @wildjinko (Twitter)

Twitter Management - Skylimit @SkylimitA (Twitter)

Twitter Illustrator, Area Writer - nyanbeans @nyanbeans (Twitter)

Twitter Illustrator - Vercy @vercities (Twitter)

Twitter Illustrator, Entry Artist - Nui @nuichuu (Twitter)

Twitter Illustrator - Cher @tomatosoda__ (Twitter)

Accessibility Lead - DEADRK GK @DEADRK GK (Twitter)

Accessibility Team Member - Olive @zenneful (Twitter)

Accessibility Team Member, Entry Writer - Eri @eri_boo_ (Twitter)



Area and entry contributors

- Alceo @chirealc (Twitter)
AYOIJ1* @PloyyPloyy_Iji (Twitter)
Bushidont @bushidontdothat (Twitter)
ChaiiMilk @CHAI_MilkTea (Twitter)
choco_ising
Eineru @eineruu (Twitter)
Eliza123z @Eliza123z (Twitter)
FelixWuff @FelixWuff93 (Twitter)
HoneyStar
@HoneyStarDraws (Twitter)
Idsmile
Jackorein @jackorein (Twitter)
kkohiart
Lee @mycentos (Twitter)
LuckyCarrot
Mmmonstruo
@mmmonstruo (Twitter)
Saki6699 @KIGIDO (Twitter)
Skycompass @_skycompass (Twitter)
VinhSenn @vinhsenn (Twitter)
Yuuna
AvaAasimar
@AasimarAva (Twitter)
Brainy
@pinstripedoc (Twitter)
Christine Kim
@ckim5119 (Twitter)
Dolch ドウチ
@dolchx (Twitter)
Elias_Swift
@EliasSwift (Twitter)
Emu
Grace @skeletonpal (Twitter)
HappyVainGlory @hoopa_v (Twitter)
Kardboard @Carrrrdboard (Twitter)
- Kyusaku @kyusaaku (Twitter)
Lenny Guevara @ThatLenny0 (Twitter)
PalladiumCatalyst
@PalladiumCat (Twitter)
Skyler Reach - @SkylerReach (Twitter)
Valmeichi - @Valmeichi (Twitter)
whalerounded
Xavii - @XAV11sProvTWT
Aisha @aradmille_ (Twitter)
Ambriv2002 - @ambriv2002 (Instagram)
Asusuzume - @Asusuzume (Twitter)
Atitaru - @atitatuore (Twitter, Insta, and Tumblr)
Azu - @azuimagnarina (Twitter)
Brainrot_Kira @brainrot_kira (Twitter, and Insta)
Brokenzero @brokenzero25 (Insta)
Colossalkraken
@colossalkraken (Twitter)
Crooelle @crooelle (Twitter, Insta)
Crooelle.com (Website)
de-yuli @meganeyuli (Twitter)
Fluor (FluorescenceFuture)
@FluorArt (Twitter)
Gabrielle @gabrielle_desu (Twitter)
Gaby Abi Dabi @abi_daby (Twitter)
Harmonia @Shiningseastars (Twitter)
Isekai_Witch @isekai_witch (Twitter)
Jaesung @jsng368 (Twitter)
Jaye @gknomes (Twitter)
Kuroneko @kuro9696_k (Twitter)
Minty @DinoMintz (Twitter)
- Mira 🌻 @dubugaes (Twitter)
Mobbo @mobbo_ie (Twitter)
Mowo (ieka95) @ieka95 (Twitter)
Nishi @magnishii (Twitter)
Niz @jeonizmochim (Twitter)
Nunally @9feerie (Twitter)
OopsyDoodlez
@OopsyDoodlez (Twitter)
Pankoako @pankoako (Twitter)
Sachan @yhyukki (Twitter)
Soraille @1soraille2
TelephoneSounds
@TelephoneSounds (Twitter)
Toast @greenish_seed (Twitter)
Tsu @chnbni (Twitter)
Tsukiko Ichinose
@tamaseDruki (Twitter)
Vanhl @VanhlDraws (Twitter)
Yoms @yomimasugumi (Twitter)
Ayumi
Elias Pedro @SkkElias (Twitter)
Maple Chou @choumeipuru (Twitter)
mayari marionette
@sicilliana_ (Twitter)
Melohina @melohina (Twitter)
Mordi @kingcheckmate_ (Twitter)
Spur || lurkn_ssprdyllc
@lurkn_ssprdyllc (Twitter)
StormfallSails
@StormfallSails (Twitter)
Suzu @suzuranao (Twitter)
Yarolu

