



# CAREERS

( last updated sept. 30th, 2021 )

Welcome to Anamnese Verge's career guide. This document explains the careers available to envoys within the Verge. If you find yourself still curious about anything, feel free to reach out to us!

## \* — role of careers.

Given your unexpected arrival to the Verge as an envoy, your guildmasters have sought to provide you with the basic necessities to ensure you'll be okay following your immediate entrance. However, we simply don't have the resources to completely support all of you long term—that's where these careers come in. In each region, the guildmasters have arranged with local businesses to make some jobs available to envoys even though by your nature, you will have no verifiable qualifications. These jobs have been divided into three tiers based on their availability, with some only becoming available at later ranks based on difficulty and pay grade.

Tier one jobs are available to **any envoys who apply** and pay enough for one to get by with proper money management. Tier two jobs are available beginning at **rank two** and pay a modest amount to live comfortably with, while tier three jobs are available beginning at **rank four** and offer a luxurious salary. The regions listed alongside each job do not indicate that the job is restricted to those sorted into each region, but the location of the job itself. An envoy living in Chalcedony may take a job in Glisshallow, but they should keep in mind they'll have a lengthy commute to get to work each day!

The only job restricted by age is bartending, which requires characters to be of age to drink themselves (18). For other jobs, younger characters may work alongside NPCs who can supervise them as appropriate if there are likely to be situations which could be dangerous or high impact (such as in the security or medical sectors).

\* — tier one.

Region	Job	Description
ALL	Student	Attend your region's school to study subjects ranging from advanced mathematics to vocational trades. Programs begin at preschool level and extend out to doctorate programs, depending on your needs.
ALL	Teacher	Do you feel like you have an expert grip on a certain subject? Do you feel that you'd be able to teach it accurately and at ease to a group of eager students? Educators are stationed in every region to teach subjects both academic and vocational; simply apply and show the Verge what knowledge you can offer.
ALL	Food Service Worker	Provide food and drinks for the hard working residents of Anamanese! Any extra meals and beverages can be taken home as an added benefit.
ALL	Local Mail Carrier	Help deliver letters and packages in a small area you've been assigned. Your route won't be too extensive, but that doesn't make it any less important that the cluster of neighborhoods you care for receive their mail in a timely fashion. No matter how curious you are, don't open any of it!
ALL	Envoy Greeter	Who better to greet incoming Envoys than veterans of the same situation? Join the groups of guild members who patrol the areas where Envoys appear and ensure they get from their arrival location to the place where they will receive their CARAs safely; many of them may appreciate someone who understands what they're going through.
Chalcedony	Bartender (18+)	With the large number of bars located in the area, Chalcedony is always in need of people that will mix drinks. Sense of taste required; night owls preferred.
Chalcedony	Deckhand	Part of the CTA (Chalcedony Transportation Authority) are the sand ships, which need constant maintenance to stay in service. Apply today to serve as the backbone of people's commute!

Chalcedony	Nature Steward	As the wildlife in Chalcedony is equally unique as it is sparse, ensuring it's flourishing is of utmost importance. Learn the language of the land and commit yourself to the maintenance of the desert ecosystem.
Chalcedony	Entertainer	With the large amount of foot traffic that takes place in Chalcedony, putting on public performances is near required! Create street acts that will dazzle audiences and leave them wanting more. Whether it's sword eating, unicycling or music, go and put on a show!
Chalcedony	Beauty Carer	Working in one of Chalcedony's gorgeous indoor spas, you'll do... Whatever is asked of you to do! Be that gathering herbs for the oils used by masseuses, working the desk and offering the best in customer service to spa attendees, even cleaning now and then when required. It's not the most glamorous job, but everyone has to start somewhere, and if you stick with it your superior colleagues might start showing you some tips and tricks.
Chalcedony	Wilderness Convalescence Officer	Love animals? This is the job for you. Working alongside Chalcian vets and vet nurses, you'll make sure all the sick creatures being tended to are cleaned, fed, watered and their daily needs tended to. If you have higher aspirations, you may choose to spend half of your time in Glisshallow, where you'll be trained in veterinary medicine.
Marcavilla	Artisan	Contribute some hands-on work to the local aesthetics of Marcavilla— pottery, sculptures, even clothing if you're particularly dextrous!
Marcavilla	Temple Overseer	After the Auronaga Temple got destroyed, there isn't much to keep track of. However, some creatures still call these ruins home. Your job is to make sure the main path isn't blocked, and that the debris and dirt won't fall into it.
Marcavilla	Farmhand	Work alongside the local Liddols and provide some care for the region's cattle and other farm animals. Ensure the animals are properly fed and milked when necessary, and make sure their living space is clean.

		Help the animals feel appreciated for what they provide to our people.
Marcavilla	Fisherman	The waters surrounding Marcavilla have become a precious commodity when it comes to the Marcan diet. Depart from the port and fish during the early hours of morning or late hours of nightfall to claim the best catch possible.
Marcavilla	Cutler	The most experienced metalworkers in Marcavilla will often tell you the most common practice of metalsmithing is not actually the crafting of swords and axes, but cutlery! With such exquisite metal readily available to the region, Marcavilla is well known for its skillfully crafted cutlery. Hone your skills with metal and craft sets of fine cutlery for marketplaces to sell and export to the other three regions.
Marcavilla	Erosion Officer	The harsh and unpredictable weather of Marcavilla can lead to heavy amounts of erosion and damage to the paths which residents use to safely navigate the region. Perform maintenance on the existing pathways throughout the region by removing broken pieces of the path and built up silt and replacing it with new stone. Utilize your knowledge of the area to map out and create new paths for use that both help the populace and avoid disturbing the natural plant life which grows nearby.
Echuil	Plant Operator	The power plant may be high tech, but it still runs with supervision! Press buttons and make sure the numbers look right. If they don't, don't worry— you'll be able to call a mechanic to actually do the fixing.
Echuil	Inventory Specialist	Ensure that inventory listings are well kept. Work alongside cartographers, gatherers, and distributors to acquire any item that might be missing from the listings or running low in stock. Sort through damaged goods, misfiled cargo, and the occasional rare find.
Echuil	Security Officer	Stand guard in front of your assigned building with a smile (or not). Greet guests courteously, but keep a sharp eye out for any suspicious character/s that

		might be lurking about. If someone's feeling lucky, you may even get to play hero for the day.
Echuil	Cartographer	Work alongside a team of specialists to map out the available resources in Echuil's rainforest. With a vast land area to work with, you'll need a keen eye for detail and a good attention span for this kind of job.
Echuil	Tasarin Streamer	Tasarin VR Arcade had such a successful opening, it decided to expand its facilities—into sponsoring Envoys to run streaming channels under their banner. Choose whether you'd prefer to work from home or using the streaming setups provided on-site, and cultivate a channel all your own! Video games are popular, of course, but the arcade will also sponsor other types of content such as vlogger, beauty, or cooking channels.
Echuil	P.A.R.T.Y. Goer	Everyone needs assistants, and as one it'll be your job to help around the PARTY Facilities! Learn from some of Echuil's best and brightest as you run errands, collect samples, and aid tour guides on explaining the important work going on here. Don't worry if you can't remember specifics—the team working there has your back!
Glisshallow	Miner	In Glisshallow, nearly all mining is done by hand. Descend into the mines that stretch below the Crystalline Caves, rich with tin, copper, silver and iron deposits. Load the raw ores into automated carts and send them up to Frostwurm's Perch for processing. You probably won't find anything too riveting, but it's a consistent job for those who enjoy routine.
Glisshallow	Parlorhand	Brittlebarrow is always in need of more hands to help shepherd the wooly ewes. It'll be your job to make sure the ewes are fed daily and taken to the milking parlor once every three days. Keep an eye out for Fleecy Mimics while tending to the herds!
Glisshallow	Field Medicalist	Though you cannot yet call upon the water to heal, you can still do your part to care for the wounded. Study beneath Glissian healers and verse yourself in remedial cures, including the proper use and application of Echuish medicines. As the lowest rung

		of Glissian medicalist, you'll occasionally be organized into "retrieval teams". Retrieval teams are mostly expected to deliver first aid to those that have stranded themselves, whether between Brittlebarrow and Frostwyrms Perch, in the mines—and, rarely, the glacier's shadow.
Glisshallow	Apprentice Artisan	Looking to take up a trade? There's no better place in Glisshallow than the Artisan's Guild. Under the guidance of local carpenters and shopkeepers, pursue mastery in a craft of your choice. Keep in mind that you're still learning, and it will be some time before people will seek out your creations on reputation alone, but don't give up!
Glisshallow	Greenhouse Aide	Winters in the Region of Fluidity were historically difficult to weather, due to harsh icestorms and limited fertile land, but a modern Glisshallow accommodates the region's climate with greenhouses. Scattered from Frostwyrms Perch to Brittlebarrow, there are never enough hands to go around. Keep track of their internal temperatures and humidity while also doing everything a career in agriculture implies.
Glisshallow	Paddywhack Hackney	Paddywhack is a beloved sport not just in Glisshallow, seeing massive popularity as a televised spectacle Verge-wide. There's a lot that goes into a game, from ice rink maintenance and goal repairs, to snack sales and ticket peddling, so choose whichever you prefer! You won't see professional Envoy league fame yet, but many who work in paddywhack rinks play non-professionally on the side in small time circuits for a less robust salary.

\* — tier two.

Region	Job	Description
ALL	Business Owner	Have you ever wanted to have your own company? Look no further! Open your own business by sending a <a href="#">Member Location Form</a> to the ESPERTINA account.

ALL	Student	Attend your region's school to study subjects ranging from advanced mathematics to vocational trades. Programs begin at preschool level and extend out to doctorate programs, depending on your needs. Pay is adjusted automatically for students upon reaching RANK TWO.
ALL	Teacher	Do you feel like you have an expert grip on a certain subject? Do you feel that you'd be able to teach it accurately and at ease to a group of eager students? Educators are stationed in every region to teach subjects both academic and vocational; simply apply and show the Verge what knowledge you can offer. Pay is adjusted automatically for teachers upon reaching RANK TWO.
ALL	Food Service Supervisor	Whatever establishment you began at as a server, busser, cashier, and so on, has appraised your skill and will now provide you with more responsibility (and more benefits). You can train new workers in your position, and you may oversee parts of restaurant functions yourself.
ALL	Regional Mail Carrier	Help deliver letters and packages in an area you've been assigned. Your route at this level will include a cluster of neighborhoods as well as mail going between that area and other places within the same region. As always, it's important that the mail you handle is delivered in a timely fashion. No matter how curious you are, don't open any of it!
ALL	Envoy Greeter	Who better to greet incoming Envoys than veterans of the same situation? Join the groups of guild members who patrol the areas where Envoys appear and ensure they get from their arrival location to the place where they will receive their CARAs safely; many of them may appreciate someone who understands what they're going through. Pay is adjusted automatically for envoy greeters upon reaching RANK TWO.
Chalcedony	Appraiser	As valuable as the objects in Chalcedony look, not all is as it seems to be. Examine artifacts and gemstones alike under a magnifying glass in order to assess the true value of the sand's spoils. More things than you

		think will be falsities!
Chalcedony	Tour Guide	Want to teach people about the world of ancient Chalcedony? Bring groups to excavated ruins in order to keep the wonders of history alive. Works in tandem with Museum Curators.
Chalcedony	Smithier	Whether it be glass, metal, stone, or any other material that you can think of, the smitheries of Chalcedony are numerous in number. Apply here to both learn the trade and create your own works. You even get a complimentary sword to boot!
Chalcedony	Desert Patrol	Being a bustling treasure-hunting hotspot, the region of discovery suffers its own bouts of trouble at times due to all of the excitement. Whether it be within city limits or out in the great dunes, keep Chalcedony safe! You get a free sandboard upon employment.
Chalcedony	Beautician	Do you live for showing the stressed out residents a good and relaxing time? Try out being a masseuse, and rub the tensions of the day away. Wash a spa goer's hair, and apply a face mask. Maybe acupuncture is more your game, or would you rather strike out as a manipedi expert? Try out any and all services offered by the spa and see which ones fit you. Full training will be provided.
Chalcedony	Wilderness Convalescence Nurse	Here, you will dip your hands into almost every aspect of animal healthcare, including but not limited to handling animal checkups, responding to emergency calls, and assisting doctors in surgical procedures. At this level you can choose whether you wish to specialise in wild creature care or domestic creature care; the former will involve travel across the Verge.
Marcavilla	Musician	Want to spread some lyrical cheer to locals and tavern dwellers? Got a knack for music and want to perform at Couras Tavern? Check in with Kallista. She's always happy to help new faces gain some exposure!
Marcavilla	Mount Keeper	Oktavia could use some help with mount-keeping at Highsoar Stables. Provide care to the mounts through basic cleaning and feeding, and ensure all riding



		<p>equipment is functional, secure and ready for use. Tend to customers by answering any questions they may have in the event that Oktavia is absent.</p>
Marcavilla	Courier	<p>Lend a helping hand to local residents, businesses, and even your Guildmaster by picking up and delivering packages and letters across the region.</p>
Marcavilla	Locksmith	<p>Even the best of us misplace the keys to our homes and offices, and even our CARAs in times where it's most inconvenient to do so, and we'd rather not sit on our hands while the kettle boils over on the stove behind a locked door! Provide the laypersons of Marcavilla your services by learning the trade of locksmithing, and lend assistance to those not well versed in dextrous labor or Light Vision Earth magic. Make house calls to locations where residents or business owners have locked themselves out, and fashion new locks and keys to replace those which are out of date.</p>
Marcavilla	Property Founder	<p>Here's a job for you to get your hands dirty doing. Utilize your connection with the Earth and assist with the construction of local buildings, and provide upkeep for older or damaged structures around the region. Work together with on-site Architects to bring their ideas from paper into reality, and create something entirely new, or add accessibility features to existing structures for the populace to utilize.</p>
Echuil	Mechanic	<p>If you don't mind getting your hands dirty and like the humdrum of machinery, then this might be the job for you. Assist engineers in the repair and maintenance of the region's machinery. From the power plant reactors to the public vending machines, there's never ending work to be done!</p>
Echuil	Apprentice	<p>Have a penchant for mixing things together? Then come work as an apprentice for a local alchemist in the area! Your main job will be helping your superior alchemists with their laboratory research. Shadow them and learn from the best of the best.</p>
Echuil	Foina Guard	<p>A step up from Security Officer. As a Foina Guard, you'll be standing at the city gates and working</p>

		under the jurisdiction of the Echuil Guards. Ensure that the city remains safe from oncoming dangers, and intercept any suspicious or strange activity.
Echuil	Gatherer	Venture out to collect materials and ingredients needed by the locals. You'll be assigned a supervisor, and sent out to different forest locations to harvest common, uncommon, or even rare materials. Be careful in handling them, though, as some cargo can be very fragile.
Echuil	Performance Opener	For those with any kind of musical talent, but perhaps less experience. Open the stage at Engole Theater or The Crystal Echuron, warming it up for the headlining acts that come afterwards. Don't think you're less valuable as an opener—you may not be well-known enough to draw the bulk of the crowds, but it's your job to set the mood and warm up the stage.
Echuil	P.A.R.T.Y. Advisor	For the detail-oriented and those who are familiar with management. You'll be examining and testing our experimental materials for conformance to specifications, running diagnostics on soil, water, and plant samples, as well as keeping record on any anomalies with the tests being run at the Facilities.
Glisshallow	Wagon Repair	The wearing and tearing of the rocky pathways that wind through Glisshallow' woods mean that an automated carriage will occasionally break down enroute. It will be your job to retrieve and fix them, especially if they stop working on one of the main Glissian roads. Don't worry; you'll be given a training course on how the carriages work and be closely supervised during your first two weeks on the job.
Glisshallow	Barber	Beastfolk (and their coats) all have different needs to keep healthy. Though the title may seem modest, Glissian barbers are highly respected for their craft. You will see all kinds of customers with all kinds of hair and fur textures... and temperaments.
Glisshallow	Nurse	If you become a healer, you receive all the training that a field medicalist has and more, since your duties go beyond providing first aid to those who need it. Nurses in Glisshallow are often the ones making

		house-calls to the ill and injured. They work under healers and are often relied upon to keep them informed of their patients' progress.
Glisshallow	Journeyman Artisan	You have made a name for yourself within the Artisan's Guild. Seasoned artisans take notice of your skill with a set of tools and your preferred canvas. You no longer need the supervision of your senior craftsman; however, you have not yet secured a table of your own. You will continue to work under the guidance of a senior artisan, but you may see customers who seek out you among your peers for commissions.
Glisshallow	Chocolatier	Wooly ewe milk is a staple of Glisshallow, and wooly ewe milk chocolate is one of its most popular exports. The title of chocolatier is a title worn with pride, and the art of making chocolate is no easy task. You need a unique flair to stand out on the marketplace, and demand is high. The world of chocolate-making is cutthroat, nevermind that Glisshallow's own Guildmaster's Assistant is one of the best in the business. Mix, mould, and peddle your creations to any of Glisshallow's restaurants, parlours and cafés!
Glisshallow	Paddywhack Jockey	To be a professional player takes a glacier-solid constitution. The main objective of this sport is to score points by hitting the puck across a rink of ice into a metal cymbal. Do you have what it takes to be an official player in the league? Newly established to accommodate the wide range of personalities (and powers) boasted by Envoys, this is not a career for the faint of heart or weak of will! <b>(Note: Due to the amount of organization needed, official games take place in an external server. DM Mod Glisshallow for this external server, and keep in mind that games can be hosted by moderators and members alike. You are not required to participate in hosted games for your muse to be paid.)</b>

\* — tier three.

Region	Job	Description
ALL	Student	Attend your region's school to study subjects ranging from advanced mathematics to vocational trades. Programs begin at preschool level and extend out to doctorate programs, depending on your needs. Pay is adjusted automatically for students upon reaching RANK FOUR.
ALL	Teacher	Do you feel like you have an expert grip on a certain subject? Do you feel that you'd be able to teach it accurately and at ease to a group of eager students? Educators are stationed in every region to teach subjects both academic and vocational; simply apply and show the Verge what knowledge you can offer. Pay is adjusted automatically for teachers upon reaching RANK FOUR.
ALL	Food Service General Manager	You're still moving up the ladder! Time and experience has proven that you know your stuff; you don't need anyone guiding you in your own store (at least not while you're on shift). Though you still answer to an owner and work with other managers, you're in charge of the establishment whenever you're on the premises. You may be in charge of opening and closing, covering breaks, ordering supplies, or even writing the schedule. One thing is for sure— there's always someone else you can ask to clean the bathrooms so you don't have to.
ALL	Inter-regional Mail Carrier	Help deliver letters and packages in an area you've been assigned. Your route at this level will include a cluster of neighborhoods as well as mail that needs to travel across the entire Verge, no matter the destination. As always, it's important that the mail you handle is delivered in a timely fashion. No matter how curious you are, don't open any of it!
ALL	Envoy Greeter	Who better to greet incoming Envoys than veterans of the same situation? Join the groups of guild members who patrol the areas where Envoys appear and ensure they get from their arrival location to the place where they will receive their CARAs safely; many of them may appreciate someone who understands what they're going through. Pay is

		adjusted automatically for envoy greeters upon reaching RANK FOUR.
Chalcedony	Captain	Have you ever wanted to own a boat? Now you can— as long as you're fine seeing an occasional escort or two. Command a sand ship and of your own and conquer the Sentiment's Desert one dune at a time.
Chalcedony	Innkeeper	As Chalcians tend to move about from one area to the next quickly, the hotel business is rather booming! Take care of your tenants and lay claim to your very own inn. You better have a good breakfast buffet!
Chalcedony	Conservator	The wear and tear of time is often one that ends in breakage. Many artifacts have been damaged— but, if you have enough of the pieces, maybe it can be put back together again by your hand.
Chalcedony	Museum Curator	Some relics go to private collections. Others are sold as extremely rare materials for intricate projects. Most of them, however, are housed in museums for all to enjoy and learn from. Create yours to your own tastes and make the best exhibits possible! Works in tandem with Tour Guides for off-location education.
Chalcedony	Fragrance Maestro	Maybe you want to get creative with your beauty talents? As a fragrance maestro you're the one they come to when they want fancy flavours of soap, with different effects. Experiment to get different flavours, different textures from soap bars to bath bombs to shower jellies. Reflect Chalcedony's experimental nature in cuisine with your body care products. Command the beauty care employees to do whatever you need (within reason!) so you can succeed in these incredible feats of fragrance. The world is your bathtub.
Chalcedony	Wilderness Convalescence Doctor	As a doctor, you are the expert. You're the last port of call when it comes to the healthcare of the creatures of the Verge, from a pet smooching mollusk to a wounded wild wyvernhawk. At this level you may choose a specialisation, be that wild animal care, surgical medicine, or solely cavii bear care. You call

		the shots, and the beasts of the Verge thank you for it, in their own ways.
Marcavilla	Apothecary	Prepare concoctions of local Marcan herbs to relieve common illnesses, injuries, or aches and pains the residents may experience on a day-to-day basis.
Marcavilla	Reconnoiter	Talk to Guildmaster Diamanta about exploring the more remote and somewhat dangerous areas of Marcavilla where many do not tread. Record your observations and sightings of anything out of the ordinary, and report back to her.
Marcavilla	Lapidary	Work with your hands and the fine gemstones imported from Chalcedony. Cut, polish, and even engrave these precious gems for decorative use in the region. Crack open geodes to reveal the hidden beauty within.
Marcavilla	Architect	Perhaps you have always had a good mind for outlining and organizing spaces. Have you thought about transferring that ability to a blueprint? With its harsh weather and less than desirable terrain, Marcavilla is always in need of bright minds willing to help organize and structure its space for the ever-growing population, especially with the arrival of Envoys. From local business, to living quarters and reparations; you'll be getting all kinds of experience in this field.
Marcavilla	Blacksmith	Once you and metal have come to have a good understanding of each other, it's about time to take the skills you've learned into the forge and turn up the heat! Utilize the metal and minerals at your disposal to craft, repair and reinforce weapons and armor used by those in the Region of Bravery. Weapons are always in high demand; swords, axes, spears and more are often requested by those who reside in and frequent Marcavilla. Work with your clients to shape their ideas into something that will fit their needs, or help reinforce equipment that could use some tender loving care.
Marcavilla	Terraformer	Space is an issue Marcans often deal with, but there's

		<p>a solution to every problem. If you are a dark magic user, consider joining the Terraformers, where your ability to summon lava will come in handy. Together they carefully plan and expand land, by summoning and cooling off lava around the mountain's base, making it easier for vendors to set up stands, and civilians to have wider space to travel on foot. This is a career which works in tandem with Architects, and needs their aid for zoning, to make sure any new raised land won't conflict with boat traffic.</p>
Echuil	Engineer	<p>As an engineer, you'll be tasked with not only the repair and maintenance of machinery, but their invention as well. Work on building machinery &amp; infrastructure with other engineers that'll help keep Echuil running as smoothly and efficiently as possible.</p>
Echuil	Alchemist	<p>Bubble, bubble, toil and trouble! As one of Echuil's finest alchemists, your main job is to create and safely mix together chemicals and the like, which can be used for many things, ranging from medicine to machinery liquid and whatever new research experiments the resident experts come up with.</p>
Echuil	Echuil Guard	<p>Patrol through the city of Foina and also use your specialized skill to venture out into the rainforest. You are now qualified to supervise other guards and security officers, acting in a mentorship role as well as organizing their duties in each of their roles.</p>
Echuil	Distribution Expert	<p>As a Distribution Expert, your job is to supervise, organize, and send out material resources throughout the Verge. Ensure deliveries are made on time and nothing is missing from the stock. It could spell trouble for those in need of time sensitive material!</p>
Echuil	Performance Headliner	<p>For those ready to take on the main stage. Whether you're a solo act or band member, get ready for your stage name to be the reason people come to see the show. Perform as the headlining act at Engole Theater or The Crystal Echuron and shine at your brightest; you might want to use some of your paycheck to distribute your merchandise to some of your friends...</p>

Echuil	P.A.R.T.Y. Technician	As a PARTY Technician, you'll be tasked with extensive fieldwork in the surrounding area. This will involve; conducting swamp inventories, conducting habitat assessments, conducting experiments, data collection, overseeing sample collection, and being committed to the full cohabitation of Echuil and its citizens with the surrounding environment. In furthering these goals, you may be approved to run your own projects in this position.
Glisshallow	Healer	Your work is synonymous with that of a medical doctor, though your area of specialization will vary greatly. Most often however, healers are general practitioners who are skilled in treating a variety of illnesses and injuries. Many healers specialize in dark aligned water magic, as they are able to greatly shorten recovery times for both injuries and surgeries. Healing magic is not required for the job, but you must be both skilled and dependable to work the long hours that will be expected of you.
Glisshallow	Spelunker	Though at first glance the title seems indistinguishable from the work of miners, your job is very different. Rather than searching for metals buried beneath the sediment and glacier, your task is to map the deepest caverns yet unexplored, paving the way for future expeditions. Draw maps as you traverse the nooks and crannies deep below Glissian soil. This work is mostly solitary. Be warned—the creatures who lurk in the dark are not known for their kindness, and nature can be very cruel.
Glisshallow	Mine Supervisor	It's up to you to make sure that the mining operation in Lackluster Mines stays running as smoothly as possible. Check to make sure all safety guidelines are being followed and direct your crew to the digsite. You will also be in charge of inspecting the quality of materials pulled out of the earth. It's your job to report all unusual activity to the Guildmaster or his assistant; anything from strange findings to the rare cave in. The Glissian economy and the wellbeing of your subordinates depend on your hard work and diligence, so don't slack off.
Glisshallow	Master Artisan	You have excelled among the Artisan's Guild.



		<p>Tourists and locals alike are enamoured by your unique crafting style. Those who were once your senior look to you for insight and advice on their pieces. Though not a “proper” business, a table of your own is reserved in the alleys of the marketplace for you to man as you desire, budding artisans shadowing you as they begin the same journey you did so long ago.</p>
Glisshallow	Kith	<p>You have proven your exceptional fortitude and taste for adventure. As a reward, the Kithship now open their arms and ranks to you. Explore the wilderness of Glisshallow with the task of protecting its natural ecosystems and the creatures that call it home.</p> <p>Becoming a Kith can also be an alternative or supplementary career when taking up the title of Healer; Miracle’s Fontaine is always needing steady hands, so long as you pass their rigorous entrance examination. Boarding in Auriferous Hall, and use of its faculties, are available to you 24/7.</p>
Glisshallow	Paddywhack Coach	<p>You eat, sleep, and breathe paddywhack. You know everything there is to know about the game and thensome. Maybe you even have personal experience as a player. Put that passion to good use, and create your own Envoy league team. Recruit players to bolster your roster, and take them to the ice. Your players rely on your skill, experience, and drive to win. As a perk, you get to name the team!</p>

✱ — **member careers.**

This section is updated as the group progresses to inform members about available careers at envoy-run locations and the point of contact to gain permission to be hired. The number in parenthesis next to a job represents what tier it is. Envoys may open a location once they are **RANK TWO** (eligible for tier two jobs) and offer tier one and two jobs there; once they are **RANK FOUR** (eligible for tier three jobs) they can begin to offer envoys tier three jobs as well. You can find the form required to open a member business of your own on our [FORMS PAGE](#).

Unlike our official careers, **you must receive permission, in-character or out-of-character** before applying for any of the below careers! This should be attached

as a screenshot underneath "proof of permission" to the applicant form in [#careers-hub](#).

Name	Job	Boss	Description
The Gates of Hell	Store Attendant (1) Cafe Barista (1) Bartender [18+] (1) Personal Stylist (1) Live Piano Performer (1) Model (1) Game Designer (1) Mural Artist (1) Sho Minamimoto (1) Seamster (2) Private Investigator (2)	Joshua Kiryu (Marcavilla)	<p>A store located in the heart of the Citrine Square tucked in between two other stores. Outside is a small patio area where one can enjoy coffee and lunch, leading from a small coffee kiosk where people can also grab some hot sandwiches and cafe beverages—along with Bayonetta's special alchemical lollipops. On the inside is a small boutique which carries a selection of outfits that are patterned and drafted by seamster employees, taking up a majority of the store floor.</p> <p>The basement of the store is an open-bar after hours, where those who enjoy the Chalcedony nightlife can come and hang out after a long day of shopping, or to mingle with fellow night owls. The upstairs of the building is an office where she organizes a small directory for information broking. Those who feel lost and could use a helping hand finding something or someone can come here for help.</p>
The Harbinger's Den Investigation Bureau	Secretary (1) Informant (1) Archivist (1) Supernatural Investigator (2) Counselor (2)	Kyouko Kirigiri (Marcavilla)	<p>Positioned upon the secondary mountain of Marcavilla, along the outskirts of Pristin Respite, rests a cozy, small building of stone exterior and a wooden interior, with a few open windows. Nothing draws too much attention to it, aside from the roughly made (seemingly hand carved) tiny pool outside the establishment, decorated with various ebony</p>

shaded roses, weaved into the edges of the pool, thorns and all. Two porcelain bowls float in the center; undisturbed and untouched. When your eyes finally turn to the entrance, there rests a corridor styled wooden sign with the following words engraved into the bark: The Harbinger's Den.

Ran by Kyouko Kirigiri, The Harbinger's Den Investigation Bureau aims to be an investigative group for the...abnormal, so to speak (like an omnipresent tiger whisking away over a few hundred people to a different universe). In addition to this, the bureau also aims to create an archive of information containing any important occurrences, information or data, which will be available to the public (free of charge of course) during business hours.

There are two types of investigators; informants, who don't take an active role in investigating necessarily and instead blend in with the group, gathering information about the strange and obscene and share it with the bureau and finally supernatural investigators, who handle investigation that involve the mysteries of the Verge and other oddities that would fit within that category. Counselors also play a vital role within the bureau, as they help those under mental duress who were exposed to a very stressful situation after the fact and for various other reasons. Kyouko prefers employees to have some

			<p>self-defense and first-aid training, but they're willing to train those who don't. Finally, and this is very important, Kyouko requires all employees to leave an offering for the Esseths on one of the windowsills when they leave work; they will not hesitate to fire you if you don't. They will know.</p>
Suncleaver Studios	<p>Assistant to the Crew (1)          Costume Crew (1)          Film Crew (1)          House/Concessions Worker (1)          Post-Production Crew (1)          Set Crew (1)          Designer (2)          Director (2)          Editor (2)          Performer (2)          Post-Production Manager (2)          Producer (2)          Writer (2)</p>	Amalie Dubois (Chalcedony)	<p>A studio dedicated to creating both theatrical and film production, Suncleaver Studios is the fresh face of the original theatre troupe here in the Verge- The Emissary's Players. Focusing mainly on theatrical productions and short films, the studio welcomes all creative types who want to learn or flex the skills that they already have. Both pre-written and original shows are held in house, as well as in rented places all around the Verge. Whether you are interested in performing, creating the structure around the production, or just helping out the show, there's a place at Suncleaver Studios for you. For more information about the location and career opportunities, feel free to peruse this document: <a href="#">HERE</a>.</p>
Scorching Caress	Smither (Owner only)	Cinder (Chalcedony)	<p>Scorching Caress is a small smithery run by Chalcedony's own Cinder Fall. Cinder specializes in glass and glass/metal combination weapons made from the black sands of Sentiment's Desert, superheated into shape with their semblance (though weapons of any usual material may be created to your heart's content). The smithery's location is in the outermost edge of Charoite City just before Sentiment's Desert's</p>

			sands begin. While Cinder can craft a large variety of basic weapons for purchase at any given time, you can also have a weapon commissioned to embody your own personal style. To discuss orders, just shoot Cinder a DM!
Prova Di Virtù - The Verge's Premier Arena	<p>Bare-Bones Fighter (1)</p> <p>Bartender (1)</p> <p>Bouncer/Security (1)</p> <p>Food Service (1)</p> <p>Entertainers (1)</p> <p>Lights-Out Fighter (2)</p> <p>Referee (2)</p> <p>Doctors/Medics (2)</p> <p>Trainer (2)</p> <p>Promoter (2)</p>	Leone Abbacchio (Glisshallow)	<p>Prova Di Virtù (Trial of Virtue), more commonly referred to as simply Virtu, is a fight club pioneered by Giorno Giovanna. A sleek white exterior shines brightly among Chalcedony's black sands. Inside, dim lights, backlit walkways and railings, rows of chairs, box-seats, and elegantly designed bar and snack areas provide ample areas for leisure and relaxation while enjoying the entertainment for the evening. Two large fighting pits, filled with cooled black sand, make up the center of the establishment. Large flood lights overhead ensure every action of the fighter's are illuminated.</p> <p>Only about a handful of minutes walk from the Agate Oasis.</p> <p>The exterior of the establishment is a stark blot of white across the rolling black sands of Chalcedony. More information can be found <a href="#">HERE</a>.</p>
Brave Heart's Daycare	<p>Assistant (1)</p> <p>Reception (1)</p> <p>Janitor (1)</p> <p>Teacher (2)</p> <p>Chaperone (2)</p>	Maki Harukawa (Glisshallow)	<p>Located in the heart of Brittlebarrow, Brave Heart's Daycare stands. It's a rather large, but still snug and cozy building with two main rooms where two groups of Glissian children can stay while their parents are busy. Each group is split based on age- with older kids being in one room, and infants/younger kids being kept in</p>

			<p>the other. Children can stay as long as they need, and will be offered a plethora of activities during their stay. The facility operates all week-long.</p> <p>Interested applicants should contact Maki Harukawa via DMs.</p>
<p>The Steady Hand Central Marcavilla Medical Clinic</p>	<p>Receptionist (1) Handyman (1) Gardener (1) Apprentice Healer (1) Herbalist (2) Pharmacist (2) Aide (2) Senior Aide (Mercedes v. Martritz) Head Healer (Rhea Seiros)</p>	<p>Rhea (Marcavilla)</p>	<p>Centrally located within Pristin Respite, this comfortable clinic offers general healthcare to anybody in Marcavilla. While not a full-fledged hospital, the clinic is versatile, and the healers in charge boast extensive experience with several different branches of medicine. Built to last, this reassuring establishment strives every day to help the denizens of Marcavilla, Amnesian and Envoy alike. More location information &amp; career description <a href="#">HERE</a>.</p>
<p>Reiki Ramen</p>	<p>Owner (Owner only) Food Service (2) Inventory Specialist (1) Food Delivery (1)</p>	<p>Yusuke Urameshi (Marcavilla)</p>	<p>While you are walking through Frostwurm's Perch and you happen to find yourself nearby the Wurm's Respite, you'll be able to find yourself lured in by the smell of fresh noodles. That or the sight of a new ramen stall bearing a demonic skull with eyes that have flames on the roof, as huge blue phoenix with a mane of black hair resting next to the building might be luring you forward. Being able to seat eight people at a time, once you go past the blue curtains to take a seat, you'll instantly warm up from the environment and food. Offered to guests is a good variety of ramen for all who are meat eaters, vegetarian, can't eat gluten or maybe you can be bold and partake in the Fire Demon Spice Challenge. Ask Yusuke for more details, and</p>

			<p>learn what prize can be your's if you choose to partake and win.</p> <p>Though the store might close on Thursday for inventory, Reiki Ramen is known for being open from the afternoons to late into the night. So if you're a night owl fear not, this place will be open, or if you cannot make it to sit down we now offer delivery on our beloved mascot Puu. Now come on and take a seat, shut up, and enjoy a bowl to warm yourself up.</p>
<p>The Lucky Teacup</p>	<p>Owner (Owner only)  Food Service Worker (1)  Inventory Specialist (2)</p>	<p>Renji Aoki (Glisshallow)</p>	<p>In the historic district of Frostwyrms Perch, a small, quaint shop has opened its doors to anyone looking for a warm drink or a small snack. Mason jars of teas line the counters and shelves, a small glass display with small snacks from single-serve cakes to croissants - gluten free, and vegan options available. The smell differs every day, as there are always new "Today's Steep Story" - the offered tea of the day. In front of the shop's doors, a small maneki neko statuette waves its customers in with a charming attitude - the calico cat's collar reads "Lucky".</p> <p>Shop hours are 7am-4pm, closed on Tuesdays and Sundays, for time to restock food and teas, and take inventory. The shop itself is relatively small - enough space to sit maybe eight people comfortably, but there is also outdoor seating for around four more.</p>

<p>Beacon Bravura</p>	<p>Private Tutor (OWNER ONLY)</p>	<p>Glynda Goodwitch (Marcavilla)</p>	<p>Longing for the kind of teaching she once did back home, Glynda Goodwitch has now opened her own business! Primarily a business for violin lessons, she does also offer lessons in general studies and combat if that is more your style! Renting out a small studio within Pristine Respite to keep her work and private life separate, the facilities are prepared with music stands, lender violins, punching bags, training dummies, and tables with comfortable chairs to use as desks. While her class selections are limited, Professor Goodwitch will certainly prove a capable teacher for what you're looking for. Interested in hiring her? DM her to discuss the details.</p>
<p>Anfang Studios</p>	<p>Studio Attendant (1)  Receptionist (1)  Advertising Agent (1)  Studio Musician (2)  Audio Technician (2)  Music Instructor (2)</p>	<p>Klavier Gavin (Glisshallow)</p>	<p>Located on the outskirts of Foina's upper underbrush level is an edifice of a treehouse, traveled to via a winding bridge and sturdy railways. Past the accents of hanging gold leaves and echoes of resounding melodies is an open studio with numerous rooms sector off within. The lobby is situated at the center of the studio--off of which branch several paths leading to recording rooms, tech and mixing rooms, rehearsal areas, and even a performance stage area. There are several storage areas on site that hold instruments that envoys may rent out, or they may feel free to bring their own instruments if they so please.</p> <p>The studio facilities are open to any envoys that may fancy taking up music, whether it be for personal music production or even part of a</p>



			<p>band or larger music project or otherwise. Recording and mixing rooms may be rented out, and the rehearsal and performance areas each have dedicated schedules that envoys can insert themselves into to make use of the facilities. At its core, Anfang Studios is meant to allow envoys to pursue their musical passions to their fullest, whether it be through playing music, production, or otherwise. More information found <a href="#">HERE</a>.</p>
The Dark Knight	<p>(ALL JOBS 18+)</p> <p>Bartender (1)</p> <p>Waitstaff (1)</p> <p>Performer / Musician (1)</p> <p>Security (2)</p> <p>Mixologist (2)</p> <p>House Musician / Performer (2)</p> <p>Book-keeper (2)</p>	Sylvain Jose Gautier (Echuil)	<p>The Dark Knight is a small bar tucked away down an alleyway in Frostwurm's Perch, styled in the vision of a traditional 1920's speakeasy. It boasts a sleek yet cosy modern interior, with several booths, bar seats and tables set up in which to spend your evening, as well as a small stage host to a variety of live music and other performances most nights. The tables can be easily moved aside to make space for a dancefloor, depending on the evening's events. Open from 1pm until late, it's the perfect place to relax over a drink, play a game of chess or enjoy the scheduled festivities. It can also be booked out for parties and other special occasions. More information about the bar itself, job opportunities and events can be found <a href="#">HERE</a>.</p>
Kingsmen Mechanics	<p>Cashier (1)</p> <p>Book Clerk (1)</p> <p>Mechanic Assistant (1)</p> <p>Mechanic (2)</p> <p>Robotics</p>	Arthur Kingsmen (Marcavilla)	<p>Traveling through the Pristin Respite, you'll come across Kingsmen Mechanics- a repair and mechanic shop run by Arthur Kingsmen! It's a shop that specializes in auto repairs, but many other options are available such as robotics, and other</p>

	<p>Engineer (2) Programmer (2)</p>		<p>technical items! Should you have assistive devices and/or robotic prosthesis that need repairs, Arthur will happily give you a discount. The front of the building also works as a shop that sells repaired and refurbished items, ranging from laptops, PCs, game consoles, and much more, as well as inventions created by Arthur himself!</p>
<p>Arrows &amp; Thunder</p>	<p>Weapon Maintenance (1) Grounds Upkeep (1) Combat Trainee (1, 2) Healing Trainee (1, 2) Verge Magic Trainee (2, 3) Combat Instructor (2, 3) Healing Instructor (2, 3) Verge Magic Instructor (RANK 5 only) Head Instructor (Catherine &amp; Shamir only)</p>	<p>Catherine (Marcavilla) &amp; Shamir Nevrand (Chalcedony)</p>	<p>Located along the Chalcedony/Glisshallow border, Arrows and Thunder is a studio for learning combat, healing, and the Verge's own magic. It utilizes both indoor and outdoor facilities, where instructors can teach basic combat all the way up to simulated extended combat that one might expect on a battlefield. Catherine and Shamir are long time combat partners (about ten years now) and rank 5 envoys, respectively Dark-Marcan and Light-Chalcian in their abilities. The two of them, formerly combat professors, aim to teach envoys who wish to hone their skills or add these skills to their palettes with their years of experience and extensive knowledge. At Arrows &amp; Thunder, envoys may come to learn more about combat techniques generally, extended combat on the battlefield, group battles and strategies, healing in combat, Verge magic, and more. For more information about the positions available and the location itself, click <a href="#">HERE</a>.</p>

<p>Atheneum Deluge</p>	<p>Keeper (1)  Desk Clerk (1)  Processing (1)  Shelfer (1)  Digitizer (1)  Communications (2)  Help Desk (2)  Assistant Manager (2)</p>	<p>He Xuan  (Chalcedony)</p>	<p>Noticeable only by the clear dome that lay above the Helyan River's tide and a quiet sign to the side, Atheneum Deluge is a hidden library nestled within the water's depths. Ring the bell to be taken down the path to the library and have access to a range of activities. Be careful of your surroundings though, not only does the library have a strict rule against noise, the walls are made entirely of glass, the building itself doubling as an aquarium. Whether you're here for the books, group activities, or simply to watch the marine life exist around you, Atheneum Deluge is open to all without charge. More detailed information can be found <a href="#">here</a>.</p>
<p>Vermilion Handyman Services</p>	<p>Business Owner (OWNER ONLY)  Handyman Work (1)  Charity Event Organizer (1)  Private SecurityBodyguard (2)</p>	<p>Veronique Anne-Risette Milian  (Chalcedony)</p>	<p>Welcome to Vermilion - how may we help you?  Since the first office opened its doors, Vermilion has had one goal in mind - To help anyone and everyone in need. Most of Vermilion's work involves handyman work - fixing plumbing, making fences, repairing and updating old vehicles, making sure machines and plumbing works as it should. But Vermilion is not afraid to dabble in more dangerous work! Do you need a bodyguard? Are you planning an event and want only the best, most trusted security detail that can keep you and your party safe? Do you need skilled hands at your side to take on more difficult quests and missions? Do not ever hesitate to call Vermilion! We are here to help YOU! A final service of Vermilion -</p>

			<p>Charity events and Galas! We accept any and all generous donations in order to give back to the community in ways of events and galas! Every bit and bauble of the donations goes back to the community in which we want to help! Our friends and neighbors need someone watching their back - Vermilion has everyone's backs!</p>
<p>Bunfaire Bakery</p>	<p>Baker (1, 2)  Barista (1, 2)  Social Media Promoter (1, 2)  Gardener (1, 2)  Bookkeeper (2)  Front Associate (2)</p>	<p>Bernadetta von Varley (Chalcedony)</p>	<p>Found yourself in a quieter end of Charoite City? The heavenly waft of baked goods coaxes you down the lonely avenue, past a hanging wooden sign and through the glass entrance of BUNFAIRE BAKERY. Owned by Bernadetta von Varley, the place might be a hole in the wall from how the location seems to avoid foot traffic, but visitors call it a hidden gem. Fresh loaves and pastries are baked at the start of each day, displayed in glass cases that stretch across the back wall. Most if not all of the baked goods are... ridiculously cute, what with their routine bear motifs and photogenically sweet designs. The best part is that everything tastes even better than it looks. Few can walk away without sampling her Sweet Bun Trio.</p> <p>The bakery cases divide the customer area from the bar, where beverages are prepared on demand. Special teas (hah) hot and cold are brewed by hands that have dedicated themselves to the formal practice since childhood. The unassuming coffee menu is small, humble, but slowly growing—a furtive tribute of sorts while Bernadetta herself continues</p>

			<p>pursuing the craft. Grab a cozy table and bask in just the right amount of privacy. Outdoors you can find respite beneath the shade of a large white gazebo, which oversees a vibrant sea of flowers. Whether you're with companions or relaxing alone, stop by Bunfaire and enjoy a PERFECT TEATIME today!</p>
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More information and careers can be found [HERE](#).