

Known Information

This is the information that currently is in the Encyclopedia. Each time the Encyclopedia changes owners, it refreshes and begins to write again. The fact is that it is directly connected to the Akashic Records and has limited access to all the information in the world. A somewhat handy tool, I suppose. It cannot be used to store information for historical purposes though :P

The World of Elysium

Elysium is too large to ever cross on foot or even on wing. Most of the world is completely untamed and consists of extremely dangerous wildlands and ruins. Despite this, Elysium is actually divided into countless Territories whose human names have long been lost in antiquity as humans abandoned the task of exploring and mapping the world. These Territories, while many share similarities, are each unique ecosystems with their own specialties unseen anywhere else. Many of these Territories contain ancient ruins and have incorporated these ruins into their ecosystems.

Etril

The Etril are a highly-intelligent humanoid species that sport fox-like ears and a tail that have since become a slave species to their human overlords. They're actually much more intelligent than humans, but a low threshold for pain means they're easy to control with force. Additionally, their intelligence can't truly shine if they're not permitted to learn new things in the first place, so preventing them from learning things unrelated to their jobs has long proven another way to keep the Etrils under control. Their diligent nature has made them into ideal workers, even more so if the master is a violent sort.

Etril culture - at least in Sanctum - has faded over the centuries. All that remain are scattered stories written in rare books. Since very few Etril are taught how to read in the first place, they have no way of knowing these stories even exist, nor any unique history or culture of their own. An Etril, at least in Sanctum, typically has two names, while the surname is invariably "Etril". The first is a birth name given by the mother. The second, and the one they're more commonly addressed by, is a name given to an Etril by their human master. This second name is more often than not derogatory in some way, and always meant to try and "override" the Etril's birth name.

Etrils are commonly born in small litters of two to five children. Litter-mates seem to have some kind of psychic and emotional bond. An estimated .5% of Etrils living in Sanctum are not enslaved, and roughly 5% of these free Etrils manage to live a decent life once set free.

Future Information

Put here any planned or future entries of the Encyclopedia.

The Lost

Those who wander too long in the darkest recesses of Elysium and will find themselves slowly losing any positive emotions. Eventually, they will be consumed by the world itself and turn into beings known as the Lost, the Shadows, or any of the countless other terms Wanderers have come up with them. Roughly humanoid creatures seemingly created out of viscous pitch-black liquid, they are made purely of negative emotions. As they lack true individuality, they flock together and travel in armies, posing a significant threat to solitary Wanderers or small parties, but they are repelled by areas teeming with life, such as forests or cities. As they are beings of darkness, they are burned by sunlight or other powerful light sources, and one can avoid them when travelling in the wild by staying in well-lit areas.

Faerie Feast

Those who wander hungry in the woods may encounter a forest clearing with a magnificent feast set out on an oaken table. You must not eat it, for humans who eat it will be turned into a talking woodland animal and be forced into indefinite servitude to the fey.