

mel's onward cheat sheet!

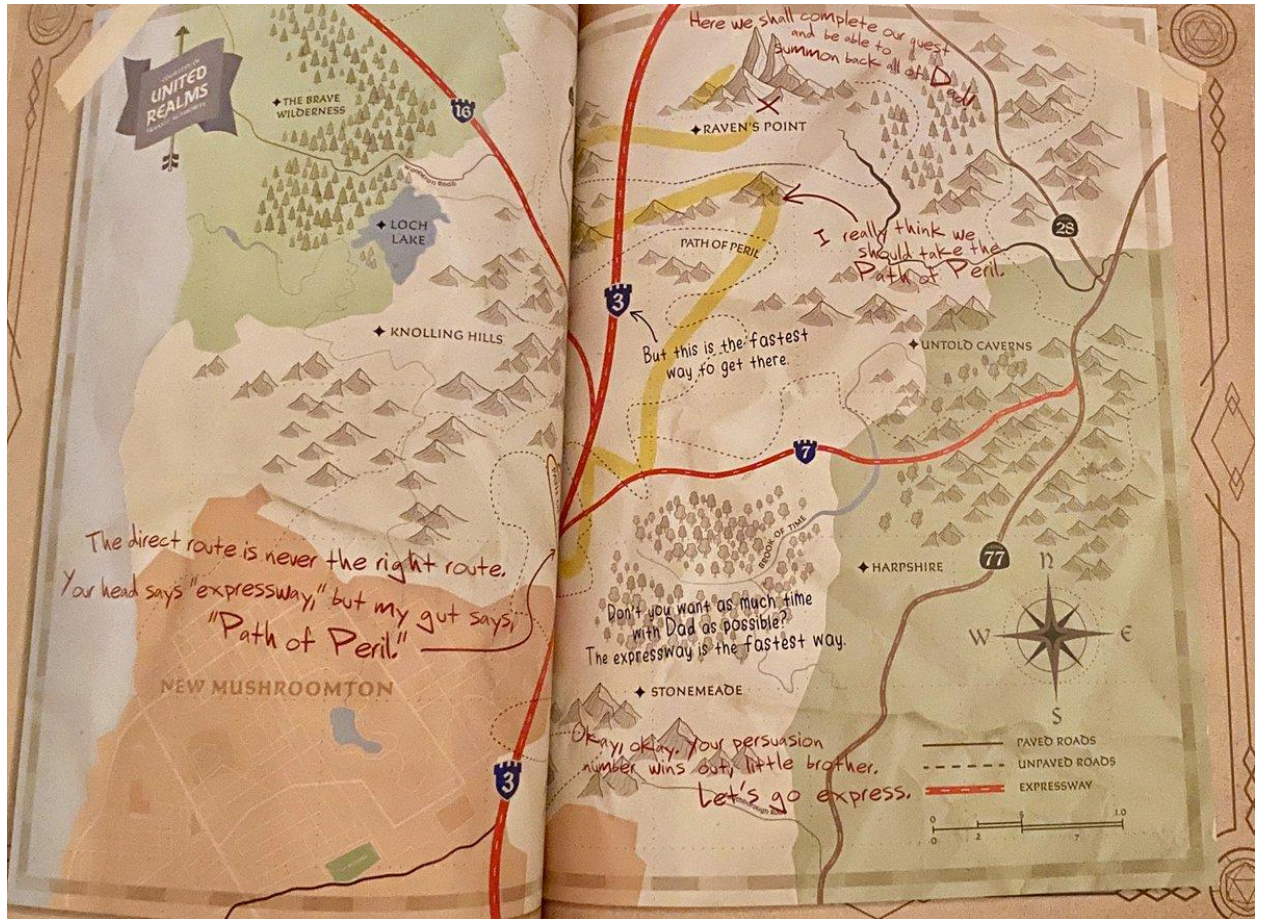
hello quest masters! welcome to my onward cheat sheet! I've compiled many different lore pieces from the movie and its merchandise that can be of service to you when making fan projects!

i'll tell you as much as i can, if the Mouse™ doesn't come knocking on my door lol.

location info:

- the country onward takes place in is called the **united realms**, and new mushroomton is in the western realm. in the days of old, the country was called the **fractured realms**.
- here are two maps of the western realm, old and new:





- below is what seems to be the map of the island the united realms are on. this is seen in ian's classroom as he walks in. the name of the island is hard to make out but i think it says "lumaria" personally. when you see the name "lumaria" in my projects, this is what i'm referring to!



- the mall in new mushroomton is called the labyrinth mall. there was going to be a scene in the movie that showed it off but it was cut out. concept art from the movie shows that it literally is a labyrinth. the labyrinth mall is officially used and is a major setting in the [mighty mom story](#) from the 2022 pixar storybook collection!

magic rules:

- there are three elements that **heart's fire** embodies: *purity, purpose, and passion*. you must have good intentions, you must select the correct spell, and you must believe in what you are pursuing. *(this does imply that there is no evil magic in onward, but most of us in the fandom either throw this out or create our own version of heart's fire for dark magic.)*
- along with the **heart's fire**, there is also the **lion's will!** according to the quest of yore game's advanced player's guide, "*lion's will represents an adventurer's inner strength, their ability to strive for greatness. it is a representation of the potential for a character to grow during their quest. when an adventurer has lion's will, they may do exceptional things*".
- familiars **do** exist in the onward universe, and there are bears, ravens, and wolves.

ian info:

- ian is a sophomore at high school, and is on the "honor scroll" (according to a bumper sticker on laurel's car)
- it's implied that ian can play the guitar/lute, as a guitar case can be seen in his room, along with sheet music hung on his wall. and i bet you're asking, can he *sing*? well, that's up to your interpretation. [but it is a fact that tom holland can carry a tune](#), at least when he doesn't realize he's being recorded.
- he also likes bugs and other nature stuff, as he has a box labeled "bugs" in his room
- he's also in chess club
- below is a screencap of his corkboard:



barley info:

- barley is taking a gap year
- according to dan scanlon on twitter, barley and his last employer had “a mutual parting of ways”, which explains why he doesn’t have a job.
- in the book “the search for the phoenix gem”, barley’s friend shrub rosehammer says that barley dropped his phone in the toilet, which explains why he doesn’t have a phone in the movie.
- here are some good references for drawing barley’s pins and patches (i found them on instagram about 2 years ago and forgot what account it was from :(probably a pixar employee’s account):





spells:

[this is a link to all the spells!](#) this is the resource I've used for nearly 2 years now if I was too lazy to pick up my quests of yore book. however, I will point out that some stuff is misspelled: "dimzesta" is actually "**vimzesta**", and "lufia" is actually "**luxia**".

the quests of yore game (not the book) has two extra spells:

- **bastion infernar**: seems to be a shield spell but with fire? doesn't really specify on the card
- **bestia tranquilara**: seems to be "*tranquilara*" but specifically for beasts.

items:

because there are so many, [here's a link to every item mentioned in both the quests of yore book and game](#) (also compiled by myself) 👉👉

species:

these are paraphrased from the advanced player's guide to the quests of yore game!

- **centaurs** dwarf most species in size and weight. they have the most diverse variety of skin, hair, and coat colors.
- **cyclopes** are usually tall and muscular with great vision. in the days of old, they usually settled near coastal environments and were great sailors.
- **elves** are versatile with a love for magic. they travel a lot and therefore could be seen in many different areas back in the days of old. they also have steady hands.
- **gnomes** were in close communities back in the olden days, and there were different hat colors for different clans! while they usually kept to their own, they were open to other species as well. nowadays they usually only wear red hats.

- ***goblins*** are very short and usually spoke their own language back in the days of old, but sometimes still do nowadays.
- ***merfolk*** can use the land walker spell to form legs and get around on land!
- ***satyrs*** are jovial, agile, and easygoing, and they are known for being good entertainers and craftsmen.
- ***sprites*** are known for spreading joy across the realms.
- ***trolls*** weigh more than manticores and are nearly as tall as cyclopes! they are smart and resilient and have great memory.

roles:

there are also taken from the QoY advanced player's guide! there are three types of backstories for each one. they're in the context of the olden days but can be adapted into modern times as well:

companions are leaders, such as bards or merchants, described as "the glue which keeps a fellowship together". they are the face of the group and are very social.

- university students were "educated at a college of their choice".
- noble-blooded companions "trained from youth for the duties of command."
- professionals spent their lives surviving on their skills.

defenders are warriors prepared to fight off any threat to their fellowship. they're masters at protecting their allies.

- squires were "educated in arms by noble sponsors and have adopted their mannerisms along the way".
- frontier guards have been in "the hinterland long enough to go just a bit wild [themselves]".
- war college graduates have "studied how to defend the lands from trouble".

savants are very knowledgeable, especially in the field of magic!

- village healers are self-explanatory: they healed the sicknesses of all the folk and their animals in their village.
- tower trained savants had "formal, long, and rigorous" studies.
- troupe wizards have traveled "here, there, and everywhere displaying tricks and telling prophecies".

vagabonds constantly search for adventure. they're skilled thieves, rogues, and tricksters!

- martial adept vagabonds have "spent years training, mind and body, in order to harness their own physical potential".
- wayfarers have spent much of their time traveling the world.
- troubleshooters have "honed their skills in service of a patron, organization, or cause".

wardens are protectors of nature and serve as a boundary between the fantastical and the familiar.

- keepers have "made their homes in the lands beyond civilization, where ancient magics still hold sway".
- sentinels of the wilds have "watched over the wilds, keeping them free of dangerous monsters".
- wildbound wardens have become friends of others after life among beasts.

other character names:

this section gives you info about characters that appear in the background of the movie and have backstories/official names revealed in other onward media! information here is sourced from the onward audio commentary and the book "the search for the phoenix gem".

- the elf man that the sprites threaten at the gas station is named "theo", according to dan scanlon in the onward audio commentary.

- shrub rosehammer is barley's friend who plays quests of yore with him. although he's only mentioned in the movie and never appears, the book "the search for the phoenix gem" states that he's a troll, and his friendship with barley goes way back.
- ian has a friend named kagar, who is a satyr. they play a video game together called "blazing chariots".

the book also gives the official names of ian's friends who appear in the movie:



the elf is named sadalia brushthorn, and she's a journalist for the school newspaper "the fortnightly dragon".

the cyclops is named althea, and she's a thespian in drama club.

the satyr is named parthenope.

the troll is named gurge.

!! THIS IS A WORK IN PROGRESS !!

*(compiled by mels-magic-emporium/melis. you do not need to credit me if
you use this, this is a public service!)*

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