Welcome to Epic Manager's

EPICOPEDIA

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The Realm of Astraeus

Astraeus is one of the larger continents of the known world. It is an abundant land of food and minerals. Shining by its variety of land types in its many different regions.

For the longest time the villages, cities and capitals of Astraeus were at war with one another in a struggle for power, resources and gold. During this war, there was a thriving need for able bodied adventurers to join the respective causes of their lords and become soldiers.

Many lives were lost during this period of Astraeus' history, until one lord took command of the largest army Astraeus had ever seen. His name was Uldric Ironmark.

Uldric shone brightly above all other lords because of his innate charisma, his cunning mind and his prowess on the battlefield. His soldiers were all ready to die for him and he for them, making their bond much stronger than any other lord in the realm.

When the other kingdoms witnessed the strength of Uldric's army, they decided to lay down arms and accept his reign over the realm. The historians would later call this "The Unification".

The Unification finally brought peace to the realm and all of the soldiers went back to their homes to be with their families. The problem was that these soldiers had been fighting their entire lives and most felt too old to learn a new trade... This led to many bar brawls and fights in the populated areas of the realm where jobs were scarce and tempers high.

This lasted until some of the soldiers decided to take matters into their own hands and become adventurers for hire, doing odd jobs around Astraeus in order to feed their families. These mercenaries could now do what they did best and finally get paid decent living wages… but mismanagement of inventory, jealousy between adventuring parties and unscouted quests led to many gruesome deaths.

That's when the Astraeus Adventuring Association (AAA) was created. The AAA began issuing adventuring agency licences to those adventurers who could manage their adventuring companions efficiently. The association also brought a stability to the adventurers' wages by forcing the agencies to give their employees contracts that would benefit all parties involved.

The Unification's peace lasted until very recently when King Uldric was assassinated. Because he had fathered triplets, each of his sons believed they had a clear claim to the throne… They divided the realm amongst themselves and now wage a cold war, trying to get all of the realm's factions to their side in order to obtain more power and claim the unified kingdom for their own… Only now, they must negotiate with the impartial AAA to get the extra help they need to advance their cause...

Notable Areas



Greyhaven: (Created by Mike Watne)

Greyhaven is a bustling port city, and the fabled seat of The Unnamed Council - an enigmatic guild of diplomats said to pull many powerful strings from the shadows. Shrouded in constant fog, it is certain that Greyhaven is a city of many secrets.

Spiral Swamp: (Created by Nicolas Mornard)

Many have died here looking for treasure. It is believed to be the place where rogue soldiers would hide their loots during the war. But the Spiral Swamp swallowed them all. The only thing one is sure to find here, is death.

Raccoon Mountain: (Created by Daniel Hall)

Legend has it that the God of Nature created the fluffy, striped raccoons at the foot of this mountain and unleashed them into the woods to take over the world.

Factions

There are 12 factions in the realm that give quests to adventuring agencies, each with their own specificities and motivations. Navigating the political landscape of Astraeus is a crucial part to becoming the Epic Manager, because without jobs, there would be no gold! You can always have a look at your current reputation status with specific factions by opening the "Reputation" panel, located above the "End Turn" button. Here are the 12 factions of Astraeus:

Main Factions - The Ironmark Triplets

Hildiric Ironmark:



One of the Ironmark triplets, Hildiric is a cold and calculated noble looking man who values nobility, order and honor above all. His allies comprise mostly of noble men and women, merchants and the clergy. Keeping them happy allows him to continue funding his campaign for the throne, his strategy is to win through wealth!

Cassius Ironmark:



One of the Ironmark triplets, Cassius is a hot-tempered gladiator type who values strength, glory and efficiency above all. His allies comprise mostly of soldiers and mercenaries. Keeping them happy allows him to continue funding his campaign, his strategy is to win through battle!

Everan Ironmark:



One of the Ironmark triplets, Everan is a wise and cunning man who values intellect, discretion and strategy above all. His allies comprise mostly of the realm's druids and thieves. Keeping them happy allows him to continue funding his campaign, his strategy is to win through strategy!

The other notable factions of the realm

The Merchants Consortium:



The Merchants Consortium is one of the oldest factions in the realm, overseeing everything linked to buying or selling goods in Astraeus. The Consortium has one very simple goal, to get richer. The means to attain this goal doesn't matter much to them as long as their members are happy!

The Order of Astoris:



The Order of Astoris is what the common folk refer to as clergy in the realm. The Order's priests and paladins scour the cities and act as judge, jury and executioner when it comes to keeping the realm's laws amongst the citizens. The Order wishes to keep their current status, no more, no less, and will help anyone who has their best interests in mind.

The Thieves Guild:



None know for sure how long the Thieves Guild has been operational in Astraeus, probably because they would be the first to hear about anyone snitching their secrets in the realm… The Guild works mostly in the exchange of information, but aren't afraid to resort to theft and assassination if there is a need. Their motivations aren't always clear, but their disdain for the nobles is certainly something an agency can reach them with.

The Magi Arcanum:



The Arcanum has existed in Astraeus for centuries and their libraries certainly show it! They are the legal magic users of the realm, certainly powerful and always abiding by the magical tome they call "The Good Book". Their motivations are never clear, Magi enjoy twisting conversations around to confuse the normal folk, but they despise The Awakened and are always searching new interpretations and hidden chapters of The Good Book.

The Awakened:



The Awakened are a new group of magicians who choose to supercede the laws of magic in order to further their craft. They are a band of magic users who will stop at nothing to create dangerous and powerful spells. Their ways aren't always legal, according to the Arcanum, but in their eyes, the ends justify the means...

The Hunters Hall:



A relatively new faction in the realm, the Hunters Hall was created for those adventurers who enjoy hunting monsters for sport! The Hall is governed by its many members, who value the prize of a rare kill above all. Their pull in the realm, although limited, is certainly valuable when added to their knowledge of the many creatures roaming the Astraean wilds.

The Adventurers Union:



A new faction to contend with in the realm, the Adventurers Union was created by a mass of adventurers who felt cheated and/or mismanaged by their adventuring agencies. They are now the voice for many adventurers throughout Astraeus and getting on their wrong side will undoubtedly bring trouble when negotiating contracts with new recruits...

The Steelborn Companies:



Arguably the realm's biggest adventuring "agency", the Steelborn were created by old agencies who didn't agree with the Astraeus Adventuring Association's views. They are mercenaries who've decided to forgo the security of the AAA in order to obtain a bigger payday...

The Circle of Nature:



None care more about the Astraean wildlife and environment than the druids and rangers who comprise the Circle of Nature. They've been having more and more difficulty keeping their forests safe from the ever-growing cities, but their knowledge of Astraeus and its natural secrets is not to be taken lightly...

The Pantheon of Astraeus

There are many Gods that form the Astraean Pantheon, each with their own personalities and specificities that different adventurers can become affiliated to.

Every few weeks, the stars align in the constellation of one of the gods and all of the adventurers who worship that god gain a blessing to aid them in combat. It's wise to keep an eye on which adventurers are currently blessed, because it could be the difference between succeeding and failing a difficult quest!

Here are the Astraean Gods:

Astoris - God of Justice:



«Astoris represents Justice, Responsibility and Honor. Those who follow Astoris are usually people of certain distinction, often occupying important jobs. His most devout disciples are very loyal to the crown and abide rigidly by the Astorian code.

Astoris is the twin of Valkeri, Goddess of Magic, but they share naught but their blood. Astoris is wise, calculated and physically incredibly strong, Valkeri is his complete opposite.»

Valkeri - Goddess of Magic:



«Valkeri represents Magic, Compulsion and Conviction. Those who follow Valkeri are determined people who are ready to do anything to reach their goals. Valkeri's devout followers are often ambitious magic users with a tendency to not follow rules.

Valkeri is the twin of Astoris, God of Justice, but they share naught but their blood. Valkeri is a lawless vigilante, her beliefs are her code and nothing can stop her from pursuing her truths. Astoris is her complete opposite.»

Solana - Goddess of Fire:



«Solana represents Fire, Bravery and Passion. Those who follow Solana are hot-tempered expressive people who follow their hearts. Solana's devout followers are often performers and vagabonds with a knack for adventure.

Solana is married to Belen, God of Light, as one cannot live without the other. She is a young, bubbly, vivacious woman who values fun and pleasure over all.»

Ferezu - God of Ice:



«Ferezu represents Ice, Intelligence and History. Those who follow Ferezu are cold and highly intelligent people who aren't easily fooled. Ferezu's devout followers are often nobility or occupy clerical jobs in important places and prize knowledge over all.

Ferezu is a lone wolf who isn't often seen. He is the smartest, most cunning god, and doesn't care for the company of others.»

Quezal - God of Thunder:



«Quezal represents Thunder, Nature and Retribution. Those who follow Quezal are often defenders of the natural world and are aggressive with anyone who tries to defile it. Quezal's most devout are often Druids, Shamans and Witchdoctors that roam the wilderness to protect it.

Quezal watches over land, air and sea. He is a just god, but his anger is quick to rise and he can become uncontrollable when enraged.»

Belen - God of Light:



«Belen represents Healing, Good and Peace. Those who follow Belen are often nice, soft-spoken people who wish for the war to end. Belen's most devout are often people who are in a position to care for others.

Belen is married to Sunna, Goddess of Fire, as one cannot exist without the other. He is a calm, kind and generous god who values those who can take the high road.»

Lotor - God of Clean Food (Created by Daniel Hall)



«This god has since ancient times been revered in the form of idols of a sitting raccoon holding its big belly.

Lotor is frequently asked to bless meals, and his priests remind you always to wash your food before eating it.»

Fortuna - Goddess of Treasure:



«Fortuna represents Treasure, Gambling and Luck. Those who follow Fortuna are ready to lay it all on the line to win something shiny. Fortuna's most devout are often gamblers, treasure-hunters and people who aren't afraid of the words «All or Nothing».

Fortuna is the oddest goddess, as she became incredibly attached to the material objects created by humans. She is a seer, those who meet Fortuna will be either blessed with incredible luck or be cursed forever.»

Adventurers



The main resource for any agency is its roster of adventurers! They are the cogs that keeps the money machine spinning by accomplishing quests and returning with loot and gold. You pay these adventurers a salary that is initially negotiated with a contract. This contract is renegotiated every time its duration comes to an end. Each adventurer has statistics, strengths, weaknesses, character traits and most importantly a level of potential called 'Epicness'. The Epicness is shown by the number of stars under the adventurer's portrait in the character sheet. The number of stars is equal to the number of times that adventurer can change classes! If the number of stars is capped, the adventurer will stop gaining experience completely.

Stats:

 **Combat:** Determines the output of physical damage in fights.

 **Agility:** Determines the chance to Critical Hit and Dodge attacks.

 **Arcana:** Determines the output of magical damage in fights.

 **Charisma:** Determines how many AP are regenerated each turn.

Traits:

Each adventurer has a series of character traits that shape who that individual is. Some adventurers like fighting in forests and swamps, but are lazy, where others are fast learners and physically inept… Each character trait has an effect during combat and managing the strengths and weaknesses of each adventurer in a party is just part of a manager's job!

Classes:

During their quests, adventurers will gain experience and you will be able to assign them new classes in order to make them better! There are 16 Base Classes to choose from and several Prestige Classes which are unlocked when an adventurer multiclasses the right way. Here is an overview of the Base Classes:

Primary\Secondary	Combat	Agility	Arcana	Charisma
Combat	Warrior	Monk	Spellsword	Captain
Agility	Ranger	Rogue	Druid	Thief
Arcana	Warlock	Witchdoctor	Mage	Priest
Charisma	Paladin	Smuggler	Sorcerer	Bard

Prestige Classes:

Epic Manager features over a dozen Prestige Classes. When an adventurer is leveling up and about to choose a new class, should his previous classes fit the requirements of any Prestige Class, the Prestige Class icon will flash in the level up panel to indicate the opportunity.

Prestige classes are very powerful and each offers 2 unique skills that will surely give any Agency a serious edge against the competition!

We encourage players to try out different combinations of classes to reveal the career paths leading to every Prestige Class in the game. 8 Prestige classes require a combination of 2 classes; 4 require a combination of 3 classes; 1 Prestige class requires a combination of 4 previous classes. Good luck managers!

Warrior



Skills:

- Charge
  - AP Cost: 6
  - Target(s): Single Enemy
  - Type: Physical Damage
  - Description:
    - *The Warrior charges head on at a target, causing heavy physical damage.*
- Intimidate
  - AP Cost: 5
  - Target(s): All Enemies
  - Type: AP Regen Debuff
  - Description:
    - *The Warrior releases a shout that shakes enemies to their core.*

Monk



Skills:

- Defensive Stance
  - AP Cost: 7
  - Target(s): All Allies
  - Type: All Resistance Buff
  - Description:
    - *The Monk's energy grants a bonus to the entire party's physical resistances.*

- Offensive Stance
  - AP Cost: 6
  - Target(s): All Allies
  - Type: All Damage Buff
  - Description:
    - *The Monk's energy grants a bonus to the entire party's physical damage.*

Spellsword



Skills:

- Arcane Sword
  - AP Cost: 6
  - Target(s): Single Enemy
  - Type: Arcane Damage
  - Description:
    - *The Spellsword imbues his blades with arcane energy, striking a powerful arcane attack at a single foe.*

- Channel
  - AP Cost: 6
  - Target(s): Self
  - Type: All Damage Buff
  - Description:
    - *The Spellsword imbues his blades with arcane energy, granting him a bonus to all damage types for a time.*

Captain



Skills:

- Command
  - AP Cost: 6
  - Target(s): Single Ally
  - Type: AP Regen Buff
  - Description:
    - *The Captain uses his leadership skills to give a command to an ally, providing the target with additional action points.*

- Rally
  - AP Cost: 4
  - Target(s): Single Ally
  - Type: Debuff Removal
  - Description:
    - *The Captain regroups one of the troops, removing all active combat effects from that adventurer.*

Ranger



Skills:

- Blind Fire
  - AP Cost: 8
  - Target(s): All Enemies
  - Type: Physical Damage
  - Description:
    - *The Ranger fires volley of arrows, attacking all enemies with a physical attack.*

- Exploit Weakness
  - AP Cost: 6
  - Target(s): All Enemies
  - Type: Physical Resistance Debuff
  - Description:
    - *The Ranger knows how to reveal enemy weaknesses, giving the opposing party a penalty to their physical resistance.*

Rogue



Skills:

- Ice Dagger
  - AP Cost: 6
  - Target(s): Single Enemy
  - Type: Ice Damage
  - Description:
    - *The Rogue swiftly throws Ice Daggers at a single foe.*

- Ice Caltrops
  - AP Cost: 7
  - Target(s): All Enemies
  - Type: Ice Damage
  - Description:
    - *The Rogue hurls Ice Caltrops at the entire enemy party.*

Druid



Skills:

- Nurture
  - AP Cost: 8
  - Target(s): All Allies
  - Type: Regen Buff
  - Description:
    - *The Druid calls upon his allies' natural spirits to regenerate HP for a time.*

- Nature's Hand
  - AP Cost: 7
  - Target(s): Single Ally
  - Type: Healing
  - Description:
    - *The Druid calls upon the powers of the wild to heal a single ally.*

Thief

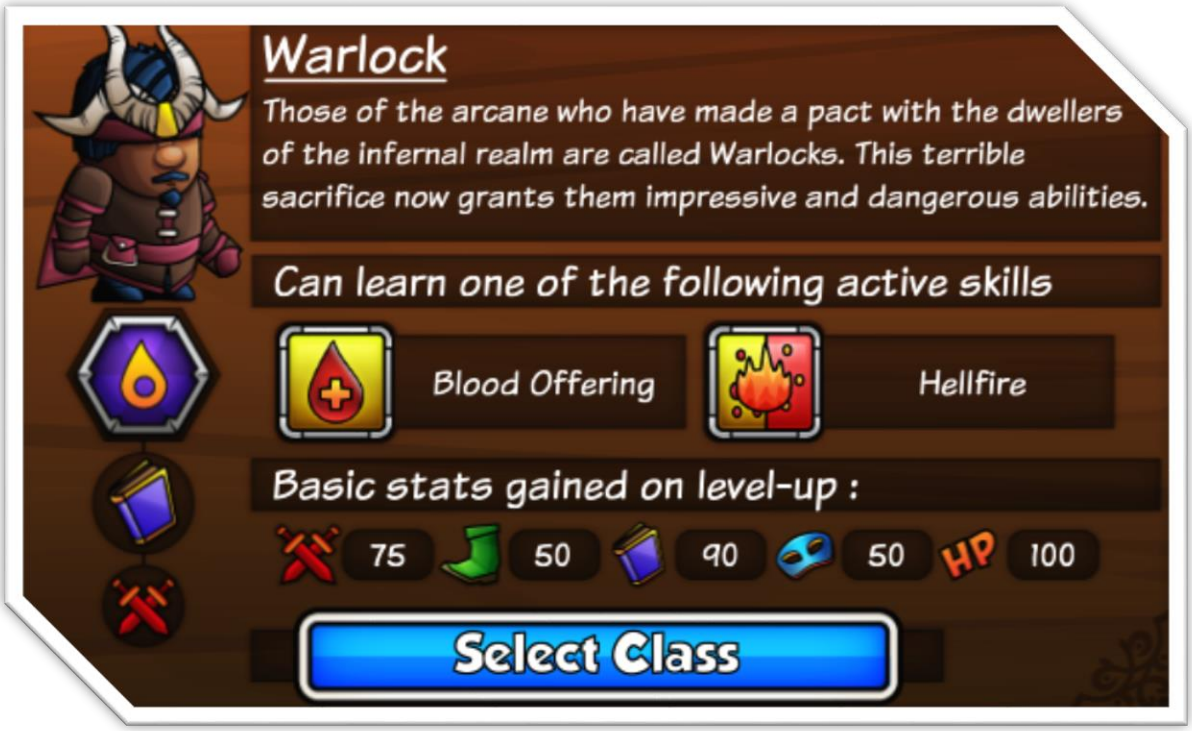


Skills:

- Electric Caltrops
  - AP Cost: 7
  - Target(s): All Enemies
  - Type: Electric Damage
  - Description:
    - *The Thief throws Electric Caltrops towards all of his enemies.*

- Pickpocket
  - AP Cost: 6
  - Target(s): Single Enemy
  - Type: Physical Damage / Gold Steal
  - Description:
    - *The Thief attempts to mug an enemy while giving a stab.*

Warlock



Skills:

- Blood Offering
  - AP Cost: 0
  - Target(s): Self
  - Type: HP Sacrifice for AP Regen
  - Description:
    - *The Warlock offers his blood to the blood god in exchange for an AP Regeneration buff.*

- Hellfire
  - AP Cost: 8
  - Target(s): All Enemies
  - Type: HP Sacrifice for Fire Damage
  - Description:
    - *The Warlock offers his blood to the blood god to unleash a rain of fire upon his enemies.*

Witchdoctor



Skills:

- Doctor's Ritual
  - AP Cost: 7
  - Target(s): All Allies
  - Type: Healing
  - Description:
    - *The Witchdoctor channels the souls around him in order to heal himself and his friends.*

- Voodoo Curse
  - AP Cost: 6
  - Target(s): All Enemies
  - Type: All Damage Debuff
  - Description:
    - *The Witchdoctor channels the souls around him in order to weaken all of his enemies.*

Mage



Skills:

- Arcane Nova
  - AP Cost: 8
  - Target(s): All Enemies
  - Type: Arcane Damage
  - Description:
    - *The Mage cast a mighty arcane spell to strike down the entire enemy forces.*

- Elemental Missile
  - AP Cost: 6
  - Target(s): Single Enemy
  - Type: Fire, Ice or Electric Damage
  - Description:
    - *The Mage can choose to focus his energy to create an Elemental Missile of Fire, Ice or Electricity.*

Priest



Skills:

- Divine Protection
  - AP Cost: 8
  - Target(s): All Allies
  - Type: All Resistance Buff
  - Description:
    - *The Priest channels the protection of his god to shield the party from all damage types.*

- Healing Circle
  - AP Cost: 9
  - Target(s): All Allies
  - Type: Healing
  - Description:
    - *The Priest envelops the entire party in a healing circle.*

Paladin



Skills:

- Purify
  - AP Cost: 6
  - Target(s): Single Ally
  - Type: Healing
  - Description:
    - *The Paladin calls upon the powers of his faith to heal an ally with divine light.*

- Protection
  - AP Cost: 8
  - Target(s): All Allies
  - Type: Physical Resistance Buff
  - Description:
    - *The Paladin calls upon his faith to shield his allies with divine light.*

Smuggler



Skills:

- Volley Fire
  - AP Cost: 7
  - Target(s): All Enemies
  - Type: Fire Damage
  - Description:
    - *The Smuggler unleashes a volley of burning bolts towards the enemy.*

- Lightning Bolt
  - AP Cost: 6
  - Target(s): Single Enemy
  - Type: Electric Damage
  - Description:
    - *The Smuggler fires a lightning-imbued bolt at a single target.*

Sorcerer



Skills:

- Chaos Bolt
  - AP Cost: 6
  - Target(s): Single Enemy
  - Type: Random Damage Type, Random Damage
  - Description:
    - *The Sorcerer casts a bolt of chaos magic onto an enemy target, dealing random amounts of damage of a random elemental type.*

- Wild Magic
  - AP Cost: 6
  - Target(s): All Enemies
  - Type: Random Debuff
  - Description:
    - *The Sorcerer casts a wave of chaos magic upon his enemies, giving them each a random combat status.*

Bard



Skills:

- Lullaby
  - AP Cost: 6
  - Target(s): All Enemies
  - Type: Dodge Chance Debuff
  - Description:
    - *The Bard plays his harp and lulls his enemies, preventing them from dodging.*

- Song of Heroes
  - AP Cost: 6
  - Target(s): All Allies
  - Type: All Damage Buff
  - Description:
    - *The Bard inspires his party. All party members receive a bonus to all damage types.*

Contracts

Ever since the apparition of the Astraeus Adventuring Association (AAA), the agencies now deal with adventurers through work contracts that outline the overall scope of the exchange of services involved between both parties. Contracts are initially negotiated when an agency decides to send one of its scouts on a “Recruitment Campaign”, but they are also renegotiated when the term of an active contract is reached. You can always look at the status of your current contracts by opening the “Contract Infos” panel, located above the “End Turn” button.



Negotiating a Contract:

Several factors influence how much a contract can cost an agency, which is why it's important to negotiate, ALWAYS, to try and get the best deal possible! Unless you can't live without this adventurer, negotiating is the best way to ensure your agency's longevity! Here are all of the ways a contract can be influenced in the game:

Salary:

This is the base amount that your agency will be paying an adventurer each week. A higher proposed salary gives a higher chance that an adventurer will accept a contract!

Duration:

This is the number of weeks an adventurer will work for your agency. The longer the duration, the more the adventurer will ask for. Playing with duration is important, because although an adventurer may cost more in the short term, after 24 weeks, that same adventurer could be worth double his current salary if he's gained enough levels! Basically, the longer the duration of a contract, the longer you have with that adventurer before the dreaded renegotiation phase…

Signing Bonus:

This is the amount of the total contract that you are willing to pay up front in order to save gold on the overall contract, shorten the weekly payments and lessen the impact on your salary cap. Keep in mind, though, that if an adventurer dies the next day, that signing bonus will have gone down the toilet!

Champion Contract Clause:

Through the 'Agency Research' panel, an agency can unlock the 'Champion' feature, which allows the agency to designate one of their new adventurers as their Champion. Being a champion will motivate that particular adventurer to gain experience faster and will also lessen the chances that he refuses a contract proposition. There can only be one champion at any given time.

Contract Lock:

Locking an adventurer's contract is a great way to lessen the chances that the adventurer refuses a contract. The downside to locking a contract is if that adventurer gets maimed, does poorly in quests or has a bad return on investment (ROI), you won't be able to get rid of him until his contract is up!

There are three questions that an agency needs to ask themselves in order to complete a successful contract proposition.

1. Do I have enough place in my roster? If this isn't the case, an agency can add roster spots through the 'Agency Research' panel found in the upper left corner of the World Map screen.
2. Do I currently have enough gold to hire this adventurer? If the agency doesn't have enough gold to cover a signing bonus, then they won't be able to propose the contract to that adventurer.
3. Do I have enough room on my Salary Cap? There is a limit to how much gold an agency can spend on salaries each week. This is to prevent agencies to become too wasteful and/or attached to their higher level adventurers. Managing the Salary Cap is the most important part of being an adventurer agent. The Salary Cap grows each time an agency unlocks a new licence through the 'Agency Research' panel.

Submitting Your Offer

When you've figured out all you want to propose to an adventurer for a contract, you can submit your proposal and hope for the best! There are three different outcomes possible once a contract is proposed to an adventurer:



Contract offer possible outcomes:

1. The adventurer accepts the contract (Yay!) and he joins your agency for the number of weeks determined in the contract.
2. The adventurer refuses the contract, but is open to keep negotiating with your agency. He will be a bit greedier though...
3. The adventurer refuses the contract and, insulted, refuses to negotiate any further.

Leagues

To have a chance to become the Epic Manager, an agent needs to bring up his agency through the league rankings and prove the AAA that he is the best adventuring agent in the realm!

There are three leagues that need to be beaten in order to become the Epic Manager: The Bronze League, the Silver League and the Gold League. Finish 1st in the Gold League and you officially become the Epic Manager!

Each league is composed of 12 agencies. Every week, each agency has a chance to win fame by completing quests. The ranking is determined by the total fame obtained by each agency.



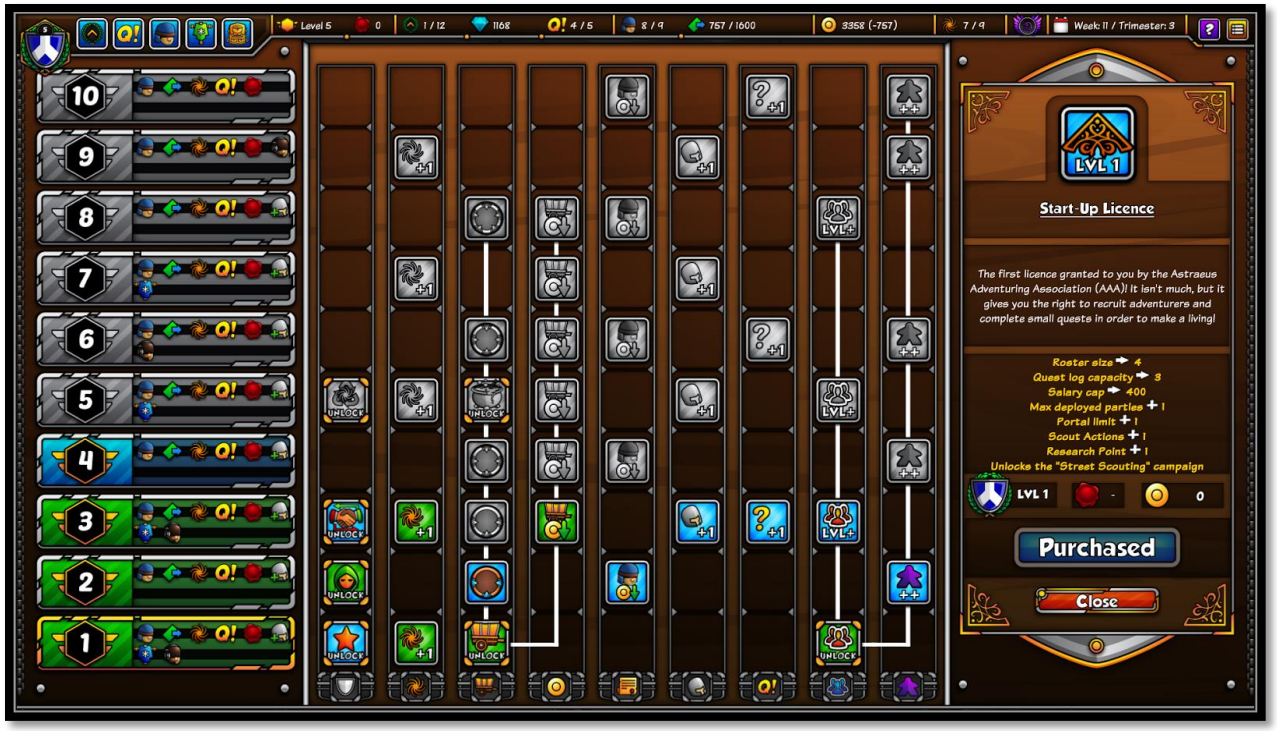
Each league year is divided into four trimesters of twelve weeks and at the end of each trimester, two agencies are eliminated from the league! This means that an agency needs to avoid being in the bottom two and finish in the top four at the end of the year to ascend to the next league.

The last thing to know is that finishing a trimester in the top four will make other agencies in the league jealous and they will begin to harass the league leaders to try and get ahead themselves.

Research – Agency Progression

There are several ways to help your agency progress, but the most effective way is through the unlocking of licences and research.

As your agency grows in fame, the AAA will allow you to unlock new licences for a fee. These licences are often accompanied by several new bonuses such as: Added Portals, Higher Roster Limits, Higher Salary Caps, Higher Quest Log Limits, Added Scout Points, and a new Research Point.



Research points are obtained through fame and agency levels. Each point can be used to unlock new staff, infrastructure, merchants, scout actions, portals, and various other bonuses for your agency! It is certainly possible to become the Epic Manager without spending research points, but it is quite difficult without using this useful tool!

Quests

For an agency to become the greatest in Astraeus, it essentially needs to do two things: generate income and increase in fame. To do these things, agencies will need to send their adventurers out into the world to accomplish jobs called 'Quests'.

Each quest is different and it is essential to analyze the information in available quests in order to make the best decision possible for your agency. This information is varied and important, here are a few things to consider when choosing a new Quest.



Scouting Level:

For the cost of a 'Scout Point', it is possible to obtain additional information on a specific quest. This is crucial if you want to go into a quest without any surprises, but there are only so many scouts in an agency and sometimes going in blind is all you can do! Scouted Quests will essentially tell you what challenges you will be facing before you choose to do the quest, this way you will be able to prepare your adventurers adequately. During combat, a scouted quest will give you specific information each enemy you will be facing.

Threat Level:
This is a vague representation of how difficult a quest will be. When assembling a party in the 'Party Panel', that party will be assigned a Threat Level that should give you a good idea of what it's capable of. Some quests with a similar threat level will be harder than others and that's why it's important to 'Scout Quests' in order to obtain additional information to make an educated decision when attempting to finish a quest.

Landtypes:
This gives you the general type of area you will be fighting in, should the quest come to that. Some adventurers are better or worse in certain areas, so it's important to consider what the strengths and weaknesses of your party are, in order to maximize the rewards with minimal wounds or casualties.

Factions:
Most quests are given to your agency by specific factions in the realm. Each faction has their own agenda and political influences in the realm, which makes it important to choose correctly when looking at the different factions offering you jobs across the realm.

Although it's possible to keep your agency on the good side of every faction, focusing on one will often bring that faction to offer you better job opportunities as well as give you specific faction rewards in the long run.

Quest Types:
Some quests require physical confrontation while others require various skills in order to come out on top. Consider the strengths and weaknesses of your party with different quest types when you come across them. Elimination quests will be better done by a party that focuses on the enemy's weaknesses, while agility skill-based quests will be easier to accomplish by a band of rogues and thieves.

Quest Rewards:
Each quest that an agency accepts is accompanied by a guaranteed reward. Rewards often come in the form of a payment in gold, but sometimes it will be accompanied by consumables, kits, accessories or additional job opportunities for the future!

Enemy Forces:
A scouted quest will show you the enemy forces and their general level of difficulty. This will allow you to know if your current party is facing an impossible challenge or an adequate one. Each race and enemy type has different strengths and weaknesses, try and keep an eye out for them when fighting against enemies to better prepare your forces in the future!

Resolving Combat:
You can always coach your adventurers when they are fighting enemies through your headset, but sometimes, if you trust your adventurers enough, you can let them fend for themselves instead of micromanaging their every move. Feel free to test your parties out to see what works best for you and your agency.

Scout Actions

Each adventuring agency has at least one scout working for them day and night to make sure that the adventuring agent has eyes and ears in the realm! Scouts are crucial for any successful agency, as they can do special things for an agency such as:

- Prospect new Quests
- Scout Quests on the Map
- Start an Adventurer Recruitment Campaign
- Deploy new Dispatch Portals across the realm
- Visit Merchants
- Hire new Staff Members
- Deploy Intrigue Actions against other agencies
- Complete a trade with other agencies



As you can see, Scouts can do a great many things, the problem is these things take time and each Scout you have can only do one of these things on any given week. Scout points regenerate at the beginning of each week, but deciding what to do with your scouts on any given week is an integral part of being an adventuring agent!

Quest Prospection

Quests don't come to an agency, an agency must find the quests! By using a Scout Action, an agency can go out into the realm and find quests that they can then analyze before accepting or refusing them! By default, a normal Quest Prospection will give the agency three new quests to choose from, but by researching new tools for scouts through the Research Panel, it's possible to augment the number of quests shown in each Quest Prospection.



Be careful though, when accepting a quest, it goes into an agency's limited Quest Log and cancelling an accepted quest will cause the agency to lose fame!

Recruitment Campaigns

To find great employees, one has to invest in good recruitment campaigns! Depending on how much you are ready to fund the investigation, your scout can scour the realm for adventurers to join your agency!

For the cost of a scout point and a variable amount of gold, the scout will bring back candidates for the agency to choose from. The choices vary on the specifics of each recruitment campaign used. Some campaigns bring back higher level adventurers, some bring back adventurers with better potential, some bring back certain types of classes, etc.



The adventurers won't automatically join the agency though, you will have to negotiate a contract with them before they can be deployed on the map.

Don't forget, by researching better scouting tools through the Research Panel, it's possible to obtain more recruitment options during the campaigns!

Portals

The most efficient way to travel across the realm is through a Dispatch Portal! These can be constructed by your agency in all of the populated areas you've visited in the realm! When you first begin your journey, you will have a single Dispatch Portal from your agency's HQ, but by using a scout during a week, you can supervise the construction of others across the realm!



There are two important things to keep in mind when constructing portals though:

1. There is a limited number of portals that an agency can construct that is augmented through buying new licences and unlocking new research from the Agency Research panel.

2. Building portals too close to one another isn't as useful as building them far apart to cover more ground. You never know where a quest might send you, so it's important to spread them out across the map or else some of them might take weeks to finish!

Eventually, through the Agency Research, players can unlock the ability to destroy created portals to allow them to relocate it.

Merchants

There are three basic merchants and two advanced merchants that can be unlocked through the Agency Research panel, accessible through the top left of your World Map screen. When unlocked, they will install a shop in your agency's HQ and will allow you to buy different items and services to help you out through your journey!

Merchants also allow you to sell items in return for gold, which is often crucial to surviving in the realm of Astraeus! Keep in mind, though, that selling the right items to the right merchants will generate more or less gold depending on if that merchant usually sells items of the same type. For example, selling 'Kits' to the blacksmith will pay more than selling 'Accessories' or 'Consumables'.



Also, unlocking additional wares and facilities for merchants through the Agency Research panel, will make them fonder of your agency and will drop their sale prices and augment their buying prices, which is great for you!



The three basic merchants are:

1. Blacksmith
    - A salesman that holds 'Kits' in his shop! 'Kits' are class specific and are essentially the weapon and armor used by that class during combat. Equipping adventurers with 'Kits' will boost their stats and sometimes, they might even have magical properties!
2. Jeweler
    - A salesman that holds 'Accessories' in his shop! 'Accessories' aren't class specific, they can be worn by anyone! They are trinkets, rings, amulets and bracers that can aid adventurers during combat. Equipping adventurers with 'Accessories' will boost their stats and sometimes, they might even have magical properties!
3. Apothecary
    - A salesman that holds 'Consumables' in his shop! 'Consumables' are items that can be used only once in, and sometimes out, of combat! These 'Consumables' come in many different forms to help the party vanquish their enemies.

The two advanced merchants are:

4. The Alchemist
    - A potion maker that can change the traits of any given adventurer, for a fee! The alchemist can add or subtract traits from any adventurer, making them gain positive traits and lose negative traits! One thing to consider, though, is that for each positive trait that an adventurer has, the more it'll cost to add a new one!
5. The Enchanter
    - A merchant trained in the Arcane arts that can add and change magical properties to any 'Kit' or 'Accessory' owned by the agency! Keep in mind that for each added magical property to an item, the price of the next enchantment will increase!

Staff

Running an agency is a hard endeavor, which is why you will need help to get the best out of everyone working with you! This is where your Staff comes in!

Unlockable through the Agency Research panel, the Staff you can hire will come in support to your agency and your adventurers in passive ways, allowing you to focus on managing the agency while their bonuses help you orient a strategy! The basic HQ doesn't have a ton of room to add new people, but adding more research to the Agency's infrastructure will attract more and better staff members to be hired!



There are three types of staff that can be hired:

1. Head Scout
    - This staff member can add passive bonuses to the agency through the completion of quests, such as: Added gold from quests or added fame from quests.

2. Head Priest
    - This staff member can add passive bonuses to adventurers in combat, such as: Added damage, added resistances, initiative, critical hit chances, dodge chances, maximum health and experience gained!

3. Head Trainer
    - This staff member can add passive bonuses to adventurer stats on each level up such as: Combat, Arcana, Agility, Charisma, HP and any combination of these stats!

Intrigue

You will quickly come to realize that the Astraean wilds aren't the only dangers lurking in the realm… Other agencies are also vying for the top spot in your current league and they will stop at nothing to make sure they end the year in those coveted top four spots!

To help mitigate this and unlockable through the Agency Research panel, is a training for your scouts to do 'Intrigue' actions against other agencies! This will allow your scouts to do certain actions that can be the difference maker between winning and losing! There is just one important things to keep in mind though, for each negative action you make against an agency, their hatred towards you will grow and they will be more prone to send spies against you afterwards! Also, the hatred of the three other agencies that will progress with you, should you succeed in your league ranking for the year, will carry over!



Here are all of the actions that can be done by your scouts through the 'Intrigue' panel:

1. Defamation Campaign
    - Send one of your scouts out into the realm to spread mean rumors about a certain agency, reducing their fame!
2. Mass Defamation Campaign
    - Send one of your scouts out into the realm with some funds so he can spread mean rumors about all of your rival agencies!
3. Vault Robbery
    - Send one of your scouts out into the realm to steal gold from a rival agency. It will make you lose a bit of fame for being so naughty, but the gold gained might be worth it!
4. Diplomatic Parley
    - Through soothing words and promises, send a scout out to slightly reduce the hatred of a single agency towards you.
5. Diplomatic Gift
    - Through a gift of gold, send a scout out to make complete peace with another agency!

Adventurer Trading

Each few weeks, new adventurers show up on the trading block from other agencies and although they might not fit into their respective agencies' philosophies going forward, they might fit into yours!



When an adventurer is put up on the trading block by another agency, they come with a base price and a series of desires for the adventurer that they want in exchange for theirs. Should you wish to keep your roster intact, you can flat out buy the adventurer on the trading block for a cost in gold. If you are willing to depart with an adventurer though, then for each desire that the adventurer from your roster meets, the cost for the adventurer on the trading block will go down. If an adventurer from your roster meets all of the rival agency's desires in exchange for their adventurer, then the price for that adventurer will be 0 gold.

One important thing to consider is that the base price that is set by an agency in exchange for one of their adventurers is modulated by their hatred for you. Keeping an agency you want to trade with happy will end up costing you much less in the end.

Combat

The primary objective of any combat scenario is simple: win by eliminating the entirety of the enemy forces. Your aim should always be to do so while trying to minimize your losses as much as possible!



Combat ends when all the characters from one side are wiped out or if your forces flee from the battlefield.

Rounds and Turns

Combat is separated by rounds. For each round, there is an initiative check that calculates the turn order in which adventurers and enemies will be able to fight. Once everyone has done an action during their turn, another round begins and initiative is recalculated. Managing the turn order to prioritize your targets is crucial to surviving combat encounters in the realm.



AP and HP

Also, each combatant has what are called 'Action Points' (AP), these are essentially the energy that a combatant has stored in order to make actions during combat. Each combatant also has 'Health Points' (HP) and when those go down to zero, that combatant is dead. For your adventurers, when their HP goes down to zero, they enter a state called 'Mostly Dead', in which they are as vulnerable as they can be. If adventurers aren't healed when 'Mostly Dead', the next hit will kill them... for good this time.

Damage Types and Resistances

There are five damage types in combat: Physical, Arcane, Fire, Ice and Electric. For each of these damage types there is also a Resistance type. Some enemies are weaker or stronger against certain damage types, making it important to either know your enemy's weaknesses by heart or have a quest scouted in order to have them shown to you during combat. Damage skills will always have a damage type and there are some skills that will buff or debuff these types in order to make subsequent attacks more or less potent, making synergy between adventurers crucial to succeeding in combat.



When hitting an enemy with a certain damage type, there is a possibility that the enemy will gain a 'Status Effect' linked to that damage type. The possible Status Effects are the following:

- Frozen (Ice): Target's Dodge Chance is reduced to 0.
- Shocked (Electric): Target's resistances are reduced by 15%.
- Burning (Fire): Target takes fire damage at the beginning of each turn.
- Bleeding (Physical): Target takes physical damage at the beginning of each turn.
- Enfeebled (Arcane): Target's damage is reduced by 15%.

Targeting:

Skills and items always have target types. It can either be Self, Ally, or Opponent. On top of these types, a spell or item can also be 'Single' or 'Area of Effect' (AoE). This will determine if the recipient of the skill or item is a single combatant or all of the combatants on either side. For example, using a bomb in combat will attack all enemies (AoE - Opponent) whereas a Dart will only hit a single target (Single - Opponent).

Actions available in your adventurer's turn



- (Hotkey: 1) Basic Attack (AP Cost: 3)
  - A basic attack will cause an adventurer to strike a single enemy with a physical attack. This is usually good against enemies with weak physical resistances or to finish an enemy off when he has just a bit of HP left.

- (Hotkey: 2) Use Item (AP Cost: 2)
  - Using an item, no matter what item, costs 2 AP. Items in combat vary between Damage, Buffs, Debuffs or Healing. They can replace a skill at opportune times for a very low cost in AP.

- (Hotkey: 3 to 7) Use Skill (AP Cost: Varies)
  - Skills come in many different strengths and forms, allowing different adventurers to synergize together in order to defeat their enemies. Skills usually cost a bit more AP but have a stronger effect than items or a simple physical attack. There are over 50 skills to use in the game, each can be modified by 4 different skill passives and each adventurer can multiclass up to 5 times, making several million different synergy possibilities available to you!

- (Hotkey: Space) Focus (adds 2 AP Regen next turn) / End Turn
  - If at the beginning of your adventurer's turn, there are no interesting actions to make, you can Focus. Focusing allows the player to gain an additional 2 AP next turn. If that adventurer has already made an action during this turn though, the option to focus is replaced by a simple 'End Turn'.

- Flee (AP Cost: 0)
  - It's perfectly acceptable to see a ton of monsters in front of your adventurers and tell them to Flee. Unless those adventurers were costing you too much money and the agency can profit from their death, of course… Fleeing does have a downside though, people talk in the realm and your agency's fame will go down a bit when they hear you've fled combat.

Equipment

There are two types of equipment that an adventurer can wear, adding stat bonuses and magical properties to the wearer: Kits and Accessories. Kits are class specific and can be bought through the Blacksmith, whereas Accessories can be worn by anyone and can be bought through the Jeweler.

Once unlocked, the Enchanter can also modify or add magical properties to your favorite kits and accessories to make them better.



To equip a character, simply go to the adventurer's character sheet by clicking on that adventurer's portrait in the bottom bar or in the roster list and go into the 'Equip' tab. You can also equip adventurers through the 'Party' panel. **Keep in mind that adventurers can only be equipped when they are on an active Portal!**

In the Armory and Inventory panels, the outline of the equipment gives information about its status:

- Red outline: Equipped by an adventurer and out on the map.
- Yellow outline: Equipped by an adventurer who is in the roster or on a portal.
- Green outline: Unequipped.

Consumables

There are certain items in the realm called 'Consumables' which can help adventurers in and out of combat. In-combat consumables can damage and debuff enemies or heal and buff allies, whereas out-of-combat can boost adventurer stats permanently or help them gain an additional Epicness levels!



Through questing, the 'Consumables' will start to stack in the agency's inventory and it might be a good idea to sell those that aren't useful to the party synergy. You can also visit the 'Apothecary' to purchase new consumables that will help synergize with the party's composition. Here are the different consumable types that can be found in the realm:

- Darts: Single Target Damage an Opponent.
- Bombs: AoE Damage on all Opponents.
- Small Potions: Single Target Healing on an Ally.
- Large Potions: AoE Healing on all Allies.
- Mushrooms: Single Target Resistances Buff on an Ally.
- Leaves: AoE Resistances Buff on all Allies.
- Flasks: Single Target Damage Buff on an Ally.
- Scrolls: Single Target Resistances Debuff on an Opponent.
- Books: AoE Resistances Debuff on all Opponents.
- Shards: Out of Combat permanent Stats gain for an adventurer.
- Fallen Stars: Out of Combat adventurer Epicness augmented by 1.

Random Encounters

When a party moves on the world map each week, there is a chance that they will get a 'Random Encounter'. These are events that happen randomly during the party's journey. Random Encounters will present you with a situation in which you will need to make a management decision. Depending on which class is in the party or how much of a certain statistic they have (Combat, Agility, Arcana or Charisma), secret options might open to you as well!



Certain choices will show up as a 'Skill Check', in which the adventurer assigned to the Skill Check will need to test his/her skill to succeed!



Making the right choice in any context is always difficult, but be especially careful with your parties as certain choices might wound them or give them negative traits that will be hard to get rid of!

Enemies – The creatures of Astraeus

On top of all humans and adventurers working for other agencies and factions scouring the realm, Astraeus is home to many monster races, each more dangerous than the next… As a group, each race comes in 5 different types akin to adventurer classes. As individuals, every enemy in the realm has a rank that determines how skilled that opponent is in combat. There are even some Unique monsters that are quite difficult to kill... Here is an overview of the devious monsters to be found while questing:

Goblins:



Racial Strength: +25 Initiative / Racial Weakness: -50% to Ice Resistance

Goblin Types:

Skirmisher
- Type Strength: None
- Skills:
  - Tackle (Single target physical attack)
  - Swipe (AoE physical attack)

Brute
- Type Strength: +25% to Physical Damage
- Skills:
  - Frenzy (Single target physical damage buff)
  - Haymaker (Single target heavy physical attack)

Bossman
- Type Strength: +25% to Physical Resistance
- Skills:
  - Brace (Self heavy physical resistance buff)
  - Clubbinb (Single target physical attack)
  - Heavy Clubbing (Single target heavy physical attack)

Occultist
- Type Strength: +25% to Arcane Resistance
- Skills:
  - Magic Armor (AoE physical resistance buff)
  - Enrage (Single target physical damage buff)
  - Haste (AoE initiative buff)

Shaman
- Type Strength: +25% to Healing Output
- Skills:
  - Heal (Single target healing)
  - Circle of Healing (AoE healing)
  - Regenerate (AoE healing over time)

Ratmen:



Racial Strength: +50% to Arcane Damage / Racial Weakness: -50% to Electric Resistance

RatmanTypes:

Gutter Rat
- Type Strength: None
- Skills
  - Arcane Slap (Single target arcana attack)
  - Arcane Focus (Single target arcana damage buff)

Scavenging Rat
- Type Strength: +25% to Physical Resistance
- Skills
  - Arcane Fist (Single target heavy arcane attack)
  - Arcane Focus (Single target arcana damage buff)

Alpha Rat
- Type Strength: +25% to Arcane Resistance
- Skills:
  - Arcane Circle (AoE arcane damage buff)
  - Arcane Fist (Single target heavy arcane attack)
  - Arcane Swipe (AoE arcane attack)

Pyro Rat
- Type Strength: +25% to Fire Resistance
- Skills:
  - Arcane Blast (AoE arcana attack)
  - Arcane Missile (Single target heavy arcana attack)
  - Arcane Explosion (AoE heavy arcana attack)

Plague Rat
- Type Strength: +25% to Physical Damage
  - Arcane Vulnerability (Single target arcana resistance debuff)
  - Arcane Circle of Vulnerability (AoE arcana resistance debuff)
  - Sickness (AoE healing effect debuff)

Zombies:



Racial Strength: +25% to Physical Damage / Racial Weakness: -50 to Initiative

Zombie Types:

Walker
- Type Strength: None
- Skills:
  - Tackle (Single target physical attack)
  - Heal (Single target healing)

Runner
- Type Strength: +25 to Initiative
- Skills:
  - Tackle (Single target physical attack)
  - Swipe (AoE physical attack)
  - Heal (Single target healing)

Feral
- Type Strength: + 25% to Physical Resistance
- Skills:
  - Chump (Single target heavy physical attack)
  - Swipe (AoE physical attack)
  - Heal (Single target healing)

Hag
- Type Strength: + 25% to Ice Resistance
- Skills
  - Heal (Single target healing)
  - Tackle (Single target physical attack)
  - Circle of Healing (AoE healing)

Hoarder
- Type Strength: + 25% to Arcane Resistance
- Skills:
  - Spectral Strength (AoE physical damage buff)
  - Spectral Hide (AoE physical resistance buff)
  - Frenzy (Single target physical damage buff)

Skeletons:



Racial Strength: +50% to Physical Resistance / Racial Weakness: -50% to Arcane Resistance

Skeleton Types:

Skeletal Warrior
- Type Strength: None
- Skills:
  - Stab (Single target physical attack)
  - Freezing Touch (Single target ice attack)

Shade
- Type Strength: +25% to Ice Resistance
- Skills
  - Freezing Touch (Single target ice attack)
  - Swipe (AoE physical attack)
  - Freezing Storm (AoE ice attack)

Skeletal Knight
- Type Strength: +25% to Physical Damage
  - Tackle (Single target physical attack)
  - Cleave (AoE heavy physical attack)
  - Freezing Strike (Single target heavy ice attack)

Wraith
- Type Strength: +25% to Ice Damage
- Skills:
  - Freezing Touch (Single target ice attack)
  - Freezing Winds (AoE ice attack)
  - Freezing Death (AoE heavy ice attack)

Cursed Corpse
- Type Strength: +25% to Arcane Resistance
- Skills:
  - Shivers (AoE ice resistance debuff)
  - Hypothermia (AoE heavy ice resistance debuff)
  - Necrosis (AoE heavy healing effect debuff)

Lizardmen:



Racial Strength: +50% to Fire Damage / Racial Weakness: -50% to Ice Resistance

Lizardman Types:

Sharp Scale
- Type Strength: None
- Skills:
  - Fire Breathing (Self fire damage buff)
  - Tackle (Single target physical attack)

Magma Scale
- Type Strength: +25 to Initiative
- Skills:
  - Slippery (Self heavy agility buff)
  - Fire Breathing (Self fire damage buff)
  - Cleave (AoE heavy physical attack)

Mystic Scale
- Type Strength: +25% to Physical Damage
- Skills:
  - Torch (Single target heavy fire attack)
  - Burst of Flames (AoE fire attack)
  - Boiling Blood (Self fire damage buff)

Flame Scale
- Type Strength: +25% to Fire Resistance
- Skills:
  - Cone of Flames (AoE fire attack)
  - Torch (Single target heavy fire attack)
  - Firestorm (AoE heavy fire attack)

Rugged Scale
- Type Strength: +25% to Physical Resistance
- Skills:
  - Fire Dance (AoE fire damage buff)
  - Reptilian Scale (AoE heavy physical resistance buff)
  - Haste (AoE initiative buff)

Orcs:



Racial Strength: +50% to Ice Damage / Racial Weakness: -50% to Fire Resistance

Orc Types:

Green Orc
- Type Strength: None
- Skills:
  - Stab (Single target physical attack)
  - Freezing Touch (Single target ice attack)

Frost Basher
- Type Strength: +25% to Ice Resistance
- Skills:
  - Freezing Touch (Single target ice attack)
  - Freezing Winds (AoE ice attack)
  - Frost Bite (Self heavy ice damage buff)

Bully
- Type Strength: +25% to Physical Damage
- Skills:
  - Brace (Self heavy physical resistance buff)
  - Haymaker (Single target heavy physical attack)
  - Butcher (AoE heavy physical attack)

Medic
- Type Strength: +25% to Healing Output
- Skills:
  - First Aid Kit (Single target healing)
  - Heal (Single target healing)
  - Circle of Healing (AoE healing)

Seer
- Type Strength: +25% to Physical Resistance
- Skills:
  - Spectral Strength (AoE physical damage buff)
  - Icy Manipulator (Single target heavy ice resistance debuff)
  - Spectral Hide (AoE physical resistance buff)

Gnolls:



Racial Strength: +50% to Electric Damage / Racial Weakness: -50% to Fire Resistance

Gnoll Types:

Grunt
- Type Strength: None
- Skills:
  - Spark (Single target electrical attack)
  - Urgency (Self initiative buff)

Scourge
- Type Strength: +25% to Electric Resistance
- Skills:
  - Arcane Slap (Single target arcana attack)
  - Arcane Focus (Self arcana damage buff)

Commander
- Type Strength: +25% to Physical Resistance
- Skills:
  - Slippery (Self heavy agility buff)
  - Chain Lightning (AoE heavy electrical attack)
  - Shock (Single target heavy electrical attack)

Zapper
- Type Strength: +25% to Arcane Damage
- Skills:
  - Arcane Fist (Single target heavy arcana attack)
  - Lightning (Single target heavy electrical attack)
  - Arching Spark (AoE heavy electrical attack)

Nomad
- Type Strength: +25% to Healing Output
- Skills:
  - Healing Focus (Self healing output buff)
  - Heal (Single target healing)
  - Circle of Healing (AoE healing)

Giants:



Racial Strength: +50% to Arcane Resistance / Racial Weakness: -50% to Electric Resistance

Giant Types:

Jarl
- Type Strength: None
- Skills:
  - Thick Skinned (Self physical resistance buff)
  - Haymaker (Single target heavy physical attack)

Ogre
- Type Strength: +25% to Physical Resistance
- Skills:
  - Brace (Self heavy physical resistance buff)
  - Haymaker (Single target heavy physical attack)
  - Cleave (AoE heavy physical attack)

Jotunn
- Type Strength: +25% to Physical Damage
- Skills
  - Brace (Self heavy physical resistance buff)
  - Fury (Self heavy physical damage buff)
  - Pulverize (Single target heavy physical attack)

Ogre Mage
- Type Strength: +25% to Arcane Damage
- Skills:
  - Arcane Slap (Single target arcana attack)
  - Arcane Burst (AoE arcana attack)
  - Arcane Missile (Single target heavy arcana attack)

Cyclops
- Type Strength: +25% to Arcane Resistance
- Skills:
  - Arcane Boost (Single target arcana damage buff)
  - Spectral Potency (AoE physical damage buff)
  - Spectral Armor (AoE physical resistance buff)