

DAERIC SYLAR'S GUIDE TO ELFLINES ONLINE

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INTRODUCTION

Hi, I'm **DAERIC SYLAR**, AND WELCOME TO MY LEVELING GUIDE. I'VE BEEN PLAYING **ELO** PRETTY RELIGIOUSLY SINCE LAUNCH, AND AM ENJOYING IT EVEN MORE NOW THAT IT'S MY FULL TIME JOB. I LEAD **{NATURE'S _ THORNS}** ON THE **NIGHT CITY** SERVER. WE'VE RUN **HEART OF MIASMA** IN UNDER TWO HOURS AND HAVE THE PAULDRONS TO SHOW FOR IT. I WEAR THEM EVEN ON MY COSMETIC SETS.

IF YOU ARE EXPERIENCING **THE ELFLANDS** FOR THE FIRST TIME, YOU'LL LIKELY WANT TO TAKE YOUR TIME LEVELING YOUR ELF TO **RANK 10**. THIS GUIDE ISN'T ABOUT GETTING TO **RANK 10** AS FAST AS POSSIBLE. MOST PEOPLE WHO WANT THAT WILL JUST BUY THEIR ACCOUNT ANYWAY. DON'T WORRY ABOUT THESE GONKS. YOU'LL ALWAYS BE ABLE TO TELL WHO BOUGHT THEIR ELF BY HOW EASY IT IS TO KILL THEM IN **PVP**. SINCE DUNGEON LOOT FROM EARLY DUNGEONS IS STILL RELEVANT EVEN AT **RANK 10**, YOU'LL LIKELY OUTGEAR THEM ANYWAY. WITH THIS GUIDE YOU'LL BE ABLE TO EXPERIENCE ALL **ELO** HAS TO OFFER... AND YOU WON'T END UP FARMING FOR DUNGEON LOOT THAT YOU MISSED WHILE LEVELING AT **RANK 10**. YOU? YOUR ELF WILL BE DECKED OUT IN PREEM PRE-RAID BEST IN SLOT GEAR.

BUT FOR ME, THE MOST PRIZED LOOT I'VE EVER ACQUIRED ON **ELO** IS LOVE. WRITING THIS GUIDE HAS BEEN A JOURNEY IN ITSELF FOR ME, WHICH STARTED WITH ME GETTING LAID OFF. IT WOULD NOT HAVE BEEN POSSIBLE WITHOUT THE LOVING SUPPORT OF MY GIRLFRIEND, **MORLISSA EVERSOU**L. THANKS ARE ALSO DUE TO MY NEIGHBOR **SUSAN MILLER** WHO HELPED IMMENSELY WITH COPYEDITING AND LAYOUT. I REALLY COULDN'T HAVE DONE IT WITHOUT EITHER OF YOU.

SO, STRAP YOUR **RUSH REVOLUTION** ON TIGHT, BECAUSE WE ARE ABOUT TO TAKE A JOURNEY FROM THE **ELVISH HIGHLANDS** TO **MT. POISON**, FIGHTING EVERY MONSTER AND CLEARING EVERY DUNGEON ALONG THE WAY!

— **DAERIC SYLAR**

DAERIC'S LEVELING PATH

By following this path, I promise you'll be able to level up your elf to Rank 10 in twenty-six easy steps, starting with A (Elfhold) and ending with Z (Heart of Miasma).

If you have any questions, visit my Garden Patch, {Nature's_Thorns_HQ}. There, you'll find detailed tutorial videos about elf builds, dungeon crawling strategies, and monster fighting tactics.

Link: {Nature's_Thorns_HQ}

Good luck, new elf! I look forward to seeing you on Elfines Online!

A. ELFHOLD (CITY)

The mighty city of Elfhold on the shores of Lake Arvish in the Elvish highlands.

You'll spawn just outside of Elfhold on a fresh elf. You'll want to do the tutorial quest but break off at the point where you would first enter the Miasma. People constantly camp this area to kill new players so instead, make your way up to Hero's Point.

B. HERO'S POINT (VILLAGE)

The village of Hero's Point, founded by the survivors of the tragedy of Old Hero's Point.

You're underleveled for these quests right now, but the monsters should be farmable even at Rank 0. Kill them until you reach Rank 1, get some usable armor from the quest Reinforcements for Hero's Point, then make your way to Black Mountain Pass.

C. BLACK MOUNTAIN PASS (DUNGEON)

A thin mountain pass through the Black Mountains, choked by monsters and closed to trade.

Remember how players were trying to kill you outside Elfhold? Black Mountain Pass is worse, and it's non-optional. Luckily you don't have to kill all the monsters in the dungeon to get to the other side. Only 2 enemy packs are required, and one boss, Raging Gremlin, an Elite Gremlin who always has Bloodrage active. The rest you can sneak past. Weekday nights are the best time to attempt your first clear of Black Mountain Pass without interruption.

D. AUTUMN PALACE (CITY)

The tarnished capital of Elvish civilization, beset on all sides by Miasma, a fraction of its former glory.

Once you get through Black Mountain Pass, it can be tempting to immediately relax and enjoy questing in the Dark Lowlands. First, you should run through The Scar and Twisted Forest to get to the Autumn Palace, the largest city and player hub in the Elflands. Joining a beginner-friendly Elfline is a good idea at this point. Level up to at least Rank 2 in the Dark Lowlands before heading to Old Hero's Point for your first real dungeon experience.

E. OLD HERO'S POINT (DUNGEON)

A ruin crumbled around a golden statue to the great hero. Once a beacon of hope, now a den of monsters.

You'll want a group of at least 3 to tackle Old Hero's Point. Don't listen to other guides that tell you to skip it; you'll want to full clear Old Hero's Point. To fully clear the dungeon, you'll need to beat all 3 bosses, and return the gems they drop to the gold statue in the middle of town. Then, you'll have to beat the final boss, Shadow of Pain, a Restless Spirit with 70HP. The Shadow's Charm hides you on the map from item scrying effects, which will save your life from PKers while you are solo leveling later on. Trust me.

F. EMPTY VEIN (DUNGEON)

A fissure torn by the Warlock's magic, from which miasmatic bile and monsters flowed into The Scar

Once you hit Rank 3 in The Scar and get your title, you are ready to take on Empty Vein, the first subterranean dungeon in ELO. These types of dungeons all have a massive problem: They create a choke point at the entrance that attracts PKers. If it's a weekend, try to take a higher ranked player from your Elfline with you for defense. Empty Vein is a linear story-based dungeon, where you follow a ghost who explains the backstory of The Scar and its creation. After beating the Miasma Golem, a Golem with a purple color swap, the final challenge is a timed section, where you must escape the dungeon as it crumbles around you, while being constantly attacked by Zazzolifs. Barkshields will want to run this dungeon until they get Golemheart, a 2 handed shield with 15 HP that regenerates out of combat.

G. DRIPPING COVE (DUNGEON)

Before it was corrupted, the cove was responsible for 70% of Sacred Herb production. Now, it only produces monsters and death.

Another Rank 3 Dungeon. Dripping Cove is extremely popular because it is the most efficient way to farm Sacred Herbs in ELO. It's easy to find a group, but competition for Gremlin Gardener spawns can quickly turn into PVP. The final boss, Child of Slime, an Elite Slime that summons two Elite Slimes when killed, drops Elemental Slime, which you'll want to save up to run Rotten Grotto later. Also keep your eye out for the Emerald Slimebow, dropped from Children of Slime. It fires an endless supply of slime instead of Arrows (but not poison arrows), great for saving your gold for big purchases!

H. PORT TREASURE (VILLAGE)

A port of ill deeds converted into a trade hub out of necessity. It's original reputation still lingers just below the surface.

Port Treasure is the second most popular player hub on ELO. You have to be Rank 4 to board the ships, at which point the game really opens up and you have several options for leveling. Many Elfines that can't afford housing in the Autumn Palace have their headquarters here. Since it's a central location for transportation, it is common to gather here before going to a raid.

I. DEEPGRAVE (DUNGEON)

A once sacred burial site for the most revered elves who now suffer eternally from its monstrous infestation.

A Rank 4 dungeon, but one many players skip entirely, since it's long, and its best drop, Ghostfinger Gloves, giving +2 to Pick Lock/Pick Pocket, are only relevant to Quickhands (who aren't all that common to begin with). Personally, I play this game to have fun, unlike some people, and I love Deepgrave. It's winding layout makes you feel like you are exploring a labyrinth, and the fact that it changes its layout every month keeps it fresh. The final boss being the Ghost of Amberina, an Elite Restless Spirit with 70 HP, the Hero's love interest from the original single-player games is also super cool.

J. POINT OF NO RETURN (VILLAGE)

The only elvish settlement remaining on Enthenox, a rough and tumble frontier town run by adventurers, for adventurers.

Once they get access to the boat transportation network at Port Treasure, most players are overeager to travel to Enthenox for the first time and die a lot just outside of this town, either to the crazily difficulty-spiked monsters on or to other players (*Equip that Shadow's Charm now, choom*). My recommendation is you level to Rank 5 in Deepgrave before making the journey. The Elite Cursed Heads and Bearwolves of the Elforest are only the beginning of the difficulty spike you'll learn to love.

K. FIRSTHOLD (DUNGEON)

The once capital of the Elflands, originally founded by the first elves, now overtaken by monsters. Few who seek to liberate its remaining treasures ever return.

Firsthold is the first Dungeon on Enthenox, and is one of the most challenging dungeons in the game, especially considering you can enter it as early as Rank 5. In the dungeon, you'll be hunting down Elite Zazzolifs guarded by Gremlins and Bearwolves through the streets of Firsthold, looking for one that has the key to the Treasury. Then, you'll have to defeat the Treasure Golem, a Golem that summons two Cursed Heads at half health. One of these heads must be killed for the boss to be killable, but it's impossible to tell which one. Morlissa and I had to farm this dungeon for weeks to get her Poisonknife, a dagger with a permanent poison coating to drop.

L. SCORCHED PASS (DUNGEON)

A hunting trail caved through the Elfcrown Mountains by the first elves, now made almost impassable by slime and cinders.

Scorched Pass is Rank 5 dungeon that connects the Scorched Lands to the Jungle of Dead Elves. Like Black Mountain Pass, it is a PVP hotspot. Except Scorched Pass is much worse. During peak hours, expect it to be shut down by an entire PVP Elfline. Not only does this mean that access to the Jungle is blocked, it also means that if you are on the other side, you likely won't be able to escape the Jungle of Dead Elves

without paying the Elfline in the pass, if they are even accepting tolls. I've lost count of the amount of times {Nature's_Thorns} has had to cancel a raid because a crucial elf was "passlocked". Segotari is constantly asked to patch this in interviews, to the point where the devs always repeat the same answer: "PVP is a core part of ELO's player experience and Scorched Pass is intended to facilitate emergent world PVP". Basically, don't log out in the Jungle of Dead Elves before raid night or on a Thursday.

M. VALLEY OF CINDERS (DUNGEON)

The lowest point in the Scorched Lands where the miasmatic lava rivers terminate in a grand lavafall into darkness.

The Valley of Cinders is notorious for its horrible drop rates. A Rank 6 dungeon, its quirk is that each time you run the dungeon, the final boss behind the lavafall is chosen randomly from a list of 10 possible options, all with their own loot tables. In practice this means that if you are looking for a specific drop you have a 1 in 10 chance that the boss you wanted to show up is there, and then you need to get lucky. What's worse is that it's not uncommon for players to leave upon discovering the final boss isn't the one they wanted, instead of helping kill it. Don't be that elf.

N. CHARRED GROVE (DUNGEON)

The charred remains of the once proud Eldertree of Enthenox, whose arson doomed the continent, now infested by monsters.

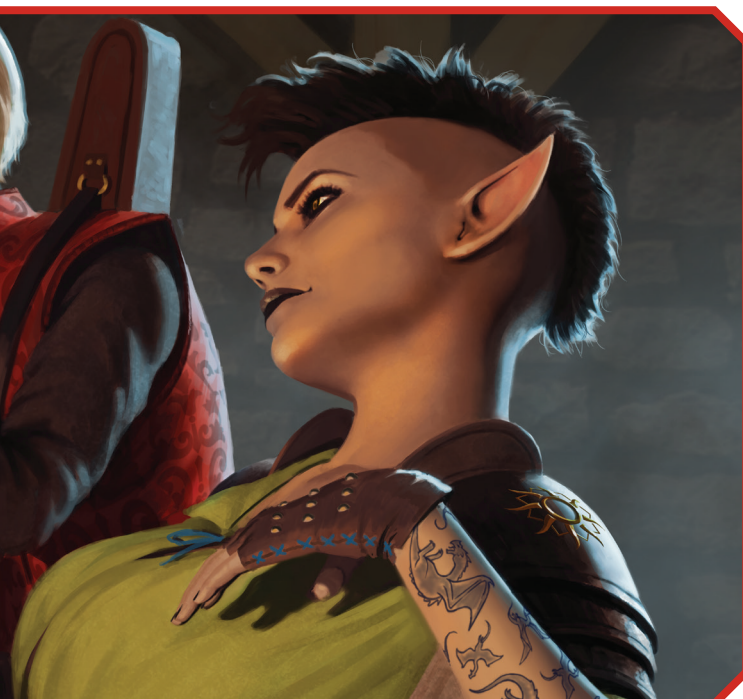
Charred Grove is a Rank 6 dungeon most elves fully clear only once, as talking to the Spirit of Enthenox after beating the final boss is required to enter Twisted Eldertree. The dungeon is linear and story-driven like Empty Vein, except you follow the Spirit of Enthenox throughout the dungeon, fighting them twice as they go mad with grief while reliving their burning at the hands of the Warlock.

These boss fights against an Elite Restless Spirit with 60 HP which catches targets hit by its Spectral Shriek attack Deadly on Fire (**CP:R PAGE 180**) are the highlight of the dungeon. Unfortunately, the rest of the dungeon is nothing but waves of Draglins and Elite Draglins, perhaps the most annoying monsters in ELO due to their explosive death mechanic. If you are going after the Sword of Enthenox, the Longsword that catches a target Deadly on Fire (**CP:R PAGE 180**) whenever it deals a Critical Injury, I wish you good luck, because nobody is going to want to run this with you. Even I don't have that sword.

O. WHISPERING CAVE (DUNGEON)

A hidden cave sacred to the first elves, where they recorded their oral history in whispers that echo endlessly throughout.

A Rank 7 dungeon added during the first Continental Brands cross-promotion. Its most notable loot is the Whispering Orb, a guaranteed drop from The Whispering Ones. Once every five minutes, the Orb allows you to determine the direction of the closest player outside your Elfline who is not wearing a Shadow's Charm. It goes without saying that this item is required for serious PVP. The Whispering Ones are eight Elite Cursed Heads, each with a different rune on their forehead (Star, Circle, Diamond, Triangle, Moon, Square, Cross, Skull) To beat the boss, every head must be killed in a specific order, which changes whenever Continental Brands re-releases Sacred Herbs Kibble. The new code is printed inside every bag at the bottom, and is specific to the server that the batch was originally intended for.



BY ROBSON MICHEL

It isn't always easy to find this info on the Data Pool. Complications can cause a server to go for weeks without access to this necessary PVP tool. The codes change the moment a new promotion is announced, and shipping delays are common. Entire batches have arrived with codes unreadable due to bag grease. Once, Night City codes were swapped with Tokyo's and it was two months before a Sea Nomad choom came through for the community.

Bottom line, when you hit Rank 7, don't wait to do this dungeon, or you will regret it.

P. ROTTEN GROTTO (DUNGEON)

A cave dug by the first elves for agricultural purposes, where they first domesticated Sacred Herbs, and later tragically unleashed semi-animate slime upon the Elflands.

A Rank 7 dungeon that is very rarely run due to its proximity to Scorched Pass, and because it requires one Elemental Slime (dropped in Dripping Cove) each time you want to enter. This is a shame, because I love this dungeon. I love the satisfying squishing noises the slimes make when you kill them and how it echoes on the cave walls. It's just unfortunate that you are always one Whispering Orb ping from being neck deep in the sweatiest PKers you've ever seen whenever you run it. Bare minimum, do it once to get the key to the Temple of Slime, and keep that SFX slider all the way up, then sneak back in late at night to farm it properly.

Q. TEMPLE OF SLIME (DUNGEON)

The great temple to Enthenox, revered leader of the first elves, now drenched in the viscous slime that oozes from its halls into the Jungle of Dead Elves.

Temple of Slime is a Rank 8 dungeon split up into three wings, all of which must be completed in succession each time you run it. With a combined clear time of 6 hours, it is by far the longest dungeon in the game. Whenever a player enters Temple of Slime(which requires the key from Rotten Grotto), the door locks behind them and their character has their respawn locked to the antechamber. Only by completing the third wing of the dungeon can a character leave the temple.

You better believe people get their elves stuck here. According to the devs, this is "intentional game design". I'm not a game designer, but in practice this is

pretty stupid. It just leads to a lot of people clustered in the antechamber constantly trying to get out of there... and when PVP breaks out among the temple prisoners, there is absolutely no escape.

R. RAZORFIRE CAVERNS (DUNGEON)

A sweltering hot cavern riddled with traps that guards the entrance to a deeper evil.

Razorfire Caverns is a Rank 8 dungeon located in Mt. Fire. Its layout is full of twists and tunnels that go nowhere. Any seasoned elf will know the correct and efficient route through the dungeon, which leads directly to the entrance to Altar of Fire, but new elves sometimes get lost. The bosses in Razorfire Caverns are uniquely scripted to only appear once you corner yourself in one of the cavern's dead ends. Cloak of Shadowfang (Morlissa's favorite) drops here, a cape that can allow you to Dash without an Action once every 24 hours. You'll be running this dungeon a lot just to access Altar of Fire.

S. ALTAR OF FIRE (DUNGEON)

The Warlock's abandoned secret laboratory hidden at the core of Mt. Fire, dripping in secrets guarded by failed experiments.

A Rank 9 dungeon, and the former pre-raid dungeon before the release of the Miasmalands. Accessed by opening the secret door at the back of Razorfire Caverns, Altar of Fire is still the best place to get properly geared for endgame raiding. Why? Because the new drops from the Bog of Shadows are meant to complement Altar of Fire loot, not replace them. Sword of Arvish, a Longsword that makes you immune to being on fire while wielded and Heart of Mt. Fire, a shield that doubles as a one handed Heavy Pistol firing Incendiary Ammunition with Archery which is reloaded and restored to full HP by dipping it in lava/magma are standout drops, although there are so many more.

T. PORT FORSAKEN (VILLAGE)

A port hastily constructed by brave adventurers to act as a final staging point against the forces of evil.

At rank 9, assuming you've bought the Miasmalands Expansion, you'll gain access to a new boat at Port Treasure that takes you to Port Forsaken. This is the

current endgame town, but it is almost always totally deserted due to it not being a major meeting point like Port Treasure or a huge city to hang out with your Elfline in like the Autumn Palace. You'll pass through here for quests and to access the expansion content on the rest of the Miasmalands, but likely not do more than that.

U. BOG OF SHADOWS (DUNGEON)

Amid belches of miasma and swirling quicksand stir the first victims of the Warlock, trapped forever in the moment of their death.

A rank 9 dungeon and the new pre-raid dungeon after the Miasmalands Expansion. Most of the loot here is extremely overpowered, designed to brute force less organized elflines through Pit of Dragons and onto the new raid content in Warlock's Tower and Heart of Miasma. When it released, the community initially disliked this, and derided it a "yet another ghost escort dungeon", but changed their mind once Warlock's tower was released with its massive difficulty spike. If you are a tank, you'll want to get the Shadowplate here, a Full Plate Armor that instantly repairs itself to full SP after you suffer a critical injury. Quest chains started from the ghosts here lead you into the Twisted Eldertree and Flooded Palace Raids, so be sure to pick those up. When completed, you can access a secret area in a crypt below the quicksand pit at the beginning of the dungeon, with Zarzamel the Cursed, an Elite Dragon that drops the Ring of Dragonkind. It was added in the Miasmalands Expansion to make the Pit of Dragons Raid easier.

V. TWISTED ELDERTREE (RAID)

Bent but unbroken, you must defend the final Eldertree of the Elflands, to spare Arvish the doom of Enthenox.

Once you hit rank 10, endgame raiding content opens up to you. Most elves aren't ready to jump right in the second they hit 10. You, of course, aren't most elves, having followed my leveling guide. You already have access to Twisted Eldertree, having completed Charred Grove.

Once you have gathered 6 other members of your Elfline, talk to Tree Guardian Selina to begin the siege.

When the raid starts, hordes of monsters will spawn and rush the base of the tree. Defeat them and two packs of elite monsters will spawn, one at the top of the giant tree, and one at the bottom of the tree. You'll need to split the party and fight both at the same time. The gimmicks don't stop there. Once one group of elite monsters is slain, a pair of dragons flies over the Eldertree, dropping a random boss from the Valley of Cinders lavafall at each end of the tree. Infuriatingly, when killed here they drop no loot. Once both bosses are slain, the Elite Dragons Miasmafire Chedul and Miasmafrost Narvix land at the top and bottom of the Eldertree. The dragons must be fought separately. When the first dragon is slain, the weapon that was used to strike the killing blow begins to glow. At 1 HP, the remaining dragon becomes immune to all damage except damage caused by that glowing weapon. If you are this player, you've got to dash to the other end of the Eldertree, or the resulting wipe will be all your fault.

The most valuable drop from this raid is the coveted Scarlet Blackbow, the only 2 ROF Bow in the game. If it drops, expect a loot argument to break out.

W. FLOODED PALACE (RAID)

The wonder of the first Elves, which sunk to the bottom of the sea. Slime now rules it's throne... no longer merely semi-animate, having taken drowned elves as hosts. This infestation must not be allowed to spread.

This is the shortest raid in the game, lasting only two hours. Two white knuckled sweaty stressful hours that can ultimately be all for nothing. This is the raid that breaks fledgling raiding Elfines over its wet and slimy knee.

First off, it isn't even available all the time. The raid can only be entered while the Flooded Palace's entrance is above the water, at which time a special boat becomes available at Port Treasure. Only one boat is available per day. Nobody has managed to work out what triggers this, but while available, the first Elfline to sign up 7 participants with Captain Pointy-Ear Ravish is swiftly teleported onto the one way boat to hell.

Once the boat arrives, the three hour timer starts, a message is sent to the entire server, and recording

begins. That's right, in this raid, not only are you timed, but you also have an audience. Anyone on the server can watch the raid live in any tavern.

In two hours, your 7 member team has to defeat 4 randomly generated bosses with the abilities of an Elite Slime tacked onto them hidden in randomly generated locations inside the labyrinthine palace and acquire their orbs, then take them into the throne room, and summon the final boss, Mother of Slime, an Elite Slime with 70HP, who summons one Child of Slime (**SEE G. DRIPPING COVE**) at 75% Health, and two at 50% Health, all three of which explode like Draglins when they die.

Remember how all this effort can be for nothing? That's because none of the bosses in Flooded Palace drop any loot. All of the loot received is from the chest in the room that opens up after Mother of Slime dies... and if time runs out before then, the palace sinks, you get nothing... and are teleported in shame to the Temple of Slime antechamber. Once your raiding Elfline gets publicly humiliated like that... gets slimed... it's hard to recruit. Consider paying the 20eb to have your Elfline name changed.

X. PIT OF DRAGONS [RAID]

Betrayed by the Warlock, the dragons of the pit blame all elves for the actions of one. We must earn their forgiveness through ritual combat.

Pit of Dragons is accessed via a boat at Port Treasure which requires at least one member of your Elfline to have completed the Twisted Eldertree Raid to charter.

The raid is divided into three rounds with cutscenes between them. Each round of the ritual combat is unique, and must be completed in order and in one attempt, or the raid is failed and cannot be retried by anyone in your Elfling again for a week.

In the first round, two players will be selected from your party at random to face the Elite Dragon Karvox the Wise. Should they succeed, those elves can pat themselves on the back and go make a sandwich, because they won't be needed for the rest of the raid. In {Nature's_Thorns} we assign the first round elves to be tournament announcers for the rest of the raid. It keeps morale up and is a ton of fun.

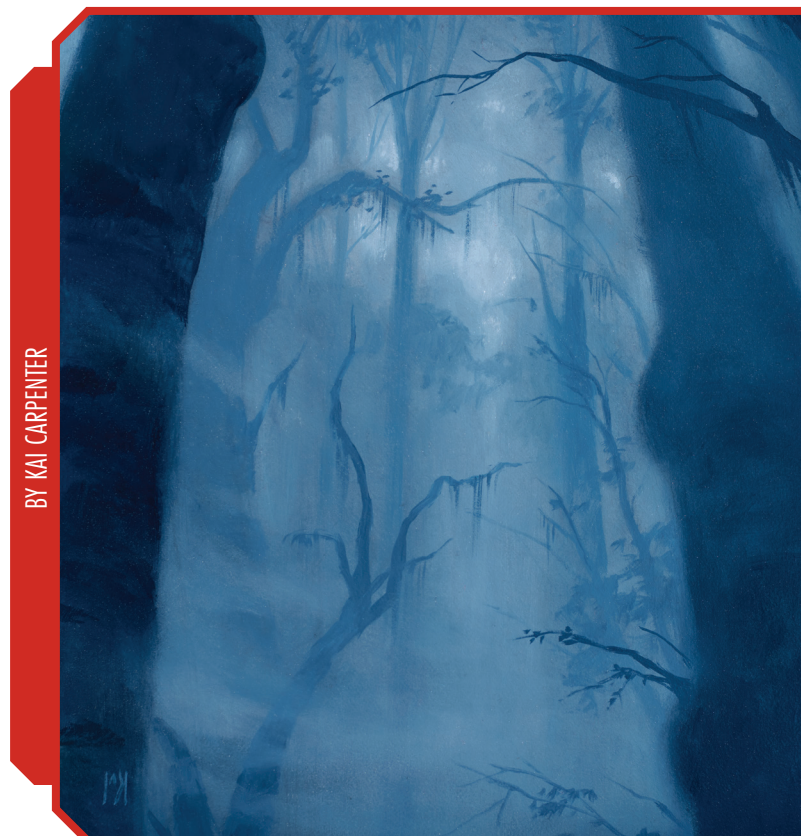
In the second round, the dragons choose four of the remaining pool of elves to fight the hardest boss of the raid, Vexrom the Ancient, an Elite Dragon with 120HP.

This fight is made much easier if your tank has the Sword of Arvish, but it isn't as required as the forums seem to think.

In the final round, the elf who has not yet gotten to fight is pitted against the upstart Dragon Wolvar the Brash, who interrupts his mother just as she is about to forgive all of elfkind, demanding single combat. Despite being a non-elite dragon, this is by no means easy and one slip can mean disaster, especially if the final elf in your raid is a less experienced player or has a less combat optimized build.

Just like with the Flooded Palace, all the loot in Pit of Dragons is saved until after the final round, giving this 1v1 fight high stakes.

After listening to player feedback, the devs introduced the Ring of Dragonkind in the Miasmalsands Expansion. It allows an elf with the Ring to interject during the cutscene to fight Wolvar the Brash instead of the final elf in the party. Personally, I don't like this



change. I think it was more exciting the old way and my Elfline never got bent out of shape about it even when we lost a week.

Wolvar's Blessing is a fantastic necklace that drops from here. It allows an elf to wield a Greataxe in a single hand. Dragonscale Armor and Helms are also super important pieces of loot from this raid. They're Leather Armor with a whopping 10 SP. You'll need them in Warlock's Tower!

Y. WARLOCK'S TOWER (RAID)

The seat of evil on the Elflands must be toppled. Only the bravest elves will be up to the task that even the Hero could not complete.

Warlock's Tower is hardcore. Without 7 skilled elves in the right gear, success is impossible. In the career of a raiding Elfline this is where progress becomes slow and all about filling in the gaps in your Elfline's gear. You won't succeed in this raid until everyone is dripping in loot. Likely, you'll need to backtrack into previous raids to remedy this.

Warlock's Tower is a huge jump in enemy quality. Even the trash monsters here are Elite. As you progress through the Parlor, War Room, and Void Library on your way to the Warlock's Astrolabe, you'll struggle through some of the toughest boss content ELO has to offer.

The Majordomo, an Elite Zazzolif is the first roadblock you'll face. Throughout the fight, they will teleport randomly and summon one Golem per turn in addition to making their own attacks. Worse, for the first two turns of the fight, the Majordomo cannot be damaged. Golems summoned by the Majordomo are programmed to attack an elf chosen at random when they are and can be ignored unless that elf cannot outrun them or until after the Majordomo has been killed. The boss fight is completed only after you kill all of the Golems.

The War Room is unique. As soon as you cross a certain point in the room, everyone except one member of your raid shrinks down and teleports to the top of the strategy table and into a scale model of Firsthold during it's assault by hordes of Elite Gremlins riding Bearwolves, whose pieces move by unseen force. The lone normal-sized elf must both

communicate the positions of their enemies and direct the measly remaining NPC elf forces defending the doomed city. When the shrunken elves succeed in defending Firsthold, the strategy table flips, cracking in half and revealing the loot for the boss. I wish other bosses in ELO could be this creative.

The Void Library looks awesome, a non-euclidean patchwork of floating aisles and jumping puzzles, but its boss is disappointing, both from a design standpoint and a lore standpoint. It seems cool at first: a fight against the Warlock's failed attempt to recreate the Hero after their death, fully decked out in Shadowplate and wielding the Scarlet Blackbow, the Sword of Arvish at their side... but then you realize that they used the likeness of the actor from *The Elfines Online! Chronicles* show instead of the model of the main character from the original games. It makes no sense! The statue in Old Hero's Point uses the correct model. Get it together Segotari.

The final challenge against the Warlock luckily makes up for it. You face them on top of a giant floating astrolab. The Warlock is set up as an Elite Restless Spirit with 100HP in three phases. In between phases, the Warlock drains the member of your party with the most health to 1 HP and heals for all health stolen. Once reduced to 0 HP, the Warlock will continue to fight until inflicted with a Critical Injury, which will cause their soul to be pierced, spraying inky purple, while in the distance Mt. Poison erupts. Anticlimactic, right? We had to wait 2 years on this cliffhanger in the base game. Nowadays, this cutscene sets up Heart of Miasma nicely.

Z. HEART OF MIASMA (RAID)

Muster all your strength, your virtue, your guile, your heart, and all of the Elfines, for tonight we will end this scourge upon our Elflands, and become Heroes!

Well, look at you. I told you I'd get you to Heart of Miasma, and look where you are, together with your whole Elfline at the foot of Mt. Poison. Heart of Miasma isn't like the raids you've done up until now. It will feel easier than Warlock's Tower, but that's just because you are properly geared. It's actually rather similar in difficulty. Are you ready for the catch? Heart of Miasma requires four Elfines to fully complete, so you'll need to form alliances across your server. The

raid is divided into four chambers, each dedicated to the four main cornerstones of the game and with separate entrances on Mt. Poison.

Once per week, an Elfline that has completed Warlock's Tower can enter one of these chambers, assuming it is unoccupied, for 3 hours.

It is possible to complete a chamber with only a single Elfline all the way up until the final boss, which is inaccessible unless all four chambers are completed simultaneously within the same 3 hour period. More on that in a second.

Right Atrium is considered the easiest chamber, because the bosses are straightforward DPS races with minimal mechanical complexity. Just don't stand in the fire during the chained Elite Dragon fight or the rising lava in the Golem room and you should be fine.

Left Atrium is the hardest chamber, because it's actually a simulated PVP battle. I don't know how Segotari managed it, but it's always different. Perhaps it's been generated weekly by the devs since launch, or they coded so many variant behaviors that they are indistinguishable from real players, or maybe, they've harnessed a really powerful AI, but whatever the devteam did, it's an awesome test of your Elfine's PVP skills. It's also a pretty popular pick when setting up a four chamber clear, so make sure your Elfine has a second favorite chamber to run in case you end up allying with a dedicated PVP Elfine.

Right Ventricle is a totally randomized test of game knowledge. After fighting randomly generated monsters from previous dungeons, the final fight takes place in a cloud of fog where two boss fights from two different dungeons are stitched together. The catch is that you have to fight both at the same time. Each of the bosses is scaled up to hit like a kombi, too! If you get lucky, this can be the shortest chamber, but usually it will be somewhere in the middle.

Left Ventricle is unique. It's filled with slime and takes place on a boat. The community is 90% sure that it is built entirely from cut alpha content, but I think it's by no means less worthy because of it. It's the only place in the game where the Pilot Sea Vehicle Skill is remotely useful and is unfortunately required. Each chamber run, you must pilot the boat around a small generated slime lake, and fight three Treasure Golems

(copy and pasted from K. Firsthold) to break the forcefield surrounding the door to the final boss. It's worth determining early who in your Elfling will build the Pilot Sea Vehicle skill into their elf, so that multiple people don't waste points in it. You would be surprised how few Elflings actually have a dedicated "sailor", and having one will get you invited to lots of Heart of Miasma alliances.

Once all four chambers have been completed, Mt. Poison erupts, firing all four Elflines into the stratosphere and onto four platforms which form a ring around a cloud of inky purple gas in the shape of the Warlock's head. Warlock's Soul is not a mechanically challenging fight. It's more of a set piece than anything, and most of the difficulty comes from maintaining communication across four Elflines. Only the back of the Warlock's head takes damage, and only for a limited time after a meteor is directed into their mouth.

There's a giant mouth laser to jump over, falling meteors to redirect into the Warlock's mouth by holding a melee attack, and the boss will spin its head at random intervals, both with and without laser fire. Once you master hitting the buttons simultaneously on each platform to spin the platform ring, you'll be able to clear it no problem, with only occasionally accidentally hitting meteors into the other Elflines.

I won't spoil the ending cutscene except to say it does tease the next expansion. At the end of the day, it's scheduling four Elflines to raid at the same time that's the real final boss of ELO. At least for now.

Elflines
—ONLINE—

MONSTERS OF ELFLINES ONLINE

ELO is my favorite game. I think at this point, this much should be obvious. So, when I criticize it, know that I do so from a place of love. ELO is awesome at so many things, but one thing it lacks is enemy variety. With only nine or so enemy types, the dungeons can sometimes feel samey. The myriad of color variants for these models do help, but I think it's certainly an area in which Segotari could improve. Luckily, enemy behavior is great, even quite lifelike at times, and monsters often have variants with minor model changes, like the Gremlin Gardeners in Dripping Cove, or Shadowfang in Razorfire Caverns. My hope is that in the next expansion, they'll introduce some new enemy types, and not lean on random generation for content as much as they have in The Miasmals, using it as just another cool tool in their design toolkit, instead of as their favorite one. The forums are always full of people making new monster concepts too, so maybe they should just implement some of our ideas!

BEARWOLF

INT	2	REF	5	DEX	7	TECH	2	COOL	3
WILL	4	MOVE	4	BODY	7	EMP	3		
HIT POINTS	40			SERIOUSLY WOUNDED	20				
Weapons					Armor: Bearwolf Hide				
Bearwolf Claws (1 ROF • 1/2 SP) 4d6					Head SP 5				
					Body SP 5				
SKILL BASES		Athletics/Contortionist 11, Brawling 11, Endurance/Resist Torture/Drugs 12, Evasion/Dance 11, Melee Weapon 13, Perception 10, Tracking 10							
ABILITIES		Elite: An Elite Bearwolf has 50 HP and a SP 7 (Head and Body) Hide.							
<i>In the high forests and mountains of the Elflands, the Bearwolf is the apex predator, defending its territory from both elf and monster alike with their razor sharp claws. Though fiercely protective of their cubs, some Gremlin tribes manage to steal them, raising the cub as personal mounts of the strongest Gremlins, or their spiritual leaders.</i>									

IN THE BETA, THESE WERE CALLED WOLFBEAR, BUT SEGOTARI CHANGED THE NAME WHEN BIOTECHNICA THREATENED TO SUE THEM FOR TRADEMARK INFRINGEMENT. HONESTLY, I'M GLAD THEY CHANGED THE NAME, BECAUSE THERE'S JUST SOMETHING MUCH MORE ICONIC ABOUT BEARWOLF. BUT THAT'S A MATTER OF PERSONAL TASTE.

— DAERIC SYLAR

CURSED HEAD

INT 5 REF 6 DEX 2 TECH — COOL —

WILL 1 MOVE 4 BODY 1 EMP —

HIT POINTS 10 SERIOUSLY WOUNDED 5

Weapons

Spectral Arrow (1 ROF) 3d6

Armor: None

Head SP 0

Body SP 0

SKILL BASES Archery 12, Endurance/Resist Torture/Drugs 7, Evasion/Dance 4, Perception 11, Stealth 4

ABILITIES **Floating Head:** Only Aimed Shots targeted at the Head can hit a Cursed Head.
Elite: An Elite Cursed Head has an Evasion/Dance Base of 12, and their Spectral Arrow is 2 ROF.

Legend says that all of the Warlock's victims in Firsthold were beheaded. At the mercy of dark magic, their severed heads rose from the mass graves to serve the Warlock as sentries for their army.

DRAGLIN

INT 2 REF 6 DEX 7 TECH 4 COOL 3

WILL 3 MOVE 4 BODY 3 EMP 3

HIT POINTS 25 SERIOUSLY WOUNDED 13

Weapons

Claws (2 ROF • 1/2 SP) 3d6

Fangs (1 ROF • 1/2 SP) 4d6

Armor: Scales

Head SP 7

Body SP 7

SKILL BASES Athletics/Contortionist 9, Brawling 10, Endurance/Resist Torture/Drugs 7, Evasion/Dance 10, Melee Weapon 13, Perception 8, Stealth 9

ABILITIES **Unstable Chimera:** When a Draglin reaches 0 HP, they explode like an Armor Piercing Grenade (centered on them).

Elite: An Elite Draglin can reduce themselves to 0 HP as an Action.

The results of The Warlock's attempt to create an army to rule The Elfines by infusing the Gremlins they captured with blood donated from the traitor dragon Miasmafire Chedul. Though the experiment was a failure, the unstable dragon-gremlin chimera have served an important part of The Warlock's army, as equal parts infantry and artillery.

INT 7

REF 10

DEX 10

TECH 4

COOL 5

WILL 9

MOVE 5

BODY 15

EMP 4

HIT POINTS 70

SERIOUSLY WOUNDED 35

Weapons

Bite (1 ROF • 1/2 SP) 5d6

Claws (2 ROF • 1/2 SP) 3d6

Armor: Dragonscales

Head SP 10

Body SP 10

SKILL BASES

Animal Handling 10, Archery 16, Brawling 14, Composition/Education 11, Endurance/Resist Torture/Drugs 15, First Aid/Paramedic/Surgery 11, Melee Weapon 16, Perception 13, Persuasion/Trading 12

ABILITIES

Breath Weapon: A Dragon's breath weapon is 3 ROF and does 3d6 damage. It is fired using the Archery Skill but using the Shotgun Range Table. In addition to taking damage, any target hit by a Dragon's breath weapon is also Deadly on Fire.

Natural Weapon Versatility: A Dragon cannot attack with the same weapon two Turns in a row.

Elite: An Elite Dragon's Dragonscale Armor is SP 14 (Head and Body).

Long ago, the elves lived in peace with the dragons. They traded artisan goods and medicine. It was from the dragons that the elves learned medical science and economic theory. When the Warlock came, they corrupted many of the dragons, first with rhetoric, and later with magic. By the time they realized the danger the Warlock posed, it was already too late. As the war raged, the species was ultimately reduced to under a hundred. Many who remain hold grudges, and few dragons are seen outside of basalt island.

DRAGON

THERE IS NOTHING QUITE LIKE SLAYING YOUR FIRST DRAGON ON ELO. YOU DODGE THE BITE, AND MANAGE TO GET THAT LAST HIT IN, ONLY TO VERY LIKELY RECEIVE NOTHING AS LOOT. BUT YOU DON'T CARE. BECAUSE YOU'VE JUST KILLED A DRAGON, THE SAME ENEMY TYPE THAT HAS BEEN HARASSING YOU SINCE YOU STARTED. DRAGONS ARE RARE SPAWNS IN EVERY PART OF THE GAME, BUT SINCE VETERAN PLAYERS SELDOM RE-VISIT EARLY AREAS, ARE OFTEN LEFT UNKILLED FOR WEEKS. SO, WHEN YOU DO PUT ONE DOWN, IT MAKES LEVELING IN THAT AREA EASIER FOR EVERYONE. THE FIRST TIME I KILLED ONE THOUGH, ANOTHER SPAWNED WITHIN A MINUTE AND KILLED ME.

THAT MIGHT HAVE BEEN A BUG.

— DAERIC SYLAR

14

GOLEM

INT	1	REF	3	DEX	10	TECH	2	COOL	1
WILL	8	MOVE	4	BODY	15	EMP	1		
HIT POINTS	70			SERIOUSLY WOUNDED	35				

Weapons	
Brawling (2 or 3* ROF)	5d6

Armor: Golem Body	
Head	SP 7
Body	SP 7

SKILL BASES Brawling 16, Endurance/Resist Torture/Drugs 18, Evasion/Dance 11, Perception 11

ABILITIES

Momentum: A Golem's Brawling Attack is ROF 3 instead of 2 if it hit a target with a Brawling Attack on it's previous Turn.

Temporary Shutdown: Instead of taking a Critical Injury, a Golem will shut down, and be unable to dodge attacks or make attacks until the end of their next Turn.

Elite: An Elite Golem's Armor is SP 13 (Head and Body).

After the Warlock failed to create a perfect dragon-gremlin hybrid, they turned their attention elsewhere, retreating into their tower on the Isle of the First Elves. After months of research, time which allowed to elves to regain a foothold on Arvish, The Warlock succeeded in magically disassembling a Zazzolif and reprogramming it to build larger constructs of itself using basalt from their neighboring island instead of difficult to source zazzolite. Thus, the first Golem was born.

BIG. MEAN. HARD HITTING. SLOW.

YOU WOULD THINK, "JUST KITE IT" BUT THEY ALWAYS SEEM TO BE IN THESE CLAUSTROPHOBIC LITTLE ARENAS. THAT'S WHY YOU BRING A BARKSHIELD TO SOAK UP THE HURT. UNFORTUNATELY, THERE NEVER SEEMS TO BE ENOUGH OF THEM TO GO AROUND. OR DRUIDS, SAGES, QUICKHANDS, AND WARMHEARTS FOR THAT MATTER. WE ARE UP TO OUR VERY LONG EARS IN BOWMASTERS.

PLEASE SEND HELP.

— DAERIC SYLAR

GREMLIN

INT 4 REF 6 DEX 6 TECH 4 COOL 3

WILL 3 MOVE 6 BODY 3 EMP 3

HIT POINTS 25 SERIOUSLY WOUNDED 13

Weapons

Gremlin Dagger (1 ROF • 1/2 SP) 2d6

Gremlin Shortbow (2 ROF) 3d6

Armor: Gremlin Armor

Head SP 5

Body SP 5

SKILL BASES Animal Handling 8, Archery 12, Athletics/Contortionist 10, Brawling 8, Endurance/Resist Torture/Drugs 9, Evasion/Dance 10, Melee Weapon 12, Perception 10, Pick Pocket/Pick Lock 10, Riding 10, Stealth 12

ABILITIES **Bloodrage:** Increase the ROF of all of the Gremlin's Weapons by 1 while they are in the Seriously Wounded Wound State.

Elite: Elite Gremlins have SP 10 Armor; their Gremlin Dagger deals 3d6 damage, and their Gremlin Shortbow deals 4d6 damage. While mounted, they cannot be hit except by Aimed Shots.

Gremlins are small, green, pasty-faced demons who have been at war with the elves since Firsthold on Enthenox was founded too close to one of their mountain settlements. Gremlin numbers were culled dramatically by The Warlock, who captured roughly half of their population, sending those who remained into a warlike nomadic pattern which continues to this day.

RESTLESS SPIRIT

INT 4 REF 7 DEX 7 TECH 3 COOL 1

WILL 10 MOVE 3 BODY 5 EMP 3

HIT POINTS 50 SERIOUSLY WOUNDED IMMUNE

Weapons

Spectral Arrow (2 ROF) 4d6

Armor: None

Head SP 0

Body SP 0

SKILL BASES Archery 15, Brawling 10, Endurance/Resist Torture/Drugs 16, Evasion/Dance 14, Language (Elven) 10, Perception 12, Stealth 14

ABILITIES **Spectral Shriek:** Spectral Shriek is a 2 ROF attack that affects enemies like the Shrieker (**SEE CP: R PAGE 349**) and uses the Bow/Crossbow Range Table.

Elite: An Elite Restless Spirit's Spectral Shriek is 4 ROF.

Elvish ancestors whose burial sites have been corrupted are sometimes ripped back into the Elflands. Their forever sleep interrupted, they rise again as Restless Spirits, taking on a ghastly image that mirrors the moment of their decomposition. Once in this vengeful form it is only by slaying them their souls can be returned to rest.

SLIME

INT 1 REF 6 DEX 6 TECH — COOL —

WILL 5 MOVE 5 BODY 2 EMP —

HIT POINTS 30 SERIOUSLY WOUNDED 15

Weapons

Goop [Brawling] (2 ROF) 3d6

Armor: None

Head SP 0

Body SP 0

SKILL BASES Athletics/Contortionist 11, Brawling 12, Endurance/Resist Torture/Drugs 16, Evasion/Dance 12, Perception 6

ABILITIES **Pop!**: Instead of suffering a Critical Injury, a Slime dies immediately.
Elite: An Elite Slime deals 4d6 damage with Goop, has Brawling Base 14, and cannot die except through its Pop! Ability.

The legacy of a failed experiment to mutate sacred herbs and allow them to be grown above ground, these squishy, glorpy monsters have infested most of The Elflands. Capable of near endless replication, all efforts to eliminate them have failed.

ZAZZOLIF

INT 1 REF 8 DEX 6 TECH 3 COOL 1

WILL 8 MOVE 6 BODY 2 EMP 1

HIT POINTS 35 SERIOUSLY WOUNDED 18

Weapons

Flying Spikes [Bow] (1 ROF) 4d6

Armor: Zazzolite

Head SP 10

Body SP 10

SKILL BASES Archery 14, Brawling 7, Endurance/Resist Torture/Drugs 16, Evasion/Dance 12, Perception 7, Stealth 12

ABILITIES **Zazzolite**: A Zazzolif is made out of pure zazzolite, a magically charged material which is indescribably hard. Thus, a Zazzolif's SP cannot be ablated.

Elite: An Elite Zazzolif has 50 HP and their Flying Spikes are ROF 2.

Rogue earth spirits spontaneously animate a magical material known as zazzolite whenever the nearby natural world is imperiled by Miasma, acting in a similar fashion to a white blood cell. Given the current state of the Elflands, elves can find active Zazzolifs converging at nearly every major source of corruption. Unable to distinguish between friend and foe, these angry spirits are a danger both to adventurers seeking to end the corruption of the Elflands and the forces of The Warlock.