

## TL;DR and Important Things

All chars now have 5 “slots”, for abilities. Vitality is no longer a stat. Fighting Styles and Weapons share the same Strength stat. Thus, you can have say, 2 magics and 3 weapons, or 1 magic, 2 fighting styles, and 2 weapons. This number is unrelated to your stat build.

However, in order to have a Rare Mutation you must have at least 60% Magic in your stat build. Furthermore, only people with 90% Magic or higher can have 2 Rare Mutations.

Likewise, in order to have a Lost or Ancient Fighting Style or Exalted Weapon you must have at least 60% Strength. Furthermore, only people with 90% Strength or higher can have both a Lost and an Ancient Fighting Style, or a Legendary Weapon.

All Characters must now start in the Emerald Sea. They do not have to be from the Emerald Sea, they simply have to be there.

All Characters must have a Status (see below), which in summary, is a reason to be part of the adventure. No more casual civilians.

Likewise, the Grand Navy is no longer a player-joinable organization.

Magic charging and magic sensing are now removed. Energy regenerates like stamina in the game, over time. Magic sensing is removed, but you can still sense extremely strong magical items or beings, and when energy is actively used. Because magic and supernatural strength have the same source, both can be sensed when actively used.

Wilderness islands no longer exist outside of the Blood, Olympian, and Storm seas.

Hovers, and flight spells no longer exist. This is to promote the use of the environment.

It is now the year 1851.

# Fundamentals

All supernatural powers stem from Energy, otherwise known as Qi, Chi, Mana, etc.

Magic users release this energy in the form of magical power, warping reality through the elements. Strength users use this energy for sheer physical power and auras of energy, using it for unarmed and armed combat.

This energy flows from Mana Cores, also known as Qi Points. These are places in the body where the energy is generated.

Curses, raw magical energy that allows one to manipulate pure elements, are banned from RP.

# Magics

Elemental Magics are the base powers of the universe. However, Magics can diversify, mutating into strange and unnatural forms. These are known as Mutations. All Lost and Ancient Magics are mutations.

See this for a list of mutations and magics (made by pristine):

[https://docs.google.com/document/d/1JuVXQnelyn1njXqkP1b0yMjeJINlqHoRy57PTH\\_ENIU/edit](https://docs.google.com/document/d/1JuVXQnelyn1njXqkP1b0yMjeJINlqHoRy57PTH_ENIU/edit)

Spells and abilities may be learned from schools of magic.

# Weapons/Fighting Styles

Fighting Styles and Weapons have to be learned. Different Fighting Styles and Weapons belong to different schools of martial arts.

# Stats and Meta

## Stats:

The two stats are Magic and Strength. Your char's Magic/Strength build determines which they focus on, their magical powers or their physical abilities.

## Slots:

All characters have 5 slots. They can fill these slots with any combination of magics, fighting styles, and weapons, but the power of their abilities is determined by their stats.

Furthermore, unless they have a minimum of 60% of Magic, they cannot use a Rare Mutation, and unless they have a minimum of 60% of Strength, they cannot use a Lost/Ancient Fighting Style or Exalted Arcanium Weapon. Furthermore, unless they have a minimum of 90% Magic, they cannot use 2 Rare Mutations, and unless they have 90% Strength, they cannot use 2 of any Lost/Ancient Fighting Styles or Exalted Weapons, and cannot use a Legendary Weapon.

# Schools of Magic

Schools of magic focus on various types of lost spells and magical studies. They may be actual institutions or mere traditions of magic.

- School of the Magician: Located in Arcana, the School of the Magician teaches the basic abilities of any magic user. Blasts, Beams, Explosions, etc. An actual, physical building. Cheap lessons.
- School under the Temple: Located in Casseia, it is a hidden library in the depths of the Oculon teaching the magics of elemental summoning, transformation spells, and other related magics.
- School of Alchemy: Located in Casseia, it is a library towards the center of the Oculon, teaching the arts of magical traps, mines, barriers, and magically-enhanced potions.

## Schools of the Martial Arts

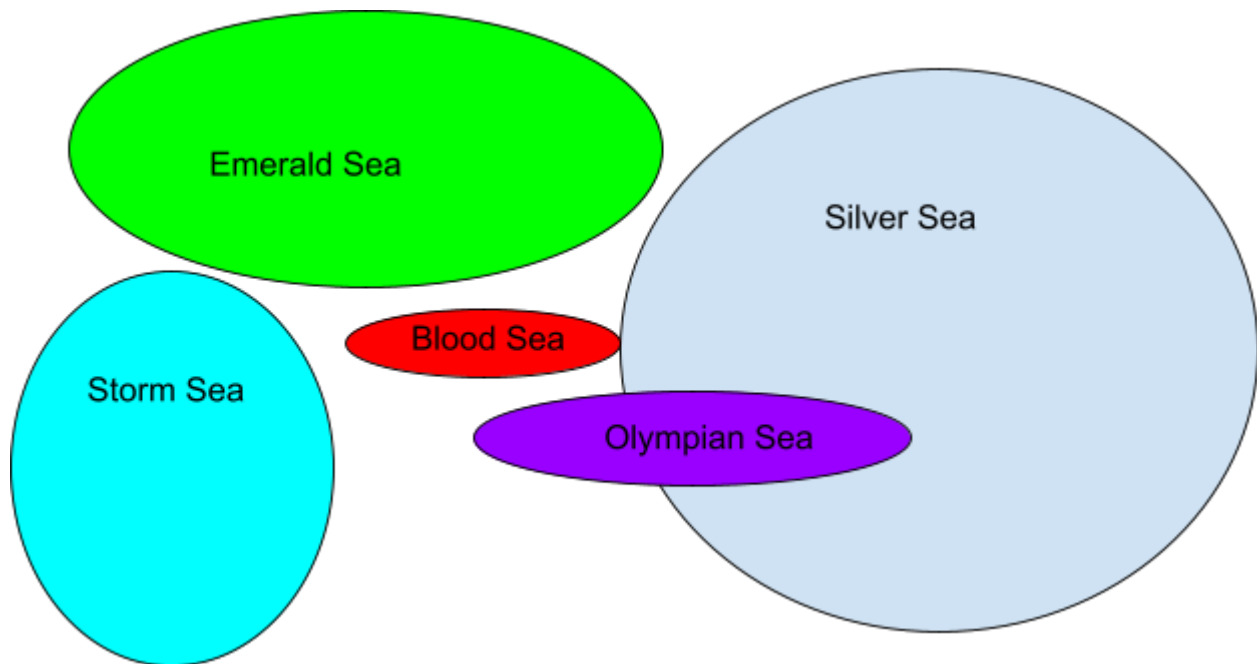
Martial arts traditions may also be taught in actual, physical institutions, or simply passed down from master to apprentice. Most of these schools also teach the weapons, but some differ and certain weapons are location-specific.

- School of the Northern Fist: Located in Arcana, it teaches Combat, Boxing, and Karate Fighting Styles. Actual physical institution.
- School of the Southern Star: Located in Arcana, it teaches Crane Style, Knocking Fist, and Cannon Fist. Actual physical institution.
- School of the Blue Dragon: The school of martial arts, passed down from master to apprentice, teaching Knocking Fist and Thermo Fist.

## Location Lore

There are Five Seas (top left, going clockwise): the Emerald Sea, the Blood Sea, the Silver Sea, the Olympian Sea, and the Storm Sea.

COMPASS ROSE (general estimates):



Format:

Locations

Schools

Dungeons

Pirates

Goods

Each Sea must have:

3-4 locations

Minimum of 1 cultures

Minimum of 2 schools

Minimum of 1 dungeon

Minimum of 3 unique magical creatures

Minimum of 1 pirate clan

Minimum of 3 unique goods

Location reference:

"town" - redwake/frostmill/palo town, some kind of independent minor location

"city-state" - something like old Oryn, or Xuejing, etc.

"kingdom" - minimum of 3 towns/cities

"empire" - minimum of 3 islands, 3 towns/cities

The largest Sea is the Silver Sea. The second-largest is the Emerald Sea, the starting sea. The third-largest is the Storm Sea, to the south left. The fourth-largest is the Olympian Sea, and the smallest is the Blood Sea

## Emerald Sea

A large, gorgeous sea with calm waters and a dazzling turquoise color. Bordered on the East by the Silver Sea, to the South by the Blood Sea, to the West by the Storm Sea, and to the North by the Endless Ocean.

## Locations

- Arcana: a city-state in the Emerald Sea that is known for its quietness and its efficient police force/army, the Arcane Guards. A favorite city for adventurers and explorers to relax at after a long journey. The gateway to the Silver Sea, it thrives on trade.
  - Architectural Style: Mediterranean. Flat roofs with whitewashed walls and red tiles.
  - Climate: Mediterranean. Sunny, hot in the summer, rainy and cold in the winter. Grapes, wheat, tomatoes, and peppers grow well here.
- Casseia: A small town in the Emerald Sea known for its amethyst mines and the Oculon, a set of six towers constructed upon its natural stone spires. This is an old library and observatory protected by scholars who add to the knowledge stored therein.
  - Architectural Style: Western European. Tall, pointed roofs curving slightly inwards. Narrow, winding cobblestone streets, tall natural spires. Gorgeous in the sunlight.
  - Climate: Mediterranean. Sunny, hot in the summer, rainy and cold in the winter. The naturally rocky soil means that only certain plants, like peppers and fruit trees grow here. They mostly import food, exporting amethysts. Seafood is a large part of their diet.
- Farmlands: <https://trello.com/c/BDJfZsrE/3-the-farmlands-archipelago>
- Azure Archipelago: A relatively uninhabited area with small villages, the Azure Archipelago is a vast aerial net of islands that captures moisture from the surrounding seas, condensing it and returning it as rain. The islands are one of the reasons for the vast abundance of life in the Emerald Sea. Constantly raining, they are, nonetheless, breathtakingly beautiful. The only aerial port in the entirety of the Emerald Sea lies here.

## Schools

## Dungeons

- The Blue Hole is an underwater dungeon located beneath the Oculon in Casseia. Known for its preposterous number of slimes, its danger lies in the fact that the

perfectly clear water makes it impossible to determine just how far down you've gone, and you might run out of air before you return to the surface.

## Pirates

- TBD

## Goods

- Casseian Amethysts: Known for their deep indigo colors, these amethysts are extremely valuable and able to store magical energy.
- Casseian Oranges: grown in special water wells that trap moisture and protect the trees, allowing them to slowly grow through the rocky soil, these oranges are dry and sweet.

## Blood Sea

Known for its dark red waters caused by the iron in the sea, which in turn increases algal blooms, further enhancing the redness, this is a sea of darkness, where compasses are worthless, guidance fails, and pirates lurk. A small strip of water bordered to the North by the Emerald Sea, to the South by the Olympian Sea, and to the West by the Storm Sea.

## Locations

- Maris: The pirate capital of the world, Maris is hidden deep in the blood sea. A dark refuge for dark evils.
  - Architecture: Eastern European. Rounded buildings made mostly of stone and weathered wood, with pointed roofs. Narrow, winding streets.
  - Climate: Cloudy, but not miserable. Crops grow here, and farming is not an unprofitable business, if a dangerous one.

## Schools

## Dungeons

- The Blood Sea does not have a “dungeon” in the strictest sense of the word. What it has is the Gauntlet, a massive floating island made entirely of shipwrecks, filled with an extraordinary amount of wraiths.

## Pirates

The number of pirate clans in the Blood Sea is too great to list. Here are the three largest.

- The Red Flag Clan: a large clan that more or less accepts any pirate. Very simple, very traditional, very efficient.
- The Dragon Clan: A relatively new clan noted for its cult-like features. The pirates in the clan are very loyal and very fierce, but it doesn't just accept anyone.
- The White Flag Clan: a large clan with only one goal-making money. It was founded by members of the Red Flag Clan who felt that the other clan's traditionalism and “code of honor” was ridiculous. They will do *anything* for galleons. One of their biggest businesses is insurance scams: they work with merchants to “steal” merchandise, and then split the insurance money and merchandise with the merchants.

## Goods

## Silver Sea

The Sea of the Kingdoms and Empires, the Silver Sea is the largest of all the Seas, with clear, blue waters. This is where the “War” in the War Seas comes from.

## Locations

- Kratomese: Ask Anons
- Nereom-Hylgard: Ask Puck and Rayhan.



Schools

Dungeons

Pirates

There are very few pirates foolhardy enough to work in the Silver Sea, but rather, for the most part, the nations hire privateers, who legally attack ships of opposing nations. Legally in one nation, that is. The other nation is more than willing to hang them as a pirate.

Goods

## Olympian Sea

Locations

- Olympus: The ruins of Mt. Olympus, where once the gods lived. Now given to nature, and dark creatures drawn by the remnants of divine magic.
  - Architecture: Greek. Marble columns and tall buildings, all in ruins now.
  - Climate: Dark and gloomy. An unnatural shadow seems to be cast over the ruined capital of the world.

Schools

Dungeons

Pirates

Goods

## Storm Sea

Not misnamed, the Storm Sea is the least known and least famed of the five Seas. Cold and stormy, but not always unpleasant.

## Locations

- Daigotou: A snowy kingdom that has a strange structure of government and class. Very isolationist and mysterious.
  - Architecture: Japanese. Rice paper walls, curved roofs, tiles, etc.
  - Climate: Snowy and cold in the winter, sunny but a little chilly in the summer. Not suited to growing many crops, and the population has always been low.
- Mt. Hua: The vast sky archipelago of Mt. Hua dominates the Storm Sea. The single greatest hub of aerial trade and power in the War Seas, this hundred-mile area soars above the storms in eternal sunlight. Those who arrive here refer to it as *Shangri-La*. Its sky junks dominate the air, their rockets unmatched by anything in the world, and its ships ply all the seas, giving it the largest navy in the War Seas. For Mt. Hua is the base of the Grand Navy. It is here that the organization formed, under the boughs of the Founding Tree. Following a motto of complete pacifism against all nations, neutrality in all wars, the Grand Navy and Mt. Hua exist as the protectors of the War Seas.

## Schools

## Dungeons

## Pirates

## Goods

# Special Location

## Carthage

A sky island from another land, this is the thrice-blasted ruins of Carthage. An ancient dungeon with no end, its maze-like, trapped ruins seem to be almost alive, and the monsters within, yet the treasures make it valuable. The dungeon is constantly moving, never staying long in one place.

## Monsters

- Slime Wraiths: Ghostly slimes that can turn intangible at will, hiding in walls. Still vulnerable to mana. They can take over the minds of those they swallow. Countless adventurers are now wraiths controlled by these.
- Liches: The ancient dead of Carthage, wrapped to preserve their bodies, their souls bound by dark magic. They will continuously repair themselves until their core is destroyed.
- ???: There seems to be something else here, something that's innately hostile to every living thing. Something... all around you.

# Magical Creatures

## Monsters

- Wraiths: Parasitic masses of dark energy formed by a concentration of magical radiation. These quickly latch onto any dead body, creating an undead being with no magical signature, no breath, and no movement, as the wraith sees lifeforms through all cover. They aren't serious threats to powerful mages and warriors, but to civilians are terrifying. They may prove a threat in ambush, with enough numbers. They are fairly intelligent, but seem to desire only to kill humans. Wraiths can create new wraiths by killing people but upon their bodies being destroyed they are slain as well.
- Slimes: When irradiated water is struck by lightning, slimes form. As there is a shit ton of irradiated water, and a shit ton of lightning, there are a lot of slimes. Most are at the bottom of the sea, but fairly often some end up on land. Slow, but stealthy. No magic signature, they kill through acid. They are attracted to human energy.
- Thunderbirds: Massive, six-winged eagles that control the weather. When angered, storms gather, when calm, the sun shines. Legend has it their wingbeats are what make the wind blow.
- Stratus Whales: Small whales, around the size of oceanic right whales, that swim through the air. They feed primarily on boldt squid, and are fed on in turn by thunderbirds, wyverns, and even the rare Alpha White Eyes.
- Boldt Squid: The most common airborne monster, boldt squid are color-changing molluscs that propel themselves via air jets. They can generate strong electric charges and are often found in storm clouds. They compose the majority of the diet of thunderbirds and stratus whales.

## Greek Stuff

- Literally just a bunch of greek monsters, e.g. Hydras, Hippocampi, Stygian Birds, etc.

## Draconic Species

There are four draconic species.

- True Dragons: Powerful, sapient beings with strong magical and physical abilities. They can shapeshift to a humanoid form.
- Wyverns: Sentient and intelligent, but not sapient. Noted for their lack of forelegs. Physically very powerful, and able to breathe fire. Quite armored.
- Wyrms: Ranging from the very large to the very small, wyrms may or may not have wings. They lack legs, however. They may or may not breathe fire, and may or may not be armored. Generally, however, they are recognized as draconic.
- Half-Dragons: Although usually not actually half-dragon, these humanoids have draconic blood. They may or may not have wings. They are unable to use any magic but that of their draconic ancestor. They cannot use arcanium, which damages them upon touch. They are sapient and can be player characters.

## Beastborn

Furries.

In all seriousness, the beastborn are known as the bearers of a hereditary hex, which appears as a mark on their body denoting their family line. They share animal or monstrous features, but have 10% less energy than normal humans. However, they may have certain useful traits from their animal or monstrous features, like enhanced eyesight. They are sapient and can be player characters.

## Sea Monsters

Sea monsters are ranked by tiers. Examples of Sea Monsters are:

- Poison Jaws
- White Eyes
- Alpha White Eyes
- Kraken

# Status

A status is a trait of a character that explains why they are out adventuring and taking quests and not sitting at home being a civvie. These are not professions, but rather reasons. Here is the list of statuses.

- **Adventurer:** a quest taker for money and fame. Adventurers do not necessarily have to be good or heroic, they may simply do it for the money.
- **Explorer:** a seeker of new lands, writer of books and maker of maps
- **Researcher:** someone who is taking quests and journeying for some study purpose. Please explain how their research causes them to journey and take quests.
- **Seeker:** someone who is looking for an item or a person. Please explain how their search causes them to journey and take quests.
- **Bounty Hunter:** someone who hunts bounties for a living.
- **Sailor:** someone who works on ships for a living. Please explain how their work causes them to journey and take quests with the other characters. Perhaps they are hired by another character?
- **Mercenary:** someone hired to assist as muscle.
- **Courier:** a messenger who takes messages across the seas. Please explain how their work causes them to take quests.
- **Ally:** someone who is a close friend or similar relationship to a char or NPC who is actively part of the storyline. Ask permission first, and consider making them one of the other statuses *before* selecting Ally.
- **Servant:** only usable if they work for another char or an NPC who is actively part of the storyline. Ask for permission first.
- **Pirate:** an evil rep status that requires you to join a pirate clan.
- **Assassin:** an evil rep status.
- **Dark Wizard:** an evil rep status. Please ask the admins before making a dark wizard character.

# Levels

Rather than having numerical levels, we are now reducing the level system to ranks. All player characters are capped at a maximum of rank C.

Here is a list of ranks.

- G (general): Civilian rank. At this level, you are weak and a nobody.
- F (think lowest grade): bounty hunters, bandits, pirates, and guards tend to be around this rank.
- E (for everyone): low-rank Grand Navy soldiers, captains of guards, bandit leaders, most adventurers, and successful bounty hunters fall under this category. Certain strong pirates may also fall under this category.
- D (dunno what this stands for): Grand Navy officers, pirate captains, and successful adventurers may fall under this category.
- C (cool kids club): Grand Navy commanders, strong pirate captains, and very talented adventurers may fall under this category. Exiled and Minotaur from WoM fall under this category.
- B (bitches): Grand Navy captains, very strong pirate captains, and powerful others may fall under this category. King David Silver from WoM falls under this category.
- A (admirals): Grand Navy admirals, pirate leaders, and powerful others may fall under this category.
- A+: they don't exist rn you crazies.

## Some Additional Meta Stuff

All characters are now required to give an example of their most powerful attack. Yes I know you have no brain cells and cannot think of it, do it anyways. If your character ever uses an attack that is stronger than this one, we will call bullshit.