

OASIS BACKSTORY

The wall of text below is the story of Oasis so far.

OASIS

The story takes place in the middle of nowhere, amidst the beautiful blue waters of the Lucidian Ocean. Between the continents, there is a spot where ships disappear and never come back, a place unknown until recently. This mysterious location is hidden by an illusion spell, making it virtually invisible and impenetrable. An island lies there, concealed by supernatural means that prevent any form of divination magic from reaching it. Even the most potent scrying or True Seeing spells fail against its defenses. The waters surrounding the island are filled with monsters and dangerous magic, killing anything that crosses the illusion—whether entering or leaving. The only safe area is a small strip of water near the shore.

Discovery of OASIS

The island, hidden from the world, was finally discovered when a pirate ship accidentally sailed through the only opening in the island's protective dome—a treacherous path known as The Arch. This narrow passage is the only way to reach the island, and navigating it requires immense skill and luck.

As the pirate ship approached the shore, the crew encountered a small community of humanoids from various races. These inhabitants had either been stranded on the island for decades or were born there. They welcomed the newcomers and shared tales of the island, which they called OASIS—The Occult and Arcane Shelter Island.

Origins and Protection

It is assumed that OASIS was created during the Calamity to protect artifacts and their owners from outside influences. Powerful magic sealed the island off from the world, making it a safe haven for arcane secrets, creatures, and artifacts—even the gods themselves could not see it clearly. The locals had established a small, ramshackle town on the ruins of an ancient harbor called Proto. A relic unearthed from the harbor's ruins generated a barrier around the town, shielding it from the harsh elements and the surrounding wilds. The same technology is now used to safeguard Solstice.

Erratic Magic and Exploration Challenges

The island was assumed to be a vault where powerful individuals from ages past secured their secrets for a turbulent future. Over time, the forces within the island became erratic, turning it into a condensed magic zone where everything—environment, creatures, and even the weather—defies logic and reason.

When the pirate ship returned to Darktow, word of the mysterious island spread quickly, attracting the attention of major world powers. Each faction that mattered in the world sought to access the island's secrets, believing it to hold vast magical potential. This led to a series of spectacular naval battles near the island, with ships disappearing or being sunk in the attempt to breach its defenses. Despite these efforts, no one made it to the island alive.

Expeditions and the Town of Proto

Eventually, the factions brokered a peace treaty, allowing each of them to participate in the exploration with a quota of representatives. However, the expeditions met with disaster. The island's magic was designed to prevent powerful individuals from entering, resulting in the gruesome deaths of many seasoned adventurers and warriors. Realizing that only low-level adventurers could enter the island, plans shifted. OASIS became a harbor for explorers eager to earn glory and fame, despite the deadly risks.

Proto, the only known civilization on OASIS, grew as a pioneer town. Originally inhabited by stranded sailors, merchants, and craftspeople, it is now home to adventurers and settlers seeking to explore the uncharted island. The town is self-sufficient, with farmers, merchants, and craftspeople working together to survive. The ruins of the old harbor are still visible, with ancient carvings and mosaics testifying to the skill of those who built it. Key establishments like a tavern, blacksmith, and general store support the town's needs, though many buildings remained in disrepair.

Fast Forward: One Year Later (IRL and in-Game)

Recent events, including the devastation of the southern lands and the loss of several adventurer lives in the north, have led to chaos. The OEC (Oasis Exploration Company) – a purely capitalist technocratic corporation present in Proto, discovered that the island's physical destruction caused demonic incursions, threatening OASIS's stability. Assuming trusteeship over the island, the OEC deployed hundreds of mid-tier mercenaries, changing the established order. They transformed Proto into a highly advanced town, powered by electricity, steam, and magic, and focused on exporting information and arcanatech. This also led to the banishment of most of the adventurers, as they could not agree with OEC's politics. Within months, new territories were explored, alliances were forged, and the island's environment began to stabilize.

A secondary barrier was discovered, dividing the island and creating a zone of rapid decay that no powerful individual could cross. Efforts to explore the uncharted zones proved dangerous, with extreme weather and unknown monsters posing significant threats.

Dante's Return

On the 8th of Cuersaar, 847 PD, Dante, a tiefling adventurer and a former pillar of the Proto Society, returned to Proto after a year in a Feywild prison. He had been imprisoned as a tribute to free another adventurer, Karadin. The town had changed drastically during his absence. Dante's once-familiar surroundings now seemed

foreign, his friends were gone, and his former familiar, Jet, had moved on. Finding his old headquarters at TOMB (a guild of adventurers) abandoned and in disrepair, Dante realized the complications and sought to challenge fate once more. He used a wish that he had from his deal with an Archfey Lyrebird (the same that imprisoned him) and transferred all of OEC assets to his patron, the Sultan Marrake al-Sidan al-Hiraq ben Lazen of the Brass City.

Collapse and Chaos

Orien's Exploratorium Carta, once thriving from the wealth and discoveries of Oasis's eastern territories, faced a sudden collapse. The disappearance of their vast resources led to chaos and the fragmentation of their operations. Ships ceased to sail, investments dried up, and rival guilds began to emerge. The power vacuum in the region drew disparate adventurers and treasure hunters into the wilderness, each seeking to claim the island's remaining secrets for themselves.

Solstice: The New Frontier

In the midst of this turmoil, Solstice emerged on the northern shore of Oasis. A map found once near Proto hinted at a settlement in the north, leading to the discovery of a frostbitten village. Under the leadership of Jet the Imp, now a devil, the village was reconstructed. Jet himself, worked for OEC, but when things turned dire, he turned his back on the corporation and started his own thing. A new group of inexperienced mercenaries ventured out as pioneers and conquerors, aiming to make OASIS a safe haven and usher in a new Age of Arcanum for Exandria.

Solstice stood as a stark contrast to the surrounding harsh environment, protected by the Celestial Chronograph—a powerful artifact that kept the settlement safe from the elements and hostile forces. The few inhabitants of Solstice, driven by diverse motives and backgrounds, faced the challenges of their unforgiving surroundings with hopes of taming the wilds and making their mark on this enigmatic land.

Adventurer Operations

The current adventurers work differently than in the times of Proto. The Guild led by Jet sends out scouts, and adventurers decide which Point of Interest they want to explore. For each successfully explored POI, they get rewarded if they provide a description of it. Once a POI is cleared, scouts go in again and gather additional intel. This intel is sold to the outside world, which hungers for information. Each cleared-out region gives the Guild more money to improve, and each cleared POI provides the adventurers with a stronger financial boost.

The further away from Solstice, the more dangerous it is, so the more the adventurers are paid. The business model takes care of all of the adventurers' needs while giving them the freedom to spend their time however they wish.