

Background for “The Ocean’s Timepiece”

A. Intro

In the world of Calypso, most of the planet is made up of water. Small islands dot the vast oceans and provide rest for weary sea-goers. Humans have evolved a way of life that consists of pirating other races cities and towns, and even stealing from unsuspecting travelers. Pirate cities have sprung up across the various islands that draw different types of people to each; each with very different atmospheres and cultures.

Ever since the opening of the Darkest Crevasse, the Sellakai’s world has been shrinking. First they were physically split off from the rest of their cities, and now another race, the Nacentians, are claiming the ocean is their territory to control. The Sellakai are an old, wise race, whose individuals will stop at nothing to preserve the longevity of their kind.

The Nacentians are a new race and have started to realize their full potential once the Darkest Crevasse appeared. Over the years, they have been growing stronger in force and in numbers. They are not afraid to venture into the walls of the other races capitals if it means they get their hands on technology they cannot develop themselves. Where only a few individuals in the Nacentian race are able to identify and backwards engineer the technologies, they are quickly catching up to the other two races.

As the tree races keep a weary eye on one another, the darkness from the Darkest Crevasse continues to spread. Not knowing the cause of its appearance or its power, there is much speculation around this mystery. Soon, the races will be forced to take action.

By creating this document, my goal was to provide someone with the necessary background information about the story world I am writing. It is mostly an internal document so that I can make the world seem more real to a reader. This document covers the history of the world, as well as major and players in the world.

B. Overarching World

Brief History - Long ago, gods ruled the lands. A feud broke out between these gods and now the remaining gods stay hidden. Three races are now vying for power. With danger around every turn, and many mysteries still to explore, the world is a blank slate. Years ago a crevasse appeared and split the world. An ancient continent was lost beyond the crevasse and much technology and history was lost for the races. Many theories still revolve around the Darkest Crevasse and its creation. Many expeditions have journeyed into the crevasse, but none have succeeded in discovering the cause or stopping the evil that is pouring out into the world.

Current world issue – a large, impassable crevasse appeared and the world spiraled into chaos. Storms rage, currents are impassable, and the balance of the world is thrown off. The weather has become as harsh as it has ever been in certain areas, causing flooding, deforestation, fires, and

droughts. The ancient beasts that wandered the lands have become more hostile towards the races. These beasts have become more protective over whatever their land, and have been unsettled by the happenings of the world. Our story centers on a human, Jack, and his adventure to become a notable pirate. Little does he know he will soon have far more than he bargained for, with the central government using him to attempt to reach the pirate king, who has recently and mysteriously gained the power to destroy a person's soul, disrupting the tenuous balance of power between the government and the pirates.

Death vs. dying – In this world, dying is more of a hindrance than a permanent occurrence. Dying happens all the time when someone steps down the wrong alleyway, or found a vicious monster living in that cave outside of town. As soon as a sentient being dies, they find themselves in the spirit world, but they can reenter their body once they have found it, healing whatever damage caused the death, but scarring it over. An entire infrastructure has been building around this fact, and the fact that crystals give sentient creatures the ability to use magic. Using this magic there are centers which are able to draw the souls of the recently deceased and help them re-enter their bodies after they have been healed – leaving no scars. On the other hand, Death is the final note. Death is one god leftover from the great war between Celios and Gramondian, and has long forgotten his name. His duty is to find those who are experiencing their final death and to take their souls. The reason that people dying is not the end is because Death cannot be everywhere at once. It used to be there were many more like Death, collecting souls, but they have long since disappeared. A central plot point in this story centers around the method Death uses to take souls. Death has a clockwork timepiece – a dial with a sand hourglass that no matter what only seems to run in one direction – which he uses to identify when people are experiencing their final Death. Death remembers he once had a sister who had a similar timepiece, but instead of sand, seemed to have an ocean inside of it. She had become corrupt, using her timepiece to take souls on whims, instead of when their time was up. Death himself defeated her, and left her timepiece on what is now on the other side of the Darkest Crevasse. Somehow, the Pirate King has gotten his hands on this device, and that is where our story begins.

C. Timeline

According to the Sellakai – Thousands of years ago many gods walked the planet of Calypso. Two brothers in particular: Celios, a god of calmness who ruled over the sea surfaces, and Gramondian, a god of total chaos and the fierce eastern winds. These were in a constant battle over power. Both born natural leaders, they refused to compromise their entitled position over the other gods. The other gods watched as the two sent glares of lightning and growls of thunder across the land and sea. Gramondian, the most sinister of the gods, devised a plan to create an army so large that he would surely defeat Celios, finally ending their conflict and leaving him in total control. A lesser god, called Buik, discovered Gramondian's plan and secretly alerted Celios in the safety of the night. Celios gathered up his mightiest weapons and stormed off to have a final confrontation with his brother. Celios' anger resonated though the land and sea and woke the other gods. They followed Celios, knowing this fight was not one to be missed. Celios arrived where Gramondian slept. His voice boomed, "Brother! This strife has gone on for too long! Face me, as much as I resist, we must end this!" Gramondian emerged from his lair, followed

by the beginnings of his army, not nearly enough to effortlessly take down his brother. He retorted, "You could not have waited a few more moons. Very well, brother, we end this now." Celios readied the mighty storm of force that appeared after the calm and the two launched into a destructive battle, tearing apart landmasses and changing the course of the seas wherever they fought. The other gods watched as the two fought, trying not to interfere. While his force may have overpowered Gramondians, Celios was growing weak. His brother was the vicious one, and soon Celios realized this battle was not going to end in his favor if he continued fighting like this. Celios plunged his faithful trident into his brother's chest. He channeled all of his essence into dragging his brother to the very bottom of the ocean and encasing him in a prison. The other gods rejoiced in this victory. But this victory came with a cost. Celios had to sacrifice himself in order to imprison his brother under the lands. With his final sliver of energy spent, he exploded into a billion pieces which scattered across the lands. These pieces mended the battlefield he and his brother destroyed. The remaining gods, having no leaders to follow, dispersed and remained hidden for all time.

Past G.E. (Golden Era) – Just after this cataclysmic fight, the ancient Sellakai fled onto land for a period of time. The seas had turned dark and clouded with the churned up sands from the great battle. Once this had settled, some Sellakai moved back to their ocean home. Humans and Sellakai lived mostly in peace as time went on, separated by natural barriers. Humans controlled the lands and the sea surfaces, in turn, the Sellakai ruled over anything under the oceans. The Nacentians were considered beasts, scavenging off of what they could find.

Year 0 A.C. (After Chaos) – The Darkest Crevasse tore apart the world, significantly shrinking the available habitable space. Tensions between the Humans and Sellakai rose. It seemed as though the gods were punishing the races, but the Sellakai believed they had done nothing wrong. Therefore, blame was placed on the Humans'. The Sellakai blamed the opening of the crevasse on the Humans for being a lazy, dirty, and disrespectful race. Future cultures use this date as a measuring stick for the current calendar.

~50 A.C. – Around this time the Nacentians realized that they had basic cognizance. At this point death stopped having as much of a meaning, since they now behaved the same as Humans and Sellakai. They started to erect shrines, and discover ways to use this new power. Newer generations grew up stronger than the already existing Nacentians. One Nacentian, named Rath, far more intelligent than the others, started to explore possible expansions for his race and searched for more power.

96-106 A.C. – The Land-Sea War. Humans vs. Sellakai. Tension over undefined territory escalated until a human mercilessly captured and slaughtered a single Sellakai, who also happened to be a member of the council for his people. Thus the war began. It waged for ten years, and both sides had major casualties. The war turned in favor of the Humans when they brought their entire fleet to bear, which decimated the Sellakai forces. The last soldier fighting was a Sellakai leader named Serissima and her familiar, Loc. She, herself, took down most of the fleet after her army had fallen. She fought until she was finally captured and killed. The Sellakai council begins to send out smaller assaults on the Humans, instead of large armies.

121 A.C. – A Nacentian named Rath rises up and makes a name for himself within the Nacentian race. He has a new understanding of the power within the Sellakai crystals they have salvaged and stolen. He believes that the power within these crystals enhanced their intelligence to the point where they can equal the other races. He uses the crystal powder to enhance himself and his abilities. He becomes powerful and mutates slightly to be larger and more grandiose than the other Nacentians. He realizes he can use this new understanding, to augment other Nacentians and build himself an army.

128 A.C –Rath assaults the Sellakai and Humans. During this time, the Humans and Sellakai were continuing to skirmish between themselves as a result of the Land-Sea War. Rath strategically picks areas, and camps behind the battles, waiting for one side to be eliminated or retreat. Rath's army then ambushes the weakened forces, eliminating those as well.

131 A.C. – Sellakai and Human leaders start to realize what Rath has been doing to their troops and begin to send troops to directly assault Rath's army. His army has become so strong because the Nacentians were becoming empowered by each army they killed by harvesting the technology and crystals left behind. There was nothing the other two races could do to stop the armies.

135 A.C. – Rath's army fell apart, as Rath himself started to disintegrate due to an overload of power. In his final days, he recorded his findings regarding the power of the crystal powder in a journal and handed it over to the first Seer, Kajj. Kajj disbanded Rath's army, and relocated them over Calypso to start Nacentian cities. Kajj himself started building what was soon to be the largest Nacentian city. He realized that his race would not survive if all they did was destroy.

241 A.C. – Great Storm begins – Ovdio's father, Kajj, uses a machine he designed based around the power that Rath had recorded, and around his own studies of Human technology. This machine was used to pull to create a giant whirlpool and sucked around 200 human ships from the surface, and creates the current day Nacentian city of Arnak. Kajj leaves the city in his son's care and then promptly disappears, taking Rath's research with him. This machine broke in the process of pulling these ships to the bottom of the ocean. It also released a huge amount of crystal energy into the ocean and atmosphere, causing a large, enduring storm for the next 75 years. This storm shut down all transportation and communication for the Humans and Sellakai, for the water's surface was too rough, and the oceans' currents were too strong.

336 A.C. – Great Storm ends – The Sellakai council trained hundreds of mages to deal with this overwhelming leak of energy. They gathered these Sellakai to stand atop of the Isle of Song and channel their focus to remove the energy from the skies and sea. This counter measure causes all the Sellakai involved to perish, lowering the Sellakai population even further.

340 A.C – The humans form the Central Government. After the chaos of the last wars and the great storm, the humans realized that they must band together and have a central response force if war breaks out again. There is currently an uneasy truce between the pirates (who don't wish to have their lives governed) and the government, knowing that if they fight the other races will take advantage of this.

426 A.C. – Today. The year our story starts. The populations of all three races are low, but about equal. Things have fallen into an uneasy peace between the races,

D. Races

Humans

Life span: Average of 70 years.

The Humans rule the dry lands of Calpyso. A race centered on money, power, and fame, the humans live primarily a life of piracy. Each pirate profession focuses around a guild where similar skilled pirates gather to teach the apprentices. The Humans also dislike all water dwellers. Commonly calling both Nacentians and Sellakai “mermen”. Most look down on those two races; some even have a personal goal of eradicating them from the oceans. The guilds have guildhalls that are based in one of the five cities: Beluga, Carnage, Treasure Bay, Legrand, and Sloop. The guilds are where people gather to either learn or teach others about the guild’s professions. Many of the guildhalls’ master pirates are descendants of those who fought in the Land-Sea War.

Humans do have the option to travel below the surface using special technologies they have built, but there are no Human cities in the sea. Instead, a Human could be looking for treasure, or on a siege of another race’s city. Humans are not primarily magical beings. They can use magical items, but have little knowledge on how exactly how they work, simply that they do. They are very good with building machines to help them, or training in the art of pistol combat, and of course spending all their money at taverns.

The humans currently have two forms of “government” one is the Central Government, often referred to simply as Central, and the other is the pirate council. Nine of the most feared and respected pirates to sail the oceans are invited to this. Rumor has it the leader is the Pirate King himself, but no pirate except those present know for sure. Jack’s main goal is to get onto the pirate council.

Sellakai

Life span: Average of 120 years.

The Sellakai are a proud race, believing they are the most superior race. As a whole, they are very narcissistic. However, an individual would be very willing to sacrifice himself if it meant survival, or even victory, for the greater race. Because of this self-pride, the Sellakai wish to remove the other two races from the map. They believe that other two races are making a disaster of the environment. They live in one of five cities: Temple Grounds, Isle of Song, Seat of Serissima, Derubnae, and Tucket.

All ancient texts stem from the Sellakai. Long ago, they were both land and water dwellers. Most of the ruins on the main islands come from ancient Sellakai civilizations. The Sellakai themselves do not know whether these people they call the Ancients migrated to live back underwater, or died out, leaving behind only their buildings. No records during this time can be found.

Some Sellakai try to study these ruins of the Ancients and their technologies. They are very mysterious and usually do not comply with the current rules of Sellakai technology. These researchers are trying to find ways they can gain an advantage over the other encroaching races. At the same time, the other two races are trying to accomplish the same by studying these artifacts.

One thing to note about the Sellakai, while humans have to use technology to go under the sea, Sellakai can disguise themselves with magic and go above water and look like humans for a time. This results in many humans in bars attacking others on suspicions of being a “merman”. The reason for this is that Sellakai are easily addicted to booze and alcohol – much more so than humans. The Sellakai do not need to drink, just eat, but some would risk their life for the most watered down beer.

Prophecies: The Sellakai have many prophecies about their gods, including the rising of Gramondian and the revenge of his imprisonment. There are others that relate to the Humans and Nacentians. Back before the Darkest Crevasse, a Sellakai named Baldia predicted the coming of the splitting of the waters in a prophecy. She mentioned that this would end the world as they knew it for the Sellakai.

Nacentians

Life span: Average of 175 years.

The newest race, the Nacentians only recently began to understand their full potential. Originally a nomadic race, the Nacentians found a hidden power within them after the appearance of the Darkest Crevasse, and now plan to single handedly rule the oceans and lands. They live in one of five cities: Arnak, Jali, Yra, Nera, and Drizmar.

The Nacentians’ religion revolves around whatever power was bestowed upon them so suddenly that allowed them to become advanced too quickly. Some think it is because of the Darkest Crevasse’s appearance. Others don’t relate the two events at all. In Nacentian cities, there are citywide as well as personal based shrines erected to this mystery. Some of the shrines depict the Nacentian’s hero, Rath. Rath is considered to be the origin of today’s Nacentians, as well as the inventor of the way Nacentians use the crystals for power. Nacentians are a very tribal feeling race. One group of Nacentians may believe one thing, while another group just across the city may believe another. Quarrels emerge out of these conflicting beliefs, but they are rarely fatal.

E. Cities / Main Characters

Humans

Beluga – Gruff city – Lots of bars, gambling, fights, etc. City is actually ruled by a dead pirate. His ghost still rules, though his body has been lost at sea. His two gruff sons “took his place” yet still display his name as the rightful leader of the city. He was such a treacherous pirate; no one else dare rise up to take his place. One son is a drunken brute that could care less of anyone’s safety, the other collects all weapons he can, displaying and using them often. Their sister left the city years ago, believing there was more to pirating than fighting all the time, as she was raised. She’s still tough and feared, but now she spearheads an exploration mission of the Uncharted Waters.

Treasure Bay – A trade port, full of ships, trade, and merchants. Anything a pirate could ever want could be found in this city... for a price. Pirates come to this city from all over to put items, treasure, and services up on the black market. It is also the place to focus around if one is trying to learn a hard to come by trade.

Legrand – Prosperous city – A more sophisticated city, run by and home of the central government. Statues line the streets, which are made out of stone. No crime is allowed in this city. Watchmen wander the streets, catching anyone breaking the cities laws, and throwing them in the prisons before asking questions. Only a few underground bars exist.

Carnage – Hunter city – City lined with trophies from various merman killings. Pirates tell stories of the time they were thrown from their ship only to swim to the nearest island to find it be inhabited by mermen! They nearly escaped with their life, and traveled to this city to show off a claw they tore from the merman’s familiar. One of the best places to gain fame as a merman hunter. Very vicious place. Many bars facilitate story-telling environments.

Sloop – Normal city – Not that much crime, normal trade. Wooden buildings, of all varieties. Main area of the city is based around a dry-docked ship that’s woven into the rest of the city. The city is arranged by sections of a ship, as if it were one large ship. Example, the east side of the city is the starboard, west side is port, north is stern, and south is aft. All the bars are located in the galley. Almost a tourist attraction, bringing in much business just because of the way it is built.

Important Characters

Captain Beluga – A deceased pirate in control of the city of Beluga. His two sons, Rictor and Bruce now run the city by using fear to control its population. Beluga himself used to be the one of the most feared pirates of the five seas and still has a seat on the pirate council.

Rictor Beluga – Eldest collector son of Captain Beluga.

Bruce Beluga – Younger drunk son of Captain Beluga.

Legrand – Ex-pirate who is the used to be the leader of the city of Legrand. A very wealthy man from finding many hidden treasures back in his pirating days. He has a hobby of burying treasure over the four islands, and waits for clever adventurers or treasure seekers to find them. They are often treasure hunts where adventurers find more clues than treasure. Often the clues lead back to Legrand himself so he can give a riddle to the treasure-seeker for his amusement. If they succeed in amusing him, Legrand will then hand the adventurer a monetary reward. He gave way for the Central Government to take place, and is one of its monetary backers.

Lady Felicity – A very lucky pirate. She lives in Legrand and runs “Lady Luck’s Casino” very prosperously. Legrand himself has his eye on Felicity, but she will have nothing to do with him. She is quite happy running her own shop and will not accept monetary gifts from Legrand (or anyone for that matter). One of the few establishments with legal gambling and drinking (which took much “persuasion” from Legrand to persuade the government to let it stay)

Simon Trickenson – a Sellakai interpreter, interested in learning about the Sellakai culture and language. He runs a pawnshop as a front, so he can gather Sellakai artifacts from money greedy pirates, then performs most of his studies in his shop's basement. He has positioned himself in Treasure Bay, since many pirates travel through, offering their found artifacts for money. He receives payment from Legrand, who is also interested in the findings and pays well.

The Current Pirate King – A man of legend, myth, and grandeur. Ask any Human about the Pirate King and you will always hear a different answer. "I heard he's ten feet tall!" "I heard he destroyed a crumbled wall of a city by just shouting." "I heard his water fortress resides on the back of a giant sea turtle!" While not all rumors are based on truth, the Pirate King is undoubtedly the most impressive human alive at any given time. The Pirate King is more of a title than a single human, the title being passed from current king to the next. What makes him so well-known is the fact that he is the only person on this planet to have sailed past the Eastern Winds and have returned. An early Pirate King got lucky in his early days in finding a piece of ancient technology which allowed him to still the winds as he commanded, this has been passed down from Pirate King to Pirate King. His crew consists of people just as epic and impressive, each very loyal to their captain. He sails around the world looking for adventures that mere pirates wouldn't even dare to imagine possible. Most pirates are terrified of him, but only a few have even met him. This Pirate King has done everything an aspiring pirate wants to be known for. Many wish they were a part of his crew. Only a few have even claimed they have seen the Pirate King, and a percentage of those have claimed to have had met him. There are rumors that he is the leader of the Pirate Council, and the pirate leaders of each city meet with him every few years to gain secrets from his journey, and discuss matters of the world at large.

Buck – A clever pirate, who thinks highly of himself. He often likes to find new adventures and give them tips that he thinks would be helpful. As a naturally helpful guy, his advice can only go so far. He has a secret to keep, as he is the first mate for the Pirate King. A fact that almost no one knows, he is safe among the common people.

Jack Klipp – A young pirate who is a bit clumsy. He has gone through life being rather lucky, and having many opportunities fall into his lap. His ultimate goal in life is to become respected enough to achieve a seat on the pirate council. Before that though he simply needs a first mate and a crew...

Reynard Marcioni – An agent of the central government. His experiences in life have led him to become quite skilled at lying, and as such is ideal for an infiltrator. He has been chosen to investigate rumors that the current Pirate King can somehow cause permanent death, which would upset the current system of balance between Central and the pirate council.

Sellakai

Cities

Temple Grounds – Templar city – the oldest of the cities. Most of the architecture is based around the structure of the shrines; very pure, white, smooth. Typical "Atlantis" city. The light through the seawater dances through the hallways, reflecting as if off of mirrors. The city is mostly populated by Templars, and

the largest Templar guild resides within this city's walls. They also guide the cities guards, called Dors, to keep the peace – in a very non-aggressive way compared to the other cities. This city is filled with illusionary hallways that seem to go different places every time one walks down one.

Isle of Song – Crystalbase city – The city is run by those with crystal familiars. The familiars have learned how to help perform tasks around the city. Dors are often Crystalbases themselves and have an accompanying guard-like familiar. The city is wound throughout the base of an island. Atop the island is a large intact crystal. The mermen believe this crystal powers all the other crystals in the world and is protected by the city. The city extends above water, over the island, in a glass structure, as hard as diamonds. The largest (but not the oldest) shrine revolves around this crystal. The Isle itself is surrounded by a coral reef because it is so close to the surface. This protects it from stray pirate ships.

Seat of Serissima – Serissima was a legendary mermaid who battled against three full pirate ships with her familiar, Loc (serpent-like). The city, whose old name was forgotten over time, was renamed after the heroine. (Many of the pirates actually got away, and retell the story about two sea monsters that attacked them one night while they were out merman hunting.) A large statue made out of white coral was placed in the center courtyard. The plaque retells the tale of this extraordinary battle, and the numerous pirates whom she drowned to protect her fellow people, cowering in the city. The city revolves around this courtyard and numerous events are held there every full moon.

Derubnae – dark city. City that is closest to the “Darkest Crevasse”. The city has the largest supply of crystal flow because of special divers that have trained their whole lives to search around the crevasse for crystals that have fallen in. In the city, there are buildings that are based off of the abundance of crystals – unstable, but powerful and capable of viewing tactical points across the world. This city bases the race's majority of fighters. The Fighter's Council meets in order to discuss tactics. Walking around the city, certain parts are being shook from their foundations by the constant rumbling of from the abyss nearby. Debris falls from the buildings, creating a dirty overall look.

Tucket - The largest city itself, resides deep in the middle of the ocean. Serves as a trade point between Derubnae and the other three cities, Tucket is always bustling with merchants and ongoing sales and trades.

Important Characters

Celios – The god of ocean surfaces. Friendly god, brother of Gramondian.

Gramondian – The god of chaos and destruction. Wants to be the leader of the rest of the gods, but can't unless Celios is removed from the picture. Is defeated by Celios and imprisoned at the bottom of the ocean.

Buik – The god of trickery and sneaking. Is responsible for alerting Celios about the impending attack of Gramondian.

Death – The current, and only, god of death. Is very laid back, susceptible to bribes (not of the monetary sort, but if you tell him a good enough joke, he sometimes will push back your final death date). The

reason the current system of death works is because he simply cannot be everywhere at once taking the souls of those who die. He is powerful, but not that powerful.

Serissima – Legendary fighter. Was the last one standing at the Land-Sea War. She and Loc took down as many pirates as the rest of the army did before they were killed.

Goma Mondrac – A trench diver living in Derubnae. He was trained from when he was younger to dive into the Darkest Cravasse and retrieve the glowing crystals that have fallen in.

Endricis Depthcharge – A villain of the Sellakai. He grew up in a time directly after the Great Storm, in a period where all the Sellakai became paranoid that the world was angered and saddened by current events. Depthcharge, before he was called such, researched Great Storm and what had caused it. His findings caused him to believe that using the power from the crystals lying around the world strains the environment, leading to events like the Great Storm. The result of his research was the creation of sleek machines he calls the “black boxes”. These machines internalize the power by crushing the crystals and extracting the most power from the least amount of materials. The Sellakai councilmen banished Depthcharge from the lands for destruction of sacred materials. He now must gather crystals from the shrines themselves and those unfortunate Sellakai who cross his path, since the crystals he needs have to be activated. Depthcharge also deals with the Nacentians to perfect his art at crushing crystals. He has also done other research and added his own skill into the art. His machines have become very impressive and powerful over the years. He has many spies within all of the cities that are working for him. Ovdio has also paid him many visits, trying to get his secrets out of him. He knows that Depthcharge could make his ship sinking machine work, but he can't get the information he needs; Depthcharge won't hand it over. Currently no one is quite sure of his motives.

Nacentians

Cities

Arnak – Ship city – largest collection of wrecked ships that now lie at the bottom of the ocean. The Nacentians have turned these ships into a home for their largest tribe. With Seer Ovdio commanding who does what within his city, it runs like clockwork. He keeps a running tally of the amount of items he has identified and believes that he has the most, which makes his tribe and city prosper. He continues to command some Nacentians to gather more ships and add to his magnificent city.

Jali – Built among overrun ruins on the mainland, Jali is the only Nacentian city fully on land. Set within a jungle, the city is covered in a cloud of moisture. The Nacentians do not care for the upkeep of this city since many plants grow rampantly throughout the city. There are shops in the ancient shop stands, usually filled with vendors trying to sell a particular identified object they believe no one else has seen before or is difficult to obtain. The Nacentians knocked down some walls they deemed “in the way” so rubble lies in the middle of some roads, worn down by time.

Yra – The closest of the Nacentian cities to the Darkest Crevasse. The city is mostly still most of the time. The shops are all indoors. The sky isn't visible from the city unlike the other cities that aren't so deep, so lamps powered by crystal powder light it up.

Nera – A city placed by under water gas vents. Lava runs under the city, and can be seen in some places. This lava is even redirected in some places in the city to be a natural light source.

Drizmar – This city is actually in a tide pool in a very marshy and rainy area. This causes some interesting dynamics to setting up shop and at what time. With the planets two moons, the tides are somewhat predictable, but sometimes dry out the whole city. During this time, the Nacentians have to go to the lowest part of the city and wait for the waters to rise. It doesn't last very long, and doesn't happen very often, but when it does, the Nacentians throw a celebration while they wait.

Important Characters

Rath – First Nacentian to figure out how to use crystal powder to gain the power within it. Rath lead the first assault against the Humans and Sellakai, killing many and not losing that many fellow Nacentians. He disappeared around the tide of 135. Many Nacentians still worship Rath as the first true Nacentian, some even claiming to have descended from his bloodline. Without Rath, the Nacentian people would not have the infrastructure to have the technology they are using today.

Ovdio – Current Seer leader of Arnak. Obsessed with fixing the ship-sinking machine his father used to create Arnak. This process kills many Nacentians in the experimental phase, but Ovdio could care less, as long as he's making progress to recreating the famous machine.

Kajj – Ovdio's father who created the great ship-sinking machine. He is responsible for the creation of the first Nacentian city of Arnak. He was entrusted with Rath's book of research. When Kajj disappeared, so did the book.