

Side Story – Sovereign of the Seas

She dreamed of the open waters and the calm wind gently caressing her dark blue scales. And then she was rudely woken up by an insistent knocking on the doors of her cabin. She opened her eyes and groggily looked around.

“What?” She yelled at the door.

“Ma’am, we have a problem,” the voice of her First Mate said from just outside of her cabin.

Dracael cursed silently as she woke up completely, feeling the effect of the powder she had taken evaporate. It was the downside of her skill and of having high stats. She would need to take another dose if she wanted to sleep again.

“Then deal with it!” She yelled back. “That’s what I pay you for!”

She turned to her bedside table and opened a drawer, pushing things around with her claws, searching for the roll of powder that she kept there. “Where are you...” she muttered as she looked around the mess inside the drawer. *Damn it, can’t even have a nice dream anymore without drugging myself, ugh.*

“Ma’am,” her First Mate called again. “I am afraid that it is... a serious problem.”

Dracael blinked her eyes at that. Umon knew better than to interrupt her dream-time, she should’ve known immediately that it was serious, but she was always groggy when she woke up from dreaming. *Fuck.* She stood up and looked for her clothes. “Coming,” Dracael said.

She found her simple breeches and started putting them on, taking more than a moment to push her tail through the hole at the back. Then she found a simple white shirt and looked at it. There was a small brow stain at the bottom, but she shrugged. She wasn’t in her usual role here, she was pretending to be someone else, her appearance didn’t matter as much. She put the shirt on, her mind suddenly getting a stray thought making her wonder how drakes with wings put their shirts on. She was glad that she wasn’t born as a descendant of that particular Iteration. *Pretentious pricks, just because you have wings doesn’t mean that you are better than other*

drakes. She made a mental note to burn the scales of the next winged drake that she ran across.

With her clothes on, she glanced in the mirror and looked at herself. She wouldn't be winning any fashion competitions, in fact, they probably wouldn't let her anywhere close to such an event. But, appearances never mattered much to Dracael. She focused on her ring, then used *equip*. Slowly items started appearing on her body. Boots were first, followed by four more rings, a necklace, a long brown coat and a hat. Then came a sash with an ornate dagger stashed inside it, a scabbard with a cutlass on her left hip and a rope with a looking-glass on her right. She felt the effects of all those items settle on her and sighed. Then she finally turned to the doors and opened them.

Her First Mate, Umon stood next to the doors and immediately bowed his head. He was a human, with dark skin and pale blue eyes. He, similarly like her, was dressed in simple clothes. They weren't supposed to advertise their presence on the ship, they were pretending to be part of the ship's crew. Not that there was anyone other than the crew around to see them even if they stepped out of their roles, but... better that they pretend all the time than to risk someone finding out about her movements.

"What is it?" Dracael asked as she started walking through the narrow hallway. The ship they were on—*Gloria*—was a human design, based on something from their history, a Roman Galley if she wasn't mistaken. Obviously adapted for the realities of the Infinite Realm, and much larger than the original design. But it was still one of the smallest ships on the seas. It was fast and capable of moving without the need for the wind, by using oarsmen. All in all it wasn't the worst ship that she had sailed on, and in fact she did like the human designs. Their ships were incredible compared to the designs of other races, and how could they not be, when their old world was mostly covered in water. Still, the human ships were considered second best on the seas, discounting of course the hybrid ships that Dracael preferred to use. But a good hybrid ship was rare, integrating different philosophies and technologies was hard, especially when one threw in powers. But the honor of the best ships on the seas belonged, of course, to the Kreachan. The fact

that even after all this time they kept the secrets of their ships annoyed her, but there was no helping it.

Umon walked a step behind her and started speaking. “The problem is... pirates, Ma’am.”

Dracael stopped, and turned to look at Umon. “You woke me up because of pirates?” She looked at him incredulously. “The fuck Umon! You interrupted my dream because of pirates!”

Umon wasn’t fazed by her yelling at all. “If it were a few ships, I wouldn’t have bothered you. It is not only a couple of ships.”

Dracael frowned, then turned back around and started walking. They reached the stairs and climbed up onto the deck. The crew moved out of their way, but she could see fear in their eyes. Four people walked up to her and bowed their heads. Her Emerald Guard, all wearing their full green-tinted gear and weapons, which made her frown. She waved her hand and they stepped behind her in a protective formation, which only told her that the situation was serious. They were supposed to be pretending to be a part of the crew.

She walked up the stairs to the quarterdeck, seeing the ship’s Captain standing at the stern looked behind the ship. Dracael walked over and the Captain turned as she heard them coming.

“Sovereign,” the human bowed his head. “We have... a... there is... a...”

Dracael grimaced and looked by herself. There in the distance she saw a flotilla of pirate ships.

“Fuck,” she said to no one in particular.

Umon walked up to stand next to her as her eyes moved over the ships, her **|Greater Farsight|** letting her see them as if they were less than a third of a league away. She raised her looking-glass and looked through it, the formation activated and let her see even more detail.

“Fuck,” she said again. Then she growled and put her looking-glass down as she turned to look at Umon. “What a fuck is a pirate flotilla doing here? Why the fuck are they following a small exploration vessel?”

The ship’s Captain had no answer for her, and instead he took a few steps back to get away from her.

Her First Mate cleared his throat and spoke. “The most probable explanation is that they know that you are on board,” Umon said.

Dracael tilted her head and gave him a droll look. The only people that knew that she was on board this ship were those around her. The crew of the ship wasn’t a part of her faction, but they were being paid generously. She doubted that they would betray her, they knew who she was. Not even the pirates would dare attack her, not with that kind of a flotilla.

“No, the Blackrock Bay might toy with my ships at occasion, but they would never dare act directly against me. They know that I would sink their little island to the bottom of the sea if they annoyed me too much,” Dracael said.

Umon nodded his head. “They could’ve been paid enough to try,” he said, and then got a resigned look on his face. “But you are right. It is unlikely that anyone leaked your location. That only leaves one explanation.”

Dracael had already figured it out, but she let him say it.

“They had someone near the Wall of Mists, they had to have observed this ship come through.”

Dracael slammed her fist on the railing, cracking it in the process. “Damn it all, the stupid fuckers just screwed everything up!”

The great Wall of Mists that separated the seas of the Claimed Territories and the wild beyond were a massive obstacle. As its name suggests it was a wall made out of the mists. Ships had been trying to go through for centuries, entire fleets had gone through only to never be seen or heard from again. But the lucky few managed to return, and always they returned with enough treasure to establish themselves as independent powers in the core. The waters beyond the Wall of Mists were filled with islands and reefs, with powerful monsters and secrets unlike anything else in that they had seen before. It was known that if a ship managed to return from beyond the Wall of Mists it most certainly carried with it an incredible amount of treasures. Unique items, materials, artifacts, treasure enough to turn a small faction into one of the most powerful ones.

Her mission beyond the Wall had nothing to do with treasure, of course. She had made many trips through the mist in the past with her fleets, and she was rich beyond measure. But this time she had been on a secret mission.

She didn't even have a Far-link Orb with her, for fear of someone somehow managing to track it. If people knew that she had gone beyond the mist, and had returned without treasure they would wonder why she had gone in the first place. And if they tried to explore beyond... if they reached the dome... *Fuck you Yirrel and your stupid insistence on secrecy. I should've never joined your stupid little club.*

Dracael took a deep breath and calmed herself. "They are all dead," she whispered to her First Mate.

Umon nodded his head next to her. "We can't let anyone survive, the ship's captain can't fight them off alone. If you act, but let people go free..."

"I know," Dracael said, as she looked ahead. The pirates had brought an entire flotilla, sixteen ships. She saw large warships and smaller quicker ships that they probably planned on using to board the *Gloria*. An entire flotilla, overkill for a ship the *Gloria's* size. But she knew why they had brought that many. To discourage their target from fighting, to force them to surrender. The treasure from beyond the mist wall might contain powerful weapons capable of sinking ships. But with sixteen ships... it was unlikely that they could win even if they used such weapons. She knew how the pirates thought, she had spent enough time around them to know. They didn't want a fight, they wanted to scare everyone and take the treasure.

Stupid idiots, now you are all going to die.

Most of the ships were human or drake make, but she saw two of the Kreacean turtle ships. That meant that this was one of the Royal Pirate factions. They were going to be missed, the Pirate Queen will send people searching for them. Dracael tried to find a way out, something that she could do to get out of this without bloodshed and without revealing herself.

She could try to bribe them all, but it was doubtful that they would keep their mouths closed. She had a dilemma, try and find another way or destroy them all.

She looked at the two turtle ships, seeing their signature pink with white lines coloring, almost organic looking. They had no deck and no sails, no oars. Only long tubes stretching on the sides of the turtle shell shaped ships. No one had yet managed to recreate the technology that pushed those ships forward, but Dracael had her suspicions. They were the biggest

problem, the turtle ships could travel underwater, and if she fought then she couldn't let them escape.

She turned around, looking at the crew running around the ship on the orders of the Captain. They were trying to increase speed. She saw the ship's two Windcallers pushing wind into the sails, the oarsmen were pushing hard with greater speed than usual, probably buffed up. It wasn't going to be enough. She could already feel the wind changing direction despite the Windcallers powers. Someone in the flotilla was high level, they had to have used one of their perks.

Nothing that the crew of the *Gloria* could do would change the outcome. They had no hope of fighting off even one of the pirate ships alone. The *Gloria* had only two ballistas, one on the stern and one on the bow, firing bolts as tall as Dracael herself. It wasn't enough to damage the other ships, which would most certainly have larger ballistas, harpoons, alchemical fire launchers, and casters with siege abilities. She knew that the Blackrock Pirates always kept two offense oriented casters on their ships. And the flotilla behind them probably had more than that. The pirates would never leave a prize like this one alone.

But the pirates didn't know about her.

Fuck. Dracael turned around and gestured to her Emerald Guards. "Get to the bow, get ready to fire siege spells. Don't waste time, no survivors."

The guards nodded their heads and moved. Umon walked with her as she made her way to the Captain's seat, just behind the helm.

"Sovereign, we can't escape them—"

"—I know. Request to take command of your vessel, Captain," Dracael said to the man.

Immediately she saw relief in the man's eyes and he jumped out of the seat, bowing his head. "Of course Sovereign, you have the command."

The Captain took a few steps away and Dracael put him out of her mind. Umon looked at her expectantly. "What will it be Sovereign?"

Dracael finalized the plan she had been making since she first saw the pirate flotilla. "Buff them up, two combat, one utility. Take the helm."

Umon nodded and relieved the helmsman of his position. He took the wheel and then three blasts exploded out of his body, touching everyone on

the ship but not harming anyone. She recognized all three perks, of course, **Sea Hunger, War March, Increased Regeneration**. The bread and butter of a good First Mate.

Dracael took a deep breath and reached out to Umon with her **|Mental Command|** making a connection and establishing him as her relay. She had too much to do to be able to give out commands to the crew, she would say what she wanted to Umon and he would relay her commands via his own **|Transfer Orders|**. But there was going to be little need for her to actually give him commands, they knew each other well enough that just the connection of their minds was enough for him to know what she intended to do and act accordingly.

They waited patiently, as she felt the wind summoned by the pirate casters push the flotilla closer and closer. Then, when the pirate ships were just on top of her she started.

Embrace of the Sea. And she felt herself get stronger.

Linked State. And she felt connected to the *Gloria*.

In an instant she was intimately aware of every single part of the ship, her mind expanding to incorporate the ship as if it was her own body. She started untying the ropes holding the sails, her control over the ship wasn't total, but Umon knew what she wanted, he started giving orders immediately and crew continued what she started. They started pulling up the sails.

Then, she sent more commands and felt the oars hitting the water faster.

Battle Roar. And a blast exploded out of her, buffing every crew-member.

[Inspire: Power of the Seas]. And the crew got even more stats.

Blessing of the Sovereign. She felt the ship get stronger.

The ship surged forward as the oarsmen rowed. And she cast her mind around her.

Windless Sea. The blast hit the sky, and the winds around the *Gloria* died.

Just as they did around the pirate flotilla, as they too were inside her range. Umon heard her command and relayed it in an instant. The oarsmen raised their oars and the crew braced itself. Then it was time for it to begin.

[Command: Rapid Turn]. And the ship lurched in the water, turning rapidly, creating a wave around it as it turned to face the pirate flotilla.

The ship surged forward, Umon aiming it at a drake built galleon.

True Link—Double Size. And the *Gloria* groaned as it doubled in size, the deck and everything else stretching and growing.

True Link—Fortify. And the ship's durability increased.

True Link—Water Cannons. And water around the *Gloria* surged up and to the deck, forming into cannons made out of water.

[Command: Shield of the Seas]. A bubble of water appeared around the ship.

The pirates realized their folly, but it was too late. They opened fire. Siege fireballs flew from the pirate ships, cast by the pirate casters, ballistas fired massive javelins and chains tied to metal balls. They hit her **[Shield of the Seas]** and were broken, falling down into the depths. Her ship got closer to the drake galleon and she focused again.

[Command: Forward Burst]. The *Gloria* accelerated, and then reached the drake ship.

The naval ram of the *Gloria* was a small thing, but with her **True Link—Double Size**, and all her other buffs it was formidable. The *Gloria* hit the ship and it splintered around her, the pieces and debris were

redirected to the depths by her [**Shield of the Seas**]. The *Gloria* ran through the entire ship, destroying it in seconds.

The fire from the other ships faltered among the carnage, and she took advantage. She dropped the shield around her ship. Her **True Link—Water Cannons**, created 136 cannons around the ship's body, and she fired.

[**Command: Water Artillery Barrage**]. Her cannons fired three bolts each in quick succession.

Pressurized bolts of water exploded out of the cannons, smashing into the pirate ships' defenses, the shields cast by the captains or the pirate casters. They didn't matter, the barrage fired on both sides of her ship and smashed through it all. It decimated two of the pirate ships, reducing them to nothing but sinking wrecks in seconds.

The other pirates reacted immediately, and fire hit the *Gloria*. Without the shield it struck the hull, and even the reinforced hull was damaged under the onslaught. Dracael grimaced, the *Gloria* wasn't her flagship, it wasn't meant for this kind of engagements. She felt blood hit her decks as a crewman got pierced by a javelin. She grimaced and focused. Her commands were heard by Umon, and her Emerald Guards returned fire.

Blasts of green fire hit back at the attacking pirate casters, and Dracael sent more orders. The oars of the *Gloria* hit the water again, and started moving the ship. They were in the middle of the pirate formation, and she sensed a powerful attack launched from one of the Kreativean turtle ships. When in the **Linked State** she had an awareness of everything around her ship. She saw the attack coming and reacted.

Mirror of Ice. A massive mirror made out of ice appeared in front of the ship.

It was suspended in the air and intercepted the siege fireball fired by the turtle ship. The siege fireball hit and then rebounded, flying back to impact the turtle ship on its bow. She saw the strange organic material of the

Kreacean ship burn and she knew that it was about to run, along with the second turtle ship. She couldn't let that happen.

Rising Wave. She blasted a wave out of her, it started building below the ship and moving away.

Before it could go anywhere she used her Qi, and then formed a technique. **{Redirect Current}** flew out of her and hit the wave, turning it around toward the stern of her ship. A blast from Umon hit the crew, and the oars blurred as the wave hit the back of the ship and pushed it forward. In only three second, the *Gloria* crossed the distance and smashed into the submerging turtle ship, the ram smashing it open and sinking it.

She felt her water cannons reload, and had them fire without an ability. Bolts exploded out of them at the surrounding ships, less powerful than what her ability could do, but it was not yet off cooldown. The second turtle ship was almost halfway beneath the water surface and she reached out with her power.

Hand of the Seas. A massive hand made out of water rose from beneath the turtle ship, picking it up and raising it into the air.

Dracael made a gesture with her own hand and the turtle ship smashed into another ship, destroying and sinking them both. Her Emerald Guard fired a **[Piercing Emerald Siege Fire]** a combined ability, and sunk another ship.

There were nine ships left, and she knew that they had to know who they had attacked by now. Her powers were recognizable. She saw some of the ships turning to run away, while others tried to fight still. A siege ability hit the *Gloria's* port side and she felt the wood crack. She needed to finish this quickly.

[Command: Repair]. The damaged section shifted and repaired itself.

[Command: Rapid Turn]. The ship lurched to the side, aiming at another of the pirate ships.

[Command: Forward Burst]. The ship rushed forward, the ram smashing into another of the pirate ship amidships, cracking it in half.

Her Emerald Guard finished it off. Then, Umon raised his hand to the sky, and used a perk. A wall of water rose in the distance, and then started moving toward them. The *Gloria* surged forward and out of the way, the oarsmen pulling the ship faster. The pirates had no oars, and their water focused casters weren't powerful enough to get out of the way fast enough. They had trusted too much in their sails. But there was no wind in the area her **Windless Sea** ruled.

The tsunami smashed into two ships picking them up and breaking them on the surface of the sea. One of the human galleons had been nearly missed, by Umon's attack, and Draceal stood up and pulled out a scepter out of her storage. It was small, the size of her forearm, dark with a red gem at its head. She walked to the railing and pointed the **Kraken's Eye** at the pirate ship. **[Trueshot]** made her aim true, and a blast of deep red light flew out of the scepter and hit the ship, disintegrating everything it touched. It left a hole right through the middle of the ship, and a moment after the light was gone, the ship broke. Draceal walked back to the seat, her **Kraken's Shell** coat blocking attacks aimed at her by the other ships. Javelins burst as they neared her and firebolts winked out. She sat down and put her scepter back in her storage.

And that left only five pirate ships around, moving only by the power of their water based casters. Using abilities to try and run away.

They had gotten a bit away from her ship, and Draceal focused.

Maelstrom. And the sea obeyed.

She felt the mental drain of the perk hit her, the cumulative effect only now becoming apparent. But it was done. The ships started moving to the side as the whirlpool manifested, smashing into each other as it started

spinning faster and faster. The maelstrom consumed them, sending their wrecks to the bottom of the sea.

Dracael sighed and released her **Linked State**. She stood up and looked around, there were fires on the deck of her ship, but she had known that already. The crew was running around, putting the fires out. She looked at Umon as he walked over.

“Kill the survivors in the water,” she ordered.

Umon nodded and walked away. Dracael looked around. *The Gloria had a good crew... Too bad that I will need to kill them all too.*

She shook her head, that unpleasantness was for later. She couldn't discount the possibility that someone would talk. And they couldn't afford for them to speak about what they had seen behind the Wall of Mists. The existence of the domes was not something that they needed to get out right now. There were too many different factions all ready to try and gain more power. All it would take was for one idiot to do something stupid like try to break inside a dome and they could trigger them all around the world. No, it was better if no one knew about them for now.

She walked down beneath the deck, and stepped into her cabin. Once alone, she canceled her buffs and sighed in relief. Having stats so high was taxing. She then glanced at her screens, wondering how many perks and abilities she had used during the fight.

Name	Dracael Brownscale
Race	Drake (Infinite Realm)

Titles		
Second Heritage	Was born to the Rankers of the Second Iteration	+5% to all stats, 500 Greater Essence
Adventurer	Hunted more than 100 monsters	+5 to all stats, 5 000 Essence

Alchemical Tester	Use more than 10 alchemical concoctions to improve yourself	+2 to intelligence, 500 Essence
Hero of Promise	Save more than 10 people with a single action	+5 to all stats, 5 000 Essence
One Against Many	Fight against more than 10 opponents and win	+5 to all stats, 5 000 Essence
Class Evolution VI	Evolved your class for the sixth time.	+250 to all stats, 200 000 Greater Essence (all evolutions total)
Chief	Create an outpost	+3 to all stats, 1 000 Essence
Leader	Upgraded outpost to a town	+3 to all stats, 2 000 Essence
Lord	Achieve Lord Realm	+5 to all stats 100 Greater Essence
Hallow Straits	First to clear the Hallow Straits Dungeon	+2% to all stats, 5000 Greater Essence
One Against Horde	Fight against more than 100 opponents and win	+10 to all stats, 10 000 Essence
Sapphire Sea Explorer	First to explore the Sapphire Sea in the Infinite Realm	+15 to all stats, 15 000 Essence
Sapphire Cove	First to clear the Sapphire Cove Dungeon	+2% to all stats, 5000 Greater Essence
True Link—Sailing Ship	Attain a true link with a type of objects	+100 to all stats, 100 000 Greater Essence
True Understanding	Evolve a skill to tier 6	+20 to all stats, 20 000 Greater Essence
Sovereign of the Seas (Unique)	Reach at least a combined power level of nine tiers. And embody an ideal.	+400 to all stats, +5% to all stats, Blessing of the Sovereign, 100 000 Greater Essence

Limitbreak	Defeat the Ruler in the Shattered Cove scenario, while on a lower Realm and lower level.	+40 to strength, endurance, vitality +5% to all stats, 10,000 Greater Essence
Ruler	Become the sole ruler of a territory	+5 to all stats, 5000 Greater Essence, Small Mansion (Town Upgrade)
Beyond Understanding I	Focus your understanding of a tier 6 skill. (1 skill)	+250 to all stats, 100 000 essence (per focused skill)
Monster Hunter	Kill 5000 different monster types	+50 to all stats, 50 000 Greater Essence
Death on the Seas	Sink more than 1000 Sailing Ships	+20 to all stats, 20 000 Greater Essence
Kraken Slayer	Kill one of the rulers of the Deep	+250 to all stats, 200 000 Greater Stats

Perks	
Riposte (Class Perk)	Once per combat, gain the ability to execute a lightning fast attack after being damaged. Speed of returning strike equals double dexterity stat.
Brawler's strike (Class Perk)	Once per combat make a strike dealing damage equal to 2x your strength.
Nimble Action (Class Perk)	Five times per day, enter a state of improved coordination. Duration of the state and improvement rate depend on your dexterity stat.
Sense Wind (Class Perk)	You are able to sense the wind, as well as anticipate any changes in its direction slightly before they occur.
Call Wind (Class Perk)	Once per day call the wind and have it blow in any direction you want. Intensity and duration of summoned wind depend on your intelligence stat.

Water Qi (Aspect Perk)	When using techniques, your body is enhanced with the power of water. Gain plus 30% to strength while any technique is active.
Body of the Fish (Path Perk)	Your body doubles the amount of time you may spend underwater without taking a breath. You also gain +20% to stamina and all stamina draining powers costs are reduced by 20%.
Focused Mind (Path Perk)	Your mind is focused, improving your concentration greatly, you also gain -20% to any mental power costs. Strength of effect depends on your intelligence stat.
Lake of Qi (Path Perk)	Your Qi core is reforged. Your Qi is more powerful than before, able to use less to achieve more. Strength of effect depends on wisdom stat.
Summon Storm (Class Perk)	Once per week, you may call a storm to your location, the amount of time required for the storm to for depends on the present weather conditions. The duration and the intensity of the summoned storm depend on your intelligence stat.
Water Touched (Class Perk)	All water based powers gain a +20% to their effectiveness.
Double Time (Class Perk)	Twice per day double your physical speed for five minutes.
Water Sprout (Class Perk)	Once per combat you may summon a water sprout at a desired location. Strength of the water sprout depends on your intelligence stat.
Armor of the Mists (Class Perk)	You may summon armor around you that is made out of mist and increases your physical speed by 10%. Requires water source.
Regenerating Water (Class Perk)	Once per combat you may regenerate a wound, requires a water source. Speed

	of regeneration depends on your vitality.
Rising Wave (Class Perk)	Twice per combat summon a wave that increases in size and power the further it travels from you. Requires water source. Strength and distance that the wave can travel depend on your intelligence stat.
Strengthen Wind (Class Perk)	Once per day you may increase the intensity of already existing wind, doubling its speed and power.
Windless Sea (Class Perk)	Once per week force all wind in an area to stop. The size of the area depends on your wisdom stat.
Drinking Water (Class Perk)	Turn any kind of water to drinking water. Max amount that can be changed depends on your intelligence stat.
Commanding Presence (Class Perk)	Others feel more comfortable in your presence and are more likely to follow your commands. Strength of effect depends on your intelligence stat.
Night of Rest (Class Perk)	Once per week, give everyone in a radius around you a full night's rest for half the duration of their sleep cycle. Size of the radius depends on your intelligence stat.
Inspiring Presence (Class Perk)	Once per week give everyone in a radius around you a morale boost. Dispels harmful mind effects depending on your level. Size of the radius depends on your intelligence stat.
Absolute Orientation (Skill Perk)	Your My Footing, Always Certain makes you immune to the effects of vertigo, nausea, and disorientation. The effects of forces acting against your body are lessened by 20%. Gain +10% to dexterity.

Battle Roar (Class Perk)	Once per day give everyone in a radius around you and yourself a 80% boost to all stats for one hour. Size of the radius depends on your intelligence stat.
Scion of the Sea: Immortality (Class Perk)	You were born for the sea and the sea protects its own. You no longer age. Summon a shrine at a desired location near a sea. If you die from your wounds, your soul will linger on the Ethereal Plane. If you manage to return to the location of your shrine the sea will recreate your body in a weakened state. The state of weakness lowers your total stats by 50% and lasts for five days. If your shrine gets destroyed before you reach it, your soul will get trapped on the Ethereal Plane. If you die while in the weakened state your soul will move on to the afterlife.
Blessing of the Sovereign (Title Perk)	Increase the durability of every seafaring vessel under your direct command by 50% for five hours.
Qi Manipulator (Path Perk)	Your Qi control is increased, able to finely manipulate your Qi. Control depends on wisdom stat.
True Body—Waterborn (Path Perk)	Your body has been reforged into your true self, adopting attributes to reflect your path. Your path is that of the water, as such you may stay in deep waters without needing to breathe for longer duration of time. Your swimming speed is likewise increased as your body causes less water resistance.
True Link—Sailing Ship (Class Perk)	Allows you to link with a Sailing Ship, and enter Linked State . While in the Linked State you gain an awareness of the linked Sailing Ship and you may manipulate it slightly. Allows for the

	activation of True Link perks. Can only be linked to one Sailing Ship at a time. Depth of awareness and manipulation of the Sailing Ship depends on your intelligence stat.
Embrace of the Sea (Class Perk)	Five times per day embrace the power of the sea, gaining plus 100% to all stats for two hours.
True Link—Fortify (Class Perk)	Once per day increase the linked Sailing Ship's durability by 135% (100%) for three hours. Intelligence increases the effectiveness of perk.
True Link—Double Size (Class Perk)	Increase the size of the linked Sailing Ship by 55% (20%). Intelligence increases the effectiveness of perk.
True Link—Spatial Space (Class Perk)	Increase the cargo hold inner space of linked Sailing Ship by 55% (20%). Intelligence increases the effectiveness of perk.
True Link—Water Cannons (Class Perk)	Create water cannons anywhere on your linked Sailing Ship. Cannons fire bolts of water, and need water to recharge. Max amount of cannons and their recharge speed depends on your intelligence stat and amount of space (current: 38, 1 per 100 intelligence). Requires a source of water to create.
Mirror of Ice (Class Perk)	Once per combat summon a mirror that reflects any caster based offensive abilities back to its source. Size and duration of mirror depend on your intelligence stat.
Storm Rider (Class Perk)	The storms know you, once per week you may call on their aid. If you are currently inside a storm its power will be bent to your benefit, while it will hamper your enemies.
Hand of the Seas (Class Perk)	Once per day you may rise a massive water arm and use it however you wish.

	Size, power, and duration of the arm depends on your intelligence stat.
True Link—Total Repair (Class Perk)	Once per month you may completely repair your linked Sailing Ship. The speed of repairs depends on your intelligence stat.
Water Fall (Class Perk)	Summon a wall of water that falls on a desired spot. Size, power, and duration of the maelstrom depends on your intelligence stat.
Maelstrom (Class Perk)	Create a massive maelstrom at a desired location. Requires water source. Size, power, and duration of the maelstrom depends on your intelligence stat.

Class	Maelstrom Sovereign (Ma)
Level	480
Combat Ability	Command: Forward Burst
Combat Ability	Command: Water Artillery Barrage
Combat Ability	Inspire: Power of the Seas
Movement Ability	Command: Rapid Turn
Support Ability	Command: Repair
Support Ability	Command: Shield of the Seas

EVOLUTION ATTUNEMENT BONUS:	
Seagift	All water based powers are 10% more effective. Gain +10% to strength and dexterity.

Sealegs	All powers gain +10% effectiveness while you are on the water. Gain +10% to strength and dexterity.
Shipbound	Gain plus 5% to all stats while on a Sailing Ship. Gain +10% to intelligence and strength
Tailwind	Winds around you change direction to blow in your back, unless they are influenced by other powers. Gain +10% to intelligence and dexterity.
Experienced Sailor	Any seafaring vessel under your command gains +10% to its durability. Change your abilities to Command and Inspire type abilities. Gain +10% to intelligence and wisdom.
Veteran Sailor	In combat gain +15% effectiveness to all your powers. Gain +10% to intelligence and wisdom.
Sovereign of the Seas	All power cooldowns are reduced by 15%. All damaging abilities strike with such intensity that part of the damage transfers to the soul, dealing 5% of total damage as soul damage. Gain +10% to intelligence and wisdom.

Cultivation	The Path of the Water Whispering (E)
Stage	Mid Lord
Aspect	Water
Base technique	Water Wrap
Branch technique	Water Blast
Fruit technique	Redirect Current

Passive Skills	Active Skills
Enhanced Vision >> Eagle Eye >> Enhanced Eagle Eye >> Farsight >> Greater Farsight >>	Greater Fire Breath >> Fire Bolt >> Greater Fire Bolt
Perfect Spatial Orientation: My Footing, Always Certain	Telepathy >> Greater Telepathy >> Transfer Orders >> Greater Transfer Orders >> Mental Command
Danger Sense >> Enhanced Danger Sense >> Threat Awareness >> Greater Threat Awareness	Dash >> Greater Dash >> Spatial Dash >> Enhanced Spatial Dash >> Blink
Mind Resistance >> Greater Mind Resistance	Accuracy >> Greater Accuracy >> Aim >> Greater Aim >> Trueshot

Strength	2662
Dexterity	2332
Vitality	1886
Endurance	1766
Intelligence	3802
Wisdom	2205

She shook her head, she had been forced to use too many of her perks just to deal with such a small flotilla. If she had been on the *Emperor of the*

Seas the things would've been much different. She wouldn't have even needed to use her powers. But the *Gloria* was a small ship, not meant for such combat.

Dracael let herself fall back on her bed and looked at the wooden beam above her. She shouldn't have taken this mission, it had taken her away from her holdings for far too long. The only reason she had done it was because the others had convinced her that it was necessary to check in on the dome behind the Wall of Mists. And because she did think that they were right. Still, she didn't enjoy it.

You are going to owe me so much for this Yirrel, it isn't even funny.

Dracael sighed and started taking her clothes off. *At least I have time for dreaming*, she thought to herself as she reached for her drawer and looked for the powder. Dreams were the only respite that High Rankers could get, not needing to sleep for months made one... irritable. Relaxation was the key to keeping oneself sane.

She found a bottle of rum and put the powder in, stirring it for a bit before drinking everything.

Ah... and now, hopefully, I'll go to somewhere better.