

Season 9: Maw Waters

Intro

The Maw Waters is a unique ruleset introduced in Season 9. The intent of the Maw Waters is supposed to be an enticing, tough, and new way to farm gear and participate in PVP. The loot rolls from flotsam, sunken ships, and Ships of the Damned are higher than the regular server. The amount of Ships of the Damned in this area are significantly higher than a regular server too. We want this area to be a high risk, high reward area for the players. To be clear; **adding Maw Water Servers to your Private Server is optional.**

Key Terms

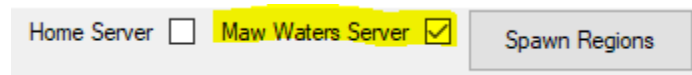
- **Maw Waters** - An additional type of server rules that creates a new gameplay dynamic.
- **Borders** - The designated ends of a single grid
- **Exterior Border** - A border that is on the end of a region
- **Interior Border** - A border that is connected to an adjacent grid within the same server
- **Region** - A set of Adjacent servers.
- **Lantern of the Maw** - an attachment to the Steering wheel of any legacy or modular ship that holds Essence of Maw
- **Essence of the Maw** - EM; a new resource introduced that is gained from doing actions in the Maw Water servers
- **Prerequisites** - refers to actions players can do to earn Essence of the Maw
- **Ships of the Damned** - SOTD; The NPC controlled ships that attack players and can be found in or out of the Maw waters

How It Works

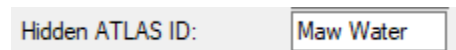
How to Set up Maw Waters

There are things to set up in the server configs:

1. Ctrl+click on the server you want to designate as a Maw Water Server and look at the server settings. There'll be a few things to set up in this box:
 - a. Check the Maw Waters check box. This will enable the Maw water ruleset



- b. Although we use a 2x2 region in the official server, you can make the Maw Waters as big or small as you want. **But it must be its own region**, so edit the Hidden Atlas ID and call it Maw Waters or anything else you'd like



- c. In order to get out of Maw waters correctly via gridding, direct gridding will need to be set up for the border walls (Red in example below) that are not connected to other Maw Water Servers.



Set them to any server desired using coordinates in the following boxes

Override Travel Dest (X, Y): (

North

11 10

West East

10 10

2000)

South

2. There are parameters that can be adjusted in the server customs data to tune what the drops and ships spawns are like. Although intended to be high risk, high reward, they can be adjusted to the Owner's and players' preference. Copy and Paste the Bold multipliers
 - a. **SunkenTreasureQualityMultiplier** - Affects the quality of rolls of sunken ships. Higher number = better quality rolls; lower number = lesser quality rolls
 - b. **FloatsamQualityMultiplier** - affects quality of the loot rolls in Flotsam. Higher number = better quality rolls; lower number = lesser quality rolls
 - c. **NPCShipSpawnIntervalMult** - Multiplies the interval to spawn another Ship of the Damned. Higher = longer spawn gaps; Lower = shorter spawn gaps
 - d. **NPCShipDifficultyMult** - Multiplies the Difficulty of SOTD. Higher = tougher; Lower = easier
 - e. **NPCShipDifficultyLerp** - Min/Maxs SOTD levels; Higher number = More likely higher level enemies; Lower number = More likely lower leveled enemies
 - f. **NPCShipNumMult** - Multiplies the number of SOTD on the server; Higher Number = More SOTDs on server, Lower = Less SOTDs on server

ServerCustomDatas:

	Name	Value
▶	SunkenTre...	2
	FloatsamQu...	2
	NPCShipSp...	1.5
	NPCShipDif	4

3. In order for the Relic (explained under 'Ways to Earn Essence of the Maw') to spawn copy and paste the following Overrides into

OceanFloatsamCratesOverride:

- a. ((CrateTemplate=BlueprintGeneratedClass'/Game/Atlas/AtlasCoreBP/FloatsamCrate_Tier1_BP.FloatsamCrate_Tier1_BP_C',bOverrideCrateValues=True,OverrideCrateValues=(MinItemSets=3.000000,MaxItemSets=3.000000,NumItemSetsPower=1.000000,bSetsRandomWithoutReplacement=True,MinQualityMultiplier=1.000000,MaxQualityMultiplier=1.000000,ItemSets=((MaxNumItems=2.000000,bItemsRandomWithoutReplacement=True,ItemSetOverride=BlueprintGeneratedClass'/Game/Atlas/AtlasCoreBP/LootSets/LootItemSet_LandAndDefensiveStructures.LootItemSet_LandAndDefensiveStructures_C'),(bItemsRandomWithoutReplacement=True,ItemSetOverride=BlueprintGeneratedClass'/Game/Atlas/AtlasCoreBP/LootSets/LootItemSet_FloatsamT1_Foods.LootItemSet_FloatsamT1_Foods_C'),(ItemSetOverride=BlueprintGeneratedClass'/Game/Atlas/AtlasCoreBP/LootSets/LootItemSet_Music.LootItemSet_Music_C')),bRandomizeMinAndMaxQualityMultiplier=True,RandomQualityMultiplierMin=1.000000,RandomQualityMultiplierMax=6.000000,RandomQualityMultiplierPower=2.000000,ItemSetExtralItemClass=BlueprintGeneratedClass'/Game/Atlas/AtlasCoreBP/Items/PrimalItemResource_GoldCoin.PrimalItemResource_GoldCoin_C',ItemSetExtralItemQuantityByQualityMultiplier=1.250000,ItemSetExtralItemQuantityByQualityPower=1.300000)),(EntryWeight=0.050000,CrateTemplate=BlueprintGeneratedClass'/Game/Atlas/AtlasCoreBP/FloatsamCrate_Tier1_BP.FloatsamCrate_Tier1_BP_C',bOverrideCrateValues=True,OverrideCrateValues=(MinItemSets=3.000000,MaxItemSets=3.000000,NumItemSetsPower=1.000000,bSetsRandomWithoutReplacement=True,MinQualityMultiplier=1.000000,MaxQualityMultiplier=1.000000,ItemSets=((MaxNumItems=2.000000,bItemsRandomWithoutReplacement=True,ItemSetOverride=BlueprintGeneratedClass'/Game/Atlas/AtlasCoreBP/LootSets/LootItemSet_LandAndDefensiveStructures.LootItemSet_LandAndDefensiveStructures_C'),(bItemsRandomWithoutReplacement=True,ItemSetOverride=BlueprintGener

atedClass'/Game/Atlas/AtlasCoreBP/LootSets/LootItemSet_FloatsamT1_Foods.LootItemSet_FloatsamT1_Foods_C'),(ItemSetOverride=BlueprintGeneratedClass'/Game/Atlas/AtlasCoreBP/LootSets/LootItemSet_Music.LootItemSet_Music_C')),bRandomizeMinAndMaxQualityMultiplier=True,RandomQualityMultiplierMin=6.000000,RandomQualityMultiplierMax=10.000000,RandomQualityMultiplierPower=2.000000,ItemSetExtralItemClass=BlueprintGeneratedClass'/Game/Atlas/AtlasCoreBP/Items/PrimalItemResource_GoldCoin.PrimalItemResource_GoldCoin_C',ItemSetExtralItemQuantityByQualityMultiplier=1.250000,ItemSetExtralItemQuantityByQualityPower=1.300000)),(EntryWeight=0.010000,CrateTemplate=BlueprintGeneratedClass'/Game/Atlas/AtlasCoreBP/FloatsamCrate_Tier1_BP.FloatsamCrate_Tier1_BP_C',bOverrideCrateValues=True,OverrideCrateValues=(MinItemSets=3.000000,MaxItemSets=3.000000,NumItemSetsPower=1.000000,bSetsRandomWithoutReplacement=True,MinQualityMultiplier=1.000000,MaxQualityMultiplier=1.000000,ItemSets=((MaxNumItems=2.000000,bItemsRandomWithoutReplacement=True,ItemSetOverride=BlueprintGeneratedClass'/Game/Atlas/AtlasCoreBP/LootSets/LootItemSet_LandAndDefensiveStructures.LootItemSet_LandAndDefensiveStructures_C'),(bItemsRandomWithoutReplacement=True,ItemSetOverride=BlueprintGeneratedClass'/Game/Atlas/AtlasCoreBP/LootSets/LootItemSet_FloatsamT1_Foods.LootItemSet_FloatsamT1_Foods_C'),(ItemSetOverride=BlueprintGeneratedClass'/Game/Atlas/AtlasCoreBP/LootSets/LootItemSet_Music.LootItemSet_Music_C')),bRandomizeMinAndMaxQualityMultiplier=True,RandomQualityMultiplierMin=10.000000,RandomQualityMultiplierMax=15.000000,RandomQualityMultiplierPower=2.000000,ItemSetExtralItemClass=BlueprintGeneratedClass'/Game/Atlas/AtlasCoreBP/Items/PrimalItemResource_GoldCoin.PrimalItemResource_GoldCoin_C',ItemSetExtralItemQuantityByQualityMultiplier=1.250000,ItemSetExtralItemQuantityByQualityPower=1.300000)),(EntryWeight=0.500000,CrateTemplate=BlueprintGeneratedClass'/Game/Atlas/AtlasCoreBP/FloatsamCrate_Tier1_BP.FloatsamCrate_Tier1_BP_C',bOverrideCrateValues=True,OverrideCrateValues=(MinItemSets=3.000000,MaxIt

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eBP/LootSets/LootItemSet_Music.LootItemSet_Music_C'),(ItemSetOverrid
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OceanFloatsamCratesOverride:

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Coin.PrimalItemResource_GoldCoin_C',ItemSetExtraItemQu
antityByQualityMultiplier=1.250000,ItemSetExtraItemQuantity
ByQualityPower=1.300000)))
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4. Add the following sublevels to get the fog intended for the Maw Waters into 'ExtraSublevels'
 - a. MasterSkyLight_OceanTemperate
 - b. DarkZoneSubLevel

ExtraSublevels

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MasterSkyLight_OceanTemperate
DarkZoneSubLevel
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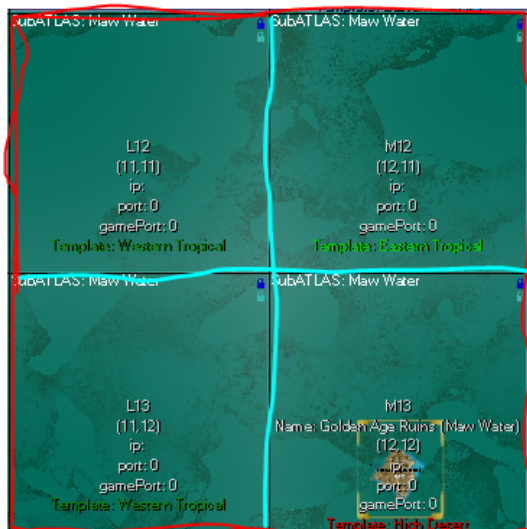
5. Repeat with other desired Maw Waters Server

How to Get Into Maw Waters

Place a portal from any server using the premade portal types (Q,W,E, etc.; Check help tab for correlations) and put one of the endpoints into the server being designated as a Maw Waters server. Although intended to be used with Damaged portals, your realm, your rules.

How the Maw Waters Work

The Maw waters are inescapable unless the players complete rewarded, repeatable actions or die. The interior gridding walls (Teal) will allow players to cross through adjacent servers that are registered as Maw Waters regardless of EM amount. Exterior gridding walls (Red) will be impassable until players have Full Maw Essence in their Lantern.



If a player dies, they cannot respawn in this region even if they have a bed on a boat in the region.

It is recommended that you travel into a Maw Water with a boat or alongside a boat to prevent inevitable death.

Lantern of the Maw and Prerequisites

When a player and their crew portal into the maw waters, they are not given clear cut directions of how the server works or how to escape. However, they should notice that the steering wheel of the ship has added a new lantern on to it aka the Lantern of the

Maw. It runs on the new resource known as 'Essence of the Maw' (Or EM) that is gained only in these servers

Lantern of the Maw Functionality:

- The Lantern of the Maw should show up on any ship that has a steering wheel
 - Inversely, it should not be there when the player is not in a Maw Waters server
- The player should be able to open up an interact wheel and see the quantity of 'Essence of the Maw'
 - Players should also be able to access inventory and craft 'Solidified Essence' and put that into their inventory.
 - It requires 75 Essence of the Maw to create
 - It should be able to be put back into the steering wheel inventory to be used towards the EM capacity in the future if needed
 - These options should not be available outside of the Maw waters
- When the Lantern reaches Max Capacity (Currently 100 EM), they are allowed to grid out of the region on any of the exterior wall
 - At Max Capacity the Lantern itself will glow Intensely
 - Upon leaving a Maw Waters area successfully, the lantern of the maw will disappear and any essence that is not 'Solidified Essence' Is lost.
- If the ship sinks, the lantern is lost and all EM is lost. The player will likely die and be forced to spawn out of the server

Ways to Earn Essence of the Maw

There are several ways to earn the essence of the Maw, both passively and actively.

The following methods can be repeated an unlimited amount of times:

- Passive Way 1: Traveling around the server via swimming or sailing
 - Travel a specific set amount of distance awards EM
 - While Swimming or Sailing, it will go straight to the Lantern that the player entered
- Passive Way 2: Survive in the server without dying
 - EM is earned for every interval of time they stay alive. For example, 3 EM is earned after a player survives for 2 minutes.

- Passive Way 3: Finding the Relic Item
 - Grants Max EM to the lantern on consume
 - Found in Flotsam
- Active Way 1: Destroy Ships of the Damned
 - If you sink any type of SOTD it grants EM
 - EM is granted straight to the Lantern of the Maw
- Active Way 2: Destroy other Players ships
 - Currently the best way to earn EM regardless of what kind of enemy player ship you destroy
 - EM is granted straight to the Lantern of the Maw
 - Method not available in PVE servers

Other Notes:

- There are currently no ways to edit EM amounts given from actions in the SGE.
- We are coming up and planning new ways to utilize Solidified Essence
- You may add additional rulesets to Maw waters such as Lawless, lawless claim, etc.
- You may add Islands to the Maw Waters servers
- All ServerCustomsData that was mentioned above can be applied to non-Maw Waters Servers
- DarkZoneSubLevel is optional, you do not need to have that to make Maw Waters work
- **Again, this content is all optional and not integral or mandatory to have in your private realm**