

So this is where we're at now:

1. Amal retreated from the world and we don't know where he is right now
2. Everyone has free will now, but they can no longer manifest
3. They can't manifest because of the Null Moon, a huge sphere looming over them

So with their newfound freedom this is what happens next and this is what the races decide to go.

The Hatebreed find a place to call home and retreat to the **Tar Pits** (marshlands).

The G'Nesh they no longer wish to be a "people" and evolve into trees and bushes, LIVING trees and bushes, and form **The Living Wilds**.

And the **Noari** become master smiths in stone and metal. They find a home right under the Moon and call it **The Pale Citadel**.

What are these places?

Tar Pits — it's basically marshlands as far as the eyes can see. The Hatebreed have created this place and why a marsh? Because they want to be left alone and what's more unwelcoming than endless marshes?

Living Wilds — this is basically a living forest, like literally. The G'Nesh, who were living trees remember, decided to take root (literally) and become a forest again. The Living Wilds, like the marshes, do not invite people in. They like to keep to themselves and will usually kill people that enter as they don't want to "taint" their purity and connection to nature.

Pale Citadel — this is where the Noari live and they are welcoming, not like the other two. They are friendly and don't mind sharing.

What do the races do there?

The Hatebreed — in the marshes they realise, through a combination of meditation and alchemy, that even though they can't manifest anymore, they CAN however use the energy around them, the same energy that would normally manifest things. They tap into that force and become our first class...

The Conduits — they use the energy around them to basically make magic happen. In order to do that they have to shave their head and get tattoos in three specific places: the top of their head, the hands and the feet. They also walk around barefoot so as to be more connected to

the soil. Why tattoos on those places? Those places are the extremities of our bodies and the channel through which these energies enter our bodies.

Anyway, long story short :D They learn to channel this energy and do so through their bodies :D

Some of the Hatebreed however don't agree with this and leave their people to join the Living Wilds.

In the Living Wilds the G'Nesh are just chilling basically. They want to be one with nature. The Hatebreed that left their own behind have joined the Living Wilds and asked to stay there. The G'Nesh did not accept them initially, but then they did.

These Hatebreed have become **Night Weavers** (another class). Their role is to protect the Living Wilds from intrusions and they are armed with extremely rare items that only the G'Nesh can make. Among them is the **Nigh Sting**, a very poisonous dart that the player can only get if you kill a weaver, which is hard to do.

And as for the Noari in the Pale Citadel, they have decided to worship the Null Moon and that's why they built their city right under it.

They have their own class, **Moon Servants**, and well, they serve the moon :D

The Noari have also built a gigantic structure with stairs that goes all the way up to the moon (like Babylon). This is guarded by the moon servants and only if the player becomes a moon servant can he climb the stairs all the way up to the moon. Why would he want to do that? Because if you go all the way up to the moon you get a perma blessing that only moon servants get (+1 stamina).

The Noari also, in their worship, have been trying to forge weapons out of the same material the moon is made of. But seeing as how it's unbreakable that's kind of hard to do as they can't study it.

What they did however was use sandpaper to scrub away (FOR 10 YEARS!!!) and they go some of the material sub forma de pilitura xD

With that pilitura they managed to make the only weapon in the world made of that metal...the **Null Blade**, a dagger that never breaks and does...something...

Locations — Tar Pits, Living Wilds, Pale Citadel, the stairs that lead up to the moon

Classes — conduit, moon servant, sunfolk (still unsure), weaver

Items — nigh sting, null blade, soul shards like the warlock? Things that can trap energy and release it when you want / need it?

NEW IDEA — items degradation = durability

When you roll for attack you roll several dice:

1. You roll to see how much damage you get
2. You roll for any damage multiplier if you have any
3. You roll for special attacks if you have any
4. You roll to see how much durability your item has suffered

PS — you also roll things when you defend against an attack, like roll for blocking or evading

Just an idea, not sure if it's worth it as it seems to make things too complicated