**Preface**

The *pre-flooded world* has faded into the soiled texts of the abyss. The tales that do exist are spread through the voices of the flooded world, being passed from elders to child. The elders, old and new, hold dear to false and mangled words of the *pre-flood*. A truth only holds true when the voices of the world continue to spread it. To many of the voices of the world, the truth of the *pre-flood* has little to no value in such an unforgiving world.

After a millennium, the voices of the flooded world have adjusted well. Forming submersed cities around their world to keep themselves, possessions, and ideals from suffering the fate of those who were unprepared for the *flooded-world*. The *flooded-world* holds many voices from different creeds and backgrounds. The rise to power of an individual voice is only accomplished through a set amount of ways. Power from violence, resource, value, or influence are the ways of the voices.

The voices carry out the *Rises of Power* through various submersible machines of varying sizes, styles, and capabilities; often reflecting their fathers ideals. Carrying out their ideals in the name of their ruling voices and further progressing either their fall or rise in the flooded-world.

You embody the individual voice, yet to be persuaded/corrupted into a ruling voice. Shall you continue your individualism or pursue the Rise of Power for a ruling voice? With your nautical map packed neatly in your pocket, you step into your families submersible and set out on your journey into the abyss.

**Geography**

The flooded-world is a completely engulfed planet, stricken with little existence of non-liquid based atmosphere. From the highest sea-floor, the vast water reaches to that of the worlds thermosphere (which has experienced change of height). As of now, the voices classify the zones of the flooded-world based on vertical height. Labeling them based on the pre-flooded worlds conventions.

Epipelagic Zone (0-200M Water Depth)

Mesopelagic Zone (201-1,000M Water Depth)

Bathypelagic Zone (1,001-4,000M Water Depth)

Abyssopelagic Zone (4,001-6,000M Water Depth)

Hadalpelagic Zone (6,000M+ Water Depth)

**The Ruling Voices**

The Altamerian

The Altameri use the Rise of Violence to enforce their ideals on the vast majority of voices it controls. Voices who dare oppose their ideals are met with vast destruction and erasure. The Voices who do follow the Altamerian ideal do so in slave like manner.

A voice who follows the Altamerian Doctirine is owned and instructed by the Altamerian. Little individualism exists and is only preserved for those of Ruling. Jobs are assigned based on usefulness and passed value. All voices share their value within their respected purpose. Meaning, a victory or a single voice is a victory for their job. However, this means the opposite holds true.

The Experi

The Experi share the same Rise of Power as the Altameri and are equals in such a aspect. The differences appear in the ideals and voices of the Experians. Free will is a gift and cherished, each voice holds their own ideal and is free to express to the Ruling in order to direct their power.

The Association of Collector

The AoC places their ideal on the Rise of Value. In order to preserve and protect the voices of the flooded-world, the AoC believes containment of pre-flood tech and scriptures is necessary.

The Exporters Guild

With close ties to the AoC the conglomerate of merchants set their ideals on the Rise of Resource and Value.

The Abyssal Onlookers

From the standpoints of the other Ruling Voices, the Abyssal Onlookers are insane and demented. Based in the lowest possible zone of the flooded-world, the Onlookers tell stories that are equivalent to that of horror. Rituals are performed in abandoned stations and submersibles to show their ideals to the other voices.

The Individual Voice

The individual Voice are small groups of voices who hold true to no Ruling Power. From pirates to settlers, they are all who want to rise.

**Ships**

Leisure

Explorer

Hunter

Hauler

Destroyer

Capital

**Resources**

**Monsters**

**Dictionary**