

Character Glossary

Wolf's Admin Allies:

Leo Decayend – Emperor of the Dread Empire – Species: Draugr – Friend to Diane.

Diane Frost – Winter Werewolf Empress – Species: Winter Werewolf – Friend to Leo and adoptive mother of Wolf. Eccentric.

Arianais Keiran – Species: Water variant harbinger, ex-megalokin – The Chairman of the Arcadian Magic Association.

Cyrene Hunter – Species: Human – Unattached Administrator known as Lady Hunter. Sponsor to Crystal Leblanc.

Talroth – Ascendant (one of the leaders of the Ascendancy) – Species: Devourer – Has gray eyes, black hair, and blackish-gray scales covering his humanoid body. True form – Enormous, black monster. It has a planet-sized, round mouth with the shape of a lamprey's mouth, with pitch black scales covering every inch of it and the appearance of some sort of draconic creature. Except one that stands on two legs.

Alastaraic Heath – Ascendant – Species: Pureblood Vampire - He has crimson eyes, dirty blond hair, and a playful look in his eyes that is reminiscent of a prankster.

Argus - Species: Astral Cyclops – Leader of the Astral Forge. Stands at eight feet tall with one large eye.

Wolf's Admin Enemies:

Wilhelm Aust – Species: Chrono – Abyssal Ruler and current dungeon boss for the Beta Administrator Dungeon, albeit against his will.

Dafid Vanelli – Species: Devil Sovereign – large bipedal goat administrator – Ally to the Ruler and Sovereign of the Devil Clans.

Norvant Blanc – Species: Shapeshifting Leviathan – The leviathan underlord of the ocean world of Arc and ally to the Ruler.

The Friar – Species: Human – The pope of the anti-Reaper religion, and the ruler of the Holy Empire. Temporary ally to the Ruler.

Parties whose intentions are unknown:

Titania – Species: Radiant Fairy – Progenitor of Radiance. Queen of the fae and bringer of eternal light. Has rainbow eyes and hair, while only being a foot in height, with a wand floating around her.

Grim – Species: Reaper – Progenitor of Void. Ruler of the void and all of the creatures within, creator of the System. Has a humanoid form with two black wings made out of void energy and two black eyes releasing the same void energy. Has two marks above his shoulder that are in the shape of upside down cones. Has veins of black light running through his body with no clothes on nor any physical determinations of gender outside of his voice.

Astaroth – Species: Volcanic Dragon – Leader of the Volcanic Domain and descendant of Tiamat. Has glowing bright red eyes, with equally red, long hair. His hair has light sparks of flame occasionally escaping from the tips, and he has very thin red scales across his arms, shoulders, legs, back, and chest.

Tiamat – Species: Chaos Dragon, Primordial Dragon – Leader of the Ascendency. Has raven black long hair and leaks faint wisps of faint purple light from her mouth and eyes. Has black and purple draconic wings.

Fenrir – Species: Unknown – Giant icy wolf – Progenitor of Ice.

Aidan Hunter – Safe Zone 52 Council member – Wolf's best friend.

~~Alexia Blaine – Safe Zone 52 Council member – Nickname is Lexi – Wolf's other friend. –
Has a crush on Wolf. **DEAD**~~

Luke Adler – Safe Zone 52 Council member – Wolf's father.

Lucia Adler – Safe Zone 52 Council member – Wolf's mother.

Katie Adler – Safe Zone 52 Council member – Wolf’s sister and an awakened fae Princess without a court to rule.

Erik Bristow – Architect – Safe Zone 52 Council member – always argues with Oscar.

Manfred Lowth – Mayor – Safe Zone 52 Council member – calm and works through situations peacefully.

Jessica Lowel – Former Detective – Safe Zone 52 Council member – not afraid to use violence, but tends to avoid it when necessary.

Oscar Walsch – Accountant – Safe Zone 52 Council member – always argues with Erik.

Sarah Everand – Mayor’s former Assistant – Safe Zone 52 Council member – sweet and kind, motherly figure.

Avery Harwood – Police Officer – Safe Zone 52 Council member – short patience and has a poddy mouth.

Blake Welby – Lawyer – Safe Zone 52 Council member – quiet but sharp tongued.

~~Ludric Hyde – Vulcan – Competitor who uses fire magic and is a little psychotic. DEAD~~

Lily Veldon – Crimson Rose – Has a powerful electrical railgun ability. Is rather shy.

Christopher Sinclair – Unbreakable – Competitor who teamed up with Lily and has an ability to morph his hands into steel.

Toby O’Keenan – Species: Leprechaun - Host of Lucky Days.

Sam O’Hart – Species: Leprechaun – Co-host of Lucky Days.

Niklai Shatterblade – Species: Dwarf – Secondary commentator for Arcadian Live.

Ludolf Skern – Species: Undine – Host of Viewing Room known as Aquarion.

Ethan Simmons – Safe Zone 52 errand boy.

Helen Astley – Species: Undine – Assistant to Astaroth.

Ansigar Lang – Electric variant harbinger – ex-Roc.

Torusk Moonscream – Fire variant harbinger – ex-Orc.

Amalea – Diane’s Moderator subordinate.

Reinhardt – Diane’s Moderator subordinate.

Liam Hawkins – Son to Frank and leader of the ruling council for safe zone 53.

Frank Hawkins – Father to Liam and part of the ruling council for Safe Zone 53.

Ruth Maci – Thorn – Competitor and pupil to Leo – Forsaken – Uses miasma and wears a black mask, black cloak, and blue jeans.

Wolf’s status:

Name: Wolf Adler

Class: Harbinger of Eternal Winter

Privileges: Beta Tester

Soul-bound Ability: Ice Reaper

Species: Reaper of the Blue Moon

Level: 2790

EXP: 5423/279000

System Points: 10665.20

Viewing Room Profits: 28979

Skills List

Inventory

System Communications

Beta Administrator Dungeon

Beta Administrator Dungeon Beta Tester

Administrator Dungeon

Administrator Dungeon Competitor

System Terminal

Player Auctions

System Map

System GUI

System:

Skills come from Tiers 1 all the way to 10 and someone can raise the Tier of a skill by raising its level to ten and paying System Points to promote it.

Every time a player gains enough EXP, they will 'level up,' and every time this happens, everything about their body will improve. This includes their physical abilities, mental abilities, stamina, self-regeneration, magical strength, life span, and more.

Stamina is an undefined stat that determines the amount of 'energy', both physical and magical, the user has left before they can no longer move or attack.

Health is an undefined stat that determines how much more damage a user can take before they die.

Defeating a monster of the same level as the user killing them or higher will grant them one System Point, otherwise known as SP. These points can be used to purchase items from the System Stores or from various other menus within the System.

Classes are decided upon by various different factors including the player's personality, ability, actions since their Initialization, skills, and what sort of job they would be most suited for.

Administrator Dungeon:

The Administrator Dungeon is a dungeon created by the System to choose the next round of Administrators and Moderators for the System located in a separate dimension so as to make the competition completely fair for all participants.

The only influence a player may have over the competition is through sponsorships.

The first through tenth floors of the Administrator Dungeon are always a labyrinth. After that, every ten floors will share a unique style that will remain constant throughout each of the ten floors.

These styles can vary from things like labyrinths, biomes such as tundra or jungles, underwater temples, and even spaceships.

The floor bosses, mini bosses, and normal monsters will always fit in with the style of the floor.

Loot boxes will be scattered throughout the Administrator Dungeon.

These boxes will be categorized between Common, Uncommon, Rare, Epic, Legendary, Mythic, and Transcendent rarities.

The boxes will also be color coded by rarity:

Common Boxes | White | Tier 1 and 2 items and skills

Uncommon Boxes | Green | Tier 3 and 4 items and skills

Rare Boxes | Blue | Tier 5 items and skills
Epic Boxes | Purple | Tier 6 items and skills
Legendary Boxes | Orange | Tier 7 items and skills
Mythic Boxes | Red | Tier 8 items and skills
Transcendent Boxes | Rainbow | Tier 9 items and skills

If a competitor opens a Legendary or rarer loot box, then every single competitor within the dungeon will get a notification telling them about it.

Furthermore, there is one more type of box that will be scattered throughout the Administrator Dungeon.

One that may give something good or bad.

Pandora's Boxes | Black | Anything from monster spawns or traps to items and skills of all types.

The dungeon will span one thousand floors.

Each floor of the dungeon – excluding every one hundredth floor – will have several dozen unique exits.

Every tenth floor will have a boss monster guarding each exit, while every one hundredth floor will have a centurion boss guarding each of the five exits.

The remaining floors will have mini bosses guarding each of the exits.

The rewards for the competitors competing in the Administrator Dungeon are as follows:

1st Place: Administrator rights and a Tier 10 item
2nd Place: Administrator rights and a Tier 9 item
3rd Place: Administrator rights and a Tier 9 item
4th through 10th Places: Sub-Administrator rights and a Tier 9 item
11th through 50th Places: Moderator rights and a Tier 8 item

Any survivors past the top fifty spots are allowed to leave alive with everything that they managed to gain from the Administrator Dungeon.

Note: Sub-Administrator rights grant the same privileges as Moderator rights, except that if a Sub-Administrator kills an Administrator, then they will be given Administrator rights.

The Beta Dungeon:

The Loot boxes will be categorized between Uncommon, Rare, Epic, Legendary, Mythic, and Transcendent rarities.

The boxes will also be color coded by rarity:

Uncommon Boxes | Green | Tier 3 and 4 items and knowledge crystals

Rare Boxes | Blue | Tier 5 items and knowledge crystals

Epic Boxes | Purple | Tier 6 items and knowledge crystals

Legendary Boxes | Orange | Tier 7 items and knowledge crystals

Mythic Boxes | Red | Tier 8 items and knowledge crystals

Transcendent Boxes | Rainbow | Tier 9 items and knowledge crystals

Pandora's Boxes | Black | Anything from monster spawns or traps to items and knowledge crystals of all types.

Positive Chests | Gray | Anything items Tier 8 and above

All monsters begin on a floor with their average level being at least ten levels above the beta tester.

All Mini Bosses begin on a floor with their average level being at least thirty levels above the beta tester.

All Bosses begin on a floor with their average level being at least fifty levels above the beta tester.

All Centurion Bosses begin on a floor with their average level being at least one hundred levels above the beta tester.

All Event Bosses begin on a floor with their average level being determined purely by random draw, with the options being ten levels below the beta tester's level, ten levels above the beta tester's level, thirty levels above the beta tester's level, fifty levels above the beta tester's level, one hundred levels above the beta tester's level, and one hundred and fifty levels above the beta tester's level.

All monsters may attack other monsters regardless of the beta tester's presence on the floor.

The beta tester will now have undisclosed information about every monster they run into inside of the dungeon simply by using the 'Beta Dictionary' feature that will now appear on their status.

Each competitor may have up to three sponsors on every fiftieth floor, with each of them only being able to give one item or skill.

The spots for sponsorship will be based on whoever manages to win the auction for each spot.

Furthermore, The Reaper himself will grant one Positive Chest during each sponsorship.

Each floor of the dungeon – excluding every one hundredth floor – will have several dozen mini bosses roaming around the floor or protecting their own lairs, one of which must be defeated to spawn a floor exit, along with a few secret exits that are spread around the floors.

Every tenth floor will have several boss monsters, one of which must be killed to spawn the floor's exit, while every one-hundredth floor will have a centurion boss guarding each of the five exits.