

Disciplines and Training

Horse disciplines allow players to specialize horses for specific styles of riding and competition. Disciplines influence stat development and create a clearer role for each horse over time.

Discipline Registration

A horse's discipline is registered at the **Discipline Registry** in **Ventura (Arynvahl)**.

Once assigned, a discipline can be changed, but changing it has a **72-hour cooldown**.

Discipline Progression

Each discipline contains **15** levels.

Every level requires **1000 XP**

As a horse gains discipline levels, its stats are adjusted to better fit that specialty. In practice, this means a horse may gain stronger performance in key areas for that discipline while becoming less optimized in unrelated areas.

For example, a racing horse may gain improvements to speed and stamina while becoming weaker in jump-related performance.

Training Races

Training races are an important part of horse progression. These races are located around Ventura and nearby regions.

Players can locate them by:

1. Opening `/quest`
2. Selecting `Races`
3. Choosing a race
4. Pressing `Set Compass Point`

The compass marker will then guide the player to the correct location.

Special Gaits

Only some disciplines currently include custom gaits or special movement behavior. At present, the main disciplines with special movement support are:

- Dressage
- Western Pleasure
- Saddleseat (partial)
- Hunter Jumpers (partial)

Riding XP

Mounted progression is tied directly to activity.

While riding, players receive:

- 5 player XP per minute
- 15 horse XP per minute

Leaderboard Rewards

Race leaderboards reward long-term competitive performance. If a player holds a top-three leaderboard position for `28 days`, they receive the following:

- 1st place: \$10,000 and 250 XP
- 2nd place: \$7,500 and 175 XP
- 3rd place: \$5,000 and 100 XP

Performance and Welfare

Horse speed and responsiveness are also affected by welfare and nutrition. A horse that is underfed or poorly maintained may appear unusually slow even if its base stats are strong.

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