

# Frontier



Map Valid AU24

(updated 28.2.2020)

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# GENERAL OVERVIEW

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Frontier is a savage, forest land full of dangerous wildlife and aggressive, flesh eating plants. The peoples of this land include tribal groups and forest sidhe that try to live with the land. Living uncomfortably alongside them, and often regarded as unwelcome invaders by their neighbours, are the settlers that tried to claim land as their own. After many years of small conflicts and what turned out to be a short final war, the remaining Settlers now try to work alongside the tribes, trading and only occupying land which the tribes let them build on.

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## GEOGRAPHY

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Frontier is land of extremes, including verdant, humid, tropical jungle river basins; vast savanna grasslands; massive swamps; unending salt flats; cooler mountain plateaus, and active volcanic regions with boiling mud and rolling lava. All full of all types of dangerous plants and animals.

There are man eating plants that can pull up their roots and move, rats the size of dogs and all types of highly poisonous creatures. Those not familiar with the land usually don't survive long or stick to carefully selected areas and local scouts.

Most parts of Frontier would be traditionally be considered warm although temperatures have been dropping and the mountain tops are now as cold as anywhere else on the world.

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## POLITICS

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Frontier politics can be as a savage as its geography. Tribes can war with other tribes, Settlers sometimes take from the land or take land what is not theirs and end up at the end up in conflict with the tribes. However all agree and will band together against the biggest threat, the Saurons.

Politics here is about survival, preserving a way of life or freedom to create a new way. For some, though, this "new way" is cover for greed and exploiting the lands abundant untapped resources.

The native tribes, of which there are hundreds, follow ancient traditions through oral histories. They follow the guidance of their elders, their tribal chiefs, but most of all their Shaman.

The tribes in general are not united, they have skirmishes with one another. But serious tribal disputes are settled by the Council of Shaman or the Emerald Claw, a leader chosen by a trial of combat between any who wish to enter.

The Whitewater Guilds based in Fort William led by Hickory Crown ensure Settlers respect the tribes traditions and understanding of the Frontier.

## HISTORY

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Every tribe has their histories, their myths and legends, there is no consistent history of Frontier. What seems consistent is that the tribes have lived with the land for thousands of years. Nowhere near as long as the Sauron, however, who claim to lived on the land since the creation of the world.

The first settlers, and thus the first real paperwork, arrived less than a hundred years ago from Salem. They set up a small trading post in Fort William near the portal which at the time was the only way to enter the Shard continent. Then more settlers arrive, the rich resources of the land became a prize. For the longest time the tribes ignored these interlopers. But as the perceived damage to the land grew worse and their numbers swelled, the Settlers became unwelcome and the declared enemy of the tribes.

The last two or three decades, particularly since the Shards came together, have seen the settler numbers grow .

## RECENT HISTORY

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Since the end of the Demon war in AU19 the settlers, sensing weakness, have struck at the tribes once more. The Shaman Council was weakened massively by a targeted demon attack on it, while the Settlers are bolstered by many refugees. The settlers militias united under the charismatic leader Bill Ketchum and are taking the fight back to the tribes hard. Burning areas of forest; setting up new settlements and camps; farming the land and mining. All deliberately provocative actions with plenty of guns to answer the scattershot vengeance of the tribes.

In AU24 the tribes finally united and went to war with the Settlers in the south who built the port of Yogykarta and became so corrupt and expansionist that they were killing off whole tribes and burning back forest to gain farmland. The war lasted less than a week, Yogyakarta along with town of Jotan was destroyed, all the settler mines were destroyed, those in power killed, however most people were allowed to flee either north to Fort William, west to Fort Manatee where they are expected to obey Guilds rules anyone else was allowed to flee home. Some groups escaped into the jungle, but the Frontier is not kind to those who do understand it, so they will be lucky to survive.

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# REGIONS

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## SAURON LANDS

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The Saurons lands are a massive area which run north to south down the eastern side of Frontier and extends west as far as the Salt Flats.

The land is fiercely guarded by Saurons and no humans enter the region. Fortunately for Humans, the Saurons don't like salt so the salt flats and mountain range provide a very distinct border.

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## TRIBAL LANDS

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The tribes live all over frontier except the Sauron lands east of the Salt flats. They don't really claim land and certainly don't enclose it. But they do claim hunting and foraging rights for their people over a territory. This area might change with seasons as they live in easily dismantled teepees or just sleep in trees where the weather is suitable. The Tribes are at one with the land, taught from birth how to survive without destruction. They never take too much and, until the settlers arrived, the land change little. No tribe ever cultivated a crop or kept a herd of cattle. In their eyes that would be foolish, the savage plants and creature would destroy them and there is food all around for those with the wit to look.

Tribal Chiefs are usually the strongest warriors, but they are not what make tribes tick or who make most of the decisions. The true force behind any tribe are elders and Shaman. The elders are any tribal member who lived longer than most, respected because of the years of wisdom they have accumulated. The Shaman are magic users that travel into the dream realm and thus can commune with the ancestors and the totem spirits. They also form what is the only cross-tribal group: the Council of Shaman.

The Tribes follow no consistent gods, occasional tribes may venerate a local animal or weather god, but most of them have a mix of ancestor worship and the guidance of the Dreaming Totems. These are the spiritual representations of the land and creatures within it. Many Frontier folk have bonded with a personal totem and they see the Totems as a way of communing directly with the gestalt spirit of the land itself.

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## BLACK ROCK

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Black rock is home to the Council of Shaman. It is protected by a cluster of local tribes to the area who consider it a sacred duty. The council, sit, dream, talk, smoke euphoric leaves, talk, sleep, talk, and send out guidance to the other tribes. All tribes may send a Shaman to the council. Once the Shaman joins the council they are no longer considered part of the tribe they came from but old friendship and loyalties remain. This is expected and makes sure no-one's needs are forgotten. So long as a Shaman does not put their tribe before Frontier as a whole this is not a problem.



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## NORTHERN SETTLER LANDS - FORT WILLIAM

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Located in the North East of Frontier are the settled lands around Fort William. They are not large area and have been, initially at least, negotiated with the tribes. The settlers here do not own land but work it for the good of all.

Fort William is mainly a trading post set up by the Guilds of Whitewater. It attempts to work with the Tribes but the actions of those in the South make this difficult.

Fort William itself protects the main core portal of Frontier. Its coastal location means it is a port as well, but better sea routes to Yogyakarta and the convenience of the portal mean most of its traffic is through that portal. The fort has been attacked many times, mainly by Sauron, but it's a tough place and by working with the tribes has managed to survive.

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## SOUTHERN SETTLER LANDS - FORT MANATEE

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With the destruction of Yogyakarta the only remaining outpost of the Settlers in the south is Fort Manatee, controlled and run by the Navigators guild, this outpost took on some of refugees from the former towns of Yogyakarta and Jotan. It's a port and has a red portal, it follow the same rules as Fort William and expected to become the souths new trading post.

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## NEW TARA

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Located in the north east of Frontier this fortress is known to be the well defended home of the Brotherhood of Souls. It has become home to many tribes who follow the great tribal leader the Heart of the Raven. It is currently one of the few safe refuges besides Fort William on Frontier.

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## VINCENT'S VILLAGE AND THE PURPLE RIVER

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To very far west, further than what most call the Barrier Mountains, lies a land almost inaccessible save for the recently found Krays Pass. Reefs and cliffs block access to its seaward edge almost like the land was torn away from something much bigger. In this land a lone Settler set up a village along with a tribe he had befriended. The Settler was called Vincent and he lived a secluded life with his tribe until a portal was created here. The other end of the portal is believed to exist in the land of Alfonso Caldera on one of the many islands of the Confederacy.

The purple colour of the local river is believed to be the result of some mineral deposit in the mountains.

Other than using the portal the land journey to this area through Krays pass can take many months and is very dangerous

## ZAMBOANGA

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A group of islands located to the south east of Frontier which is home to many people persecuted in Salem for their “deviances”: the beliefs, their abilities, or their malformations. It is also safe-haven for the escaped Beastkin who have made a home there. Apparently best to avoid this place for the most part, as it governs itself by elected leader Magnus Von Kessler.

## SILVER CITY

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The Silver City, or Shimmering Mountain, is home to a unique tribe that formed a link between a so called Emperor of Dreaming and themselves. They protect each other and in the mountains above the tribal homeland is a city that exists across the other realms, called the Silver City.

## GREEN MOUNTAIN

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A rich area of minerals and sacred place, believed to a place where evil powerful things are contained and imprisoned.

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# RACES/CREATURES

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Below is bit of information on the creatures and races of Frontier, it is by no means complete or accurate.

Playable Races: players who choose to play a characters with Frontier origin can pick from these races, Human, Kindred and Forest Sidhe.

Any other race listed are for Frontier background information.

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## HUMANS

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Humans are good portion of the population of frontier but are split between the settlers which mainly are refugees from Salem and natives which have been in the region many thousands of years

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## KINDRED

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In Frontier most Beastkin you will encounter are those Bioengineered by the Saurons. They are called the the Kindred and are a race with peculiar talents in strength and regeneration. They are the slaves of Sauron, changed and altered by Sauron bioengineering skills.

The Kindred are beastkin for all purpose other than they can be controlled by Sauron pheromones when in range.

Recently a lot of them have escaped from the Saurons and formed packs. Some traveling to Zamboanga to live in peace. While others have formed tribes and joined the fight against their former masters.

They have no particular allegiance to the tribes or settles, but in reality many escaped Kindred ended up slaves of the Settlers. Many exported back the Salem for experimentation by the Thules. This makes the Settlers not so popular with many a beastkin.

Beastkin/Kindred are a playable race race in Frontier.

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## FOREST SIDHE

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The forest Sidhe once had a population equal to, if not bigger than, the tribes in Frontier. But a long war a very long time ago with the Saurons wiped most of them out. They now form a small percentage of Frontiers population.

They live a tribal life, fitting in with the other tribes of Frontier, with the same beliefs and tribal outlooks. They also continue to fight a guerilla war with their racial enemy the Saurons.

Forest Sidhe are a playable race in Frontier.



## SAURONS

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Saurons are a race of reptilian humanoids that are the true rulers of Frontier.

They come in many forms, from the highly intelligent priest king rulers, to the enormous brutal enforcers.

Saurons have an acidic blood chemistry that burns on contact, and dissolves the Saurons bodies when they die.

Their culture and outward appearance is very similar to that of the Aztec/Toltec culture of South America.

They are experts in the archaic science/magics of bioengineering (Also known as organic engineering) that they use to create Abominations and Kindred. They are 'sculpted' by the Saurons using their sorcery bioengineering techniques.

Kindred, otherwise known as beast men, have been created by the Saurons, again as slaves, but this time to be used as shock troops.

Some of the Kindred have escaped bondage and have formed their own 'packs'. Needless to say they hate the Saurons.

Saurons have the ability to mimic others.

Players cannot choose to be Sauron

## ABOMINATIONS

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Abominations are bioengineered servants of the Saurons. Unlike the Kindred, Abominations are specially created to do a single task: this can be as basic as a creature filtering drinking water with no thinking components.

It could be walking bag of acidic blood ready to burst on an enemy; a ten-legged carrier beast to be used as cart to carry stone to build the Sauron Ziggurats; or some special, quick-thinking warrior.

The Saurons grow whatever they need for the task, creature of flesh and blood but little else recognisable.

Players cannot choose to be Abominations

## THE JUNGLE WILDLIFE

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This is multitude of creature and plants, none of which are playable by players, that are highly dangerous. They range from plants that can pull up their roots and eat a man, to spiders the size of elephants. You can always be surprised by what Frontier will throw at you next and if you are lucky you will survive to be preyed upon another day. Anyone off a regular track without a frontier survival skill will be lucky to live longer than an hour, perhaps a few minutes in some nasty spots.

## MUD MEN

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The mud men are tribe that have over many thousands of years developed a resistant to the toxic mud they coat themselves in.

Mostly hated by the other tribes as anyone within touching distance will die very quickly from the toxic muds effects. This means the mud men can live a pretty undisturbed life as no one wishes to get close to them

Players cannot choose to be mud men

## BLOODSTONE

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The Bloodstone are a group of deep cave-dwelling dwarves found on Frontier. They are one of the Bloodline races. Expert Geomancers who can shape rock to their will.

Players cannot choose to be Bloodstone

## THE BREED

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The Breed are a group of intelligent, burrowing creatures, pale-skinned with big eyes and huge, sharp claws which slice through the thickest armour.

Players cannot choose to be Breed

## GREEN SEPSIS

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The Green Sepsis was a contagion which overran Frontier pre-union, destroying indigenous fauna and mutating the flora. It was almost unstoppable and had a kind of hive intelligence.

Players cannot choose to be Green Sepsis

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# COSTUME

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## TRIBES

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The tribes wear the costumes associated with north American Indian tribes, which is mix of skins, feathers, beads, bones, and paint. See images below





## SETTLERS

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The Settlers both north and south wear costume associated with wild west cowboys, cowboy hats, black powder guns at the ready. See images below



## KINDRED

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Kindred dress similarly to the tribes but can be influenced by the Aztec look of their former masters, which includes more motifs and colour than the typical tribal dress



## FOREST SIDHE

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# THINGS TO NOTE.

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## NOTEWORTHY PEOPLE

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- **Hickory Crown** - Man in charge at Fort William
- **Chief Wind over Trees** - Leader of Mountain Wolf Tribe
- **Heart of the Raven** - Lead the tribes wanting war with Settlers, would love to unite the tribes into one massive tribe to rival the tribes of other lands
- **Emerald Claw** - Tribal Dispute settler - currently Biting Rain
- **Magnus Von Kessler** - Leader of Zamboanga - Sitting on a great resource he refuses to share. Known activist, and self proclaimed liberator.
- **Natalia Von Kessler** - Daughter of Magnus.
- **Constantine Von Kessler** - Natalia's twin brother, son of Magnus
- **Isamatur** - Emperor of Silver City at city of the dreaming that can be seen in the real world.
- **Skydaughter** - A surviving member of the council of shaman. Spent many years with Jeremiah Saviour.
- **Biting Rain** - Possibly the oldest Shaman of the council, but not necessarily the wisest
- **Isamator** - Being that rules the dreaming beings Shimmering Mountain

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## GROUPS AND ORGANISATIONS

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(not previously mentioned in regional backgrounds)

- **The Birds of Prey** - The group of tribes that follow the leadership of the Heart of the Raven, they are mostly based around New Tara, but do their hunting in the south.
- **Mountain Wolf Tribe** - A tribe that accepts many foreigners
- **The Merchants Guild of Yogyakarta** was made up of the following merchant houses, families, groups. Since the war the Merchants Guild as moved its headquarters to Compton in Union, but hopes to continue trade via Fort William and Fort Manatee.
  - ~~**The Emporium** - Main trading group of Yogyakarta Frontier, now dissolved/dead~~
  - **Green Leaf Tea Company** - From the Sanctuary, The Thunders
  - **Free Port Trading House** - Port of Saints, Archipelago
  - **The Whitewater Notice** - Whitewater, Archipelago
  - **Ropers of Faerie** - Faerie
  - **Hakkari Syndicate** - The Oasis of Caliph, Dust
  - **Consortium of Compton** - Compton, Union
  - **House of the Thirteen** - The Smoke, Union
  - **Western Empire of Salem's Mercantile Office** - Baronies, Salem
  - **The Eastern Provinces Trading House** - Thule Lands, Salem
  - **The Mari-Ann Foundation** - registered in Salem



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## GODS

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### TRIBAL TOTEMS

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The tribes of Frontier rarely follow gods but instead have dreaming totems which they are given when they come of age. Usually these are animal spirits that guide them in the dreaming. Once chosen the totems become closely linked with that individual or tribe.

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### THE ONE TRUE GOD

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The one true of God of Salem and teaching of the Wissen are followed by the Settlers although they follow it in a much more relaxed way than those that live in Salem. That is not to say they don't pray regularly, they observe Mittwoch, but many left Salem for more freedom from the churches fire and brimstone style. That said, the recent influx of refugees as result of the demon war in AU18/19 has seen a much more keen flock of followers land and settle.

Many a missionary attempts to travel the land and try to preach the religion of the One True God to the tribes, those that survive usually end up tied to pit on hungry giant ants or something similar by the tribes they visit.

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### THE STAR MOTHER

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A proportion of the beastkin in the Zamboangan island chain follow the Star Mother the rest have tribal totems.

The Star Mother calls her people, her "star born", and her guidance is that of freedom: Everyone is free to make their own choices, they are not to be bound by anything.

Followers always have a choice on their actions

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## NOTES

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The colour of Frontier is Green, which relates to Spirit, Entrapment and Earth.