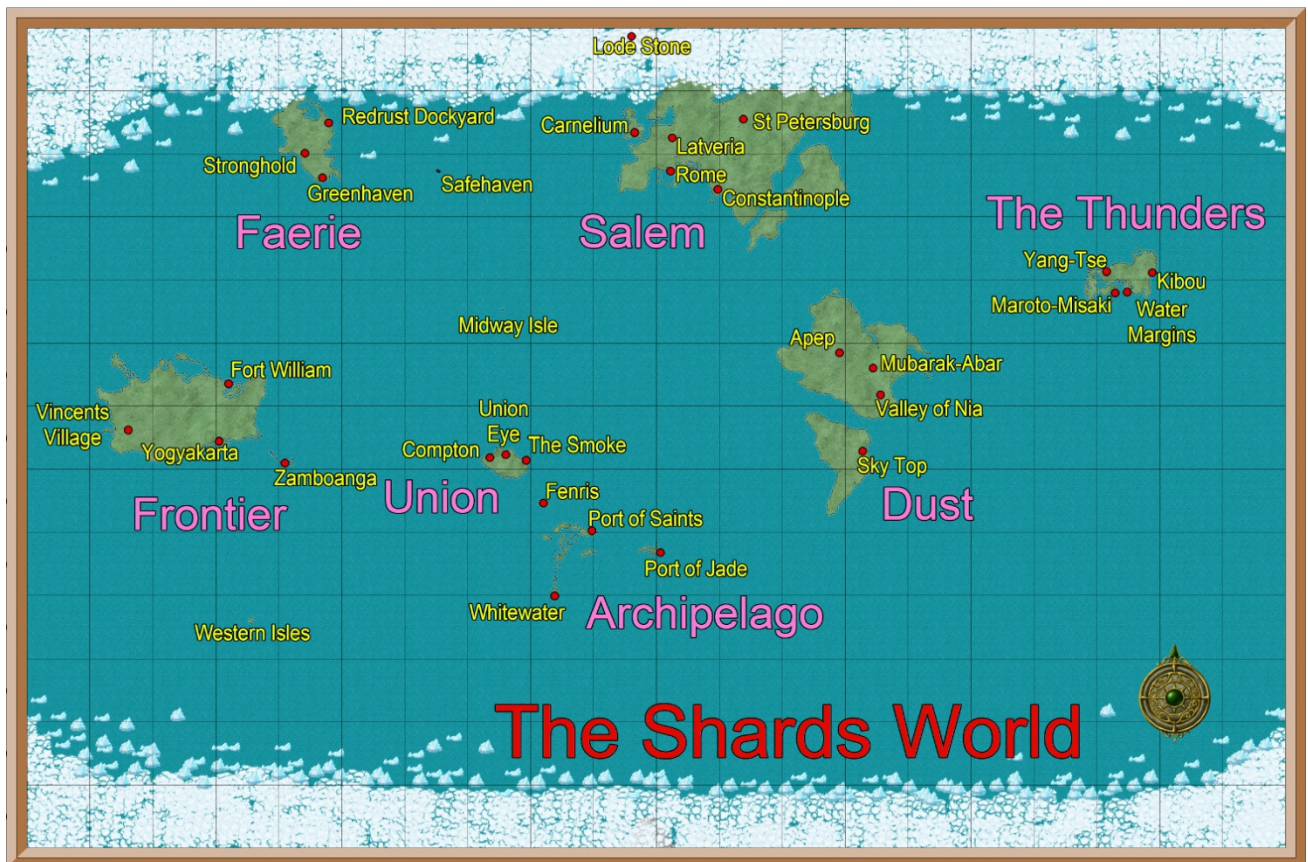


Other Background information.

I.E. NOT ASSOCIATED WITH A PARTICULAR CONTINENT/SHARD



CONTENT

TIME LINE

The Time line of Shards as it is believed

OTHER REALMS

Places not on this world, anything things players should know.

OTHER RACES AND CREATURE

Races and creature with no specific homeland and a bit about them.

PORTALS

Their many varied forms, colours and natures, essential reading for Portal Navigators

THINGS TO NOTE

Names of well know people that exist across the world, include the name a few famous dead people and other essential snippets of information.

Valid AU23

TIME LINE / HISTORY OF THE SHARDS WORLD

HISTORY PRIOR TO THE 65,000 AS BEEN WORKED OUT BY SCHOLARS FROM FRAGMENTS OF KNOWLEDGE, TIMES & DETAILS MAY BE WILDLY INACCURATE.

PRE 120,000 YEARS AGO

The world is nothing but potential

120,000-100,000 YEARS AGO THE TIME OF THE VRYNUU

The Vrynuu come and create the ancient servitor races including.

The Draken, Wolfen, Ogryn, Dark Unicorns, Rakken, Bloodstone, Forsaken, plus many others

100,000-75,000 YEARS AGO - THE AGE OF DRAKEN

The Vrynnu leave and the Draken the most powerful of the Servitor races rule, with all others nothing but their slaves.

They are at constant war, battles is what they love, nothing records this time other than perhaps the memories of those that still live.

75,000 YEARS AGO - THE SHATTERING

The world is shattered into fragments by a unique bloodline creature known as the Phoenix.

75,000-65,000 YEARS AGO - THE AGE OF THE VOID

The fragmented worlds slowly depopulate and descend and devolve into darkness, the Draken and bloodlines appear lost forever.

FROM THIS POINT ON THE TIMELINE IS THAT AS TOLD BY FEY FROM THEIR SPOKEN HISTORIES, BELIEVE OF IT WHAT YOU WISH.

65,000-40,000 YEARS AGO - AGE OF THE ALFAR

One of the shattered fragments now called Faerie awakens from its dark time. The Alfar tribes rise into the light using technology and magic they create a peaceful prosperous civilisation.

40,000 YEARS AGO - THE SACRIFICE

Millions of Alfar sacrifice themselves to rid the world of the horrors.

40,000-35,000 YEARS AGO THE FIRST AGE OF DARKNESS

Civilization collapses without the advanced techno-magic of the Alfar. Survivors of the Alfar race gather on Atlantis. Vampires eventually settle in what will become Salem and dominate it. Werewolves form Werewolf Nation.

35,000-20,000 YEARS AGO AGE OF THE IMMORTAL.

The immortal children of the Alfar build a new Empire. The Empire is fueled by Netherworld magic, Poseidonis is Emperor of the Monarchs. The Monarchs colonise other worlds including Earth.

18,000-20,000 YEARS AGO AGE OF THE DARK MONARCHS

Mortanis deposes Poseidonis and acquires the Book of Geas. Mortanis turns the Monarchs to the use of Horror tainted magic. Civil war between the two factions break out, however no True Monarch will kill another. Rebels under the lead of Poseidonis create the FORGE.

FORGE used incorrectly/is flawed. Atlantis sinks beneath the waves

14,000-18,000 YEARS AGO AGE OF THE ELDER RACES

Other elder races of Faerie come to the fore following the sinking of Atlantis and the waning of the Monarch's power. (Tuatha de Danan, Firbolg, Formorii, Partholansians, Nemedians and others)

11,000-14,000 YEARS AGO THE SECOND AGE OF DARKNESS

The Monarch Domnu takes on the mantle of the third Goddess of the trinity. She gives her power to the Formori and tries to recreate the empire. The Elder Races fight back driving the True Formorii almost to extinction. Domnu accepts the worship of other races to bolster her ranks.

8,000-11,000 YEARS AGO AGE OF THE YOUNG.

With the defeat of the Formorii the Elder Races begin to retreat from the world. The Younger Races of Faerie come to power (Sidhe, Dwarves, Satyrs and others) The Jacks are created. The Forest Sidhe leave for Frontier and the Sea Sidhe leave for Archipelago. Seelie and Unseelie Courts are founded

THE OLD CALENDAR DATING SYSTEM WAS BROUGHT BACK FROM PLACE CALLED EARTH,
MUCH OF WHAT IS TOLD FROM HERE ON IS WRITTEN HISTORY. ALTHOUGH MUCH HAS
BEEN EDITED BY RULING BODIES WISHING TO TELL THE HISTORY FROM THEIR POINT OF
VIEW

8,000 YEARS AGO UNTIL THE YEAR 1813 GOLDEN AGE OF THE COURTS

The Courts come to power

The Dance takes over life in Faerie. Long periods of peace and balance between the courts

The courts eventually start exiling those who break the laws.

These join with Domnu and form the modern Formori.

1813 TO 1815 OR AU0 THE THIRD AGE OF DARKNESS

Compo breaks the cycle of two courts when he overthrows Queen Morgana and installs Queen Blue.

Courts merge to form the Courts of Night and Day, ruling jointly under Queen Jess and Queen Blue.

The peoples of Faerie approach Finnlay advising they will support him in return for certain boons.

The Shards unite and Lokion is defeated when the Forge of Faerie is used

Finnlay is proclaimed Ard-Ry of Faerie

AU0 - THE NEW CALENDAR CELEBRATE THE UNITING OF SHARDS BACK INTO ONE WORLD

AU0 to now - Age of the High King

AU0 to AU10 was the time of the recovery

AU10 to AU14 The time of the Kal'tesh

AU14 to AU16 the time of the Bloodlines, the Dark Rider and Witch King

AU16 to AU20 the Invasion of the Demons from another Realm

NOW

OTHER REALMS

THE DREAMING

This is a place unique to the Tribes of Frontier although it exists across the world and others have learned how to access it. It is similar to the spirit and astral realms but not connected.

The Dreaming is the close copy of the solid real world, it exist as a overlay of the solid world, its features are the same, although its dimensions vary, a mile on real world may be ten in the dreaming and visa-versa. This world is defined by the dreams and nightmares of the sentient beings of the solid real world.

Among the inhabitants are the Spirit Totems, created by the dreams of all the creatures of the world. These can be tied to a real world person, thus giving the Totem a place in the solid realm and the person his place in the dreaming. The tribes of Frontier undergo this process to acquire their totem dreaming guides/guardians. You always enter this realm into the point in the dreaming that copies/overlays the real world

The Deep Dreaming is a sub realm of the Dreaming it is not easily accessed and dangerous. It is both difficult to find and often guarded. It does not overlay the real world like the dreaming, but overlays what could be called deep space. The Deep Dreaming is the gathering of the relic dreams of the most ancient of things. It slumbers with a power of its own, and is the hideout of those that wish to remain unfound and the secret door to many of the best pathways to other worlds.

THE ASTRAL

The Astral Plain is the furthest realm from the real, solid world. It is a construct of the mind that can be manipulated by the constructor. It is mainly used by mages for out of body travel and viewing.

The Astral Pathways, not really a realm but the connection between between parts of the Astral of one world and the next; or one dimension and another; or one part of the Astral and another. The pathways are an almost infinite maze, step off them and you will fall into **limbo** or worse. One thing is sure, you will be lost for ever. Only one single being is known to know all the pathways and that is the Sorcerer Supreme. Of the rest, even the best among the Lurkers and some Baka knows but thousandth of a percent. The Nox know but a few but this enough to get from place to place very quickly. Access to the pathways requires knowledge, the knowledge to walk down a certain path at certain time or in a certain way. You would be very unlucky to come upon one by accident.

The Astral Pathways are also part of the Monkey Puzzle Tree Guarded by the Monkey King Hanuman.

THE SPIRIT REALMS

This is where souls/spirits of all creature go before they return to the wheel to be re-born. The Spirit realm, or rather realms, are created by the religious beliefs of the people. So each religion may have its own realm, those without religion wander in the gaps between these realms. These spirits have no mind, no thoughts of their own, but they retain an echo of what they once were. This gives those that call on the spirits of the ancestors the illusion of the person that once lived and fragments of their knowledge. If a religion believes their dead retain memories and personalities then they will do so, for the laws of the spirit realm are shaped by the religions that spawned them.

To access to the spirit realms of most religions you usually need to be at a temple, altar or other significant connection point on the real world associated with the realm that you seek. Although those of strong belief may enter their own spirit realm from anywhere if they have the skills.

Listed below are some of the sub realm.

The Hells are sub realm of the Spirit realm they are a place created by dark side of people thoughts, they are created by religion to punish and strike fear and they should. They are a part of spirit realm but a part never spoken of, the spirits that become part of this realm remain trapped until their religion's sentence is complete, but the spirits that are then released are usually broken and damaged, should they return to wheel they will be born insane and malformed.

The Well of Lost Souls - A place in the spirit realm where many souls that are not claimed by religion go.

The Shrouded Valley - A place in the spirit realm where ghosts inhabit, souls that can cross between realms because they are still tied to real world by some powerful connection.

Gate Keepers - Some Spirit Realms as dictated by the religions belief have spirits that guard their doors and require a service to pass unless your dead.

THE NETHERWORLD

The Space between worlds, endless, timeless, and horrific. A place you should not go. Considered by many to be Hell or worse. It is a realm of many uses, but even that is a trap for terrible things hide in it's depths, including The Horrors themselves. It is thought to be a realm in constant flux and chaos, though deeper speculation leads to insanity, as denizens of the Shards World were not meant to perceive it. Travel to the Netherworld could put the Shard World in incredible danger.

THE SILVER CITY AND ITS DOMAIN

The Silver City is a place that exists across the Dreaming, Astral and real world. In the real world it exists on top of a Mountain in Frontier guarded by the tribe of the Shimmering City.

The Silver City is inhabited by all manner of strangeness including spirits that have their own thoughts, their own will and agenda, perhaps created long ago by the dreams of many they are called the Polymachus. The Polymachus fall into two varieties the Nox and Lurkers, although there are some flavours in-between. Polymachus are not a playable race.

The Nox are very similar to people of the real world in outlook, they live in societies, they can be friendly or not, good or bad, they may have lifespans and offspring although not in the same sense as the real world it is more the mixing of spirits to create something new.

The Lurkers are lone polymachus, they are creepy and freakish, sometimes monstrous, mostly immortal and they know the back doors to the astral pathways or shortcuts, knowledge they will not or even cannot reveal, knowledge that tends to drive them insane.

OTHER INTERESTING PLACES

THE NOODLE LADY'S TAVERN

The Noodle Lady's Tavern has doors to many places, including other worlds and realms. However, unless the Noodle lady allows it, you can only leave by the door you entered through. The Tavern can only be found when it wants to be found and the Noodle Lady is not to be trifled with. She may appear to you as diminutive, old oriental lady but she is much, much more than that.

THORN CASTLE

Thorn Castle can be found in the hills above Ravensburg in Salem... when it is there that is. For this castle can travel to other places, controlled by its bizarre technomancy. The castle is dangerous and dwells mostly in the Netherworld so not all of its denizens are even of the mortal plane.

KINTALA

Lost home of the Roma. Once all Roma freely travelled to Kintala. But when the worlds united and the Netherworld access was shut off, Kintala was lost along with all the Roma who were there at the time with them. Access is now possible again but the Roma have proclaimed, for the good of the world, that Roma must not look for it. They hope Kintala will find them so the Netherworld does not need to be searched at the risk of finding Horrors first.

OTHER RACES AND CREATURE

Races and creature with no particular continental base

WOLFEN

One of the Bloodline races, they resemble werewolves but do not have their weaknesses, rumours say they were used to seek others bloodlines.

Players may choose to be a wolfen they should choose the Beastkin Heritage and try to theme themselves around aspects of the wolf, with things such as fangs as features.

All player Wolfen were once human but have found themselves gradually changing.

DARKLINGS OR VOID ELEMENTALS

Void Elementals, Aether Elementals or Darklings are not really Elementals, they are the trapped forms of those creatures that once inhabited the Netherworld before it was cut off during the Re-union of the Shards.

Players may choose to be Void Elementals and will find an appropriate Heritage in the main character creation rules.

ELEMENTALS

Air, water, earth and fire elementals, Spirits of the Elements, also known as Sylphs (air), Undines(water), Gnomes(earth), and Salamanders(fire).

The intelligence of a elemental is determined by its size, a fire elemental the size of volcano, water elemental the size of a lake or river can probably match a human intelligence, were a water elemental the size of pond or well is probably limited to simple thoughts like those of dog or cat and by the time you reach the size of puddle, camp fire, bubble of air you will be lucky to get a single simple thought.

Elementals or full elementals are not a playable race, however elementals that have taken human form (half elementals) can be chosen as a player heritage, these look and dress human.

MANDRAKE

Walking humanoid plants that live off blood, they will seek as preference any creature that's blood was spilled on their roots on awakening. Not a playable race

HORRORS

Denizens of the Netherworld, things so terribly different to what we know they cannot physically exist in any of our realities.

The Horrors are not a playable race and are the most scary thing you may encounter. They spread taint and cause people to go insane, even reading about them is dangerous to the mind.

DEMONS

Demons is the name given to a myriad of creature whose natures are not understood, it was also the name of race that tried to invade the Shards world. Not a playable race

KAL'TESH/VRYNNU

Believed to be creatures from the stars or other places outside of this world.

The Kal'tesh/Vrunnu are not a playable race

ALFAR

A Race that existed many thousands of years ago but died out. Alfar artefacts are highly valued because they had reached technology level far above that which exist today.

The Alfar are the first true civilisation known to have arisen on the Shards, The Fey are believed to be their descendants.

Alfar are not a playable race.

LOST BLOODLINES

Bloodlines are ancient servant races created to serve the Draken many hundreds of thousands of years ago, there are seven well known ones the Wolfen, the Rakken, The Ogryn, The Dark Unicorns, The Forsaken, and The Bloodstone, but these are not the complete list others have appeared specially created to serve some purpose for Draken.

Some of the seven bloodlines are playable races such Wolfen, please see the specific continents to find any others of these.

PORTALS

Please find below a list of the common Portals, other portals systems exist as does various teleportation methods, but these are things you should find out in game.

Portals allow almost instantaneous travel from one part of the world to another. These Portals can only be controlled by trained Navigators and it is these skilled people who ensure people travel to where they want to go. As such they generally charge for their services. Only those with the relevant Portal Sense talent can see them, although when open there is a slight shimmer noticeable by anyone.

The colours listed represent what they look like in game to those who have the relevant skills and on the maps, if mapped.

CORE PORTALS

THESE ARE BLUE

There are 7 core portals they are more or less fixed. These are the only ones large enough to move armies and the Portals in Archipelago, Frontier, Salem and the Thunders can be re-positioned by portal navigators from land to sea to allow ships to pass. They are always on, and connected to each other, the navigator just ensures the travellers arrive at the correct place. Core Portals are manned by teams of Navigators who may charge a fee for their services. It should also be noted many core portals have nearby customs offices that tax goods coming and going.

Location of Core Portals are

- | | |
|--------------------------------|-------------------------------------|
| • Archipelago - Whitewater | • Salem - Carnelium, Avalon |
| • Dust - Valley of Nia | • Thunders - The Water Margins |
| • Faerie - Stronghold Fortress | • Union - Near Yana centre of Union |
| • Frontier - Fort William | |

UNION EYE PORTALS

THESE ARE RED PORTALS

These portals are fixed and stable, they only connect with their twin in the Union Eye. They have no connection to each other and only really suitable for small amounts of foot traffic. There are well over 20 of these portals with more being stabilized every year. Union Eye Portals are manned by at least one Navigator who may charge a fee for their service. The Union Eye also has regular shuttle/coach service between each portal end within the eye and also the Core Portal near Yana in Union. Like the core portals these may have nearby customs office that tax goods coming and going

TAILED PORTALS

THESE ARE WHITE PORTALS

These portals have a fixed centre on one end. The other end may be called using the portal navigator skills to any place within its radius/range. They are generally stable but not always charged and ready to go, often needing some time to recover after being used. They are also only really only suitable for small amounts of foot traffic. These portals are not manned and they need a portal navigator to call them and operate them. If 2 or more navigators call them at the same time then they will have to fight for control or let it go.

UNSTABLE PORTALS

THESE ARE GOLD PORTALS

These portals exist in many random locations lasting only a few hours or a few days at best. They can be found and used by portal navigators that look for them. Unlike red, white and blue portals above, the location and presence of these is not stable, nobody has a map of them, if they find them they do not know where they lead until opened.

PORTAL STONES

THESE ARE GREEN PORTALS

Portal stones may be used to create temporary Green Portals. A skilled Navigator can attune a Stone to a specific location - that Stone can then be used by a skilled Navigator after that to direct any Blue, Red or White Portal to that location, this will destroy the Portal Stone in the process and can potentially destabilise the other Portal for a while. Once a Portal Stone has been 'set' to a location it cannot then be 'set' to any other location.

If a Navigator has two Stones, one attuned to a location they wish to travel to, they can 'set' the other to their current location and use both Stones to create a Green Portal, only the Destination Stone is destroyed in this process, the Origin Stone can be taken with the Navigator if they go through the Portal.

To use a Portal Stone it must be touching the ground at the location of the Portal it is using (you cannot create a Portal in the air or on water) and it is consumed when the Portal is created - the Navigator has to hold the Portal open while it is being used.

Portal Stones are a rare and precious resource treasured by the navigators that possess them.

NETHERWORLD PORTALS

THESE ARE BLACK PORTALS

With tentative access to the Netherworld, Netherworld portals can be opened again. But without the cracks and spaces in the world these only go to fixed locations in the Netherworld. Every time they are used they risk Horrors finding them so all Portal Navigators are under strict instruction to never ever use them. These portals cannot be used to travel around the world. Only specially trained Navigators can open these portals.

TIME

TIME TRAVELERS

The time between AU0 and AU19 is blocked off and can no longer be accessed.

PARADOX

Travelling in time creates paradox, and paradox is dangerous, it grows exponentially and can destroy worlds

All time travelers must be grounded whether they move forwards, backwards, a few hours or a few seconds, if they don't they will phase out of existence for ever



THINGS TO NOTE

PEOPLE

- **Merlin** - The first high mage of Faerie, time traveller, likes cakes
- **Hern The Hunter** - A Druid
- **Ilona Ap Lokion** - Daughter of the Lord of Lies, a unsurpassed smith
- **Sorcerer Supreme** - The Sorcerer Supreme is the title given to the protector of the Multiverse.
- **Barney The Bard** - Storyteller and songstress, working with the bardic communities.

THESE LISTED BELOW ARE DEAD BUT HAVE HAD A PROFOUND EFFECT ON THE WORLD AND WILL BE MENTIONED OFTEN SO WORTH NOTING.

- **Alvarin and Athalon** - Alfar long dead that created many wonders still around today.
- **Stiltskin Ribbons** - Killed many times, the most obnoxious man on the known continents, but could see the future so always found a way out.
- **Wickham** - or Mr Alexis Wickham to his friends, member of the Intelligencium, described by most as a nasty piece of work, died when the island base of the Intelligencium was destroyed..
- **Witch King** - Ancient leader of the Forsaken tried to rule the world now dead.
- **Gvr. James Dishwater** - Former governor of the Port of Saints, died defending the island from a Demon Invasion.
- **Ruth Renshaw** - Sister to Timothy Renshaw, wife of Marlow Syresse. Archaeologist specialising in Dust cultures. Society of Forgotten Times member.
- **Jeremiah Saviour** - Looked after people who were considered to have dangerous mutation and mental problems, died helping to save the world, his skills will be missed.
- **Galconder** - Golden Dragon last High Mage of Faerie, died helping to save the world.

GROUPS

- **Cabal** - The Cabal is crime syndicate that includes, the Triads of Archipelago, The Knights of Discord & Misrule, The Crimson Brotherhood and the Sable Veil among others. In Salem they are just the Cabal.
- **Association** - secretive group with unknown motives
- **Order of the Setting Sun** and **Order of the Rising Moon** - Ancient secretive groups believed opposed to each other
- **Mari Ann Foundation** - Group who proclaim they protect the seas of the world using their state of the art ironclad steam ships and airships among many other things.
- **Intelligencium** - A group of scientific Mercenaries, the group was destroyed but many ex members will be found in scientific communities around the world.
- **The Wanderers** - A group of heroes that seem to appear at hotspots of trouble (IC name for the players)

BLOOD LINE MINERALS

These are ancient materials believed created and left by the Kal'tesh, listed below are a few of the more well known ones they can be forged by smith, used in rituals, for alchemy, but can will also work on their own. They usually many more than one useful property.

These materials are usually found on one continent only one usually link to their colour and they are all hard to find and very valuable.

Many more of these exist but you will find out about these in play

- **True Silver** - its properties are believed to be its magic conduction and poisonous nature to some creatures.
- **Raydium** or **Flangium** as many call it is the refined state a green rock that is used to power lightning machines, it is very explosive and dangerous.
- **Delirium** - Is red rock said to provide a magical charge but send those near gradually insane
- **Tears of Arak** - Ultra cold Bluish liquid that freezes all it touches but also burns
- **Blood Iron** - White material that stronger, lighter and rust free version of iron
- **Netherstone** or Void Stone - Not truly a Blood line mineral. Collected by Rakken of Salem believed to make latent bloodline changes in people accelerate
- **Milerium** - Clear stone that does not like magic and remember things
- **Etherium** - Green Stone found in the dreaming
- **Sananium** - Green Gas that is poisonous
- **True Gold** - A mythic mineral that disappears when exposed to sunlight
- **Odium** - Green rock used by the Mentary of Dust to control Elementals
- **Plemgium** - Rusty coloured rock that is very Heavy
- **Dark Flangite** - Unknown believe to very unstable keep well away
- **Adamite** - Red metallic rock that is unworkable, unbreakable metal
- **Quantonium** - Gold rock that make your head hurt.
- **Blue Pearls** - Found in the ocean.
- **Ward Stone** - Blue stones found on Archipelago rat run islands.

