

General Cosmology

Planes

In the cosmology of Fallen Empires there are many planes of existence, not just the prime plane that the story begins on. Each plane will have its own special mechanics or rules that may change the normal game play in those locations. As well each will be filled with its own denizens and stories. The following is the most common planes and how they will interact with the world and each other.

Prime

The Prime plane is the base world, in Fallen Empires the world is known as Amaren. The prime is where the majority of the player races originate from as well as where a majority of the story will take place.

Inner Plane

The *Inner Plane* refers to the core elements of Fire, Water, Stone, and Wind. These planes are not individual worlds but more of a shell that wraps around the prime, and even touches the prime in places. The inner plane is actually a continuous plane that is circular and constantly moving and shifting as the elements war for control. Since it is a circle and continuous the elements are also as such and therefore there is a constant push on each other to win ground as it is lost. The 'wheel' so to speak follows this order. Water->Fire->Stone->Wind->Water, what this means in function is that each element is strong against the element to the right and weak to the element to the left. So Fire is Vulnerable to Water, and Stone is Vulnerable to Fire.

Since the elements are constantly fighting for more control over the inner plane they are always in need of aid, this is especially true at the end of the plane that touches the Prime. Locations where the Inner Plane intersects the Prime are mirrored in both worlds, so they are constantly in contest and the elements will induct champions from the Prime to help them in their cause.

The Essence

Often referred to as just *Essence*, is the plane of the Fae. Fae are magical creatures that in many ways can look and seem like the mortal races of the Prime, and many of them are masters of illusion and can guise their true appearance. The Essence and the Prime are superimposed on top of each other so to speak, this means that a mountain in on the Prime is the same in the Essence, if there were a devastating fire that destroyed a huge forest it would be lost both worlds. This means that the Fae take great concern with the goings on of the Prime, and from time to time will come across and meddle in the affairs of it. This has had issues in the past, the Fae are no more good or evil than mortals of the Prime, meaning that their methods can be just as wrong. The Fae do not view the mortal races with much care as they see most of them to have little redeemable quality.

Death and the Undead

The Void

Less of a real plane and more of a place between them, the Void is where spirits slip when they become too weak to return to life, or fail to cross the River. It is said that there are ways to venture into the Void, though the perils of existing there are horrendous and that leaving is almost impossible.

The River

Like the Void the River is less of a plane and more of something between them. When a person dies and their spirit flees their body it finds its way to the River, where all spirits are taken to their final rest. If a spirit is strong enough with help it can be pulled from the river and returned to life.

Acheron

Often known as the Plane of Death, it is one of the outer planes in the cosmology, and often one of the more well-known ones. This is because of the Reality War, during which the Black Gates opened and the plane of death began to make its move to overtake the Prime. Acheron is also the source of the magical path of *Shadow*, which deals with the creation of undead, and the destruction of the mortal form. Because of the corruption that fuels the plane almost no place on the Prime will allow the Undead the use of *Shadow* magic. It is thought that the use of the magic strengthens the plane and corrupts the wielder. On top of that the Lords of Acheron are said to hold the power to dip into the *River* and the *Void* and draw spirits from them and create the living dead to serve them.

Powers That Be

Like in most fantasy worlds there are old beings of supreme power, be them Gods or Dragons or Titans; and Fallen Empires is no different.

The Old Gods

Known of but seldom seen or heard. It is said that when everything began there were four beings that had their hands in the creation of all. They forged worlds and planes and the heavens but made no place for themselves in it. They do not call to be worshiped or revered, and as far as even the greatest scholar can prove have not taken part in the natural flow of existence past the creation, however the rumors of their influence are everywhere. It is recorded that the first gods that created the world placed in it their "children", beings of divine souls so that they could thrive, while many would still refer to them as Old Gods, they would be recorded by history as the Titans.

- *Keeper*- Represents Time- Often referred to as the Law of the multiverse, the ever steady hand that guides and keeps everything turning in the right direction.

- *Myst*- Represents Good- Named the Lifegiver, believed to be the positive of the flow of life.
- *Fortune*- Represents Fate- Often known as Chaos, the unknown that gives the world the spark to evolve and change, to push the limits and the lines of order.
- *Death*- Represents Evil- Named the Blackskull, believed to be the negative to the flow of life.

Dragons

The tales of the mighty and fearful beasts were passed from book to lip for all time, the stories of old when they say dragons ruled the Prime. Though there have been no sightings or no record of such in over 15,000 years. The stories and rumors make reference to a second age when the dragons ruled, but then vanished. While the beasts of old may be gone from sight there are several denizens of the multiverse whose bloodlines can be traced by the line of dragons.