

# Fragmented Earth

Fragmented earth is a player-driven plot created and currently GM'd by [IQ](#). It features a separate world in a pure what-if scenario. A medieval, high fantasy yet post-apocalyptic setting where there are only a few rules to stick by, otherwise, the plot and character creation remains as open as possible. To encourage as much creativity as possible. Often abbreviated as FE, Fragmented Earth originally started off with an [interest check](#).

FE is by all means an open plot. It is still a world devoid of any proper infrastructure and lore besides the basics of the setting, the old world, the Inquisition and some cities. Anyone is able to add a city and govern it, or make a separate wing of the Inquisition. Make an outlaw organization. This world needs more lore.

## Players

- [Illustrie "Grove" Gramatium](#) by Amethaliana
- [Arsenal](#) by IQ

## Setting

Magic, pure, liquid energy. Mana, extracted, mined and utilised in the aspect of every day lives. There were however those who could speak to this substance's primal nature. Mages.

Some were modest and decided to remain faithful to their origin. They didn't seek glory or grandeur. Magic to them, was another way of fighting. Though when offered power, there are those that will take advantage from it. That wish to grow stronger beyond the design the gods originally had in mind.

This substance, was namely a gift from our the creators.

But there were those who wanted more. They grew in power, founded churches based around themselves. And some mages ascended to godhood. These mages preached that it was unfair the old gods held this control and united all of the races to go to war with the old gods.

Now, it is two hundred years after the fall.

The gods have been slain. Their carcasses ripped to shreds in battle and their remains thrown down to the earth. Only then, the reason why magic was limited to a select few was obvious. It was their flesh and blood, their innards and bodily fluids. And due to the purest of these substances being thrown down from the heavens, the earth became warped into the horror it is now.

Abominations roam the lands. And what's left of the sapient races has fallen apart in dispute and politics. The only safe havens are the walled cities. Outside these walls, no life is found. Nothing but barren wasteland, frozen tundra as far as the eye can see. Wild magicks continue to ravage the lands and those foolish enough to go into the wastes, become corrupted. The mana-infused abominations that roam there now. Extremely dangerous, aggressive. And bloodthirsty.

Mages are prosecuted, arrested and in the best case, executed at sight. The Inquisition does not

forget. No one does.

## Old Terra / old world magic

The name often given to the world before The Fall. Old Terra refers to the time before powerful magisters tore the gods from the heaven and threw their bodies down to the earth. Old world magic, also referred to Angelic magic is a rare gift to mages. While [the Inquisition](#) severely dislikes magic altogether and often enslaves, lobotomises or executes mages, [angelic mages](#) are killed on sight. If they're able to that is.

In old Terra, there was a plethora of uncorrupted mana sources, naturally occurring. And these sources were all connected by ley lines, rivers of liquid mana that pulled through the entirety of old Terra, granting life and fertility almost globally.

## The Fall

What is referred to either as year zero, the end times, or other assorted names. Officially and aptly named The Fall, indicates the cataclysmic event that led to the death of the gods and their literal fall from heavens at the hand of a small group of extremely powerful magisters. Who took residence in the heavens and left Earth for what it was. Old Terra became warped and contorted, destroyed and poisoned by the pure mana these bodies bled. The final magisters, being Angelic Mages, threw up the final cities, before being either enslaved and lobotomized for further expansion needs, or were killed by the Inquisition.

More than often, uncorrupted mana is found extremely far away from the corpse of a deity. Out of reach from the corrupting and withering touch of these gargantuan corpses. Uncorrupted mana, be it the source or a ley line, are often surrounded by a plethora of life. Mana after all, was a lifegiving force. Now, most ley lines are rotten and corrupted due to the Fall, and uncorrupted mana sources are extremely rare.

## The bastions of survival

The final cities sapient kin fled to. These cities are more than often positioned ontop of a natural and uncorrupted mana source or close to a magical ley line. These cities possess several massive walls, traditionally nobles and church, as well as the Inquisition's headquarters are found near the center, surrounded by multiple sets of walls, farmers and commoners only having one wall as protection. These cities are self-sufficient in terms of magic, drawing from the Uncorrupted Mana generators or siphoning from the ley line they were built at. The bigger the mana source, the bigger the city can grow.

## The wastes

Outside of these last cities, the wastes lay. A place where no life can grow or nurture. Plants wither, people go mad without dedicated potions to off-set the effects, animals die due to poisoning. Anything living that remains too long in the wastes turns into abominations. Even plant life is known to become aggressive and volatile when being mutated by the wastes. The wastes is a very general term. There

are different biomes, due to them spanning massive distances. Dry, dead deserts. Dead, frozen wastelands. Enormous fields of corrupted mana. While it's completely dead, the temperature and weather varies from place to place.

A unique occurrence is a corruption storm. These are extremely dangerous, even to the large spirits. They're natural disasters, after all. And they vary in their form and shape. A corrupted blizzard, or a corrupted lightning storm. They're natural disaster laden with the corrupt energy. A few cities have fallen prey to these storms, even. They often feature purple lightning and spearhead a massive abomination attack. These magical abominations follow the storm's energy and end up at the cities.

## Deity's corpses

The corpses that were thrown from the heaven. Over the two centuries that have passed since, what was remotely recognizable as a corpse has now completely changed to blue, crystalline rock formations, humming with energy. They range in size, from the size of a boulder, roughly 2 meters in height and a meter in width, to massive fields spanning for over kilometers. Magical abominations wander close to these rock formations and seem to be entranced by them.

## Joining the plot

Existing characters that conform with the medieval setting of Fragmented Earth can be thrown in. Though they'd be separate dimensions and wouldn't know at all of Fragmented Earth in another universe. Or vice versa. It requires a bit of backstory alteration, possibly. But a character wiki or template isn't necessary. Though highly encouraged. These characters will be linked further on in the page. So will the threads in FE on the Ayenee site.

## Character Rules

There are little to no rules on FE. Everyone's here to have fun and write. A character only has to conform to the setting. FE is a plot that solely revolves around an honour system. And due to the near limitless character creation, it revolves around common sense and mutual respect. This world revolves around its characters and their plots and will be defined by them.

## OOO Notes

This page was originally created by [iq](#) on Wed 04-04-18.

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Last update: **2018/04/29 14:06**



