

The Great Lie

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Warning: This speculation can SERIOUSLY affect the way by which you see the Shadowrun universe. Many believe that the FASA universes are unrelated, and only some thing in Earthdawn can make sense in the sixth world of Shadowrun. Don't be fooled by that: Earthdawn IS Shadowrun IS Battletech. No question about this.

Anyway, let's see this theory....

World #0 - Extra-planar struggle

At the beginning of time in our universe, two fourth dimensional beings are locked in a power struggle across existance planes. These beings are beyond our comprehension, so let's give them two names, simple enough for us to barely understand their motivations and actions: the Enforcer and the Criminal.

Ultimately, the Enforcer manages to get hold of the Criminal, and a council of judges comdamn it to an eternal prison, called the Earth. There it will be reduced to a three dimensional being and thus unable to leave the sphere of influence of the planet. The council also order to the Enforcer to bring the Criminal to its punishment and leave immediately.

As soon as the Criminal reaches the Earth, it attacks the Enforcer on the physical plane and make it loss its four dimensionality, effectively locking him to the planet too.

The fight goes on. For ages.

World #1 - Battlefield: Earth

Tired from the fight, both the Enforcer and the Criminal retreat. The Criminal manages to hide itself underwater, making it unvisible to the Enforcer abilities by the growing life forms that are starting to fill the oceans.

Thousands of years passed, as the Criminal recognizes that this life surrounding it could eventually develop into something able to build the means to getting it back to its plane of existance. The Enforcer recognizes it too, but also understands that this will take millions of years to be effective. Bored to death by this desolate planet, it decides to create some copies of itself.

Calling them Dragons.

World #2 - Of Dragons and Monsters

The Earth is ruled by Dragons that can use the incredible powers given them by the Enforcer. Divisions start to appear like crack on a wall among them, and several factions starts to dominate separate regions of the planet. Small fights are brought up but quickly settled down by the Enforcer. This world is too unstable, so the Enforcer starts to look into something that can act as glue among the Dragons and finally find it: a new species, called humans.

Meanwhile, from the deep of the ocean, the Criminal is trying to call help from the metaplanes. Terrible energies, able to scorch the Earth and, hopefully, the Enforcer along the road.

World #3 - The Big Sleep

This Earth planet has some strange cycles, every few thousand of years, the inherent energy of the planet is able to support the powers of the beings on its surface, then, slowly and predictably, these energies fade out and the supernatural abilities vanish. Now, the Criminal, the Enforcer and all its copies are forced to slow down their activities and have some rest. The energy level is simply not high enough to support them.

The humans, on the other hand, are not bounded by this rise and fall of vital energy, and continue in their evolution.

World #4 - Elves ahoy!

As soon as the energy level was high enough again, all the dormant beings woke up. They find a Earth where the humankind has spread wherever. Different races had evolved from the rude, monkey-like beings of the previous age, but no one would be able to help the Enforcer in its plans. So it goes creating a new one, called elves. This should be the race, the elect ones. To further the quick evolution of elves, the Enforcer itself assumed the identity of one of them, a red-hair young elf, but it couldn't keep always that look and had to revert to its original form from time to time.

The evil energies called by the Criminal finally arrived to the Earth. They was quickly dubbed Horrors as horror was their weapon. Those beings feeded on the terror and the fear they inspired, and the elves found that, to survive, they had to provoke themselves terrible pain and fear, making the Horrors divert their attention elsewhere. A ruthless, painful ritual was adopted, and those elves with strong enough had their skin devastated by thorns.

World #5 - Mankind and other amenities

Eventually energy levels went down again, taking with them Horrors and the other powerful beings. Humans remained alone on the surface of the planet. The Criminal went dormant again under the safe cover of the Atlantic ocean, right in front of the New England coast, and the Enforcer managed to survive the 5th world by keeping the elven form and assuming several identities of rich and influential men.

At the end of the 5th world, with the approaching of the return of an energy level high enough, the Criminal restarted its activities, geared to stop the Enforcer ability to return to its original place. During the 20th century, the Criminal sent its minions on the landmass to kill and paralyze with terror those who were close to find the truth and to give the Enforcer its victory. Terrible creatures raised from the deep, feeding on the sanity itself of the humans.

World #6 - Per aspra ad astra

Meanwhile, the Enforcer developed some serious split personality problems, shifting continuously from its original form to the human/elvish one. Shortly after the start of the Criminal activities, the two forms begun to exist together, a double but unique being, aware of its status. On the early 21st century, the Earth population finally saw the Enforcer's original form, and they called it a dragon, a silver and blue dragon.

The Criminal didn't suffered from these problems, focused as it was in plaguing mankind trying to stop the technological advancements that could make the Enforcer's travel back home possible. The Black Plague, HIV, world wide wars, nuclear weapons, the matrix crash of 2029, the VITAS outbreak came all from the same source.

But mankind, aided by the Enforcer, managed to develop itself. A new breed of humans, the Otakus, were born, humans able to meld their minds with the intelligent machines, and capable to stepping up the advancements needed by the Enforcer. Men and machines became more and more the same, Artificial Intelligences took part in political world summits.

The Criminal finally found a way to return to its original place and, aided by weak, but still terrible, Horror-like beings, started to build a "bridge" in order to encompass the space between the Earth and its native plane. The Enforcer, disguised with its elven features, contacted somehumans and sent them to stop this building process, sometimes with success but sometimes failing miserably. It knew that only the technology could help mankind against a return of the Horrors.

More than a thousand years later.

Mankind has conquered the stars. Great, powerful battle machines were built, but the Criminal managed to destroy the knowledge and the secrets needed to build them. Humans were stuck with those few remaining giant robots called Mechs. Culture and society were kept alive only by small outposts of brave humans.

But a new hope came.

Piloted by semi-supernatural beings arrived from the Outer Sphere, descendants of the Otakus, new Mechs are joining mankind and the Enforcer itself in the battle against the ultimate evil...