



History

Chapter 1 : The end of the old world

6000 years ago, in another galaxy, there was a planet called "the World of Aura". Originally inhabited by powerful and divine creatures, such as gods, half-gods, dragons and wizards, young races started to establish a few organised and civilised places, in the depths of the world. These races were attracted by the treasures of the lost kingdoms of this world, long time forgotten but never revealed.

The first war between gods, titans and dragons left a totally desert but still fertile world, giving the young races the opportunity for development. They started to leave the caves they were living in since many centuries and to build the first bricks of civilisation on the surface. Humans, elves, halflings, orcs, and many other races built a part of what would later become a fantastic and rich world. Only the dwarves decided to stay in the depths of the mountains to take benefit of their jewellery richness. The others started to build places for commercial exchanges as well as politic governments. The first still known place was the holy city of Alkandum, on the island of Amon. This city was the first jewel of the World of Aura.

Other wars between the races and some factions destroyed the city of Alkandum and made it totally recovered under the ground. In a time a peace, the humans could build a new place for live activities, called Terth. This city was the link between the island of Amon and a new continent just discovered, called the same as the world, "Aura". This continent would be the location of the future human Empire, as well as the home of many other races' councils.

Brave adventurers were born in Amon or in Aura and offered their lives to defend their home and their beliefs. The most known is the holy Lord Armstrong, leader of the bravest and last group having succeeded in saving this world.

Unfortunately, the last war between gods, dragons and mortals brought the World of Aura to total destruction. Most of the races had to flee from the planet, which was condemned to implode. At that time, there was a race which had succeeded in discovering most of the physics elements and who could use this knowledge and their technology to build star crafts, able to travel in the universe : the Naroks. The Naroks were already holder of the airships and animated objects technology, as well as they were mastering the art of cloning. They were the first to know that the planet of Aura would vanish into the cyberspace, so they were the first to leave it to discover other horizons, followed by all other races would had close relationships with the Naroks. It was 1000 years ago.

Chapter 2 : Discovering new worlds

The Naroks were the first ones to arrive in the Meth system. Accustomed to warm places, they were looking for a welcome place near the sun to establish their new home. They landed on a fertile and hot planet they called Terlation, ideal for their researches. For about 500 years, the Naroks were the only ones to live and to discover the other planets of the Meth system. The problems for the Naroks started when the other races, attracted by the new worlds, coming from Aura but also from other galaxies, came and colonised nearly all the planets of the Meth systems, including Terlation. The dwarves put many underground activities on Terlation, so that huge and old creatures, sleeping in its depths, awoke and drove out every race living on the surface, including the dwarves and the Naroks. Those had to flee somewhere else, they went to the nearest planet Khanyo, but couldn't start any activity there because of its water surface. So they went to Khanyo's moon "Sand" which they made their new and still actual home.

The other races, including some races considered as monsters (like goblins, orcs, minotaurs, etc.) colonised all the other planets, including the gaseous ones. The most beloved planets were those which are quite far from the sun, like Arland, Delendil, Astdin, Kartac. All the Meth planets already had native creatures living on them, but the less harmful of them were living far from the sun, while the most terrible ones were close to it. That's why most of the newcomers settle in Arland and its surroundings, ideal for starting a new life.

Many races sent star ships in all directions to explore the system and its planets. They could build small bases or cities on most of them. The planet "Galaxia", the biggest of the system, has become the centre of most economic and politic activities of all races. The surrounding moons complete the attraction of this huge planet. The north moon, "Ronde", is the principal departure point for all the expeditions to the farthest and most dangerous planet of the system : "Wyderl". No one ever came back from this planet, only a few informations, telling about dragons and other beasts living there, protecting huge treasures and rare resources, ever came back.

Some explorers went to the Naroks to learn this history, and could establish a calendar. Today would be the 1st day of the year 1001 since the arrival of the Naroks. Since then, the Naroks turned hostile to all the other races to avoid to loose their knowledge and technology, and to avoid to be persecuted again. The other races try to develop their life on the planets by discovering them and start new activities everywhere.

Some races plan to send spatial probes to the edge of the system to try to discover more worlds fitting for life.

Chapter 3 : Beginning a new life

Here will be written the adventures and events occurring on some planets...

[campaigns]

The great spirit, year 1001.
