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The 9th World Campaign Setting by Scott Dunlop, 2001

Welcome to the Ninth World!

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Set in the far future, the Ninth World lives in a time where Mankind's technology has failed him, and been replaced with Magic.. Where the Faerie have returned from hiding to reclaim their rightful place on the face of the Urth, and a terrifying race known as the Elders look on with open disapproval and plot yet another cataclysmic downfall for man.

The Ninth World is a campaign setting for [Risus](#), It was inspired by [Gene Wolf's](#) excellent Book of the New Sun series, Neil Gaiman's recent fiction, and, to a far lesser degree by [Dream Pod 9's](#) Tribe 8 RPG, which, unfortunately, suffered from far too much angst for our purposes.

AUTHOR'S APOLOGY: The source material may seem a bit loose and scattered at the moment; it is currently in the process of being tuned and fleshed out from my own loose and scattered notes. Much of it is merely a placeholder to provide the reader with his own loose and scattered concept of the world we are creating.

This campaign is just beginning, to be honest, and is being played in the back rooms of [Timescape MUCK](#). Don't be offput by their website; Timescape is a haven of diversity, and an excellent place for roleplayers to congregate. If you are interested in joining, please, [send me an email](#). We will be starting our initial pre-session, where players sit down to discuss their characters, and form a group, on Saturday, July 14th, at 8 PM Eastern Time. If you are new to mucks, please, join Timescape a few days early so you can get familiar with the MUCK so there will be nothing distracting you on Saturday.

News!

And Then There Were Six -- 07/10/01

There are at the moment six individuals who have voiced an interest in the campaign thus far. My goal is a healthy group of eight players, since usually 10% of a group is off at any given time with real life issues. Things are looking good for Saturday, gentlemen. If you can't make it to the pre-session, please get your character concepts to me, before Saturday, and I will see what I can do to weave you into the initial group concept.

Also, I have fleshed out the Technology section, giving more detail to all the types of Magic available in the Ninth World.. Some game mechanics have also been posted; these have not been set in stone, and may be tweaked as the campaign progresses for balance and gameplay purposes. Also, we have added the Faerie magical discipline, known as Eldritch.

Let Loose The Tide! -- 7/07/01

Let loose the tide! In just a week, we will be having our first pre-session. Suffice to say, I am extremely excited about all this, and I have been working night and day over the past week coming up with storyline ideas to carry us through the first couple story arcs. After that, I'm sure whatever mayhem our player group gets itself into will be more than enough to give me story hooks for a lifetime. ;) Please, come and join us on [Timescape MUCK](#), July 14th, at 8 PM Eastern time.

Rewritten: History -- 7/06/01

Okay. The history was just a timeline, and it was rather dull and uninteresting. We've scrapped the old document, and given a quick synopsis of the 9th World, as everyone knows it. Of course, History is like Language. It varies wherever you go. Also changed to match,

the Technology section got tweaked, the People section was actually written, this time, and I made pass through the whole thing, setting a default font and size for those of us whose browsers aren't configured to select the font we like by default.

Updated: Technology -- 6/19/01

In our ongoing goal of giving our players some concept of what kind of skills they can draw upon when designing their classes, we have added several new technologies: The Path, The Avatar and a quick summary of Medicine in the 9th world. Enjoy!

Updated: Technology, Rulebook, Geography, History -- 6/18/01

We have updated our Rulebook, and History sections with new content. The older, wretchedly phrased first-person stuff has been replaced with clearer, less flavorful text, and is more typical of what you would find in an RPG sourcebook than some mediocre fanfic. Those responsible have been shot.

You may have noticed a certain, er, dearth of information in Geography and People. These sections will come alive once we have had our pre-session, more on that later, and as we hold our campaign. I would like to lie to you, and say that we don't want to reveal things prematurely, but, to be honest, I'd rather create these realms as they are needed by the story.

As mentioned above, we are gearing up for our "pre-session." This is an RPG session where we do not intend to start a major part of the story. Instead, the players are invited to sit down, meet each other, and discuss their characters, how they want to form their group, and have a small one-shot adventure to work the kinks out. If you don't attend the pre-session, your selection of character concepts may be limited, and you'll have to wait for a good point for us to work you into whatever group the party decides to form. All this is done in the name of establishing a solid group, instead of lashing them together with poor plot mechanics.

--Scott Dunlop, GM, 9th World.

*This page has been degaussed, reduced in color, reshaped and written in vi for your viewing pleasure.
Please, don't criticize the colors, it offends the resident Troglodytes something fierce.*