

# Latter Earth Primer

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## What Is This?

This document is intended as an introduction to players who have mainly only experienced D&D5e.

## Six Points About Latter Earth

*The Latter Earth setting is only roughly described in the WWN book. Some constants are given, but in general it is left to each GM and player group to make the world their own. Check with your GM to understand what species are allowed, and any specific information about your game.*

1. No Elf Land. This is not a traditional fantasy world. Traditional fantasy races, like elves, do not have their own cultures and nations. There is no “elf nation” as a defined people group. However, pointy eared humanoids may exist. Although mages cast spells and warriors wield swords, there is an undercurrent of exciting weirdness because this is science fantasy.
2. Cosmic Forces. Our characters don't know it. They probably think they are living in a normal world, with grass and cows and sky. But we, the players, know the cruel truth - this land is a fucked up artificial world created by godlike aliens in a far future. In fact, the whole world may be some kind of Matrix-like simulation, that is falling apart. Their technology allowed them to manipulate physics and space-time in a way we cannot understand or fix.
3. A Lost History. We don't know exactly how old our world is - but it's unbelievably old. We do know that a succession of godlike sorcerers and Outsider beings have ruled it, and messed with it, and then died or left. Not only are their ruined buildings around to see, but genetically modified people groups and monsters survive.
4. A small but varied geographic area. The Gyre region map is 300 miles across. That's smaller than France. Yet it contains a multitude of climates

and biomes because of the terraforming and accidental changes that powerful entities have wrought.

5. People came from Deeps. Around 2000 years ago, 5 different people groups emerged from their underground and extradimensional vaults, called Deeps. These are the Human ethnic groups that now exist. Demihumans and other Blighted subspecies of human may exist, modified by magic. Ask your GM.
6. The Legacy. Technology must remain primitive. Where scientists or engineers attempt to build something more advanced than a windmill, some outside force causes it to break down. A Legate is a special individual who is able to use this force to gain super powers. They may be villains or heroes of legend.

## Things Everybody Knows

1. The Reaping King was the most recent godlike ruler. His army of unkillable automatons invaded 1000 years ago. They conquered a large area, began building a city, then got bored. Some say he has left our world. Others say he is still in the city of **Ka-Adun**.
2. Arratu are zones of weirdness. Their climates can be different, time or physics can work differently inside them. The largest is the **Ashblight**, far to the south.
3. The Blighted are the descendents of men and women horribly warped by magic. People forged into tools. Some may be big and strong, but dumb and obedient (Drudges). Others may be beautiful and servile (Houris), or warlike and bloodthirsty (Anakim). There is a small country of these twisted peoples called **Sarul**.

## A Sandbox is a Different Way to Play

1. There is no Mega-Plot. The GM has no masterful story prepared. **The story is driven by you**. The GM is a neutral arbiter who plays the world fairly. There are tools to help a GM create fun and wondrous locations, people and plots.
2. You Need Goals. Your character, and your party, will need to **talk to each other** and decide on something you want to do together. Maybe you want to build a castle. Or run a tavern. Or overthrow the evil prince.
3. The World Reacts. There may be factions (like a Thieves Guild or a religion) in the world, with their own goals and agents. The GM will attempt to realistically play them, and react to what your characters do. Your characters might hear rumors of stuff going on elsewhere in the world - these are the schemes of other factions.
4. The World Does not Scale. As your character gains levels, they will become more powerful. The enemies in the world will not do the same. You need to be cautious and fight unfairly at the beginning.
5. Long Term Projects. The WWN rule system includes rules for downtime activities. You can craft your own equipment, design new spells, brew potions, build castles and overthrow governments. There are rules for this kind of thing. Take advantage of that and play a new kind of campaign.

## What can I be?

- Choose from 3 classes: warrior, expert and magician. Then customize your build by choosing from dozens of Foci (feats) to create any concept from an animal-taming ranger to a battle-mad barbarian.
- The Adventurer class allows you to combo 2 of the core classes together. Your GM may also allow use of several add-on mage classes in the paid version of the game, pg. 344. These are non-spellcasting mages (e.g. shapeshifting druid, beastmaster, etc.).
- Your GM will tell you what species are allowed for you to play. You build them with Foci.

