

The ruined world known only by its designation of MAR-0N-372\* was first discovered over three years ago. An exploration team, and later a detachment of soldiers, were sent in to investigate the apparently post-apocalyptic world, setting up an outpost around some sort of odd structure. It was quickly observed that local physics rendered Magic completely ineffective, along with some Technologies. Still, for a few months the expedition seemed to be proceeding well enough, and some strange objects from an apparently advanced civilization were unearthed, though the building that the outpost was originally established around was never opened.

However, 93 days after initial contact was made, the first assault by the strange insect-like creatures that would later be known as the “Metacoleopterids\*\*” caught the outpost off guard, killing five soldiers and wounding many more. Within a few more weeks, it became abundantly clear that these creatures (often referred to as “Metas” or “Terids” by soldiers) were far too numerous to fight off. A retreat was ordered; the unstable portal ripped in reality by the Republic’s technology barely held together long enough to evacuate the outpost. MAR-0N-372 was officially designated as a DNE-1\*\*\* reality, and as far as the Republic was concerned, this dangerous place would be left alone for the foreseeable future.

Two months later, a portal opened in the middle of Fort Snowdrift, a base approximately 3200 miles northeast of the Psion City Metropolis Zone. Fourteen Metacoleopterids rushed through; thankfully, they were suppressed by the soldiers stationed at the fort, but this incident made it horrifyingly clear that the threats discovered on MAR-0N-372 were not as distant as originally thought. Several emergency meetings were called over the next few days, and it was ultimately decided that the Republic would have to return to MAR-0N-372 and determine how to stop this from happening again, or at least learn more about these strange insects.

Two more incidents occurred with the so-called Metas entering the Garden through portals. These have not yet caused serious damage, but given the state of the civilization that shared a reality with these creatures, something had to be done...and soon.

Thus began *Operation Dawn Interdiction*, whose soldiers were tasked to establish a base camp and investigate the potential Meta incursion. It remains unknown why this group never checked in, but all contact has been lost.

Six months have passed, and all Meta activity ceased. The soldiers of *Operation Dawn Interdiction* were declared war heroes and given funerals with honors. However, these actions proved potentially premature when all Republic broadcasts were co-opted by the high-pitch trilling sounds, of MAR-0N-372 origin.

It was clear the threat was not yet over, and while most Republic forces prepared for invasion, others were called to take part in *Operation Noontide Extraction*...

\*Short for: Macrocosm, Abandoned, Ruined, Class Zero (Sapient/Sentient species dead/absent), Native Flora/Fauna Active. The number is a simple indicator of the numerical order in which this reality was discovered.

\*\*This name was pulled from an Auto-Translator which scanned data from an artifact from their world.

\*\*\*Short for "Do Not Enter." The number indicates the priority level, with priority 1 being given to realities that should never, ever be entered under any circumstances. Sometimes an addendum of "inhabited" is added as well, for realities with a sapient/sentient species present; the Republic does not interfere with their civilizations.