



## DOCUMENT TITLE: YOUR WORLD

### LIVING IN THE FIFTH WORLD

The Fifth World is Earth. But it is incredibly important to understand that it is an Earth that has undergone multiple DRAMATIC changes, for it is our Earth close to 100,000,000 years in the future. First of all, that is probably impossible for the human brain to comprehend, and unfair to expect a player to grasp. So here is what you need to know: Just about anything is possible. As its current residents, there is so much more that is not known about the planet than what is known, it's actually almost comical. Some common things that your characters DO know that are important for the overarching campaign are as follows:

- The world itself is called many different names, depending on where you are located. The four most common of those names are The Fifth World, New Eden, Kharak, and Planet.
- Most of the people living on New Eden recognize that other grand civilizations lived here before they did, and that they have come and gone a very, very, long time ago. The remains of these civilizations are evidenced everywhere, most commonly by the incredibly bizarre and weird leftovers from those prior worlds called collectively, the Numenera.
- The people of the world (and this most certainly includes you) understand that they are by and large 'human', and that Planet is where they call home. What they do not know is how they got here, if they were 'created' here, and if they are meant to stay.

### LIFE ON KHARAK

In reality, life isn't all that different from the life of a human around the year 1000AD in our real life timeline. Farmers till fields, herders tend flocks, hunters provide meat and skins, weavers create clothing, crafters build, cooks use open fires, and entertainment comes from singers, lute players, and dancers. Cultures in different parts of the world can be VASTLY different. Where one group of people may celebrate a man and woman together as sacred, another group less than 100 miles away may worship farm animal excrement as their gods. Another 60 miles away in a forest town, the trees may be sacred, and the new year celebrated when the first acorn drops in the fall. Many children go to school until the age of about 12 when they learn a craft. In a more densely populated area that would be considered a "city" – there may be such a thing as higher learning. People live to be anywhere between 30 to 100 years depending on any number of factors. Most people live in small villages of 500 people or less; but there are some very large cities with much, much higher populations scattered throughout New Eden. Religion is so incredibly diverse, it's impossible to write about. Let's just say there are many forms of worship. Language varies greatly as well, estimates being that there are over 500 across the Fifth World. Thankfully, there is a common tongue called 'The Way' that is at least partially understood in many places. Literacy varies, with most backwater villages not having the skills to read. History itself began being recorded about 900 years ago in certain locations. The truth is, it simply isn't that important to most people who are trying to live through their day to day struggles. Kharak is a dangerous world, with well over 60% of it being completely unexplored for this particular civilization. Money exists, but more from a standpoint of reference rather than a currency to exchange. A shovel may be worth 6 shinies. A basket of wheat, carrots, and tomatoes may be worth 6 shinies as well. Therefore, a craftsman will trade his shovel to the farmer for the basket of food, and both parties will walk away happy with the exchange. A separate document will follow that will explain more about The Twisted Twins – the area you all call 'home' most of the time; and how your very recent possession of The Hallowed Eve has changed your personal perspective of the world slightly.

### PUTTING YOURSELF IN THE FIFTH WORLD

Imagine being someone who has not only lived in a single place your whole life, but who has never seen pictures or videos of another town, city, weather pattern, or natural landscape, who doesn't have the Internet or a cell phone, and who has never traveled in a plane, train, or car outside the place where you were born. The only interaction that you have is with people you grew up with, plus the occasional stranger who comes to town (and who is probably surprised and confused by something that you think of as a normal part of your life, but which is actually a ritual that is unique to your small town). This is the mindset of many Kharak residents. Every time they go to a new place, they encounter a world of bizarre and incredible things that they never dreamed existed. The only thing that remains the same is that everything is new. Keeping this in mind, characters become accustomed to constant change, even if they can't begin to guess what will change or how.