



TERRA FRACTIS

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STORY PREMISE

Earth — shattered by the Third World War. Divine beings rebuilt the planet into floating shards capable of supporting life once more, now known as Terra Fractis. 280,000 years later, in the midst of a brutal war among the new races of man, a young Aphran named Hephen Shell discovers an ancient computer buried beneath his village. Inside it — a floppy disc containing ancient knowledge of Earth's forgotten civilization, and their tragic demise.

Now, Hephen must carry it across hostile lands to a distant city ruled by the science-wielding Destenar, hoping they can decipher it — before war consumes the world again.



TIMELINE

Seeds of humanity replanted by the gods. Life re-emerges approximately 16,000 BTWC.

Astral wizards assemble, creating the Order of the Astral Shards. Magic is wielded by life. 4,267 BTWC .

Creation of the Terran War Calendar. 0 TWC

World War III:
The Destruction and Reformation of Terra.
280,000 BTWC

Tome of Proxis Discovered
Dostar Proxis Religion Founded
approximately 9,000 BTWC

The Order of the Astral Shards is overthrown by Fracturis Hellna, and the Knights of Oakrenval. Astrology and sciences are outlawed in the Zrevlin Terra Shard. 2,086 BTWC .

Hephen Shell discovers the ancient vault below his village. "C0-NS-T4-NT", the AI Controlled Computer, bestows Hephen with an ancient "Floppy Disk" that holds the truth to how the world came to be. 121 TWC, Winter, the 3rd day

Hephen Shell is born
93 TWC, Fall, the 18th day

The Destenar-Skivas war begins 125 TWC, Spring, the 11th day

Hephen reaches Destenar
Koruk'Vas invades the Dostar Terra Shard. 126 TWC, Spring, the 28th day

Incresardi reptillian folk attack Aphran, bringing war to the Dostar Terra Shard. 105 TWC, Summer, the 21st day

The second siege of Aphren is launched by the Incresardi. Hephen flees the village in hopes to find Destenar 122 TWC, Spring, the 1st day

Thelsia Aphren'e is killed. Hephen loses his hand in the battle against Nilsemeth Kriev, Veil Lord of Rohethian 126 TWC, Spring, the 11th day

HEPHEN SHELL

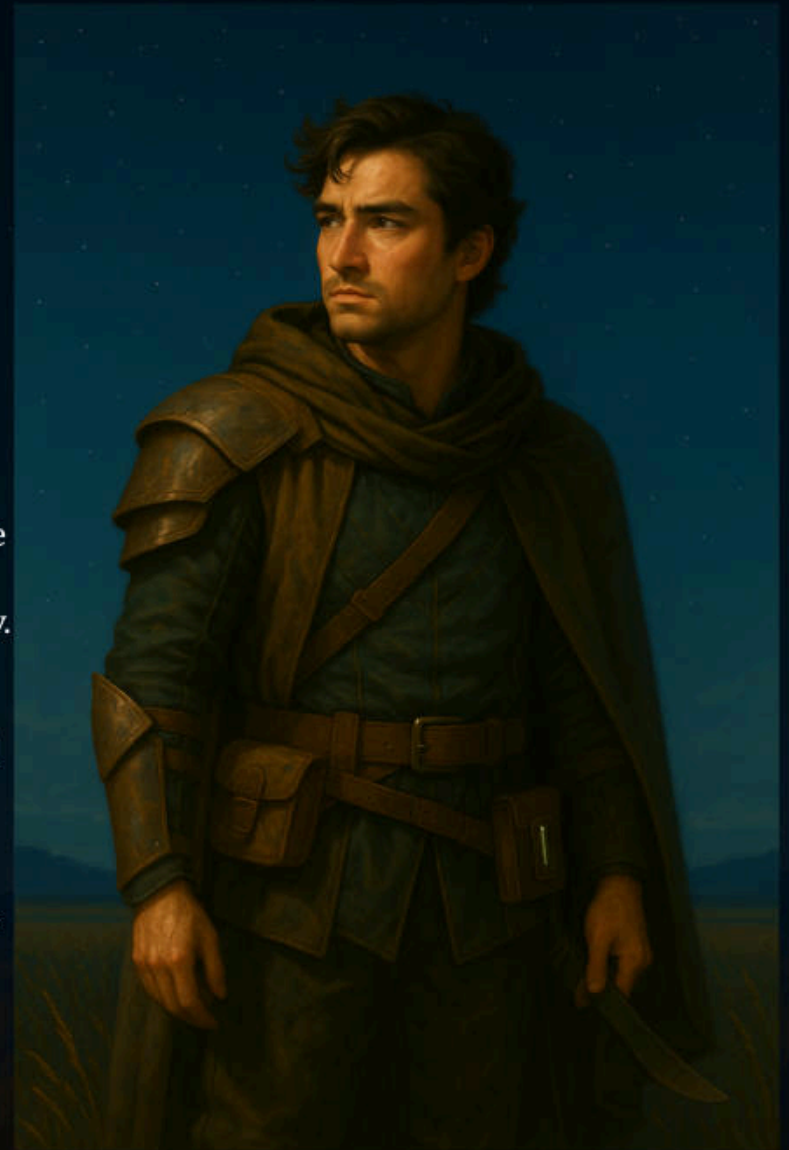
Hephen Shell, a boy who had a rough upbringing due to a war torn environment, starts his adventure at the age of 28 years old. He was raised by a strict father, Arguary Shell, who answered the call to defend the people of Aphren when he was a boy. Hephen's mother, Jusui Shell, was a nurse who had a caring heart for the people in their village.

Hephen's father would fade into the fog of war, being primarily raised by his mother. The caring nature of his mother rubbed off on Hephen, but he too possessed the strong will of his father.

Hephen attended youth warrior training conducted by the warriors of Aphren. During this time, Hephen would suffer a terrible fall from a cliffside after slipping during a training exercise. His injuries, severe. He was dismissed from the program, and was forced to retire home for a few months. When he returned, the warrior program denied his re-entry.

Hephen's will to fight for his people led him to getting a job in the mines. It was not a place for a warrior, but a place where men not suited to fight could go to still contribute to the cause.

His life takes a dramatic turn when he and one of his fellow miners dig their way into an ancient vault. It is there that Hephen obtains a piece of knowledge so great, that it can change the world.



THELSIA APHREN'E

Thelsia Aphren'e, a 23 year old flower merchant, is the blinded daughter of a widowed seamstress in the Aphren village. When she was 9 years old, the Aphren village was attacked during an Incresardis raid. It was on this day that she lost her sight. Many of the villagers perished on that dreaded day — her father among them. It wasn't long after that Thelsia's mother fell victim to the despair that followed her beloved's demise.

In Thelsia's teens, she found solace in the flower fields outside the village of Aphren. She didn't have any friends or lover. She preferred the company of the flowers that graced the fields with their pressence. The flowers and her made an agreement that she could pick and sell flowers in exchange for her melodies and hymns. Thelsia presently continues this routine, and has never missed a day.

She meets the man she eventually falls in love with, Hephesh Shell, as a band of miners trek the plains road that leads to the gates of Aphren. The miners were attacked by a pack of hunting Grenn, a wolf-like creature. The miners were able to deter the Green, but only at the cost of great injury. She graced the injured miners with her herbalism knowledge, by dressing the miner's wounds with various herbs to numb the pain.

Not too much time passes when the Incresearis attack the village. As Hephesh flees the town with the fabled "Floppy Disk", she is found crying in the fields. Thelsia accompanies Hephesh as they flee Aphren.



SHLU OUI

Shlu Oui, 39, is a failed farmer who turned to work in the mines in order to keep up with the payments on his family farm. He once had a wife in his younger years, whom he cherished much. She would eventually leave him for a blacksmith that made his lavish living by supplying the warriors of Aphren with their armaments.

Shlu spent the majority of his free time at the Aphren tavern. Many of the miners would resort to visiting the tavern after a grueling shift in the caves beneath the village. Shlu savored the comradery with his coworkers, and found that his time at the tavern was when he was most happy.

He eventually talked his way into working as a chef for the tavern in addition to working the mine. Although his body ached, he ignored the call for slumber and found joy in preparing fantastic meals for his friends, coworkers, and fellow villagers.

While working the mine one fateful day, Shlu and Hephien dug their way into an ancient vault. After managing to find a way inside, Shlu and Hephien entered, only to discover an intact living quarters of an ancient, and seemingly superior race. A sentient AI introduced himself to Shlu and Hephien, and tasked them with the tremendous task of delivering a storage device to another vault located on a distant Terra Shard.

This event brought Shlu and Hephien closer together. Not too long after was their friendship disturbed by the raid of Aphren. Shlu and Hephien fled Aphren, fleeing for their lives, but also with the hope for a better future.



NILSEMETH KRIEV

Nilsemeth Kriev, a 56 year old Veil Lord, hails from the kingdom of Rohethia. Lord Kriev was born 76TWC, a dark year for all that resided in the Dostar Terra Shard. Many beleived that it was the end of the shards, as meteor showers decimated the land infested with conflict.

Rohethia was at war with an unknown force alleged to hail from another shard. During that time, the enemies marched violently throughout the land, destroying every village and settlement, no matter the residing faction. Rohethian men of the time were trained to be as ruthless and fearless as their enemy.

Nilsemeth is of royalty to some degree, as he is a distant blood relative to the King. Although he was trained to be a relentless fighter, he carries class, elegance, and the pride of his lineage upon his shoulders. He is the embodiment of all things that the Rohethian warriors aspire to be.

Nilsemeth worked his way through the army's ranks, eventually earning his place as Captain in his early twenties.

Under his leadership, the Rohethians were able to drive back the dark forces back to the unknown shard. Nilsemeth returned a hero, and earned a place on the royal counsel.

He now serves as Veil Lord, and is the primary military advisor to his cousin, the corrupt King, Bazreg Kriev.



KORUK'VAS

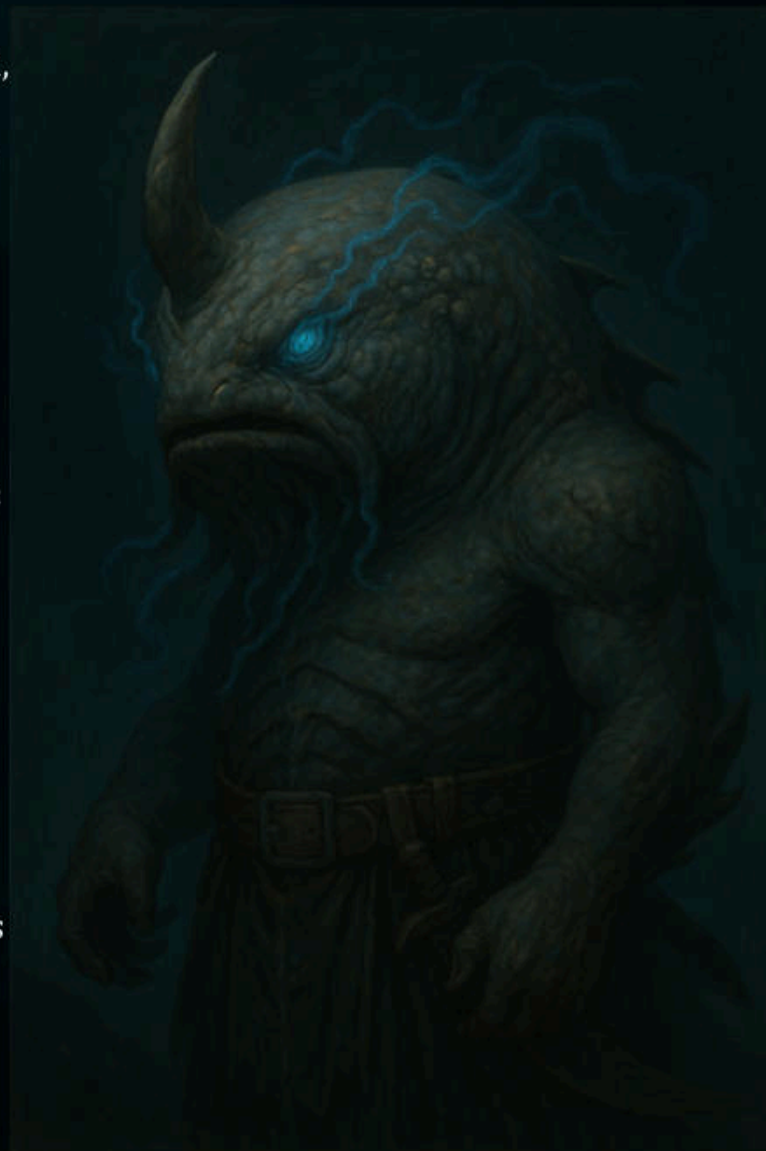
Koruk'Vas is a psyonic telepath from the times of old. Before the third World War, Koruk'Vas lived as a whale. When the great fracture occurred, the immense amount of radiation may have mutated him, but it also awoke in him a great power. As those in his pod died off around him, he spent time harnessing his new found power. As the gods arrived and reformed the earth, Koruk'Vas remained in the shadowed depths of the wasted seas.

After thousands of years, Koruk'Vas became so powerful, that he was able to evolve into a more efficient form; one that allowed him to traverse land. No more were the days of hiding. It was time to make the land his home, and bring vengeance to the land walkers for destroying his home.

Koruk'Vas gathered together a collection of fish folk, and altered them with his abilities, forcing these creatures to undergo an evolution that would allow them to aid him in his conquest.

Koruk'Vas expanded across the entirety of the Vasque Shard, but discovered that there were no land walkers. He assembled a massive army, and created a water bridge to the Dostar Shard. It was the war with the Rohethians that demonstrated the strength of these new breeds of land walkers.

After being forced to retreat, Koruk'Vas recalled his forces back to the Vasque Shard. That was the only time in history that a being was able to traverse to a different terra shard.





LOCATIONS

TEFNAR PLAINS



The tefnar plains are where the Aphrans call home. The rolling hills of grass cover the moss and stone that lies all throughout the area. Many creatures, such as elk and deer, call this place home, freely stampeding around.

Throughout the year, the temperature of the plains tends to be pretty moderate, however in the winter months, it can drop quite drastically in temperature.

The plains are home to vast flower fields. Although flowers grow in abundance, many of the villagers struggle with growing crops due to the coarse soil beneath their feet. During the cold season, many of the inhabitants of this land resort to hunting game.

THRONE FROST PEAKS



The Throne Frost Peaks are one of the coldest mountain rangers in Dostar Terra Shard. The rough and jagged mountain tops puncture the sky, as the valleys between mountains adorn a white layer of snow.

During the rare sunny months, Throne Frost Peaks provides runoff for the lakes and valleys in the area. A spike in hunting in the area is common. After the shorter warm months, the mountain has snow yearround, and is a frozen wasteland.

Despite the cold weather, many trade merchants endure the cold to successfully transport their goods and services. It is not uncommon to find a frozen horse or soldier along the beaten path. Throne Frost Peaks tests the willpower of all who enter.

PANGIAL DRY SEA



This is a desolate sea bed that has remained as such for thousands of years. During the great reformation, the gods bound the Terra shards together by using the ocean water and stone as a binding ring. This area is located in the Vasque Terra Shard, and has not seen life other than the Nas'.

Black storm clouds plague the skies. Eternal rainfall is unrelenting. The rain gathers in vast sizes of pools, and eventually is sucked up by the occasional hydro vortex.

The jagged rocks and coral trees make the land very hazardous, especially for those who have never stepped foot in this seemingly alien terrain.

RELIGION

In the Dostar Terra Fractis, the main religion is "Dostar Proxis". This is the belief that each fractis has a god who watches over it's inhabitants. There are countless presumed gods. Many beleives that there may even be gods, or demi-gods for the small shards of the fractis. People often worship at places such as stone altars, house shrines, and central shard temples.

When a newborn baby is born into the Dostar Fractis, the minister holds the baby over a glowing shard fragments and chants a prayer over the child.

Once a year, the people of Dostar gather in festival. The streets of Aphran, and even Rohethia, are filled with townsfolk taking part in the holiday festivities.

LANGUAGE

Each of the races have their own toungue and dialect, but most people speak Glassen, which is considered to be the most universal amongst the other kingdoms.

RACES

Aphrans - Humanoid race that closely resembles humans.
Rohethian - Humanoid race that closely resembles humans.
Destenar - Humanoid race that closely resembles elves.
Skivas - Humanoid race that closely resembles apes.
Incesardi - Retillian race that terrorizes the human races
Vosque - Ocean mamallian race that has evolved quickly

MAGIC

There exists two types of magic in the world of Terra Fractis. For starters, Astral magic is a magic used for manipulating gravity, teleportation, navigation, and more. It was the premier school of magic that predated all other forms of magic...or so it was thought.

Psyonic abilities have been more common in recent times. With the ongoing threat of Koruk'Vas and his dark forces, his powers grow ever stronger

SYNOPSIS

Terra Fractis is a fantasy-Sci-fi tale that takes place in an alternate future. Here, the story takes place on a fractured Earth, which had been rebuilt by the divines. Thousands of years after humanity's extinction, the last civilization of Earth lives across the fractured Earth chunks, known as Terra Shards. These shards are held together by rings of stone and water, and orbit the moon which was been made the center point of Terra Fractis.

This story follows Hephen, a quiet, young miner who accidentally digs into a time capsule designed to last a millenia burried deep below his village. He awakens an AI super computer "C0-NS-T4-NT", who gives him a treasured disk that details the world's true history. War soon descends on the plains, and intrudes on the serene village of Aphran. Hephen and his friends are forced to retrea, t their villaige. As his path intertwines with the rise of the demon Koruk'Vas, a mutated psyonic whale-humanoid, and the tyranny of Rohethia, he begins to realize that the AI was right. The world's fracture wasn't just physical, it was spiritual on a human level.

This is a story of burries secrets, war torn countries, fractured identity, and the consequences that follow both good and evil deeds.

STORY EXCERPT

INT. VAULT - DAY

The lantern swayed side to side, casting shadows along the rigid walls of the cave. Hephesh crouches down to rub his hand against the seams within the rock face. The kind of rock faces that didn't quite match the rest of the cave's natural pattern.

HEPHEN:

Ah hah! This is it, my friend! Perhaps we've stricken the mother load. I've never —wait, what is this here?

Hephesh pauses for a brief moment before reaching down to examine what seemed to be a lever behind the stones.

Shlu weezed as he clumsily stepped his way closer, wiping a streak of soot from his face.

SHLU:

This can't be. I go up and erm, maybe speak with boss?

HEPHEN:

Shlu, I am your boss. C'mon, pull that lever right there.

Shlu poutingly walks up to the lever, examines it over with his hand, and pulls the handle. A loud click echoes throughout the cave.

SHLU

Hey, are you seeing this?

The area surrounding the lever begins to shake. Rubble softly falls from the ceiling as a hidden vault door is brought into focus.

CONSTANT:

Hello, and welcome to Astra Corps. Please state the nature of your visit.

SHLUE

What the hell was that? Heph, let's get out of here. We can report this to your boss.

Hephesh reaches down towards the computer. He inspects all around the machine.

HEPHEN:

Is someone in there? If so, we have invaded your space, and for that we are sorry. It might be best that we see ourselves out.

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