

JACKPOINT

CONNECTING TO JACKPOINT VPN...

...IDENTITY SPOOFED
...ENCRYPTION KEYS GENERATED
...CONNECTED TO ONION ROUTERS

>>>LOGIN: XXXXXXXXXXXXXXXX
>>>ENTER PASSCODE: XXXXXXXXXXXXXXXX
...BIOMETRIC SCAN CONFIRMED
CONNECTED TO <ERROR: NODE UNKNOWN>

• "A DOOR OPENS BETWEEN THE WAKING AND SLEEPING WORLDS. ENTER."

JACKPOINT STATS

Interaction rate: -4%
Posts per hour: -12%
Today's content quality
(signal:noise): 4:5

LATEST NEWS

• There are roads less traveled that call to all of us, but then there are reasons those roads are so barren. I've managed to get an old associate to describe some of them. Those of you that can walk those ways should travel with caution. -Glitch

PERSONAL ALERTS

- You have 3 new **private messages**.
- Your internal Q score is **49** (down 3 points)
- You have 18 new **responses** to your JackPoint posts.
- You have **2** new friend requests; **3** friends have dropped you.

THE INNER CIRCLE

You are visible to your closest **2** levels of contacts. Your Eyes Only posts have been viewed **6** times

CURRENT TIME

11 04 2076, 1313 hrs

WELCOME BACK TO JACKPOINT, CHUMMER:

Welcome back to JackPoint, chummer; your last connection was severed 76 hours, 11 minutes, 57 seconds ago.

TODAY'S HEADS UP

Well I asked for it. Magister has been moving up in the world since I last met him. His ego also grew, as he's been involved in special projects at the Drac Foundation. I made a deal with him, an exchange of information for a translation/organization of it. Not that I couldn't have asked someone here, but there is a degree of expertise needed, and Magister was the best to handle it. If you want to feel insulted or slighted by that, feel free. —Glitch

INCOMING

- The Matrix has become the home of a number of different "friends." Be careful around strangers. [Tag: 10 AIs]
- There are a lot of strange things in the shadows. Stand up to them by being strong, faster, and stranger. [Tag: Run Faster]
- Sometimes the shadows clear enough to see the drek you're standing in. [Tag: Sioux Nation: Shadows in Focus]

TOP NEWS ITEMS

- Sioux Forces went on alert after a unidentified aircraft passed over their northern border last night. Official sources have not commented, although the UCAS government has decried the prolonged alert as needlessly provocative. [Link](#)
- A Shaiwase employee, Kevin Jennings, was arrested this morning by Lone Star officers for attempting to sell a firearm within 25 meters of a public school. The City Prosecutor's office has failed to comment as US Marshalls review the file. [Link](#)
- "Ring Around the Rosy" has joined "Old McDonald Had A Farm" on the banned list at the Fairview Ohio School District after Rosy McDonald's family threatened another discrimination lawsuit. The young human child was repeatedly tormented by her ork classmates with the song. [Link](#)

POSTED BY: MAGISTER

Once Big D offered all that nuyen for the study of dangerous astral phenomenon, I realized I wanted to throw my hat into the ring. It wasn't that I was that good, it was because I had the advantage of access to the Denver Nexus. I was pretty confident that I had the connections to help me find any information I needed. Keeping up with the corporations was no easy task, but suffice to say, it was a good investment of my time to collect the four million. I even came up with a scientific name for the study: Aetherology.

- Cheater!
- Elijah
- And you don't keep tabs on the Atlantean Foundation's movements to beat them to the punch?
- Winterhawk

One thing led to another, and the Draco Foundation offered me more work studying a variety of puzzling artifacts and news articles, some of which predate the Awakening. Then Glitch offered me the logs of a guy named Dr. Gordon in an information exchange. I was surprised. I knew the name—Dr. Gordon was an early pioneer in mapping the astral planes. I asked him how such works survived since they were supposedly destroyed in a fire that killed the doc. Apparently Dr. Gordon was paranoid enough to have an offsite backup. It was only recently uncovered by runners using the location as a safe house.

The logs I found out were chaotically organized, sometimes cryptic, and sometimes the ravings of a madman. I had some colorful words for Glitch on the quality of the data, but I persevered, filling gaps with my own knowledge and with appropriated references from the Spiritech Corporation, who had attempted their own "mapping" of the metaplanes. I haven't gone insane from reading his works yet, so I figure that means I'm making progress.

There's always weird stuff cropping up in the magical world, like the Dendra Schematics, the Piri Reis map, the orichalcum pages of the Gaf manuscript, and so on. Most of these have been hidden away by some organization, like the Atlantean or Draco Foundations, which are fascinated by the possibility of powerful magic and uncovering lost knowledge—and then keeping it away from anyone else till they figure it out. But Dr. Gordon's theory is one they wouldn't be able to hide, if I could verify that it was true.

Let me circle back a sec to some details I've come to accept. Standard thaumaturgical research says that the passing of Halley's Comet in 2061 caused mana levels to rise for a short period, leading several magic-related events. Dr. Gordon theorized that this wasn't the first time this had occurred. Halley's Comet had an even closer approach in 1910, and the closest it had come to Earth was in 1835, when it passed at less than 0.5 AU. During both

of those years, there also happened to be a corresponding Kreutz Sungrazer comet event, which was so close and bright enough, it could be seen in daylight.

Now back to Dr. Gordon. He suspected that while magic levels weren't high by today's standard during these two events, there was just enough of a spike for what people of the time called "dream walking," which we could correspond to planar/astral travel. This would be where most mages would scoff, saying that would be impossible with much to learn and prepare for, especially with the Dweller on the Threshold to contend with. Dr. Gordon, however, says that during those years, it was possible to make a journey to the metaplanes. Maybe not travel to the elemental ones or Faeree, but to the metaplane of man. Surely, he thought, that one could be bridged. And the Dweller on the Threshold? Who knows, maybe he was still asleep, waiting for the next world.

Why would I tell this fantastic story? Because I tried to explain away some of Dr. Gordon's ideas and suggestions and couldn't fully do it. Gordon firmly believed that man can travel to the metaplanes without dealing with the Dweller, and not randomly like through an astral gate. If I took his works out of the equation, there are still rumors of the various artifacts found named after navigational instruments: sextant, compass, map, etc. There is also the elephant in the Matrix that corporations have not bothered to hide, for to do so would validate its existence, the *Al Azif*. This book is too fantastic to believe it really exists. In Dunkelzahn's will, he gives this book to Dr. Daniel Gordon to use it to map the astral planes. Dr. Gordon's description of the book gives me the impression that it is partially burned, and he had trouble translating it from Arabic. The only other mention of this book is by the author H.P. Lovecraft. Interestingly enough, when he was asked where the name of the book came from, he said it came to him in a dream in 1910.

ASTRAL SEA

The Astral Sea is vast, some might say infinite. The human view of astral space is infantile, like a child standing on a beach, believing that the ocean is the end of everything. That belief is erroneously based on a three-dimensional perspective of the Gaiasphere. The astral sea is the threshold one can cross from the astral plane. It bridges all other planes. Through the astral sea, one could cross from the Gaiasphere to the lunarsphere without facing the vast void in between. Given a large enough biosphere on another planet, one could travel to it with the correct tools to navigate to them. The translation of the book has provided me with formulas to construct the tools needed to accompany me to the astral plane.

The step from the astral plane to the sea is one of mental preparation and perspective; less preparation than facing the Dweller on the Threshold, but greater risk.



ASTRAL NAVIGATION

How Dr. Gordon was able to travel to these locations without being killed is a mystery. The simplest solution is that he merely read them out of the book and copied them as his own notes. I suspect that isn't entirely the case, though. It may be that there was an artifact included with the book that helped him in the journey; something similar to the shadow cloak, perhaps. It's also possible that he crafted his own devices based on instructions from the book since it would be impossible to travel to the deep metaplanes as he described without dying or outside help.

At this time he wouldn't have had access to the Piri Reis map or the Sextant of Worlds. I'm assuming he made himself a version of the sextant. Navigational maps or charts must be in the book to be used with the sextant. The only extra thing I got is Zheng He. Zheng He is wrong time period, wrong location, but he was a great fleet admiral during the Ming Dynasty. There may be some other unnamed artifact that he didn't have to build. Zheng He made seven trips where he picked up treasures from Africa, and he purportedly made it to the Americas before the fleet was dismantled.

In my own fact-checking efforts, I have travelled to the metaplane of man by way of an astral gate and have seen things as he had described. This creates another quandary, though—is the metaplane I traveled to the actual place that Dr. Gordon mentioned, or was the metaplane's existence influenced by what I have read, making it what he describes as a “bubble metaplane”? The spirits I talked to gave me cryptic answers. Suffice it to say, I believe these locations exist and can be reached without traveling by astral sea. I cannot, however, trace his path to verify his journey. That would be impossible without knowing the ritual—and probably a little insane.

The threshold is just out of the corner your eye on the astral plane. Knowing it is there, I can feel the vibration and hear the subtle thrum, like if I push on the shadowy plane of existence, it would burst, drowning me in an astral ocean. It took two ritual attempts, with the second attempt including Grauda waiting for me on the other side. With a mental jump to the left and a step to the right, I was there. My first observance of the threshold filled me with awe and wonder as the silence turned instantly to a turbulent roar. Astral creatures with no known planar origin existing on the edge of our Gaiasphere were clinging to a great white waterfall of astral energies. It was like observing a tidal pool, the existence of creatures in a unique ecosystem. I was awestruck by a great crustacean, whose shell was camouflaged in astral constructs and impressions of metahuman origin the size of a city. This monstrosity clung to the precipice while endless energies

washed over it like a waterfall. The edge was a cacophonous chaos of light and sound. I could not tell if what I saw was living or merely my mind forming pareidolia from the threshold. If size is anything to the nature of the inhabitants in the astral sea, no wonders dragons do not travel this way. Grauda, my fire salamander, was cautiously at my side as I approached the fall. When I passed through, there was nothing. It was quiet; the astral sea was a vast white desert with a canopy of unrecognizable constellations. The threshold that I passed through was gone, just endless desert. While there was light and shadow, there was no sun, no day, nor night.

Using the sextant I got some bearings and started marching. Without guidance or navigational tools, one could be lost forever. My astral form was heavier and couldn't travel at the mental pace I thought I should be able to sustain. It appears that this form is approximate in appearance and capabilities to my physical form. This made things more difficult. The book does not mention this or many of the pitfalls of the astral sea, but then again this is the road less travelled. If one died by one of these perils, who would have witnessed it to report on it? It became mentally taxing to continue this way, especially with the shifting of things, so I climbed on the back of Grauda and he was able to move at a much faster pace over the dunes. There must be others that have taken this path, for there are what I consider to be impressions in the landscape; trails leading off into the distance. It may be a phantom, but on one occasion I thought I saw a ship with sails on the horizon.

I don't know for how long we traveled on our bearing with the never-changing sky, but I finally approached the first metaplane. I thought I would have to cross another threshold, but it seems that thresholds are only for the physical plane. The metaplanes have a different transition onto the astral sea, some truly like the coast of a new land.

METAPLANES

EXCERPTED FROM DR. GORDON'S WRITINGS

What are the metaplanes? Are they the manifestation of mankind's beliefs or doors to other worlds? If they are manifestations of mankind, then do they still exist if belief ceases to exist? How can you have two mages of different traditions go to the same metaplane and experience vastly different perceptions of it? If a mage can go to worlds known to him through his traditions, what about worlds unknown? How would he know that they even exist since there is no traveling from point A to point C while seeing point B? I, Dr. Gordon, have been bequeathed a fairly thick tome. This tome has inspired me with visions of the metaplanes laid out before me on an infinite sea. Beyond this, deeper into aether, are more worlds to explore. It's incredible.



DR. GORDON'S METAPLANAR TERMINOLOGY

INTERPRETED BY MAGISTER

FRACTURED METAPLANE

A fractured metaplane is when a metaplane is skewed from the rest of the plane by the intersection of another metaplane or the physical realm. This fracturing can make them either hard to find in either realm like Seelie Court, or an astral shallow in both realms. Traveling from the fractured plane to the intersected metaplane(s) is easy to do, and in some cases accidental crossings could occur.

HYPER-METAPLANE

This is where the confusion lies—is there one metaplane of man or infinite planes corresponding to various religious and magical faiths? Avalon, Guinee, the Land of water, earth, and sky are some examples of planes that have been encountered. Dr. Gordon hypothesizes that these are, for lack of a better description, “hyper-metaplanes” formed within the larger metaplane. Most travelers going through the Dweller on the Threshold only see and travel to the metaplane they are “supposed” to go to. It is only the skilled navigator that travels for example, to the metaplane of man, who can then cross astral seas or other obstacles to these other metaplanar embodiments of man. These “islands” usually have less interaction with the rest of the metaplane and can form their own physical characteristics. They are also more permanent than the bubble metaplanes. There are similar formations in Faerie and Shadow metaplanes, so it can be assumed that “hyper-metaplanes” can exist in every metaplane. How long such a hyper-metaplane can last is undeterminable due to shorter lifespan of humans. Suffice it to say, it may be thousands to tens of thousands of years even without metahumans remembering that the place even exists. That probably sounds egocentric considering there are dragons around.

- Sounds more like quantum mechanics than magic.
- Clockwork

BUBBLE METAPLANE

Another hypothesized idea is there are short-lived metaplanes that “bubble up” from the existing metaplane. The bubble metaplanes are short lived and there is no known way to navigate from or to them. It is assumed that extraordinary powers conjure them into existence, and that the metaplane is constructed for the astral traveler after going to the Dweller on the Threshold as a result of metaplanar quests. Their lifespan begins and ends with the traveler's visit.

- Dr. Gordon's theories and efforts to categorize the metaplanes probably helped him along the path to insanity.
- Winterhawk

- There's another four megapulses of him raving about worlds beyond ours and the physical version of elements existing in our universe. Then it goes downhill with mysterious passages in the book for things such as immortality and bringing back the dead. He's worse than Plan 9. Take what I have compiled with a grain of salt.
- Magister

THE PLANE OF FAERIE

It is an endless glaive perpetually at the cusp of autumn. Few native animus/animi spirits can be found here. The clouds don't move, yet there is a cold breeze that blows through. The faerie denizens live a basic, simple existence out here. Huts, burrows and caves are occupied by a host of brownies, knockers, kappa and other fae. One thing to note is that while the faeries look humanoid, they do not have the same emotional needs or concepts as us. Some are subservient as the domovoï and need to be tasked with simple chores, such as harvesting grain, grinding flour or tending sheep. Others like the leprechauns and clurichaun run mills and breweries operated





by these tasked spirits. While the clurichaun consume some, or most, of their efforts, the leprechauns run their business in exchange for currency forged at the Seelie and Unseelie Courts.

I wondered what I would find on this metaplane as there have been legends and stories of these spirits coming to the physical plane. My visitation is largely ignored by those going about their business. I assume because I have no hierarchical relationship or impact to what they are doing, I'm not important enough to be bothered with.

BROCÉLIANDE

Brocéliande, the land within the metaplane, is covered with a mix of rolling hills, lakes, grassy fields, thickets, and one forest, all resembling Brittany itself. The fae here are called the korrigan (the People) and while mostly consist of picti, there are various other types of korrigan fae, like domovoï, lutins, polvaks, and pixies. Korrigans live in several loosely organized clans or tribes oriented around an extended family nucleus. The villages of korrigans vary as much as the fae themselves from the stone dolem houses

of the picti to the woven thicket home of the polvaks. Collectively, the korrigans have a natural curiosity of the physical realm and a love for nature. They also have a disdain of how man has treated the world; Metahumans are merely an occupying force on Earth and believe that metahumans "appropriated" the wild lands, banishing ancestors.

Korrigans in general are very unruly and can be childish and immature. The extreme end of this is the lutins, cousins to the picti, who behave as mischievous bullies even to other fae. This behavior had exiled the korrigan from the Seelie and Unseelie Courts ages ago, not that they care about such rules. Their reluctance to deal with the mundane world and its attractiveness to them has been a challenge. Korrigans have been blamed for activities ranging from childish "raiding" of metahuman houses for interesting trinkets and foodstuffs to more dangerous destruction of roads and railways to allow animals to cross.

Another common connection of the korrigan fae is the ritual tattooing as part of a passage into adulthood. Adult korrigans are marked with blue tattoos that are said to imbue them with power and strength. This may be true given some of the abilities they are rumored to possess. In Brit-



tany, the korrigan seem to be unaffected by the Mist and can guide others around such dangers. Other rumors persist that the mist conceals a greater number of korrigan living in Brittany and/or they guide the druids in controlling the Mist. Korrigans have been officially recognized as a self-governing body in the Brocéliande Forest in France.

SEELIE AND UNSEELIE COURT

The Seelie and Unseelie Courts are somewhere in the middle of this metaplane. The courts are the only two cities in Faerie that have any resemblance to metahuman civilization. Neither court is wholly good or evil in our terms of understanding, though the more violent spirits such as bogies and bogles live in Unseelie Court. They used to be the twin jewels of the metaplane with armies of armored vaettirs and elvars ruled by a monarchy from tall marbled palaces; one light, one dark. Hundreds of thousands of faeries live and work in the courts and surrounding lands.

Old legends tell of battles between the courts over rule of the metaplane. At one point the Seelie Court tried to create a ritual to banish the Unseelie Court. At the same time, the Unseelie Court was doing the same. What occurred was a sophisticated fracturing of the Faerie Plane that placed both courts in limbo, meaning they did not exist in any metaplane. However they both found themselves bordering on the physical realm and Faerie metaplane. The Seelie Court was able to cross into the world in what became Tír na nÓg, while the Unseelie Court crossed into what became known as Mag Mell. Lady Brane Deigh currently rules over the Seelie Court, though while it is known that the Unseelie Court is ruled by Lord Gwyn, associations with him are mere speculation.

THE NORTHERN ISLANDS

Also known as Tuatha, this is a hyper-metaplane of rich green islands and the legendary homeland of elves. Castles and keeps dot the isles. Its people are the Tuatha Dé Danann, an elf-like fae with luminous skin. It is said that the Tuatha, or Bright Shining Spirits, were not the original inhabitants of this metaplane. Stories tell of great wars against the fomoiré and then the firbolg that took place ages ago and spilled over to our earthly realm through an astral rift as the fomorians and firbolg sought refuge. In great cloudships carrying a hundred thousand troops, the Tuatha took over the metaplane and killed those who tried to flee to Earth.

Fomoiré are three-eyed giants with a dreaded gaze that can burn a man with just a look. Without a home, they were scattered to the metaplanes. It is rumored that some still survive in the lands of Id while others sought asylum in the Unseelie Court. Firbolg were never native to the Northern Islands; they are raiders from within the Metaplane of Faerie. They appear as an elf-like fae with dark skin and dark eyes, and with a more pronounced nose and high angular

cheekbones. Their stronghold on earth was destroyed by the Tuatha, but they still have smaller outposts on the Fae metaplane.

ASTRAL PHENOMENA

ASTRAL SHALLOW

An astral shallow is a point where the barrier between the physical realm and the astral plane is thin. This allows for an area of space that permits even mundanes a view of astral space. Astral shallows can be two dimensional, like a window, or a three-dimensional amorphous field. Those within the area are perceived by everyone as from the physical plane superimposed by astral perception. It's pretty trippy for mundanes to see their own auras, spirits, or the astral signature of a spell after being cast. Add some drugs and they can probably taste it.

ASTRAL RIFT

An astral rift is a connecting gateway from the physical realm to a metaplane. It can also connect a metaplane to another metaplane or multiple metaplanes. Some appear as a flat tear in space, others are an area of visual ripples or a fountain of sparkling energy. Regardless of the appearance, the effect is the same. The barrier is all but gone at these points, allowing even mundanes to astrally project and travel to the metaplane. Astral rifts are two-way bridges, so spirits from the connecting metaplane can come to the physical realm. This was the case with the DeeCee Rift before it closed. That rift was called a deep astral rift connecting to the far metaplanes. The only other semi-stable natural astral rifts are the Nazca Geoglyphs.

THE PLANE OF BEASTS

The metaplane of beasts is the embodiment of primeval instinct. The lands are similar to Earth, but some environments are even more extreme, or even impossible to find. Mammalian, reptilian, avian, and any other forms of animal life can be found here. Some of the animus spirits appear to be those found on the physical realm, but then there are chimerical hybrids like the giraffe-dragon-lynx and peacock-tapir-alligator. There are others still that are mere embodiment of bestial aspects: such as Coils, a spherical mass of roiling, snake like bodies; Fang, a shadowy fury creature with a large, morphing mouth and a shifting mass of teeth; and Hunt, a great shadow with various predatory eyes and ears, and a mouth that howls in delight of a chase and pursuing prey. Even some of the flora is animal-like akin to anemones, Venus fly-traps, or corals that wait for prey to come to them. Beast

