

Our story takes place on earth in a time before the great explorers charted the world. A time long forgotten when magic and myth were found around every corner. The boundaries of countries are in a constant state of flux, and cultures trade their legends more than they trade goods amongst each other. Our two heroes, if they truly can be called that, hail from a land that one day would come to be known as Prussia and more notably Russia long after that. Small kingdoms dot most of Europe and even the legendary Pendragon dynasty is still in its infancy; the fabled Arthur would not be born for another two generations. Many continents and countries exist in this time that have been lost to us or have been shrouded in myth and legend. Atlantis has yet to fall into the sea and its neighbor Lemuria will not fall into obscurity for another 500 years. The two are technological powerhouses for their time due to their combination of mysticism and science into one overarching study. Atlantis and Lemuria are locked in a vicious war that has spanned years but has thankfully not spread into other parts of the world.

At this point in time Japan still has limited communication with the outside world and, aside from the rare traveler, do not see many visitors. The Firbolg still hold much of Ireland and the Tuatha de Dannan have yet to return from their journey to other lands. Many gods of various pantheons still walk among the waking world, intermingling with other peoples from around the world. The All Father still hangs from the great world tree while his children are still young and many have yet to be born.

The land that modern-day scholars call Beringia was once a massive continental land bridge connecting Russia and the land that would come to be known as Alaska. Dozens of Inuit tribes and even more tribes that would be lost in the great flood, as foretold by lady Yaga, live in this land yet do not trade among their neighbors to the west. Like its modern-day counterparts, the land is frigid and almost inhospitable. Unlike the Zagovory of Morozov's people, who use strange speech to charm and enthrall others, the Inuit shamans use magic for more practical purposes. The Inuit's of this time use small magic to melt and freeze water, navigate the land, and generally survive their land.

The Americas have not yet been "Discovered" and the native people have just finished dealing with a major threat to their way of life. An uprising of dark sorcerers, Skinwalkers, Wendigos, and other foul creatures. The tribes have managed to successfully drive the majority of these creatures north. Out of the survivors the figure that would be known as the High Walker has emerged as a beacon for these creatures and malicious spirits. They travel in a host northward where the Inuit peoples live, seeing them as easy pickings. Other than cultural differences between the various tribes there has not been any distinctions made between what is now considered Canada, the US, and Mexico. Each tribe keeps to their own land and acts as their own independent nation, which in this time period is not so different from many of the small kingdoms to the west.

West from the Americas, In the Slavic territories, magic is considered something dualistic, good or evil, light or dark, life or death. Holy men use magic to heal those afflicted with disease while witches and warlocks use it to extend their life unnaturally or corrupt the minds of mortals. In contrast while the people of America have creatures and darker magic users, they see magic as a more natural part of life. Their shamans heal ritualistically invoking spirits of nature and even the Skinwalkers change their living form rather than calling upon undeath. The exception may be Wendigo spirits, but even they are viewed as what happens when someone breaks one of the natural laws.

The High Walker, who once worshipped the great spirit, turned long ago to seek reverence in Coyote. Coyote taught him the ways of changing his shape and the powers of bone dust; however High Walker wanted more. This is where he split off from other Skinwalkers, who revel in tricks more than anything else. He formed his own clan, a clan of like-minded creatures and dark shamans. Using more western teachings they delved into darker arts. The people of Central America refuse to speak of this dark tribe and shun even its memory.